USF PADD

From the Editor

Greetings!

What do Chewbacca, Bugs Bunny, and M'Ress all have in common? No, it's not their lack of wearing shoes. - It's fur!

Since this month's *PADD* is featuring the *USS Aldrin* sim and its crew, and her Captain just happens to be a bi-pedal feline species reminiscent of a Siamese cat, I decided to explore the fur-covered, animalistic side of Star Trek characters a bit. Which means two articles are included that specifically focus on that aspect; one about canon species and a "how to" tutorial for those that would like to draw their own furry character.

On top of that, we also have awesome news again, (Check out the concept rendering of the STO Enterprise-F!), simming tips for those overworked Engineers, and a great story to wrap up the ending of an era. Together with the new ship of the month pick, the fun and furry search picture, sim laughs, and the last part of a visit to German potatoland, this issue is sure to have something for every taste.

It's just 'purrfect' for those late nights when you can't sleep cause you had too much coffee! Yes, yes, I do have experience with that.

Enjoy the read!

Lori

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On the cover: Bokari Kakulen as CMO, by Captain Kakulen; background by Captain Loriarra

Briefings

Memorable Quotes

I could sit around on my butt and wait another fifteen years
before somebody writes anything good, so why shouldn't I be the person
to write that?
– Garrett Wang

"Picard would never have hit me..."
"I'm NOT Picard!"
– Q and Benjamin Sisko, DS9: "Q-Less"

Intelligence Report
by Lieutenant Commander Solik

Join Kirk and Spock for Alternate Reality Adventures

Anxious for the release of the next "alternate reality" movie? Next year, and hopefully before the next movie comes out, video game developer Digital Extremes will be releasing an interim game, where you can play as Kirk or Spock in a co-op action game. You can also have a friend join in, or just allow the A.I. to take over the other character. It looks like they have a lot of ideas flowing to keep players intrigued! I can't wait!

Set phasers to FUN:
• http://trekmovie.com/2011/06/13/e3-impressions-new-star-trek-video-game-looks-amazing/

All Hands to *Battlestations*!

Back in the prime reality, we're still using slot machines! WMS Gaming has been working on, and just released a few weeks ago, their new slot machine-styled game, *Star Trek: Battlestations*. Featuring the crew of TOS, you can amass your fleet with starships and stations, and defend the Federation from Klingon and Romulan attack forces, all while picking up credits and extras to help you. Keep hailing frequencies open at your local arcade!

More information available here:
• http://startrek.com/article/battlestations-goes-live-this-week
• http://www.wms.com/Games/CommunityGaming/Pages/StarTrekBattlestations.aspx

That's Not "The Wrath of Khan"!

This past month, at the Licensing Expo in New York, Paramount advertised the name "*Star Trek*

2" for the next part of J.J. Abrams' re-envisioning. Both Abrams and Roberto Orci agree that this shouldn't be the final name, but until they come up with something, this is the working title. According to the poll on article page below, the majority of readers believe the film should have a subtitle, as opposed to "*Star Trek 2*" or a single word describing the film's premise.

> What do you think?:
> - http://trekmovie.com/2011/06/15/paramount-promotes-star-trek-2-at-licensing-expo-but-just-working-title/

Will the New Beginning Be Another's End?

Anthony Montgomery, *ENT*'s Travis Mayweather, believes that if the cast of *Enterprise* were featured in the 2012 sequel to J.J. Abrams' *Star Trek*, then it could conclude, on a positive note, the disappointing end of the final *Trek* television series.

> Set course for 2012:
> - http://trekmovie.com/2011/06/15/anthony-montgomery-star-trek-enterprise-characters-in-star-trek-sequel-could-bring-closure/

Simon and Saldana

Simon Pegg, "Scotty" of the re-imagined TOS film, talks about the "quantum attraction" of the 2012 sequel and discusses his new book, Nerd Do Well, as well as speculation about the sequel's filming. Zoe Saldana's calendar looks full up around November, so that's when we can expect filming to begin. They're predicting the schedule to work out for a "holiday 2012" release of the next film.

> Clear your calendars!:
> - http://trekmovie.com/2011/06/13/simon-pegg-still-planning-on-star-trek-sequel-shooting-in-fall/
> - http://trekmovie.com/2011/06/16/saldana-in-talks-for-new-film-could-indicate-star-trek-sequel-to-start-in-november/

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

June 11-September 5, 2011 – Sci-Fi Summer, Kennedy Space Center, Merritt Island, FL, USA (details)
July 15-17, 2011 – Official *Star Trek* Con, Boston, Massachusetts, USA
July 29-31, 2011 – Official *Star Trek* Con, Nashville, Tennessee, USA
August 11-14, 2011 – Official *Star Trek* Con, Las Vegas, Nevada, USA
September 2-5, 2011 – Dragon*Con, Atlanta, GA, USA
September 18-25, 2011 – Cruise Trek, "Alaskan Adventure IV" (details – Reserve soon!)
September 30-October 2, 2011 – Official *Star Trek* Con, Chicago, Illinois, USA

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

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Star Trek Online

by Lieutenant Commander Solik

The countdown is on! We're only **DAYS** away from the highly anticipated release of Season 4! This season is supposed to bring out a TON of updates, and the most desirable seems to be the revamped combat system, which will include a new "shooter mode", allowing the player to aim his shots freely without needing a target. More details to come next month!

We've also got updates on the progress of the *Enterprise*-F, brought to us by Dan Stahl, and Jeremy Mattson, the Art Lead for *STO*. They talk about the decision process and the difficulties of creating a three-dimensional model from the art submitted by Adam Ihle.

Stay tuned in for all the latest and greatest from the team at *Star Trek Online*!

The Blind Leading the Feline

While Andorians have been a playable species since release, their white-skinned cousins have yet to make their debut, but we're a little closer with Aenar now available as bridge officers. Caitians have been a playable species for quite some time, but not yet as bridge officers.

Aenar bridge officers are equipped with four unique traits, three of which grant special immunities and enhancements to passive traits. The last trait, *Project Image*, which creates a telepathic duplicate of the Aenar character. The full extent of this ability is unknown, but will likely can fully explained if an when they become a playable species.

Similar to the Aenar officer, Caitians also come with four unique traits, three of which grant enhancements to attacks and dodging ability, and also increases jumping height. The clickable trait, *Pounce*, closes the gap between the player and their target, within range, and deals a physical blow with a chance for knockback.

Before you go running off and spending your Atari Tokens on them, just be aware that buying one bridge officer candidate only grants you ONE from the bridge officer requisitions officer on Earth Spacedock. If you use them to train one of your existing officers, or discharge them, you'll have to buy another candidate from the C-Store.

Personally, I wouldn't invest in this, unless you REALLY want one in your away missions. If you do, you can buy either for 100 Atari Tokens ($1.25 USD).

Through the Peephole

Executive Producer Dan Stahl has given us some insight to their decision regarding *STO*'s "Design the Next *Enterprise*" contest, which concluded earlier this year. In last month's issue, I reported on the winning design by Mr. Adam Ihle. Stahl sheds some light on how difficult it was to choose just one design from all of the stunning submissions. ([Dev Diary, Part 1](#))

Next up, Art Lead Jeremy Mattson discusses the process of turning Ihle's two-dimensional submission into a three-dimensional model, suitable for the game. A few liberties had to be taken, especially with the angles not available in Ihle's artwork, but it's coming along nicely. ([Dev Diary, Part 2](#))
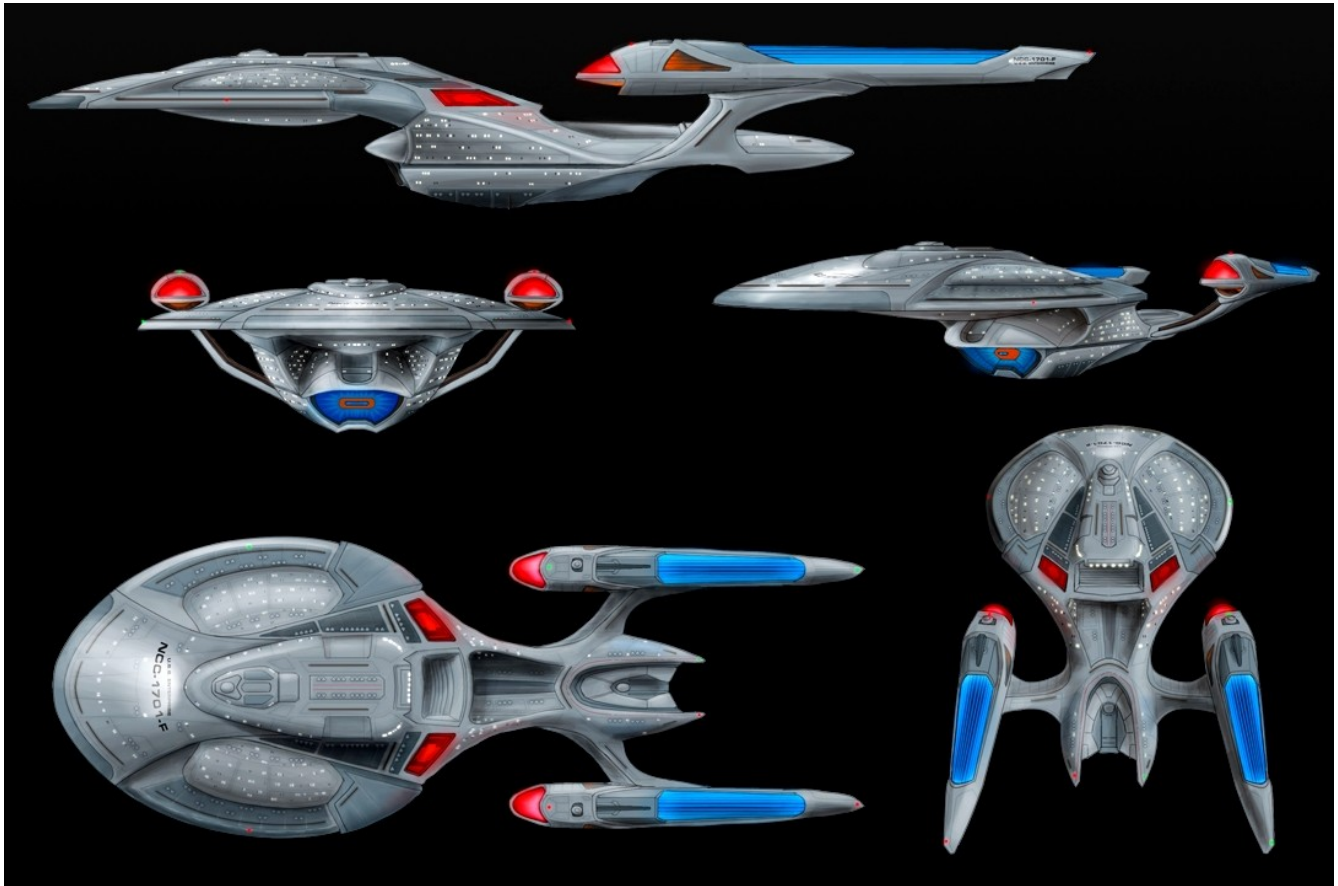
(Concept rendering and art of Star Trek Online's Enterprise-F – Not the final product)

Bring on the Big Guns!

