

Featured Sim:  
**USS Independence**  
the setting, the characters, the players

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Interview:  
**Bernd Schneider**  
creator of [ex-astris-scientia.org](http://ex-astris-scientia.org)

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Log Writing:  
**Parts of a Story**  
how a story arc helps with structuring logs

# From the Editor

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Greetings all!

It was an adventurous month for me, to say the least. Not only have I been leading my eager helpers on to gather information on another great USF sim, the *USS Independence*, of which I admittedly had very little knowledge, but I also had the privilege of interviewing a fellow countryman of mine, Bernd Schneider, who is well known in Star Trek fan circles for his devotion to canon Trek facts and the website he built around that.

It was the first, but hopefully not the last time I'll venture outside the pool of USF members for an interview on Star Trek matters. It was actually so much fun, I can't wait to find me another victim! (Shatner watch out!!)

On top of this, I've once again continued tweaking the *PADD*'s layout. It seems my mind can't stop coming up with new ways of displaying the great work everyone does for this magazine.

One of the changes, though, was effected by a 'new' old addition to the USF's publication list (yes, new and yet old, I'm not going senile), as Commodore Ray Packard and Fleet Captain Tia Ryan combined the "USF Weekly" and the "Top Ten List" into one comprehensive weekly publication, named "The Communicator".

Since this publication will handle fleet information such as promotions and appointments, and the fleet's activity reports in sim summaries, there is no longer a need for the "USF News" section in the *PADD*. Which means I can delegate other projects to those correspondents now. Ha!

Anyways, thanks as always to everyone that had a part in making this *USF PADD* issue a pleasure to put together again. To you that have not yet contributed, I invite you to do so. It doesn't have to be an Orson Wells novel, any humble contribution will be gladly accepted.

For now, enjoy this month's read!

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## A Word on THE COMMUNICATOR

Did you know that as of 1/28/2011, three issues of the *USF Communicator* have been published, landing safely in the mailboxes of its subscribers? You did not receive those issues? You thought you were subscribed? Unless you already have the premiere, 2nd & 3rd issues of the *USF Communicator* residing in your mailbox right now – you thought wrong.

In order to receive the weekly issues, you must subscribe to the new publication. Members subscribed in the past to the *USF Weekly* and the *USF Top Ten List* **WERE NOT automatically signed up**. This misunderstanding appears to be common, as several folks have said to me, "I thought I was a subscriber," with complete incredulousness in their voices.



### SUBSCRIBE NOW!

[http://core.sector001.com/cgi-bin/account\\_subscriptions.cgi](http://core.sector001.com/cgi-bin/account_subscriptions.cgi)

For questions, please email: [usfcommunicator@montana.net](mailto:usfcommunicator@montana.net)

Thank you to the *USF PADD* for allowing me this venue to appeal to the USF membership to subscribe!

– Fleet Captain Tia Sloan Ryan-Marshall, co-editor



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**On the cover:** Sovereign Class image by [Doug Drexler](#) / Background by Cmdr. Loriaarra

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# Briefings

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## Star Trek

### Memorable Quotes

The basic quality that any great story must have is a story that illustrates the human condition.

– William Shatner

"I thought it was generally accepted, sir, that Vulcans are an advanced and most honorable race."

"Yeah, they are - and damn annoying at times!"

– Admiral McCoy and Data, "Encounter At Farpoint Station", TNG, Season 1, Episode 1

### Intelligence Report

by Lieutenant J.G. Knomik Brott and First Lieutenant Leyva Torosi

### Favorite Memories of Bones

Remembering DeForest Kelley as a true gentleman, this short article recalls some of the actor's favorite memories of Dr. Bones, and asks the fans to add their own. What's yours?

Add your voice:

- <http://startrek.com/article/remembering-deforest-kelley>

### Dilbert's Scott Adams has a case of Pon Farr

Long time Star Trek fan and writer of the comic strip, Scott Adams, occasionally injects his fandom in his work. Recently he created a three strip set on the Vulcan Ponn Farr that is available as a three-mug set.

Drink it up:

- <http://startrek.com/article/dilbert-is-hot-for-pon-farr>

### Star Trek: The Exhibition warps to Louisville

This traveling museum has landed at the Louisville Science Center in Kentucky, from now until May 22, 2010. View props and items from five live action movies including the most recent film. So if you're in the area and missed sitting in the captain's chair, take a look.

For a little visual appetizer:

- <http://startrek.com/article/star-trek-the-exhibition-beams-into-louisville>

### Kate Mulgrew – Still Moving at Warp Speed!

Kate Mulgrew reminisces about the experience of playing Kathryn Janeway, the first female captain in a lead role on a Trek series. She opens up and shares her take on the overall experience, the

evolution of Janeway, what she envisions Janeway doing now, her feelings on the addition of Seven of Nine to the cast and more.

Read both halves of the interview:

- <http://startrek.com/article/catching-up-with-kate-mulgrew-part-1>
- <http://www.startrek.com/article/catching-up-with-kate-mulgrew-part-2>

## Checking in with Chekov

This interview with Walter Koenig calls him a Star Trek legend, but having grown up with Chekov on TOS, it felt almost like a casual chat with an old friend. His responses are entertaining and refreshingly candid when he answers questions about such topics like his favorite TOS episode, his relationship with Shatner, what it felt like to see another actor portray Chekov in *Star Trek 2009* and whether he preferred his role as Chekov on Trek or Bester on *Babylon 5*.

Find out what Walter said:

- <http://startrek.com/article/walter-koenig-answers-your-questions-part-1>
- <http://startrek.com/article/walter-koenig-answers-your-questions-part-2>

## Major Questions for Major Kira

In a visit with Nana Visitor we're treated to an intimate look at her life both during and after DS9. Visitor shares such things as what it was like to portray Major Kira Nerys and her Mirror-universe alter-ego The Intendant, the interesting effect that wearing Kira's makeup had on her and the surprise of falling in love with one of her co-stars.

Read the entire interview:

- <http://startrek.com/article/ds9s-major-kira-nerys-nana-visitor-part-1>
- <http://startrek.com/article/ds9s-major-kira-nerys-nana-visitor-part-2>

## Pioneers of Television

No surprise to Star Trek fans that Gene Roddenberry is prominently featured in the first of four parts of a PBS special documentary. It focuses on Science Fiction shows like Star Trek, The Twilight Zone, and Lost in Space, and the people behind them.

Read more about what writer-producer Mike Trinklein had to say:

- <http://startrek.com/article/roddenberry-among-pbs-pioneers-of-television>

## Event Calendar

(upcoming Star Trek and Star Trek related conventions)

**February 18-20, 2011** – TrekTrax Atlanta, Atlanta, Georgia, USA

**February 25-27, 2011** – Mysticon, Roanoke, Virginia, USA

**March 11-13, 2011** – Official Star Trek Con, San Francisco, California, USA

**March 27, 2011** – Southcoast Toy and Comic Show, Fairhaven, Massachusetts, USA

**April 9-10, 2011** – Official Star Trek Con, Phoenix, Arizona, USA  
**April 30, 2011** – FOPCON, Dayton, Ohio, USA

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## Star Trek Online

by Captain Havraha cha'AAnikh

A new year, a new batch of STO News. The news died down during the waning months of 2010, primarily because Cryptic, and what I will from now on refer to as "the STO team" to be specific, were actually running out of things to bring up. All their effort was thrown into Season 3 and getting the Foundry into beta on the Tribble Test Server. Now that that's finished, January has rolled about and new things have been placed on the plate.

### All Good Things Set Released to the C-Store

All good things must come to an end. Happily, not yet though! Mid-January, Cryptic released the "AGT Set", which included a set of uniform pieces based off the future scenes in the very last episode of *The Next Generation* entitled ... wait for it ... "All Good Things"! If you're a fan of that look, or in self-fulfilling a prophetic future, then you're probably already buying the uniform as I speak.

### Free Shuttles Added to the Game and Delta Flyer Added to the C-Store

For reasons as of yet undisclosed, the STO team has created player-controllable shuttles for all to fly around in. What's more curious about this is they're giving them away for ... well, free. We're not sure why yet, but there's already speculation going on that they may be needed for an upcoming episode.

Since the very launch of the game, players could journey to DS9 where they could purchase a flyable runabout, but a flyable shuttle has only ever appeared in the game once -- during a story mission in the Klingon Faction's campaign. Now they're going to be common place, however, and not just that -- the Delta Flyer, Tom Paris' ultra-sleek, Borg-tech infused Ferrari shuttlecraft, has been added to the C-Store. Voyager fans rejoice, and please... remember ... don't break the warp speed barrier with it!

### Featured Episode "Series 3: Cloaked Intentions" Has Been Released!

The STO Team has done it again -- with the phenomenal reaction garnered by Series 1: The Breen, and Series 2: The Devidians, Cryptic's short break from the new weekly series episodes could not be continued. Breaking from the tradition of the previous episode series, however, Series 3 is not named after its primary villain, but is instead entitled "Cloaked Intentions", and features what is widely regarded as the STO community's favorite villains, the Romulans.

The first episode of Series 3 will be released February 5th, and is titled "The Vault". Fans of Star



Trek that read the Star Trek 2009 movie's tie-in comic may remember that The Vault was where Nero went to have the Narada equipped with Borg technology. It's not a spoiler, just soft-canon you may not be aware of! The Series will be continued with the episodes "Mine Enemy", "Frozen", "Coliseum", and "Cutting the Cord", although this time around Cryptic is concealing the plots of each episode until the previous episode has been released. "Cloaked Intentions" also brings with it visually redesigned and combat-tweaked Romulans, so a very new and polished experience awaits us!



## Open Jacket Uniform Causes Controversy on the Forums

Although not directly news related to the game yet, controversy did erupt during January on the forums over the announcement that the "Open Jacket Uniform" will be coming to the C-Store in February. The Open Jacket Uniform won a poll on which uniform would players most like to see added to the game, and the reason is not surprising -- it was a uniform that appeared on the cover of PC Gamer Magazine.

If you want to see what all the fuss is about you're welcome to Google it, but unfortunately the PC Gamer cover is not the kind of stuff that I think I can post in the virtual pages of the PADD, although I'm sure you can see why it won the poll if you look for yourself! However, there are many forum posters who won't have it, complaining about how not canon it would be for Starfleet officers to wear their uniforms so inappropriately. Weighing in on the matter, Executive Producer Dan Stahl had this to say --

QUOTE:

**I respectfully disagree that Starfleet officers would never wear such a thing.**

...

There were episodes such as the "Year of Hell" when it is implied that in some extreme situations, uniforms would be worn loosely, or the jacket removed entirely.

Our goal is to replicate this sort of "casual" jacket look in what we're doing.

QUOTE:

*I can understand the concerns. The PC Gamer Jacket (which was art created by the PC Gamer magazine) was indeed featured in the poll, but the reason I've started calling it the Open Jacket uniform is that I don't expect to be seeing the amount of cleavage on as Starfleet Uniform. I'm working with the artists to find the right "feel" for how this should look... basically disheveled and casual.*

Apparently quelling the controversy by implying that the Open Jacket Uniform will be far more PG appropriate than the art produced by PC Gamer Magazine, this then created a COUNTER-controversy of other players complaining about the change, with the mantra "Don't Nerf The Cleavage!" becoming popular.

What's my opinion on it here in STO News? Well, I think that if I can run around with a plantigrade Caitian in a Mirror Universe uniform while flying an NX Class starship a couple of hundred years out of date, canon isn't really an issue for Star Trek Online. And the skimpy wear of the Orion characters on the Klingon side is no worse than what's appearing here, so bring on the ta-tas. What? Over the line?

## EP Dan Stahl Reveals Plans for XP Boosting Items, Stirs Up Serious Controversy

Almost simultaneously with the Open Jacket Uniform complaints, Stahl revealed plans to add items to the game that will allow players to gain more XP faster. Massive amounts of complaints came forth from players arguing that if anything, they rank up in Star Trek Online TOO quickly, and the last thing the game needs is items to speed it up. Again, Executive Producer Dan Stahl clarifies the plans --

QUOTE:

*Our research supports that not everyone is "powerleveling" in the ways you'd expect and we've had numerous requests to add the feature. Since Champs is already intending to add the feature, it was an easy thing to get into the game. Having it in the C-Store and as a rare drop ensures that it is not a standard way we expect players to play. Heck - even Jack has complained that he wants XP boosts so he can level up his Klingon faster. I'm inclined to think this is ok and helps the vast majority of players who have never made it to Captain rank or higher. (yes I said VAST majority and I mean it). Not everyone is a Vice Admiral nor does everyone who plays Star Trek online have hours upon hours to play the game.*

*It will be a rare thing to get one of these things in game, and it will be a real money option for those who want to pay for the convenience.*



QUOTE:

*I think it would also be helpful to define "XP Boosts" as a +20% increase to skillpoints gained for an hour.*

*So the increase is a "boost" - not a gimme free levels.*

*The fact that it only last for an hour also means for nominal gameplay it will be active for the duration of a few missions.*

QUOTE:

*We are also considering implementing "rest xp" where you get x2 xp for a while based on how long it has been since you last logged on.*

*To claim that allowing some players to increase their XP temporarily is going to cause havoc, I'd argue that most MMOs have some sort of XP bonus whether it is rest xp or otherwise.*

*Fact is - if all you care about is leveling, and you want to devote the gametime to do it, you can do it ridiculously fast in almost every MMO I've played.*

*The reason rest XP and XP boosts exist in the first place is that MOST of the players in MMO simply don't make it past the first few levels because they are new to MMOs or just don't value leveling in the same way.*

*XP increases exist to help players get to higher level content when they don't have tons of time to devote to the process of leveling. The reason you want players at higher level content is because it is typically the better content in any MMO and it is also where you get to experience features that "unlock" at higher levels - which in STO is the cooler ships and sectors like Cardassian and Borg.*

*If you are a casual player who loves DS9 - it kinda sucks that you have to get to 31 before you can really have a go at all the DS9 missions.*

*So while some players view this as a problem - others will view it as a godsend.*

Yep, I think he kind of sums it up there.

I'm trying to keep STO News smaller in size guys, so although there's more "things" I could talk about, those things could also wait for the next issue since they're still a ways away. Until then, that's all for February 2011's STO News! And remember, my screen name is USFHavraha and my in game account is @Havraha, so throw me an IM or PM if you'd like to join our guild!

