

# USF PADD



What Makes A Good  
Commanding Officer?

# From the Editor

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Greetings, dear readers!

A Commanding Officer, or also called CO for short, is the leading entity of a military unit. In *Star Trek*, and more specifically in the United Federation of Planets (UFP), that is the person in command of a Starfleet ship or facility. In the United Space Federation (USF), it means the person who functions as the primary host of a simulation (sim). Commonly, we refer to them as Captains, though they don't have to be just Captains in rank.

Why am I telling you all this? Well, because this month's *USF PADD* is **all** about Commanding Officers; *Star Trek* as well as USF ones. - Who's your favorite *Star Trek* series Captain? Why? What's important to you about your USF CO? What was so special about the various *Star Trek* series Captains? How hard is it to be a CO of a USF sim? How well do you know your *Star Trek* Captains? The answers to those questions are all contained in this issue!

Excited yet? Then you might want to star reading.

But don't forget to check out our fantastic News Section, the awesome Ad-Lib for this month (yes, we have stuff from more than one sim!), and the yummy recipes. I promise you, you won't regret taking a thorough look at all of it.

Ok, so now you can start reading. (winks)

*Lori*

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## **Wanted: Ads**

**Consider advertising for your Sim in the *USF PADD***

**All USF hosts are warmly invited to submit**

**GRAPHIC or TEXT ADS**

**to be displayed in various sections of this magazine.**

For more information email:

[usfpadd@sector001.com](mailto:usfpadd@sector001.com)

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**On the cover:** Image mashup of Captain's faces, by Captain Loriarra

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# Briefings

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## Memorable Quotes

I was a huge *Star Trek* fan when I was a kid. I loved science fiction literature and it was rare for me to see... heroes in the pages of those novels who looked like me. Gene Roddenberry's vision of the future said to me, you..you little black kid from Sacramento, California, reading science fiction books...when the future comes, there's a place for you.

– LeVar Burton

"Fear exists for one purpose: to be conquered."

– Kathryn Janeway, *Voyager*: "The Thaw"

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## Intelligence Report

by Lieutenant Commander Solik

### Mister and Mrs. Spock

While you may have fallen in love with the logical Mister Spock, did you know that HE was almost a SHE? In an interview with the Huffington Post, Nichelle Nichols describes her experience reading a script for Spock while *Star Trek* was being cast and even found the character interesting. Would the interracial kiss have been illogical had Spock been a woman?

[Check out the details here:](#)

- [http://www.huffingtonpost.com/2011/12/08/mr-spock-of-star-trek-woman\\_n\\_1136362.html?icid=maing-grid10|htmlws-main-bb|dl13|sec1\\_Ink2|118640](http://www.huffingtonpost.com/2011/12/08/mr-spock-of-star-trek-woman_n_1136362.html?icid=maing-grid10|htmlws-main-bb|dl13|sec1_Ink2|118640)

### Lucky 7

Author David Borgenicht describes the seven life lessons everyone should know that we can learn from *Star Trek*. Borgenicht is also the author of [The Star Trek Book of Opposites](#), in order to get children accustomed to *Trek*.

[Enrich your life-style:](#)

- [http://www.huffingtonpost.com/david-borgenicht/star-trek\\_b\\_1116920.html?icid=maing-grid10|htmlws-main-bb|dl15|sec3\\_Ink2|116758](http://www.huffingtonpost.com/david-borgenicht/star-trek_b_1116920.html?icid=maing-grid10|htmlws-main-bb|dl15|sec3_Ink2|116758)

### The Biggest Ego

William Shatner claims that this is "Shatner's World," and we're all just living in it, based on his latest venture on the stage. Shatner returns to Broadway this coming February in what sounds like his

biggest narcissistic move ever. There isn't much information available about the play yet. I just don't know if there's going to be enough room for his ego on that stage.

I think I'd rather just live in MY own world:

- [http://www.huffingtonpost.com/2011/12/16/william-shatner-broadway\\_n\\_1154103.html?ref=culture&icid=maing-grid10|htmlws-main-bb|dl2|sec3\\_Ink1%26pLid%3D120929](http://www.huffingtonpost.com/2011/12/16/william-shatner-broadway_n_1154103.html?ref=culture&icid=maing-grid10|htmlws-main-bb|dl2|sec3_Ink1%26pLid%3D120929)

## Utahn Borg

On November 30<sup>th</sup>, Rod Roddenberry's documentary *Trek Nation* aired on the *Science Channel*. The documentary not only features interviews with *Trek* actors, but also George Lucas, who discusses how *Star Trek* influenced him. The feature I'm talking about, though, is a family man from Utah who is utterly obsessed with *Star Trek*. He even decorated his children's stroller like a Borg cube. I may be insane, but I'm not THAT bad.

Read on:

- <http://www.ksl.com/?nid=148&sid=18304206&title=trek-nation-documentary-features-utah-borg>

## Fit for a King ... or Captain

Even though it's not in stock right now, I'd have to say anyone who buys this must be INSANE! It's a replica of Kirk's Captain chair from the *Enterprise*. Priced at \$5,499.99, I don't know how it'd be out of stock, because who could afford that?!

Probably something only Grand Nagus Rom could afford:

- <http://www.entertainmentearth.com/prodinfo.asp?number=RBRPC001>

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## Event Calendar

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

Looks like the season is keeping events down to a minimum. Though really, who wants to travel across the country in the cold?

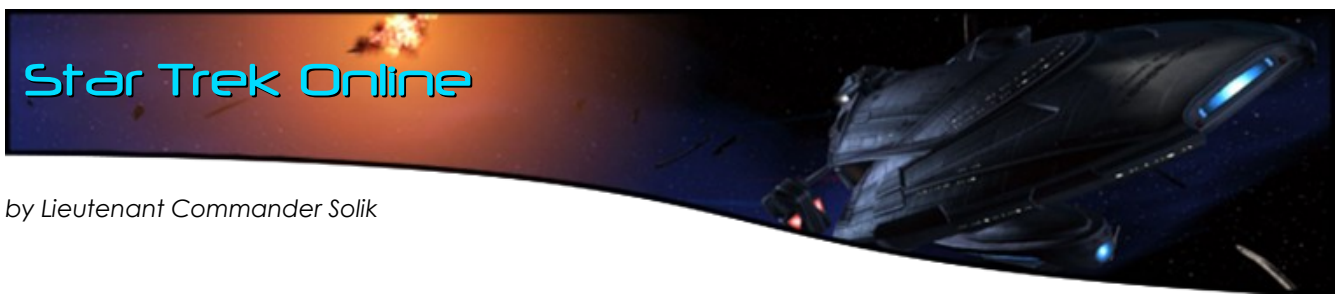
**Oct. 28, 2011-May 28, 2012** – [Star Trek: The Exhibition](#), St. Louis Science Center, St. Louis, Missouri, USA

**May 6-8, 2012** – [Official Star Trek Convention](#), Crowne Plaza Cherry Hill, Cherry Hill, New Jersey, USA

For details on official *Star Trek* conventions, visit [www.creationent.com](http://www.creationent.com).

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by Lieutenant Commander Solik

# SEASON FIVE: CALL TO ARMS

Season Five is here, and just in time for the holidays! The game has changed so much in just under two years. I can't believe it. It feels so much more like an MMO now. The whole new Duty Officer system gives you up to one hundred spaces available for duty officers, junior officers that can carry out special assignments and give you special abilities in space and ground combat. They've also ramped up the Borg, with the Special Task Force missions and a new mission on Defera. To read up on these updates and more, check out the [information page](#).

It seems that with the updates from Season Five, there aren't any new releases to the C-Store, but this past month, a holiday event was held by Q. This allowed you to visit his wonderland on an unnamed planet, complete with a store, ice-covered race track and an ice rink! The party was extended to January 9<sup>th</sup> so get in soon!

Part of the celebrations was the reward of a red gift box. You'd either be rewarded with a rare weapon at your character's level, special items that can be exchanged at Q's wonderland store, or the VERY rare Jem'Hadar attack ship. Unfortunately, it doesn't come with any special abilities or consoles, but it IS the first non-Federation starship to be playable on the Federation faction.



(image used from [www.StarTrekOnline.com](http://www.StarTrekOnline.com))

Don't forget to send me info on your Foundry missions! Share them with the public and get recognized! Shoot me an email at [Solik@sector001.com](mailto:Solik@sector001.com)!

## Current Foundry Missions published by USF Members

### Federation Missions

- “To Helna and Back”
  - **Description:** A missing officer ... a dead star system ... and a dire threat! Will saving one of your own be the only hope for saving the Federation? Ensign Helna, a valued crew member, has been abducted while on shore leave! How far will you go to rescue one of your own?
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 4.1/5 (out of 1681 ratings)
- “Rema Donna”
  - **Description:** A Romulan mining facility needs help fending off a Gorn attack force! Is this your chance to make peace between the Romulans and the Federation, or will ghosts from the past get in the way?  
*(This is a sequel to the Cryptic mission “Divide et Impera” and the Romulan Featured Episode arc.)*
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 4.1/5 (out of 1189 ratings)
- “Animations with Helna”
  - **Description:** A harmless experiment threatens the safety of a starship, and it's up to your crew to save the day. While being treated to some awesome animations!  
*(This mission is made to showcase the animations available to choose within the Foundry. It does have an excellent story too, however! Many elements of the story will make more sense if you've played “To Helna and Back”, another Foundry mission.)*
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 4.0/5 (out of 408 ratings)

### Klingon Missions

- “Time the Enemy”
  - **Description:** On a routine mission to expand the Klingon Empire's influence, how will your crew perform when it stumbles upon a new threat?
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 3.9/5 (out of 1397 ratings)

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

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## Watching the Universe

by Captain Lorianra

### TIME Magazine - Best Inventions of 2011

While the article online is unfortunately only accessible in its entirety by those with a subscription, I managed to jot down the most interesting (to me, and hopefully to you as well) inventions out of the 50 that were listed. Some might surprise you. Some might make you go, "WTH?" And other might be very familiar to you already.