I think this may be one of the most highly anticipated Engineering Reports yet, because the team has released all Season 4 pre-release content to the Tribble Test Server! Head over there and check out the new "shooter mode"! As always, Dan Stahl talks about bugs that are being investigated, as well as their upcoming plans for the game. (More information [here](#).)

Stahl also took some time to answer fifty-two questions submitted by players. A lot of people want to see expansion upon the Klingon side of the game, possibly even wanting equality in content between the Klingons and the Federation. Other topics up in the air are diplomacy, special task force missions, and player and starship customization. (More information [here](#).)

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!

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 1070 ratings)

- *"Rema Donna"*
  - ◦ **Description:** A Romulan mining facility needs help fending off a Gorn attack force! Is this your chance to make peace between the Romulans and the Federation, or will ghosts from the past get in the way? This is a sequel to the Cryptic mission "Divide et Impera" and the Romulan Featured Episode arc.
  - ◦ **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - ◦ **Current Average Rating:** 4.2/5 (out of 567 ratings)

- *"Animations with Helna"*
  - ◦ **Description:** A harmless experiment threatens the safety of a starship, and it's up to your crew to save the day. While being treated to some awesome animations!
  - ◦ **Author**: Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - ◦ **Current Average Rating:** 4.2/5 (out of 78 ratings)

Klingon Missions
- *"Time the Enemy"*
  - ◦ **Description:** On a routine mission to expand the Klingon Empire's influence, how will your crew perform when it stumbles upon a new threat?
  - ◦ **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - ◦ **Current Average Rating:** 3.9/5 (out of 1067 ratings)

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

C-STORE SPOTLIGHT

Tribble of Borg
120 Atari Tokens ($1.50 USD)

　　This cute little... whatchamacallit, is quite handy once you hit Rear Admiral Lower Half 3, when the transwarp conduit to the Gamma Orionis sector block becomes available to you. There's no doubt about it... You will definitely want it equipped!

　　Upon petting Tribble of Borg, you receive a damage resistance buff, slightly increasing your resistance to all forms of damage for sixty minutes. In addition to this, you will gain a damage buff to Borg enemies. Having this little guy with you might be the most important item you carry in Gamma Orionis.

Sciences
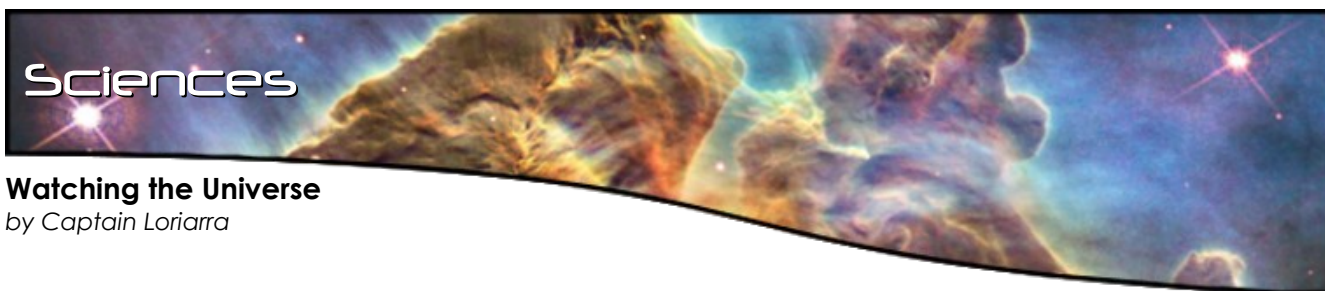
Watching the Universe
by Captain Loriarra

Party Time

While the number 7 billion sounds astronomical, you might be surprised how little space 7 billion people would take up if they wanted to have a world-wide party. Think you would want to accept the invitation if it would come to your mailbox?

Turn on the music and watch this short video:
- http://ngm.nationalgeographic.com/video/player#/?titleID=7-billion-animation&catID=1

Trapping the Evil Twin

You knew that every particle of matter has an evil but elusive twin brother called antimatter, right? I mean, you're a Trekker, correct? Don't say you didn't know that. What you might have not known is that recently a group of scientists have managed to trap this evil twin, for a whole 16 minutes! Yes, yes, not quite a *Star Trek* antimatter pod container yet, but with time, maybe.

Have a blast reading more and watching the accompanying video:
- http://singularityhub.com/2011/06/11/scientists-trap-antimatter-for-more-than-16-minutes-video/

No Small-Fry

Every wondered where *Star Trek* plot writers might have gotten ideas for huge space creatures from? Look no further than the biggest fish in the sea. The whale shark. It weighs tons, gets up to 45 feet long, but doesn't mind the company of divers. And despite its size, it hasn't been all that long since scientists began observing this gentle giant.

Take a dive:
- http://www.smithsonianmag.com/science-nature/Swimming-With-Whale-Sharks.html

Space Weather Forecasting

Why are scientists comparing the year 1859 with 2011? Forecasters are saying that both years are categorized by our sun being on the eve of a below-average solar cycle. "So?" You might say. Seems weak solar cycle might carry one big bang with them... the possibility of the sun unleashing an unusually powerful solar storm. "And the problem?" You might ask.

Read all about it at NASA:
- http://www.nasa.gov/mission_pages/sunearth/news/next-solarstorm.html

Human Laser?

Just imagine shooting light from your fingertips. Like a superhero! You might have to be willing to accept a few proteins from a jellyfish to do so, but that's a small price to pay, right? Think I've lost my mind now? Well, while the superhero shooting part might be a bit far-fetched still, it's true that scientists have combined humans cells with jellyfish proteins to create a biological laser.

Let the green light shine:
- http://www.foxnews.com/scitech/2011/06/13/scientists-make-living-laser-from-human-cell/

Thinking Positive

What does faulty memory and the ability to board an imaginary time machine have to do with our personal outlook in life? Believe it or not, mental time travel is one of the most extraordinary human abilities. We usually take it for granted. But it is the first step to optimism. And faulty memory, or inaccurate memory, seems to point to the possibility that our memory system's core function might be to imagine the future... in a good way.

Find out if we're hardwired for hope:
- http://www.time.com/time/health/article/0,8599,2074067,00.html

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USF Features

all information collected by
Lieutenant Kayshl Durandus, Lieutenant Commander Solik, Cadet Malchi Styles, and First Lieutenant Leyva Torosi

USS Aldrin
Mondays 10:00 pm ET, AOL/AIM Chatroom "Synchronous Orbit"

Sim Universe
In-Character (IC) and In-Universe Information

Ship Specs	
Class	Discovery
Type	Science Vessel
Length	355 meters
Width	135 meters
Beam	64-80 meters (depends on stance)
Cruise Speed	Warp 8
Max Speed	Warp 9.995
Crew Capacity	200 officers/enlisted

Mission

The *USS Aldrin's* mission is to explore the Core. The Core of the Milky Way is full of mystery and excitement for any Science officer, yet fraught with peril and the unknown. Enhanced with dual databases and cutting edge technology, there's no end to what the *Aldrin* will discover!

Starring

Crew:

⚑Commanding Officer - Captain Bokari Kakulen, Felinoid (genetically engineered)
⚑Executive Officer - Commander Cersei Naal, Trill (joined)

⚑Chief Engineering Officer - First Lieutenant Alex Tarkin, Human
⚑Engineering Officer - First Lieutenant Khevok, Klingon/Vulcan
⚑Engineering Officer - Ensign Mark Pardek, Human

⚜Chief Medical Officer   -   Lieutenant Tytian Mallister, Khadidran/Human
⚜Head Nurse   -   Lieutenant Bettany Mainer, Betazoid *(NPC)*

⚜Chief Science Officer   -   Lieutenant Commander Benjamin Sinclair, El-Aurian
⚜Science Officer   -   Ensign Adaia Luenari, Khadidran

Fleet Representative:
⚜Fleet Captain Tia Sloan Ryan-Marshall, Human

Crew Introductions

⚜ Captain Bokari Kakulen:

(seats herself) "Hello. I am Captain Bokari Kakulen of the *USS Aldrin.*"

(glances off-screen, flicking ears with a hint of annoyance) "More? What do you want? I could tell them I was the Chief Medical Officer years before I was a Captain! My mate? I am *not* talking about my Chief of Science. That is no one's business! They want *my history?!* No! They can look up what is available in my file. I am not going to sit here and pour out my soul to strangers."

(snarls softly, ears flat) "No, absolutely not. I am done with this! I have a ship to run. You will have better luck with my crew."
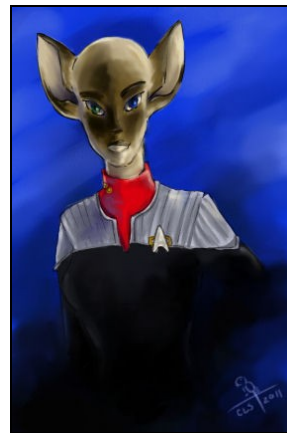
⚜ Commander Cersei Naal:

"Hi! I'm Cersei, fourth host for the Naal symbiont. I'm a singer, jazz singer. My previous hosts were scientists, a pianist and an ambassador. I'm a Commander and the Executive Officer of the *USS Aldrin*.

