

# USF PADD

Featured Sim  
USS Lexington

Movie Review  
Star Trek II - The Wrath of Khan

Science  
Officer

How to  
make the  
most of  
this post

Plasma  
Sword

Build a light  
saber with  
Star Trek  
technology?



# From the Editor

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Grrr...eetings!

I am appalled!! We didn't even make 50 pages this month! Laziness! Who's to blame? Do I have to bring out the whip? Fire up the torch? Set my phaser on heavy stun? SPEAK!

.....

Ok ok, so I'll stop messing around. I'm not appalled at all. It was actually kind of a nice change of pace. Though, that doesn't mean you can ease up now and think I'm not going to haunt you about contributions any more. I'll be knocking on your door soon enough.

We still have great articles this month! Just shorter ones. Which sort of helps illustrate my point about contributions. They don't have to be massive to be good and fun!

Just take a look at the "Simming" and "Data Network" sections and you'll see what I mean. The benefit of articles that are not too long (one or two pages) is two-fold. First, the contributor doesn't have to sweat over the mass of writing he/she has to do, and second, most readers actually prefer articles that are manageable to read in a few minutes. Not all of us like to devour a 300-page book in one sitting. ... Yeah, you know who I'm talking about.

In any case, this month also features the USS Lexington sim and her crew. Don't miss out on learning a bit more about the players and their characters. The News section is packed full with interesting things again. And there is more to learn on German food.

Unfortunately, Commander Yosay had to hold down the fort for the Gossip and Advice section alone this month, but Captain Severine promised to come back. Yay! Yeah, don't give me those sad puppy eyes because you wanted your gossip. We all *do* need a break at times, you know. I've been thinking about a vacation, too.... uh huh, NOT!

Anyways, thanks to everyone that helped to make this issue happen. You are all awesome! For everyone else... don't let me keep you from reading it.

*Lorí*

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## Wanted: Ads

**Consider advertising for your Sim on 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:** Excelsior Class (front view) - [Star Trek Online](#); background by Captain Loriaarra

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# Briefings



## Memorable Quotes

Well, Chekov was the Russian representative at a time when the Cold War was still very much an influence in world politics. To that extent, the introduction of a nationality considered hostile to our way of life was certainly a step toward developing a sense of multi-nationality, multi-ethnicity, multi-racial make-up that *Star Trek* has always been known for.

– Walter Koenig

"You are saying that the Maquis crew is rigid and inflexible; that they will never adjust to Starfleet rules."  
"No, Mr. Vulcan. I am saying that *you* are rigid and inflexible..."

– Tuvok and Neelix, VOY: "Learning Curve"

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## Intelligence Report

by Lieutenant Commander Solik, and First Lieutenant Leyva Torosi

### Time-Traveling Terrorist Troopers?

Following the assassination of the al-Qaeda leader Osama bin Laden, German news station [N24](#) released a broadcast that the operation was carried out by none other than the Maquis terrorist organization, which became a household name in the Alpha Quadrant in 2370. The faux pas was discovered to be originated by a Google search that displayed a fan-made emblem, featuring "Maquis Special Operations SEALS Team VI", along with a raptor hold a pitchfork and phaser, over a Klingon skull surrounded by Bat'leths. So far, it doesn't seem that any of the news team has been benched by this mix-up, so hopefully they're still delivering top-notch news. (Just not this!)

Did time travel really have a part in this?

- [http://news.cnet.com/8301-17852\\_3-20061024-71.html](http://news.cnet.com/8301-17852_3-20061024-71.html)

### All Hands on Deck!

Popular Japanese toy-making and video game company Bandai has announced that they will be producing and distributing a new deck-building card game (similar to *Magic: The Gathering* and *Pokémon*) based on *Star Trek: The Next Generation* in Summer 2011. Players will captain a starship, and, using what's up their sleeve, form new alliances or conquer civilizations. They claim that no two games will ever be the same!

Check out what's in the cards for this new twist on *Trek*:

- <http://startrek.com/article/bandai-calling-all-star-trek-hands-on-deck>
- <http://www.bandaicg.com/startrek/>

## Father, Actor, Tailor, Spy

Andrew Robinson, known to fans as Elim Garak from *DS9*, sat down with *Star Trek Magazine*, and talked about some of his favorite memories on playing one of the most enigmatic characters in *Star Trek*, as well as his directorial debut dealing with his friends on the cast.

Look beneath the iceberg:

- <http://startrek.com/article/andy-robinson-interview-inside-star-trek-magazine>

## David Carson: From *Trek* Newbie to *Trek* Pro

Fresh from England, director David Carson had a dream to break into television and films in the States. He was lucky enough to find an agent who got him a couple of projects including an episode of a TV show that he'd never heard of.....*Star Trek*! From there he went on to do much more – including directing the well-received “Yesterday's Enterprise”, the *DS9* series opener “Emissary” and the first *TNG* feature film “Generations”.

See how Carson got started with *Trek* and where is now:

- <http://startrek.com/article/david-carson-revisits-his-trek-days-part-1>
- <http://startrek.com/article/david-carson-revisits-his-trek-days-part-2>

## Rod Roddenberry Goes to “*Trek* Class”

Sounding almost too good to be true, Syracuse University offers a course called [Star Trek and the Information Age](#). In honor of “First Contact Day” (the day in 2063 when Cochrane caught the attention of the Vulcans with his first warp flight), Professor Rotolo invited Rod Roddenberry to visit his class via teleconference and share stories of his life growing up as Gene Roddenberry's son. Join the class to see the answers Rod gave and read some of the insightful questions he posed to the students. Check out the article and don't miss the question that Professor Rotolo proposes to the readers!

Redefine First Contact:

- <http://startrek.com/article/rod-roddenberry-makes-first-contact-with-trek-class>

## Is The Future of *Star Trek* Upon Us?

Could it be true, tricorders and holodecks are on the way to becoming reality? It is fairly amazing to hear that the [X-Prize Foundation](#) has paired up with [Qualcomm](#) to offer a ten million dollar prize to the first group or person to develop a mobile device that can diagnose better than or equal to a panel of board-certified physicians. The article describes the real life benefits of such a device and how they expect divergent experts to team to create the device. If you thought THAT was almost unbelievably cool, the article also details Microsoft's application for a patent for a holodeck-like device!

Embrace the future... TODAY:

- <http://trekmovie.com/2011/05/11/medical-tricorder-x-prize-in-development-microsoft-applies-for-holodeck-patent/>
- <http://www.xprize.org/press-release/x-prize-foundation-and-qualcomm-join-forces-develop-competition-enhance-integrated-digital>

## If You Could Go Back...

Robert Duncan McNeill, widely known as Tom Paris from *Voyager*, discusses his dissatisfaction



with how the show was perceived by his superiors. He goes on to talk about how he feels things should have been run, and how he incorporates that philosophy into his current work, *Chuck*, which is now renewed for its fifth and final season on NBC starting in autumn.

See his side of the story:

- <http://trekmovie.com/2011/05/03/exclusive-robert-duncan-mcneill-on-how-he-would-improve-star-trek-voyager-chuck-renewal-chances-more/>

## Not Fading into the Cosmic Background

What happens when you sacrifice yourself and your ship in a fiery blaze of glory? You're reincarnated as an Asgardian of course! Chris Hemsworth, George Kirk of *Star Trek XI*, attained critical acclaim as the titular character in the film adaptation of Marvel Studios' *Thor* comic book series, which was released in theaters this past month, grossing \$66 million in its opening weekend. Also mentioned are Roxann Dawson and Sarah Silverman from *Voyager*; Dawson continuing to stretch her directing muscles, and working again with Silverman on *The Good Wife*.

Read about these former *Trek* stars and more:

- <http://startrek.com/article/star-trek-in-the-news-may-9-2011>

## Boldly Going Where No Art Has Gone Before

After learning that *Star Trek* didn't have any official art program, Anthony Marks of Iron Gut Publishing took it upon himself to obtain that license and collaborated with several people who'd worked on official pieces of *Trek* to bring forth a beautiful collection. With pieces of art such as a map of the Alpha and Beta Quadrants, "Kirk's Heart", "Spock's Brain", and various others, their work is sure to please any collector.

Take your collection to the final frontier:

- <http://startrek.com/article/bringing-star-trek-fine-art-to-collectors-the-masses>
- <http://www.startrekartwork.com/>

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## Event Calendar

(upcoming Star Trek and Star Trek related conventions)

**June 10-12, 2011** – Official Star Trek Con, Vancouver, British Columbia, Canada

**June 15, 2011** – "Quiet Nights: An Evening of Romance", Catalina Jazz Club, Los Angeles, CA, USA  
(soloist performs film scores, including *Star Trek XI* and others)

**June 24-26, 2011** – Official Star Trek Con, Parsippany, New Jersey, USA

**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!)

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by Lieutenant Commander Solik

Lots of releases this month from Cryptic! Hopefully, you got a chance to replay all three Featured Episode arcs this past month, because they had special rewards that have now gone back in the vault. Plenty of news and announcements coming from the Cryptic team, and a few C-store releases, not to mention the illustrious **500-day Veteran Rewards!** It's hard to think that the game has been out for that long already! Also, starting now, I'll be featuring an item from the C-store that hasn't been announced at its release, giving you a chance to look back at previous items you may have missed! Don't forget to purchase Atari Tokens!

Also, another bit of news... Atari announced this past month that it will be selling Cryptic Studios, citing massive net loss of \$8.8 million as of the fiscal year end on March 31. Cryptic alone was responsible for \$7.5 million of that loss. Earlier this year, Cryptic's other revenue-maker, *Champions Online*, became free to play, although with restrictions. (Further info [here.](#)) [Joystiq.com](#) mentions that in regards to Atari's selling off of Cryptic, along with Cryptic's plans on developing an MMORPG based on *Neverwinter*, of the popular RPG *Dungeons and Dragons*, as well as completing *Star Trek Online*'s Season 4, due to release this July. We can only hope that the game doesn't suffer due to this, and that someone else will pick up the studio soon. One suggestion by a reader was NCSoft, popularly known for the *Guild Wars* series, *City of Heroes* (developed by Cryptic) and *Aion*.

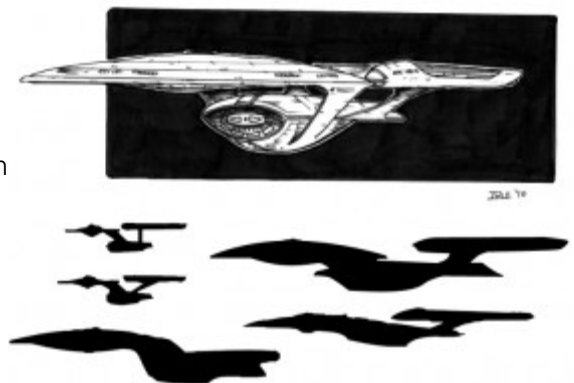
Let's leave matters to those responsible, and get on with the latest and greatest of *Star Trek Online*!