#### The PADD Editor's Pick:

- 3-D Computer Chip - <http://www.pcmag.com/article2/0,2817,2384897,00.asp>
- Stem Cells from Fat - <http://news.nationalgeographic.com/news/2009/09/090908-liposuction-leftovers-fat-stem-cells.html>
- The Artificial Leaf - <http://web.mit.edu/newsoffice/2011/artificial-leaf-0930.html>
- Lithium Water Battery - <http://www.reuters.com/article/2011/03/01/idUS166422080520110301>
- Laser Headlights - <http://jalopnik.com/5849150/first-look-at-bmws-new-laser-headlights/gallery/1>
- Li-fi (light bulb wi-fi) - [http://sloanreview.mit.edu/improvisations/2011/08/15/harald-haass-li-fi-vision-light-bulbs-that-transmit-data/#.TvQMx\\_lkKSp](http://sloanreview.mit.edu/improvisations/2011/08/15/harald-haass-li-fi-vision-light-bulbs-that-transmit-data/#.TvQMx_lkKSp)
- The Possessed Hand - <http://www.dailymail.co.uk/sciencetech/article-2006704/A-hand-possessed-New-finger-stimulating-device-help-wannabe-musicians-learn-favourite-tunes.html>
- Virtual Texture - <http://www.ubergizmo.com/2011/07/senseg-e-sense-technology-virtual-textures/>
- LED Light Bulb - <http://www.slashgear.com/switch-lighting-led-light-bulb-is-cheap-and-makes-light-just-like-incandescent-07163644/>
- Siri - <http://www.apple.com/iphone/features/siri.html>
- Invisibility Cloak - <http://www.dailymail.co.uk/sciencetech/article-2060207/Texas-scientist-Ali-Aliev-makes-strands-real-invisibility-cloak.html>
- Inkling Pen - <http://www.engadget.com/2011/08/30/wacom-inkling-smart-pen-does-drawing-the-old-fashioned-way-so/>
- Surveillance Hummingbird - <http://spectrum.ieee.org/automaton/robotics/military-robots/aerovironments-nano-hummingbird-surveillance-bot-would-probably-fool-you>
- Mind-Reading Software - <http://technology.gather.com/viewArticle.action?articleId=281474980375985>
- Smart Cat Ears - <http://www.dailymail.co.uk/sciencetech/article-1385173/Neocomimi-The-fluffy-cat-ears-wiggle-emotion.html>
- Roll-up Solar Panel - [http://www.denverpost.com/business/ci\\_19379980](http://www.denverpost.com/business/ci_19379980)
- QMilch (clothes from milk) - <http://www.nydailynews.com/life-style/fashion/qmilch-fashion-designer-anke-domaske-creates-fabric-made-milk-article-1.977851>
- Fire-Extinguisher Wand - <http://www.dailymail.co.uk/sciencetech/article-1370616/Fire-fighting-water-hoses-replaced-electric-wands.html>



- Minecraft - <http://en.wikipedia.org/wiki/Minecraft>
- Urban Photonic Sandtable Display (holographic map) - <http://www.zmescience.com/research/new-interactive-military-holographic-3d-map-by-darpa-3214344/>
- PurePower PW1000G Geared Turbofan Engine (Dreamliner) - <http://www.aviationnews.eu/2011/11/21/%E2%80%A2purepower%C2%AE-pw1000g-geared-turbofan%E2%84%A2-engine-named-to-time-magazine%E2%80%99s-%E2%80%9850-best-inventions-of-2011%E2%80%99/>
- Watson - [http://en.wikipedia.org/wiki/Watson\\_%28computer%29](http://en.wikipedia.org/wiki/Watson_%28computer%29)
- Solar Impulse Airplane - [http://www.spacemart.com/reports/Solar\\_Impulse\\_plane\\_packed\\_with\\_technology\\_999.html](http://www.spacemart.com/reports/Solar_Impulse_plane_packed_with_technology_999.html)

### Blue Goo to the Rescue!

Seems the days of scrubbing off toxins for hours with soap and water are over. Check this out! It reminds me of "flubber."

Take this, you toxins:

- <http://ngm.nationalgeographic.com/2011/12/visions-now-next#/next>

### Galaxies Beware!

*Star Trek* only had the Planet Killer, but scientists now have peered into the monstrous maw of the Galaxy Killers. Yes, two! A couple of gigantonomious black holes that could take a bite out of star systems and galaxies. Ok, fine, I'm an exaggerating a little. But seriously, these black holes are huuuuge!

Say "aaahhhh":

- [http://www.huffingtonpost.com/2011/12/05/black-hole-scientists-discover-huge\\_n\\_1129727.html](http://www.huffingtonpost.com/2011/12/05/black-hole-scientists-discover-huge_n_1129727.html)

### Wish Upon a Shooting Star

Just don't freeze your butt off while you're doing it. Because it's not going to be warm outside on January 4, 2012, at 3 am in the morning. Unless you're planning on a bonfire, but then you might not see the forecasted brief but beautiful Quadrantids meteor shower. So, all you star gazers, keep warm!

Twinkle, twinkle:

- [http://www.nasa.gov/topics/solarsystem/features/watchtheskies/quadrantids\\_2012.html](http://www.nasa.gov/topics/solarsystem/features/watchtheskies/quadrantids_2012.html)

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# Special Feature

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## Commanding Officers

by Captain Loriaarra

What makes a good Commanding Officer? Or perhaps, more specifically, what makes a memorable Captain? A figure that stands out, that people can look up to. Someone you can believe in and trust, that inspires you and makes you proud to have known them.

Those are big boots to fill, on-screen and off.

I was curious about what USF members would say when asked about their favorite *Star Trek* CO and what quality they would say stands out most to them about that character. Easiest way to find out? Run a poll. And that's just what I did.

Since I wanted to make it even more USF relative, I also asked about the quality or ability that is most important to them when it comes to USF CO's.

Well, the results are in!

### Favorite *Star Trek* series Captain

Jean-Luc Picard	-	39%
Benjamin Sisko	-	26%
James T. Kirk	-	17%
Kathryn Janeway	-	13%
Jonathan Archer	-	5%

### Most Outstanding Quality of *Star Trek* CO's

intelligent	-	23%
confident	-	17%
fair	-	14%
perceptive/insightful	-	8%
tough	-	8%
adaptive	-	5%
authoritative	-	5%
listening/attentive	-	5%
strategic	-	5%
trustworthy	-	5%
wise	-	5%

A few simmers even shared some more elaborate expressions about their favorite *Star Trek* Captain. Here is the positive feedback I received:

*Sisko is actually the only real CO in the Star Trek universe. He lives with his faults and his virtues. He is a black sheep (no pun intended) in Starfleet's eyes. Goes against all convention of a super Starfleet Captain. ... Oh, and one last thing, is the ONLY star trek Captain to actually GO TO WAR!!! and WIN!!! Enough said.*

*Picard is ... sexy and classy and ever so intelligent. His authoritative way of command is appealing to me for he is the ultimate man; strong, fair, picky on who he has intimate relationships with, which I find refreshing, especially after watching Kirk. And I have always had a thing for bald men with British accents.*

Now, some USFers have asked me why I didn't ask for their favorite USF CO in the poll. It's certainly a valid questions that deserves an answer. There are a few reasons, but here's the main one:

- I didn't want this to become a popularity contest (nobody's running for prom queen!)

This special feature, however, is about what kind of qualities are important to simmers in a CO. So what exactly are the most important qualities/abilities to USF simmers about their CO's?

awesome plot creator	-	24%
listening/attentive	-	19%
kind/compassionate	-	14%
sense of humor	-	14%
great story writer	-	9%
adaptive	-	5%
inspiring	-	5%
intelligent	-	5%
perceptive/insightful	-	5%

As with the *Star Trek* CO's, those participating in the poll also made further expressions about their USF sim CO's. Just like with those quotes I've only selected to print the ones that are positive and that still made sense after I edited them. Yes, I edited the feedback by removing all mention of names, Captain's or sim's, for the exact same reason I didn't ask for a favorite USF CO vote.

I can tell that those who made additional expression feel very fond of their favorite CO, and I totally understand that. Therefore, I would like to encourage you to express your appreciation to your CO directly, or you can do so in your OOC interviews when your sim is featured in the PADD. I know from experience that a heartfelt "thank you" from a crew member is a treasured thing to receive.

*I love my Captain. She makes each sim one I look forward to each week.*

[My sim's CO] is more than just an awesome plot creator. Although that is a major reason as to what makes the SIMs exciting, he's attentive, compassionate, perceptive, and adaptive. He knows what the crew cares about and what we want to get out of the SIMs and strives to make each SIM epic. I know for a fact every single crew-member ... enjoys being there; I wouldn't trade [it] or it's Captain for anything, but don't tell him I said so.

*We at [my sim] probably have one of the longest lasting basic crews. It speak volumes about loyalty.*

My favorite USF CO taught me a lot about simming, and I will always be grateful for his patience and time.

*The qualities I look for in a good CO in the USF is the ability to find a way to get several random people to interact and complete a plot using every funny way possible!!*

I think the one quality that is needed and not listed is creativity. Not just great story writing or plot creation, but the ability to keep on their toes, take what comes and keep the ball rolling without missing a beat, and that takes creativity. Most of the TV CO's had it ... and I think it's the most important quality to have in *Star Trek*, the ability to innovate, create, and stay flexible.