"Before this assignment I was posted to the Utopia Shipyards. I oversaw the building of the Discovery class starship, specifically, the Aldrin. So, after she was done, I was assigned to her as Operations officer, and was promoted not too long ago. I'm always happy and giggling, which most of the crew finds offensive, or something." *(giggles)*

"Gotta have a positive outlook, or why bother. I'm single, pregnant and have no idea about the father." *(laughs)* "That's a story for another time. Okay, that's it? All right. Bye!"
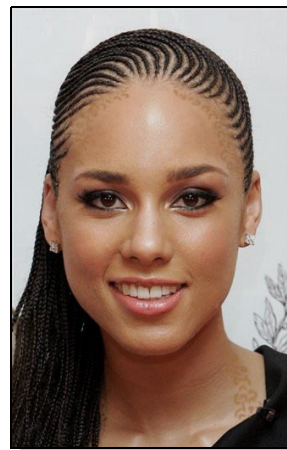
⚜ First Lieutenant Alex Tarkin:

"Huh? Yeah I know the plaque on the door says Chief Engineer... No, he won't mind none, but don't go saying nothin' unnecessarily...

"I'm the Assistant Chief Engineer here on the *Aldrin*, I oversee mosta the day to day stuff. *Aldrin*'s my fifth postin' in Starfleet; spent some time on Everest before here and was workin' with the Corps of Engineers before that. I started on the Hornet and was on the Gorkon after that. What? No, I don't do know nothin' bout Admiral Nechayev's turbolift accident while I was on the *Gorkon*... Don't know nothin' at all..."
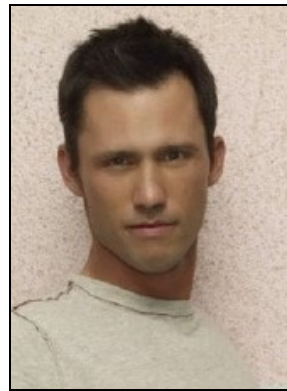
"Before Starfleet I was workin' the cruisers that run 'tween Alpha Centauri and Risa, whoo boy could I tell ya some stories. This one time there was this Deltan and… Oh, not interested in that kinda story huh? Okay, well it might interest ya to know that my sister, Carli, is a pilot in Starfleet's Demonstration Squadron. Followin' in my footsteps a bit.

"My personal life? Well I'm an avid archer, use a long bow, reg'lar Robin Hood with one of 'em. I also enjoy fine food and drink, especially a good drink, if ya know what I mean."

Lieutenant Tytian Mallister:

"Greetings. I'm Lieutenant Tytian Mallister, the Chief Medical Officer on board the *USS Aldrin*. My father was Khadidran, a race of people that live underground. I have a dracon, a smallish lizard-like companion. Her name is Visenya and she's very protective of me.

"Mmm, I enjoy botany and horticulture. I'm always looking for holistic medicines. On the *USS Santa Fe*, I had an entire cargo bay filled to the gills with exotic plant and tree species. Unfortunately, that collection was lost with the *Santa Fe*.

"Uhm, that's me in a nutshell. May the Gods guide you from the Dark."
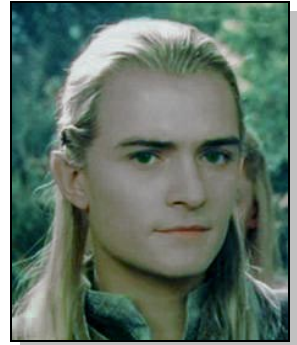
Lieutenant Commander Benjamin Sinclair:

(The Lieutenant Commander enters the small room and seats himself in front of the camera. Looking into the unblinking eye of the lens, he speaks with a soft English accent.)

"Hello, I'm Lieutenant Commander Benjamin Sinclair, Chief Science Officer of the *USS Aldrin*. I've been in this post for the last few years. Before that, I was assigned to Outpost Phoenix." *(he smiles slightly)* "Before that, well, that's another story."

(shifts slightly before continuing) "As to my personal life, it's personal. I'm sure you'll understand. I will say that the Captain and I enjoy a wonderful relationship." *(leans back in the chair, never taking his eye off the camera)*

"Anything else interesting about me?" *(shrugs slightly)* "There's really not much more to tell. If you are *truly* interested, I've been told that my official Starfleet file makes for quite an interesting read, but of course those things never tell the complete story, do they?" *(stands, another slight smile on his face)* "Good day."
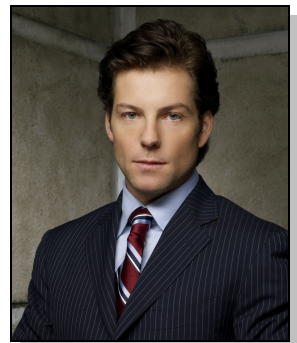
Ensign Adaia Luenari:

"My name is Adaia Luenari, former priestess to the Dark One and Ensign in Science on board the *USS Aldrin*.

"Hmm? No, there are not many of us in Starfleet. There are only a few. That Matron from Outpost Phoenix and our CMO, too. I think there might be several more. With the exception of our CMO, all female. Why, *of course*. Who would want some silly *male* to run things? Ah.....No offense, of course. I am sure your species gender is *far* more capable.

"Hmm? Why am I still an Ensign after all this time? Oh, well that is ... Well. *Surely* you would much rather talk about something else. We can perhaps continue this conversation later? Join me for a drink?"

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

Bokari Kakulen's and Adaia Luenari's Player

interview conducted by Lieutenant Durandus

So I hear you make up your own original species for your characters. What drew you to this method of creating characters?

I enjoy the freedom creating a whole new culture allows me and the challenge presented by keeping that species tightly within the boundaries of believable Star Trek. It makes for a delightful and incredibly fun mix. Granted, not all of my characters are non-canon. I've played many a human. At least one species I borrowed from the brilliant brain of a fellow simmer - she already had established the species within USF and I was lucky enough to be allowed to expand on it.

Is there a specific genre, book, etc. that you draw ideas from when you create your new species?

I decide where I want to go with a character and then I pull from biology and Earth's cultural history to create a believable species.

My USF first character, back when Outpost Phoenix was Outpost Cousteau, was feline. I had chosen for my semester long project in Art Portfolio to create a humanoid species and expand upon its culture, biology, language, etc. The final project ended up being about 50 pages of illustrations from skeleton to muscles to describing ceremonial dress. Somewhere in the middle of that I joined the USF and turned my Faryddan species into a delta quadrant exile. It was a chance to use the vast amount of information I had written down while enjoying a genre I loved writing in. At the time I wanted a species that I could jokingly connect to the history of felines on earth, something that walked both on two and four legs believably and something that made the perfect Security officer.

My second character on my return to USF in early ... 2006? ... was also feline. That's Bokari. I originally wanted a character that had specific abilities that would help her be a doctor or a counselor. I also wanted something different, non-human. I took some time to think about it before I reapplied. Once I'd settled on a feline-like character, I realized I didn't want a repeat of Kitren from back in the 90s. I wanted a new challenge. Bokari was specifically inspired by the breed of cat she looks like. She's feisty, dangerous, and wrapped around a complicated past that makes for fascinating storytelling on quiet nights.

Player OOC Stats

How long have you been with the USF?
Started originally back in 98 with Outpost Cousteau and the USS Eclipse. Left in late 99, only to return in ... 2005, 2006? Been with USF ever since.

What brought you to the USF? Originally a web search. The second time around I just realized I had lots of fond memories from USF.

How long have you been on the Aldrin sim with these characters? I've been on the Aldrin a little over 2 years. This character transferred from Outpost Phoenix, where I had been for 3 years. (Adaia: 1 year on the Aldrin)

How long have you been simming/role-playing altogether? 15 years. Before USF I was a co-owner /board member of a Pern PBeM series. It's still around in a different form, although I haven't played in that sandbox for a while.

What other genres of role-playing do you do?
PBeM, Video game RPG, Card based ... not as much anymore.

What is your favorite:
Star Trek series? Voyager
Star Trek movie? Not sure. Generations? That was a good one. The newest one was pretty spectacular, too.
Star Trek book? *The Captain's Table.* Went to find it on my bookshelf, but I think I lent it out to someone. Foo.

Which comes first: The hand-drawn image of the character or the written description?

The two tend to evolve simultaneously. Drawing helps me to better visualize what is going on in my head and makes room for more ideas. With Kitren the artwork definitely came first, whilst with Bokari the description was complete long before I decided upon a good image. It took me a good two dozen or more rough drafts before I was happy with her face.

What, or shall I say, who is your favorite or most interesting character/species you've created so far?

Favorite character. Hmm. Much as I love Bokari and what I've done with her, my favorite character to date would be First Lieutenant Malia Avatis, Chief of Science on the USS Eclipse. She's a rabid science geek far above pure nerdery to the point of keeping living steaks and sampling any food that comes across her plate simply to satisfy her voracious curiosity. She's worse than a cat. Sometimes her focus is so intense that she loses track of everything else in the name of Science.

Sounds like you're quite the experienced RPG player. Is there any one experience in your 15 years of simming/role-playing that you cherish most?

I can't pinpoint any single moment in time. Every genre has its charms, every RPG from PBeMs to forum based that I've been a part of has left me with friends and memories. I can't fathom where I would be today without having come back to USF. I've made friends of many simmers and met several of them in real life. All of those people have made impacts that I couldn't imagine having never experienced.

A great memory from a forum based sim would be the introduction of my first character there. In the very first thread she got into a fight in a jewelry store and established a lifelong enemy with another character that had us writing fantastically hilarious threads for the year to come. Stuff like that is classic.

What is your fondest memory from your years with the USF?

That'd be a toss-up. Either the first time Malia met her ASCI and discovered someone almost as insanely geeky as she or the log series concerning the bonding between Sinclair and Bokari solidifying their standing as a pair. That was 2 1/2 years ago and those two are stronger today than they were then. Call me a romantic but that's an amazingly wonderful thing.

Is there anything else you would like to add?

