

January 2011

USF PADD

Featured Sim:
USS Ares

Special Feature:
The Year
in Review

Log Writing:
Narratives -
The Lead

The
Forum

Series Highlight:
Star Trek -
Voyager

Review:
Haynes
Manual

The
Tattler

Ask Y



From the Editor

Greetings!

A new year. A new *PADD*. And with it all comes a brand new feature. I've been planning this one for a couple of months now. Through discussions with my advisors and several other people whose input I value, I finally arrived at the format and layout I felt best suited this feature.

So without further ado: Introducing the *USF PADD*'s monthly Sim Feature!

It will be a staple part of the *PADD* from now on, featuring a different sim each month, starting from the newest active sim, the *USS Ares*, and progressing to the oldest. That'll only take... oh... some two years, roundabout. Talk about something that will keep you busy!

I've decided to have this feature because that's really what the *PADD* is all about, a magazine for and by *USF* members that features enjoyable and informative Star Trek and *USF* related material. And, what better *USF* material is there than showing off our sims and the personality and imagination that we all put into our characters! Therefore, the sim feature includes not only in-character and in-universe information, such as ship specs, mission teaser, and crew introductions, but also a section for out-of-character information, more specifically a quick stats box and an interview with each player. And last but not least, there will be an interview with the person who created the sim! (If I can locate that person, that is. Help is always appreciated.)

Finally, with the new sim feature I also came up with a new look for the *PADD*. Well, not completely new. The general layout remains pretty much the same, but I've played a bit with adding color and making the divisions between the different sections more obvious. I think it turned out quite nice. I hope you agree.

Once again, the *PADD* has been enjoyable to put together. It was a mass effort to handle all the different aspects of the sim feature and gather the information. But as always, the staff and contributors came through. They're all just absolutely amazing!

Enjoy the read.

Lorí

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On the Cover: Econo-Tauni, Android NPC from the USS Ares sim, by Captain Havraha cha'AAnikh

Special Feature

The Year in Review

by Commodore Shane Booker

Another year has gone by and now we are in 2011! Like any other year, 2010 had its fill of news and stories that occupied the headlines of the United Space Federation (USF).

Everything from our simulations changing times or nights to the retirement of one of the most recognized and dedicated people in the United Space Federation. We saw great improvements to the Computer Core and its systems and dealt with reports of America Online blocking emails from the Computer Core's automated email system.

Yes, like any year, 2010 had its ups and downs. So, here are the in's and out's of 2010.

PROMOTIONS:

Many people climbed the ranks within the United Space Federation and became hosts or climbed higher in the host rankings.

- There were 6 promotions to Commander: Commander Ruari McKee, Commander Diell, Commander David Watts, Commander Kirby York, Commander Kaysen Jarv and Commander Ziz Tiesha, and they all took the Executive Officer position for their respective sims.
- Four Commanders, Havraha cha'AAnikh, Carysma Devereaux, Bokari Kakulen and Briana Santori, were promoted to Captain and Commanding Officers this year, each given a sim to command.
- One Captain was promoted to Fleet Captain: Fleet Captain Crelak Ticlak Trukak-Fetack, who was added to the ranks of Fleet Representative.
- Fleet Captain Shane Booker was promoted to Commodore and was added to High Command.

SIM GROWTH AND CHANGES:

Each and every year there are changes that effect the United Space Federation as a whole but in a general and sometimes subtle way. This can happen due to simulations changing their sim nights, times, or even which room they sim in.

- The *Columbia* moved from Wednesday to Monday night.
- The *Darmok* now starts an hour sooner, as they went from 11 PM to 10 PM Eastern time.

WEBSITE AND COMPUTER CORE IMPROVEMENTS:

Like any year, those that dedicate a lot of their time and lives to running and maintaining the websites and computer core strive to make things better for the rest of the people in the USF. This year was no different as many enhancements were introduced to improve functionality as well as the amount of features available to the simmers.

- A feasibility feature was altered that now allows for a simmer to log into the Computer Core from any page within the Message Boards.
- A new feature was added that now allows simmers to have a character description and even a picture. This was to add to the character development for the players.
- A Junior Officer Announcement box was added that allows for even the newly promoted junior officers to see their achievement posted to the website's front page.
- Many improvements were added to the webchat and M-5 that allow for chatters to interact with the Computer Core site, other Trek reference sites and AOL Instant Messaging itself.

THE USF MAKES IT TO [STARTREK.COM](http://startrek.com):

This year we were treated to a surprise as one of our own simmers, Kelly Rowles, mentioned the USF while talking about how Star Trek impacted her life in the article she wrote for StarTrek.com. She credited the United Space Federation as a big part of her life and as a factor in her writing and where she is today.

A FRIEND SAYS THE BIG GOODBYE:

As time passes by, people come and go. Simmers take on more commitments while others down-scale responsibilities. Others yet completely retire. Sadly, this was the case for Rear Admiral Eliz Hanson as she stepped down from her USF positions and retired.

A SUPER RETURN:

It isn't a bird. It isn't a plane. It's not even Superman! Watch out Perry White! The *PADD* returned! With new vigor and a new editor, the *USF PADD* returned in 2010 to keep us all informed of the goings-on of the United Space Federation as well as around the Star Trek universe.

Over all, the USF had a great year. Another year of experiences and fun. As we leave 2010 behind, let us look to 2011 as a year to have yet more fun and make it a year to remember!

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Briefings

USF Fleet

“Ad-Lib”

Smellin' like roses:

LtRaTeahguay: ::sniffs:: Mmm ... what's that magnificent scent? ::realizes it's coming from Diell:: Oh ... um, nevermind.

USFDiell: (LOL)

USFDiell: (did I fart?)

USFHavraha: (Diell thinks her farts don't stink. And she's right.)

LtRaTeahguay: (You're releasing "chemicals", you didn't say how!)

- *during a USS Ares sim*

Value is in the eyes of the beholder:

MalachiStyles: (Maxx) :: smiles:: What could I get him for a present? I mean he like has everything, doesn't he?

USFRylanJHirsch: RJ> Yeah, but it's not so much what it is, just that you made the effort with him. One year we were doing space welding in this class of mine... and so I decided to do a replica of one of the ships we were on...

USFRylanJHirsch: RJ> It was a mess... but he placed that thing on his desk until we came here.

MalachiStyles: (Maxx) ::smiles:: Wow. He musta really liked that.

USFRylanJHirsch: RJ> Or needed a good laugh.

- *Hirsch Jr. and Maxx talking about Commodore Hirsch during a SS Nigala sim*

Clean freak:

USFHavraha: Robot > ::runs up to Brott and starts 'washing' him with the laser beams:: Hello hello hello hello, good health ... how are you!? ::excitedly with a smile::

USFDiell: (LOL)

USFDiell: (don't scrub him in the wrong places)

LtRaTeahguay: ::raises a brow at Brott:: Is it working right? You didn't cross some wires in there did you?

knomikbrott: (There are no wrong places)

- *during a USS Ares sim*

Etiquette for first contact missions – Example #47 of what NOT to say:

FstLtJMarkson: I do believe that this world may have the potential to be a breeding planet.

FstLtJMarkson: Kill all the males and keep the females. ::smiles::

FstLtJMarkson: You are all ugly...but we could get used to that.

- *during a USS Odyssey 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.

Promotions and Appointments

October 2010

- Commander **Briana Santori** was promoted to Captain and appointed Commanding Officer of the *USS Agamemnon* on 201010.12.
- On 201010.26, Lieutenant Commander **Simon Trent** was appointed as Operations Manager for the *USS Agamemnon*.

November 2010

- Lieutenant Junior Grade **Air of Din**, *USS Agamemnon*, was promoted to Lieutenant on SD 201011.02.
- Ensign **Jacob Barlow** of the *USS Lothlorien* was promoted to Lieutenant Junior Grade on SD 201011.12.
- On SD 201011.14, Ensign **Knomic Broff**, who serves as Engineer on the *USS Ares*, was promoted to Lieutenant Junior Grade.
- First Lieutenant **Kai Tama**, *USS Darmok*, was promoted to Lieutenant Commander.
- Twin-Ensigns **Trevor and Travis Cloud**, who serve on the *USS Independence*, were both promoted to Lieutenant Junior Grade.
- Ensign **Raeyana Laurie** of the *USS Independence* was promoted to Lieutenant Junior Grade.
- On SD 201011.29, First Lieutenant **Benjamin Sinclair** of the *USS Aldrin* was promoted to Lieutenant Commander.
- Lieutenant Junior Grade **Samual Fisher**, *USS Agamemnon*, was appointed as the current Acting Chief Engineer, on SD 201011.30.

December 2010

- Lieutenant Commander **Kaysen Jarv** was promoted to Commander and appointed Executive Officer of the *USS Agamemnon* on 201012.07.
- Second Lieutenant **Uriel Veltrin** of the *USS Agamemnon* was promoted to First Lieutenant, Federation Marine Corps, and appointed Chief of Security and Tactical on SD 201012.07.
- On 201012.12, Lieutenant Junior Grade **Knomic Broff** was appointed as Assistant Chief Engineer and Lieutenant Junior Grade **Rydekk Lhidan** as Assistant Chief Security Officer, both are serving on the *USS Ares*.
- Lieutenant **Adonudo Tlanuwa**, who serves on the *Agamemnon*, was appointed as Chief Medical Officer on SD 201012.14.
- *SS Nigala*: On SD 201012.22, First Lieutenant **Solik** was promoted to Lieutenant Commander, and Lieutenant **Kiah Walsh** was promoted to First Lieutenant.
- Commander **Aziza Tiesha** was appointed as the new Executive Officer of the *USS Lexington*.

Congratulations to everyone!!

Been promoted lately? Let us know, so we can announce your milestone here! Please submit your promotional information using the [feedback](#) link (select "Promotions"), or send it to USFBooker@aol.com.

Fleet Field Reports

Snapshots of Sim activities

Outpost Phoenix

The Federation transport ship *SS Veico* and the *USS Tripoli* recently delivered supplies, crew replacements, and equipment. A ship heading toward the *Outpost* was detected on long range sensors and later a distress call came in indicating that the ship was disabled and adrift. Commander Yosay in the *USS Boomerang* and a select group were on route to the mystery ship.

SS Nigala

An average day aboard the station, they welcomed three new senior officers, who were put to work quickly when a ship of unknown origins arrived through the wormhole. Hails were unanswered and scans revealed nothing. An away team has beamed over in search of... well, anything.

SB Everest

Equipped with new sensors and advanced scanning technology, the ship assigned to the *SB Everest* was sent to study a unique cosmic event on the edge of the neutral zone with the Romulan Star Empire. Unfortunately, things did not go as planned and now they are struggling to break free of a gravitational field and they need to counteract a strange radiation poisoning that is effecting the crew.

USS Agamemnon

After returning to Earth, the crew is taking some much-needed R&R after surviving being stranded in the Gamma Quadrant and discovering they were sent two years into the future for still-yet-unknown reasons. The crew has had time to make new friends, catch up with long-lost family, further their relationships, and simply relax.

USS Ares

The crew discovered a set of coordinates which led them to a planet covered in ice deep within Romulan space. Beneath the surface was a facility, home to an automated defense system and a life-like and very eccentric android. The android requested to be brought aboard the *Ares* along with its own shuttle. There is still much to learn about the newest addition to the *Ares*.

USS Darmok

Still in an alternate universe while trying to pass as "normal", a complication or two has arisen -- scientists from the current time are aboard the ship and begin to suspect all is not as it seems with the ship and the crew. Arriving at the ruins of Yontaga, the *Darmok* quite unexpectedly picks up a life sign and retrieves an escape pod.

USS Eclipse

An away team is investigating the site of a meteorite strike on Earth in the Arctic Pole cap region. Scans show trace elements that suggest it is very old and may have come from Vulcan space. Elsewhere, Fleet Captain Ryan-Marshall and Commander Marshall are at a debriefing at headquarters. Lieutenant Sidle has command of the *Eclipse* in the absence of more senior officers.

USS Excelsior

Puzzling murders are overshadowing the wedding preparations for N'Tazzia and Peter McMillian aboard the *Excelsior*. One of the victims: the groom's own mother! Does this mean there will be no wedding?

USS Federation

The *USS Federation* had stumbled upon descendants of Human Augments from the Eugenics Wars.