*A good CO doesn't have to work at being a leader, people just willingly follow.*

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# Star Trek Commanding Officers

Five live-action *Star Trek* series. Five Captains. Five styles of leading. Five different personalities. Five factions of fans that all declare that their favorite Captain is the greatest! So, what's so special about each one of them? That's the debate of the ages.

Surely you have your own favorite, just like the five USFers who agreed to share their views with us in this issue. Why not read on and see if you concur...

## JAMES T. KIRK

by Fst. Lt. Leyva Torosi

As a seven year old girl child, I wanted desperately to be Captain Kirk. He lived in outer space and had such an exciting life that the fact he was fictional (and male) seemed to escape me. All I knew was what I saw intrigued me beyond belief – Kirk was brave, crafty, and he was the Captain of the starship *Enterprise*!

And while William Shatner and Captain James T. Kirk may not have been Gene Roddenberry's first choice for the *Enterprise's* Captain's chair – in what could be called the FIRST reboot of the *Trek* series – Shatner truly brought Kirk to life. Despite frequent criticism and ridicule of Shatner's trademark staccato speeches as Kirk, he has crafted a persona that has become an iconic figure for generations of Trekkers.



According to *Star Trek* lore, on the 22<sup>nd</sup> of March in the old Earth year 2233, James Tiberius Kirk will be born to George and Winona Kirk in Riverside, Iowa, Earth. He will attend Starfleet Academy and by all accounts be quite the serious student. One friend will term him “a walking stack of books”.

This is not to say he will be destined to spend his tenure there as a hermit – even at a young age Kirk will be busy romancing the ladies. But Kirk's heart will not lie in his earthly relationships instead he will transition from these romantic interludes on to what will evolve into an illustrious Starfleet career. And once he ventures into the vastness of space, he will be on an irreversible trajectory toward meeting the love of his life, the starship *Enterprise*.

Unarguably, Kirk's tenacity and drive are to be forged in his early days in Starfleet – he will encounter both adversity in the face of the unknown lifeforms and in the arrogance of his fellow man. As he grows and gains experience, he will find valuable examples in the leadership styles of the Captains under which he will serve and will be eventually promoted to Captain. Kirk will become the youngest man to have achieved that vaunted rank.

As Captain of the USS *Enterprise* he will soon become known for his “cowboy” tactics and unique take on regulations. Kirk will often run roughshod over the most sacred tenet of Starfleet – the Prime Directive, forging his own unique interpretations of how the doctrine of non-interference should be administered. He will often be found relying on the counsel of his close friends and senior staff members when it comes to his decision-making and more often than not he will prevail even with his most unorthodox tactics and actions. Over the years he will participate in some highly

debated adventures and be rightfully credited for saving the Earth more than once.

Kirk is probably one of few people, if not the only person, in the *Star Trek* Universe who is able to claim to die twice – he will give his life once for the *Enterprise* and once for the galaxy. And despite his “death” in the far future, his memory and legacy live on today.

A plaque declaring it the “Future Birthplace of Captain James T. Kirk”, as well as statue of Kirk, stand in his putative hometown of Riverside, Iowa, a testament to the larger than life status of this beloved character created by Gene Roddenberry and breathed to life by William Shatner.

As I grew up to the ripe old age of nine, I stopped longing to be Kirk and instead found myself experiencing my first school-girl crush on the man. The Kirk I pined for was handsome, charismatic and lovable. It didn't bother me that he had other women, I somehow knew he would remain forever unattainable to mortal women and ever attached to his silver lady, *Enterprise*.

And I've never grown out of my infatuation for Captain Kirk, although I've seen different things in him over the years. He's my hero, he seemed to effortlessly balance being both a lover and a fighter; a representative of order and a rebel; a man of passion and an intellectual.

James T. Kirk and William Shatner became intertwined in my heart. I grew to love Shatner as the vessel in which Kirk lived and I don't see any sign of that changing over time. No matter the reputation of the man himself, it's undeniable that Shatner gave me, and all of us fans, the living, breathing figurehead that spurred *Trek's* enduring legacy and gave wings to the dream that Gene Roddenberry envisioned of a better future for humanity – James Tiberius Kirk.

He may have died twice in the future, but he will live in my heart forever.

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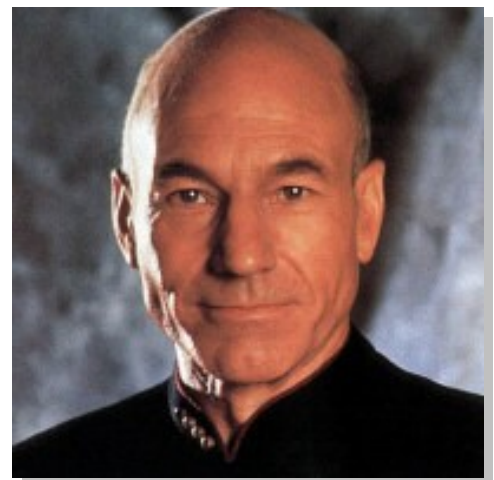
## JEAN-LUC PICARD

by Cadet Malachi Styles

Jean-Luc Picard, as you all SHOULD know, was the first Captain of the re-emerging *Star Trek* saga. He was played by actor Patrick Stewart, formally known as Sir Patrick Hewes Stewart. Born in Mirfield, in the West Riding of Yorkshire, England, he is the son of a weaver and textile worker (his mother) and a Regimental Sergeant Major in the British Army.

Stewart claimed his father was a powerful man who got what he wanted, and when he strode out onto a parade ground, even the birds stopped to look. He also claims that he had come to a sudden realization that his father had implanted himself into many of the characters he portrayed.

I think we can definitely see that in his portrayal of Picard.



In addition to the *Enterprise's* Commanding Officer, Patrick Stewart has played many roles on the stage as well as on the screen. He has impersonated characters from Macbeth, to Charles Xavier (in the X-Men movies), to being the voice of Avery Bullock in the *American Dad* cartoon series.

Stewart had acquired a job as a reporter and obituary writer, but was forced to choose between being a journalist or an actor. His brother had said that Patrick had attended all the play rehearsals, and often made up several of the stories which he had written in the paper.

He had not been Gene Roddenberry's first choice for the role of Captain Picard. Roddenberry envisioned the Captain as having a full head of hair. Stewart was originally slated for the role of Data, but Patrick said he did not wish to star in a supporting role. It took weeks of discussion with Robert H. Justman and Rick Berman, before Roddenberry decided to interview him.

When Stewart went for the audition, he had requested his toupee be sent from England. Roddenberry insisted he remove the "awful looking hair piece" once they sat down. It was finally Stewart's stentorian voice that impressed the executives and landed him the role.

Captain Jean-Luc Picard was one of two sons to Maurice and Yvette Picard. He was born July 13, 2305 (which is funny because Patrick Stewart's birthday is July 13) in Labarre, France. He had always dreamed of joining Starfleet, but had failed his first entrance exam. Picard was subsequently admitted and became the first Freshman to win the Academy marathon.

His first command was the U.S.S. *Stargazer*. During his time there, he was forced to come up with an evade and attack maneuver, which later became known as the "Picard Maneuver."

Jean-Luc Picard was a deeply morale, highly logical and intelligent man. He was a master of diplomacy, who was able to come up with solutions to issues between multiple parties that often seemed insurmountable. Even though Picard preferred a peaceful solution to any problem, he was never shy to put his tactical cunning to use when the situation required.

For those reasons, Jean-Luc Picard was (in this journalist's opinion) the best Commanding Officer of the entire *Star Trek* series. Yes, I was initially put off by the middle-aged, bald man they had cast as the "new" Captain for the mighty *Enterprise*.

As the show went on, though, I found Picard to be a character I could believe in. He was a man of experience. He had "his ways" aboard the ship, and you could see the discomfort when one of those ways was being trampled on (i.e. his discomfort around the young kids aboard the ship). Still, Picard was able to adapt to almost any situation, and still look like the Commanding Officer of the ship.

He was the kind of leader I had striven to be in my own personal life. Firm, yet fair. Wanting to trust his subordinate officers, and yet teach them to be better officers. This is not to say the other Captains were not like this, when in fact they were, but Picard just impressed me more in this role.

Maybe seeing what a versatile actor Patrick Stewart really is, had reinforced my opinion of Jean-Luc Picard.

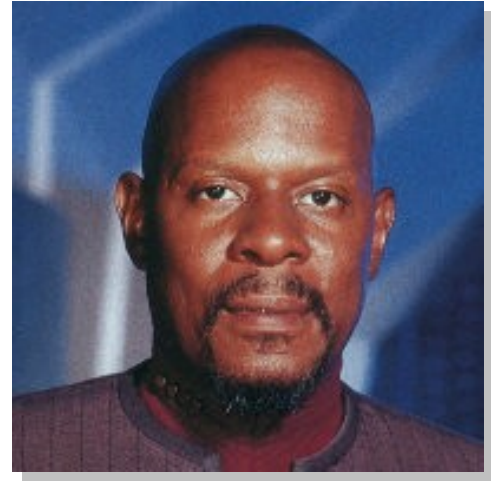
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# BENJAMIN SISCO

by Lt. Cmdr. Isato Dire

Benjamin Lafayette Sisko began his time on Deep Space 9 with the rank of Commander, and more hair than Picard ever had in his whole life. He ended his time there as a Captain, and just as bald.

In the early days of DS9, Sisko was portrayed in a somewhat goofy manner, comedic in a way no other CO's had been in the past. I think that's what drew me to him initially. He wasn't some stuffy, uptight boss that you had to listen to just because he said so. He was a real, down-to-earth man that you wanted to follow because it looked like a good time. Gradually, Sisko grew into an authority figure, and by the end of the Dominion war when he was issuing orders that many knew would lead to their deaths, you felt as though you wanted to jump right in with the rest of them and fight. Not only because the Federation were the 'good guys', but because it was Sisko asking.