I feel the need to shout out to my crew and offer up a heaping big Thank You for their wonderful dedication and incredibly impressive simming skills. We've a small group, but every week they're up to the task. I couldn't do it without you guys!

interview conducted by Lieutenant Commander Solik

It's interesting that you play two characters on the Aldrin, especially in different departments. If I recall correctly, Mallister was first?

Yes, Mallister was first. I created Naal when Captain Kakulen mentioned she needed an XO, and we both knew we'd work well together.

That's always good when the CO and XO are in harmony. There's really no way to run a sim without it.
So, Naal handles both Operations and her duties as XO simultaneously? I imagine, in character, that might prove a bit taxing.

She's a lot like me in the multi-tasking department. We likes to keep busy. That's why we have tied consoles, anyway.

Heh. I bet. So, I understand that Mallister is an original species called Khadidran. Why don't you explain them a little for people who aren't familiar with them?

Sure thing. I'm a big fan of Dungeons and Dragons. So I adapted the Drow elf race into a Trek species. They're dark skinned, white haired, evil-minded, and a matriarchal society at that. My first Khadidran was played on Outpost Phoenix. Captain Kakulen helped me develop some of the intricacies of their culture, and she played one on the Special Operations Group (SOG) sim for a while.

Player OOC Stats
How long have you been with the USF? I've been with the USF (on and off) since October 1996. I started with the USS Halifax and have had characters on many ships throughout the years.
What brought you to the USF? A friend brought me in. Aarek Dakor and I attended the same school. He was captain of the Halifax.
How long have you been on the Aldrin sim with these characters? It's been about a year and a half now ... And then about a year.
How long have you been simming/role-playing altogether? I've been simming since '96. I role-played in the infamous Town Square - Ten Forward Lounge for quite some time. Had a ton of characters there, too.
What other genres of role-playing do you do? I've played Dungeons and Dragons, first edition through fourth. Love third. I've dabbled in other dice-rolling games, but mostly like DnD or World of Darkness.
What is your favorite: **Star Trek series?** The only Star Trek series I really watched was TNG.   **Star Trek movie?** That would have to be the JJ Abrams Star Trek.   **Star Trek game?** I haven't played many ST games ... I have Tactical Command and Assault for the DS (at least, I think that's what it's called).

They are not warp-capable, but were accidentally introduced to Starfleet technology when Starfleet built a science outpost on the surface of their planet. So there are a few forward-minded Khadidrans that have left their home to discover what else is out there.

Interesting. I hope Doctor Mallister isn't too evil-minded when he's taking care of patients.

Mallister is actually half. His father was Khadidran, his mother a Starfleet officer that was assigned to the outpost on Khadidra.

Ah. Therein lies a twist.

For his affair with an off-worlder, Mallister's father was sent to the Deep ... a region in their underground network of caves that takes no prisoners. Tytian was raised on Earth, so he hasn't been truly exposed to his darker side.

I see. So how about Naal? What's her story? Typical Trill who got her symbiont, and went on to join Starfleet?

Quite typical, sure. Once she was joined, she decided to try something different, to further her experiences.

Typical is boring! Ha! ... I'm kidding.
Well, I take it you like simming on the Aldrin, otherwise, why else would you be there?

Yep! I commanded the Aldrin for about a year and a half. I've found that with most sims, once I join, I never really leave.

That's a good philosophy. I'm glad we got to have this chat. You've given me a little insight to the somewhat enigmatic ship.

It's been great talking with you!

Alex Tarkin's Player

interview conducted by First Lieutenant Torosi

Most people choose a character that excels in pretty much everything. Why did you choose to play a character with a somewhat less than stellar history?

To be different. I already had a character that excelled and I wanted to go pretty much the opposite way. Originally, Alex was supposed to be kinda goofy and clumsy. He is still is kinda goofy, but he has gotten more serious as time has passed.

What do you see your character bringing to the simming experience on the Aldrin?

I do not know that I saw myself as bringing anything. Lia Talian's player and myself decided that it was time to move on from Everest and she knew the CO of Aldrin. They also needed players, so off we went.

Fair enough! How much of your own personality do you infuse into your character?
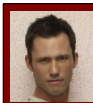
Player OOC Stats
How long have you been with the USF? 8 years
What brought you to the USF? My first character's sim, the Ares, moved from being hosted on AOL to the USF
How long have you been on the Aldrin sim with this character? Two and a half years, roughly.
How long have you been simming/role-playing altogether? Nine years, with some breaks in there for real life responsibilities.
What other genres of role-playing do you do? No others.
What is your favorite: **Star Trek series?** DS9   **Star Trek movie?** Star Trek IV   **Star Trek game?** Don't have one, only played a few and they were mediocre.   **Star Trek book?** Well, the one that sticks with me the most is 'Federation'.

That is a really good question... I am not sure, the mischievous but is in me somewhere but I am not really overly mischievous. You would really need to ask someone else, I guess.

Interesting. What types of story lines do you find the most interesting or challenging when simming and can you give an example of one that you especially liked on the Aldrin?

Well as engineer, I like engineering plots and I find all other plots challenging because there is not much for me to do. My memory is not that great on plots unfortunately, but it is all taken up with much less useful information, so I can only remember a few plots.

That makes sense. If you could sit down and have a chat with anyone connected to any of the Star Trek series, living or dead.....Who would you choose and why?
....I think Leonard Nimoy would be interesting.

Why would you find it interesting to talk with him?

It is hard to put into words, but he is Leonard Nimoy. I read both of his autobiographies, *I Am Not Spock* and *I Am Spock* and really enjoyed them. I am a Spock fan and I have heard him talk at a couple conventions and liked that too.

Okay.... If you could change any one thing about Star Trek – in any of the series or movies, what would it be?

Nemesis, a complete rewrite. A more impressive bad guy rather than a whiny clone and most importantly no dead Data.

Hmmm...I kinda think I am with you on that one, especially no dead Data! Last question. Has Star Trek had any impact on your real life and if so what?

Not really, other than some strange looks, teasing, and what not. I have made some good friends through simming though.

Yeah, I have gotten my share of strange looks in my time. Well that was great, thank you for letting me interview you.

interview conducted by Cadet Styles

What was your inspiration for this particular character?

After playing three other characters, I wanted to play something different this time. Someone who wasn't a rookie, who had some previous experience outside of Starfleet.

Is this the only area where Commander Sinclair differs from your other characters?

He's the only telepath of the bunch, and he's also the only one who isn't human.

Do you have a general interest in the science field, or is this a new specialty as well?

Yes, I've always been interested in science, and he's my first character who has a science position. He's also the only character who's got the background to do well in most of the other positions on a starship.

Have you, personally, had to add anything extra (like doing some extra look-ups) to play this role?

Somewhat. I've been able to do all the general stuff, but there have been occasional times I've had to look up details.

Player OOC Stats
How long have you been with the USF? 9 years
What brought you to the USF? A friend recruited me.
How long have you been on the Aldrin sim with this character? This character transferred from Outpost Phoenix, where I had been for 3 years.
How long have you been simming/role-playing altogether? My friend who got me into the USF got me into Role-playing, so almost 10 years.
What other genres of role-playing do you do? When I was still in college I would do D&D, Star Wars RPG, and a few other d20-based RPGs. Haven't done much of that since.
What is your favorite: **Star Trek series?** That's a tough one. There are great episodes from all the series; do I have to chose? **Star Trek movie?** Tie between Star Trek VI: The Undiscovered Country and the new Star Trek movie by JJ Abrams. **Star Trek game?** Armada and Armada II were pretty dang cool back in the day. **Star Trek book?** Again, too many to choose from, so I don't have a specific answer; the Q series was pretty amusing.

Has this added, at all, to your enjoyment of simming?

Yes, I've had a lot of fun with this character.

I can certainly relate, as I have been really enjoying playing one of my characters which is way different from any I've ever played before.
What would you say are Commander Sinclair's best and worst attributes?

He's quite patient, and very knowledgeable. One bad attribute he has is wanting to sit back and observe rather than taking charge of a situation. He also won't let on just how much he knows about a situation unless it needs to be said.

(chuckles) Yes, I know some people like that. Do you play STO at all?

I did during the release for a couple of weeks. I haven't in a while.

Any particular reason why?

I've played other MMORPGs, and I felt there wasn't enough to do at each level. I burned through all the quests I could find and I didn't have enough experience to level up to the next rank. I had to go through several repeatable quests to get promoted. I'm used to having more than enough quests to complete the rank and move on.

Finally, you've been simming for quite some time. Have you seen a change in the simming environment since you started, and what do you predict for simming's future?

I've seen some differences. There has been some changes, a larger emphasis on making sure that the content of our sims is appropriate for the age level of the simmers. For the most part it's been very similiar to when I started, and it's been me who's changed.

Do you feel it is still going strong?

In some respects. In others, it seems likes it's becoming harder to recruit and keep quality simmers.

Indeed it is. Well, thank you for your time, Commander.

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USS Aldrin - Beginnings
by Captain Loriarra

According to Captain Killian Sylver, who I unfortunately was not able to interview for this section, Admiral Andy Clemens came to her in 1997, while she was XO of the *USS Columbia*, and asked her to create a sim for Monday nights at 11 pm EST. One of the main purposes for this was apparently to appeal to west coast simmers, of which she happened to be one. She recruited the then Lieutenant Commander Quint Kivo as her XO and together they made the *USS* Aldrin. The sim launched in January of 1998.

After realizing I would not be able to get together with Captain Sylver or Commander Kivo to dig a little in the past, several nice people pointed me to some early crew members that might be able to assist me in my quest. One of which was Nakaruru Dire.

I made connections with her and was able to have an enjoyable and enlightening chat with the now Commander about the early days of the *USS Aldrin*.

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So, when did you start simming on the Aldrin?

I thought it was 97. But if Killa said it didn't start till 98.... I'll guestimate around 99.

And what character did you sim on the Aldrin with?

Nakaruru Sakaki, later married to Marcus Dire. The Dire Beginning!

COMMANDER NAKARURU DIRE

Ohh, I see. So, Naka is your original character, hm?

Yes, my first and still favorite.

Do you remember what ship class the Aldrin was back then?

Intrepid, I think. The same kind as Voyager.