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## Sciences

### Watching the Universe

#### Stormy "Matters"

Turns out scientists discovering that antimatter is not just part of fictional technology, such as warp cores and futuristic bombs, but that a common earthy event produces such particles has them

utterly astonished.

Make sure you got your rubber boots on:

- <http://articles.latimes.com/2011/jan/11/science/la-sci-thunderstorms-antimatter-20110112>

## **Commemorating the Space Shuttle**

This great video is a must see for all shuttle enthusiasts. It boast amazing and breathtaking views from various camera angles. Enjoy!

See it on youtube:

- <http://www.youtube.com/watch?v=W2VygftZSCs>

## **Dream Walker**

What does a smoke filled school auditorium booming with the sound of rocket engines have in common with missions to space? Find out as you're introduced to Doctor Bernard Harris and his determination to share the dreams for which he had reached with others.

Strap down for takeoff:

- <http://www.americanprofile.com/article/43866.html>

## **Astro... flame war?**

You always thought you were an Aquarius? Think again! - Wait. ... Or maybe not.

Seems after much time of animosity between astronomers and astrologers, both concerned with the big balls of gas in the sky for different reasons, someone lit a match and threw it in that volatile environment. Let the flame wars begin! - Over what? The constellation Ophiuchus, a supposed 13th zodiac sign. Confused? Yes, so were many others.

Before you start wobbling off your own rotational axis:

- [http://www.onlineathens.com/stories/012711/opi\\_776681140.shtml](http://www.onlineathens.com/stories/012711/opi_776681140.shtml)
- <http://newsfeed.time.com/2011/01/13/horoscope-hang-up-earth-rotation-changes-zodiac-signs/>
- <http://www.time.com/time/world/article/0,8599,2042520,00.html>

## **Extreme Planet Makeover**

Always wanted to see how different attributes such as size, distance from a star, or star class affect what a planet looks like? Now you can with this interactive NASA features. You can even download a picture of your planet. How cool is that!

Feel like a kid in an awesome science class:

- <http://planetquest.jpl.nasa.gov/planetMakeover/planetMakeover.html>

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# USF Features

all information collected by

Commander Loriaarra, Kayshl, Lieutenant Commander Solik, Cadet Malachi Styles, and First Lieutenant Leyva Torosi

## USS Independence

Thursdays 10:00 pm ET, AOL/AIM chatroom "Final Frontier"

## Sim Universe

In-Character (IC) and In-Universe Information

Ship Specs	
Class	Sovereign
Type	Battle Cruiser
Length	685 meters
Width	250 meters
Beam	88 meters
Cruise Speed	Warp 7
Max Speed	Warp 9.95
Crew Capacity	885 officers & enlisted



## Mission

Assigned to the Delta quadrant in the year 2390, the USS Independence's mission is to maintain a foothold near the Galactic Core while exploring the unknown and making contact with new species. The crew works to expand the reach of the United Federation of Planets.

## Starring

### Crew:

🚩 Commanding Officer

🚩 Executive Officer

🚩 Helms Officer

👤 Operations Officer

👤 Operations Officer

👤 Tactical/Security Officer

👤 Engineering Officer

- Captain [Adam McMahon](#), Betazoid

- Captain [T'Marahoi](#), Vulcan

- Lieutenant J.G. [Travis Cloud](#), Rigelian

- Lieutenant J.G. [Travis Vaughn](#), Human

- Lieutenant J.G. [Trevor Cloud](#), Rigelian

- Ensign Maggie Grayson, Human

- Ensign [Michael Johnson](#), Human

🦋 Chief Medical Officer  
 🦋 Science Officer  
 🦋 Science/Tactical/Security Officer

- First Lieutenant [Adrenna Darz](#), Zabrian
- Lieutenant [Brieana Pax](#), Trill (joined)
- Lieutenant J. G. [Raeyana Laurie](#), Bajoran/Betazoid

#### NPCs:

🦋 Chief Security/Tactical Officer  
 🦋 Security Officer  
 🦋 Security Officer

- Lieutenant Jericho
- Ensign Barnaby Jones
- Ensign James Bartley

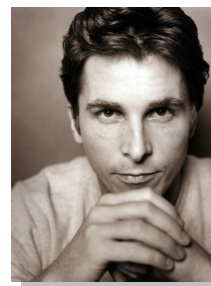
#### Fleet Representative:

🦋 Admiral [Periwinkle Mason](#)

## Crew Introductions

### 🦋 Captain Adam McMahon:

[Ed. Due to computer related issues, Captain McMahon was unable to provide this information in time for the February PADD release.]



### 🦋 Captain T'Marahoi:

"My name is T'Marahoi. I am Vulcan. It is rather illogical to think someone would be interested in reading about me. However, I am not adverse to sharing information.

"I did not choose a Star Fleet career early in my life. I devoted myself to science studies. Later I married and my husband was stationed as an ambassador to Earth. I raised three children, two girls who are medical doctors, and one son who was aboard a research vessel until he was accused by the Romulan government and then imprisoned. It is fortunate that he was rescued from that fate, and he is recuperating on Vulcan.

"My husband was killed, and although it was designated as an accident, I believe there were other reasons behind the event. Since my children were grown and on their own, and I no longer had my mate, I felt joining Star Fleet was a logical way of providing service to others.

"I am now the Executive Officer on the USS Independence. An associate asked me if I am dissatisfied, because I was once a Captain and now am not. I replied that one serves where one is called. There is no logic in dissatisfaction. The USS Independence has an excellent crew and strong leadership. I serve very willingly on this ship."



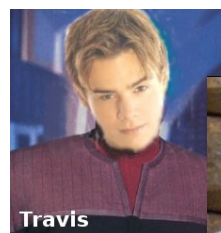
### 🦋 Lieutenant Junior Grade Travis Cloud:

### 🦋 Lieutenant Junior Grade Trevor Cloud:

(The twins sit, in unison, in front of the camera. Although they are identical twins, they have marked differences, with Travis having longer hair and a more confident look to him.)

Travis> (nudges his brother) "You go ahead and start."

Trevor> (raises a brow, then shrugs and looks back to the



Travis



Trevor

camera) "Hello. I am Lieutenant Junior Grade Trevor Cloud. I am one of the OPS officers on the USS Independence."

Travis> *(rolls his eyes)* "I think they already know that much." *(looks directly at the camera)* "Hey! I'm Travis, helm-officer extraordinaire." *(smiles)* "I'm the better looking twin."

Trevor> *(looks at his brother)* "We're identical." *(looks back at the camera)* "Although it may not show, with our blonde hair or the fact that we are twins, Travis and I are Rigelian. Because twins are so rare, and blonde twins even rarer, we were left in a Terran restaurant on Deep Space Fourteen."

Travis> *(huffs)* "Yeah, they thought we were a bad omen or something like that."

Trevor> "But that doesn't mean we had a horrible childhood, or anything. In fact, it was quite the opposite. Our parents, the ones that adopted us, considered finding us a blessing, and raised us with much love in the family."

Travis> "Yeah, I gotta agree there. Dad and mom... James and Tina Cloud, that is... are pretty great people."

Trevor> "The Independence is our first assignment since graduating from the Academy. Starfleet has decided to keep our assignments the same because of the mental link Travis and I share. It has already come in handy on a away mission I had gone on, where we lost regular communication with the ship. Travis and I were still able to communicate with one another."

Travis> "It's not like we NEED to be assigned together."

Trevor> *(reaches over and wraps his arm around his brother's neck, pulling him close)* "Oh, you know you would miss me, if we were assigned on different ships."

Travis> *(irritated look, pushes Trevor off him)* "Knock it off, Dude. We don't want people gettin' weird ideas about us. Sheesh!"

Trevor> *(chuckles and looks back at the camera)* "Anyhow, that's pretty much us. We are both dedicated to Starfleet, and being the best officers we can."

Travis> "Which is easy for me." *(smirks)*

### **Ensign Maggie Grayson:**

"My name is Maggie Grayson, I am a Tactical and Security Officer aboard the USS Independence. I guess you would call me a Starfleet brat. Both my parents are Admirals in Starfleet. But the difference is that they are Starfleet Corps of Engineers. My Dad is Chief of Construction Operations and my Mom is Chief of Construction Security, you know she is the one that makes sure that everyone is protected."

"I have no brothers and sisters, except for a clone from one of our missions. Mom and Dad have taken her in as my sister Elizabeth. I was born on Earth, but I have traveled a lot. I know what a TDY is, that's for sure. I learned a long time ago from being in Starfleet that it is hard to make friends and keep them. Weird is part of the job. Most of all, being in a relationship is the hardest. Don't ask me who? I am not telling, I have not even told my Mom yet."

"The Indy is my first assignment. When I complete my service on this ship, I will then transfer to the Corps of Engineers to be assigned to a Corps Security Team. All I have ever wanted is to make my parents proud of me."



### **Ensign Michael Johnson:**

"My name is Michael Johnson. I am an Ensign aboard the USS Independence in the engineering department. I am still pretty new to the ship, only been here since March or April. I love the environment though. Everyone is so friendly and even though I've been here for only six months, there is a huge family atmosphere aboard the ship."

"When things get really rough, I work my hardest to keep the ship in tip top shape. Nothing can stop me from doing what I do best, Engineering. I love this ship and its crew and hope to have many more years on this vessel."

### **First Lieutenant Adrenna Darz:**

"My name is Addy Darz. I know my full name is Adrenna but please call me Addy. I'm the Chief Medical Officer and ship's Counselor aboard the USS Independence. The Indy was my first assignment after graduation.

"I am a Zabrian, which is a species that isn't common in this sector of the galaxy. My family was traveling in a small space craft when we got caught in a space anomaly and ended up crashing on Betazed. We were too far from home to return, so we decided to make this part of space our new home! My dad's a scientist and he loves to learn about new peoples and places. So Betazed is where I grew up and I feel at home there just as much as I did back on Zabria.

"I joined Starfleet because I had a really good friend that left Betazed for the Academy and I decided to join him. Starfleet had a reputation of allowing officers to experience amazing adventures and I couldn't let my friend have all the fun! Plus, I am a lot like my father, I jump at the chance to learn things about new people and places, and Starfleet seemed a perfect venue for such learning.

"Well, I haven't been disappointed yet. The things I've seen on this ship...I couldn't have ever imagined it! Working with my clone to save a clone crew, communicated with non-corporeal aliens that wanted to experience life through our eyes, dealing with a Lady Q who proved as mischievous as the more known Q who bugged Picard, and countless other interesting experiences. It's just surreal, all the things we encounter out there.

"And I am very lucky to have such a wonderful crew and a talented medical staff. We take care of each other. There's no job that is more important than another here. We're a good crew and I believe we all work together well. That kind of thing is needed when you are traveling through unknown space."

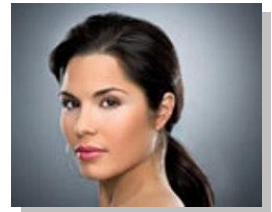


### **Lieutenant Brieana Pax:**

"Hi! I'm Brieana Pax, a joined Trill. I am currently assigned to the USS Independence. My symbiont is over 200 years old and has been joined five times. Sometimes I get to doing something and wonder why, then I realize it was because one of the other hosts like to do that. Some of them were very reserved, some rather domineering.

"I am a little care-free. I work hard, but I am just as serious about my play time, and any cute guy will probably strike my fancy. In fact, guys might be my downfall, because every time I've gotten in trouble, it's been because some guy talked me into doing something I hadn't ought to have done. Like the time that McCoy talked me into stealing that Romulan ale. Well, at least the ale was good.

"I excel in science subjects, and that is why I am a science officer. I am a loyal friend and I am dedicated to Star Fleet. I just think that you can have some fun along the way, while you're saving the universe one mission at a time."



### **Lieutenant Junior Grade Raeyana Laurie:**

*(Rae walks in, very tense. She looks around the room, then sits in the appropriate seat and stares at the camera with a sigh.)*

"Well, I am a science officer and security officer. I majored in both fields because I like to discover new things, and I am good at protecting myself. I have had to fight to survive most of my life so I use those skills to protect the crew, if anyone threatens their safety...they'll have to answer to me!" *(she folds her arms and glares, but then relaxes slightly)* "There's not much more to tell."

"What do you mean, why did I join Starfleet?" *(glares again)* "What, do you think I'm not good enough for Starfleet?" *(pauses)* "Look. I don't really care much for this interviewing process. I'm a Starfleet officer because I want to be, why should I have to say anything more than that?" *(ponders, looking away, then shrugs)*





"Any advice...? Hmm. Be prepared to work hard... and don't be surprised if the unexpected happens...because out here, literally anything and everything can and will happen!" (looking at little agitated)

"Look, I have things to do, can I go now?? - Good!"

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## Behind the Scenes

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

### Adam McMahon's Player

interview conducted by Cmdr. Lorianra

**I know you've been second in command of the Starfleet Academy sim for a while before becoming CO of the USS Independence. How different are those two sims in style? And was it a big adjustment to you?**

They are two entirely different worlds, well it feels like they are anyway. The goal of the Academy was to prep the cadets for their lives in Starfleet so you went about the sim just like that, making sure they handled the scenario in the proper way. Not to mention I haven't lectured in quite some time. ... That I don't really miss.

Whereas the Indy is on the front of exploration and the missions vary so much more than on the Academy even on the strangest day. It was a bit of an adjustment, but I think after a few weeks I got right back into the swing of it. The only real major change was the fact that I was now the one in charge and responsible over all others.

**So, do you prefer the 'out on the front lines' sim settings on a ship over the Academy or perhaps a space station?**

Definitely the 'front lines' are for me. I prefer to be seeing the new worlds and interacting with new species...even if diplomacy isn't possible. Not to say that the Academy wasn't filled with plenty of adventure and mishap.

**Oh, don't I know it. Heh.**

**You've mentioned to me that you like reading books. Are they a source where you draw**

#### Player OOC Stats

**How long have you been with the USF?**

It's going on 10 years by now.

**What brought you to the USF?**

I'm a huge Trekkie and was looking for an outlet for that; found the USF through the old AOL chatrooms, stumbled on it really.

**How long have you been on the Independence sim with this character?** This will be my fourth year as her Captain, and I'm very proud of her.

**How long have you been simming/role-playing altogether?** 10 would be the maximum; the USF was definitely my first step into RPGs like this.