Emissary to the Prophets, Captain in Starfleet, Devoted single father. He was all of these things, and so much more.

As much as Benjamin hated the idea initially, he was chosen to be the Emissary to the Bajoran people by the Bajoran deities known as the Prophets, or as the Federation deemed them, 'Wormhole aliens'. Strange visions, cryptic messages, and power beyond comprehension. Just a few of the things the Prophets showed to their chosen one. His role as Emissary was to guide the people of Bajor to the will of the Prophets.

Sisko lost his wife to the Borg attack at Wolf 359, and forever harbored a deep personal resentment towards Picard for his role there. No, she wasn't assimilated, but crushed by a fallen pylon when the deck above collapsed. It was a major hurdle for him and his son Jake to recover from her loss. It wasn't till several years later he found any interest in another and eventually wed a freighter Captain named Kasidy Yates.

Sisko has always seemed more real to me than any other *Star Trek* character has. Not just because he was on TV, but the genuine growth of the character throughout the 7 years of DS9 seemed to me, without artifice. When I speak of Sisko, it's hard to imagine he isn't real; that he was played by an actor, and that he isn't out there right now watching some damned baseball game. No, Sisko is as real as the person writing this article, or the one reading it.

He is more than just my favorite CO, he is by far my favorite in the entire *Star Trek* universe. No other story has ever held my attention so fully, or so flawlessly sated every hunger for adventure. With so many other characters, there is always something lacking... the stories incomplete, but Sisko's tale has never left me wanting.

Aside from Q, my favorite villain has always been Gul Dukat. A maniacal Cardassian with more misguided delusions of grandeur than a Ferengi in an open bank vault. Not only did Sisko handle Q better than anyone else ever has; by kicking his ass...literally. But he was forever one step ahead of Dukat, even when the tables seemed unmistakable turned in the enemy's favor.

DS9 Season 1, Episode 7, "Q-less", is where Sisko finds himself in a boxing match with Q.

After being knocked down by a single punch, Q exclaims, "You hit me! Picard never hit me!" The camera closes in on Sisko and with a look of, 'tough shit', he replies, "I'm not Picard."

I'm not saying Sisko had all the answers, far from it. There were many times when he expressed his uncertainty to one of his most trusted friends, the Trill Dax.

Sisko was approachable by anyone. Bajoran children flocked to him like a lamb to the shepherd and he welcomed them with open arms. It didn't matter your rank, species, or anything else for that matter, Sisko would always make time to listen, and if he couldn't, he would find someone that would.

His patience for the situation he was thrown into was worthy of a saint.

- ◆ A Cardassian station (none of which was compatible with Federation technology initially)
- ◆ Under Bajoran control (which meant their laws were in play, not Starfleet protocols)
- ◆ Manned by Starfleet officers (who took a back seat to the Bajoran Militia)

Through all of that, everyone worked together to form an efficient, unified force against opposition to not only Bajor, but the Federation, and the Alpha quadrant itself.

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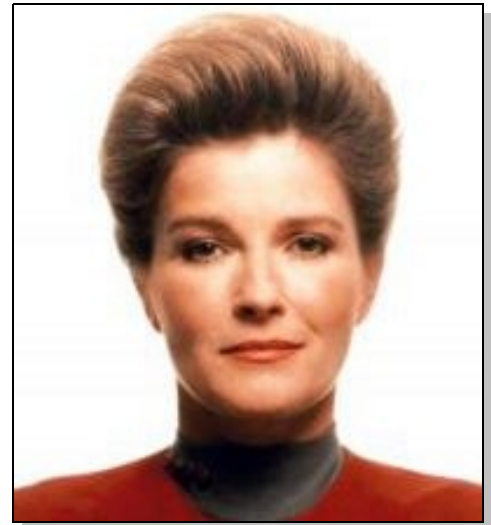
## KATHRYN JANEWAY

by Lt. Cmdr. Solik

"There's coffee in that nebula." One of the most memorable quotes spoken by Kathryn Janeway. It's a reminder of what kind of person she was portrayed as by Kate Mulgrew. Janeway always stuck to her convictions, and that ultimately led her to getting *Voyager* home safely from the far side of the galaxy.

But as most of us know, Janeway was not always planned to be played by Mulgrew. Most notably was Geneviève Bujold, who tested on camera in the *Voyager* pilot episode, "Caretaker." (You can see a clip here: <http://www.youtube.com/watch?v=8SIZcDWKyw0>) In my opinion, she doesn't have the right kind of presence that a Starfleet Captain should have. She was acting like she was reading cue cards right on set. The official reason for her dropping out of the role was that she was uncomfortable with the commitment it took to act as a regular in a television series, having been majorly a film actress.

In addition to Bujold, several *Trek* veteran actors, including some who would go on to have future roles, were also considered for the part; Karen Austin (Miral, B'Elanna Torres' mother), Joanna Cassidy (T'Pol's mother), Susan Gibney (Leah Brahms from *TNG*), just to name a few. Ultimately, I think what separates Bujold from Mulgrew was the "power bun" hairstyle that Janeway sported in the early seasons. (Joking, of course! There's more to a woman than just her hair!)





Now, before I go on a rant about her life, and if you are particularly a fan of Kathryn Janeway, I would suggest you pick up a copy of the novel, "Mosaic," by *Star Trek* writer Jeri Taylor. I had the pleasure of listening to it on audiobook, and it is incredible learning the sort of things you don't see and hear from the televised series.

Before Janeway commanded *Voyager*, she was the Captain of the USS *Bonestell*. Her deep-seated friendship with Tuvok, her Chief of Security, is expanded upon often throughout the series. Well, the two of them met following her assignment, before it was destroyed at Wolf 359, and their relationship started out roughly, as Tuvok was called in to criticize her disregard of tactical regulations during the mission. Eventually the two came to respect one another and Janeway requested he transfer to *Voyager* when it was completed.

When *Voyager* chased the Maquis cell that Tuvok had infiltrated through the Badlands, they found themselves stranded in the Delta Quadrant, leaving Janeway faced with a difficult decision, between getting home by use of the Caretaker's array, and stunting the development of the Ocampa species, which would eventually lead to their extinction, or allow the Caretaker to give the last of his power to the Ocampa, which would last years.

After the Caretaker died, Janeway allowed the latter, not wanting to be the reason that the Ocampa would die off and allowing the Caretaker's technology to fall into the hands of the Kazon, she destroyed the structure at the Caretaker's request. This decision was often criticized by her crew, Starfleet and former Maquis alike.

Throughout *Voyager*'s journey, Kathryn Janeway was faced with many difficult decisions. They often didn't sit well with the crew, but she made those decisions for the betterment of everyone. When the Borg requested help in combating Species 8472, Janeway complied, demanding a single drone serve as representative for the Collective. As Seven of Nine, Tertiary Adjunct of Unimatrix 01, was stranded on *Voyager* when a fleet of cubes was destroyed by Species 8472, Janeway ordered her link with the Collective be severed, and had the Doctor surgically remove her Borg implants.

Seven was initially recalcitrant at being disconnected from the only family she was able to remember, finding the silence in her mind disturbing. Janeway helped her, becoming a mother figure for her in her journey to regain her humanity. As a result, Seven successfully assimilated herself as a member of *Voyager*'s crew and was instrumental in their dealings with the Borg, and ultimately their return to Earth.

I know the "Captain Wars" are always fought with Kirk and Picard... It's all fueled by testosterone. Janeway stands in a league of her own. She was not afraid to assert herself, as a woman AND as the Captain. She formed unique bonds with the members of the crew, in ways other Captains didn't. In my opinion, that sort of behavior makes for better stories than the other series Captains.

She was the Captain, but also had to be a mother figure often enough, due to *Voyager*'s situation of being stranded away from home. Like I mentioned above, Seven was a notable example. Others were Kes, Samantha and Naomi Wildman, and Harry Kim. She had a special relationship with Chakotay; almost like a marriage, but just appropriate enough to stay professional.

While many Captains have their strengths, I do firmly believe that Kathryn Janeway is one of a kind.

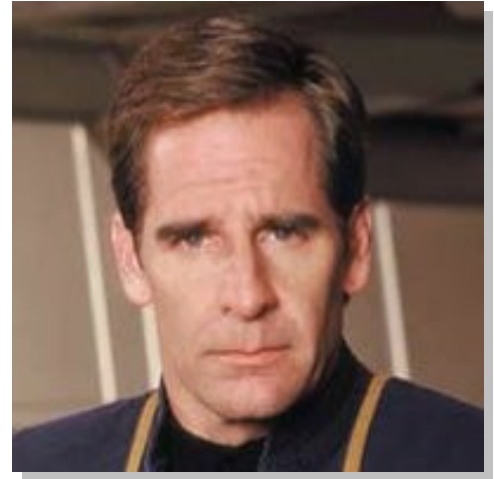
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## JOHNATHAN ARCHER

by Fst. Lt. Fred Fogarty

I'll be honest and start off by saying that Picard is actually my favorite Captain. But I look around and I see so many who dislike Archer, I've never understood this. So I decided that I'd come to the man's defense! Much like Scott Bakula, his actor, came to a dog's defense in court in *The Trial of Old Drum* (2000).

Jonathan Archer was the son of famed warp Engineer Henry Archer and his wife Sally. He was born in 2112 in upstate New York but lived most of his early life in San Francisco. As a young boy, he earned the Eagle Scout Award, along with 26 Merit Badges, from the Boy Scouts of America. As an adult, he paved the way for the founding of the United Federation of Planets.



Archer, more so than any of the other Captains, was truly heading into the unknown. Kirk may have went past the edges of known space, Picard even further, Janeway even further, Sisko... OK, well Sisko just sort of sat there. But he likes Baseball, so we're cool.