Yeah, that would be Intrepid. These days they upgraded a bit, it's now a Discovery, which is an Intrepid variant if I'm correct.
During my brief chat with Isato [*Ed. Naka's son*], he said that Killian got him started in Starfleet Intelligence. Was that the CO's character setup, she was SFI?

Yes, her code name in SFI was Hearts.

Where there a lot of other SFI officers on the ship?

I think Killa was the only one initially, and then she got Kei [*Ed. another name of Isato's*] into it as well, so it was the pair.

Oh, so Naka wasn't SFI from the beginning?

Nope, she wasn't added to those ranks till just before she left the Aldrin.

Heh. Interesting. Isato said something about "exploration" when I asked him this question, but do you recall the premises of the sim, the setting?

Not really. I just remember the people and the amazing feeling of family there.

I was going to ask you about that. What did you like best about the sim?

The whole crew was one unified team. There wasn't any noticeable division between departments. It all just flowed together so well.

It's beautiful when that sort of thing works right.

I love it when a plan comes together! -Hannibal

(chuckles) And what department did you handle?

I survived redshirt Academy. I was Security/Tactical.

Did it bother you that the sim was very late at night?

Nope! Worked out very well for me even being on east coast, cuz of my own schedule.

Ah, cool. I'm trying to think if there was anything else I wanted to know...
Oh, oh yes. What did you think of your host team, Killian and Kivo?

They were fantasmic! There were always so many stories going over the mailstring from both of them and it encouraged everyone else to write, too.

That is a good thing. Lead by example. Any specific plot you might recall that you liked a lot?

Naka-rat-rat! Killa turned Naka into a rat.

Oh my... *(laughs)* **Why?**

Again, horrible memory comes into play here, but Naka got exposed to some chemical that altered her DNA and turned her into a rat. Almost got squished by a merchant in the Bazaar.

Reminds me of Teenage Mutant Ninja Turtles. What was the rats name? I can't remember.

Master Splinter.

Ah yes! Nothing like that, eh? Not sentient?

No no, small and on four legs just like a real rat. Even squeaked instead of spoke.

Oh my...

The paint wars were fun too.

Paint wars?

Killa and Kivo would paint the ship blue and pink.

Uh oh. I know some people that totally dislike pink.

Killa hated pink, so Kivo would paint in pink. And Killa would cover it with blue.

(pondering a pink ship in space) I wonder if the Klingons liked it.

Can be sure we were remembered.

That's for sure. So, it was definitely not all serious. You guys goofed around a lot, too, hm?

Oh yeah. So much fun and jokes going on. Being CSEC was nice too, because I could make up stuff all the time. "Oh, look I found contraband in your quarters!"

(snickers) How long did you stay with that sim?

Eww, time frame. I have no idea how long it was, but I went from Ensign to Lieutenant Commander on that ship alone.

Wow. Ok, that's good. I think we got it all.

Hope all this is of some help. The Aldrin was a great ship and she deserves recognition.

Yeah, it was great. Thanks a bunch, Naka.

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Special Feature

Chew On This
by Captain Loriarra

FUR YOUR PURRUSAL

It is well known that Chewbacca, the beloved co-pilot of Han Solo in the Star Wars series, was inspired by George Lucas' dog. And who doesn't love Chewie?!

There's just something about furry creatures that makes us humans feel all cuddly. At least that's true in connection with the more benevolent kind of furry characters, especially when it comes to children's literature and shows. Just think fairy tales, Looney Toons, or many animated Disney movies.

While in general anthropomorphism - which is the technical term here - refers to the attribution of human characteristics and qualities to non-human and non-living things, I personally refer to the mix of bipedal stature and human speech and behavior with fur-covered animal bodies as "furries".

Now, that reference has earned me some strange looks at time, since the term "furry" has somewhat of a negative connotation for many people. Granted, there exist some very strange people in the furry community, but I would venture to say there exist many strange people all over this world.

Just because someone might say, "what would it be like if my cat could walk like me and talk like me," and they play that out in a character, doesn't mean they are any stranger than someone putting on a super hero suit and playing that out. Or a Star Trek uniform for that matter!

So, since I don't want to say anthropomorphic character, nor furry character or bipedal animal, or anything like that - that's all way too long - I will stick with the word "furry". It's short and simple.

In any case, since the *USS Aldrin*'s CO is obviously not human (yes, I'm very observant), I decided to take a look into Memory Alpha and see what official Star Trek species are furries.

Basically, I found six. (Maybe I overlooked some but that was all I saw.) And interestingly, you'll find that half of them are from the animated series. Think back to those children cartoons!

Why don't you take a look with me.

Antican

Anticans are a carnivorous, canine species with conspicuously more fur on their bodies than on their heads. They like eating their meat alive. Their voices sound somewhat like an electronic pig and they growl almost in the fashion of Chewbacca.

Badar N'D'D

Caitian

Caitians are large, cat-like beings that come in colors ranging from light brown to black. They have tails. Some have manes, some don't. Some wear shoes, some don't. And they speak with a slight purring sound to their voice.
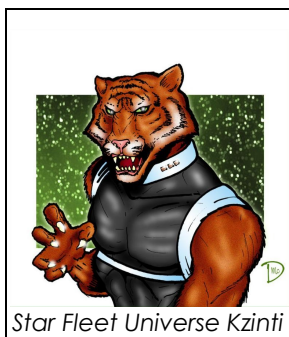

STO Caitian

M'Ress from TAS

Caitian Admiral

Kzinti

Kzinti are a light reddish-brown colored, cat-like species with slightly hunched over stature. Though despite their droopy-looking posture, they are strong and have extremely well reinforced anatomy. Some Kzinti are telepathic, and they speak in sort of nasally, short-clipped way.

Kzinti from TAS

Star Fleet Universe Kzinti

Taurus II anthropoid

These huge, furry creatures were about 10 to 12 feet tall and quite big around, almost like mean, big teddy bears. And they only seem to make strange snorting sounds, but no speech.

Huge Anthropoid

Ursinoid

Ursinoids are bear-like beings with large fangs. I was unable to find any recording of their voice, but they seem to be civilized otherwise.
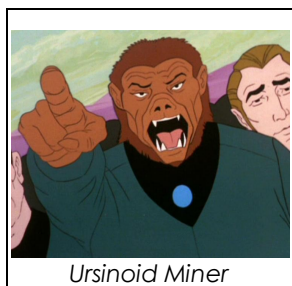
Ursinoid Miner

Male and Female

Vedala

The Vedala are a felinoid species with white fur that has a similar hunched over posture as the Kzinti. And they roar very beastly.

Vedala Female

I'm personally very biased toward the Caitian Admiral from Star Trek IV. I like that look better than the Star Trek Online one. I think it's the hint of the mane. (Always liked men with facial hair.)

The drawing of the Kzinti from Star Fleet Universe is nice, too. It brings out the strength of large cats as well, even it those are humanoid biceps. *(wiggles brow)* It shows a protective quality.

And honestly, who would not want a big furry lug like that around for protection? Think anyone would mess with you without considering the consequences?

I suppose there is a reason why I always wanted a Puma for a pet!

In the end, the question remains: Despite their popularity, why has there never been a furry as one of the main characters in any Star Trek series or movie aside from M'Ress from the Animate Series?

Beats me. - Maybe because of the cost or effort that would go into sticking a person in such a costume every time? Surely Star Trek isn't worried about negative interpretations.

I mean, come one... just think Chewie!! *(makes that well known sound)*

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Simming

Sim-gineering
How to Play an Engineering Officer

by Lieutenant J.G. Knomik Brott

Engineering, like any other department on board a starship, carries its own set of conventions and rules. Decades of television, movies and books paint a pretty clear picture of what to expect. What are these expectations? Can you break them and not be marked an unrealistic Starfleet superhero?

After nearly twenty years of simming as an engineer, even for the Romulans, let me share some of my experiences.

Before we go forward it's important to know the basic role of an Engineer: monitoring and maintaining starship or starbase systems. It sounds simple until you realize just how many pieces of technology make up even simple starships!

One could start each sim working on different section of the ship and take months to return where they began. More often than not an Engineer will find themselves surrounded by an open panel and a set of tools. Before any Engineer begins a task, they get started at the true heart of any starship: Main Engineering (also called ME in sim).

If you are lucky, or unlucky, enough to be the highest ranking Engineering Officer then most of your time will be spent close to the source of the ship's power. In reality this is the most important part of the ship, even before the bridge. **No** power means **no** engines, weapons, shields... any life support!

So when your Captain says, "Get those engines online!" now Engineering is the number one department. Many a great shipboard disaster results in a loss of power, presuming the ship is not blown apart. Remember: Warp core breaches look bad on one's record!

When do you get to leave the confines of the engine room? A lot, as it turns out!

While power can be out all over the ship it also gets cut off from going to specific places. Ah yes, the plasma conduits! Directing power throughout the ship. Like any other part of the ship they will break. When conduits are not severed they need cleaned. (Not a savory task by any means. There's no advanced piece of technology better than elbow grease to get those lines clean.)

You'll find many things to repair from replicators to captain's chairs.

So what have we learned? We can be called to fix or adjust **any**thing in **any** part of the ship. That's good, we like to be mobile. This means we get to talk to nearly anyone since you have to be everywhere.

This leads to a list of things, in no particular order, simmers can do to be better engineers.

1. Know the lingo. The fact you're already simming means there is a good chance all things Star Trek come pretty easy. That being said, Engineering takes another level of knowledge somewhat reserved for the geekiest of Trekkers. Where to go? Watch past episodes for the technical-specific ones. Netflix will have Star Trek soon, so check it out!
- Memory-alpha.org for canon Star Trek knowledge
- Memory-beta.wikia.com for non-canon material such as books.
- Ex-astris-scientia.org for Treknology guides, starship layouts. A lot of eye-candy here.

Now don't go reading until your eyes bleed, but keep these locations a click away if something in-sim arises.

2. If lost, pick up your toolkit. If you find yourself forgetting where the last sim left off, place yourself at some open panel or faulty transporter. Even the bridge needs monitoring from time to time. This lets people know your location and you're the Engineer on duty. Life down in Engineering can get quiet sometimes. If the ship is running well, the Captain may never need your help. An open toolkit is an invite for others passing by to start up a conversation.