Fearing for prejudice on Earth, they had wandered the galaxy in search of a suitable home to prosper in their lifetime. After a survey of several planets, the leader of the Augments decided on one and the *Federation* crew assisted in getting them settled before leaving.

USS Independence

During some R&R on a beautiful vacation planet, Captain T'Marahoi has been arrested for murder and quickly judged guilty in an open and shut case. Scheduled for execution, she is locked behind bars while the rest of the crew is left in shock over the events.

USS Lexington

The *Lexington* is still in orbit around the Star liner while crew has been going down in groups at a time. There have been some disputes, but it is hoped that they will be straighten up and not be a further issue for the teams wanting to go down for their leaves.

USS Lothlorien

En route to an unexplored system, the *Lothlorien's* warp field was disrupted by a massive electromagnetic field. After first contact with the species who employed the field, the Prime Directive interfered with the aliens' wishes to view the ship's database. The aliens retaliated, deploying the field again and forcing the crew to escape using a field of antiprotons, despite the dangers to the ship.

USS Odyssey

On the *USS Odyssey* the investigation into the fallout from the Torvin situation is progressing.

USS Roddenberry

After discovering one of their own shuttles damaged, the crew found their own stock was complete. The shuttle contained a Human male who died soon after being brought aboard. Inside the shuttle, they found a transmitter and tracked it to a planet in search of the transmitter's destination.

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Star Trek

Memorable Quotes

I am not the archetypal leading man. This is mainly for one reason: as you may have noticed, I have no hair.

– *Patrick Stewart*

"I don't believe in a no-win scenario."

– *Kirk to Saavik, on why he cheated on the Kobayashi Maru test, "Star Trek II: The Wrath of Khan"*

Intel

PADDs (iPads) Instrumental in next Trek Film

Writers and producers from the next Star Trek film have found Apple's iPad a real benefit in their

preliminary production talks. The device displays slide shows, stills from the first film and snapshots of potential locations. The iPad has found a home in many television and movie shows both on and off the stage.

Find out where else it has appeared and a tiny spoiler for the next movie at:

- <http://www.nytimes.com/2010/10/25/business/media/25ipad.html>

From Kurn, The Visitor and Bludworth

If you are a fan of Tony Todd's performance as older Jake Sisko in DS9's "The Visitor", then this interview is a must read. Particularly touching is how he got back into acting as a result of consideration of the DS9 script.

Catch up on Tony Todd's current and future projects:

- <http://startrek.com/article/kurn-from-tng-tony-todd>

Cover Roo Phone

Add a little Trek to your tech with covers from a company called Coveroo. They have over 100 designs to choose, from photos of your favorite characters to iconic designs from the series. Some choices are rather obscure like the Kazon and other familiar ones like the Vulcan IDIC.

Accessorize at:

- <http://www.coveroo.com/startrek>

Evil Wil Wheaton

Startrek.com has caught up with the now 38 year old Wil Wheaton talking of his years as Wesley Crusher and how it shaped his life since. Now he guests on *Big Bang Theory*, blogs frequently and will have a larger role on Syfy's *Eureka*.

Check out the two-part interview:

- <http://startrek.com/article/tngs-wesley-crusher-wil-wheaton>

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
(celebrating 45 years of Star Trek)

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Star Trek Online

by Captain Havraha cha'ANikh

Season 3: Genesis is now Live on Star Trek Online

We've been talking about it for a while now, but Season 3, Cryptic's latest mega-update to STO, is now officially up. Just in case you're confused, no ... this isn't the third Featured Episode story arc -- this is all new updates for the game! What does it entail? Let's go down the list.

- (1) **The Foundry Beta** - On the Tribble Test Server now, the Foundry allows you to write, build, and publish your own missions for STO and allow others to play and rate them. Don't think creation is your thing? That's okay! Because the Foundry will still mean a massive influx of content for the game. Every day will be a new Star Trek story waiting for you.
- (2) **Episode Replay** - Some of the best missions in STO are story missions you can only play once. Well not anymore! With Episode Replay, you can walk up to your computer in your ready room on your bridge and get all the old missions you've already played! It's a whole new experience when you can run back through an old mission ten times more powerful than you were before! Use this as an opportunity to get those secret accolades you missed the first time! Some missions may even offer new rewards!
- (3) **The All-New Sectorspace** - Since the very beginning of the game, many players have complained about the look of Sectorspace. Season 3 brings a whole new revamp to the experience, feeling dark, colder, and more vast than it ever did before! It also allows you to turn off the grid lines, allowing for a truly immersed experience traveling through space.
- (4) **Crafting Update** - Confused by the previous crafting system at Memory Alpha? Don't be any longer. Cryptic has simplified crafting into one branch, allowing you to work your way up the ladder to be able to create some of the top tier gear that many others sink several hours into the game to earn! Additionally, tons of new items have been added to the crafting table! Best of all, your previous experience converts over to the new model, so it's win win for everyone!

But Season 3 doesn't end at its launch: it's an ongoing process all the way until the release of Season 4! What does the future bring for Season 3?

- **Gorn Customization** - The Gorn characters are getting a visual revamp, and additional clothing options to boot!
- **Exchange Update** - The Exchange is a daunting place to go looking for items -- hopefully in the future, that will change!
- **Klingon Specific Updates** - Crafting has been added for Klingons, along with access to the Pi Canis Sectorblock, with more coming in the future!

Counselor Uniform Added to the C-Store

There's something about Deanna Troi. Is it her curly black hair? That weird accent? Who knows. But it's iconic nonetheless, and hence her uniform is now purchasable from the C-Store! It's wear your pajamas to work day for the girls and the guys aren't complaining!



New Item Sets for Crafting and Special Task Forces Released!

What is an item set? Apparently, they're sets of items that go together and work in tandem to give you additional bonuses you wouldn't normally have! In Star Trek Online, these new item sets will also change the look of your ship! So what are they?

Aegis Item Set - The easiest item set to obtain in the game, the Aegis set is crafted by top tier item crafters at Memory Alpha using many resources, including the rare particle traces. If you're not good at crafting, you can probably find someone who can craft them for you if you have the supplies. This set includes 3 items - Aegis Hyper-Impulse Engines, Aegis Graviton Deflector Array, and Aegis Covariant Shield Array. Having all of these items equipped will make your ship look like it came out of Tron, if you ask me! Having 2 Aegis items equipped will give you the bonus of a Thoron Distortion Field (a passive ability), while all 3 items will grant you the passive ability of Reactive Shielding.



Assimilated Item Set - The harder and more coveted item set to receive is the Assimilated Item Set, that when equipped will make your ship appear like it was assimilated by the Borg. Three of these items can only be received by completing the super-hard Special Task Force missions, otherwise known as STFs -- specifically the STFs "Infected", "The Cure", and "Khitomer Accords". An additional, much easier obtained 4th piece can be received by replaying the Undine Front mission "Assimilation" via the new Episode Replay option. This 4 piece item set includes the Assimilated Graviton Deflector Array, the Assimilated Regenerative Shield Array, the extremely coveted Assimilated Transwarp Engines (which will allow your ship to fly through sectorspace at Warp Factor 14 when equipped), and universal console Assimilated Module. Having 2 pieces equipped will grant you Autonomous Regeneration Sequencer, 3 pieces - Multi-Regenerative Shield Array, and all 4 pieces equipped will give you the clickable Assimilated Tractor Beam power which drains shield energy from any ship caught in it.



Wow, looks like you'll also be granted a +30% chance for jealousy if you have any of these items equipped to your ship! Happy hunting!

The Motion Picture Uniforms Added to the C-Store

If you were jealous that the girls get to wear their pajamas to work with the Counselor Troi uniform, then don't be -- the guys get their own set of pajamas with the totally out-of-place design of the Starfleet uniforms from *Star Trek: The Motion Picture*. Come on, admit it, you want that radical belt, don't you!

Guramba Siege Destroyer Released to the C-Store

We mentioned a while back that many non-Klingon ships would be coming to the C-Store for Klingons, and although most of those are already out, one was held back -- that's the Nausicaan Guramba Siege Destroyer, and it was held back for a reason: it's very fancy. The Guramba diverts engine power to weapons to make it even more deadly and has an alternate mode, called Siege mode, that steals power from enemy ships as it fires on them. When enough power is built up, the Guramba can fire a deadly energy javelin that will force it to return to its normal mode but does massive damage on an enemy ship. It's such a fancy ship, in fact, that Cryptic made a video about it that you can watch by going here -- <http://startrekonline.com/videos>. It looks like Cryptic's making up for the lack of Klingon content by giving them lots of awesome little toys, and I have to say -- it's working!

That's all for this month! Happy STOing, everyone! And if you want to join the USF Fleet, IM me at USFHavraha or PM me in-game at Havraha@Havraha!

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Sciences

Watching the Universe

Star light, Star bright, How many Stars are there Tonight?

A new study by Yale University astronomer Peter van Dokkum and Harvard astrophysicist Charlie Conroy has astronomers buzzing. Their study is based on observations and calculations about the differences between spiral and elliptical galaxies. It suggests that there are as much as three times as many stars in the universe than previously thought, a whopping 300 sextillion stars (that's a 3 followed by 23 zeros), and roughly equal to all cells of all humans on Earth combined.

To read the full article, see:

- <http://www.9news.com/news/watercooler/article.aspx?storyid=167179&catid=337>

Space Trucking

Millions of trucks transport enormous amounts of loads across countries all over the world. Ever wondered which “truck” transports what sort of loads **off** the world? Well, wonder no more! Satellites, probes, experiments, space station parts – the space shuttle hauled it all!

100 primary payloads to orbit:

- http://www.airspacemag.com/space-exploration/The-Truck.html?utm_source=direct&utm_medium=printMagazine&utm_campaign=201008-August&utm_content=truck

Extraterrestrial Art

Pictures that speak of death and creation are what “space photographers” capture with the Hubble Space Telescope. Truly extraterrestrial art! What you might not expect is the great amount of work that goes into every shot the team at the Space Telescope Science Institute deems worthy to show off, combining multiple exposures of the same subject with close to reality colors.

For more information and the full gallery:

- Article - <http://www.aolnews.com/2010/12/15/best-art-in-the-universe-hubble-space-telescopes-amazing-pics/?icid=main|verizon|dl1|sec1|lnk3|190592>
- NASA (Hubble gallery) - <http://hubblesite.org/gallery/album/entire>

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USF Features

all information collected by

Captain Havraha cha'AAnikh, Lieutenant J.G. Knomik Brott, Kayshl, Commander Loriarra, Lieutenant Commander Solik, Cadet Malachi Styles, First Lieutenant Leyva Torosi

USS Ares

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

<http://ares.sector001.com/full/>

Sim Universe

In-character (IC) and In-universe Information

Ship Specs

Class	Oslo Variant
Type	Escort
Length	371 meters
Width	228 meters
Beam	54 meters
Cruise Speed	Warp 7
Max Speed	Warp 9.75
Crew Capacity	47 officers; 453 enlisted



Mission

In the year 2387, the star in the Hobus System experienced a supernova unlike any previously seen. Although many tried to stop the explosion, it ultimately lead to the destruction of the Romulus System, and the crippling of the Romulan Star Empire.

Shortly afterward, Starfleet Command commissioned an experimental variant on the Oslo class escort. The mission of this vessel was to do what the Romulan Empire could not: to dive into, patrol, and explore the now lawless territory known as the Romulan Neutral Zone. Securing the safety of its inhabitants from rogue factions, illegal experimentation, and dangers poised to be launched at the Federation from within. In the darker corner, in the space between spaces, horrors are going unnoticed, and unpunished.

The Neutral Zone: the ragged frontier. These are the voyages of the Starship Ares. Her ongoing mission: to explore hidden worlds, to seek out new peace and new alliances, and to patrol and protect the United Federation of Planets... no matter the cost.