**What other genres of role-playing do you do?**

I've done some Star Wars and other RPGs (console), but this is one of the only chat-based ones I do now.

**What is your favorite:**

**Star Trek series?** Star Trek: Voyager

**Star Trek movie?** I like the revamped Star Trek, but "The Wrath of Khan" is still my favorite.

**Star Trek game?** Star Trek: Armada II

**Star Trek book?** "Ashes of Eden"

### **inspiration for plots from? Or where do you get your ideas?**

Most definitely, I've used some story lines from books that I've thought were unexplored in some books and found them entertaining for the crew. So some of my subject matter I get from the books. Others I pull in from various sources, mostly movies. Mostly I try to take just a small kernel from my source and build a 'trekkie' idea around it.

### **That's a good approach. Is there any particular plot you enjoyed playing out the most?**

Well, back on the Academy I used a plot based on the Ashes of Eden book where the Enterprise-A was acquired by a ragtag Klingon (and something else I can't remember) and converted slightly. Anyways it was lost in a battle and I had my cadets track it down and locate the ship. I don't really know why but I really liked that plot.

### **Hm. And what sort of plots do the Indy crew members seem to respond most to?**

They like action but are more into puzzles. If they have to solve the problem using unconventional means they're usually really into it and I'm more than happy to provide problems.

### **Hehe. Yes, I can definitely see that with the kind of crew you have.**

### **How important is it to you personally to have a competent and reliable XO at your side for these adventures?**

It's extremely important to me, I need to know that no matter what that I have someone to rely on. So far that's definitely true of my Exec, it definitely relieves stress having her around.

### **She's been doing this for a while. Sort of a veteran at it.**

Heh, you could definitely say that.

### **Last questions. Your character is a Betazoid. How do you approach playing a telepathic character in a sim since you cannot read people's minds for real? And, how much of yourself is in Adam?**

I try not to exploit it too much, I have my character suppressing his abilities and not overusing it. Mostly because he grew up around humans and knows their uneasiness about poking around in their heads. But lately Adam's telepathy has become more developed...haven't decided just which way to go with it yet, heh.

I'd say I bring a lot of myself into this character, other characters were based off other people, this one I tried to keep as close to the original (minus the obvious) as possible.

## T'Marahoi's and Briana Pax's Player

interview conducted by Cadet Styles

**I was reading your quick stats. Simming by snail mail, that had to have been a frustratingly long sim plot.**

Well, that was before there was Internet. And we didn't know any better. I've loved Star Trek since the moment it was first created in the 60s. I've immersed myself in each of the series, taken in all the movies, read most of the sci-fi books out there on Star Trek and Star Trek characters, and attended more conventions than I care to count.

So, at one point, years ago, I found this snail-mail sim that I, my daughter and my son all got involved in. After sending off our reaction, we waited and watched our mail box day after day. When we got that thick envelope we ran indoors and tore it open, and I read it out loud to my son and daughter.

**Would you just send it to the "Captain" of the ship?**

We sent it to the "Admiral" who was really the host. He had several ships he was running. And you worked your way up through the ranks like you do in the USF. We got little name tags and such in the mail, along with pips and certificates for accomplishing certain actions. We basically had a lot of NPCs on the "ship" that we were on. We would receive a scenario for each of us that we had to respond to.

Then, finally I got to be a "Vice Admiral", hosting other people and sending them scenarios.

Eventually real life got in the way and the Admiral closed down his ships, and we didn't do it any more. By that time, email was just getting started.

**Excellent. So I can imagine that the advent of AOL and their chat room was almost a godsend.**

It was like starting from a standing still and bursting through the event horizon into Warp 9. And now, an email sim seems clumsy...when I am used to being in real time with my shipmates.

**Haha! Yes, I can certainly imagine. Was the USF your first chat sim group?**

Yes. It was, and still is, the only one I do. Well, except for the e-mail one, the USS Gettysburg (TOS universe).

**How long have you been doing this with the USF? And what was your first ship?**

### Player OOC Stats

#### How long have you been with the USF?

I've been with the USF since January of 2003 when I first started the T'Marahoi character.

#### What brought you to the USF?

In 2003 I happened across a mention of the USF and checked it out; the rest, is history.

#### How long have you been on the Independence sim with this character?

T'Marahoi has been on the USS Indy since June of 2009; I also brought on a secondary character, Lt. Briana Pax, a joined Trill.

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

Since 1996.

#### What other genres of role-playing do you do?

Nothing other than Star Trek.

#### What is your favorite:

**Star Trek series?** Hard to pick, because I love each of the series for different reasons; I suppose my favorite is TNG, followed closely by Voyager.

**Star Trek movie?** My favorite movie is a TOS movie, Star Trek IV – the one with the whales; I remember that the premier of the movie was on Thanksgiving day, and I waited until my family ate their turkey, then I loaded them all up and we went to the theater.

**Star Trek game?** For a while, my daughter and I were collecting and playing the Star Trek card game.\*

**Star Trek book?** I love all Star Trek books because you get to see more of the characters that no longer can be a viable character on screen; and each time I read one of those, I am instantly transported, once more, into the universe of Star Trek.

Since 2003. I first was assigned to the Starbase Everest. That was when I only had one character, the Vulcan, T'Marahoi. I yearned for a ship and transferred to the Roddenberry.

**And that was your first command?**

No. I served under Ray Packard and then Jonas Brent became Captain of the Federation and I served under him as XO. He eventually took over the ...not the Loth, the other one, and I took over as Captain of the Federation. When my XO was ready to be CO, I left the Federation so she could take over, and I was Captain of the Hermes for a while.

I remember, Brent is Captain of the Lexington.

**If you were to "groom" any newcomers to the USF, what would be your best advice?**

Be creative, think on your seat (cause you're in front of a computer) and remember to be a team player. It is not as fun if someone is either too afraid to do something, or so egotistical that it all has to be about them. Sometimes in a sim the plot centers around Engineering, sometimes Science, sometimes it is a space battle and security and tactical reign....it's all about solving mysteries, together, and having fun.

And if you want to be promoted, put in the time and the logs.

**Excellent, and finally.... Where do you see the future of simming as going?**

How far in the future?

**Say the next ten years.**

Well, there is already a start of visual effects. What if we had a tactile suit where we could see, hear, feel what was going on....or would that be too real. I don't know, maybe a shared view screen, or some such thing. Although perhaps that would begin to put a squelch on imagination. I always liked books, even more than movies or TV, because there is no limit to what you can imagine.

**So you do still see the art of simming continuing?**

Most definitely. There are those of us who are addicted to the idea of saving the universe, one week at a time.

**Haha. Indeed. Thank you, Captain.**

(\* My daughter and I were out one day scouting out all the places that sold cards, looking for some cards to add to our decks, when we ran across one place that had several very good cards. The problem, I only had \$20 on me so we were going through the cards the guy had, one by one, trying to decide on the best ones for the funds we had. The guy said, "Oh, I'm closing this section down, I'll give you the whole selection for \$20." You never saw anyone put down a \$20 bill faster than I did that day. My daughter and I were positively giddy as we ran out to the car with our stash. When we got them home and counted up the value of each, they were worth over \$430. We were ecstatic.)

## Travis and Trevor Cloud's Player

interview conducted by Fst. Lt. Torosi

**What gave you the idea to play twin characters for this sim?**

I was "guesting" on another sim, for a bit, and I was playing two parts, and it suddenly came to me to make them twins with a mental connection. I liked it so much, when I joined Independence, I stayed with the idea.

**That's an interesting idea. How much of your personality shows through in your characters? Is one of the twins more like you than the other?**

Nope. Only my sense of duty, shows in them. Trevor is much more intelligent than I ever will be, and Travis more daring and confident.

**What types of story lines/sim plots do you find most interesting or stimulating and can you provide an example of a plot like that?**

Hmm...I enjoy plots that definitely challenge us and make crew interaction a must. The last plot we did, where we had to get the XO freed from a false murder charge was a great one. Trevor actually played advocate for her in court.

**Do you think games like STO hurt or help simming and why?**

Kind of both... They hurt simming because the players get all wrapped up in the game and forget to sim. It could also promote simming, as people may want to do more... act more freely than the game limitations. If STO has any limitations.

**Do you see yourself simming 5 years from now?**

Absolutely. I love simming, and will undoubtedly do it as long as I can. The only things to stop me would be personal disabilities, or the lack of sims. I don't foresee either of those as a problem.

**Do you have a simming mentor or someone who influenced you to get into simming?**

No. I have always been in some sort of fantasy world, even before online simming showed itself to me. This just allows me to let that side of my personality out.

**Fascinating! That went fast! Here's my last question for ya. If you could step into the shoes and become any Trek character, who would you become and why?**

Wow. I would have to say Captain Picard. I have the type of personality that wants to be in charge. Picard's character was one of the ultimate commanders. He was hard, and yet fair.

### Player OOC Stats

**How long have you been with the USF?**

I have only been with the USF since June 2007.

**What brought you to the USF?**

I had a friend (well I still have the friend) that was playing in the Academy sim; the character I joined with, I had played in my other sim, and he became of age to join the Academy, so... I joined that sim.

**How long have you been on the Independence sim with this character?**

I have only been on the Independence for about six months.

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

Ummmmm... Since before Star Trek introduced the Dominion War? ... at least 14 years.

**What other genres of role-playing do you do?**

I did one with magic elves and warlocks and all kinds of characters.

**What is your favorite:**

**Star Trek series? Star Trek movie? Star Trek game? Star Trek book?** I don't have a particular favorite; I love 'em all. I've never played the online games, just simmed. I really love anything Trek, except Enterprise, which I merely tolerated because it WAS Trek, but it messed with the history, which I didn't like.

## Maggie Grayson's Player

*interview conducted by Kayshl*

**So tell me a little about your primary character/s and what you enjoy about them most.**

Hmmmm... Maggie is what I am, for real. Maggie is me. She is strong willed, hardworking, stubborn and loves life. She never had any other family but her mom and dad. She's a Starfleet brat. I also play Troi Katelin on the Hermes as well as Will. Troi is Bajoran and Betazoid and is like family to me, but I have the most fun with Will. I can do things that I can't do as a human.

**And Will is a poodle, right?**

Yes, my real-life grandson (my kid), William T. Riker, or as Jonathan Frakes calls him, Wild Bill Riker.

**So how does one go about creating a SIM character that is a dog?**

Will is a living, breathing dog. The character on the Hermes is patterned after my real-life boy dog. He plays with his cow, he tears up stuff, and he gives kisses on the nose. Will could be the therapy dog that he plays in sickbay. I have him sit with me during the sim.

**I hear you have more than one poodle, and they so happen to be famous. Eager ears want to know the scoop. How did that come to be?**

Yes, we are the owners of the poodles that are in the documentary "Star Trek Beyond the Final Frontier".

We traded the first one, Data, for a Nintendo game with my brother-in-law. Since Data was my favorite character, that is what he got named. Tasha was a rescue, and we needed a mate for Data. That set went to another galaxy, and we got two puppies, which became the second set of Data and Tasha\*. Both are AKC miniature poodles. Tasha(2) is from California and Data(2) is from Arizona.

On "Star Trek Beyond the Final Frontier" ([segment starting at 7:46 minutes](#)), the hubby and I were with Data and a very pregnant Tasha Yar. She had four girls that litter, the day after the con. Will is one of Data and Tasha's puppies. ... Data just peed in the rose garden.

**Do Star Trek trained poodles make for good fertilizer?**

Not really, smells and looks the same. They put their uniform on one paw at a time. They're just spoiled and loved.

**So can I assume at least a few of them infamous star photos were taken at a Star Trek Convention?**

### Player OOC Stats

**How long have you been with the USF?**

About a year or so.

**What brought you to the USF?**

I met Flt. Cpt. Tia Ryan at the big Vegas convention.

**How long have you been on the Independence sim with this character?** Just a few months; I was recruited by a crew member on my other sim.

**How long have you been simming/role-playing altogether?** I think more than 15 years.

**What other genres of role-playing do you do?**

None; pure grade AA Star Trek fan.

**What is your favorite:**

**Star Trek series?** Star Trek: The Next Generation; that's because of my dogs: Data, Tasha, and Will Riker, the Star Trek Poodles.

**Star Trek movie?** Star Trek: Generations

**Star Trek game?** Any

**Star Trek book?** Any of the Mirror Universe ones.



Yes, I have the copies to prove it, and many actors take our pictures, too. The new set, Tasha2 and Data2, had their pictures taken with Brent and Denise. Will has had his picture with Jonathan Frakes, too. We get asked to come to tables so that the kids (dogs) can say "Hi".

**I can imagine that makes for an excellent conversation starter with famous actors and even really interesting fans. Do you have any interesting or embarrassing stories?**



*Will with his namesake*

The Wild Bill story is the fun one. We were getting an oil cloth signed by Jonathan Frakes. Garrett Wang was sitting next to Jonathan. Garrett asked, "Who is the one in burgundy?" Before we could answer, Jonathan chimed in, "Oh, that is Wild Bill Riker." That, and always at a con the Klingons call the kids "meals on wheels".

**Spoiled and loved makes for a great Starfleet poodle I say! So, I hear they also took up acting.**

We are on YouTube and in other interviews. That would have been the first set in Trekkies. I could go on for days. You should check out my interview in "Trekkies, Trekkers, and Red Shirts."



*The poodles f.l.t.r.: Tasha, Data, and Will*

**So do you find you have a deeper connection to SIMing with all your history with Star Trek?**

I love doing interviews, but I do have a respect for the actors. We get asked, "can we take your picture?" more than 50 times plus. And I have a deeper connection because of my husband being in the Army Corps of Engineers. We tell people he really is in Starfleet. Overall, I have been simming for about 15 years. I was a Captain in the Intergalactic Sim Organization (ISO), and I ran a sim as well as a Starfleet Corps of Engineers sim.

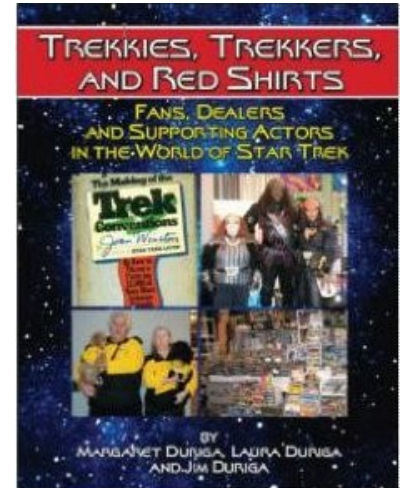
**Impressive. I know that is no small feat. Plenty of moral support from the "kids" I'm sure.**

Yes, but we actually had no reason to get a dog. We moved so much, but the first boy was almost free. I have to have poodles because I am so allergic to cats, dogs, and long haired animals.