3. If the Captain calls, pay attention, respond quickly. The Maytag repairman may be lonely, but he's always by the phone. Reply with an "On my way" or "Right away, sir" when trouble arises. Read and reread their request. If the transporters are down, don't go to the mess to fix the pipes!

4. Give honest estimates for repair. Ask the Captain what kind of damage something has. Generally their plot can hinge on the crew having to work in a less than ideal situation. If a conduit needs replaced, think of having to reroute or cut the power, getting the new section installed, then praying when it's turned back on. Without being too dramatic, make your repair a critical part of the action. Just like the countdown timer on a bomb heats up the drama, so too can a needed repair.

5. Talk to other departments. Pay attention to others in the same boat as you between missions. During off duty hours, visit the Doctor! Chances are Engineers 'forget' their checkups. Maybe there is someone you had your eye on in another department. If your personal skills are anything like your engineering future, down time could have added benefits.

6. No engineer is perfect. Let yourself make mistakes once in a while. If lucky, a niche can be carved out from your mistakes. Perhaps ceiling tiles break away wherever you go, two left feet, or maybe a problem with sandwiches. Whatever your pain will be, choose a good one. If you are lucky, the Captain may grant you a nickname. There's something rank can't buy!

7. To thy own self be true. Once you get your characters personality a little more solid, stay consistent. You don't want to be manic one time and melancholy the next. There are times when the plots will dramatically change character personalities, but mostly keep it the same. If your character goes through some life changing event, don't sweep it under the rug next outing. Think of something from your own life. How would I react? How long would this affect me?

8. Don't sleep with your tools. Give your character a life other than fixing the ship. Give yourself a hobby and give it some time when off duty. I like choosing something I'm doing in real life or something I'd like to be able to do. One Engineer tinkers with a sandwich replicator another is an avid hovercycle pilot that sings. Don't be creepy about what you choose though.

9. Don't let the Captain push you around. If you believe an engineering aspect of a mission is vital or command is dead wrong, let them know! One would rather get yelled at than atomized because you left out that little containment problem. Even though the Captain outranks you and deserves respect, Engineering needs the same in return.

10. It's log, log, log. If you find sim time a little restrictive for character developments, turn to your logs. Flesh out something that happened in your past. Relive your first day on a new ship or at the Academy. Starting out, you can write an Engineer's log describing what was repaired, then attach a personal log at the end. Consider a joint log with another player for an added dynamic. It can be a intense session compared to a sim. Short story writing requires some skills in editing. Consider it a challenge!

11. Finally, have fun, even if it kills you. Watch the conversations of others as the sim progresses. Know the different between what you *can* know and what you *can't*. Engage in small talk before the beam down to a new planet. Let yourself get injured once in a while. Those conduits carry a lot of power. Respect the characters as well as the players behind them. Ask questions in PM's if you don't understand something. And don't stress! It's just a game after all.

(Note from the Editor: Fleet Captain Edin was the last CO of the USS Ares, Steamrunner Class version. When Captain Havraha cha'AAnikh revamped the ship after taking over command, he left open the story of what had happened to Edin's ship. Since Edin had his start in simming on the Steamrunner Ares, the ship meant a lot to him, and he decided to write her final story. He submitted this story to the PADD to share it with all of USF.)

Death of a God
by Fleet Captain Edin

Fleet Captain Edin looked up at the night sky from his quarters at Starbase 718. Though only visible to the naked eye as a point of light, Edin knew the exact location of the *Ares* as she sat battered, beaten, and mangled in drydock. With an unread PADD in-hand, Edin fixed his gaze upon the *Ares* while he contemplated the recent events that brought him here and the impact they would have on the future.

One week ago the Hobus star had gone supernova; destroying Romulus, Remus, and half a dozen other systems, along with the billions of people who inhabited them. Within the hour, Starfleet Command issued a Code One Alert, putting the entire fleet on defensive alert and General Order 13 to evacuate all ships and stations in proximity to the Romulan Star Empire. A day after the destructive wave had been stopped, Starfleet ordered all available ships across the Neutral Zone to render aid and assistance wherever possible.

The *Ares* made several successful runs in and out of Romulan space, evacuating and escorting refugees to safety. Soon enough their string of successes came to an end when the *Ares*, like several other Federation ships, encountered the highly-modified mining vessel *Narada*. The enraged Romulan, Nero, lashed out without warning, intent on revenge against those he blamed for the death of his family.

The *Ares* was able to hold her own for awhile; the ship's experimental covariant tetryon shielding absorbed the destructive power of the *Narada*'s weaponry with relative ease. But time was not on the *Ares*' side and sometimes size really does matter. As the duel wore on, the *Ares*' shields began to wear and fade under the constant assault while her own offensive weapons were having trouble penetrating the maze of protuberances to strike at the *Narada*'s vital systems. Eventually one of the *Narada*'s torpedos penetrated a weak-point in the shields and shredded the port nacelle.

The *Ares* was leaking warp plasma at a dangerous rate. One good shot from the *Narada* could ignite the plasma that would create a chain reaction and destroy the *Ares*. There was nothing left to do but retreat; hard enough to do while under attack, nigh on impossible with only one warp nacelle. The *Ares* faced the *Narada* head-on and every last scrap of power was put into the forward shields. The ship continued to take a heavy beating, meanwhile engineering crews worked rapidly to shut-off the flow of plasma to the port nacelle.

It took twenty minutes to make the necessary repairs. Twenty minutes of constant beating from the *Narada*. Twenty minutes of system failures, exploding consoles, and hull breaches. All but the absolute, most-critical personnel were evacuated from the outer hull, but the casualties climbed anyway. Gravity flickered off for thirty seconds, quantum torpedoes exploded in the tubes, shuttles were sent flying across the bay from their berths, and the structural integrity field was reduced to half-capacity.

Even with the repairs complete, the danger was far from over. The only method of escape left available was nearly as dangerous as staying put; using the remaining warp nacelle to make an

emergency high-speed jump. It is possible to propel a vessel with only one nacelle, but this was for ships designed around a one nacelle propulsion system. Going to warp with only one nacelle in a vessel designed around two would create an imbalanced subspace field around the ship, which would normally relegate the ship to traveling at speeds under Warp 5. The *Ares* couldn't afford to go that slow. The *Narada* could easily catch them and they would be sitting ducks. Higher warp speeds would make the *Ares'* course uncertain and, more importantly, create dangerous vibrations that could shake the ship apart; a danger exasperated by the reduced capacity of the structural integrity field. The odds of survival weren't great.

Still, the odds were better than if they stayed. The *Narada* would certainly destroy them if they did. So, the preparations were made, power was split between the structural integrity field and the shields while warp plasma was built up in the starboard nacelle. A course was set for Starbase 718, the center of operations for the relief effort. With fingers crossed, the jump was made.

The *Narada* gave pursuit, but was unable to overtake the *Ares* and turned back when she crossed the border.

Starbase 718 was within sensor range soon enough, but that was when everything went wrong. Five parsecs out the structural integrity field surrounding the shuttlebay doors failed; every last shuttle, spare component, loose tool, and even personnel were sucked out into the void. The shuttles careened under the saucer section and exploded into the deflector dish. The dish's tenuous connection to the starboard nacelle ripped apart and the *Ares* exploded out of warp and back into normal space.

With no deflector dish, the slightest bit of space debris could rip right through the hull. Within spitting distance of safety there was no choice but to abandon ship. Everyone who had survived that far made it safely to the escape pods and was picked up within fifteen minutes.

For the past week the *Ares* crew had been waiting at Starbase 718 for the Starfleet Corps of Engineers to evaluate the viability of repairing the *Ares* and returning her to service. While they waited some had signed on, temporarily, with other ships to assist in the relief effort. Today the results of the *Ares'* evaluation had come in, the report waiting to be read on the PADD in Edin's hand.

A sense of foreboding weighed heavily on Edin as he read over the report. The report itself was over fifty pages of technical details. Edin skipped over those to the final paragraph: "In conclusion, we at the Starfleet Corps of Engineers find the USS *Ares* to be beyond feasible repair. It is our recommendation that all usable components be cannibalized and the remains scrapped. This recommendation has been approved by Headquarters, Starfleet Logistics. As of the date of this report, the USS *Ares*, NCC-63731 is hereby decommissioned. The ship's crew will be reassigned as needed by Headquarters, Starfleet Personnel."

The God of War was dead.

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Comics & Humor

USF "Ad-lib"
Off-the-Cuff Excerpts from USF Sims

All hail Queen Bones:

CommanderBones: ::being carried high atop the heads of grateful patients and family members out of the facility who are singing her praises with an angry Romulan healer behind her:: You are very kind, but you may put me down now.
sTav: ::runs back out to Nevara and points to the scene:: They are hailing your doctor as a hero and my doctors are threatening to leave!
Nevara: ::glares at s'Tav:: Why can no one keep the big picture in mind here?
Nevara: You go back and tell them to stop acting like children, and start acting like Romulans.
sTav: ::nods again and runs back to talk sense into his healers::
sTav: ::runs back to Nevara:: Nevara, the patients and their families are starting to riot, they demand that your healer stays here with us! Two of my healers have stormed off!
Nevara: ::face palms::

- *it's even hard for a Romulan to resist face palming when presented with this sort of craziness (USS Excelsior sim)*

Presenting... THE ROCK:

FstLt_Lobren: :: shimmers into the hall dressed like John Travolta in Saturday Night Fever::
CommanderBones: (lol)
CaptainTAshal: We really do appreciate the invitation, Galan.
CommanderTrellis: (OMG!)
CaptainTAshal: (LOL)
CaptainTAshal: ::blinks at Lobren dematerializing:: Oh boy...