## Archer, Kirk, Harriman, Garrett, Picard... YOU!

It's 30 years after the events of *Star Trek: Nemesis*, and surely by now, the *Enterprise-E* has been decommissioned. Started back in December 2010, Cryptic held a contest for the game's community to design the USS *Enterprise-F*.

The team at Cryptic was looking for originality, adaptability to *Star Trek* history, and creativity. Unfortunately, people don't like to read the rules and many submissions were for such ships like the [Vesta-class](#) and others already seen. I even saw one that someone had submitted the *Enterprise* from the 2009 movie, but totally redrawn to [resemble](#) the original *Constitution-class*. I have to applaud the artist for his or her skill, albeit not following the rules.

And without further ado, presenting the community-selected and CBS-authorized, USS *Enterprise-F*, submitted by Adam Ihle! As the first place winner, Mister Ihle is also awarded an [Alienware M11x laptop](#) with custom *Star Trek Online* paint job, a Collector's Edition of *Star Trek Online* (compared to standard, grants player certain items that would otherwise need to be paid for), a lifetime membership to the game, AND his design added to the game! The first three prizes are estimated at a retail value of \$1,428.99 USD. Congratulations Adam!



I think all four designs that won the top prizes were great, and I think it's too bad only one will be added to the game. To see the top four winners, as well as the runners up, click [here](#).

### **This Uniform Doesn't Exist**

Conducting secret operations that never happened? Cryptic has released the all-black leather uniform of Section 31, for those who take a step around the rules to get the job done. If you're planning on sneaking off to Romulus to assassinate the Senator, you can go in stealthily with this uniform for just 240 Atari Tokens (\$3 USD).



### **Celebrating Commitment**

Starting on May 9<sup>th</sup>, Cryptic released the 500-day Veteran Rewards to players who've had an active subscription for an accumulative... You guessed it, 500 days! Unfortunately, I've only got about 480, so just a few more until I get these fine goodies...

- "Relentless" title to wear above your avatar
- 250 Free Emblems, which can be traded for equipment or converted to "Marks", another form of currency
- 1 Free Ship Slot, for when you want your *Defiant*-class instead of *Intrepid*
- Exclusive "Jupiter" uniform for Federation players
- Exclusive Shoulder Cape for Klingon players



For more information on all of STO's veteran rewards, visit the [Veteran Reward page](#) on their website.



## Fighters Inbound, Captain!

Used mostly by the Maquis as interceptor vessels in the 2370's, the *Peregrine*-class fighter also saw some action by the use of Starfleet in Dominion engagements. Now, it can be yours, along with the *To'Duj* fighter for Klingon characters! Along with all other shuttle-type ships, they are equipped by default with special shields, impulse engines, a deflector dish, dual cannons (phaser for *Peregrine*,



disruptor for *To'Duj*), photon torpedo launcher, as well as special hull strength, all of which scales with the player's level. (Scale adds 1% of power for each level gained.) These fighters also come with the innate ability "Cannon: Rapid Fire I" for a barrage, and the fighter's maneuverability makes

for a good "fight and flight" strategy. You can also equip your fighter with two Tactical consoles and one Engineering console, as well as one Ensign Universal (Tactical, Science or Engineering) bridge officer. (Note: Your bridge officer may be any rank, but only the Ensign level skill will be available in the skill tray.) I recommend a Prefire Chamber and Warhead Yield Chamber for your Tactical consoles, and a Plasma Distribution Manifold for your Engineering console, so you can increase all of your weapons' powers, the cannons of which is drained slightly due to the "Rapid Fire" skill.

Go take on the Cardassians in your *Peregrine*, and it will be déjà vu!

## Assimilate This!



Dan Stahl comes back around with the May edition of "Ask Cryptic". STO's Executive Producer answers many questions related to the planned long-term releases for the game; seemingly most popular regard the new Duty Officer System (expected to release in Season 4), and the next Featured Episode series. Not to mention, everyone wants to know what's going to happen with the Borg! Check it out [here](#)!

In the May Engineering Report, Stahl hands out a full list to the public about their plans for the game. In detail, he explains how the ground combat system has been just about completely revamped, as well as plans for the release of Season 4, scheduled for public release on July 7<sup>th</sup>. Get all the information [here](#)! (Also, read [this](#) for a broad explanation of the Engineering Reports.)



(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 955 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:** 4.3/5 (out of 274 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 797 ratings)

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

## C-STORE SPOTLIGHT



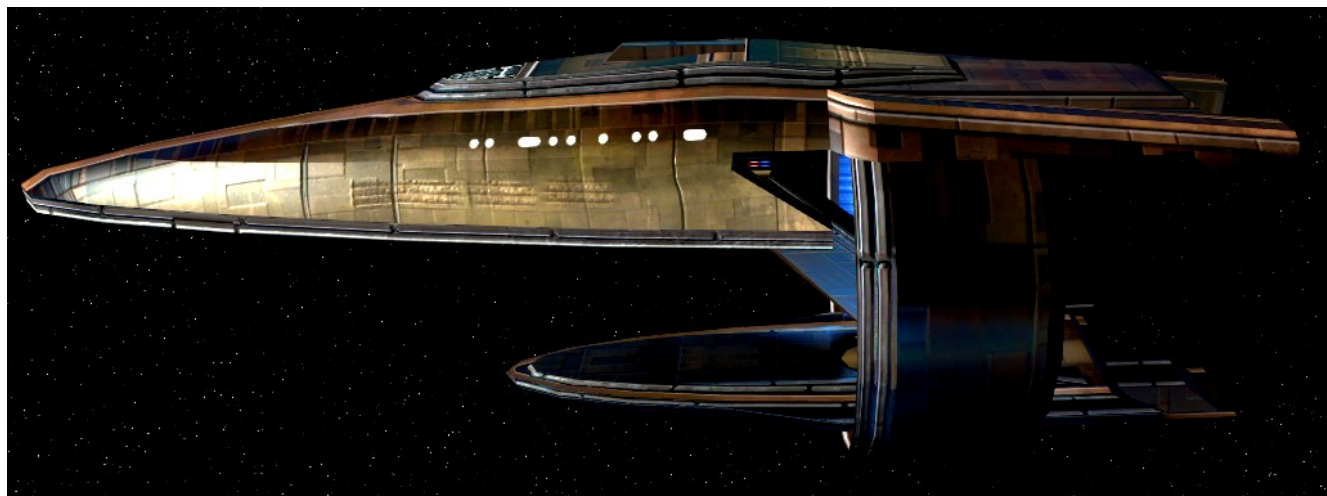
### Vulcan D'Kyr Science Vessel and Vulcan Tal'Kyr Support Craft 1,200 Atari Tokens (\$15 USD)



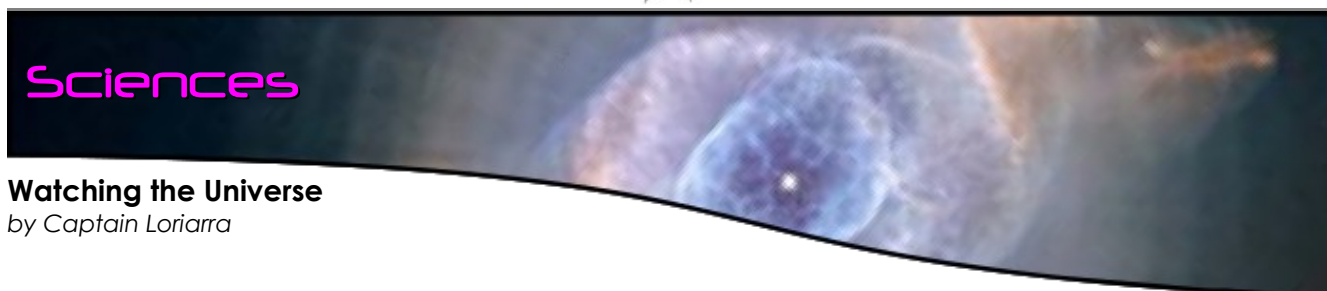
Since the 22<sup>nd</sup> century, the D'Kyr-class has been used by the Vulcans as a combat cruiser, for planetary defense, scientific missions and rescue missions. Available for any character starting at the Rear Admiral, Lower Half rank (also known as level 41), the D'Kyr comes equipped with Plasma beam arrays, as opposed to phasers that every other Federation ship comes with. Although, like every other science vessel, this ship comes with the innate abilities Sensor Analysis, which grants a damage buff as long as you hold target lock on one opponent, and Subsystem Targeting, to specifically target either Shields, Weapons, Engines or Auxiliary power with a chance to disable that system.

The most unique feature boasted by the D'Kyr is its auxiliary vessel, disguised as a part of its hull: the Tal'Kyr Support Craft! An manually-activated skill, "Launch Support Craft" does exactly what it says;

the annular warp drive pivots inward, giving the ship less height from a side view. This gives the *Tal'Kyr* space to disembark. Like the Multi-Vector Assault Mode and Saucer Separation, the *D'Kyr* ceases movement, but is still able to fire weapons, and the *Tal'Kyr* departs with a wisp of depressurized air from the airlock. As a "combat pet", the support craft is equipped with a plasma turret and photon torpedoes, as well as the ability "SIF Transfer", which can target any ally vessel to regenerate hull strength. If by chance the *Tal'Kyr* is destroyed, you can recall it to your ship by clicking the tray button again, and the cooldown timer begins, after which it's perfectly usable once more. Comes in handy against those pesky Borg!



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## Watching the Universe

by Captain Lorianra

### Wherever the Solar Winds will Take Us

*Voyager 1* and *Voyager 2*, now at the edge of our solar system, are poised to explore a turbulent region of space called the heliosheath, which is the outer shell of the bubble of charged particles around our sun. Scientists estimate that the heliosheath is about 3 to 4 billion miles in thickness, which means another 5 year or so of travel for the two spacecrafts. While solar winds have been steadily carrying the *Voyagers* out toward that outer shell, the heliosheath itself is a strange and unpredictable place, and *Voyager 1* has reported solar winds of zero.

No one knows when they will finally pop free of that bubble and take the Golden Record with sounds and photographs of Earth into interstellar place, where they "will become our silent ambassadors to the stars."

Read more about expecting the unexpected:

- [http://www.nasa.gov/mission\\_pages/sunearth/news/voyager-heliosheath-042811.html](http://www.nasa.gov/mission_pages/sunearth/news/voyager-heliosheath-042811.html)



## Otherworldly Endeavor

If you're interested in the latest shuttle launch, the last flight of the *Endeavor*, you surely want to see these images. Or maybe you already have? Seems like hundreds of thousand of people have viewed them on Twitter already. But if you haven't, take a look. Taken from an airplane, the shuttle streaming into the blue sky with a trail of white smoke marking its path, it looks like it was borne from the cloud mass below it.

See a few of the amazing images here:

- <http://www.ctv.ca/CTVNews/SciTech/20110518/shuttle-photos-go-viral-110518/>

## Inner Space

What does outer space and caverns have in common? Exploration! Even in inner spaces you can discover things you've never seen before. This interactive site will show you breathtaking images of those exploring Vietnam's Mammoth Cavern, which boasts sinkholes deeper than the Empire State Building is high and a subterranean forest.