Starring

Crew:

🚩 Commanding Officer	-	Captain Havraha cha'AAnikh , Romulan
🚩 Executive Officer	-	Commander Diell , Deltan
🚩 Helms Officer	-	Lieutenant Junior Grade T'Kiel, Vulcan (NPC)
🚩 Chief Operations Officer	-	Lieutenant Yahleksi Ra-Teahguay , Efrosian
🚩 Assistant Chief Engineering Officer	-	Lieutenant Junior Grade Knomic Brott , Bolian
🚩 Assistant Chief Security/Tactical Officer	-	Lieutenant Junior Grade Rydekk Lhidan , Incendari
🚩 Chief Medical Officer	-	Lieutenant Katherine Swan , Human

Civilians:

Danni Brott, Bolian (NPC)	-	Orphan, under guardianship of Knomic Brott
Econo-Tauni, Android (NPC)	-	Unknown origin

Guests/Villains:

Ishana y'Sahej , Garidian (NPC)	-	Captain of the Warbird "Laval"
Myca s'Gienne , Garidian (NPC)	-	Garidian Republic operative

Fleet Representative:

🚩 Commodore Robb Clemens II , Human

Crew Introductions

🚩 Captain Havraha cha'AAnikh:

"Look, is this really necessary? Ugh, alright.

"My name is Havraha cha'AAnikh. I guess I've been doing this for a while, long enough for somebody to figure I know what I'm doing well enough to put me on the front end of this derelict-vessel-waiting-to-happen. I like ... soup, and lyo ... specifically yhi'lyo. I ... like to spend my time cracking skulls and squashing scuttlebutt. Where I can, I mean. And not necessarily in that order. But usually.

"Look, I'm a bit of a private guy, alright? Don't ask me how I got here. I'm just here. If you don't like the fact I'm Romulan, let me tell you you're not the first. If you don't like the fact I don't necessarily seem Romulan, again, what's new? I have the pips and you have the post, so take my orders or take your ticket to the airlock.

"What, you were expecting maybe Captain Picard? I'm not here to be your inspiration and I'm certainly not here to be your moral conscience. If you're looking for a cornerstone of Starfleet decorum you've boarded the wrong boat. Out here's the raggedy edge, and I don't have time to play by the rules."



🚩 Commander Diell:

"Yes, I'm Deltan. Before you ask.

"And yes, I could 'rock your world', as Humans like to put it. Unfortunately, you would most likely die of insanity due to sensory overload afterward. So, no use in pursuing that line of thought. Trust me.

"However, aside from being a natural aphrodisiac, I'm also a quite proficient analgesic. So, if you're in pain, I'm happy to render my services. A touch would be all that it takes. For most species, anyways. Though, I have



noticed in my years in Starfleet that some are immune to different aspects of my physiology, including my pheromones and the chemicals I release through my touch.

"Hm. Maybe I should have gone into medicine.

"Anyways... My name is Diell. I'm a Commander in Starfleet and the Ares' new XO. And with 'new' I mean I wasn't on the ship from the beginning, from the time it was first commissioned. However, when the position was offered to me I jumped at it. You might find it strange that anyone would jump at the opportunity to serve under a Romulan Captain. Especially one with the reputation of Havraha cha'AAnikh. Truth be told, I like his style. Plus... we've been close friends in the Academy.

"No, not like that!

"Ok, I admit he's a bit rough around the edges, but I've learned to handle him. And I trust him. It's a tough job out here. Someone's got to do it. Honestly, I can't think of anyone else with whom I'd rather be patrolling this sector of space."

Lieutenant Yahleksi Ra-Teahguay:

"Oh, hello! My, aren't you a pretty one! Aren't you a bit young to be a Starfleet Reporter? I'm sorry, I didn't mean to make you blush, though that smile is certainly worth the effort!

"What was that? Oh, I'm Yahleksi Ra-Teahguay, my friends just call me Leks. I'm an Efrosian - you know, from Efros Delta. I'm a full Lieutenant and currently serve as the Chief of Operations for the Ares, but I work the Gamma Shift - you know, the night shift, serving as the Bridge Commander while Captain cha'AAnikh and Commander Diell take their much-deserved breaks. You know, I can get you a personal tour of the Bridge if you'd like. It's quiet and peaceful during the Gamma Shift, with subdued lighting, soft music in the background, and fairly comfortable chairs for lounging.

"Why am I on the Ares? Well, to be honest, it was an opportunity for advancement. You see, I was a Junior Computer Technician on the USS Andrea Doria serving under then Lt. Cmdr. Diell who was the Chief of Operations there. When she got her promotion and transfer to be Executive Officer for the Ares, she asked if I wanted to go along. It was a promotion to full Lieutenant and the post of Chief of Operations. Besides, have you ever had a Deltan ask you to come with them? Kind of hard to resist.

"So, if the interview is over, I've got some free time, care to join me for a cup of tea in the Ship's Lounge?"



Lieutenant Junior Grade Knomik Brott:

"Who is Knomik Brott you ask? I'm only the tallest Bolian on the Ares. Seriously, I'm the Assistant Chief Engineer here and with the way I do things I'm surprised Starfleet even keeps me. I don't always agree with Starfleet Corps of Engineers way of doing things. More than one instructor stood in shock at some of my repairs, but not much after saving the USS Concord from a core breach. I was both praised and chastised for the prevention of that explosion. That's SCE for you. It does mean I have to document in painful detail anything not by the book.

"Now enough about my mad methods of engineering... how about sandwiches? I Love them. Earth alone has hundreds of kinds. I like them so much I've even built a portable replicator that only does sandwiches. You know, for the officer on the go or on the away mission to a demon planet and a hankering for a Ruben. Don't ask me for the design specs yet or what Ferengi outlet carries the cooking wonder. There are certain... problems to correct. Nothing major, unless you like roast pork and peanut butter.

"Lastly, I'll admit, it has been hard for me after the death of my brother some years ago now. Each time I speak to my niece and nephew I get a bit choked up. This sorrow has followed me through my career in Starfleet. I think even relationships, but those are so few and far between. However due to a recent visit to a planet I have found myself in the position of raising someone of my own. Her name is



Danni. We don't know her last name as both of her parents are dead. Can we stop the camera for a moment?

"When Commander Diell asked me if I could watch her I was shocked. I'm as much a parent as Borg are nice people. She's very sweet and very street smart, but also very sad. We've talked about our personal losses a great deal and I think we have really helped each other. Not a day goes by now where I'm not thankful she is around. I just hope she feels the same."

Lieutenant Junior Grade Rydekk Lhidan:

"Must I, really? Ok... You're going to make me late for my shift on the bridge.

"My name's Rydekk. I'm pretty much in charge of knowing the goings-on of Ares. I'm the senior officer in charge of security, as well as the tactical officer for Alpha shift. Oh, and before you ask... Yes, that means I fire the phasers and torpedoes, as well as the Gauss Cannon. ... Wait. You thought those jobs were the same? Tactical, I just explained. As for security, it's a bit more. I'm usually in charge of keeping away team members safe while off the ship, and I'm present for greeting guests aboard, as well as ensuring their safety while they on Ares. ... Yes, I'm a bit of a 'workaholic', as Humans say.

"Oh, you've never seen anyone from my species before? We're called Incendari, which comes from a figure of my people's history who first displayed the ability to project heat from his hands. The emergence of the Incendus spawned a separatist faction from the general populace, which was heading towards technological advancement. It got so bad that they completely isolated themselves from the technological aspects of Incendari society and turned to lives of *mostly* peace and meditation. Similar to the Terran belief of a Messiah-figure resurrection, those people believe the Incendus will return in some form to lead his people to an era of 'enlightenment'... Pft, whatever.

"Anyway, my parents and sister are a part of that group, and that's where my roots begin. At a later point in our peoples' adolescence, we endure a rite of passage to choose our path in life. I chose to separate myself from those people, and thus, my parents disowned me. I had decided I liked to move forward, rather than living in the past, and thus I headed to Earth. After cutting through the 'red tape', as they say, since my people are not Federation members, I was finally granted admission to Starfleet Academy, and now here I am, on Ares."



Lieutenant Katherine Swan:

"Who am I? I am of Native American descent. My native name is Schawnsee, meaning 'Little Spirited One'. I guess it fits.

"Well I guess I would describe myself as a people person. I guess that's why I'm a medical officer. I get along with almost everyone; I say almost because my captain, Captain Havraha, and myself have our issues. We work together when we have to. Otherwise we stay far away from each other. I don't go to the bridge and he doesn't come to sickbay unless he's injured, and then he has to be unconscious before I can get him here.

"I'm normally a very easy going person who loves to help others. I'm also an animal lover. I took a course in Veterinary medicine in case there were any animals on board as pets. Some folks like their pets to be with them no matter where they go. Matter of fact, a therapy dog in medical may have its advantages.

"I'll have to speak to Commander Diell about it... since I have a feeling that the Captain will say no just because it's my idea."



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Behind the Scenes

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

Havraha cha'AAnikh's Player

interview conducted by Lt. JG Brott

How did you discover simming?

When I was a good ole youngster I remember fantasizing about writing Star Trek stories and having a Romulan character who was in Starfleet. I knew next to nothing about Romulans at the time beyond they're just fun. I wanted to flesh this character out in my head. So I went to Google (which was barely known at that time), and typed in "Romulan names", and the #1 search result at that time was a little website called Sector001.com. Read it, realized this was EXACTLY what I wanted to do, started doing it, and never quit.

No other sites showed up? This must have been somewhat recently as my entry into simming predated the web as we know it.

Oh plenty of sites came up I'm sure, but the #1 result was Sector001, and Sector001 had some info on it! I've always been a big fan of expanding Sector001's database specifically for this reason -- it's what brought me into simming. So I figure if it was even larger, that would equate to even more recruitment. Alas, my dreams of an official USF wiki are constantly squashed. Le sigh.

Sounds good. - How many characters do you have, and how much of yourself do you bring into playing them?

Let's see ... four. I have Nyrin on SOG who is kind of my "nice" side. Which I know it's hard for some people to believe I have a nice side, but I do! He's most definitely the "ideal" part of me... if I had faith and hope in humanity, that would be Nyrin. Instead I'm just a cynical snot, I know.

My other characters include ... well ... really an entire species for Starfleet Academy called the Lagiers. But the main characters I'm using with them now are a twin sibling pair named Rahyu and Zivy Ezllen. They kind of represent some of my sides in conflict ... Rahyu is forgetful and hard to motivate, while Zivy is head strong and determined. But both of them are brilliant and constantly struggling against each other for dominance. I also have a Caitian named S'Eran that I don't use nearly enough, so I don't really have pinned down in my head what I "bring" to him.

I am a firm believer that we can ultimately only play what we know, and each of our characters are like avatars of at least one splice of our personalities. Havraha, of course, is my powerhouse side. The side that sees a problem and says "Screw you!" and barrels on through it and WINS, because I can. It sounds like a dangerous thing and it probably is, but I like to channel it into this kind of tragic and lonely anti-hero that Hav is.

Player OOC Stats

How long have you been with the USF?

About 8 or 9 years.

What brought you to the USF?

Google search for "Romulan Names".

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

Since the end of January 2010; I was made CO of the Ares at that time.

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

Same amount of time I've been with USF.

What other genres of role-playing do you do?

Only MMORPGs, like STO and Champions Online.

What is your favorite:

Star Trek series? The Original Series

Star Trek movie? Star Trek VI: The Undiscovered Country

Star Trek game? Star Trek Online (STO)

Good that you have embedded personalities as all of mine have something of my personality. - What interests you in hosting as opposed to a non-command post?

I use to get plot ideas all the time, but I would have a very specific idea in my head of how it ought to go. I don't want to name names or anything but there's been times in sims when I've brought up a plot to my hosts and said "Okay we need it to happen this way...", and my XO or CO goes "Uhh ... no it won't. I hate that. That's unrealistic," and I end up getting a watered down version of the original plot I had. I used to SCREAM about being a host. I felt I had a ton of great stories to tell but it was like I was an intern at a Hollywood film studio with better ideas than Steven Spielberg, but Spielberg always got his way because he was Spielberg.

When I was finally offered a hosting position, I got to go "FINALLY, I can decide how this will play out!" Of course, my first gig as XO had some difficult simmers to work with (they've since left). Later on, my CO gig allowed me to completely retcon an entire sim's ship and plot, and then come up with something fresh and have complete control over those plots.

The fact that I've been able to recruit my partner in crime to my XO slot, means that I do believe we have some of the absolute best sim plots in the fleet. Also, the fact that we have simmers that have a VERY hard time making it to our unusual time spot and STILL fight week after week to get there, is a testament to that, I think. It'd be far easier for them to just give up and quit coming, but something about Ares has them hooked. It makes me feel fuzzy inside.

What? I didn't catch any of that... ahem. Next. - What is your favorite Star Trek episode of all time and why?