Anyways, the other Captains had past history to rely on. "Oh, a space-being made out of pudding? Well, the USS *Trogdor* came across a gelatin-being back in 2247. They used spoon torpedoes, let's try that." Archer had nothing. He was given a spaceship, pointed in a direction, and told: "Keep going that way until you blow up. Hugs and kisses!"

You could argue that they gave him T'Pol, who would surely have knowledge that could help them out in these situations. (Along with keeping up crew moral. If. You know. What. I mean!) However, the Humans didn't trust Vulcans, especially not Archer. He believed the Vulcans were holding the Humans back, in particular concerning his father's warp 5 engine.

This is actually one of the things I liked about Archer and the way Scott Bakula portrayed him. He starts off with a strong distrust of Vulcans, but as the series progresses he learns to at least trust T'Pol. He wasn't too stubborn to change his mind.

And you know what? It's not bad that he didn't trust easily. I mean, it's him versus the whole damn unknown universe! This makes him at times seem weak and uncertain, but look at the situation he was in! He was going into the deep, black unknown.

Some people claim that Archer was too preachy. This was true through parts of the first season, which is where a lot of people stopped watching. But don't forget that he was more of an Engineer than a Diplomat. This wasn't necessarily his strong point. Plus, he gets better.

And even though he wasn't a military man, he dealt with attacks from the Tholians, Suliban, Mazarites, and the Klingons. Despite having no previous knowledge of fighting aliens or ship-to-ship combat, he gets the *Enterprise* through all this.

You want to know what really made me like Archer? In season 3, in the episode *Damage*, Archer actually steals a vital warp coil, leaving a friendly ship stranded in space, to complete his mission. Could you imagine Picard doing that? He'd spout some peace mumbo-jumbo and get Data to do the real work for him. Would Kirk? He'd sex up whatever attractive female was available and Scotty would work his magic offscreen.

No, only Archer was able to display that level of determination. He had a mission to complete, and we'll all be damned if he didn't find a way to do it.

I think Archer is put down more than he deserves because people didn't like *Enterprise*. And I can understand why: what with the Borg showing up, a Vulcan katra (living spirit) being melded into him, etc. But, really, how many good episodes did *The Original Series* have?

Despite all of this, despite my attempts to make Archer seem more likable, despite my attempts to get people to watch the later seasons of *Enterprise* and see what I have seen, despite my absolute love for Scott Bakula (that handsome devil), it all comes down to one word... Porthos. Checkmate.

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# USF Commanding Officers

by Captain Loriaarra

My vision for the PADD has always and will always be to include a section that will impart some sorts of knowledge and understanding to USF members about the organization they're part of and the people who make up that organization. Be that via featuring different USF sims, insight about various members' lives and/or struggles, personal opinion on *Star Trek* matters through reviews or editorials, and even more simming-related matters, like tips on playing a specific department role or log writing.

The ideas for such articles don't just come from logically deducting what might be of help or importance to a simmer, they also come from me listening to what simmers say. Their joys, their hopes, their interests, their worries, and even their complaints.

In the course of time it took me to climb up the ranks and one day finally feeling ready and accepting a commission to lead a sim, I've talked with many USF members about becoming a CO. It seemed those who were not hosts yet but eventually would like to be where split into two camps. The ones that were rearing to get to the rank of Captain and fearlessly welcomed the challenge, and the ones that longingly looked toward becoming Captain, but were unsure if they could handle it. Those latter ones, I feel, especially need encouragement to take that final step.

Since all current hosts were in either of those categories once upon a time, who better to pass on the wisdom and encouragement some lingering Lieutenant Commander, or perhaps even a First Lieutenant, needs to move on to the next level! My hope is that by sharing the joys and fears those in command face themselves and showing that CO's are just regular people with flaws and worries like everyone else, those unsure about becoming a host will get the needed boost to jump over their own shadow and take the leap into an immensely rewarding part of simming.

Please, take some time to read the responses of several USF CO's to five questions about their commissions and gain insight about the rewards and challenges of leading a sim. May it unfurl your sails and help you catch the winds of enthusiasm, and inspire you to make your journey complete!

(Note: As you might be able to tell, some CO's took the questions more lighthearted than others.)

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## 1. What is the greatest reward of being a Commanding Officer to you?

**Captain Alek Czajka, USS Agamemnon:** Knowing that my simmers are having fun and seeing them advance. I know eventually they may go on to host another sim, but knowing that I helped them get there is greatly satisfying.

**Captain Jerrid Billings, USS Hermes:** Seeing something thrive that you built. A good Captain keeps his crew motivated and involved in the story. If everyone is getting along, contributing ideas, and having fun, you know you're doing a good job as a host.

**Captain Jhalen Fjori, USS Columbia:** Dessert.

**Fleet Captain Jonas Brent, USS Lexington:** Seeing another crew member become a host.

**Fleet Captain Crelak, USS Odyssey:** In my opinion, the greatest reward of being a CO is the feeling you get when a plot takes on a life of its own. You are almost able to just sit back and watch your crew become inspired and fully engaged, and you hate to disrupt that energy when its time to pause. While most plots can turn out well, it can be surprising when one you didn't expect to work out that way does.

**Captain Sovak, USS Roddenberry:** The greatest reward for me is being able to watch others 'play out' my storyline.

**Captain Cay'Leb Crain, USS Lothlorien:** Well I don't know. I think the most I get out of simming in general is meeting other people from all over the world really. I've met people in Hawaii and the UK and even simmed with people in China. That pretty much tops everything else for me. I guess being able to lead a group of people from all over the world might qualify.

**Captain Havraha cha'AAnikh, USS Ares:** Creative freedom. I'm often frustrated by past sims I've been on, and specifically at times when I show up to sim and think to myself, "Man, what's the story here? What are we showing up each week for?" So being host now allows me to give my sim an overarching plot that is always continuous and spans each "episode" we have. That's not something I would have been able to do in my sims if I weren't its CO.

**Commodore Rylan Hirsch, SS Nigala:** Getting to work with great crews.

**Fleet Captain Rosanna Severine, Starfleet Academy:** Knowing that your crew is enjoying themselves. When the crew has fun, I have fun. When they are active and encouraging each other, the best side plots come up even outside of the sims. I love knowing that something we've done has inspired them to do something else, or something with it.

**Captain T'Ashal, USS Excelsior:** Seeing my crew enjoy themselves. When they take a hold of a story arc or plot I've initiated and add to it with their own character's story, plot and plan (alone or working together with other crew members) and then throw their own twist of things back at me, that's what makes me smile. My crew is a great bunch. I've truly been blessed, as I've told them many times. They play like a team, and they act like family in OOC email chatter. It's the most amazingly heart warming and rewarding thing of it all - they're friends, they want to be at the sim, and they really enjoy it!

## 2. What is your greatest challenge as a Commanding Officer?

**Fleet Captain Crelak:** The greatest challenge is the commitment you make as a CO. It is hard to always be creative with your plots and to think on your feet when a crew member throws an unexpected reaction or curve into the SIM. Also, having to be there every week no matter what can be challenging sometimes. I have to do my best to avoid missing SIMs which is hard when you do it at 7:00 pm local time on a Saturday. I have a very understanding set of friends and family.

**Captain Crain:** Being responsible for making sure the others in the sim have fun.

**Captain Fjori:** Where to carry change.

**Captain T'Ashal:** My own imperfections. I'm a perfectionist and somewhat of a control freak. While that works great for being organized and focused, it could easily make me a little dictator. Which I really try hard not to be, but fail at it some. Luckily, I had an amazing teacher, who patiently sat down with me when I was but a lowly Lieutenant Commander and took hours upon hours analysing with me some of the sim plots I ran, crew reactions, my goals, and the likes. He really helped me to see that there are many roads to Rome, so to speak, and while the journey should eventually take me to Rome, it doesn't mean my way is the only way to go. I try to always remember that. Plus, some of my crew is great at spotting the little dictator in me when he creeps up (mostly, cause they have one themselves) and reminding me to keep him restrained. *(chuckles)* Which I appreciate tremendously.

**Captain Czajka:** I think the greatest challenge is coming up for plots that have everyone involved. Most of the time, it's easy to design a plot that focuses on only one or two departments, but then you

need to look further to see where you can fit everyone else.

**Captain Billings:** The greatest challenge is taking everyone's individual ideas and finding a way of weaving them into the current plot. Many times, you're doing it as the sim is happening, and you need to be prepared to improvise on the fly in order to make the ideas work.

**Captain cha'ANikh:** Something to do every week. When I first started, I had several ideas for plots. Now that we've been going on for a while, each week becomes a challenge in itself of "what new will we do?" It might be harder for me because I have to consider this overarching plot earlier and how each sim could play into it, but I wouldn't change anything if given the option.

**Captain Sovak:** I think the biggest challenge for me would be making sure everyone is involved. Even if we're having the best sim, and things are going smoothly, if there's even one simmer who can't seem to find their role in the sim plot it's something that stands out to me.

**Fleet Captain Severine:** Oftentimes the greatest challenges for me are being able to dedicate enough time to set up and run plots as well as the time that I'd like to put in to writing logs each week. I constantly berate myself if I haven't had the time to lead by example and write logs. I feel that the "health" of the sim, and the interest in it, is not limited to what you do during your sim time. It is oh so much more than that.

**Commodore Hirsch:** Keeping the game interesting so the simmers always come back for more.

**Fleet Captain Brent:** Keeping the crew interested and challenged; and realizing that you can't please everyone.

### 3. What are your favorite plot types? and from where do you draw inspiration for plots?

**Captain Sovak:** Any plot with a twist. Something that will catch them by surprise. I've even altered my plans as the sim progressed when someone 'figures it out' too soon for my liking. As for where I get my inspiration, mostly from the shows. A favorite episode will come to mind, and serve as inspiration. I rarely blatantly steal ideas and rehash them, more often it's more about what my take on an episode is. And with a few changes here and there, it takes on its own form. And doesn't play out like the episode did.