Watch out for dinosaurs:

- <http://ngm.nationalgeographic.com/2011/01/largest-cave/largest-cave-interactive>

## You're Out!

What's worse than being voted off the island? Being ejected from a planetary system! Scientist believe they have discovered evidence of free-floating planets; planets that are not part of a solar system and are floating around in the darkness. Though since planets smaller than Jupiter or Saturn are hard to detect, they can't actually put a number on how many might exist. But could there be millions of these rejects floating around in space?

More about those traipsing alone in the dark, much like some of us:

- <http://www.nasa.gov/topics/universe/features/planet20110518.html>

## Folding Space

You've heard of color by number, right? How about color by structure? You've probably marveled at the beauty of butterflies and their brilliant hues before. A research group at Yale University recently identified a three-dimensional structure, called a gyroid, which illustrates that butterflies don't just get their colors from pigments. A gyroid actually folds space! Yes, sorta like a wormhole.

Take a close-up look:

- Article - [http://blogs.ngm.com/blog\\_central/2011/01/coloring-by-structure.html](http://blogs.ngm.com/blog_central/2011/01/coloring-by-structure.html)
- Gyroid - <http://en.wikipedia.org/wiki/Gyroid>

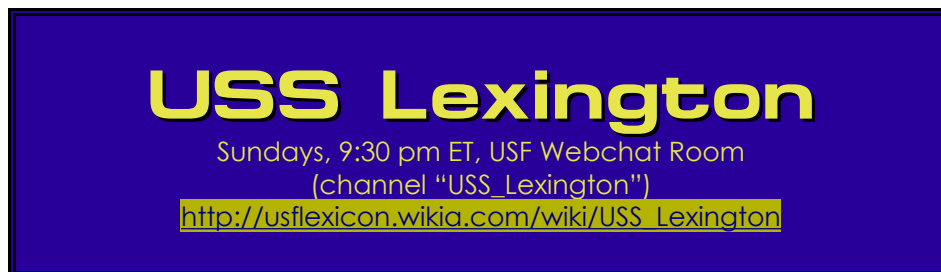
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# USF Features

all information collected by

Lieutenant J.G. Kayshl Durandus, Captain Loriaarra, Lieutenant Commander Solik, and First Lieutenant Leyva Torosi



## Sim Universe

In-Character (IC) and In-Universe Information

Ship Specs	
Class	Excelsior, Refit-III
Type	Explorer
Length	470 meters
Width	185 meters
Beam	90 meters
Cruise Speed	Warp 4-6
Max Speed	Warp 9.99 (for 36 hours)
Crew Capacity	300 (officers and enlisted)



## Mission








The USS Lexington-C is the fourth ship to be given the name Lexington. The ship was formerly the USS Beeblebrox, NX-4242, but was recommissioned as the USS Lexington NCC-14427-C.

The Lexington is designed specifically for Deep Space Missions. It can cruise for over 10 years without a layover at a Starbase installation, though it is recommended to have a layover at least every 2.5 years. With the ability to cruise for two years without fuel replenishment in optimal conditions, the Lexington-C has the ability to go farther "where no man has gone before."

Two things have transpired to change Starfleet's stance on Deep Space Missions: The Dominion War and The Voyager Incident. Both of these chapters in Starfleet history have had their effect on the mission profile of the USS Lexington-C. While Starfleet firmly believes in diplomacy, there are times when a fight is necessary, and for this reason the Lexington, like all heavy cruisers, has been equipped with plenty of fire power.

## Starring

### Crew:

 Commanding Officer	-	Fleet Captain <a href="#">Jonas Brent</a> , Human
 Executive Officer	-	Commander <a href="#">Aziza Tiesha</a> , Human
 Chief Tactical/Security Officer	-	First Lieutenant <a href="#">Charles Lescoe</a> , Human/Trill
 Tactical/Security Officer	-	Lieutenant J.G. <a href="#">Jecklu'ieamier Carmichael</a> , Human/El-Aurian
 Tactical/Security Officer	-	Ensign <a href="#">Tiffany Vail</a> , Betazoid (NPC)
 Chief Engineering Officer	-	Lieutenant <a href="#">Jonathan Graham</a> , Human
 Engineering Officer	-	Lieutenant J.G. <a href="#">Jennifer Dawn</a> , Human
 Chief Medical Officer	-	Lieutenant <a href="#">Cait Trillium</a> , Human
 Chief Science Officer	-	Lieutenant <a href="#">Ra GuZholvi</a> , Efrosian

### Fleet Representative:

 Commodore [Robert Clemens II](#), Human

## Crew Introductions

### Fleet Captain Jonas Brent:

"Greetings. I am Fleet Captain Jonas Nathaniel Brent, Commanding Officer of the USS Lexington. I am a 39 year-old human from Earth, Southern California Region. My parents were separated when I was young, and my brother Caleb and I remained in San Diego with my mother through our high school years while my father, Professor Nathaniel G. Brent, moved to San Francisco to run the Military Science department at the Starfleet Academy.

"I maintained a relatively high GPA through high school while doing not much more than studying and surfing on the beach. I received a letter of acceptance to Starfleet Academy after high school graduation and decided to give it a go, further deciding at some point to make a career in Starfleet.

"I proudly became Ensign Jonas Brent on Star Date (SD) 200005.15 and was posted to the Tactical/Security department aboard USS Roddenberry under Captain Kate T'Lara. I became acting Chief of TAC/Security before leaving Roddenberry, temporarily posted to commando school, graduated from there and was promoted to First Lieutenant followed by permanent transfer to USS Federation on SD 20112.12 as Chief of Security. I maintained that posting through the rank of Lieutenant Commander where I shifted from Security to the Command rating and was finally posted as First Officer of the ship with full Commander rank on SD 20312.15. I assumed command of USS Federation on SD 20602.26 from Commodore Ray Packard. My promotion to Fleet Captain occurred on SD 20706.24 along with receiving orders to assume command of USS Lexington on SD 20707.29.

"My primary interest has always been surfing but Starfleet opened up new interests. I am unrivaled in my knowledge of 20th Century World War II history and weapons of all eras. I am naturally skillful in the use of hand held weapons, and am an expert marksman; skills that were honed during my academy days, which is predominantly why I chose a career in Starfleet Security. My Starfleet training also revealed a natural Navigation and piloting ability which I didn't know I had. My years of Starfleet service has made me an expert in Starfleet operational, command, and diplomatic functions.

"My most prestigious action came on SD 20212.08 when the USS Federation came to the

assistance of the Klingon Battle Cruiser K'Treva which was attacked by an Olthoi Battle Cruiser. During the ensuing battle, I took temporary command of the ship after injury to key command personnel, including the ship's Captain, and expertly outmaneuvered the Olthoi ship allowing the USS Federation to expedite transportation of the wounded personnel of the USS Federation and the Klingon Battle cruiser to StarBase 211.

"Currently, I am leading the USS Lexington on a 2 plus-year mission out toward the rim of the nearest edge of the Milky Way Galaxy to determine the origin of an old earth signal emanating from a region of space known as XM2."

### **Commander Aziza Tiesha:**

"I am Aziza Tiesha. Better known as Ziz to friends and colleagues. My Starfleet career started shortly after my graduation from Med school. My father and I were attacked on the way to my graduation. He was murdered and I was left for dead. A Starfleet officer saved my life. After that I knew that I had a debt to keep. I joined Starfleet. I've worked through to my Commander status.

"I've started on the USS Kemo Sabay. From there to the USS Excelsior and then to my current post on the USS Lexington. Here I had started out as an assistant medical officer, working my way up to Chief Medical officer. Needing a growth with my growing rank, I transferred to OPS. Very different from medical. At times it's hard to let go of that part of me. Who am I kidding I will ALWAYS be the doctor I am. My current position is Executive Officer under Fleet Captain Jonas Brent."

### **First Lieutenant Charles Lescoe:**

"I am Charles Lescoe, currently First Lieutenant on board the USS Lexington and Chief of Security and Tactical operations. Starting back at the beginning, my father is Human and my mother a Trill, both engineers on the USS Ticonderoga. I was born a little after they married in March of 2350 on Earth in the lower east region of Michigan. Afterward, not wanting me to grow up on a starship, my mother and father transferred to work at Earth Spacedock.

"Growing up was normal I guess. I had my brothers who were born after me and we had a good life. My mother and father moved through the ranks and in time my mother got an assignment working on new starship designs. She even helped design the Yellowstone class runabouts. Being the children of engineers, we were taught everything they knew about the field. My brother didn't really like it, but he did learn from them. Later, it turns out he preferred Medical and became a civilian doctor out in San Francisco.

"I for one found Engineering very interesting, and so my mother took special interest in teaching me as much as she could. She even began teaching me to pilot a shuttle, and when I was ten my mother had taught me well enough to fly the Academy advanced pilots' course.

"When I turned 18 my father got a promotion and became the XO of the USS Poseidon. It was then under the encouragement of my mother that I went to Trill to study at a university there and learn about the Trill. It was at this time I started to study weapons and technology and became interested in tactics. It is quite funny that it was because of the Trill that I started to become interested in that sort of thing. You see, I was 18 and full of energy and life but Trill education and ritual are very boring, so I found something I liked and dove headlong into it.

"After two years of a rather, well, boring educational experience I submitted my application for Starfleet Academy. My father wanted me to enter, and at the time I was unsure about what I wanted to do, so I took a blind step and did it. It was this point in my life that things changed completely in a way I did not expect.

"I was on my way back to Earth from Trill. I took a civilian transport to Trading Outpost 451 near the half way point and from there I was to catch a ride to Earth on a Starfleet ship. I think it was the Vilarium. I don't recall because I never took it. Instead, long story short, I ended up saving a Klingon's life from a Naussicaan. Turns out the Klingon I saved was Kuroth, the House master of the House of Kuroth. In return, for "my courage" as he told me, he invited me as a guest to the House and to come



back to Qo'noS with him to learn of the Klingons and the House. I accepted almost immediately and went with them. I know what some of you might be thinking, but yeah, I didn't join Starfleet at that time, and yeah, my father was upset. My mother supported me to an extent, but it was my choice and I had made it. I spent 8 months on their world with them, learning of the Klingons' ways and even learning to fight from the House Overseer, Gorten. Towards the end of my time there, the House of Kuroth entered into a bloody house war with another House. On the way to take me to transport off world, Gorten was attacked and assassinated. I saw Gorten as a friend and mentor, and I refused to let this happen by leaving the planet, so I took it upon myself to sneak into the rival House grounds and personally challenge the House Master to personal combat. At first they were going to deny me and kill me on the spot, but because I was an honorary guest of the House of Kuroth, it made me able to do such a thing under Kuroth's name. Besides, refusing my challenge would have made him look weak, so he took it. Long story short, after a very hard battle, I won, and in doing so, I became the House Master. I then dispelled the House and gave all its holdings over to Kuroth. For this, Kuroth made me a member of his House.

"After that I went back to Earth and taught at what I had learned from the Klingons at the Academy. It wasn't until after the Dominion Wars that I joined Starfleet majoring in Security and Tactical. Then I came straight to the Lexington and here I am now."