- *do they even make Travolta suits big enough for Brikarians? ... the Chief Sec putting on the glam for a special dinner on the Excelsior sim*

Boobs on the loose:

CommanderTrellis: ::stops in front of Galan:: Councilman, may I introduce our ships Chief Medical Officer. Stacey Harris.
CommanderBones: ::tries to ascertain why Galen is looking at her with an odd expression, trying to be polite and not look down but....then she realizes that one of her boobs has kind of fallen out of that weird leather dress top:: Oh sorry about that. ::reaches down and tucks it back in::
CaptainTAshal: Galan> ::nods to Trellis and Bones:: Nice to meet you.
CaptainTAshal: (LOL)
CommanderTrellis: ::Eyes widen slightly as he tries to avert attention:: Councilman, we appreciate your hospitality in welcoming us to your home for this wonderful evening.
CommanderBones: Uh, yes, thank you.
CommanderTrellis: ((Wardrobe malfunction happen even in the 24th century, deal with it people! LOL)

- *it's no wonder the Romulans think Feddies are strange! (during a USS Excelsior sim)*

<u>Something old, something new, something borrowed....:</u>

CommanderBones: ::putting on the oversized shirt Dire gave her and taking off the leather bra-top thing which she hands to him:: That's much better, thanks Mr. Dire.
LtCmdrDire: ::leaning back against a tree, left with only his jacket after giving away his shirt to Bones:: Glad to be of service.
CommanderBones: ::looks down at leather skirt thing:: You wouldn't happen to have an extra pair of pants too, would you? ::whispers to Dire::
LtCmdrDire: ::follows her gaze to the skirt and just shakes his head:: Oh no.. I can't help you there, Doc. My boxers clash with my jacket. ::whispering back to her::

- *it seems the good Doctor wears anyone's clothes but her own (USS Excelsior sim)*

<u>Feathered f(r)iend:</u>

Econo-Tauni: @ ::opens a crate, takes out a feathered bird of some kind and pets it. Is instantly filled will the urge to hug it::
IshanaSahei[Capt]: (poor bird!)
Messell_1{Security}: @ Eco use caution, they are fragile.
IshanaSahei[Capt]: AXN> MORE AND MORE ANIMALS ARE RELEASED AND ARE RUNNING ALL OVER THE PLACE.
Econo-Tauni: @ Of course it is, it's a b... ::gets pooped on:: ... bird.... ::lets it go and fly away::
Econo-Tauni: @ ::pauses, standing there, white substance sliding down her armor:: Ugh. ::starts cleaning it with lasers::
Messell_1{Security}: @:: giggles a bit:: Hang on Eco. ::pulls a wipe and cleans Eco off::

- *yes, birds are so cuddly and sweet and... or not, as Eco found out during a USS Ares sim (alternate setting)*

<u>Ratite rodeo:</u>

IshanaSahei[Capt]: AXN> NEVIK'S TREE IS SHAKING VIOLENTLY.
Lotan_Nevik[Med]: :: the branch that Nevik is holding on to cracks...then breaks :: :: falls headfirst ::
IshanaSahei[Capt]: AXN> NEVIK LANDS ON TOP OF SOME BIG OSTRICH LIKE BIRD WHO RUNS OFF WITH HIM.
Lotan_Nevik[Med]: :: Nevik lands backward on the bird, so he sees where he has been rather than where his is going ::
Lotan_Nevik[Med]: "Whoa, whoa!" :: bounces up and down ::
Lotan_Nevik[Med]: :: the bird runs under another tree and knocks Nevik off and he lands headfirst on the ground ::
IshanaSahei[Capt]: (boy, Nevik's gonna have a concussion)

- *seems like the Three Stooges have had their fingers in directing this episode of: "Starship Ares"*

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.

Data Network

Ship of the Month:
U.S.S. Voyager NCC-74656, Intrepid-class

by Lieutenant J.G. Jacob Barlow
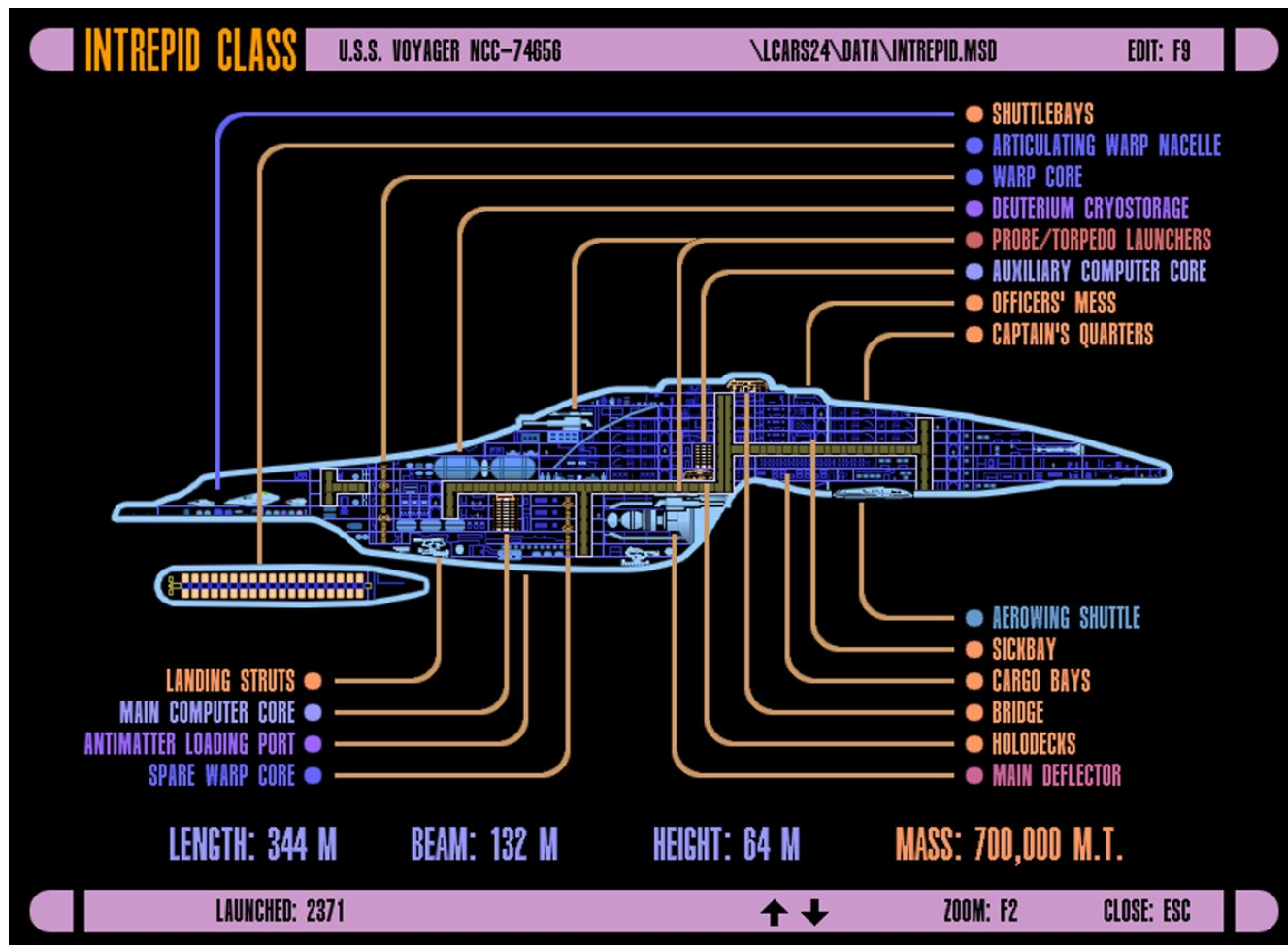
(Image: Cygnus-X1.net LCARS Schematics, illustrated by Bill Morris @2008)

The Facts

The USS *Voyager* is an Intrepid-class starship commissioned in 2371. Though the second ship of its line, it was the first one to test the class 9 warp drive in deep space.

At less than half the size of a Galaxy-class starship, the Intrepid-class was considered "quick and smart." When first commissioned, the Intrepid-class featured many innovations that had becoming available by then, not the least being the tricyclic input manifold of the warp core and variable geometry pylons. The class was also the first to incorporate bio-neural gel packs and was equipped with the Mark 1 Emergency Medical Hologram (or EMH) system.

Development and construction of the Intrepid-class occurred at the Utopia Planitia Fleet Yards with the class entering service by 2370.

Spot the Differences

Starship Bunnyprise

An original art work by Christopher K. Edwards, who is a freelance artist and a life-long Star Trek and RPG fan.
He mentioned that he particularly likes how Spock turned out in this piece.
(Website: 16bithairbrush)

Can you spot the 10 differences?

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

Pictured from left to right: Scotty, Chekov, Bones, Kirk, Uhura, Spock, and Sulu.

(Note from the Editor: I had planned on using this painting as a cover page image for a future PADD issue. However, I had not yet found a good opportunity to do so, until I realized I could include it in this issue in another way, considering that bunnies are furries, too!)

Graphic Tutorial

How to Draw an Anthropomorph
by Commander Joshua Trellis

     Drawing a bio image of your anthropomorphic character isn't all that hard. An anthropomorphic animal character is simply an animal with human personalities and characteristics. Which means, essentially you can just take a human skeleton and put an animal head and paws on it.

     Personally I am partial to felines and since an old character of mine, Captain Felix, formerly of the *USS Independence*, was a feline that is the example I will use.

Step 1

     Sketching out your character. Depending on your style of drawing it may differ, but in general and the way I do it, it's best to get your basic form sketched out first.

     Starting with the head draw a circle and a line or two for eye and nose placement, whichever is helpful for you. Then a few more lines for the body, the spine is always good to know where your center is, then shoulder line, some arms, and then the waist.

     You basically want a stick figure so you have a base to work with so you know the general area of where everything is going to be when you start your details.
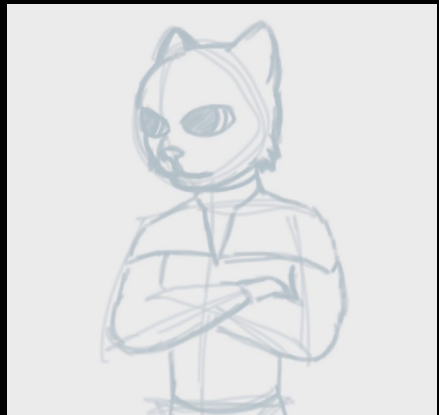
Step 2

     Once you have your wire-frame, add some detail lightly sketched (or if you are using an art program, add a layer to sketch out the details over your wire-frame).

     This is a more defined look over your skeleton before moving on to adding more detail.