**Captain Crain:** Ones that make people think, and perhaps even keep them off balance and guessing.

**Captain cha'ANikh:** My favorite plots are plots that deal with the character's personal stories on the sim. So much of that was Star Trek, when the shows were on. What's Troi's mother doing on the Enterprise this time? Why can't Hoshi get over her fear of the transporter? Granted, it may not have always made the most fascinating episode of TV, but the reason we sim is to explore our own characters in this world, and entire sim plots focused on those characters is what simming is all about. Now if only I could get my own simmers to volunteer such plots. *(winks)* I draw inspiration from television, the latest science news, and other stories. I watched one show on Discovery about a real life situation when a plane, caught in mechanical troubles, had to drop and abandon a nuclear bomb over water. It's still missing today. This became the inspiration for a plot called "Bombshell", where we had to mediate between two alien species, and one of them were using a submarine to look for a lost nuclear bomb in the water to commit terrorist activities.

**Captain Czajka:** My favorite plot types are ones where we explore the unknown; where it's not as if we'll know everything right off the bat from the first sim of the plot. I tend to get my inspiration from TOS, TNG and ENT, to see if there's anything that was left open-ended, or even closed, and if it can be

expanded upon. I'll also consider popular shows on television today.

**Captain T'Ashal:** I love running continuous story arcs, meaning I don't like to just throw random plots all over the galaxy at my crew, but I like a consistent background setting in which we move along as a overarching story unfolds. Usually that's a story I've outlined, like the backdrop for a novel. Then I take tremendous delight in harnessing the creativity of my crew to bring plots or story parts from them into this whole "novel" and make it a cohesive unit. It's amazing how often something my crew suggested or wrote about in a log plays into ideas of my own that I had written down but not introduced yet. I love that! So, there is part of where my inspiration for plots comes from, my crew. The other part comes from all sorts of sources; Star Trek itself, other Sci-Fi shows, real life events, sciences in general, dreams, and the likes. *(smirks)* Sometimes I look for specific things, but most of the time something just sparks an idea and then I pour myself into research to see how I could make it work for the sim.

**Captain Billings:** My favorite plot types are ones where there's a lot going on and everyone is getting involved. Mirror Universe plots are a perfect example. Everyone takes their evil character in hand, they communicate with each other and weave their own plot lines together and start taking sides until it gets to the end, where there's an epic fight and at least three people are dead, and nothing is really resolved. That way, we can do it all again in another plot a few months later. The inspiration for all my sims comes from a single question: "What would make the most incredible, awesome story?" I often go into sims with little to no plan at all and improvise the scene, looking for a place to drop that epic twist that nobody would see coming. A good story is what keeps your crew motivated enough to want to come back and want to be a part of it.

**Captain Fjori:** The ones where I have a crew. The backs of cereal boxes.

**Commodore Hirsch:** Don't have a favorite type, but inspiration comes from books that I read, or show's that I've seen that I think may make a great Star Trek plot.

**Fleet Captain Severine:** I have always enjoyed character driven plots with some adventures thrown in to the mix. I don't think that each sim has to be a battle or grand adventure. Some of the best sims that I've had the pleasure of enjoying over my many years in the USF were "off duty", "shoreleave" or "daily duty" sim days. Those kinds of sims are made or broken by the creativity of your crew. So, if the crew isn't in to it, they will fall flat. If you have a creative bunch though ... they can be amazing. Heck, those kinds of sims can be very exciting, too. I've seen fights break out, multi-sim plotlines for the regular crew be born, weddings, and oh so much more. The CO/XO team should not rely just on their knowledge and ideas to make a sim work. Including the crew is a big asset, and it will make your sim a happier and healthier one.

**Fleet Captain Brent:** I like the direct challenge plots the best: combat with other ships, monsters, etc. The crew of the Lexington seem to bend that way also which makes it easy; but ... I put other plots in the mix so they don't wind up bored with what we do best.

**Fleet Captain Crelak:** My favorite plot types are the ones that have interesting phenomena or unusual aliens. Ones that can make the crew think and be creative with their solutions. Recently, my ship was subjected to a temporal flux field. Everyone on board randomly aged or became younger. It was fun to watch how the crew handled who'd they'd become. I draw a lot of inspiration from the shows. When I create a plot, I ask myself the following question: If this SIM was made into an actual Star Trek episode, would I want to watch it? If I say yes, I know I've likely stumbled on a good idea.

#### 4. What would you say is your biggest weakness as a host?

**Captain T'Ashal:** My own feelings of inadequacy. Seriously. Sometimes I sit here and wonder: What

makes me qualified to be the head honcho? Am I boring my crew to death? Am I asking too much from them? Whose feet am I stepping on this time? Am I being too strict? Am I being too lenient? Did I run my mouth and hurt somebody's feelings? - Yes, I know. Crazy, right? (*shrugs*) While those worries keep me from being arrogant, excessively worrying could paralyze my ability to lead. Yeah, I am the leader. I have to tell myself that often. See, I'm not necessarily comfortable in that spot. Heh. Surprise!

**Captain Sovak:** PAPERWORK! As the editor of the PADD will no doubt back me up on this, getting me to sit down and do paperwork is a full time job in of itself. Have I sent out a roster this decade yet ...?

**Captain Crain:** If I said Kryptonite, I know I would get severely beaten. Maybe not asking for plot submissions as much as I should. I want the crew to be the writers and participants of the sim aswell - for them to develop side stories and to even play them out in sim, and not always being on duty.

**Commodore Hirsch:** Filling out these questionnaires that are more focused on the host than the real celebrities of a sim. The crew!

**Captain cha'AAinkh:** Keeping up with everything that has happened, should happen, and who's not having a fun time. It's uber-multitasking and from week in and week out, is a kind of super-struggle. Work in multiple NPCs like I do, and I'm just bound to screw up somewhere.

**Fleet Captain Brent:** Not being able to run 5 or 6 characters at the same time and still focus on everyone else! Seriously, the more things you're trying to do at the same time, the more it takes away from the SIM. Like talking on your cell phone while you drive and thinking your driving isn't affected.

**Captain Czajka:** I think my biggest weakness would be that I don't feel secure in my abilities at times. One time during a sim, I nearly had a panic attack because it got so off-track from where I had envisioned it. I hadn't thought that I should just redirect it in some way that would still pull it together.

**Fleet Captain Crelak:** My biggest weakness is delegating or letting go of control. I care about the outcome of the SIM so much that sometimes I try to over control what happens. I've gotten better over the years, but I still sometimes try to jump in and force something to happen.

**Fleet Captain Severine:** Time is the evil bane of my existence at the moment. Despite what some might think, I love to spend time doing things for the sim and/or writing for it. Life has just thrown far too many curve balls at me for the last couple years. Though people might not realize it, I really feel awful about it a lot. I constantly ask myself if I should just let go, but I just can't. I doubt that the crew would want me to either. I just know and wish that I could do more. I was a host in what I have termed "the good old days" when sims interacted with each other and built plots together, we all had time to check our emails daily, and oftentimes we sent out logs several times a week to either further the main plot or to work on subplots within the sim structure. So many of us were intertwined within the sims. Heck a whole lot of us had characters on several sims as well. It was the more common thing, not the rarity. We kept pretty active between them as well. You were proud to share your ideas through logs and stories. They weren't just considered a necessary thing for promotion. I'd love to be able to get the crew excited again about all of that. There are so many possibilities that if I could just get the time to see through, it would be great. I'd rather not do something half way. So, unfortunately much ends up by the way side.

**Captain Fjori:** Lactose Intolerance (only with milk and McDonalds shakes).

**Captain Billings:** My biggest weakness is that sometimes I get myself too involved. I'll have three or four sub plots going with various members of the crew, and I'm always proposing new ideas before anyone else has a chance to offer their own. The sim is about them, and while it's good to have the Captain involved, the crew does have a life of their own.



## 5. What advice would you give to someone aspiring to become a host?

**Commodore Hirsch:** Remember that everyone is different and we all come from different walks of life, just like the characters we play. Keep patience at all times, and enjoy the game.

**Fleet Captain Severine:** Hosting can be fun, and being an XO is a great way to learn the ropes. Although ideas shouldn't come from just the host team, there is something special about having a great CO/XO relationship team to share ideas between. Sometimes there is a freedom felt once you become an XO that you "can finally" get your ideas done. There's only one person above you to answer to. (LOL)

**Captain Fjori:** Eat all your vegetables and get regular exercise.

**Captain Crain:** Have fun. Patience. Be eager to learn and be coachable. For those that want to be a host and are at the First Lieutenant/Lieutenant Commander rank and are in training and may feel discouraged at their performance, remember that it's a learning experience and there are no expectations. Learn as you go and go as you learn.

**Fleet Captain Brent:** Always be attentive to your crew and make it a priority – being responsible for the entertainment of a group of individuals means they're counting on you -- don't let them down!

**Fleet Captain Crelak:** Watch your COs and XOs closely, especially if they've been around the USF for a long time. See what they do and what they don't do. Try to figure out why they did or didn't do something. The best hosts know how to inspire their crews and nurture everyone to be the best SIMmers they can be. I've been very lucky to work with a lot of great hosts, and I know I am a better CO for it. Also, don't try to rush things. Some hosts shot up through the ranks quickly, others (like me) took their time. I feel I was far more prepared to be a host than I would have been if I'd tried to accelerate the process.

**Captain Czajka:** Believe in yourself and in your ideas. If you can think of it, you can play it out. If you have doubts, think about what you need to make it work, and do it. Your only limits are the limits you set on yourself.