#### **Lieutenant J.G. Jecklu'ieamier Carmichael:**

"Hi, I am Lieutenant Junior Grade Jecklu'ieamier Carmichael. I am a tactical officer on board the USS Lexington. I am a twenty-two year-old male, half Human and half El-Aurian. I have four full blooded siblings and fifteen half blooded siblings from my mother.

"Despite the commonly known fact that my mother's planet was destroyed by the Borg, she was not one of those that escaped the Borg. She was on Earth at that time and helped the others settle in on Earth and on other planets.

"My father is an architect but I have always been fascinated by starship designs rather than buildings and bridges. My father had often worked on projects for colonies. I hope to find more colonies for him to build for. I love the thought of exploring.

"I also get inspiration to be in Starfleet from my mother. I have heard stories of the Borg as a child from my mother's friends who were eye witnesses of their attack. For the longest time I didn't want to go to space because I didn't want to encounter the Borg. When I was a teenager I heard of another Borg attack and realized that we would never be safe from them. I joined Starfleet to find colonies and to make sure that they are safe from threats such as the Borg."

#### **Lieutenant Jonathan Graham:**

"I am Lt. Jonathan Archer Graham of the USS Lexington. I have been on this ship for about two years and am loving it. I am currently the chief engineer of the ship, which means a lot of responsibility for me and a lot of stress, but I manage. I have an excellent team under my belt, so I have nothing to worry about. Other than that, I love being on the Lexington and the crew is great to me. I have been in many predicaments where I need my crew to support me and where the ship needs to be in top shape, which I get easily."

#### **Lieutenant J.G. Jennifer Dawn:**

"Hello, I am Lieutenant JG Jennifer Dawn, and I have been with the Lexington for about three years. I am the age of 23 and the assistant to the Chief of Engineering.

"I am also the great great niece of Montgomery Scott, and I keep in contact with my uncle. I have naturally light brown hair, and ocean blue eyes. I enjoy doing crafts in my free time.

"I wear a silver cluster of Heroism for going above and beyond my normal duties on my uniform."

## Lieutenant Ra GuZholvi:

"Greetings, I am Lieutenant Ra Gu'Zholvi, a 32 year-old [Eurosian](#) born on Efros Delta. I have served aboard the USS Lexington since the beginning of her journey to XM2, having embarked at Starbase 10 ... but I was recently assigned the duties of Chief of Science following my promotion to full Lieutenant. I have a younger brother who may one day also join Starfleet.

"I sport a standard Starfleet Science-rating uniform. My species has an extreme sensitivity to light, but while my vision is hampered by normal light, it is enhanced in low lighting, and extremely adept at night -- any Lexington spaces I enter should go to low level, red lighting if possible. The ship's Chief Medical Officer created special adaptive contact lenses for me that help to filter out some of the shipboard lighting and I wear dark glasses while on away missions in bright sunlight. The glasses also add better than-normal-vision in the infrared and ultraviolet spectrum. In bright light, I am disadvantaged without the vision aids and in fact, almost blind, but my unaided night vision is exceptional, better than 20/20.

"I have had two previous assignments following my Starfleet Academy days. I was an Ensign at the Zulu-V Science Center near Delta-Cabrilla for three years, following promotion to Lieutenant Junior Grade and transfer to Efros Delta itself at the orbital science labs shield harmonics and resonance team where I helped conduct and explore solutions to better hull plating and shield enforcement.

"I requested transfer to a ship and was posted to USS Lexington for her highly engaging assignment to XM2. Due to personnel losses and interference from a race of beings who's superior mental abilities were out of control, I was promoted to full Lieutenant and was made Chief of the Science department."

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## Behind the Scenes

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

### Jonas Brent's Player

*interview conducted by Captain Loriaarra*

**As a long-time Commanding Officer in the USF, how important do you believe organization is when running a sim? I know from experience that you are not the "wing it" type Captain.**

Well, some sort of organization is critical. If you're referring to SIM organization as opposed "winging it" where it pertains to unfolding plots, that is. Effectively developing a simmer by providing as much leadership and responsibility opportunities as possible leads to a better First Officer and eventually, a better Captain. Ultimately, that leads to a better SIM.

Following a chain of command, allowing Department Heads to actually lead, mentor, and deal with the people in their departments are part of that. Of course, it helps to have a department with more than one person!

#### Player OOC Stats

**How long have you been with the USF?** 11 years.

**What brought you to the USF?** An original search for "Star Trek Games".

**How long have you been on the Lexington sim with this character?** 3 years, 8 months for Jonas Brent. (Secondary character Ra GuZholvi: 1 year.)

**How long have you been simming/role-playing altogether?** 11 years.

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

**What is your favorite:**

**Star Trek series?** The Original Series

**Star Trek movie?** Star Trek VI: The Undiscovered Country

**Star Trek game?** Starfleet Battles!

**Star Trek book?** Year One

Organization also includes ensuring that duties are as clear cut as possible. We all know how those bridge responsibilities are shared, but we also know that in Star Trek they're all rehearsed. Allowing that in a SIM when you have every position represented on a bridge can make your plot look like a zoo and can breed hate and discontent between simmers as the more aggressive ones eventually wind up somehow responsible for doing everything. I've seen it! To fix it, you have to be able to impose some sort of organization.

**It sounds like you got a lot of experience with organization. I suppose that comes with years of experience. Is grooming new XO's sort of a goal for you with every simmer you have in your sim? Do you think some are more "naturals" at it than others? And what would you suggest to someone wanting to aim for being a host one day?**

Grooming new XO's should be the goal of every host. I don't know about "naturals", maybe there's such a thing as natural leadership qualities, but knowing the mechanics of a Star Trek SIM, USF regulations and ability to lead and organize are important qualities. Knowing Star Trek to a degree is critical. Anyone who doesn't know Star Trek will learn as they go, but in the end, anyone who can't distinguish between Star Trek, Star Wars, or Battlestar Galactica, in my opinion, probably shouldn't be leading a Star Trek SIM. Finally, the ability to gain and maintain the respect of the crew is extremely important in maintaining order and discipline both in and out of character. Those are a few suggestions.

A good host is a good blend of all of that, plus dedication to the SIM and ability to run it. We all understand that this is a game, but hosts, being responsible for the entertainment of other individual simmers, should have their SIM high on the priority list. If "real life" is to continually get in the way of a person hosting a SIM, the person shouldn't be nominated, nor should the person accept the position.

**Since your sim seems to be high on your priority list, does that mean simming is your only pastime? (grins)**

Yes! No ... of course not. If I'm going to accept responsibility for the entertainment of a bunch of other people, I'm not going to fail them. If something must get in the way, I have an XO. I try not to let much get in the way of that one hour per week SIM. And frankly, I enjoy it!

**Well, that's a requisite, you must enjoy it! At least I think so. The enthusiasm of a host that enjoys simming can be infectious and carry over to the crew and make the sim so much better, don't you think so?**

Absolutely! I can only hope I resonate that enthusiasm.

**Now, to get a tad bit more personal. You play two characters on the Lexington, a Human and an Efrosian. While they are very different at first glance as far as species are concerned, do you actually make an effort and play them very differently personality-wise, too?**

The Efrosian Chief Science Officer is a fill-in for a lack of science officers. I play him as a kind of intellectual, logical, fact-sharing and only minimally emotional character that allows me to explain and establish scientific facts without having to insert a bunch of "AXN" formatting during the plot. Lexington actually has a Science Officer tentatively requesting to return next month after being away for about a year. He will eventually assume the role of Chief Science Officer once he makes the promotion to full Lieutenant.

**And Jonas? Is he basically you, just trekkified?**

Funny way to put it, but I guess you could say yes. Jonas is a "Trekkified" me generally. However, I have placed into the character specific "Brentisms" that aren't me at all, both character- and temperament-wise; traits that I would expect in a Commanding Officer as opposed to my real-life status. I've developed them over time from the care-free womanizing, half crazy and half serious Ensign, to a gradual maturing of the character who may still have some fun, but is more refined as a Fleet Captain and Commanding Officer of a Starship.

Jonas' occasional lax attitude reflects being far from Federation Headquarters and is played in a manner to have a direct positive effect on in-character crew morale – an attitude that more often (but not always) conflicts with the "real me" due to my "real-life" duties.

**That's an interesting analysis. So, I take it playing Jonas affords you to be a more relaxed military leader than you usually are. Do you think that has real life psychological benefits for you? Being able to loosen the reins at times, even if it's just in fiction?**

It really doesn't have much to do with a deliberate attempt to offset my real personality. Jonas' personality was determined at the point of his initial creation and was refined over time with promotions, experience, increased responsibility, and current plot circumstances.

I love Star Trek, though, and simming has become a hobby, which in itself provides an outlet.

**I think you echo the sentiments of many USF members there, Captain. Thank you so much for your time.**

## Aziza Tiesha's Player

*interview conducted by First Lieutenant Torosi*

**I read over your Biography and you obviously put a lot of thought into your character's background. Do you draw heavily on that background when playing the character?**

Yes. Ziz has had a rough life. So she is more apt to be serious. But yet at times she still sees hope and can enjoy humour.

**What aspects of playing Ziz the most interesting or fun for you?**

She is one of my longest played characters. Only had one that was longer. I try to keep her interesting. I've changed her a lot over the years. Going from assistant medical to ops to XO. She has grown so much. Like real life that way.

### Player OOC Stats

**How long have you been with the USF?** Since 1997.

**What brought you to the USF?** A friend from another organization asked me to join.

**How long have you been on the Lexington sim with this character?** Since 2005.

**How long have you been simming/role-playing altogether?** 16 years.

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

**What is your favorite:**

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

**Star Trek movie?** Star Trek IV: The Voyage Home

**Star Trek book?** The early books about Romulans... Enemy Mine.

**I always like to ask this question, in real life how much is your personality like Ziz's?**

LOL, its not. I'm actually a smiley and laughy person. The nurses I work with love how I keep



smiling and enjoying my day. I'm rarely serious. Well, if I have to be I can be.

**You mentioned that you had transitioned from being in Medical to being a First Officer. How did you feel about this change and has it affected your play style in any way?**

I wouldn't say it affected my style. I couldn't change that even if I wanted to. :-) But it just made me grow my character. I liked the change. After a long time it gets a little boring playing always the same. So it was a different type of growth I've used with her compared to other characters I have/do play.

**What types of logs do you most enjoy writing and why?**

I don't like straight personal and duty type logs. I rather like story writing. Something to explain more about what is going to happen then what happened in the sim. To me that is more creative.

**I'd have to agree with you on that! :) If it we had access to the wonderful technology they have in Star Trek, which single item or piece of equipment do you think would most benefit humanity in the 21<sup>st</sup> Century? And why?**

Transporters. That is a selfish wish on my part. I'd love it so I can to go see my friends who live so far away. But seriously that is a hard one. Being in the medical field, I'd say the tricorder. Easier to diagnose and faster.