**I hear you met Flt. Captain Ryan at the Star Trek Convention in Las Vegas. What was it like to finally meet a fellow SIM-er in person?**

A blast, I had been out of simming for way to long and having trouble finding a group, I was happy to join. I travel with a laptop and will sim even on vacation. I have even simmed in Hawaii.

**Such a dedicated Star Trek fan!**



When you have Rod Roddenberry look at you at a convention and say, "My Mom has told me so much about you," and "I want to meet the dogs." He asked us why we didn't come by sooner. Guess I am not a fan anymore, I am family. I was friends with Majel Barrett Roddenberry. Majel loved my poodles very much as she had poodles. I miss Majel very much.

**Now that is awesome. What was she like?**

Yes it is. She was very up front, and always very nice. If she liked you, she would do a lot for you. She was very friendly.

**I'm sure Star Trek fans everywhere are very jealous of the relationships you've forged, myself included.**

I got into a few things because of this. Well, I have to go change into the 'mind reader'\*\*, and Will has to go hunt goo. You know... family calls!

(\* Tasha is the one on the picture of Maggie for the IC intro.)

(\*\* Kayshl caught Maggie just before her Hermes sim, where she plays a telepath.)

## Michael Johnson's Player

[Ed. Due to circumstances beyond anyone's control, the interview with Michael's player was not able to be conducted.]

Player OOC Stats
<b>How long have you been with the USF?</b> About 3 years, since January 2008.
<b>What brought you to the USF?</b> I didn't like my other sim group that much and this group looked very fun and much more structured; I also really wanted to sim in Star Trek and be directly on a starship and not have to go through an annoying Academy that holds you back.
<b>How long have you been on the Independence sim with this character?</b> This character, since March 2010; I used to sim on the Indy as Lt. JG Carmello since September 2009, but had to move to a different time for plot reasons.
<b>How long have you been simming/role-playing altogether?</b> About 4 years.
<b>What other genres of role-playing do you do?</b> No other.
<b>What is your favorite:</b> <b>Star Trek series?</b> Star Trek: Voyager <b>Star Trek movie?</b> Star Trek: The Motion Picture, Star Trek: Generations, Star Trek: Nemesis, Star Trek 2009 <b>Star Trek game?</b> Star Trek Online and Star Trek: Bridge Commander

## Adrenna Darz's Player

interview conducted by Fst. Lt. Torosi

### What gave you/where did you get the idea for your character?

Well, I actually created my own race of species. I knew I wanted to join the USF and I knew I wanted my character to be telepathic. But I didn't want to be Betazoid or Vulcan or any of the other original species of telepaths. I wanted her to have emotions and be a telepath/empath but I also wanted her (or rather her species) have a long life span. So I created a whole new species. I love it because I can do anything with the character and come up with anything about the species and it's completely unique because I'm the original creator of the species.

### Do you find it challenging to play a counselor/CMO?

No, I am interested in a medical field in real life, so it's fun to bring in the things I learn at school into the sim. I chose to do both medical and counselor because I wanted my character to have the potential of being very busy. I liked the dynamic of having to cure people's physical ailments as well as any emotional or spiritual issues. Also with my character's empathic abilities, it brings new meaning to feeling one's pain. She can sympathize for her patients, she cares about them all, and she does everything she can to help them.

### Do you have any real life Counseling or Medical training?

I have taken a lot of science and biology classes including anatomy and physiology. I am trying to decide which medical field to go into, and might end up going on to medical school.

### As a player, in your opinion what makes a good plot/storyline.

I really enjoy time travel, or alternate universe sims. Those are always classics!

### Any specific sim plot on the Indy that stands out in your mind as particularly fun or satisfying?

We've had so many exciting plots...it's hard to choose. I've been with the Indy for over a year. Our time travel that sort of coincided with the Star Trek 2009 movie was quite exciting. Although I REALLY wanted to save Romulus....it was fun nonetheless. We almost got to save Romulus, but in that one our ship was destroyed while trying to save Romulus after time traveling. And because of the whole time warp thing, we were able to send a message to ourselves and the Captain was able to avoid the same fate (he made it so that we never got caught in the shock wave of the star so we didn't get sent back in time, and didn't then get destroyed). It's plots like those that really twists your mind around and makes you think about all the paradoxes of everything that really stands out as an AWESOME plot!

### Player OOC Stats

#### How long have you been with the USF?

Since July 2009

#### What brought you to the USF?

My mother has been involved with the USF for several years now; after hearing all the fun she's been having, I couldn't help but want to join all the fun myself!

**How long have you been on the Independence sim with this character?** This character was my debut character, and the Independence was my debut sim, so I've been on the Indy since July 2009.

**How long have you been simming/role-playing altogether?** Again, since July 2009.

#### What other genres of role-playing do you do?

Haven't tried any other simming, but I really enjoy USF!

#### What is your favorite:

**Star Trek series?** Star Trek: Voyager, followed closely by Star Trek: The Next Generation

**Star Trek movie?** Star Trek IV: The Voyage Home, Star Trek: Generations, and Star Trek 2009

**Star Trek game?** I have not found a Star Trek game that I haven't liked.

**Star Trek book?** I enjoy reading all Star Trek book, especially those about the Voyager crew.

### **Do you do any writing - Trek or otherwise - outside of sim logs?**

Yes actually. I am currently working on a science fiction/fantasy novel. I love writing. I also write poems and songs as well. Creative writing is my way to relax and let go of the stresses and worries of life. That's one of the reasons I love simming so much, because you get to be so creative and you are never limited on how many logs you can write!

### **One last question for you. Which Star Trek actor would you most like to meet and why?**

I would have loved to have met Bones (DeForest Kelley). From what I hear, he was a pretty awesome guy. Plus Bones was one of my favorites from the original series. But honestly I love meeting the actors, that's why I go to conventions! I'm just a run of the mill Trekkie...I'd love to meet any one of them.

## **Raeyana Laurie's Player**

*interview conducted by Lt. Cmdr. Solik*

**So, as the Independence is your only sim, is there anything in particular you like about it? On the side, have you watched any other sims and noticed things that are present there and not on the Indy, or vice versa?**

I've watched my friend sim in different sims through the USF, and they all seem to have the same components. I think what makes all the difference is the people behind the characters, we're all creative and bring something unique to the sim. I don't have a particular reason why I like the Independence. The only thing different about it is that it's stationed in the delta quadrant. I like the idea of traveling the delta quadrant like Voyager.

**I have a feeling that's a huge attraction. It's why I first joined the Indy when I was but a wee crewbie.**

**Is there any sim plot in particular that sticks out in your mind that was especially unique, or that you enjoyed more than others?**

My first mission involved us all getting cloned. The fun thing was that we woke up as the clones and didn't know it, until later in the plot when it was revealed. Then we had to deal with a double crew for a short while, that was pretty fun.

**Ah yes. I remember reading several logs about that.**

**Now, your character is a Bajoran/Betazoid hybrid. Was there any specific appeal, that you can think of, to this combination of so-different species?**

Well yes, there was a reason why I chose that blend. I wanted my character to have a rough

### **Player OOC Stats**

**How long have you been with the USF?**

Since August 2010.

**What brought you to the USF?**

A friend had been simming for a while and she got me hooked.

**How long have you been on the Independence sim with this character?** Since August 2010.

**How long have you been simming/role-playing altogether?** Since August 2010.

**What other genres of role-playing do you do?**

None

**What is your favorite:**

**Star Trek series? Star Trek movie? Star Trek game?**

**Star Trek book?** I love it all! I don't really have a favorite, although, if I had to choose a favorite movie...I'd likely pick the newest one! They did such an AWESOME job!

edge...I wanted her to have a reason to be so socially stunted. The history of the Bajorans and the variety of planets/colonies that a Bajoran could have lived gave me the perfect platform to create my character.

With her Bajoran heritage, and the troubled past, I thought it would give my character depth. The reason why I added Betazoid to the mix is one, I wanted my character to be at least partially telepathic or empathic to add an interesting twist to her story as well. And two, I wanted her to have an advantage when dealing with people; especially because of her low social skills.

**Fascinating. So you've got your concoction all figured out then, eh?**

**On that note, are there any traits from your own personality that you've instilled into Raeyana?**

Well, it's kind of hard to role play a character and not have at least a little of you in there. But also the fun of simming is that you get to have your character literally do or act any way you want (within reason of course). You don't have the same limitations that you do in real life.

Raeyana has had quite a hard life, and she's definitely more hard core than I am (I mean I would not punch a superior officer on my first day aboard a ship...), but she has a soft side that people will have to get to know her to find. So I would say yes I think that a part of me is in my character, but she has a lot of qualities that I do not have and that is what makes this all fun!

**Oh my... I'm surprised she wasn't court martialed!**

Yes, well fortunately the superior officer decided to keep it "off the record".

**Of course. So, aside from spontaneously (I'm assuming) punching a superior officer, is there any sort of preparation or research you do to play Raeyana, in the department, or just the character herself?**

She has a bit of an anger problem, but that's because of her past. I did a lot of research when creating the character. I researched both the Betazoid and Bajoran species and really planned out her whole past, as well as her personality and how she'd react with others.

Raeyana is both science and security. I originally was just going to be security because the character is tough and can handle herself and would be a good security officer. But there seemed to be a need for science, so I decided to do both.

While we are in different plots I will research things pertaining to our plot to enhance my characters role in the plot. For example, when we came in contact with the Nexus, I looked up the information that we have on the Nexus and used it in sim. I especially like to look up things to help me do duty logs when needing to sound scientific.

**Very interesting. That was actually my next question. I noticed you have two very different departments. Is that only because of a shortage, or due to interests?**

Yes, I just wanted to even out the rosters a little. There was already two tactical/security officers and there was only one science officer. I really wanted my character to be security, so I had her be in both departments.

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# USS Independence - Beginnings

by Commander Loriaarra

Thanks for joining me on another stroll down memory lane. This time I'm visiting with Fleet Captain [Shelby Foster](#), the creator of the *USS Independence* sim, as she takes us through her memories (and the data files she dug up) of the painstaking work she did before this ship ever left space dock. It's an insightful journey.

*(Note by Cpt. Foster: If I have remembered anything incorrectly, I apologize in advance. No one was meant to be excluded or not given credit to in the creation of the sim. It was over 10 years ago, and I went by all of my notes. Thank you.)*

**It's a pleasure to be able to talk to you today, Captain Foster. I appreciate you taking the time.**

Not a problem. The retiree wing was getting a bit boring anyways.

**Haha. - I'm actually quite curious about when exactly the *USS Independence* sim was created. Researching, my helper and I weren't quite sure about the exact timing between the Indy and SFA, as far as which one was younger. We eventually figured the Indy was created after SFA, but I hope you can shed more light on that.**

The Indy officially launched on December 7th, 2000, but I worked on it for months and months before that. There was a lot to do including making sure that we had a [full crew](#) and getting it approved to be an official USF sim.

**Glad to see we were pretty close with the date we had estimated.**

**So, the sim was actually created outside the USF then, and had to go through the approval process of being established for a certain amount of time before being able to join USF?**

It was a little different because the sim was intended to be a USF sim all along. It wasn't like some that were a part of another sim group and came in. So, it wasn't as bad, but there were still things that had to be done to show why the sim was needed and how well staffed it could be.

At that time the USF didn't have any IRC simulations. Plus the whole AOL and AIM thing was not compatible for chat rooms. If you created an AOL chat room, your AIM users didn't end up in the same chat room if they put in the same name, and vice versa. So, the USF was limited to only AOL users ... by that time many people wanted to cancel AOL as their primary provider, and there were plenty of simmers that were only available by IRC or AIM only sims.

By the time we fully launched, I believe we were an AIM only sim. Though, I can't tell from reading the old logs.

**That's interesting. I had no idea that AOL and AIM weren't always compatible. I wasn't around on the net back then. That actually answered a few of my questions already.**

**Is that the reason the sim was named Independence? You were being independent of AOL?**

I am not sure exactly what my thought originally was for it. I think that it had some personal meaning to me for my own independence, and an independence away from everything that came before us.

The original call letters were NCC 81295, and we even had a ship's motto. "The future shall grant each person new hope, and space provides the canvas for our dreams to become a reality. So let us be the artists of tomorrow through our journeys and experiences of today."



Oh, and I almost forgot we launched from the USF sim Starbase Everest who had some of their crew join us that night.

**Ah, good old Everest.**

Captain Berman (yes, he was around then) and Commander Lyra Rose were great hosts.

**So, I know that you already were a member of USF then, and that you created the Foster character specifically for the Indy sim. Does that mean most or all of your initial simmers came from USF member ranks?**

Actually no. A couple of them did, and with the opening up of a non-AOL chat room I had several that joined just for the Indy. If it had been only USF simmers, I don't think I could have gotten approval for the sim. We didn't want to overstretch the USF's core groups.

**I know that's still the same today. After all, we want to expand the USF member numbers and not just "inbreed" so to speak.**

**Did you actually advertise for the sim?**

Very true about the inbreeding. Yes, I did advertise through a couple of crew that I could count on. It was also directed towards several simmers who had filled out USF applications, but they were non-AOL users only. Between those we had a decent start up. When I looked around for an XO choice, Captain Putty offered for a short while in the beginning before other obligations came up for him. He actually came out of retirement to give the Indy a go.

**I think I heard that name before.**

He was one of the founding members of HC, and one of the first hosts in the USF. I believe he was also the first CO of the Potemkin. If he wasn't the first, he was the second. My history escapes me at the moment for which sim each person had in the beginning.

**I appreciate anything you can remember, even remotely.**

**So then, when you advertised what sort of sim concept/setting did you lay out for those interested? Or was there any specific premise?**

I advertised that although we would have adventure that I was also looking for creative people willing to delve into character development. I was hoping for creative writers, which I got, and those who would not be easily bored. I don't mind helping new simmers, but I also didn't want people who were going to run around crazy or needed to have their hands held, beyond first getting the hang of it, that is.