**Captain Billings:** Be prepared to interact and adjust to a wide variety of people. Some people are very good at simming. And some people aren't. But simming is not a varsity sport. As long as the sim runs smoothly, and everyone is having fun, there's no reason why everyone can't participate.

**Captain cha'AAnikh:** Do come up with a point to your sim. Voyager got lost in space. Deep Space 9 was on a station in the middle of a war. Enterprise was the first baby steps of humanity in outer space. What's the point of your sim's story that differentiates it from what we've seen before? Where's it going? What is it doing? These things are mandatory for making a sim feel purposeful, and I often feel it's forgotten because people assume "Star Trek is all I need." It is, but it's the polish that makes things shiny.

**Captain Sovak:** Don't be nervous. Have fun with it. The rest works itself out.

**Captain T'Ashal:** Oh wow... hmmm. I'd say, lead by example, don't take yourself too seriously, and as someone once said in a movie (the name escapes me right now) you have to be their teacher/leader first before you can be their friend. Not saying that a sim should be all business to a CO, but there is definitely that aspect to it. In the end, a good, compassionate leader easily becomes the crew's friend. (smiles) Of course, as with most things in life, you get as much out of it as you put into it, so learn to listen listen listen... and try to be available to your crew! - Oh? You didn't know you would be adopting an extended family? (winks) Well, now you do.

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# Comics & Humor

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## USF "Ad-lib"

Off-the-Cuff Excerpts from USF Sims

### USS Roddenberry

Assimilate THIS!:

**ACTION>** THE BORG ENTER THE SYSTEM, ARE NOW MINUTES AWAY

**CmdrDavidWatts:** ((Oh man I have way too much hair on my back and chest, I need to shave it off, seriously. I look like a throw rug!))

**CdrKirbyYork:** ((More then I wanted to know.))

**Zeyahl:** (TOO MUCH INFORMATION!!!!!!!!!!!!!!!)

**Lt\_Byrk\_Grey:** From the Borg's point of view, we have nothing to give them, accept what is already theirs. We are hostage takers as they see us.

**Ray:** ((Zeyahl has hair on her toes. And they're still frozen.))

**CdrKirbyYork:** ::Looks at the viewscreen:: It's now or never commodore. We try to flee, they follow us deeper into Federation territory.

**CdrKirbyYork:** We give them what they want, hopefully they go away.

**CmdrDavidWatts:** ((Ahhhh, there is nothing like a long metal pole to scratch my back with.))

- *What a surprise to find out that a criptid sims on the USS Roddenberry! Shouldn't you report that to the tabloids, Ray? .... Seriously, Wattsie, TMI!! - Hand him over to the Borg.*

### USS Agamemnon

Resident butcher:

**Capt\_Alek\_Czajka:** We need to come up with a way to get ourselves out of here. Any thoughts?

**Lt\_Major\_Veltrin:** "Carpet bomb the planet till they submit," said in a dead pan fashion.

**Capt\_Alek\_Czajka:** Not an option, Major. We're not out here to obliterate civilization.

**Lt\_Major\_Veltrin:** "Well you did not put a restraint on it. You just said any thoughts."

**Fst\_Lt\_Amira\_Starr-Veltrin:** ((thwaps Uriel in the head))

**Lt\_Major\_Veltrin:** (ow wench!)

- *Yeah... so... what disturbs me most is that Veltrin's wife is the Counselor. ::blink, blink:: I suppose that makes for interesting counseling sessions, hm?*

"Tequi..transporters make her clothe fall off":

**Cmdr\_S\_Trent: AXN>** Indaura is beamed back to the ship.

**M-5:** =/\= ACTION: Indaura is beamed back to the ship. =/\=

**Dr\_Indaura\_Rysaan:** (( beamed twice? : ) ))

**First\_Lt\_Air:** (( The second trip's always for the clothes. ; ) ))

**Cmdr\_S\_Trent:** (( We forgot the clothes again... ))

**Dr\_Indaura\_Rysaan:** (( must have been you Air, you sly devil ))

- *Perhaps somebody should get Air one of THOSE pens made with Inaudra's image on it. You know, the ones that you turn upside down and... ::coughs:: What?? ::mutters:: She always has trouble with her clothes, sheesh.*

## Starfleet Academy

Nepeta cataria:

**CmdrJanseen:** I was going over some of the operations reports from some of the ships in the fleet. There have been several that have been involved in time travel of one way or another. Now... Starfleet has a steadfast rule dealing with time travel. Who can tell me what it's called?

**NinroniLeker:** Temporal Prime Directive, sir.

**CmdrJanseen:** :: looks in the basket. Pulls out a small Orion candy and tosses it to Leker:: Correct! The Temporal Prime Directive.

**NinroniLeker:** (Yay! Goodies!) ::catches::

**AilanaDarz:** ((.....do you have Zabrian candy, too??))

**CadetSheme:** (how about Catonian candy?)

**CmdrJanseen:** (I have something for everyone.)

**NinroniLeker:** (You get catnip! ;-)

**CmdrJanseen:** (NONONONONO..no. Don't need her and T'Radt rolling around in the aisle.)

- *Makes ya think, hm? How something that soothes Humans, can drive Felines wild. One species' anesthetic is another's aphrodisiac. ::winks::*

Past confusus:

**CmdrJanseen:** Now, you ask, "How could I mess up my own birth, and if I did, how could I go back in time and mess up my own birth?"

**NinroniLeker:** (Or become your own grandparent!)

**RosannaSeverine:** < ROFL Roni ... I was just thinking that ... I am my own Grandpa.>

**CmdrJanseen:** (Good feat, Rose, seeing as you're a woman.)

**RosannaSeverine:** < ROFL ... well I'm also half Trill ... so you never know. {winks} >

- *I'm still trying to wrap my head around that one... uhm... ::shakes head:: Suppose as long as you're not your father's mother's grandson. ::bites tongue with a grin::*

## USS Ares

Getting your hands "dirty":

**Brott:** "Eco.." :: He falls off of his bed and down next to Eco :: "Owwwww."

**Havraha: Eco >** ::launches up:: BROTT! BROTT!

**Brott:** "I feel.. oww."

**Havraha: Eco >** ::slaps his hand away and punches him:: YOU GOT INSIDE ME!

**Lt\_Rydekk\_Lhidan:** (Eewww... Brott got up all in her servos...)

**Brott:** ( I was all up in her bizznas )

**Brott:** ( You make me feel, you make me feel, you make me feel like an artificial woman (woman))

- *When all else fails, go for the robot chick? ... Engineers. ::rolls eyes::*

HBOhhhhh...:

**Lt\_Rydekk\_Lhidan: AXN >** A crack forms on the main deflector dish.

**Lt\_Rydekk\_Lhidan:** ::sees the alert on his console:: Captain, there's a... CRACK on the deflector!  
+Engineering+ Repairs teams to deflector control!

**Brott:** ( ( Ares loses their HBO signal ) )

**Havraha:** (Tarhana > ::sitting watching TV:: ... wha? What happened?)

- *No wonder! ::points at all the unpaid cable bills on Hav's desk:: Procrastinating, as always.*

## USS Excelsior

(Tev's Quirky Wedding)

Drafty:

**CommanderTrellis:** =/\= ACTION: As the holo-projectors re-activate, the scene around them changes. Overhead a mirrored ball spins, throwing small lights along the wall that are coated in trippy color patterns. The carpet is replaced with lighted floor panels. =/\=

**CaptainTashal:** ::blinks again, seeing the change of the lounge:: Uhm....

**CommanderTrellis:** =/\= ACTION: The crew finds themselves no longer dressed in their formal best, but an array of costumes instead. =/\=

**CommanderTrellis:** =/\= ACTION: Captain T'Ashal is dressed as a fluffy pink Care Bear with a heart on the belly, Commander Trellis as Tarzan, wearing only a loincloth. Bones is decked out in a Rambo costume, Lobren in a rhinestone studded evening dress with matching tiara and high heels. =/\=

**CaptainTashal:** ::looks down at her attire, eyes widen:: What the...

**CommanderTrellis:** ::feels cold all of a sudden::

**CommanderBones:** ::tries to not laugh at Lobrick's dress but fails::

**CaptainTashal:** (LOL, Josh)

**Greyla:** ::figuring this is wrong, thinking "We're not supposed to dance yet"::

**CommanderTrellis:** =/\= ACTION: Arzin finds himself in a purple tux, Kail appears to be in a rubber duck costume, Bayne is a ninja, Bailey is covered in a sheet with eyeholes cut out, Timir has a hula dancer costume on, Sorel dressed as a targ, Tsara is a belly dancer, while Taz is dressed as a large flower. =/\=

**LtJG\_Arzin:** ::nods approvingly:: Ah, perfect. I was hoping to break this out.

**Doctor\_Bailey:** Oddly fitting because when he was in special forces he was nick named 'Ghost.' And hopes he has clothes on under neath it.

**CommanderTrellis:** =/\= ACTION: Tev appears to have the front of a horse costume on and Greyla the back end of the horse costume. Julio has on a Horta costume, Maverick has on a bright yellow rain slicker and matching rubber boots. Kestra is dressed as Batgirl. =/\=

**CaptainTashal:** I... ::tries to go on as if nothing's wrong:: I wish you a joyful and productive journey.

**CommanderTrellis:** ::looks down seeing his is only covered in a striped cloth:: Is this a Romulan marriage ceremony?

**CommanderBones:** ::looks ta Josh and winks:: Nice

**CaptainTashal:** Uhm... ok, so... ::to the couple:: Commence with the So'rdaz ceremony...

**FstLt\_Jyran\_Tev:** ::thinking "This can't be good"::

**CommanderTrellis:** ::blushes slightly and hopes there is just as much cloth covering the back::

- *Nothing like a holo-malfunction in the middle of a wedding. ::eyes Josh in his loin cloth, hoping he won't get cold:: Ahem. You're out of dress code, Commander.*

Moooooon riiver...:

**CommanderTrellis:** ::holds up the plate of candles, only slightly:: ::steps forward:: I give you these candles to light your home, as the fire of your passion for each other will light up all your lives.