**I can see the draw of both items. One last question for you. Of all the Star Trek stars and recurring guest stars/enemies which did you like the best and which one did you like the least?**

Hmm that is hard one. I'm not really sure. I can't say any really stood out for me either way. I guess if I had to pick one that I didn't care for, I would say Q. LOL he annoyed me.

**I think Q annoyed everyone and enjoyed it! No one stood out as a favorite even from the main cast?**

No, I liked so many of them.

**Wow, I think that makes you somewhat unique among Trek fans! Thank you so much for your time for the interview, it has been a pleasure.**

Thank you.

interview conducted by Lieutenant J.G. Durandus

**So I hear you are a Truck Driver. I would like to think that would make SIM-ing extremely difficult. How does that fair for you? Is it ever tiring, driving all day then trying to keep up with the logging and SIM-ing lifestyle of USF?**

Sometimes SIM-ing can be hard. When I first started the SIM, I actually had just started truck driving, and at that time I would have to go to a truck stop and use the wireless internet on Sundays for our SIM. Now I have an AT&T internet stick, and I can pull over just about anywhere and get on.

Sometimes though, my connection is terrible so I try and have myself on Sundays for our SIM in a place where my connection can be good. Trucking can be very tiring especially when you drive a full 11-hour shift. Logging and SIM-ing with it can be hard, but all that time behind the wheel combined with music I have burned with say Star Trek or Star Wars music allows me to come up with some good stories. While my grammar may not be the best, I can feel pride in the fact that I come up with some good stories.

**Can you give us a reader's digest version of one of those good stories? (sits down with her teddy for story time)**

Tell you what, the easiest way for me to do this is to let you read one of them. Here is the link to the last good story I wrote for our SIM: <http://core.sector001.com/cgi-bin/board.cgi?thread=128&post=1275>. Our SIM ended, and I wrote the story for the 30 minutes between SIMs. It's a good fight between me and a pirate, and in the end Tiffany Vail, my wife's character, is in it too.

**So I see you have a character aboard the USS Lexington. Do I venture to ask if you're one of the over-achieving types with more than one character with USF?**

My character's name is my name, and I based him off myself when I was in the Army. Only I made him more Star Trek-ish. When I started the SIM, my wife was sort of interested at the time, and she helped me create a female character she would SIM as sometimes and help me write logs with. She was based off my wife's personality. The Idea has been sort of a love story between the two. While my wife does not SIM anymore, she does help me with logs and stories for the character. I have taken control of that character in SIM more as a NPC then an actual character now. In fact just last SIM the Captain married them in SIM.

**Well congratulations! Any suggestions for your fellow "USF-ers in love" attempting to drag... I mean introduce... their loved ones into the fantastical world of SIM-ing and USF?**

### Player OOC Stats

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

June will be 3 years.

**What brought you to the USF?** A friend of mine who was in the KIP (Knowledge Is Power) gaming clan, who went by the name of Ice Man, was a member of the USF and directed me to apply and that's how I came to the Sim.

**How long have you been on the Lexington sim with this character?** About 3 years.

**How long have you been simming/role-playing altogether?** I have been online role playing since I was 17 back when the internet was just coming out.

**What other genres of role-playing do you do?** I used to do a lot of online computer gaming such as Star Craft and stuff and then I was part of that Gaming Clan called KIP.

**What is your favorite:**

**Star Trek series?** I was always a big fan of Voyager and DS9, especially the later years of DS9 during the Dominion War.

**Star Trek movie?** Star Trek: Insurrection

**Star Trek game?** Star Trek: Legacy (X-box)

**Star Trek book?** Star Trek: Voyager – Full Circle (It's the newest and last book of Voyager, taking place around 2386 when Voyager and a fleet of other star ships return to the Delta Quadrant with slip stream drive tech to search for any remaining Borg.)

I would suggest that you appeal to the person for a romance between characters the way I did with my wife. Let the other create the character and pick everything about that character, even if they don't want to SIM. During SIM you can have them help decide how the character will act and respond to things. If they are not there, then you could control them during SIM as I do with my wife's character and then just let them help with logs.

**Do you find that your “real life” experience as a US Army Combat Vet helps you develop “in game” experiences and personality development with your security & tactical operations character aboard the USS Lexington?**

To an extent. Being futuristic and Star Trek it can't completely compare. While I maybe a Combat Vet, I'm not the only one in the military on the Lexington. The Captain is in the Coast Guard, and I think his fits more, as Starfleet is more like the navy then anything. But yeah when it comes to security operations I get a lot of ideas from my old military days.

**I see that your military experience isn't the only thing you carry over from “real life” to “in game”. Fortunately (or unfortunately, depending on who you ask), I hear you have many long hours of Star Wars audio books to keep you company and inspire your USF SIM-ing. Why do you feel merging Star Wars and Star Trek is beneficial over the “Pure Trekkie” way of sticking to only the Star Trek genre?**

You are correct. I have a lot of great Star Wars audio books. First, I love them because they give me ideas on how to turn my ideas into stories. Like how to describe actions and everything better. Second, it's like a movie for a truck driver. (LOL) Some people don't like it as you said, and I have to try and keep it more Star Trek then Star Wars. But, Star Wars is still futuristic by our standards so the technology I see could be adapted. I don't add the stuff like "The Force." Mostly the only thing I have intertwined is the Light Saber. Only being Star Trek I call it a Plasma Sword, which is basically what it is anyways.

**So you say your gaming name was “DarkGhost”. If it's also your trucker CB handle AND your call sign in the Army, which has the honor of being first? I'd like to speak for the nerds at the table and hope it was your gaming name. (winks)**

Actually it started off as my gaming name. I have always been a nerd at heart. I have been playing video games since the first Super Mario, but more intermittently when Star Craft came out. It sort of just carried over to all. But, after gaming it would have been the Army. I have only been driving a truck for two and a half years now.

## Jecklu'ieamier Carmichael's Player

interview conducted by Lieutenant Commander Solik

**So, we don't have a lot of El-Aurian characters in USF. Was there anything in particular about them that drew you to play one?**

Well, when I was thinking about creating a character and looking at some of the other biographies I noticed there were a lot of Humans or Vulcans or Klingons or Borg.

I liked the El-Aurian exposure given to us in Star Trek Generations, but something really stuck with me about Guinan on *The Next Generation*. She was on Earth in the 1800's in a two part episode series and I kind of wanted to expand on that.

So I went further into that aspect with the creation of Carmichael and his family's Background.

### Player OOC Stats

**How long have you been with the USF?** Three months.

**What brought you to the USF?** Friends (Fleet Captain Brent).

**How long have you been on the Lexington sim with this character?** Three months.

**How long have you been simming/role-playing altogether?** Simming, three months.

**What other genres of role-playing do you do?** Facebook games.

**What is your favorite:**

**Star Trek series?** The Next Generation

**Star Trek movie?** First Contact

**Very nice. I've done that myself, taking a species not widely known and expanding on it. It's quite fun. How about your position at Tactical? Just that, no Security? I know most sims combine them.**

I was going to ask you where it says that I'm Tactical, because I'm actually Security. But I think I said I was Tactical in my email to you.

**Right. So, on that note... Just Security?**

The Lexington is similar in that the departments are combined, as far as the Department Head goes. The Department Head is both, but the officers in the department have an assignment, either Tactical or Security.

**Interesting. That's an approach to the job I haven't seen.**

Although, there have been a few sims lately where I have been at the Tactical Station on the Bridge handling weapons during a fight. Which was cool.

So even though I am Security, and have been on away team missions as Security, I have been at Tactical as well, which is probably why I mentioned Tactical in the email, instead of Security.

**I see. Is that just expected? From your superiors, that you'd jump in.**

I was assigned to Tactical at the start of the sim.

**Ok, now I see why most sims keep the departments merged... So, how do you like simming on the Lexington?**

I like it. It is fun. The week after I joined we did a Mirror Universe story. So I got to play myself, but only a Lieutenant instead of Ensign and I was the Department Head. Then a couple weeks after going back to Ensign I was promoted to my current rank.

**Oh yes, playing someone else, especially at a higher rank, is always fun. So, you mentioned**



**liking Guinan earlier. Would you consider her to be your favorite character from Star Trek, or do you have any others?**

No. Well, the El-Aurian aspect interests me, but Guinan herself no. I like Tuvok and Worf. The Security and Tactical guys. Well... not that Guinan does not interest me, just that she herself wasn't the inspiration.

**Understandable, though sometimes we find inspiration where we don't expect it. Well, I thank you for your time.**

## Jonathan Graham's Player

*interview conducted by First Lieutenant Torosi*

**How did you come up with the idea for your character and what makes him special to you?**

I came up with this character as my second character in the USF. I was really interested in the idea of simming when I signed up, so I ended up signing up for this sim. The motivation behind this character is that I love engineering and I have always wanted to be in engineering. My other sims, I'm all engineering.

I really just wanted to sim more and more because I've got such a passion for it.

**That's neat. Do you have an interest in Engineering in RL too?**

No, actually, my interest in RL is teaching math and history, so there's an engineering aspect to that! But actually, I just really liked the idea of being a "miracle worker" and the fact that engineering seemed to be the most exciting role, except for command positions.

**I can see the draw. Do you feel that Jon reflects your own personality? Tell us how or why you don't think so.**

In some ways, yes, and in some ways, no. Yes because I'm a very serious person, and in sim, Graham is very serious about his job, but is still fun at the same time. No because I keep one motto in my sim world -- The sim is not RL, so Jon is not me and is a fantasy, mostly. I don't believe he's real to the extent I'll be seeing him down the hallway anytime soon.

**Now, if you did I'd be worried! Has Star Trek affected the way you view the real world?**

Not particularly, no. It makes me think that maybe, just maybe, that fantasy that Gene Roddenberry created might come true, but not in my lifetime. I talk about it a lot, but mostly with my friends. There really isn't any specific affect on my life other than it being a hobby of mine.

### Player OOC Stats

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

Since ninth grade, so about 3 years.

**What brought you to the USF?** Google search.

**How long have you been on the Lexington sim with this character?** 2 years.

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

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

Just Star Trek.

**What is your favorite:**

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

**Star Trek movie?** Star Trek: The Wrath of Khan and Star Trek 2009

**Star Trek game?** Star Trek: Bridge Commander, Star Trek Online, Star Trek: Legacy

### Which Star Trek star would it mean the most to you personally to meet?

Now that's a tough one... But probably Kate Mulgrew. She was the first woman captain in a Star Trek canon series and was a tough captain at that. Very determined indeed, and I liked her for that.

### Janeway was given one of the toughest jobs out there! Who is your favorite ST villain and why?

The Borg. They are so... I don't know how to put it exactly. They just are determined to be perfect, but are oblivious that they will never be perfect. I'm baffled by them. Their collective mind is what makes them imperfect, and they don't realize that. I like them because they were really developed in Voyager, my favorite series of all time, and they're just so mysterious. I really want to know how they were created, or who created them.

### If you could be in any one episode of any of the ST series which one would it be and why?

Oh god... that's a hard one, I don't remember many of them by name but actually Voyager Endgame, both parts because it's an epic plot with Voyager, Janeway, and the Borg. Voyager gets its armor, the Borg are harmed greatly --they're so cool! -- and I want to be a part of that.