**Yeah, especially with starting a sim, you usually need some solid simmers and writers. I think that in itself can generate some good recruiting then.**

I can't even begin to tell you how hard it can be to start something from scratch and get it approved. You really do need some dedicated crew.

**That is very true. The crew is the life blood of a sim, I like to say.**

**Well, since the Indy is still around today, I assume the start-up was a success. But not without challenges?**

It's seen its ups and downs. I admit that I've checked on it from time to time, including when I

thought about returning to the USF in another form. It has a good time slot that appeals to some West Coasters, later at night. Nostalgia can be a good and a bad thing.

There are always challenges ... times when you are low on crew as people go through life changes that change their sim desires, arguments, new crew that try to take over, etc etc, etc. But overall ... I am happy with the time I had on the Indy, and I'm thrilled to see it still around when other sims have been mothballed.

**That is an accomplishment for sure.**

**I've noticed on the USF message boards that the specs and most of the then crew bios went up around August of 2001. I suppose that was the time when the Indy officially became part of USF.**

Ahh ... well you see ... before we had this wonderful web site, we were in the "Online Gaming Forum" message boards. We were official as of our launch date.

**Ah, interesting. I forgot the USF message boards weren't always around in the days.**

Not all logs made it to the archives. In fact a lot of logs were lost for the older sims before we realized what was happening. AOL message boards had a limit of 500 messages before it started to delete the oldest and replace it with the newest.

**Yes, I've heard that. Too bad.**

Yes very, especially once everyone on so many sims started writing a lot.

**Now, on the USF message boards it shows you still as host in 2001. How long did you host the sim in all?**

Hmmm ... let me think. I believe that I went through a good portion of 2001 before I decided that it was time to leave as Shelby, sometime in September of 2001. I actually had my other host character step in to the role of CO of the Independence. Kind of like handing the torch to yourself. She had been on the Indy in an ambassadorial type manner before that and stayed for a bit, at least into 2002.

**And then you handed it over to someone else?**

Yes. Captain, then Fleet Captain, Shelby Foster was the first CO. Rear Admiral Ariell (Johannson-Riker) St. Duiex was the second CO. Yes, I know that name is a mouthful. She is the twin of current Darmok CO Ahrele Johannson-Oliver, and she married a couple of times.

**So, who became CO after Ariell?**

If I recall correctly Felix, who was Ariell's XO and a member of the Indy crew, became the next CO. I don't know how long he kept that position.

**Why did you give it up?**

Several professional and personal reasons. I'd personally been in the USF since March of 96. I'd achieved anything I had wanted to, and then a lot I never expected. I left as Rear Admiral and HC member. There were some issues that I couldn't get past, and when it becomes all work and stress ... well then it is time to leave.

I loved the USF when I left, and I love the USF now that I've returned since August of 2008 as a completely different host character. There just comes a time when you have to weigh everything and decide if that is really what you want or need to be doing. Back then, I needed the break.

**I can appreciate that. And it seems you came back full throttle.**

**So... now for the last part of the interview... the juicy tidbits. Any good story to tell about your time on the Indy?**

There are really so many memories. That was ten years ago.

We had our playful times, our fights, our parties, and a sense of family. I hated leaving them as Shelby, even though Ariell would be taking over the helm, because we went through so long to get it all going. Then, I hated leaving even more as Ariell because it was like the end of an era. The simmers were so good, and we really just had a lot of fun overall. I can't pick a particular thought or time that stands out. They all stand out. I think we loved the unofficial sims, for holidays, as much as the official ones. That group did love to have a good in-character party.

I think they had me spoiled for good character development. I've always liked that the most about sims, and I had a good group that loved to do that.

**In sim? As in taking time with plots and really playing things out? Or more with logs?**

In sim just as much as logs. I could give them an idea ... steer it a couple times if things seemed slow or off track ... and they'd go with it. They interacted with each other in their departments and in others. I didn't have to worry about anyone feeling left out because people always wanted to meet the newbies and include them in some little subplot that they had going. I had department heads that were awesome, and I really enjoyed almost every sim.

**That's wonderful.**

**Well, it was really great talking to you, Captain Foster. And very informative and enlightening. I'm sure many people are glad you created the sim and have just as fond of memories of it as you do.**

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Join us again in March 2011 when we take a look at the next featured sim:

**Starfleet Academy**



# Special Feature

## Man on a Mission

by Commander Loriaarra

BERND SCHNEIDER has been running a Star Trek related website, [Ex Astris Scientia](#) (EAS), since 1998. Many Star Trek fans know and use the information on his site for research into anything about canon Star Trek, from variances in ship specs to character idiosyncrasies and series/movie inconsistencies. Some enjoy the specialised aspects of his site, like the images of ship bridges and interiors, the Star Fleet museum, or the Journal of Applied Treknology. Whatever reason brings you to his site, you're sure to find lots of goodies, and plenty of his opinions.

As a fellow native German, I couldn't resist asking Bernd for an interview and he graciously agreed. Which led me, first of all, to the quite extensive FAQ section of his site. It was daunting to sort through it and actually pick interview questions that might have not been asked and answered in the FAQ. But with a bit of help, I think I've managed to put together some uncommon and perhaps even a bit unusual ones.

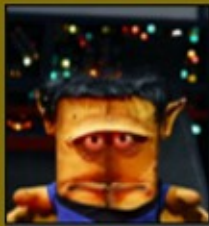


**Bernd, thank you so very much for agreeing to this interview. I'm honored you accepted my request.**

**So, let me get right into it. You mentioned on your site that you are working as an Analog Integrated Circuit Designer. Is that still so? And, would you briefly enlighten the less technically inclined - like myself - what type of work that is?**

You'll find analog integrated circuits (ICs) in pretty much every electronic device. ICs commonly consist of a digital part that does the desired calculations by shifting bits around (most notably in CPUs and other kinds of processors), and an analog part that provides the basic functions to make the chip work (such as voltage supply or clocks) or enables the communication with the outside world (through amplifiers, drivers or sensor interfaces).

I'm taking care of the analog part, which is often underestimated because the functions that the business customer (such as a car or a mobile phone manufacturer that buys our chips for their product) wants to have are most often to be implemented in the digital part. But without analog circuitry, such as amplifiers, oscillators, regulators, analog/digital converters etc., the IC could not run, and only in rare cases a new development re-uses such parts without changes.



### Quick Stats

## Bernd Schneider

(avatar: "Bernd das Brot" \* as Spock)

**Gender:** Male  
**Nationality:** German  
**Star Trek fan since:** 1973  
**Are you a Trekker or Trekkie?** Trekker. Trekkie is used much like "junkie" or "groupie" in the media.  
**Favorite Star Trek ship class:** Galaxy Class  
**Favorite Star Trek series:** Star Trek: The Next Generation, followed closely by Star Trek: Voyager  
**Favorite Star Trek character(s):** Spock, Jean-Luc Picard, Worf, and Seven of Nine  
**What is your favorite character to dress up as?** If at all, would want to dress up as someone decent looking, perhaps as Riker in "These are the Voyages" (I might have the same uniform size).  
**If you had to marry a Star Trek character, who would it be?** Deanna Troi. We share a passion for chocolate. I assume we would have a replicator?

(\* "[Bernd das Brot](#)" is a German children's TV character)

So I'm doing a key job in the development, especially in my current field of work that is about image sensors (since last summer I'm with a new company), where the analog part is particularly delicate and the design has to be done accordingly carefully.

**Yeah... wow. That went right over my head. Haha!**

**It definitely sounds like a very intricate and technical type of job, but you must be enjoying it. Seems you've been doing that type of work for a while. Anyways... it does, however, not sound like your work would help you in any way with your Star Trek hobby. Or does it? Other than financing it, I mean.**

I am positive that my whole education (from physics lessons at school to earning my university degree, plus experience on the job) helped me "understand" Star Trek, in a geeky sense. My knowledge about physics and mathematics isn't sufficient to describe tensor fields, so I couldn't seriously work on something like "explaining warp drive". And regarding the artistic aspects of Star Trek my talent has hit the wall and I can't compete with all the skilled 3D designers out there.

**I don't think many of us could, to be honest. Especially since it's all just a hobby for us. What other kind of hobbies do you have?**

Besides Star Trek, I have rather few hobbies. The most notable (and expensive) one is collecting model trains.

**Oh, I know from other family members that can be a very expensive hobby. But a lot of fun, too!**

Expensive and fun. Yes to both, and sometimes in reverse order!

**Haha. Yes, as it should be! How long have you been involved in that hobby?**

Since 1975 when my father built the first layout for Christmas, on an old door leaf.

**Nice. So, do you just collect, or do you have tracks set up? And how big is your collection?**

Just collecting. I would find no time for building a layout, and with the restricted room I have it would not meet my demands. I have over 200 engines, H0 scale.



Cardboard buildings  
for a future layout

Part of Bernd's model train  
collection

Big steam engines from Bernd's  
photo collection

**Well, now that I know you have other hobbies than just Star Trek, I'm even more curious about the time aspect of keeping up EAS. I mean, your site is quite extensive and I've noticed you make updates very frequently. Being a mature man with a job and personal life, how do you find the time to keep going this strongly?**

Well, I have a girl-friend who gives me the time (during which she tends to her own hobbies). We have no children and no garden [Ed. *gardening is a big part of German society and a common activity amongst young and old alike*]. Otherwise, my life is pretty normal and full of all kinds of work, and sometimes too little time to relax.

**Do you still have the same zeal for this hobby as you did when you started the site? Or have you ever considered just giving it up and focusing that energy on something else throughout these 13 years?**

Well, in the beginning it was just an attempt at creating a Trek website. Then it became a mission to bring more order into the Trek universe. With the notable exception of the time just before and after the Abrams movie, my work on the site is more relaxed in more recent years. With no new Trek on air since 2005, and with Memory Alpha doing the job of a database better than I ever could, I focus on more or less random supplements.

**"It became a mission to bring more order into the Trek universe"**

**What is the number one thing you'd like to improve on your site?**

I'd love to convert the complete code to CSS [Ed. *cascading style sheets that control formatting and layout*]. That way I could shrink the page sizes by up to 10% and I could do layout changes much more easily. And perhaps most importantly, the site could be preserved for the future, because I fear that one day browsers may not understand transitional HTML any longer (or even worse, display it with errors which would make me look like an idiot).

**I've only gotten into learning HTML and CSS in the last couple of years, so I don't really know a whole lot, but I understand enough to know that that is a valid concern. And I can only imagine how difficult and time consuming it would be to convert all you have into CSS.**

**Now, considering you are very straight forward and sometimes downright critical of certain aspects of Star Trek shows, movies and other matters, what do TPTB (The Powers That Be) at Viacom and Paramount think about your website?**

I am, or have been, in touch with production designers such as [Mike Okuda](#), [John Faves](#) or [Doug Drexler](#), and several more. And with a few writers.

Regarding "official" contacts, until recently Viacom or CBS used to ignore EAS and other fan-made websites. Well, we rather not hear from them at all than get letters from lawyers, as some websites in the 1990's that had video clips. Copyright-wise EAS is on the safe side because of the "fair use" exemption for educational and other non-commercial use.

Well, sometimes I would have wished to get noticed. But if that would have meant giving up the status of EAS as a completely independent and non-commercial project, I would have declined any offer anyway.

Only recently the new staff of [startrek.com](#) contacted me because they wanted to link to EAS. I hope there will be a chance to get some EAS content posted at startrek.com, too, although those who know their Trek will find it at EAS just as well.



Oh, wow. That's awesome! It's pretty nice to think that even the "officials" see the value of your website. I do hope it gets a wider circulation. Your site was one of the first ones recommended to me for good information, aside from Memory Alpha and Startrek.com itself, when I first got into simming a few years ago.

And I hope it always served you well.

**Absolutely. I found a lot of goodies. I especially like the images of ship bridges and interiors. So, it's pretty obvious to anyone that has visited EAS before that you know a lot about Star Trek and make no secret of your opinions. I'm curious though, how tolerant are you of people that know nothing about Trek?**

Well, whenever I talk about Star Trek in real life, and I notice people don't understand what I mean I try to explain. Or I just leave it at that because it may fall on deaf ears. It's essentially the same when other people are talking about soccer players that I have never heard of.

**How dare you not know all of them. Hehe. You're German for goodness sakes!**

Yes, soccer is considered essential in our society. Last year, when team captain Michael Ballack was injured briefly before the World Cup, they changed the TV program for a special bulletin of the kind they usually show when a disaster has happened. So last year we had: Earthquake in Haiti, Ballack's calf hurts, Flooding in Pakistan, Miners trapped in Chile. In this order. No kidding.

**Wow... How telling.**

**So, has anyone ever told you that you have a huge ego? How do you respond to that?**

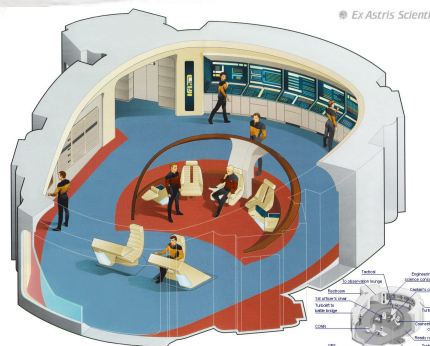
It happens occasionally, but only in my online life. Since I assume that the people I meet in real life get to know me better, I'd just say that it's just not true that I have a big ego.

**It seems that happens many times because we end up voicing our opinions online a bit stronger than we usually do offline.**

Yes, even if we use our real names, we can be sure we will never meet most people that read our comments. Also, we can go into more detail (or just into greater lengths). Because when I talk about Trek with colleagues, it is usually about basic facts like recently "I saw that episode with Spock in the blood fever, what was that condition called again?" Whereas, among geeks there is more of a chance to voice clear-cut opinions such as about the Abrams movie, offline as well as online.

**True, and I know you're somewhat of a stickler for Star Trek canon. I noticed, for example, there is nothing at all about Star Trek Online (STO) on your website except for a link.**

Let's just say I keep canon and fandom creations strictly apart. Which is the only way it can work. Because, just as a simple example, we can't talk about the number of Galaxy-class ships (or about fleet strengths in general) based on an ever growing list of ship names that we compile from episodes, novels, games and perhaps even RPGs and fan fiction. It would become a bottomless pit and would effectively kill any discussion. Actually, it would lead to the same kind of debates as in "Star Trek vs. Star Wars" circles, with ridiculous comparisons of apples and oranges, because there is no common basis.