**CommanderBones:** ::thwaps the back of his loincloth with her Rambo gun as he steps forward to see if he has anything on under it::

**LtCmdrLobren:** Aww, Doc. That ain't right.

**CommanderBones:** Ssshhhhh

**LtCmdrLobren:** I really didn' need ta see that ya know.

**CommanderTrellis:** (Doc, don't make me moon the guests, I have to work with these people!)

**CommanderBones:** (lol sorry)

**Ltn\_Ian\_Syvek\_Kail:** (LOL TMI)

**LtCmdrLobren:** (Too late)

- *A little higher, Bones. I don't think the Ensign way in the back has gotten a good look yet!*

Silicon Model?:

**LtCmdrLobren:** :: hands the doc her gun back and starts towards the couple:: Bont Avihl - nhaih diahmn . Thei' .... :: stumbles::: Fleevin' high heels.

**CaptainTashal:** (LOL)

**LtCmdrLobren:** ::kicks them off, sending them flying::

**FstLt\_Jyran\_Tev:** ((LMAO))

**CaptainTashal:** =/\= ACTION: The shoes hit the wall by the bar. =/\=

**CaptainTashal:** (Incoming!!)

**CommanderBones:** (lol)

- *It'll be a while before Lobren will be ready for the runway. ::puts a book on the Brikarian's head:: Now, let's try that again. ::winks::*

Rubber duck truck:

**Ltn\_Ian\_Syvek\_Kail:** ::sighs and steps up -tryin not to trip over his ducky feet::

**CommanderTrellis:** (ROFL!!)

**CaptainTashal:** ::wonders why she got the cute but stupid looking costume::

**Ltn\_Ian\_Syvek\_Kail:** ::ducky tail waddles nearly taking out the Captain when he turns around::

**CaptainTashal:** ::jumps to the side, or tries, stumbles and falls against the wall::

**CommanderTrellis:** (Ha!)

**Ltn\_Ian\_Syvek\_Kail:** ::looks at the couple:: I give you this um...flag to fly above your home, as the free air of your twinned spirits will give flight to all your dreams.

**CommanderTrellis:** ::bursts into laughter and hopes the Captain can get back up::

- *Sideswiped by a rubber duck! ::facepalm:: How embarrassing... ::glares a Josh:: Don't make me use the Carebear stare!*

I pronounce you hus...horse head and... ass:

**FstLt\_Jyran\_Tev:** ::leans in closer and embraces his bride in a passionate kiss::

**Ltn\_Ian\_Syvek\_Kail:** ::sees Tev give his bride a smooch:: Nice. ::waddles away::

**CommanderTrellis:** ::claps for Tev and Greyla::

**CommanderBones:** ::whistles:: Way to go guys, best wedding EVER!!

**CommanderBones:** And here I thought it would be boring, you guys rock!!! What a great idea!

**LtCmdrLobren:** Ya know, only I could pull off a gown like this.

- *Best wishes to the happy couple! ::pops the cork off a bottle of champagne:: By the way, Mister Ed called, he wants his plush toy back. ::winks and distributes the champagne:: To the craziest wedding evah!*

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

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# Data Network

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## Who Said It?

Think you know the five *Star Trek* series Captains well? Believe their personalities are different enough to shine through in things they say? Why not test yourself?

See if you can tell who said which of the following quoted dialogue. - Not so easy, is it?

(Answers can be found at the bottom of the PADD. - Hint: 5 Captain's, 5 quotes each.)

1. "Great men are not peacemakers. Great men are conquerors!"
2. "My father used to say that the road to hell is paved with good intentions. I laid the first stone right there."
3. "You're too beautiful to ignore. Too much woman."
4. "We're Starfleet officers. Weird is part of the job."
5. "There are certain things men must do to remain men."
6. "You may test that assumption... at your convenience."
7. "Whenever a group of people start believing they're better than everyone else, the results are always the same."
8. "So, there I was... drunk... and debating logic versus emotion with a very smug, very sober Vulcan."
9. "Nobody here but us chickens."
10. "Get off my bridge!"
11. "Dismissed. That's a Starfleet expression for 'get out'."
12. "You get on my nerves, and I don't like your hat."
13. "Conquest is easy. Control is not."
14. "I'd be delighted to offer any advice I have on understanding women. When I have some, I'll let you know."
15. "No offense, but my ears are less likely to draw fire than yours."
16. "I promise that I will not rest until I stand with you again; here, in this place where I belong."
17. "There's only one kind of woman... or man, for that matter. You either believe in yourself or you don't."
18. "What we leave behind is not as important as how we've lived."
19. "Last night I walked into an alien jungle, alone, chasing a woman who... couldn't possibly have been there."
20. "I don't like threats, I don't like bullies, and I don't like you!"
21. "Let's make sure history never forgets the name Enterprise."
22. "There's an old saying: Fortune favors the bold. Well, I guess we're about to find out."
23. "Fear exists for one purpose: to be conquered."
24. "Volatile? You have no idea how much I'm restraining myself from knocking you on your ass."
25. "You know the story. Girl meets boy, girl changes boy's subroutines."

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# USF Cookbook

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by First Lieutenant N'Tazzia

## Taz's Wild Rice Pilaf

### INGREDIENTS:

4 bags Uncle Ben's Instant Wild Rice or any wild rice mix serving 12 (if you are using regular wild rice mix cook ahead according to directions)  
1 Extra large yellow onion chopped  
8 oz Sliced fresh mushrooms  
½ bunch Flat leaf parsley stems removed and chopped  
2 Large green onions chopped  
½ can Vegetable stock  
1 tsp Curry Powder  
2 tsp Black Pepper  
2 tsp Onion Powder  
1 tsp Rubbed Sage  
2 tbs Olive Oil  
1 cup Pecans  
1 Juice from fresh lemon

### PREPARATION:

- (1) Prepare instant wild rice as per instructions on the package.
- (2) Sauté onions, parsley and mushrooms in a little olive oil until softened then add ½ cup vegetable stock and let all simmer in heavy cast iron skillet until almost all of the liquid is absorbed.
- (3) Mix into wild rice along with ½ tsp curry powder, 1 tsp black pepper and 1 tsp rubbed sage until evenly mixed.
- (4) Transfer to a serving dish. Clean skillet.
- (5) In the cast iron skillet add 1 tbs olive oil, 1 cup pecans, ½ tsp curry powder, 1 tsp black pepper and pan roast pecans until lightly browned, remove chop pecans coarsely.
- (6) Add 2/3 of mixture to wild rice one hour before serving.
- (7) To complete the dish squeeze the juice of one fresh lemon over the entire dish and mix again. Before serving top with remaining pecan mixture.
- (8) Garnish with flat parsley and green onions.

**Serves** 12. Enjoy!

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## Cheesy Cauliflower/Broccoli Soup

### INGREDIENTS:

1 lb bag Frozen, cut broccoli  
1 lb bag Frozen, cut cauliflower  
1 Large yellow onion diced  
3 cans Swanson Fat Free Chicken Broth (14.5 oz can)  
8 oz Light Velveeta Cheese (cubed)  
Salt and pepper to taste

**PREPARATION:**

- (1) Bring broth, onions, broccoli and cauliflower to a boil in a Dutch oven. Turn heat down and simmer covered for approximately 15-20 minutes until veggies are mushy.
- (2) Using a potato masher, mash veggies to desired consistency and add cubed Velveeta Cheese. Cover and turn heat to low.
- (3) Wait 5 minutes then stir making sure that cheese is well blended. Taste and add salt if desired.
- (4) Ladle into warm bowls and sprinkle sparingly with crushed red pepper flakes if desired.

**Makes** 10 – 8 oz servings.

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**Steak 'n Bacon Cheddar Meatballs**

*(submitted by Captain T'Ashal)*

(This recipe was taken from the November 7, 2011 *PEOPLE* magazine. It was created by Daniel Holzman and Michael Chernow, owners of Manhattan's Meatball Shop, and won a blue ribbon at the New York City Wine & Food Festival.)

**INGREDIENTS:**

2 tbsp. olive oil  
1 medium onion, minced  
8 oz. raw bacon, diced  
2 lbs. ground beef  
6 oz. cheddar cheese, grated  
½ cup bread crumbs  
3 eggs, lightly beaten  
2 tsp. salt

**PREPARATION:**

- (1) Preheat oven to 450°. Brush a 13x9-in. Baking dish with 1 tbsp. of olive oil. Heat remaining 1 tbsp. olive oil in a large skillet over medium heat. Add the onions and bacon and sauté, stirring frequently, until golden brown (about 10 minutes).
- (2) Using a slotted spoon, transfer onions and bacon from the pan to a small plate. Let cool.
- (3) Combine bacon, onions and the rest of the ingredients in a large bowl, and mix by hand until thoroughly incorporated.
- (4) Roll the mixture into 24 golfball-sized meatballs, making sure to pack the meat firmly. Place the balls in the prepared baking dish, and roast until cooked through, 18 to 20 minutes.
- (5) Allow the meatballs to cool for 5 minutes before serving.

**Yields** 24 1½ -in. meatballs.

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

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### **Answers to "Who Said It?":**

Kirk quotes – 3, 5, 9, 13, 17; Picard quotes – 6, 10, 14, 18, 21; Sisko quotes – 2, 8, 12, 16, 22; Janeway quotes – 4, 11, 20, 23, 25; Archer quotes – 1, 7, 15, 19, 24

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