**Great answer! Thank you for your time!**

## Jennifer Dawn's Player

*interview conducted by Captain Lorianra*

**I know that you play several characters in different USF sims and have had experience with many different positions. I have to admit myself that I'm not the most technically savvy person and techno-babble doesn't come easy to me, which I feel is needed more with an Engineering post than any other and therefore a daunting post to play. How do you handle those technical aspects of playing an Engineer?**

Not really. I am not very technical with my repairs.

**So, what do you do when someone tells you the warp core is about to breach, or some other disaster is about to happen?**

I head to the problem and do my best to fix the problem.

**I see. Without describing details, I take it. Hm... What if the Captain asks for input on a technical matter that Engineering takes care of?**

I would look to my superior to help me understand technical orders.

**Ah. So, you're saying that you don't need to know everything to portray an officer in a specific**

### Player OOC Stats

**How long have you been with the USF?**  
Almost 5 years.

**What brought you to the USF?** A friend.

**How long have you been on the Lexington sim with this character?** Almost 3 years.

**How long have you been simming/role-playing altogether?** About 10 years.

**What other genres of role-playing do you do?**  
BRPG, Beyond Role Playing Group; some chatroom games.

**What is your favorite:**  
**Star Trek series?** Deep Space 9  
**Star Trek movie?** Star Trek: Nemesis

**position, since you always have others than can help out.**

Not necessarily. I have ADHD and with that I get overwhelmed sometimes when I don't understand things.

**I can understand that. I think there are quite a few people simming that have similar issues. Which means it is good that you have someone to fall back on.**

**Would you say you have had mentors in the USF that taught you more about simming?**

Yes, I have had many mentors to help me.

**Do you feel that's important when one is a new simmer?**

Yes it is.

**Have you had a chance to pass on the knowledge you've gained to mentor others?**

Not yet, but I won't stop learning. I hope to one day pass on what I have learned.

**That's a great attitude. My final questions: Would you recommend the USS Lexington sim?**

I would definitely recommend this ship, because the officers who man this vessel will help if asked to.

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**Looking for Dog Lovers to Help out at the Vegas Convention**

**Fellow simmer needs help.**  
**We own the StarFleet Poodles and are looking for poodle wranglers for the con.**

Requirements:

- You can work for us for one day.
- You must like to have your picture taken (we get that a lot!)

Assignment:

- You will be handed the keys (leash) for one poodle. It will be your job to potty and water that one child.
- We will have snacks for them. (Data, Tasha and Will Riker are good dogs.)

Perks:

- We will provide lunch for you!
- You will get to meet the kids' friends!
- Working for us will be fun!

**For details, email: [starfleetpoodles@aol.com](mailto:starfleetpoodles@aol.com)**

# USS Lexington - Beginnings

by Captain Loriaarra

Much can be said about the USS Lexington sim, but the first thing that might come to the mind of many old-time USFers is the fact that this sim had been created to target quite a different audience. And no, it had nothing to do with the story setting.

Always looking ahead, Admiral Andy Clements, who was the sim's creator, realized that USF might be overlooking potential simmers by simply sticking to the AOL chatrooms. The solution? Make the sim easier accessible for those that did not have AOL.

Did his prudent decision prove fruitful? Read on as we discover what made the Lexington "tick" back then and how well it was received.

=====

**It's good to see you again, Admiral Clements. How is that 'starting a family' business coming along? .... Kidding. (winks)**

**Today's topic is the USS Lexington. More precisely, we are talking about its early days, its creation. As I understand it, you created the Lexington sim as the first sim using the Internet Relay Chat (IRC) protocol in the USF. What particular reason did you have to venture into the IRC medium with simming?**

Based upon the information I was getting from AOL at the time, I knew had to diversify beyond AOL in order to survive long term. The Internet was the future and AOL was on the decline.

**Now, for the less technically savvy ones of us, what exactly did the IRC protocol provide that AOL didn't?**

There really wasn't much difference in terms of the format of sim with the exception that you didn't need to have AOL to participate.

**Which is pretty much the same reason why USF has the new webchat room these days. It allows simmers to come online and play without the use of AOL/AIM chat programs. Very good. So, did that generate a good response? New recruits? How well did the Lexington sim take off?**

The Lexington was a pretty well attended sim. We averaged about 12 to 15 people every week. At the time we had folks who left AOL or found us through [sector001.com](http://sector001.com) and it gave them the ability to participate.

**Ah yes, I recall my oldest son found the USF via a websearch and was so happy to be able to play on the Lexington because he did not have AOL. But that was in 2003 under the lead of Captain Robb Clemens, I believe. The Lexington had been around for a while by then. When exactly was this sim created? Do you recall?**

I don't recall the exact date, but it was near the end of my tenure with USF. I'm thinking 1999.

**I think that year is corroborated by the information from your December 1999 PADD interview. I had hoped you would know the month, too, but that's alright. Not everyone keeps written records of such things, or has an impeccable memory. (grins)**

It was summer of 1999 I believe if you want me to be more specific. I'm sure I have documentation on an old hard drive somewhere.

**Only if you want to actually dig into that. Perhaps later...**

**Was there anything aside from the chatroom medium that was different about the Lexington? Any special setting or concept?**

There was nothing special about the Lexington except it was an under powered older ship. When we put the sim together, I wanted the ship to be polar opposite of the Excelsior which had all the latest technology.

**Ahh, I see. That was actually my next question. What ship class was the original Lexington? I know by the time my son began simming, Captain R. Clemens was commanding an Excalibur Class.**

I'm pretty sure the original Lexington was an ambassador class ship.



*Excalibur Class*

**So, does that mean you adjusted the plots to reflect that sort of swashbuckling mentality, too?**

That's right. It was fun flying around in a piece of space junk.

**I can only imagine. (chuckles) There's something about playing in a less-than-perfect environment with seemingly insurmountable odds against you.**

**Are there any anecdotes you can relate to us from those days?**

If I recall a few weeks into our maiden voyage we spent a couple of weeks drifting in space. Ah, the good old days. Eventually our crew – who at the time was an all Ensign crew just learning the ropes with simming - was able to get the power back online.

**Ohh. Lot's of time for character development and mischief, hm?**

That was the goal, but my tenure there was pretty short. Most of the time was spent on simming basics sadly. Again – most of the crew were first time simmers.

**Yeah. But it seems maybe the time spent on the basics paid off. The Lexington has been around since you started it, going from IRC to AOL/AIM and back to IRC, outlasting some sims that were started later. Do you know of anyone that has stuck around the USF from the beginning days of this sim?**

That's a great question. Sadly, I don't have an answer for you. I haven't been following the organization that closely over the last 12 years. I do recall that a couple of people from the charter sim did become hosts at some point, but I can't recall whom.

**Well, that's alright. I was curious. Thanks for your time and all the information, Admiral.**

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# Simming

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## Playing a Science Officer

by Cadet Malachi Styles



Simming as a Science Officer can be an exciting and challenging position aboard a starship. As the Science Officer, it is your job to keep the Command Officers informed on many different fronts.

First off, there are the science scans. You are responsible for scans into mysterious nebulae, scans for life-signs, planetary scans and general system scans. You even have responsibility for long-range scans as well.

One misconception about this position is the scanning of ships on approach. That is primarily the Tactical Officer's job. The Tac Officer will get instant scans on ships and assess their defensive and offensive capabilities. The Science Officer can do this if need be, but it is primarily the job of the Tactical Officer.

A Science Officer should also be ready to inform the Captain on possible historic significances to certain objects. I have found that [Memory Alpha](#) and [Memory Beta](#), two websites dedicated to *Star Trek* information, can help you find answers to many questions raised by the Command Officers. Sometimes, you can throw in your own techno-babble to clarify a situation, but you better be certain it has not already been covered in *Trek* history.

*Remember:* a good Science Officer can mean the difference between a favorable or horrible outcome to a mission.

Here are a few examples of how a Science Officer might report findings when encountering...

### **1. A nebula, planet, sun, or other spacial object/region**

- *Report on:* classification, color, composition (including atmospheric), size, any dangers that might lurk and/or precautions that need to be heeded, etc.

"Captain. We are approaching the Loriarra Nebula. It is an emission class nebula, meaning it is a cloud of high temperature gas. The red color is derived from the predominant hydrogen gas being emanated. The radiation will have adverse effects on our sensors should we enter the nebula."

### **2. A space creature**

- *Report on:* known facts (either through *Star Trek* canon, or information given to you by your hosts) like size, travel mode and speed, defenses, possible hostile behavior, etc.

"The creature is referred to as the Crystalline Entity. Its name is derived from the fact that its structure is of crystalline substance. The creature is capable of traveling at warp speeds. It also has the ability to consume life on a planet or starship."

### **3. A ship or space facility** (this covers extra info TAC would **not** normally provide)

- *Report on:* life-signs (species, number, dead or alive), composition (i.e. hull elements or other unusual things such as Species 8472 bio ships), etc.

"The ship is twice the size of our ship, sir. It's hull is showing compounds similar to that of a duranium hull, but the molecular composition is slightly different. I am showing 140 life-signs aboard of undetermined origin. The ship is also scanning us."

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# Plasma Sword – The Star Trek Light Saber

by First Lieutenant Charles Lescoe

What do you mean by that? That should be your first question when you hear that sentence. However, since a Light Saber is basically a plasma sword - only embodied with the Star Wars "Force" - it would be possible to create a Plasma Sword that is similar but not exactly like a Light Saber using Star Trek technology.

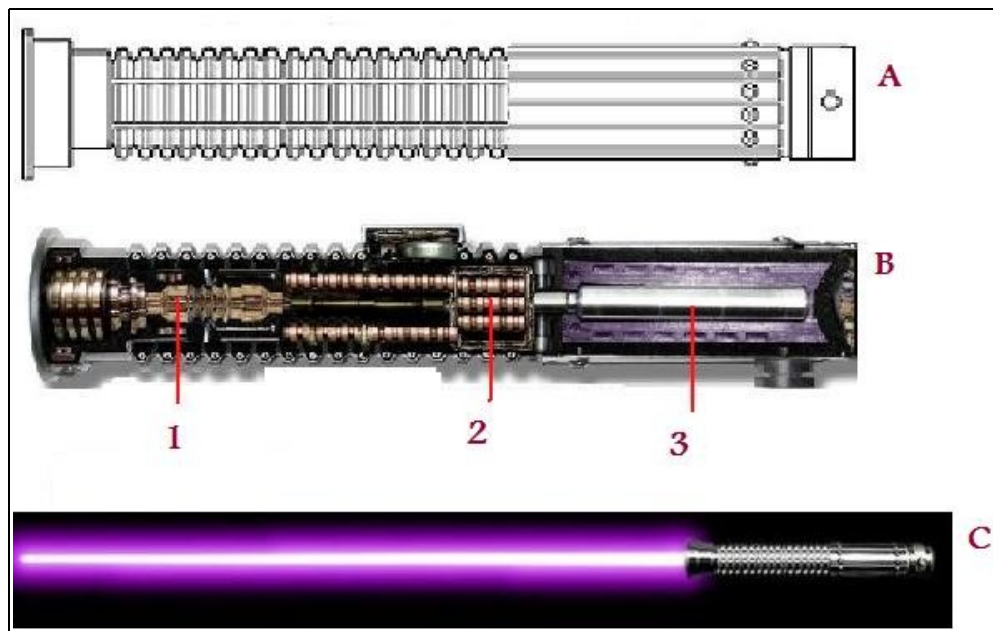
First, to answer the above question we need to talk a moment about how the Star Wars Light Saber works.