It is my firm opinion that we need to draw a clear line. This used to be different in the pre-internet era, and still most of the first Trek websites mixed canon and fanon at whim, creating a lot of confusion. Actually, while I set up EAS as a site strictly bound to canon facts, I initially made many mistakes by quoting non-canon information because my main source of information besides my memory was the internet (looking up every single fact on VHS would have been much too time-consuming).

But don't get me wrong, I don't reject fan fiction. On the contrary, I host the [SF Museum](#), the [ASDB](#), the [JoAI](#), the [Trek Fan Fiction](#), [Canon Fodder](#) and my own humble [ship designs](#).

**Like it or not though, Star Trek Online is introducing almost 40 years of additional story to the Star Trek universe, which begs the following questions: Do you think STO will have an extended influence on the canon of Star Trek as the series moves forward into that territory, or will it be discarded as non-canon like many books?**

Well, let me start by saying I have never been into games or RPGs. If I were, I might care about ST Online in some fashion. But that still wouldn't mean that I would "promote" it to canon. That decision is not up to me. Vice versa, I don't decide about what is canon on a "like/don't like" basis but I just heed the rules that Gene Roddenberry and his successors have set up.

I don't exclude that some elements from STO might influence future Trek productions, unless there are copyright issues. But I think that, if anything, only very limited parts of the STO framework may find their way into a future TV or movie production. Considering that Abrams will continue telling stories in the new universe, this currently isn't an issue anyway. And I don't believe that a possible new TV series will return to the old ("Prime") universe. If this will ever happen, it will be in a fourth generation of canon Trek productions, perhaps in 10-20 years or so.

The impact of STO on the fandom may be considerably stronger though. STO creates an involvement of the fans as it has not existed before - and one that may be closer to watching the canon shows and movies than any conventional computer game. Moreover, it is possible that old-style fans turn their backs on the Abramsverse and take a leading role in STO.

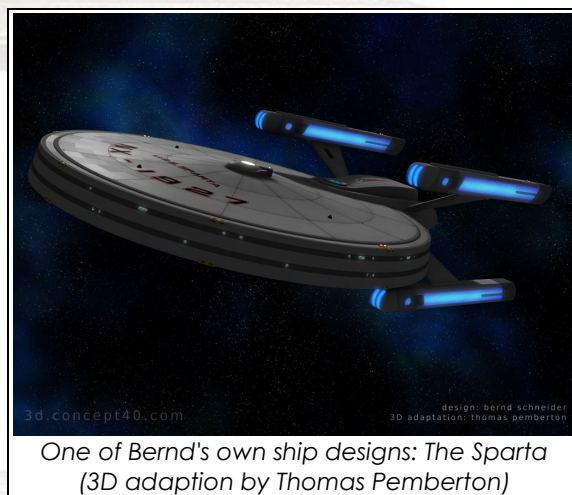
**In your opinion, do you think the STO version of the Star Trek universe represents true Trek, or is catering too much to the new Trek fan groups and mixing in other Sci-Fi aspects?**

I don't know much about STO except for some very basic facts. My apprehension (that may prove wrong) is that it could develop to another primarily military thing, such as many novels and fan fiction and most games and RPGs. This is in contrast to the TV series. Even on DS9 with its Dominion War very few stories were primarily about the military conflict.

Well, and I don't like the Starfleet ship designs of STO. Most of them are either too close to canon ships, with strange add-ons replacing true originality, and the original ones are just too bizarre creations hurting my eyes.

**You've touched on the subject of my next questions a bit, but I'd like to ask them anyways. Forgetting about the reality of the new Trek movie and STO, where would you like to see Star Trek go in the future?**

Well, as much as I enjoyed seeing it as a popcorn movie, I would probably undo the reboot,



*One of Bernd's own ship designs: The Sparta  
(3D adaption by Thomas Pemberton)*

which I think has taken a wrong turn just for short-term success with a broader audience. I would carry on with what has made Trek great: a vision of a bright future (instead of a desolate second-rate universe) and exciting adventures of space exploration (instead of fierce fighting against villains). Sure, the Trek lore needs a new twist to remain interesting.

**So, is Star Trek as we know it for 60+ years dead and the new era has begun? What kind of premises would you like to see explored if there would ever be another series?**

Personally I wouldn't rule out a series about time travel. Although many fans think it has been overdone, there are even whole series in other franchises dealing with some sort of "timecops". It would open a lot of storytelling opportunities.



Wells class time ship  
(source unknown)

Or a series set in the near future after the end of DS9, dealing with a task force that tries to maintain the peace. Or something about a huge vessel that sets out (with slipstream drive) to explore remote regions of the galaxy. Or how about a fifth season of Enterprise, where we actually see the Romulan War and the way to the Federation. There's so much to explore, and no need to go where Prime Kirk has gone before, and in a more classy fashion.

**If you could change anything in Star Trek lore, what would it be?**

I'd just fix some minor issues. Well, and maybe rewrite some really bad episodes such as "These Are The Voyages".

**Really bad episodes, hm? Haha. You want to tell me Star Trek isn't perfect?**

At least the "really bad episodes" serve a good purpose, as the exception to the rule that Star Trek is above average television.

**Your high opinion of the Star Trek series in general actually prompts me to ask, are you even interested in any other Sci-Fi aside from Trek? If so which ones?**

Yes, but rather few ones. Such as Star Wars, which I think is the best sci-fi movie series (well, with the exception of Episode I). Or the new Battlestar Galactica, because it is so unlike Star Trek, like an antithesis where everyone is obsessed with their own business instead of working together.

I am not so much interested in the many sci-fi series that incorporate or imitate aspects of Star Trek, or that are just generic shows with a "trendy" setting of the time (which would be, a post-apocalyptic setting in the late 70's, a TNG derivate in the 80's and early 90's, and a motley crew premise in the late 90's, without mentioning names of shows). At least, I haven't been following most of them after the first few episodes because they started to bore me.

**Star Wars is a favorite of mine as well. I haven't seen the new Battlestar ones, but I've been told they were very good.**

**Getting back on topic, I must say I've thoroughly enjoyed the less extensive but very interesting German part of your website. I have to admit TOS never appealed to me when I was growing up in Germany. You brought out some good information about the translation issues that, come to think of it, probably played a role in my dislike of it.**

Yes, the use of contemporary language (of 1973) for the German dubbing was overdone. It should all have been closer to the original, and it would be timeless. Also, especially some of the Trek movies are full of inconsistent translations and of sound directing and editing errors.

However, the dubbing of The Simpsons and other cartoon series is even worse. Well, it is hard to



get a joke across in another language if it is concerned with a topic that people outside the USA are not familiar with, or if it is an untranslatable pun. But quite often I notice that something was supposed to be funny, and that it was translated literally without making sense in German. I often manage to translate it back and laugh, with a slight delay. And sometimes the translations are just cringeworthy, making me doubt that the people in charge speak English at all. "Es zerstört die Fabrik des Universums." (= "It destroys the factory of space.") Of course, it was meant to be the \*fabric\* of space.

**Oh wow. That's absolutely horribly translated. Even my rinky-dink German/English pocket dictionary translates fabric as "Gewebe" or "Struktur". Someone should flog those people! ... Kidding. If you have access to such statistics, do you have a lot of German visitors to the site? What about from around the world?**

Almost half of the visitors are from the USA (45%), followed by the UK, Germany (each about 9%), Canada and Japan. The rest is located in other European countries (notably more in the Czech Republic than in France) and in Latin America. There are rather few visitors from other Asian countries (some from South Korea, the Philippines, Indonesia or India), and close to none from the Middle East or Africa.

My impression is that the visitor distribution is also a yardstick of where in the world Star Trek is popular. Whether someone clicks a Trek-related link or bookmark or finds EAS through a Trek-related search term, I think few visitors just stumble in accidentally. Well, those who do will probably leave immediately.

**You pride yourself in answering any email or question, no matter how trivial or if it has been asked before. I have to say, you've been very accommodating to me throughout the time I've been having contact with you, even before asking you for this interview. I have no idea how you perceived any of my emails, but I can imagine you might have received some doozies in all the years you've been doing this. So, one final questions, if you can recall, what's the funniest email you've ever received?**

I can't really tell. Occasionally someone mistakes me for an official person who decides what is canon and what not. I don't know whether I should find that funny. Well, most funny e-mails that I receive are jokes and are meant to be funny. Like this one (well, technically it was via Facebook): <http://onwardstrangerfiction.blogspot.com/2010/09/yes-i-did-not-care-for-it.html>

After I thanked Bernd once again at the end of the interview and expressed how much fun I had doing this - to which he replied that it had been a pleasure - I was left wondering if my own mission to bring him a little closer to all of you would be a success. I can only hope.

Much like Spock was a well of wisdom and knowledge to his contemporaries, so the website Bernd Schneider put together so diligently for the past 13 years has proved to be to Trek fans who gaze at those fictional stars with the same affection as he does. Not knowing Bernd in person, though, some might all too easily compare him to the emotionless Spock only concerned with his needs for logic and order, but even Spock had his softer side. Simply seeing Bernd as a Star Trek geek full of technobabble means missing out on the man that's funny, warm, kind and accommodating.

If that is a new discovery for you, then I did my job right. After all, isn't that what Star Trek is all about? - To explore the unexplored and seek out new understanding.

*(Images: Unless otherwise noted all pictures are courtesy of Bernd Schneider.)*

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# Fan Fiction

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Last time on **Mc-A-Prise...**

...young cadet Skown McCallister was called to Admiral McMillian's Office. Once there he decrypted a distress signal sent out from an unknown part of the Gamma Quadrant. Admiral McMillian then sends him and the newest ship, the Enterprise-M, on a rescue mission to find the starship Inferno.

Shortly after arriving the Enterprise-M was attacked by an unknown species, knocking out Ensign McCallister. The aliens then captured most of the crew and activated the self-destruct.

Will the Enterprise-M be destroyed on its first mission? Will Skown survive, and what has happened to the Enterprise-M crew?

## Mc-A-Prise

by Lieutenant J.G. Peter McMillian

Skown slowly began to wake up. "Um. Huh? What's... Computer, status report."

The red alert message began to replay: "RED ALERT. OFFICERS DOWN ON BRIDGE. RED ALERT. OFFICERS DOWN IN ENGINEERING. RED ALERT. OFFICERS DOWN IN SICKBAY. RED ALERT. RED ALERT. SELF DESTRUCT SEQUENCE ACTIVATING. RED ALERT. RED ALERT. SELF DESTRUCT SEQUENCE ACTIVATION IN 10 MINUS 5 MINUTES. RED ALERT....."

"Ugh, my head. Computer, activate EMH."

A holographic man suddenly stood before him. "Please state the nature of the medical emergency."

"Ugh, my head hurts. Plus, I think the sickbay crew is down. Hey, you look a lot like the Mark 1 hologram."

"Please don't insult me. I may look like the Mark 1, but I am so much better. I'm the Mark 15. Now hold still." The EMH held out his hand and a Dermal Regenerator appeared in it. He then took it and applied it to Ensigns head and healed his wounds.

Fully healed, Skown said, "Good. Now activate your Command Mode."

"Who? What? Where? I.. I.. cant just activate that. You're only an Ensign."

"Look around, Doc, there is no one here. Just listen to that alarm. We've got crew members down everywhere, and I'm the only one here awake right now. Like you said I'm only an Ensign, and I don't have the codes to deactivate the self destruct, but you do."

"Very well, hold your horses. Computer, activate Emergency Captain Hologram." The hologram changed from his typical blue medical uniform to a red command uniform. "Computer, deactivate self destruct code ECH ALPHA CHARLIE 779 BREAKER."

"SELF DESTRUCT DEACTIVATED."

"Now, if you don't mind, I think I should treat the other victims here."

"You may leave. I just needed the self destruct deactivated," Skown replied.

"Thank you. Computer, transport all injured victims to sickbay, and revert ECH back to EMH."

The computer complied. "ALL VICTIMS TRANSPORTED TO SICKBAY AND ECH REVERTED TO EMH."

The EMH then beamed to sickbay and began working on the injured crew, leaving Skown on the bridge.

Not really understanding anything that was going, Skown decided to return to Earth and ask Admiral McMillian what to do.

Walking over to the helm, he looked out the view screen at the *Inferno*. He didn't just see the

*Inferno*, though, he saw what looked like a massive ship graveyard with thousands of ship wrecks. Most of which looked unsalvageable. Looking back to the *Inferno*, Skown realized that the ship wasn't just 200 years old, it looked so damaged that he wasn't even sure there was anyone alive.

"Damn." He went to the operations station and pressed a few buttons. The tactical station was still damaged from blowing out. After a few minutes, he found that the ship was severely damaged. But, like on the *Enterprise-M* numerous crew member had been left behind that were injured.

"Damn. Computer, emergency transport any unconscious survivors to sick bay, and any conscious ones to the bridge."

The Computer complied, and three appeared on the bridge, while 10 were beamed to sickbay.

"Hey, Ensign, what do you think your doing? I'm a doctor not a miracle worker," the EMH commed him.

"Sorry, Doc, we were on a rescue mission, had no choice, well be going back to Earth soon. McCallister out."

Skown then used the operations console and downloaded everything contained in the *Inferno's* main computer to the *Enterprise's* memory banks. After getting everything he needed, he showed the tactical Ensign from the *Inferno*, who was now sitting at the helm, how to activate the warp drive.

"Remember, 200 years ago Captain Picard discovered that frequent high energy warp fields can damage subspace, so we can't use warp inside any solar system that is populated. You'll need to leave system before you can activate the warp drive."

The officer looked confused and replied, "OK, just let me know when, and how to activate it."

Pressing a few buttons the man activated the impulse drive and the *Enterprise-M* began to slowly make its way out of the system.

The operations officer looked at the sensor when he heard a peculiar beep.

Skown looked at him and said, "Don't worry about it. It just means were far enough away from the system to use the wormhole drive now." He then told the helm officer how to activate the warp system.

After activating the wormhole drive, they instantly appeared just outside the Sol System. Dropping down to impulse speed, the ship continued into the system, and after a while it approached Earth and set a stationary orbit.

Looking to the *Inferno's* surviving Communications Officer, Skown said, "Communications haven't changed much in 200 years, can you hail Starfleet Command?"