This is a tough one... most of my favorites come out of TOS, and it's just because they're classics. I do believe I own a VHS copy of "Amok Time". When I first started being a Star Trek fan I found that episode fascinating because at the time I didn't realize Vulcans were suppose to just suppress emotions -- I thought they didn't have any. Imagine me coming across that episode and seeing Spock going nuts! It revealed a whole new level of the Vulcans as a species to me, so I was very interested in it. Whether it's my favorite of all time, I'm not sure. Most of my favorite plots and stories are the ones I'm making for Ares, I think.

I'm not familiar with that one. Mine would be from DS9, "The Visitor". - What challenges have you faced with a small-crewed ship like the Ares?

The obvious one, which is getting everyone there. Little known fact is that when the Ares first started out, I had a very large and healthy group of extremely motivated individuals to help me. Most of them just ... stopped coming, and my XO at the time didn't think she could get there in time for the sims. I went from having a very healthy starting sim to one that was on life support in a matter of a couple of weeks.

When I first started, I was trying to get several friends of mine to join, but they all had prior engagements. As my sim started to sink around me, however, they started to find ways to help. One of those friends became Commander Diell, my XO, while another is now my tactical officer, Rydekk Lhidan. Then this Bolian guy came out of no where... I have no clue how he even found the sim actually.

Brott = loser

But yeah, now my oldest running simmer, Swan, has problems making it to the sim and it's very much a fight. If I have two people missing, I generally can't get the sim running. I often find myself trying to play an NPC to make the sim seem more fleshed out, but when I'm also doing actions and bad-guy characters I'm just flooded.

Describe the process of creating a plot for a sim. Where do you draw your inspiration?

Oh, gah ... anywhere. My formula is typically "what would be cool that I'd like to do?" and then think backwards from there, trying to find ways to make what's going to happen next a bit more unexpected. Our last mission, which we've titled "Dornroeschen" (we have titles for plots on Ares), was actually inspired by my desire for the Anti-Data.

I was considering how odd it was that Data was fighting very hard to be human, when really machines and people aren't that different -- they're still very much programmed to react in response to different stimuli and all of that isn't necessarily as wonderful as Data seems to act like it is. He stumbled through TNG with child-like wonder about humans but also child-like naivety. I wanted a character, an Android, that was built better than Data ... so much better that she operates and acts just like a living sentient humanoid would, and in response, we'd figure out through interaction with her that being alive and being a machine isn't that much different, and being an Android that's just like a human comes with all the negative side effects. It's not what it's cut out to be.

So you could say I inject a lot of philosophical thinking into my plots sometimes and try to boil it down into the most simplest plot points I can.

I think we have time for one more question for the Captain of the Ares. And sorry, Starfleet would not paint it dark green.

I tried.

Is there any truth to the rumor that your sim character's greatness is in the shadow of even greater women?

Rephrase the question slightly?

This is sort of a question related to Hav on the Ares specifically. Is a strong woman at your side, as it were, central for allowing Hav to be the leader he is? Or another, how do female characters play a role in the kind of leader Hav and others are? Any better? - I was trying to start a rumor... now I have to qualify it.

I have always found that Hav works best as Hav when taken in context. You can look at him being the snarling, growly bad ass that he is, but it's a very blunt impact that comes off as "Raawr, Hav is awesome, my character is awesomer than yours, raawwr!" That isn't what I mean Hav to be. So to counteract that, ever since I first made Hav, I've introduced a female side character to him that acts as a context for Hav. Usually they have been teenaged female characters, whether it was his daughter Tarhana, an alien NPC named Oolgee Doesn on the Lexington, or an alien NPC we called Tyranny on the Nigala ... there was something about the female characters in relation to Hav that added either softness to the atmosphere, innocence, or need to him.

When you have a female girl, say Tarhana, who doesn't know where she's going in life yet and doesn't have a proper family, having to look up to this roaring Romulan and say "Is this it? Is this who you are? Is this all I have to rely on?" Whether spoken or not, it makes all of Hav's strength into a glaring, utter weakness. That's what I've always seen as the point to Hav as a successful tragic character. He knows he needs to be more than what he is, but he doesn't know how.

Onboard the Ares, Commander Diell's past friendship with Hav offers this element, I think.

Nice nice. Anything else out there you would like the readers to know about yourself?

Raawr, I'm Hav, Hav is awesome, my character is awesomer than yours, raawwr! That is all.

interview conducted by Kayshl

From what I have read so far about Commander Diell, it seems you put a lot of meticulous thought into creating her. Would you say you agree and could you elaborate on your process of creating your character Diell?

I generally put a lot of thought into any of my characters when I create them. This particular one actually came more or less about because I had a discussion with Hav about the character I might choose as his XO, and I wanted something that would sorta give a way to play a conflict. For some reason I felt a Deltan would be fun, since they are so sensual in many ways, but not allowed to use that sensuality to the full. It would create this conflict for her, and I like playing out such things. Plus, I felt it would be fun to see how other characters would react to her.

Well... Hav and his male mind, wanted someone attractive... sexy even... (Which I have nothing against playing) and he felt that there was nothing sexy about a bald woman. Soo... me being the person that I am (Some would call me a stubborn mule) I was determined to prove to him that it is not the case. I ended up creating a picture of Diell in the STO character creator, and Hav actually liked her. Hehe. So from there I wanted to come up with a good backstory, which ended up including her being raped and other issue she has dealt with. On top of that, Hav suggested that they might know each other, so we collaborated in coming up with a little background on that too.

It is interesting that you picked Deltan verses another more popular character (i.e. Vulcan). Having never heard of that species before, I am curious as to how you went about selecting a Deltan. Was it a personal favorite or something you stumbled upon during research perhaps?

Haha! Never heard of Deltans, hm? Well... I remember the Deltan from the first Star Trek movie and although she was bald, she had very pretty eyes and facial features. I thought it was interesting that it erased that "flaw," as humans might see it. A lot of times we equate baldness with being sick, not looking healthy, and certainly not being attractive. I also remembered during a discussion with a friend on Deltans, he discovered from what he read in books that the baldness combined with her strong pheromones made anyone looking at her perceive her as naked. Soo... I found that fascinating. Certainly a set up for some awkward situations story wise. Besides, the only other pheremonal species I could think of was Orions and I am just not very fond of the color green... although Hav likes it.

So, it seems this character was creative very much for Hav's benefit. Can we look forward to some juicy pheremonal or personal logs between you and Hav in the future? Your fans want gossip!

Ok, now you got me laughing hard. Uhm... not really, at least not permanently. Deltans take an oath of celibacy. That does not mean there is not sexual tension between Hav and Diell, but they never went "there." The character was not created for Hav's benefit, but was set up to facilitate a range of interesting situations with him or the rest of the crew.

Player OOC Stats

How long have you been with the USF?

4 ½ years, since June 2006.

What brought you to the USF?

Both my children were simming with USF and got me interested in trying it out.

How long have you been on the Ares sim with this character? About 8 months, since May 2010.

How long have you been simming/role-playing altogether? 4 ½ years

What other genres of role-playing do you do?

Nothing but Star Trek; I participate in a couple of PBEM/MB sims aside from the live ones and mess around with my demo account on STO occasionally.

What is your favorite:

Star Trek series? The Next Generation

Star Trek movie? Star Trek: First Contact

Star Trek game? Simming, hands down

Star Trek book? Star Trek: Star Charts

Although not juicy, I suppose that still leaves plenty of interesting personal logs for the future. With such a colorfully conflicted character I would imagine you would have a lot of opportunities for character development. Is this something you enjoy and usually seek out when creating new characters? Or was this specific to Diell?

No, that is something I seek out in any of my characters. Unfortunately, lately I have not been able to do a lot of log writing for Diell. Though I have done some on my NPC characters, Ishana and Myca, that I play as guest villains for the Ares at times. But Hav and I have a few things planned for the near future.

I noticed you mentioned earlier that you used the STO character creator to generate Diell's image. I find this a very innovative solution for a word-based atmosphere. Is this something that many of your crew members do as well, or is this merely a merge between your occasional STO playing and your dedication to USF?

I hardly play STO because I totally stink at it. It takes me 10 minutes just to figure out how to turn the ship to go a certain direction. But I downloaded the demo version when Hav told me about it because of one simple fact: I can use the character creator. Oh... and I can meet with other USFers that play it, either on the starbase or their ships, which is fun at times. I've taken screen shots with their characters before, and it's just another way to interact. But it is by no means a merge. I simply utilize what STO offers in the way of character image creation, as many other player do.

Well it is definitely an interesting idea that helps put a face with a name. So, movies... books... STO... SIM... it seems you are well versed in land of Star Trek knowledge. How much research do you do when creating your characters? Do you make sure hold firm to the set Star Trek rules for the species?

If it is an established species, yes definitely. Though I always look for an unexplored factor. My initial approach in creating characters was to find a species that was canon but that had little background information. That allowed me to expand on that in my own way, while still sticking with the known canon facts. My first character ever was Kriosian and my second one was Halanan. Eventually, I ventured into creating an original species... with Hav. Yes, we do quite a bit together. I suppose even though we are opposites in many things we work well together when it comes to fueling each others ideas and inspirations.

Well it seems you have a flair for the dramatic and the knowledge to defend it. So you have any words of wisdom for those wanting to add some figurative spice (i.e. conflict, drama, personality, etc.) to their character's personality?

Ohhh... good question. I've set up the majority of my characters simply to please my own ideas of what I might want to explore, always looking for a unique angle when making them. Once I join a sim, I study the other crew members. Interaction is a big key for me to bring out conflict, drama, and personality for my characters, or for the sim as a whole. I usually read the crew's bios and watch them in sim, with the explicit goal to find something I can connect to with my character and seek them out for interaction and joint logs. That does not always mean friendly interaction; sometimes characters do very well being at odds with each other, only in-character of course.

For the most part, I have had success in finding possibilities to make connections. I think that is one of the biggest pieces of wisdom I can pass on: Seek out opportunities to interact with all of the crew. The second one would be: Do not stay idle in a sim; do something, anything! Even if it is goofy or mundane. It pains me to see people that are idle and sit there in a sim. I just cannot imagine any character just standing there or sitting there. They all do something. DO IT! It helps so much with making the sims come to life.

Fabulous! Definitely words of wisdom for any SIMmer. Thank you so much for your time and patience with me. It has taken me a lot longer to set up this interview than I originally intended. However, I can say it has been truly a pleasure.

It has been a pleasure to be able to share some of my thoughts, worthwhile or not.

Yahleksi Ra-Teahguay's Player

interview conducted by Lt. Cmdr. Solik

So, I know that there is an arrangement that the character Yahleksi is in charge of Gamma Shift, since you have a variable schedule, not allowing you to attend the sim all the time. Aside from flexible simming and logs, is there anything in particular you like about the sim?

I have found I like the camaraderie between the characters, especially between Hav and Diell. I hope to be able to sim with the Ares more frequently.

Well, those two have quite a history. - Has there been a particular plot that was especially fun, or that sticks out in your mind as unique?

I have not been with the Ares long, but I like the way the "Vervax" plot played out (I think that is what they called the space through the wormhole). - No, that is wrong.

The Vervax was the hallucinogenic machine. The plot with the crew's "children", I believe you are talking about.

Yes, the "Vervax" was the one with Myca and all ... I am referring to the Alternate Ares with the twin co-captains.

That was an interesting one. - Now, Yahleksi is quite a master of technology, being able to rig the comm to pick up on certain keywords that would be alarming to a senior officer, especially when he is off duty. Are there any aspects, such as his knowledge of technology, or your own personality that you reflect in him?

I have done some rudimentary programming over many years from QBASIC to AutoCAD's AutoLISP language to Javascript. That limited knowledge allows me to interpolate perhaps. But I think the biggest part of me that is in Leks is that he can be a "Smart-Alec" ... a name I've had in real life all my life.

Player OOC Stats

How long have you been with the USF?

My first character was Ellax Tegar on the Potemkin in 1998, so I've been with the USF for some 12 years or so.

What brought you to the USF?

I was on AOL searching for a Star Trek Roleplaying game.

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

I joined as a Gamma Shift officer around August 1, 2010, so only a few months.

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

I started playing the Dungeons & Dragons Roleplaying game over 30 years ago; the USF was my first simming experience though.

What other genres of role-playing do you do?

Other than the USF, I've tried a few Fantasy-Adventure sim groups, but usually end up dropping out (usually for Real Life circumstances); I still do the tabletop D&D a couple of times a month.