Above is a Star Wars Light Saber. Obi Wan Kenobi's - only with a violet crystal, to be exact.

The way the Light Saber works is the power cell provides power into the "Force" crystal in the center. That crystal takes the power and amplifies its energy into another crystal which converts it into plasma. Then the plasma is emitted through the end with a small force field. The color of the crystal determines the color of the blade.

Now that's fine and dandy, but this is Star Trek. We don't have the "Force". We don't have "Force crystals". So how could we make a Plasma Sword out of existing technology in Star Trek? Much simpler then you might think.



Above I have reworked the Star Wars Light Saber to fashion what could be a Star Trek Plasma Sword. Since this technology does not exist in real life no one knows what it would look like exactly. However, the principle is what matters.

**Figure A** is the hilt or case of the Plasma Sword.

**Figure B** is the inner workings.

**Figure C** is the Plasma Sword activated.

Now, referring to Figure B:

**Item #3** is the power cell. All technology requires some sort of power and a standard power cell, even one used in a phaser, could operate the device.

**Item #2** is what could make this weapon work in the Star Trek Universe. Instead of using crystals, we use real technology. Inside the Plasma Sword is a micro force field emitter; one strong enough to hold the plasma at bay but small and thin enough so the plasma when touching the field can burn through objects to do what it is meant to do.

**Item #1** is a smaller cylinder housing a compressed noble gas. This case needs to be of a material that plasma has a hard time of burning through so when activated it does not melt or burn. In this case I will say: adamantium (a made-up alloy in other sci-fi universes that is very strong and resistant to materials).

With this assembly, the way the Plasma Sword works would be:

When activated, the micro force field generator would actuate outwards from the top of the metallic hilt to a specific desired length, typically a meter long. At this same time, the center of the force field is hollow like a tube except at the tip. The adamantium canister housing the noble gas would open, emitting the gas into the tube and putting it under pressure. The pressure of the gas making contact with the force field would super excite it, turning it into pure plasma energy that is encased in a micro thin force field. This would keep the plasma trapped inside but once contact with any object is made, the plasma can burn through an object.

The color of the blade would rest entirely on the noble gas inside that is turned into plasma. Each noble gas when converted into plasma energy would have a particular color it emanates.

When deactivated the force field would shrink back towards the blade forcing the plasma back into its container. Once inside and closed off, the plasma would then rapidly cool off and no longer be excited by the contact of the force field under pressure.

Once activated, the blade could stay active as long as the power cell has power to feed the force field emitter. The noble gas inside would only be lost when contact with the force field is made on an object. Each time this happens, it would break the arch of protection of the force field, causing a small trace amount of the gas inside to escape. This would be a very small amount in terms of total amount, but over time it would be enough to weaken the blade considerably, causing the noble gas inside to need resupplied.

This is how I envision a Light Saber could be made into a realistic-like weapon in the Star Trek universe.

*(Images: source unknown.)*

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# Comics & Humor

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## USF "Ad-lib"

*Off-the-Cuff Excerpts from USF Sims*

New grouch on the ship:

**CommanderBones:** Oh hey, Taz, good to see you , what's up?

**CounselorNTazzia:** ::shakes her head:: The new Captain....is different....she's Vulcan but you knew that.

**CommanderBones:** ::taps her on the back and heads to the TR door:: Yeah so I heard....she can't be worse than old grouchy Vendetta though.

**CounselorNTazzia:** It's just that you could cut the tension on the bridge with a knife it's so thick.

**CommanderBones:** Hmmm, not the pleasant place it used to be huh? ::walking with her down the corridor::

**CounselorNTazzia:** ::follows Bones:: She scares the heck out of most of the crew....I've got extra appointment's scheduled for two weeks....

**CommanderBones:** Ahh, they'll get used to it....she's just a Vulcan, not a Nausicaan.

– *that's what she wants you to think, Bones! (USS Excelsior sim)*

Size matters:

**USFHavraha: Romulan >** ::points:: Is that a shield harmonics regulator?

**EnsignJallia:** ::nods:: Yes it is, and you have to leave.

**USFHavraha: Romulan >** Why's it so ... small? ::looks to Jallia as if they're inadequate::

**EnsignJallia:** ::looks to the Romulan, not paying attention to Brott:: Excuse me! They are not small! They are top notch Starfleet equipment!

**USFHavraha: Romulan >** My vessel had one at least 3 times the size while I was in the Galae!

**Rydekk Lhidan:** (That's just because Romulans pack more junk in their trunk!)

– *"Bigger Is Better", the Romulan motto (USS Ares sim)*

Nuked:

**USFKaysenJarv:** ::looks to Simon:: Have we completed the scans for temporal anomalies, which you were afraid of?

**LtCmdrSTrent:** \*looks at Kaysen\* I believe that Mister Air began them before the team left, and told me to keep an ear out for a ding when it was, I believe, cooked?

**USFKaysenJarv:** ::chuckles:: And what's on the menu?

**LtCmdrSTrent:** Excessive chronitons, with a side dish of tachyon particles...

**LtCmdrSTrent:** AXN> A SOUND RESEMBLING AN OLD MICROWAVE'S ALERT SOUND (DING!) GOES OFF AT THE SCIENCE CONSOLE, AND ECHOES THROUGHOUT THE BRIDGE

**USFKaysenJarv:** ::blinks:: What in the source's name as that?

**LtCmdrSTrent:** \*raises an eyebrow\* I believe the scans have been.. cooked.

– *let's just hope those scans didn't cause stomach aches for the crew of the USS Agamemnon*



May I call you a lush?:

**Nevara:** @ I. Am. Not. DRUNK. Unhanndddd meeeeee!

**Ens\_Corywn:** @ ::under his breath:: Sure you're not!

**Nevara:** @ You morons! If you.. had just... been here... on timmeeeeeee ::hisses::

**CommanderBones:** @ ::pulls out de-tox hypo:: It's not 100%, Commander, but it will help. Shall I?

**CommanderTrellis:** @ I'm Commander Trellis of the Excelsior, and you are?

**CommanderTrellis:** @ ::thinks of adding, sloshed, but knows better::

- *for once it paid off that Bones might be the only doctor in Starfleet that carries de-tox with her (encountering a Romulan contact in a USS Excelsior sim)*

Lights, Camera, Action:

**CommanderBones:** @ Hey, Boss, guess what we saw?

**CommanderBones:** @ We saw rust and rotten food. How about you?

**FstLt\_Lobren:** @ Seen a couple doing it in the corridor.

**Ens\_Corywn:** @ Rather forget the rotten food part.

**CommanderTrellis:** @ We, we didn't have any luck either, Doctor.

**CommanderTrellis:** @::glances at Lobren::

**CommanderBones:** @ ::nods, then to Lobrick:: Did you get it on vid?

- *now we know who runs the illegal adult video ring in this sector! (USS Excelsior sim)*

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

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## USF COMMUNICATOR

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# Redneck Engineers...

by First Lieutenant Fred Fogarty



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# Data Network

## Ship of the Month: U.S.S. Enterprise NCC-1701-D, Galaxy class

by Lieutenant J.G. Jacob Barlow



(Image: [StarTrekDesktopWallpapers.com](http://StarTrekDesktopWallpapers.com))

### The Facts

The U.S.S. *Enterprise-D* is a galaxy class ship and has a cruising speed of warp factor 7 and an emergency speed of warp 9.5. Her complement is 212 Officers and 882 Enlisted crew. She was commissioned in 2363 and became the fifth Federation ship to bear the name *Enterprise* and be the Flagship of the Federation.

The *Enterprise-D* was built at Utopia Planitia Fleet Yards orbiting Mars in the Sol system (our system). Some of the *Enterprise's* components were derived from technology originally developed on the U.S.S. *Pegasus* then transferred to the *Enterprise* when the ship was ready. The ship was destroyed in 2371, saving millions of lives in the movie "Star Trek Generations".

## The Adventures

The *Enterprise-D* pushed her engines to the limit during the Farpoint mission in 2364, while fleeing from the entity known as Q; she also conducted the first high-warp Saucer separation at that time. Later, she was the command ship in Captain Picard's *ad-hoc* armada which blockaded Romulan assistance to the House of Duras during the Klingon Civil War. The *Enterprise* coordinated a tachyon detection grid which was used to detect cloaked Romulan ships from crossing the border.

In 2371 her stardrive section was destroyed after an attack by a renegade Klingon Bird-of-Prey (commanded by the Duras sisters) caused extensive damage, leading to a warp core breach. Although the saucer section was safely separated before the breach, the shock wave from the explosion forced the ship into the atmosphere of Veridian III. Fortunately, Data was able to restore and use thruster control, in lieu of the disabled impulse engines, to level out the descent and effect a safe landing on the surface with minimal resulting casualties. The *Enterprise-D*, however, was not salvageable and the crew was rescued by the USS *Farragut*, along with an Oberth-Class ship and a Miranda-Class ship.

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## Anagrams

Yes! We're doing anagrams again. This time, we're zeroing in on some ships from the USF Fleet. Can you guess which one's hidden behind which crazy phrase/word?

1. Nice-Ended Pen
2. I Enroll Hot
3. Mote Pink
4. Next Log-In
5. Lice or Sex
6. Mean Mango
7. Border Nerdy
8. A Bum Coil
9. Ears
10. A Toe Finder

(Answers can be found at the bottom of this issue.)

## Did you know?

That multiple anagramming is a technique used to solve certain kinds of cryptograms, such as permutation ciphers and transposition ciphers?

Ciphers are algorithms for performing encryption and decryption, most commonly known as "secret codes".

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## Movie Review:

# Star Trek II The Wrath of Khan

by Lieutenant J.G. Kayshl Durandus

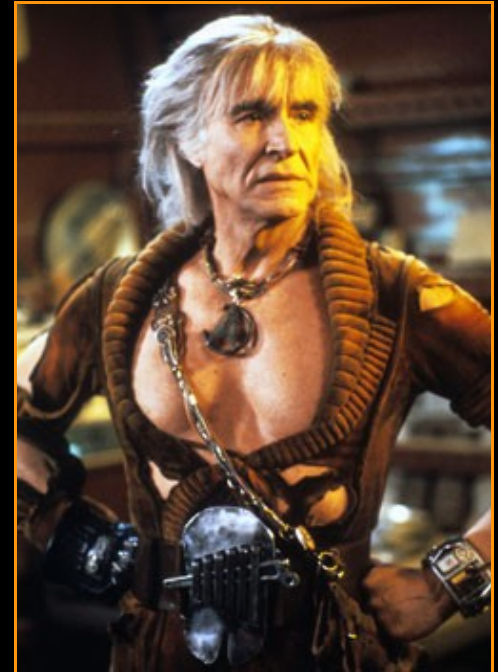
I present to you: KHAAANNNN!!!