"Aye." After figuring out how to use the system, the Ensign initiated the hail.

Admiral McMillian appeared on the screen. "Ensign, what happened? Where is Bradley? Who are those people on the bridge? And, why do you look like hell?"

"Sir, we don't have time for this. I'm sending you the *Inferno's* computer information. I'm also sending down some of what our sensors have recorded, sir. I don't know much since I blacked out for a few minutes. What I do know is that as soon as we entered the system we encountered a hostile race. We tried to defend ourselves but it was pointless. When I awoke I found the self destruct activated and most of the crew missing. The EMH is currently trying to help some of the injured crew, but I think the sensor logs should be able to tell you more fully what happened. As for these three, they are survivors from the *Inferno*, sir. Before we left, I scanned the *Inferno* and found them and some other injured crew members there. So I beamed them here, and the EMH is working on them as well."

Admiral McMillian sighed, "Transport down here immediately. We need to discuss this."

"Aye sir. I'll be right down." Skown sighed as the Admiral closed the channel.

Looking to the comm officer, he said, "Keep a lock on my comm badge and listen in. I have a feeling I'm not gonna like what he's gonna say. If I say 'Inferno' beam me out."

Then he looked to the operations officer, "Press this button to activate the *Enterprise's* auto hull



repair nanobots."

Finally, looking to the helm officer, he remarked, "Be ready. We may need to get out of here."

After transporting down to Earth, Skown found himself waiting for hours to see Admiral McMillian. When Skown was finally ushered into the Admiral's office, he noticed the older man had a very sad look on his face.

"Sir, whats wrong?"

"Sorry, Skown. You're ordered to stand down."

"What, sir? What are you talking about? What about both the *Inferno* crew and the *Enterprise* crew? We can't just leave 'em there."

"Ensign, that ship you were on was the biggest and baddest ship we had and you were outed in less the five minutes. The data you retrieved tells us that we are no way near powerful enough to stop the aliens that attacked and kidnapped both crews." He sighed. "As of now that section of the Gamma Quadrant is considered a quarantine zone and off limits to all. Also, you may yet get to have your graduation. You and the other officers are ordered to vacate the *Enterprise* and return to Earth until we can find a new ship you guys can serve on."

"But, sir, what happened to 'leave no man behind'? I can't just leave them there."

Growing impatient, McMillian replied firmly, "You can, and you will, Ensign. That is an order. Now stand down!"

Suddenly Skown said, "Sorry, sir, but doing this could cause a massive inferno."

At the mention of the word, Skown was instantly transported to the *Enterprise's* bridge.

"Thank you, Ensign. I will try to learn your names later, but right now we gotta save our friends without Starfleet's help."

The Comm officer noted, "Admiral McMillian is trying to hail us."

"Ignore it. Helm, plot a course outta here. I'll take tactical. I have a feeling we will need all of our weapons." Skown took a look at the still damaged console. "Damn, should have at least had them fix that first. Oh, well. Helm, get us outta here."

The Helm officer then set a course to take the ship out of the system.

Midway to the edge of the system the tactical console made a mild spark again, this time completely shorting out the console.

Shortly after, the comm console beeped and the officer reported, "We're receiving a hail. Not knowing how close the source of the hail was because of the blowout, Skown replied, "Answer it."

A tall Andorian appeared on the view screen.

"I'm Captain Artellio. I have orders from Admiral McMillian to return you to Earth by any means necessary."

Skown, unaware that Artellio was on the comm not only with him but with Admiral McMillian at the same time, replied, "Hey, Captain Artellio. My name is Skown McCallister. Look, I'm sorry, nothing personal, but I can't leave my crew behind. I'm sure you understand."

The *Enterprise's* Helm Officer heard the beep that let him know they were clear to use the wormhole drive. He gave Skown a wink to let him know he was powering up the system.

At the same time, on the other ship, Artellio looked over at the Admiral's screen. "Sir, I don't thinks he's gonna stop. What should I do?"

"Give me minute." The admiral pressed a few buttons on his console nearby. "*Transmit that code. That should disable his ship. I've know him for many years. I should have known he'd try something like this. Please try to bring him back safely.*"

By then, the *Enterprise's* warp bubble from the wormhole drive was forming, so Skown looked to Artellio. "Goodbye, Captain Artellio, and good luck. Please tell Admiral McMillian I'm sorry, But I couldn't leave my crew behind."

"Wait! I order you to....."

The comm officer cut the signal off just as the wormhole drive activated and the Enterprise warped away.

Once again, they instantly appeared at the ship graveyard in the Gamma Quadrant.

Skown looked around, "OK for now we're going to make it appear as if we're dead in the water. Until we can figure out how to get our crew back."

The helm officer turned to him, "Skown, I've got bad news. It seems before we cut off the comm with Captain Artellio, he transmitted something over. I don't know what it is, but it seems to have deactivated our wormhole drive. Where we are now, it would take us 250 years to get home."

Skown frowned. "Great. That... that's just great. We've got several damaged systems, missing crewmen, and now we're trapped here. That's just great. May god help us."

*To Be Continued.....*

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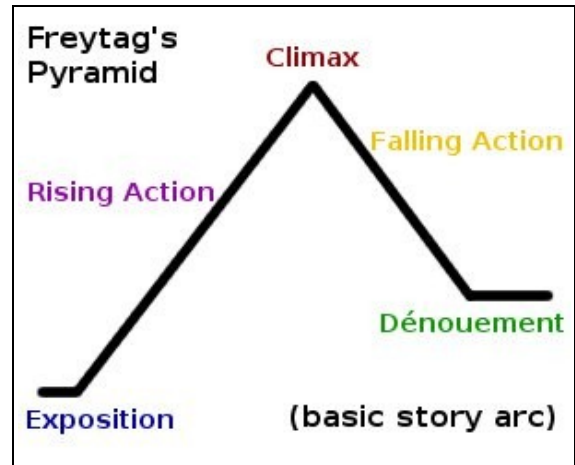
# Simming

## Log Writing: Parts of a Story

by Commander Loriaarra

According to Freytag's pyramid (story arc), novels or theatrical dramas are usually divided into five main parts: 1) exposition, 2) rising action, 3) climax, 4) falling action, and 5) dénouement.

- (1) **exposition** = background information, setting, basic conflict/issues introduced
- (2) **rising action** = conflict is built on, obstacles added
- (3) **climax** = the turning point
- (4) **falling action** = resolution of the conflict/issues
- (5) **dénouement** = conclusion/lesson learned



Although short log stories like the ones we write for our sim characters can hardly be as detailed and extensive as novels or dramas, the basic idea of Freytag's pyramid can still be applied by condensing it down into its simplest three parts: a beginning, a middle, and an ending.

**You might wonder:** Why get so technical about logs? Why worry about story structure?

**The simple answer:** Because it helps to make the story enjoyable for the reader.

It does so by following a pattern that the brain can easily assimilate. It leaves the reader with understanding and satisfaction because you successfully communicated your story to them. An unstructured log that jumps all over the place like a shorting circuitry only leaves confusion and dissatisfaction in its wake. In turn, a confused reader that does not understand what this was all about will most likely hesitate trying to read anything else from the same author.

Therefore, today's lesson will focus on:

- Why deciding on a goal helps with structuring a log.
- How the three basic parts of a story can be used in log writing.

## The Goal of a Log

**Ask yourself:** Why am I writing this log?

There are usually two basic reasons: 1) to continue something sim plot related that was introduced by the hosts and played out in the live sim, or 2) to continue something personal related that has been a sub plot for your character in his/her personal life, either current events or background story.

**Ask yourself:** What format should I use?

In general, Duty Logs (DLs) most often are about the sim plots only, relating matters "on duty"

about the mission at hand, while Personal Logs (PLs) can deal with either the sim plot or personal subplots ("off duty" matters).

**Ask yourself:** What is my goal in writing this log?

Setting up for the next sim? Recounting events? Answering a request from your CO/XO by giving a report on something? Furthering your character's personal story in the time lapse between sims? Giving background information on your character by exploring their past? Writing a part of a story series?

Whatever your answers will be, it's important to stop and think about them for a moment. Being clear about your goals for the log will help you pick the best suited format and consider the flow of the story, mapping out the most logical way to go from point A to point B to point C, even if you do so just in your mind. Each one of those points will become a part of the story; in essence they translate to the log having a beginning, middle, and ending. That holds true not only for narratives but also for report type logs.

## Using Story Parts

One big thing to keep in mind about the logs we write: They are part of a much bigger story, namely the story line of the sim on which you are playing. Imagine the sim's story being the book, the plots are like chapters, and your logs are parts of each chapter. What this means is that "story parts" - beginning, middle, ending - when seen in the context of single logs are completely relative and by no means refer to the bigger story told, the overall sim plot line.

A second thing to consider: Report-type logs normally recount events that have already taken place (usually in sim), while narrative logs deal with the character(s) "present" state as the story unfolds. That's why each format requires a slightly different approach.

## The Beginning

The beginning would supply the reader with information on the main characters of the story, the basic setting in which the story takes place, and the issue(s) the characters are dealing with. All the main elements should be in place before moving on to the middle of the log.

### How to make it work in a report-type DL:

Recounting sim event(s) or issue(s) that have befallen the crew starts by isolating the main components of the event(s) or the issue(s). Focus on stating the main point(s)/event(s) at the beginning of the log and then move on to the smaller issues.

Starting with the issue(s)/event(s) that effected your character the most helps to personalize what might otherwise turn into a "dry" report. Every character on a sim has a viewpoint unique to them, even when they deal with the same event(s)/issue(s), and not all consider the exact same issue as the most important one.

### How to make it work in a narrative PL:

Use a good lead to introduce the main character(s) and the main issue(s). (See *the January PADD for tips on interest-arousing leads*.) Try to include all five senses in describing what is taking place.

Don't include too much about what characters look like, but bring out the characters' personalities by showing them in action. That's far more powerful in grabbing the readers attention than a detailed description of their physical appearance.

## The Middle

The middle takes the reader on a deeper exploration of the main issue(s) and finding a solution or a turning point for the problem(s).

### How to make it work in a report-type DL:

This is the point at which you can add more detail about the main issue(s) or introduce any other sudden and unforeseen event(s) that came up in sim. By staggering the problems encountered by strength of impact (most important one first, then lesser ones) you don't simply follow the chain of events in sim, but bring life to the report by drawing attention to the main issue(s) first.

This will also make it more interesting for crew members to read your report, since it's not just a recounting of sim events in chronological order. Add to that the character's own thoughts and opinions and you are inviting the reader to delve into deeper exploration of the problem(s). This part might even include the character thinking about possible solutions.

### How to make it work in a narrative PL:

This is the part where the main issues you've introduced in the beginning start to unfold and where smaller side issues might be added. With every step you take here, you can lead the reader further into the story, enveloping them, so that they fully understand the conflict and/or the character's viewpoint.

Helping the reader to be sympathetic with your character is a good way to immerse them into the depth of the issue(s). Now the reader wants to see the character overcome it or solve it. Leaving a score of unanswered questions, they might even ponder on how this could be done, themselves.

This part can also include a "silver lining", or a climax where the character finally takes a first step to overcome the issue(s), which leads into the ending.

## The Ending

The ending provides the reader with the resolution and/or the conclusion of the story's issue(s). It should ideally leave the reader with the satisfaction that all issues raised have been wrapped up in a way that makes sense.

### How to make it work in a report-type DL:

If you would simply recount events in chronological order, the ending of a DL would most likely be the point at which the sim was paused. However, if you reported the events by level of impact, and then added the character's thoughts and opinion, the end of the DL could very well be the character's plans on how to tackle the situation.

This way it wraps up the report with a resolution, the character's decision for his/her next move, and provides a satisfactory ending.

### How to make it work in a narrative PL:

Narrative logs most often either stand alone as backstories or special event stories for characters, or they bridge the gap between sims.

For the former, an ending would most likely mean a conclusion, where all issues are resolved. It might even include a "lesson learned" section to provide a moral to the story.

For the latter, an ending would most likely be a setup for the next sim in a similar vein as a DL would end on a decision, but for a narrative PL it might end on an action that would be carried on into the next sim. Matter of fact, many times narrative logs are used by hosts to set up for new plots, to give the crew a lead into the story setting. They are usually left with "open endings" on purpose. "Open endings" are known as cliffhangers.

"Ending" doesn't necessarily mean that a story doesn't go on (as in a novel ending when its story is not a part of a continuous series but contained within itself). Sometimes "ending" simply means the finishing of a situation; sometimes an "ending" sets up for new a beginning by creating a doorway to the next situation or the next part of a story.

As mentioned above, cliffhangers can be used as "endings". They are a great way to build anticipation and get the reader to want to "turn the page" so to speak, opening up the door to another "room" (like some authors of novels exploit, leading from one chapter into the next). However, be aware that cliffhangers should only function as doors to the next "room" when there will be a next "room", either a story part or the following sim. If a cliffhanger leads to a dead end, the reader will be left dissatisfied. Dissatisfied readers tend to not return.

If a cliffhanger is meant as a precursor for the next sim, though, it might entice a non-crew member reader to attend that sim to find out what the conclusion will be. That in turn, could lead them to join the sim. Don't get me wrong, it's perfectly fine not to be concerned about that and simply write logs for the fun of it. Not everyone has the goal in mind to "recruit" by the way they write logs, but it can be an avenue.

What if the reader cannot attend the sim? Their curiosity might lead them to read the sim's chat log. Though, to be realistic, most readers will not take the time to read through chat logs. So, how can you keep them coming back for good reads and at the same time keep them informed about what the sim's overall story line is, even if they were unable to attend the sim or read the chat log?

In the next article, we'll discuss a couple of very different literary techniques - an obvious one and a not so obvious one - that can be employed for conveying information that someone was previously not exposed to for whatever reason.

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# Comics & Humor

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## USF "Ad-lib"

### Off-the-Cuff Excerpts from USF Sims

Cool is all in the shades:

**RydekkLhidan:** ::follows Diell onto the bridge::

**LtRaTeahguay:** ::emerges behind Rydekk onto the bridge:: Ooh! Bright lights! ::puts on his shades::

**RydekkLhidan:** ((The Artist formerly known as Leks? ))

**LtRaTeahguay:** (Hey, when you're this cool, "you gotta wear shades")

- *USS Ares sim, as Lt. Ra-Teahguay shields his overly sensitive eyes*

Giving a whole new meaning to "a...nomaly probe":

**Ens\_Twitchy:** ::on the helm:: Sir, intercept in 11 minutes at this speed. Recommend not actually intercepting the anomaly.