What is your favorite:

Star Trek series? The Next Generation

Star Trek movie? Star Trek: First Contact

Star Trek book? "The Devil's Heart"

Heh. I think everyone does that once in a while. - Alright, I believe I was informed that Efrosians had lessened eyesight than say an average Human, which would aid in commanding the Gamma Shift during power reduction. Is there anything else that swayed you to choose to play an Efrosian?

Believe it or not, I like the mustache! And the white hair. And remembering a former UFP President who was Efrosian. And while Lek's eyesight is "over sensitive", it does allow him to see in the ultraviolet and infrared, things a human can not see.

Oh, that helps clarify it a bit. I'll have to be on the lookout.

Leks wears sunglasses when he has to go about in "normal" lighting. Yeah, Rydekk would shine very brightly in the infrared, huh?

Quite. His body temperature is several times more than an average human. - Alright, last question. Now knowing that you've been around for as long as you have, and you have probably played in every department, is there any preparation and research you do to play your character?

Nothing special ... I have watched almost every episode of every series, except I have missed a good chunk of Voyager and some of Enterprise. Just being an avid Star Trek fan and projecting myself into the Star Trek Universe. And, I have never done Medical; covered everything else.

That is usually best. - Ah. I have had two Medical characters. Only thing I have never done is Ops.

And, for the record, I have been a ship Captain for many years. I played Captains Adam Android and Hardin Davik. ISS Reciprocity, USS Sojourner, and USS Maverick.

So, that is a lot of ground covered then.

I was once offered Fleet Captain but could not take it because I did not have the time to devote to being a Fleet Rep. Could have moved up to High Command by now! - I have found I would rather just play a character on the sim ... no higher than Lieutenant Commander for me any more I think.

Yup, that is best sometimes. Personally, I was having a "race" to see which of my characters would be promoted fastest, as I had three at First Lieutenant. One got promoted, and is now an XO, so I enjoy playing the others as they are now without expectations of promotion.

Yep ... I like it that way. But being a Lieutenant with my years of USF experience sometimes makes me want to "jump over" lower ranked people and be Department Head. I have to restrain myself in those instances.

Well, I think that is about it, unless you have anything you would like to add?

Nope ... I guess I have talked about myself enough. Thank you for indulging me.

interview conducted by Cadet Styles

Is Brott your first character for the USF?

Yes. And the only one, at this point. He was on the Excelsior for a time before moving to the Ares. Excelsior's sim at 9 pm ET was just a bad time with work some nights.

That is quite understandable. So.... Why a Bolian?

I wanted a species other than human, something people would recognize as opposed to some creation of my own. I did this not knowing of their acidic physiology.

I did not know they had an acidic physiology, either. What simming issues has that fact brought up for you?

Sex. With non Bolians. It's something dangerous to do to the other character. Was not an issue immediately, but an NPC (later turning out to be a spy) was getting close, then got really close with a kiss, and shortly after collapsed.

Convulsions, foam at the mouth. An accomplishment for Brott really, with the ladies. ... When it came to something more, and things not rated PG-13, Brott turned to the holodeck and some fancy tech for it to work.

So... where did you do your research for Brott?

At www.memory-alpha.org and <http://memory-beta.wikia.com>. Also, I chose the name at random, but then found out the last name of Brott was from the DS9 episode "Field of Fire". Brother Zim Brott was killed by that rifle carrying Vulcan. I worked that into Brott's lore and it has worked pretty well.

Very good. Which of the two resources was more useful to the forming of your character?

I think Alpha since the name matched things. The other provided some other information about Bolians in general. I'm not sure I've used the knowledge from it for a while. Oh, and I NPC a Bolian girl as well... adopted.

Adopted... by your character?

Yes. There is a Captain Brott, female, in the new Star Trek Online game set in 2409. The captain, Hav, and I wrote her into a plot one day. Her name is Danni.

Interesting, so this girl will grow up to be that captain.

Yes. And in an alternate universe version of the Ares, where we were caught in a pocket of null space or some such, my character and hers got together and had five kids. We set that when Danni turned 25... Brott would have been 21 years her senior.

Player OOC Stats

How long have you been with the USF?

Coming up on two years now, since spring of 2009.

What brought you to the USF?

A close friend invited me to join the Excelsior.

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

For about 9 months thereabout, after leaving the Excelsior due to the time of the sim.

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

This one is much longer: since the spring of 1992; eighteen years now.

What other genres of role-playing do you do?

Fantasy, if you count World of Warcraft; I'd do Stargate if I was not already doing four sims now.

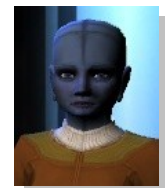
What is your favorite:

Star Trek series? Deep Space Nine

Star Trek movie? Star Trek: Wrath of Khan

Star Trek game? Elite Force

Star Trek book? The Titan series



Have you had to come up with any special traditions for your character?

I had thought to have him honor his brother's death by having candles around the warp core. Have not done it yet. We went from one adventure to another since that thought.

Yes. That definitely can happen. - Where do you envision your character to be... say... a couple years from now?

Probably less hair. ... Probably going after all of the images of him scattered throughout several sectors. Probably Chief Engineer by then. Probably on the Ares, but one never knows.
A running thing for Brott is that he has never met the current Chief Engineer.

Does Ares HAVE a chief engineer, or is it assumed?

Assumed... not to be as good-looking as Brott. ... Assumed (to have a Chief), but also assumed to not be as good-looking as Brott.

Well, I would imagine good-looking would be gauged by the person doing the looking. Perhaps to another Bolian, Brott would be downright studly in comparison with the chief.

Or just the blue. Who knows.

All in the eyes of the beholder. - What other species have you simmed as? And, which is your most challenging?

So far Vulcan, Human, Bolian, Romulan and Andorian. The Andorian female is probably the most challenging. I have had to play four characters at one time when they were on a ship helping her through a condition she contracted. Then again, my Romulan has had something for another Romulan for nearly ten *real* years now... bringing out his feelings has caused me to think and even make missteps.

So, you definitely enjoy taking your characters further in stories than just on the ship. Do you find putting things on a website, like the USF Core, makes the character any more real for you?

Yes, I like to have background. If there is downtime or shore leave, I'd have nothing to do otherwise. Even with the background, I still have a sim here and there when I do very little.

Being able to put information on the core does help a bit, gives people something to look at to see how they may first encounter a character. More importantly, it lets me remember things about my characters.

Yes. Remembering certain facts about your character is crucial. I get extensive in my biographies for my character.

I don't get as extensive as I would like. Sometimes my writing can really bog me down. I look at others and go "damn, out of my league." Worse is when I feel like I've been writing it forever and it ends up being really short. "It took three hours to write, it should take three hours to read."

Well, is there anything you would like to add, or to say to the PADD readers?

As far as how one should play their characters: Make sure there's room for quirks and flaws in your character; getting a reputation for being late to everything for example can be fun down the road. Also, get out there and write solo and joint logs. - And humor! Don't forget the funnies.

Rydekk Lhidan's Player

interview conducted by Fst. Lt. Torosi

I couldn't help but notice that you have only been simming for 23 months (that's a little more than I have been), but you managed to create a vibrant and detailed character for the Ares. What was your inspiration for this character and species?

Well, I've been a friend of the Captain since a short while after I joined the Nigala sim. He turned me onto a sci-fi series called Farscape. In the final season, there was a character who had been genetically modified to emit radiation in the form of heat. Took me a while, but I figured out how I could develop the biology to make that plausible in the Star Trek setting.

Fascinating! The physiology is still quite unique despite the source of inspiration. How did you go about developing a complex society for the Incendari that could be distilled into a USF biography?

I wanted them to have some sort of figure in their history that would be revered as a sort of messiah, but that would appear to make the perfect society with no crime, hence making them quite eligible for Federation membership. But I felt a conflicted society would be more interesting, so I came up with the Cen'Darok cult, which opposes technological advancements.

Yes, I read that in your bio and I found it quite intriguing. How has the character and/or the background you envisioned at the beginning developed since you joined the Ares?

I'd originally intended for him to be the kind of person who doesn't take crap from anyone, but I realized that'd be a little problematic at times, so I had to soften him up a bit.

How so? Does a particular incident where you had to temper his actions stick out?

Nothing in particular, but I've noticed in other sims, where people appear closed off and unwelcoming. It occurred to me that if they portray their character in such a way, they themselves might be, and I didn't want that impression. I try to play him as cautionary, but with a softer side at times.

That leads me into another question. As a fellow simmer I know how personal characters can become. How much of your own personality has been infused into Rydekk?

Hm... Now that I think about it, not much at all. I'm not always as brave as I play Rydekk to be.

Why did you choose Security/Tactical as your position? Was it out of your preference or to fill a need on the crew or something else entirely?

I'd tried playing a character in Security/Tactical previously on another sim, and I ended up

Player OOC Stats

How long have you been with the USF?

23 months, since February 2009.

What brought you to the USF?

I googled "Star Trek Roleplaying".

How long have you been on the Ares sim with this character? Since March 2010

How long have you been simming/role-playing altogether? USF was my first.

What other genres of role-playing do you do?

MMORPG's, such as Star Trek Online, Champions Online and Guild Wars.

What is your favorite:

Star Trek series? Deep Space Nine

Star Trek movie? Star Trek: First Contact

Star Trek game? Star Trek Online

Star Trek book? Voyager mini-series

"Homecoming"/"The Farther Shore"

moving to another department; one reason being there were already two others there, and I really couldn't find anything to do. Hav told me which departments he needed, and amongst them were Science and Security. At the time, I had one Science character elsewhere and didn't care for another, so I figured I'd give Security another try.

The Ares has an unusual Captain and is on a unique mission. Now that you've been a part of the Ares crew for a while, what do you like most about the sim?

I think what I like the most is the fact that even though we don't have a lot of simmers, those of us who are active have become a small family, is what I like most. I've been on other sims that have more players, and they don't seem to have the same level of companionship.

That sounds like it is a terrific environment for having a good time! As we conclude this interview Is there anything else you'd like to say about the sim or your character?

I think that's all.

Katherine Swan's Player

interview conducted by Cmdr. Lorianra

So, I understand you simmed with different characters under several different COs on the Ares. How different are their styles? And has any specific style suited you better than another?

I guess I can say that the style where a single player is the sole attention of a plot is not my cup of tea. I am more into having as many of the crew involved as possible.

As for the difference in their styles? That's kind of hard to explain. Best I can do is, you know how each snowflake is different? Well each Captain has their own way to do things. From the way they call a crew to attention all the way to what they have their XO in charge of.

That's true. Though I think we all "click" with different COs more than others.

I have to agree.

As I understand it, you made the choice of playing your character in opposition to Captain Havraha; sort of an antagonist/protagonist relationship. A bold choice. Why did you decide to do that?

I have to admit that was an interesting choice. I decided that I would have a bit of fun with the CO. Since he is a Romulan, I had my character have issues with that species. With approval from Hav, I

Player OOC Stats

How long have you been with the USF?

I was actually with the Ares sim when it first started with the USF, as a different character; I had to leave, for personal reasons, but came back.

What brought you to the USF?

The Ares sim being moved from the old AOL (SFOL); I moved with the game.

How long have you been on the Ares sim with this character? About a year now.

How long have you been simming/role-playing altogether? I have been simming since 1997; made my way all the way to Captain and down a few notches.

What other genres of role-playing do you do?

I do only text role-playing; as far as other forums, I've simmed in AOL (SFOL), and a short time in FKA and STSF.

What is your favorite:

Star Trek series? I like all of them.

Star Trek movie? Star Trek IV: The Voyage Home (I love the whales)

Star Trek game? Text role-playing and the Star Trek Pinball Machine; also STO, but I'm not good at it.

made Kat hate Romulans, but she is learning to work with them. Heehee, I think the feeling is mutual between the characters.

Certainly makes for interesting role playing.

That it does, and I'm loving it.

But I assume your interaction with Hav "out of character" (OOC) is not as frosty.

Oh no, not in the least. Matter of fact we play STO together sometimes. He's taught me a lot about that game. He even comes in and helps me with missions every now and then.

That's wonderful. Talking about choices, how much of your own personality traits are actually reflected in your character?

That depends on which one I'm playing. I'm not nearly as smart alecky when I'm playing Commander Jar as I am when I'm playing Lieutenant Swan. But I guess I play a little bit of me in each of the characters.