Step 3

     Muscle tone, stance, clothing, add whatever look you want for your character to have, some human features with animal qualities for the particular creature you are drawing.

     My character is feline modeled after a domestic house cat. In this case the features are quite lean. If modeled after a large feline, such as a lion or tiger, you would want a more muscular, bulky character.

     Here I've drawn a Starfleet uniform on my character as well as added some eyes, nose, mouth, ears and some hair. It's still rough looking but you want a basic layout before you begin working on the final product.

Step 4

Inking - Once you have a desired look you are ready to begin 'inking' your character. This will be the finished look before you begin adding colors and shading, unless you just want a black and white image.

Inking is more or less tracing over your sketch while adding little details here and there. (Although Banky Edwards might disagree with that description.)

Step 5

Post Inking - Now that you have your finalized look inked, you can begin adding colors if you like. It's best to start with a base coat for certain areas of your character.

Here I've added a gray coat for his body, the head and paws, colored in the eyes and nose, some color for the ears, and the uniform.

With an art program, such as Sketchbook Pro that I am using here, laying out your base coats in layers is best. You can always blend them over one another and erase anything that overlaps where you don't want it to.

Step 6

Blending, shading and adding those final touches. With your base coats established it's time to give your character more depth and more expression.

Nothing gives your character more expression than the eyes in my opinion and to really make them stand out shading and adding details such as a little glare to make them seem real.

The addition of a base coat for the hair along with some black at low opacity blends very nicely. Adding stripes, some shading and details to the uniform, some fur in the ears and some whisker lines helps bring your character to life.

Step 7

Finishing touches. With my character complete I've added a nifty background for him to stand out a bit.

It takes some practice even if you have put pencil to paper but if it's something you enjoy, drawing a character or just drawing in general can be fun.

Gossip & Advice

"Ask Y"

by Commander James Yosay

Dear Subscribers:

After doing this for several months, my heart just isn't in it anymore. The girl I loved and wanted to marry, as well as our daughter, have gone missing, along with the crew she was with on the transport ship back to her home planet and since that time, I just don't feel much like helping out anymore. In fact - I've even been relieved of duty, demoted, and ultimately have resigned from Starfleet so I am no longer qualified to give advice.

I would like to instead, offer up this section for you to take over. If you feel you have meaningful advice to offer to others and the true desire from your heart to help them, please contact the editor.

I would like to thank those of you who trusted me with your sensitive questions for allowing me to read them and, hopefully, make a difference in your life with the answers I provided.

Best of luck,

Mr. James Yosay
Outpost Phoenix

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USF Cookbook

Puh-tay-toh - Puh-tah-toh
- Part 2 -
by Nadja DeChevalier

Few things, aside from beer, are as "sacred" to Germans as their food, and as I already mentioned in the first part of this article, potatoes, or "Kartoffeln", are among the most used food products in every-day German life. Or at least, they used to be when I grew up; nowadays it's probably anything from McDonalds.

Speaking about potatoes, served as a side to perhaps Schnitzel or Bratwurst, one can't help but think potato salad, "Kartoffelsalad". Undoubtedly, just like Germans, Americans have a wide variety of ways on how this delectable dish is prepared. With one big difference that I have observed: Presentation.

No offense to you guys, but Germans seem to be much more picky with that. My grandmother had the saying, "das Auge ißt mit", or 'the eye eats also', speaking about presentation. In the case of potato salad it translates into, "you have to see the potato in the potato salad". Let me explain what I mean.

Years ago, when my parents came to visit us here in the states for the first time, they brought my uncle and aunt with them, too. I remember quite clearly the second day of their stay, when we went to eat at a buffet-style restaurant.

After spending about 15 minutes checking out the buffet, my uncle finally returned to the table with his plate. He wore this enormously sheepish grin on his face as he sat down, and pointed to a heap of yellowish mass on his plate.

"I think it's suppose to be potato salad," he said, chuckling. "At least that's what the sign said. It looks more like mashed potatoes." He picked up his fork and took a bite. "But it tastes like potato salad," he concluded with a bit of honest surprise in his voice.

Yes, Germans are very very particular about what their food looks like. Again, no offense, but potato salad is suppose to have cold, cut-up potatoes in it. Not look like mashed potatoes! It doesn't matter if it tastes the same. Mashed potatoes are called that because they are mashed. Potato salad shouldn't be any more mashed than you'd mash the ingredients for a tossed salad!

Ahem. Anyways... that being said, I freely admit I'm not as picky when making potato salad as my grandmother and mother are. Their goal is to keep the potato slices as whole as possible. I, on the other hand, am just happy if the chunks stay fairly intact. Therefore, I "mix" my potato salad more than I "toss" it. But, although I'm somewhat americanized, I don't ever mash it.

And perhaps you don't either. (I can see some of you nodding your heads in agreement.)

In any case, here is an authentic potato salad recipe that my grandmother uses to this day, with some ingredients you might not normally use for potato salad, or probably not in the same manner.

Kartoffelsalad

INCREDIENTS:
- ➢ 10 medium "Pellkartoffeln", skinned and cooled *(see part 1 of this article)*
- ➢ 5 slices of bacon
- ➢ 1 medium onion, diced

- ➢ 1/2 cup of butter
- ➢ 2 Tblsp. flour
- ➢ 2 cups broth (chicken or beef, whichever you prefer)
- ➢ 1 cup sour cream
- ➢ salt, pepper, parsley flakes
- ➢ mustard
- ➢ 2 hard-boiled eggs

PREPARATION:
(1) Cut "Pellkartoffeln" into thin slices (no more than 1/8 inch thick). Carefully place them into a large bowl.
(2) Fry the bacon in a pan until nice and crispy. Take out and leave on a paper towel to cool. Break into small pieces when cooled. (Germans use something a bit different than bacon for this, but bacon is a viable substitute.)
(3) Sautee the diced onions in the bacon fat on medium heat until they are lightly browned.
(4) Add the butter and let melt completely.
(5) Stir in the flour and mix thoroughly until the mass bubbles slightly.
(6) Pour broth into the pan, stirring rapidly, until the mass thickens into a sauce. Remove from heat and pour into a bowl, stirring constantly until the sauce cools.
(7) When cooled, add sour cream, mustard (yellow if you prefer, but I like Grey Poupon), salt, pepper, and parsley flakes. Mix thoroughly.
(8) Pour the sauce mix over the potatoes, add the bacon bits, and toss the salad carefully in the large bowl until all potatoes are covered with the sauce/bacon mixture.
(9) Chill in refrigerator for an hour. Serve topped with slices of eggs and a few fresh parsley sprouts. (Before serving, pull from fridge for about 20 minutes. It tastes much better when it's not real cold.)

*(**Note:** Although this particular recipe is one of my family's favorite, I much prefer making potato salad with a sauce made from a mayonnaise/sour cream mixture, mustard, pickle relish, chopped raw onions, and cubed eggs. Sometimes I will substitute the pickle relish with fresh chopped parsley.)*

To end our journey into German "Kartoffelland", I want to whet your appetite for two potato dishes that were most typically served in my family on Sundays. As I've explained before we were simple folks. During the weekdays, we usually ate very minimal amounts of meat, aside from cold-cut deli meats on bread.

Saturday was soup day, meaning our main meal was soup or a thick stew, possibly accompanied by some sort of beef or pork sausage, like "Rindswurst" or "Knackwurst", and bread. And the highlight of Saturday was that my grandmother always baked a cake.

No, not some fancy cream cake, or something covered with icing, but a home-made yeast cake on a large sheet with fruits or streusel on top. It was anything but your over-sweetened version of cake that I've come to notice many Americans seem to be so fond of. It was the sort that you could dunk into your coffee.

That cake would last us into Sunday (or beyond), when we usually had the week's most elaborate meal. Some form of meat - Schnitzel, roast, steak, etc. - with more time consuming and delicate side dishes than at any other time during the week.

Two of my favorite Sunday potato dishes stem from a similar base mass of potatoes, and therefore, I grouped them together here at the end. Potato dumplings, called "Kartoffelklöße", and "Kroketten", for which I have no translation. But they are nonetheless delicious.

Despite them being a little more difficult, I hope you will find time to try out both.
Enjoy!

Kartoffelklöße

INCREDIENTS:
- 2 lbs. boiled potatoes
- 1 cup flour
- 2 eggs
- 1 tsp salt
- pinch of nutmeg

PREPARATION:
(1) Mash the boiled potatoes in a large bowl, while still warm. Let cool.
(2) Add flour, eggs, salt, and nutmeg.
(3) Move the potato mass to a flowered work surface and form into a 2 inch thick roll.
(4) Cut the roll into uniform pieces about 2 inches long.
(5) Form each piece into a round dumpling (fancy word for just a little ball). Set them all aside.
(6) Bring 2 quarts of salted water to a boil. Turn down heat to where the water is just seething, but not boiling any more.
(7) Carefully lower the dumplings into the water and let them "cook" for 20 minutes. (Make sure the water will not start boiling again, but remains very very hot. If you boil the dumplings, they will fall to pieces! Yes, this is a recipe for advanced cooks. Didn't I tell you?)
(8) Serve with meat and plenty of brown gravy.

Kroketten

INCREDIENTS:
- 1 3/4 lbs. boiled potatoes
- 1 Tblsp. butter
- 2 eggyolks
- salt, pinch of nutmeg

for the crust:
- 3 Tblsp. flour
- 2 eggs (scrambled)
- 3 Tblsp. breadcrumbs
- vegetable oil

PREPARATION:
(1) Mash the boiled potatoes in a large bowl, while still warm.
(2) Add butter, egg yolk, salt, and nutmeg.
(3) Move the potato mass to a flowered work surface and form into a 1 inch thick roll.
(4) Cut the roll into uniform pieces about 1 1/2 inch long.
(5) Roll each piece carefully in 1) the flour, 2) the egg, and 3) the breadcrumbs.
(6) Set deep fryer to 360° F and fry to a golden brown. (The Kroketten must freely swim. It's also a good idea to pre-fry them once and then finish frying them later, because if the mass inside gets too hot at any time, it will explode and ooze out of its crust. Not what we want! Again, this recipe is for advanced cooks. Approach it with a bit of finesse.)

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

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Answers to "Spot the Differences":