**CaptainCrain:** ::wonders if Twitchy is being serious::

**FstLT\_Costa:** ::looks to the captain and gives a "did he seriously plot an intercept course to the center" face::

- *Lt. Costa's idea of "intercepting" during a USS Lothlorien sim*

Now that is gratitude:

**USFHavraha:** ::eying her with a raised brow:: ... umm ... Econo-... Tauni, right? Umm ... you're ... aware I'm the Captain of this ship?

**USFHavraha: Eco >** Yes yes yes ... ::finishes, then leaps up and hugs him, wrapping her legs around him too::

**USFDiell:** (oh my LOL)

**USFHavraha:** .... OH GOD ... oh .... Oww.... ::grabbing onto a bio bed::

**USFHavraha: Eco >** Thank you for saving meeeeeee!!!

**USFDiell:** (can I take a pic of that and blackmail him?)

- *the Captain's first encounter with the Android guest on the USS Ares*

"Equipment" malfunction:

**Ray>** ::Sits in the counselor's chair:: You probably have a lot of questions.

**Yinnen>** ...No not really. Well.. yeah I guess. Other then why did Starfleet send a brand new Galaxy to come after us. Thats cool.... um sir. ::sits::

**Yinnen>** I never thought I'd get to see a Galaxy class.

**Ray>** I have to inform you that your ship went missing 20 years ago.

**Yinnen>** ..20 years ago? ::now sees a stain on the Bridge carpet and realizes the ship is not brand new::

**CdrKirbyYork>** ((Is that stain UNDER Ray's chair????)) ((Must be his adult diaper malfunctioned.))

- *a prudent deduction by Cmdr. York during a USS Roddenberry sim*

Uncanny senses:

**UrielVeltrin:** Axn> The team moves down the corridor and arrives in a brightly lit room with their possessions on the table and a cloaked person sitting in a chair.

**Air of Din:** ::quirks a brow as he sees the person:: Um...hello? Did you take our things? Could we have them back?

**LtCmdrStrent:** (( how does one see a cloaked person? ))

**Air of Din:** (( LMAO ))

**amirastarr:** ((not...LOL))

**UrielVeltrin:** (wearing a cloak)

- homophonic mix-up during a USS Agamemnon sim

**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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## Comics

### Fine Chinese in the Federation

*submitted by Commander Cameron Sanantonio*



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# Gossip & Advice

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## "The Tattler"

The Official Gossip Column of the *USF PADD*

by Captain Alejandra Montoya-Mancuso and Captain Rosanna Severine

Each issue of "The Tattler" depends on your submissions and what other news is out there wagging tongues and burning ears. Thank you to those anonymous and revealing submissions this month.

(NOTE: This issue features rumored facts and/or fiction from the *Outpost Phoenix*, *USS Ares*, *USS Federation*, and *Starfleet Academy*! Don't see your sim's goodies listed below? We'd be happy for you to contact us.)

Captain Rosanna Severine poured herself a mug of steaming tea, even though she contemplated making it something stronger. She then sat back comfortably to read the latest gossip from around the quadrants.

Rosanna blinked at the documents in her hand. "Who in the world promoted James Yosay to Commander?" She chuckled. He'd spent several months over the summer at the Academy, and she had thought him a possible candidate for her own XO. It looked like her friend Alejandra got lucky instead. "Let's see what he has to say about the crew of the **Outpost Phoenix**."

As Rosanna read through the lengthy file, she muttered to herself at times and chuckled at others. "It seems that the crew was somehow sent back to ancient Egyptian times. Some of the self-titled "Ladies of Phoenix" even managed to get kidnapped by slave traders and auctioned off. If the report is to be believed, the bidding for those lovely ladies went pretty high. I guess even the early civilizations knew a pretty woman from an ugly one.

"If that wasn't enough excitement, Ensign Salieri was seduced by Queen Nefertiti who demanded that he be her husband and the King. Then, when the two got in bed together, a snake of another sort struck out from under the sheets and bit the Queen. Unfortunately it was a very poisonous cobra. Not quite the excitement in bed that one wants.

"Christof Ramirez suffered the slaps of several Egyptian ladies. It isn't clear at this time if it was because he was playing them all or if he offered to pay them. Thankfully another Ramirez, Miguel, was able to use some pretty good handy work to get the crew back to the portal that sent everyone there and return to Bersallis III.

"In other news ... The Siren/Mermaid Ambassador and Princess Vixee, aka Commander Yosay's love, gave him some rather shocking news. It turns out she's pregnant with twins again. God help us all."

"Hmmm ... our anonymous correspondent on the **USS Ares** doesn't seem very happy at the moment." A recording from the correspondent shows up on the PADD, but the image is blacked out and the voice is altered to protect the identity of the gossiper.

"Did I tell you about the weird 'robot' yet? Well, she's actually an android, but she thinks she's a real person, like us ... flesh and blood." The image shook her head back and forth. "She calls herself Eco ... and then the way she greets people..." The image moved back and forth even more. "I heard she jumped into the Captain's arms! Can you believe that? I mean, who does something like that to a Starfleet officer?!"

"Anyways, she's on board now. No telling when we get rid of Miss Eco," the voice mumbled.

"Ego would be a better name for it. Dr. Swan and her haven't gotten off on a good start either. The doctor isn't at all thrilled about having to treat her like a humanoid. It's the Captain's orders though, from what I've heard.

"But then, all of the commotion from Miss Eco kind of paled in comparison when the unthinkable happened on the Ares." The voice lowered to a near whisper as if trying to make sure that they were not overheard. "That little Bolian girl we had aboard, Danni, was found dead in her bed. She'd been shot with some weapon. Honestly, it's just horrible. I haven't heard anything more about the whole thing yet, but I know it's now a criminal investigation. Commander Diell's keeping a really tight lid on it. I do know that Brott and Danni's babysitter were confined to quarters though." The image sighed deeply and the head shook back and forth repeatedly. "Such a tragedy."

"There is so much happening on board the **USS Federation** that our correspondent can't even keep his/her thoughts straight on what they've already reported." Rosanna laughed. "Here's what they had to say this month."

"I don't remember where I left off with my information," chuckling can be heard, "So, I guess I'll just start with the most recent events. First off, Lindsay Hawks is pregnant. Oh yeah! Captain Hawks and his wife will have a little one, soon, or hopefully soon. Unfortunately, it seems there were complications.

"That's why Commander Loriaarra just plum up and left the Captain on Starbase 173 and headed out to follow new orders to answer another Starfleet ship's distress call without him. She completely interrupted our, too! It was having so much fun watching Ensign Cunningham flirt with one of the waitresses ... he's usually so shy, and Lieutenant Ka'Tel was actually eating something other than the flower arrangement for once!

"So, anyways, the Commander is the Captain right now. How confusing is that? I don't mind female Captain's, but I'm not sure if this one's ready for this. Commander Loriaarra and Dr. Voss were heating it up again. That's got to be distracting her from command business. At least I think so. Anyways, suppose we'll see."

Rosanna laid the PADD down on the table in front of her. She only wished that she didn't have much to report on the **Academy** that was juicy or interesting. If she tried to hide the current news, she knew that Alejandra would get a bit put out that she tried to hide it.

"Scuttlebutt around the Academy is centering around myself, Cadets Ailana Darz and Malachi Styles, as well as Tyrril who is a guest on the planet for his friend's wedding. I know a lot of people expected the two cadets to pair up, but it seems that Ailana was a bit 'paired up' with Tyrril before coming to the Academy. At least in his mind, they were a couple. That ended when Tyrril caught Ailana smooching with Malachi without the two ever noticing his presences.

"To top it off, I met Tyrril on Betazed the summer before during one of his concerts. We became friends, and I ran in to him on Earth right after the scene he'd witnessed. We reconnected as friends and ended up deciding to date each other.

"Nothing should be a problem, right? Wrong! Something happened between Ailana and Malachi that no one else knows about, and Ailana ended up seeking Tyrril out on Earth. Instead of finding a man that Ailana thought she could decide to date again - because she thought they were already separated, she instead found Tyrril sharing a brief kiss with her Dean, me, in a local café. Ailana proceeded to announce to everyone there that it was wrong, and unfortunately it was all caught on a holo-vid that has been passed around campus. The icing on the cake is that Tyrril is significantly younger than myself, even though I don't look as old as I am. So 'cougar' and 'boy toy' jokes are abounding, and there are a lot of confused and insecure people at the moment trying to figure out just where they stand in the whole mess."

**Have any gossip to pass along?** Please use the [feedback](#) link (select "The Tattler") or email [rosanna.padd@gmail.com](mailto:rosanna.padd@gmail.com) or [usfmontoya@aol.com](mailto:usfmontoya@aol.com).

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## "Ask Y"

by Commander James Yosay

**Question 1:** "It's hard for me to understand men, and even harder for me to talk with them about certain subjects. How do you approach a man with something 'heavy'?"

Well there are several ways of handling this. To approach a man with something heavy, you always want to ensure that you have all the proper safety gear, and training. Most men prefer to be approached from behind. You just slowly tip-toe up behind him, and then either clobber him over the head with your heavy object, or, the more direct approach, you may tap him on the shoulder and when he turns around, you drop the heavy item on his toes and watch him "dance".

A favorite quote of mine from a childhood cartoon series I would always watch was: "Knowing is half the battle." You need to know if the man you want to talk to is mature enough and can handle what you may have to offer or talk to him about. Often us guys are accused of allowing something to go in one ear and out the other. No, we do not need ear plugs, but rather we need to hear whatever it is you gals want to say to us in a way that we understand and that will catch our attention and keep our interest.

May I suggest you get him in a position... wait that does not sound right... may I suggest you approach him in an environment in which you feel comfortable communicating. Don't be afraid to look him in the eyes, and if his attention starts to wander, raise your voice, clear your throat, kiss him, or all of the above, in order to keep his attention focused on you. If that does not work, you will just have to do that typical female thing of rolling your eyes and pretending to be mad and saying "What-EVER!" then go walking off with your nose up in the air.

**Question 2:** "Why do I get strange looks when I say 'I want more power' on my sim? Aren't starship Engineers suppose to have the goal of finding ways to make things more powerful?"

An Engineer can only do so much. If you want more power, then consider enlisting with the Q

Continuum. That, or ask for a more modern starship instead of that 30 year old bucket of bolts that you are currently commanding. If that fails, then may I suggest marrying a Vulcan Princess who is rich and wealthy.

**Question 3:** "I am having a hard time getting along with the Captain of my ship. Do you have any suggestions on how I can better participate and interact with her?"

Female Captains/Hosts often make some of the hardest to sim with. My current host excluded. (*looks innocent*) Don't take it personally. I know most of the female hosts in the USF, and they are all great gals in their own ways (*cringes*) (It hurt to say that, but it's the truth.)

I know without a doubt that you can approach any one of them with any questions or concerns you may have in regards to simming and that they will be happy to point out or suggest ways in which you can improve yourself as a simmer. It does not matter how old you are, or what rank you are, or how good of a speller you are... or are not... in my case, the most important thing is that you show up and give it your best.

Remember that when everything is said and done, this is just a "hobby", or good fun. Don't take it too seriously. Stop by "Yosay's Place" on Outpost Phoenix the next time your ship is near Bersallis III and I'll give you a few more pointers.

Cheers for now,

Yosay

**Need some advice?** Use the [feedback](#) link (select "Ask Y") or e-mail your questions and/or comments to [USFJamesYosay@gmail.com](mailto:USFJamesYosay@gmail.com).

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# USF Cookbook

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## Sisko's Creole Kitchen's Creamy Pralines

*(submitted by Fst. Lt. Leyva Torosi)*

### Ingredients:

1 cup granulated sugar  
1 cup packed brown sugar  
1/2 cup light-colored cane syrup  
1/2 cup water  
2 cups pecan halves or pieces  
1/2 stick butter  
1 tbsp rum extract

### Preparation:

- (1) Combine the sugar, cane syrup and water in a heavy saucepan.
- (2) Stir the mixture over medium heat until the sugar is dissolved and the mixture comes to a boil.
- (3) Continue to cook, stirring occasionally, until the mixture reaches "soft ball" stage. This is when a small amount forms a soft ball when dropped into a cup of cold water. Watch your pot! Do not allow it to bubble over. Boiling hot sugar not only makes a nasty mess but it BURNS LIKE LAVA!
- (4) Remove saucepan from heat and stir in the pecans, butter and rum extract.
- (5) Allow to cool about 5 minutes then beat the mixture vigorously with a wooden spoon until you see it gradually changing to a lighter color and looking creamy rather than shiny.
- (6) Drop the mixture by tablespoon onto wax paper or onto a buttered cookie sheet. Work fast as once the praline mixture is cooked it "sets up" rather quickly!
- (7) The pralines should be ready to eat in approximately 20-30 minutes. Wrap the pralines in individual squares of wax paper and store in a cool, dry place.

**Yields:** About 24 delicious morsels.

## Tellarite Chili Delight

*(submitted by Lt. Falco Fogarty)*

### Ingredients:

4 cans of home-style Wolf Chili  
1 bag of Fries (whatever kind you like)  
Velveeta, diced (or some form of liquid cheese)  
Onions, diced  
4 slices of Bread

### Preparation:

- (1) Heat the chili.
- (2) Cook the fries.

- (3) Mix the Velveeta with the chili, along with the diced onions.
- (4) Take the bread, place it on the bottom of a plate, add fries on top, then the chili.

Makes 4 Tellerite-sized servings.

## **Sascha's Greek Vanilla Cream**

*(submitted by Sascha Satori-Costa)*

### **Ingredients:**

3 cups of milk  
2 pkg. of cook and serve vanilla pudding (small)  
16 oz. of Greek yogurt  
2 tbsp. sugar  
1 tsp. vanilla extract

### **Preparation:**

- (1) Cook vanilla pudding according to instructions on the package, but only with 3 cups of milk.
- (2) Let pudding cool, while stirring occasionally so it won't get a "skin".
- (3) Mix Greek yogurt with the sugar and vanilla extract.
- (4) Add the yogurt mixture to the vanilla pudding a couple of spoon-full at a time until all is mixed well.

Serve cooled. Makes eight ½-cup servings.

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