Your character is a Native American, if I'm correct. Does that cultural background have a special significance to you, or why did you pick it?

I am interested in the Native American heritage. It's a funny story. I was at a leadership youth conference and there was a craft section there (making name tags). I made one with the name of my Native American character I use when working at our local zoo during their Halloween party each year.

The person in charge of that class asked me about the name on the tag and said I even looked to be Cherokee. After that I started investigating the heritage and found I liked what they stood for. I have had a bit of help in the development of the character from a few Native Americans I have become very good friends with.

That's pretty cool. So, you actually did some research on their history and it helped you to play this character better?

Yes, I did lots of research. The disorder that the Swan character has at the present time is also a disorder that effects a few Native Americans of the Cherokee tribe. OR so I have been told.

Impressive. Makes it that much more real. - To finish up, what do you like best about the Ares sim? And is there anything particular that sets it apart to you from other sims?

I guess I like the fact that I can play this character different than I can others towards the captain of the ship. Hav is the only CO I have had so far that will allow me to contradict his orders as I do (in sim) and still be on the ship. The Ares sim is a very fun sim. It has a lot of character in its players as well as in its plots. I had been on the Ares long ago with the Lieutenant Jaroline Jar character and had to leave. When I heard the Ares was making a comeback I had to give her another shot. And I am VERY glad I did.

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USS Ares - Beginnings

by Commander Lorianra

"O for a voice like thunder and a tongue to drown the throat of war!"

The beginning words of a poem by William Blake, a prologue to "King Edward the Fourth", set to music by Loreena McKennitt was the motto chosen for the USS Ares when its creator, [Captain Chefra Brett](#), started this sim. A powerful statement for a ship that was to face a powerful enemy.

Join me as Captain Brett shares her memories and takes us back some 10 years to the beginnings of the USS Ares.

Captain Chefra Brett, thank you for agreeing to this interview. It's a pleasure to be able to talk to the creator of the Ares sim. How does it make you feel that the sim still exists in the USF today?

It amazes me. It seems like it was so long ago that I created her. I've kept tabs on her throughout the years.

It has been a while since its creation, for sure. If I'm not mistaken, I believe the Ares wasn't part of USF from its beginning. Could you shed light on when exactly the sim was created?

Sure. Back when AOL had their chat rooms for Star Trek, I was a host. I had been the XO on one of the ships*. We had decided we wanted a new ship to form out of this. So from there I made the USS Ares after I was promoted to Captain. The sim was commissioned on January 25, 2001. We moved to USF in January 2003. This was after AOL had disbanded their room.

That's awesome. I noticed the first [Ares roster](#) on the USF message boards is from January 22, 2003. I guess you've just confirmed that date. - So, you mentioned the wish for a new ship was what brought the Ares about. I assume the setting for it was suppose to be different for it, or was it because of trying to split crew?

No, it was to make a new ship and premise. We thought it would be fun to start fresh and design it myself.

Ah yes, that is always fun, as the current CO of the Ares would probably agree. - What was your original concept for the sim?

To play Star Trek. ... But we were just a generally run sim. Not just science or war, so to speak, but a combination of everything. A well rounded ship.

That sort of setting seems to do well for many sims, compared to specializations.

Right, it makes coming up with plot ideas much easier and lets the rest of the crew come up with ideas as well.

You mentioned that you moved to the USF after the AOL room had disbanded. Was there any particular reason for you choosing to join USF compared to other sim groups?

There was two that we were choosing between. I was a member of a sim here in USF. The final decision was by myself and our crew. We all voted which way to go.

Well, I'm glad the votes came out the way they did. - How long did you actually lead the sim?

I led the sim till about the end of 2003.

May I ask why you gave up the host spot?

Well with three kids, being a single mother, working full time, doing more stuff with my kids, I didn't have the time to do the sim justice, so I felt it was unfair to keep being its host.

A very unselfish and sensible decision. But I imagine it wasn't easy to make. I'm sure you were fond of that sim, right?

I was. It was also a time when I gave up all my other sims as well. So was a rough time. I'm still fond of her, sometimes it's hard to see her run by others.

No doubt. It's like seeing a child being guided by another person. Is there anything specific you liked most about the sim?

It was fun to create her. The Steamrunner Class is not your usual style of ship that sims are built from.

It's a fairly small vessel, too, right? An escort?

It's smaller yes, but it was more of a blockade runner. But we revamped a lot of her features to make her better for battle.



Original Ares Ship Class: Steamrunner

So, is there any story behind the name Ares? Or why did you pick that?

Well we wanted a Greek God. So we studied several names and their meanings. Since it was about the time of the Borg, we knew that we would be in a war. So from the list it was between the god of War or the god of Wine.

Haha! Funny. Wine might have helped with some things, but yes, I can totally see why the god of war. - To wrap up, is there any sort of anecdote you can share from your time as host of the Ares that might have stuck in your mind with fondness?

Oh boy. You're challenging my brain.

Well, you know how it is. Those sort of memories are the most fun to relate.

I guess part of it was my character. She was a very tiny woman but full of it. Tough as nails. Always would surprise my crew with her reactions. Plus I get a giggle every time I hear Loreena McKennitt. Our ship's motto came from one of her songs, so every time I hear it, I think of the Ares.

Ah. Well, thank you again for your time, Captain Brett. It was very enlightening. It's not easy to dig up memories from so long ago, but it's much appreciated; by me, and I'm sure also by our readers.

You're quite welcome.

(* The former ship's name was the USS Richard Galen.)

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Star Trek Series Highlight

Star Trek: Voyager

by First Lieutenant Adrenna Darz

Star Trek: Voyager was released in January 1995. Coincidentally, that makes it have something in common with The United Space Federation (USF): They both celebrate their 16th birthday this year.

After its launch, *Voyager* quickly became loved and enjoyed by new and old fans alike. What made this series so versatile? What made it so enjoyable for everyone? *Voyager* was able to blend in classic Star Trek signatures with a bit of spice and twists that made the show both interesting and inviting. There was something for everyone to enjoy, bringing old fans together with new fans, especially those too young to have enjoyed the earlier series in first run.



Star Trek has always been a vision of a positive future, where mankind works together and brings its peace keeping mission to space and beyond. With *The Original Series* (TOS), Star Trek was the first show to show an interracial kiss on television. Among its technological and social advances, the idea of Star Trek was to show the world a society where no matter what you look like, whether you are white, black, or even green, we could all work together in the name of peace and give aide to one another instead of continually fighting each other.

Voyager continued this tradition by keeping a crew compliment of various species all working together for one purpose. The interesting twist that *Voyager* introduced to the Star Trek saga is the idea of being stranded in a whole new quadrant of uncharted space where two opposing crews had to come together and learn to put aside their differences and work together to make it home safely.

The Maquis and the Federation were enemies, yet they became one crew; neither crew would have been as strong or as great if they had refused to work together and went their separate ways. The strict by-the-book Starfleet personnel had the added help of the imagination and intuition that came from the Maquis individuals who knew how to survive with very little. The outlaw and loosely structured Maquis crew also benefited from Starfleet sensibility and strong value system which helped them stay dedicated to each other and focus on returning home. Together they were able to get through the many years in a foreign and dangerous part of the galaxy.



Another icon of Star Trek is the use of unique situations to force the crew to deal with ethical and philosophical dilemmas. *Voyager* began its series with a huge ethical question. Should the crew use the array to return home and leave the Ocampa vulnerable to Kazon attack, or should they sacrifice their only known way of returning home and strand themselves 70 years away from the only home they had ever known? Do the needs of the many outweigh the needs of the few? Janeway and the crew decided to stay in the Delta Quadrant and destroy the array, saving the Ocampa from Kazon tyranny. Because of this we are given a new series of Star Trek that explored a whole new universe, with new enemies, new challenges, and an

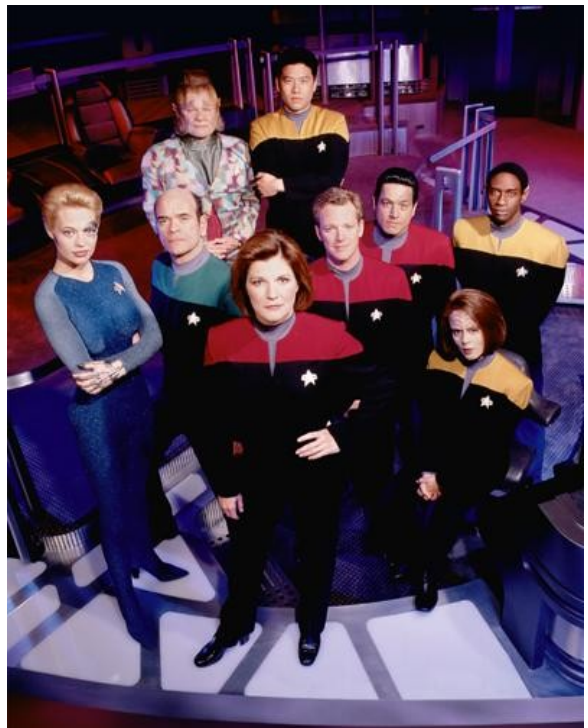
infinite possibility of situations that could befall the crew, forcing more ethical decisions.

The creators of the *Voyager* series were actually quite ingenious in their ability to appeal to both new and old Trekkies. They made sure to include all the favored recipes that made previous series so popular and added twists and turns that kept everyone coming back for more. Among the familiar were story lines involving time travel, holodeck mishaps, and the Borg. The typical Star Trek humor also was present in the show, including a similar contrast between a Vulcan and an irrational being as there had been in TOS.

It is always humorous to watch a Vulcan try to live among emotional and rash humans or other species, but the relationship between Tuvok and Neelix had a similar tone to it than that of Spock and Bones. Although Neelix was much less expressive than Bones was, he certainly caused Tuvok some irritation and interactions between the two characters were always fun to watch. The doctor was a fun addition to the crew that had the same problem as Data of searching to become more human, but with a twist. He definitely had emotions and a personality, yet was made of photons of light. The doctor's journey was both humorous and intriguing to watch and made you want to find out what he would do next to experience life.

The setting of the series allowed the writers creativity and really gave them infinite possibilities. They were not confined to what had been previously discovered in earlier shows and so were able to make the crew encounter pretty much anything. This was evident by the wide range of species discovered including a macro-virus that used the crew as incubation chambers for their offspring, and planets that obeyed different laws of physics (Pockets of space with accelerated or slowed time spans to name a couple of examples). The *Voyager* series was exciting and each major character was developed to help a different type of audience identify with the character and want to keep watching to see if they return home.

Tom Paris for example served as a bridge between the future verse and the current time. He was the guru of 21st century things, especially cars and old movies. It was fun to see his future take on current or past events. Also, there was the sex symbol or appeal for the male viewers: Seven of Nine. Janeway, the only female captain out of all the Star Trek series, gave the Female viewers someone with whom they could identify. She was a strong female character who stood for what she believed in, no matter what, and was dedicated to bringing her crew home. Chakotay brought a Native American feel to the show since he used spirit guides and was of Indian heritage. The others served to complete the familiar Star Trek feel of the show (Bringing in the Vulcan and Klingon aspects that Star Trek is well known for in its history).



Why was *Voyager* so successful in bringing old fans and new fans back each week? It was designed to do so through its blend of favored Star Trek ideas, story lines with fun twists, and new discoveries that made it both interesting and enticing for everyone. After *Deep Space Nine* ended, *Voyager* became the only Star Trek "fix" available to hooked Trekkies and they continued to come back for more each week, refusing to let Trek die.

It is a testament to the writers and creators of the *Voyager* series that the show was able to stand up to the standards of original Trekkies and at the same time entice new, younger generations to join the Trekkie community. For some, *Voyager* was their first introduction into the Star Trek world of

shows and movies. The familiar formula followed by the series made this introduction only the beginning for those individuals, who now also enjoy the other shows and movies that are included in the Star Trek saga. In a sense, *Voyager* made it possible for younger generations to become just as much of a Trekkie as those who have followed Star Trek from the very beginning.

Some USF simmers may have been introduced to Star Trek through the *Voyager* series. Is it really a coincidence that the USF and *Voyager* began the same year? The show certainly piqued interest in individuals and possibly increased the numbers of USF members, considering the younger generation who were able to enjoy *Voyager* in first run episodes were also the generation that grew up with computers. *Voyager* was able to keep new and old coming back for more each week for its seven year run starting with its first episode way back in 1995, just like the USF has provided a venue for young and old to keep Star Trek alive for an amazing 16 years!

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Log Writing: Narratives - The Lead

by Commander Loriaarra

"You said I was xeno-ignorant and then you apologized for it in ONE BREATH." Lori narrowed her eyes at the Brikarian.

"I apologize if it offended you. That was not my intention. I still mean what I said," the large man replied mildly.

She jumped up from her chair, face flushed red. "Then don't APOLOGIZE!!!"

Ffflll-whap.

The strange sound woke her from sleep. She rubbed her eyes.

Ffflll-whap. Ffflll-whap.

Her eyes grew wide in the darkness, as the noise unmistakably drew closer and closer.

Her green eyes hung on the ship. Like a predator in the dark, a shadow that couldn't be shaken, she had sat there, watching and waiting, ever since the vessel had taken up its place in orbit. Her opportunity would come, she was certain.

Ask yourself: Do I want to read more?

"The Lead" is the introduction into your story, the first paragraph, or perhaps just the first couple of sentences, that are meant to draw the reader in and beckon them to continue reading. It is the most crucial aspect of your log after the title. Now that you have invited the reader to look into the log with an interest arousing title, you must continue to entice them to actually read the whole story. The lead determines if the "door" that was just opened will make the person want to come into the "room" or if they simply take a quick glance and leave.

How do you do that? By evoking emotions through stimulating the senses.

In today's lesson we will look at the two most prominent ways to lead into a story and how each can be used to evoke emotions:

- Cold Start - mid-conversation or mid-action introductions
- Exposition - descriptive introductions

Cold Start Leads

Cold starts are probably the most fun ways to get into a story. They work because they throw the reader in the middle of the action, be that verbal action or physical action. They convey a sense of motion and dynamic to the reader.

Mid-Conversation

The first example, shown at the beginning of the article, is a cold start in mid-conversation. The

reader has not heard the beginning of the conversation, but they immediately get the idea that someone said something offensive to Lori as she repeats the words, and that she does not seem pleased. A heated argument like that instantly conveys the emotion of anger to the reader and causes them to wonder, 'What's going on here?'

Let's examine a couple of other mid-conversation examples and what emotions they convey.

**"No!" Otto stared at her.
"Yes, unfortunately," Gia sighed, "Otto..."
"NO!!"
"Otto!" She could see the panic in his eyes.
"No no no!!" He paced in the room like a caged animal. "That can't be!"**

Emotion conveyed: Distress

Though the reader does not know at this point what causes the distress, the characters' words and the description of facial expressions immediately impress the feeling upon the reader that Otto is distressed because of something Gia told him.

"I hope you make good use of it. It has been acquired with blood," he kept his voice low when he pressed the small chip into her palm and closed her hand. His head turned this way and that, his eyes quickly flicking around to scan their surroundings. "I have to go." He met her eyes, "You have to go."

Emotion conveyed: Urgency/Danger

This time the reader gets marginal information about the object that causes the emotions, like the fact it is a chip of some sort, and the overall situation since apparently the person handing it over is concerned about being discovered. But the words once again convey the most important part, the emotion of urgency – the fact that this is a secret exchange and that there is danger lurking.

Mid-Action

The second example from the beginning of the article is a mid-action cold start. As you might notice, there is no dialogue, only actions. As a matter of fact, the first action is a sound; it's a sound that is not easily identifiable, but immediately creates a state of alertness. Coupled with the description of the character's reaction, it conveys the emotion of anxiety and danger. It causes the reader to ask, 'What is that sound?'

Again, let's examine a couple of other mid-action examples and their emotional impact.

The horrified squeal from the little blue-skinned child's throat chilled her to the bones. Her eyes widened in horror. With a quick twist of his huge, red hands the giant alien snuffed the toddler's life out, breaking its neck.

Emotion conveyed: Horror

The fact that this was written in italics should be noted. An experienced reader will instantly pick up that this is something happening in someone's mind; in this case it is merely a dream sequence. But

what a horrifying one!

The guard shoved her down. Lori fell to her knees. A broad-shouldered man ripped the glove from her hand and slapped her hard with it. Her head snapped to the side. She winced at the sting in her cheek.
"You think this would hide your true form, witch?" The man's voice boomed.

Emotion conveyed: Hostility/Danger

The hostile actions are underscored by the shortness of the sentences. It gives the sense of abrupt, sharp actions. In this case the dialogue after the main action in the introduction sheds a little bit of light on the reason why Lori was treated the way she was.

Exposition Leads

Exposition is the way to convey information to the reader by descriptions, using no dialogue whatsoever. It can be tricky to make an introduction compelling to a reader when using this writing mode. Granted, some information must be conveyed in the story to help the reader understand certain matters about places or people or to connect part A to part B, but it can be a two-edged sword. On one side, it can be a most effective way to create drama, on the other side, it can also kill a story's momentum instantly. The trick, especially when leading into a story with exposition, is to know how much of it to include. I personally recommend no more than a short paragraph that only includes very pertinent information. Don't get bogged down in details.

The third example from the beginning of the article is written in exposition mode. It describes a woman sitting in the dark, watching. Once again, you notice how important it is to create emotions to draw the reader into the story and evoke the wish to read on. In this case, the reader is left with a mystery. Who is she? Why is she watching? Whom is she watching? What is her intent?

Just as before, let's examine a couple of examples to see how emotions can be created with exposition.

Rae's anguished gaze was locked on the stars streaking by outside her window, like an inaudible plaintive cry screaming out her agony and sorrow to the unrelenting coldness of space. As the unfeeling darkness reached back to her, trying to grab her and pull her into its abyssal void, a chill ran over her body.

Emotion conveyed: Sorrow

The scene described here is that of a woman staring out into the darkness of space, which then reflects back the emptiness and sorrow she feels. It doesn't give a whole lot of detailed information, just that she is apparently in space, somewhere on a moving vessel with windows to look out into the void.

He watched intensely and with unbridled admiration as the turquoise waters lapped against her thighs. Just two hand-breaths above the water line, the ruffled hem of her skirted bikini bottom softly fluttered in the warm tropical breeze. Her dark hair followed the same gentle, wavy motion. The golden rays of the afternoon sun gave her rosy skin a mesmerizing sheen, like the polished surface of an ancient, bronze statue.

Emotion conveyed: Desire

A sort of poetic description of a scene beheld by a character can be powerful in conveying an emotion like desire. In this case his desire for a woman. The exposition also gives information about the surroundings, such as this being in a tropical setting that involves water and sunshine, and the person he's watching, like her skin tone, hair color, and clothing. The information combined with the feeling of desire is an invitation to find out who the people are and what might happen.

Of course there are many emotions that can be conveyed in an introduction, not just the ones exhibited above. The examples given are all from logs I personally have written, and seem to give the impression that I have a flair for writing drama. Perhaps I do. There is something fascinating about that aspect of a story (after all, even Shakespeare is better known for his dramas than his comedies). But I have written humorous and loving stories as well. They just didn't include any leads I wanted to use for this article.

Consider: when starting any story logs, using a cold start or exposition, consciously think about what emotion you wish to convey to the reader. Also, consider how much information you want to divulge from the beginning. Leaving unanswered questions in the reader's mind impels them to read on as well. However, make sure you do answer them in the course of the story so as not to leave the reader dissatisfied in the end.

Explore the possibilities. Aside from dramatic or traumatic events, perhaps you can start your story off with words of love whispered into someone's ear, the cry of a new-born baby, the lyrics of someone's favorite song, or someone falling face first into a pile of mud. Really, the possibilities are endless! - I encourage you to seek them out.

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Comics & Humor

Redneck Engineers...

by First Lieutenant Fred Fogarty and Lieutenant Falco Fogarty



... really know how to accessorize.

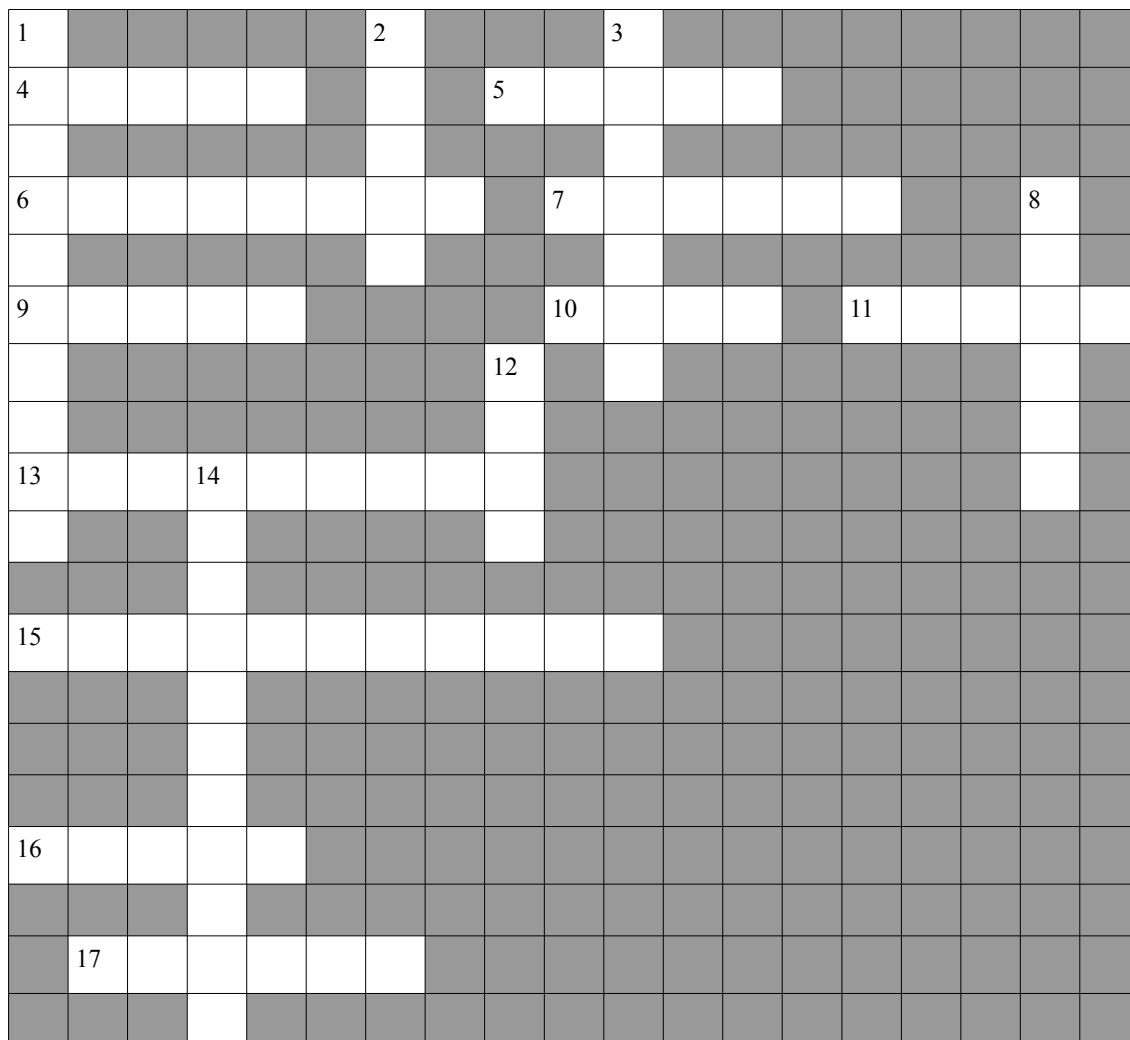
Fred Fogarty F.F.

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Data Network

Star Trek Crossword Puzzle

by Lieutenant J.G. Jacob Barlow



ACROSS

4. This Voyager crew member is not from the Alpha Quadrant
5. In Star Trek III Kirk defied orders to save this
6. Name of the first DS9 Episode
7. DS9 is in orbit of this planet
9. Tom _____
10. Something Vulcans do: "Mind ____"
11. First Enterprise doctor

DOWN

1. This ship took Captain Sisko to DS9
2. Star Trek: Enterprise theme song: "Faith of the ____"
3. The ship that was lost in the Delta Quadrant
8. Class of ship the Enterprise-D is
12. Captain of NCC 1701-A
14. This person originally created Star Trek: "Gene _____"

- (Answers can be found on the bottom of the PADD.)

"The first example of a crossword puzzle appeared on September 14, 1890, in the Italian magazine *Il Secolo Illustrato della Domenica*. It was designed by Giuseppe Airoidi and titled "Per passare il tempo" ("To pass the time"). Airoidi's puzzle was a four-by-four grid with no shaded squares, but it included horizontal and vertical clues." (ref.: Wikipedia article "Crossword")

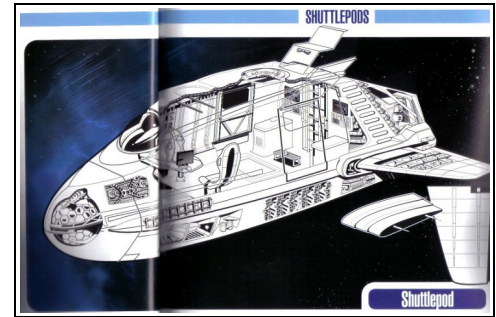
by Captain Jhalen Fjori

[illegible]

Which brings about my ONLY disappointments:

- First, I wish the cut-aways were on fold-out pages so the binding wouldn't cut some of them.
- Second, it seems short.

Both problems surely arose from a desire for cost-effectiveness. It is a really well done book. I hope they will come out with the Haynes expansion on this. I would recommend this book as a must-have quick guide for all Starfleet personnel.



I give it a 7 out of 10 score.

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"The Forum"

Welcome back to The Forum!

Let's see what some of our readers had to say about this month's topic!

Best Alien Foe

First, a recap of my own response as a reminder:

"Personally, I like the Borg, not that I'd want to be assimilated, mind you. It's been said that our individuality is what makes us Human, but I believe a single hive-like mind *could* also be advantageous in *some* ways. Not to mention, they are pretty frightening, as they're the worst enemy the Federation ever faced. As far as we've seen in the series, there's no way to absolutely obliterate them, meaning they will always exist in one form or another, be it physically, or psychologically. The actual Borg may be destroyed eventually, but the idea of uniformity will always exist."

Readers' responses:

"Hmm a tough one, very tough. Although one that I think are the best are Species 8472 for the simple fact that they had the Borg on the run."

– Lieutenant Junior Grade Jacob Dylan John Barlow, USS Lothlorien

"After much pondering on that topic, I would have to give a split answer.

"1.) The Borg Queen - because I just have a fascination with the sexy, sinister female foes. I would have loved to play her, and have actually played a couple of villain characters in sims of that caliber though not as powerful. So, that one is a very personal choice.

"2.) Q - he has got to be my general favorite. I believe it's not only his total arrogance (of course the actor really played him well, too) that I like, but the fact that he's omnipotent, no one can

overpower him or hurt him, and that makes him a foe that can only be "beat" with cleverness and integrity. In fact, his own fascination with humanity is really what beats him. Because of it he never just uses his unlimited power to annihilate those that outmaneuver him, but he comes back time again... what he wants is Humans to beg for his help, to grovel before him, though he usually doesn't get that. This tenacity in resisting him irritates him as much as intrigues him. I think that's what I like most about him as a foe, he ends up beating himself because for some underlying reason he just can't bring himself to be truly evil despite being devious."

-- Lori

"Though the Borg are an EXCELLENT choice, I prefer the 8472. I mean, they ARE the only species the Borg fear."

-- Lieutenant Falco J. Fogarty, SS Nigala

"Well, being a Marine I have a healthy respect for anyone that is lacking the intelligence to want to fight me. We share the galaxy with a host of races that are stronger, faster, tougher, and all around better than we are in some aspects. If I would have to pick one race that I would not like to have a sustained engagement? I think it would have to be the Klingons. We all know how tough that they are, we know that for the most part they are honorable foes and tough to fight. That would be my pick for the best alien foe. Brikarians would be a close second with their tough as diamond skin and rock soil attitude. I wonder if it's odd that the top two choices are races that do not very much get along and through their close proximity are often at war with each other. Both races possess a physiology more adapted to combat than my own, and would be a tough foe to face in combat."

-- First Lieutenant Uriel Veltrin, USS Agamemnon

"I have always thought the Suliban of the Cabal were unique alien villains in the Star Trek world. The Suliban had a huge presence in the television series, Enterprise. The main character was a Suliban named Silik. The Cabal was an elite group of Suliban, who were under the guidance and control of a futuristic Humanoid entity that rewarded them with technology and genetic enhancements that included, but was not limited to, advanced eyesight that allowed them to see things no one else could see, super strength and the ability to shapeshift. In my opinion, they were easier to manipulate and more susceptible to their new futuristic masters than most, for they had no real home and no real purpose. Years earlier, their home world had been destroyed and most ended up like nomads. Their masters gave them what they needed, a reason to exist and a way to better themselves. Who among us could resist the temptation to accept these enhancements for a few favors, when you consider their past and their predicament of being homeless with little resources of their own."

-- Captain Briana Santori, USS Agamemnon

"I would have to agree with the Borg. Sometimes it seems like you just can't stop them!"

-- First Lieutenant Fred Fogarty, SS Nigala

We got some very good responses this time around! It seems that there is a theme here, revolving around the Borg. The Borg Queen, Species 8472, and even Q, who first introduced the Borg to the *Enterprise* in TNG: "Q Who". But there's no point in living in the past... Onto the next topic!

Favorite Ship/Ship Class

(Please restrict your responses to **canon** starships, as in ships that have appeared on-screen. I know there are dozens of starship classes, but any ship seen in any of the series and movies is fair game here. In this round, I'd like to keep responses limited to **Federation starships only**.)

I've told several people that I have a "top five" list of my favorite starship classes, and I always knew the time would come to pick just one. I'd have to say the Defiant-class. It's small and maneuverable, and survived several rounds during the Dominion War, only to have been destroyed because of the Breen energy dampening weapon. It is "armed to the teeth", as Sisko put it, and has proven it can hold its own, with little maintenance.

Take some time to think, and with that in mind, please submit your opinions on The Forum Topic of the Month using the feedback link below. Please use **proper spelling and grammar**. Browsers these days do have spell-checking software.

Try to have your submission sent in before **January 15th**, so that everyone has an equal opportunity to be heard. If you have the same opinion as me, please embellish your own answers to not appear as simply playing off of my response. I can't wait to see what you all have to say!

Until next month,

Solik

Please submit your opinions on **The Forum Topic of the Month** using the [feedback](#) link (select "The Forum" in the *Submit to* box), or send them to Solik@sector001.com.

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Photoshop Tutorial

GOT SOME PHOTO-MANIPULATION SKILLS YOU WANT TO PASS ON TO OTHERS?

THE USF PADD IS LOOKING FOR CONTRIBUTORS FOR GRAPHICS TUTORIALS.

Interested? Use the [feedback](#) link or email usfpadd@sector001.com.

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USF Cookbook

Wattsie's Vulcan Meatballs

(In honor of USF Sovak; submitted by Cmdr. David Watts)

Prep Time: 15 Min
Cook Time: 1 Hr
Ready In: 1 Hr 15 Min
Servings: 4

Ingredients

1 egg	1 (10.75 ounce) can condensed cream of mushroom soup
1/4 cup milk	1 (12 fluid ounce) can evaporated milk
1 pound ground beef	1 tablespoon chopped fresh parsley
1/4 cup dry cream of wheat cereal	
1/4 cup minced onion	
1 (10.75 ounce) can condensed cream of chicken soup	

Directions

1. Preheat oven to 350 degrees F (175 degrees C).
2. In a large bowl, whisk together the egg and the milk. Add the beef, cream of wheat and onion and mix well. Shape into 1 inch balls. Place balls on a lightly greased baking sheet.
3. Bake at 350 degrees F (175 degrees C) for about 20 minutes.
4. Drain meatballs on paper towels, if needed. Then place meatballs in a lightly greased 2 quart casserole dish. In a separate medium bowl, combine the soups with the evaporated milk, stirring until smooth. Pour over the meatballs.
5. Bake uncovered at 350 degrees F (175 degrees C) for another 40 minutes. Sprinkle with parsley before serving.

Klingon Raktajino

(submitted by Lt. Katherine Swan)

1/2 cup of Hot Cocoa or Mocha Cappuccino
1/2 cup of French Vanilla Cappuccino

Hot: yields whatever size cup mug or glass you fill.

Cold: use frozen product (hint Thortons has frozen cappuccino machines), or you can make it hot and place it in the freezer until solid. Then place in blender to crush and make drinkable.

(Note: I actually got this from the folks at The OLD Quarks Bar at the OLD Star Trek Experience. At that time it was the only non-alcoholic beverage. The next time I went to Quarks they changed the menu and the drink. It was then made with a chocolate liquor, similar to a mudslide I was told.)

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Gossip & Advice

"The Tattler"

by Captain Alejandra Montoya-Mancuso

Montoya leaned close to the view screen and whispered, "I heard Commander Kaysen Jarv of the **USS Agamemnon** is now the XO and I heard he got a Risian Horga'hn in his Christmas stocking this year, from his captain." Montoya smiled, "He must have been VERY good, if you know what I mean." She winked. "And it seems that love is in bloom on the Aggie for Fst. Lt. Amira Starr and Fst Lt. Uriel Veltrin just got engaged to be married," she smiled, "I just love weddings, don't you Rosanna?"

"I ain't one to gossip, Rosanna. And you didn't hear this from me but, this siren named Vixee has left her husband and moved to Bersallis III and **Outpost Phoenix** to live with Commander James Yosay in sin." Make's the sign of the cross on herself, "May the Gods forgive them." And then she added, "And they have a child too, a little girl."

Then as an after thought, "And Genesis' most prominent couple Mayor Don Paulo Ramirez and his wife Kyla have been fighting like two Klingons in a blood feud. You know that Mayor Ramirez has been divorced before this marriage and I'd say he is heading for a second divorce....can't trust those politiciansuh huh. I saw that trouble comin'."

"And you know that **USS Ares** always has a lot going on. Word has it that they found a hidden outpost under the sea of what they thought was an uninhabited, ice ball of a planet. The only thing they found was an alien Android in the form of a teenaged girl named Econo-Tauni, who loves to 'clean' people with lasers that come out of the palms of her hands, and she loves to give hugs. And I heard Commander Diell can't stand her. She's probably jealous if you ask me."

Montoya looked around to see if anyone was listening, "Rosanna, there may be some hanky panky happening on the **Roddenberry**. I know you won't tell a soul....but, I heard from someone on the Rod, that Commander York and Lieutenant Commander McGuire have been logging a lot of time on the holodeck lately. They said they went to Paris, but who knows what goes on behind the closed doors of a holodeck. Looks mighty suspicious, but you didn't hear that from me."

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

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"Ask Y"

What are the top 5 things that men want from women?

Yosay's List:

1. To be needed/Wanted/Appreciated
2. Sex
3. Someone who listens
4. Someone with a playful personality
5. Someone who loves kids

Practical List:

1. **Trust** - She has to trust him. Ladies, if he is good looking you know the other ladies are going to look at him, you did right. Just remember they might look and maybe even try to touch, but he is going home with you tonight.
2. **Space** - Okay ladies, do you really want to sit on the couch with all his buddies on every game day? Let him have his space. Do you really want him sitting beside you and your girls while you're getting your hair and nails done?
3. **Communicate** - Don't control his every thought and action. Ask him what he would like to do, or where he would like to go. Don't put him on a time limit or make him call in every hour when he is with his buddies. Communicate times and dates so nobody looks like they are being controlled by the other.
4. **Appreciate Yourself** - I know this may sound crazy but take care of yourself. If you love yourself he will love you, too. Be comfortable in your own skin. Make yourself look good cause then he will want to take you out and do things and be with you.
5. **Caring** - Most guys won't tell you this but sometimes they want you to ask them how they are. Show them that you care about their feelings. Even if it's as simple as asking how their day was at work. If it was awful and they need to vent about it, let them.

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

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Crossword Answers: ACROSS – 4.Nelix, 5.Spock, 7.Emissary, 9.Paris, 10.Meld, 11.Phlox, 13.Stargazer, 15.Cardassians, 16.Seven, 17.Martoc; DOWN – 1.Enterprise, 2.Heart, 3.Voyager, 8.Galaxy, 12.Kirk, 14.Roddenberry

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