Who can say no to a movie which hosts a super-villain dressed like David Bowie's take on an '80s Native Indian and a gaggle of Chippendale | evil sidekicks?! Ok, so that's not exactly the best selling point for this movie but as one critic said, Khan helps illustrate a general principle involving all the epic serials: "Each film is only as good as its villain<sup>2</sup>." Khan Noonien Singh, played by Ricardo Montalban, a great story and fabulous special effects (for its time, mind you) are really what make this movie one of the most cherished, fan-quoted Star Trek movies ever made.

So, I know what some of you are thinking, "Kayshl, I'm not convinced. Flashy space jewelry, mullets and male strippers don't convince me." Well, I will prepare the stage with a down-and-dirty plot synopsis: "Admiral Kirk has to save the universe from Khan, his adversary seeking revenge for being marooned 15 years previously for trying to steal the Enterprise and the death of Khan's wife<sup>3</sup>." It also happens to be a sequel to the Star Trek episode "Space Seed"<sup>4</sup>.



As you can tell, *Wrath of Khan*\* wasn't exactly earth shattering or ground breaking to begin with. (Ok, maybe literally it was.) Sure, it had plenty of explosions including a space ship AND a planet, but they borrowed a lot of things to make the movie. First, the plot and characters were based off a previous episode. Second, many of the props, backdrops, and even film shots were borrowed from the previous disaster, I mean *Star Trek I: The Motion Picture*. Despite the less than favorable circumstances, the cast and crew were able to create a great film using the best of what Star Trek had to offer. It's plum-full off witty lines, cheesy anecdotes, epic battles, shiny special effects and a phenomenal soundtrack. Who could ask for more?



So, even though they borrowed fervidly, they succeeded in creating one of the most memorable Star Trek movies of all time. It not only regained their fans' confidence in the Star Trek movies, it kept the franchise alive with movies spanning the next 2 decades. Had the movie been a duplicate of the first, we may have never had the privilege of seeing a reincarnate Spock, talking Whales from outer space, a gallivanting Vulcan seeking God, a transgendered alien on an ice planet, the Borg, Whoopi the time traveler, or Picard's evil twin. And who could live without all that?



(\* The movie was released on June 4, 1982.)

#### Footnotes:

<sup>1</sup> According to IMDB trivia, "All of Khan's men were Chippendale dancers at the time"; <http://www.imdb.com/title/tt0084726/trivia>

<sup>2</sup> "Star Trek II: The Wrath of Khan", by Roger Ebert; January 1, 1982; *Chicago Sun-Times*, <http://rogerbert.suntimes.com>

<sup>3</sup> "Retro-Review: 'The Wrath of Khan'", by Steve Spears; May 15, 2009; <http://www.tampabay.com/blogs/80s/content/retro-review-wrath-khan>

<sup>4</sup> Original Star Trek episode "Space Seed" (#1.22) aired February 16, 1967; Ricardo Montalban played Khan in both the episode and the subsequent movie. This is also the first time a movie was made as a sequel to a specific television show episode. – <http://www.imdb.com>



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# Gossip & Advice

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## "Ask Y"

by Commander James Yosay

**Question 1:** I have a crush on my Captain. What should I do?

Request a transfer. My friend, please heed the advice of someone with lots of hash marks of experience. Unless you know for absolute certainty that your Captain has feelings for you, do NOT.. I repeat.. NOT pursue a relationship with him/her/it. You are only asking for trouble, and heartache. See your ship's counselor for further assistance in this matter, if you must. Tell him/her that Yosay sent ya!

**Question 2:** What is better: Isolinear Chips or Bio-neural Gel Packs?

I myself prefer salt and vinegar chips. They are so tasty and good. I never could acquire a taste for gel. That being said, I tend to be a bit old school and like working with the chips over the gel packs.

While it is indeed true that one gel pack can handle 100 times the functionality of a bank of chips, and at a greater speed, I've spent countless hours down on my hands and knees crawling through Jefferies Tubes and service corridors changing out damaged or failed gel packs. The chips without a doubt hold up to wear and tear much better, and have a longer maintenance life. Plus they don't make a mess of things when they blow up! Unfortunately all new starships are now constructed with bio-neural circuitry and very few isolinear systems.

**Question 3:** Dear Yosay, I have a friend whom I sim with who is always having bad things happen to their character. It irritates me that they are always so negative with their character and refuse to enjoy the happy life we have in the rest of the sim. What can I do?

Well. With knowing of whom you are probably referring to, let me just say this. Simming allows a chance for us (in real life) to open up and express ourselves through our characters in ways we would not normally feel comfortable with in the real world. Many of us vent our frustrations, heartache, happiness, and sorrow through our characters actions and logs. It can be an important thing for us to do. I know it is for me. Try not to let it get you down too much, after all this is a Role Playing Game type of set up. If you are concerned and you feel comfortable enough talking to that simmer about it in IM, then by all means do so. Otherwise, just make the best out of it that you can and focus on your own character. Best of luck!

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

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## Puh-tay-toh - Puh-tah-toh - Part I -

*by Nadja DeChevalier*

One of the most intrinsically German things has to be the use of potatoes, or "Kartoffeln", in cooking, despite that they had not even been widely cultivated in Germany until the 18th century or so. I suppose one of the reasons that they have become so popular, especially in the post-WWII times, was that they are cheap and very versatile. Considered to be the "Truffles of the Every-Day-Man", you would certainly not stretch the truth to call them a German staple, at least during the times I grew up.

During my childhood, my family was what one could consider middle class, blue-collared, or however one wishes to distinguish that, as my father was a carpenter and has earned his living by working with his hands all his life. The small house that has been in my family's possession for longer than my grandmother can remember has been occupied by three generations at once for most its existence - yes, grandparents, parents, and children, all living under one roof!

My family owned a few fruit trees - mainly plums, apples, pears, and cherries - and a couple of small lots of farm land, where they grew - yes, you guessed it - potatoes.

My grandma, or "Oma", also had a small garden behind my father's workshop where she grew lettuce, tomatoes, cabbage, strawberries, and other tasty things, but the bigger lots on the outskirts of town were always reserved for potatoes. Twice a year, a friend with farming equipment would help at harvest time with a tractor, and we all pitched in with gathering potatoes. Which is labor intense work, but we also got to make a potato fire after it was done, meaning we burned the dried remains of the plants, sorta like a bonfire. That was always fun.

In turn, when the farmer friend would have to harvest bigger fields of his own, we went and lent him a hand. It's the way things were with simple folks back then, and I believe they still are like that in that small community now, though mostly among the older inhabitants.

After harvesting the potatoes, we filled burlap sacks with them, and then they were unloaded into my family's house's basement where it was cool and dark, perfect conditions to store potatoes for a long time without having to worry that they grow any roots. Half of that basement was dedicated to the storage of potatoes. The rest held bottles of various drinks, rows of jars with any conceivable vegetable or fruit one could imagine preserving, and the hot water heater.

There was hardly a day on which we did not eat something made with potatoes, usually at lunch. You see, lunch was the main meal for us, and normally the only one served hot unless we had leftovers to eat for dinner. Many times, a meal was simply served with potatoes boiled in salted water, aptly named "Salzkartoffeln", or salt potatoes, which then required some sort of moisturizing component with it - in many cases that would be gravy.

Other ways we commonly ate them was boiled in the skin and then peeled as they were still warm, called "Pellkartoffeln"; "Pell" being an old Germanic word for skin. That method preserved more of the potatoes nutrients stored under the skin. But once again, something moist had to be served with them. Of course, we also ate mashed potatoes, or "Kartoffelbrei", and French fries, or "Pommes Frites". Yes, we use the French expression for "fried potatoes". And last, but not least, potato salad, or "Kartoffelsalat".

I'm sure you have your own favorite recipe on how to process raw or boiled potatoes into delicious side dishes. My wish is to share some of the typical German ones. You know the ones that grow hair on your chest! Or maybe not quite that, but certainly traditional ones.

And so, at this point I realized that to cover those recipes that I felt were the most German, so to speak, I had to break this article into two parts.

In this first part, I've decided to focus on two recipes, one for breakfast and one for lunch/dinner. The first one requires either "Pellkartoffeln" or just raw potatoes. Therefore, I will first explain how to make Pellkartofflen.

## Pellkartoffeln

- small, fairly uniform-sized potatoes
- large pot
- salt and water

### PREPARATION:

- (1) Wash the potatoes thoroughly under cold water.
- (2) Fill a large pot about 2/3 with potatoes.
- (3) Add water until the potatoes are covered.
- (4) Add salt (usually about a teaspoon or so), and bring to a boil.
- (5) Boil on medium heat for 20-25 minutes (my grandma usually tested them by sticking a knife into a few to see how soft they were).
- (6) Drain the water and return them to the pot, covering it with a lid to keep them warm until you wish to peel them. (Best method: stick a fork into the potato, peel with knife. It keeps those fingers from getting blistered. In Germany they actually have a sort of three-pronged skewer that holds the potato securely while being peeled, and its points are not as thick as those of a fork, so it doesn't do as much damage. Hurray for inventions!)

## Bauernfrühstück

*(Farmer's Breakfast)*

- 2 Pellkartoffeln (or raw potatoes)
- 2 Tbsp. olive oil
- 1 small onion
- bacon or ham (or leftover meats)
- salt and pepper
- 2 eggs

### PREPARATION:

- (1) Cut the potatoes into slices or rough cubes.
- (2) Heat the oil in a large pan and fry the potatoes until golden brown. (The raw ones will take longer to cook than the boiled one, obviously. I usually speed that up by covering the pan with a lid when cooking raw ones; the trapped heat tends to speed up the cooking process.)
- (3) Cut onions into slices or cubes, and the bacon or ham into roughly 1 inch pieces. Add to the potatoes.
- (4) Season with salt and pepper, and let cook for about 5 minutes on medium heat, stirring occasionally.
- (5) Scramble the two eggs. Add them to the pan and stir for a moment. Turn heat off, so as not to overcook the eggs (which should solidify but still be kinda soft).

(Note: You can also add sliced mushrooms to this. This breakfast is usually served with bread and pickles and/or tomato slices and a wonderful way to use leftover meats to make a tasty dish.)

The second recipe I wish to share is one of the most typical German things I can think of to make from potatoes - "Kartoffelpfannkuchen", or potato pancakes. Traditionally, at least in the region of Germany that I grew up in, they are served with applesauce. Yes, you heard right. It might sound funky, but it is heavenly delicious. Just trust me.

## Kartoffelpfannkuchen

(Potato Pancakes)

- 5 medium-large potatoes (raw)
- 1 medium onion
- 1 Tbsp. flour
- salt
- vegetable oil

**YIELDS** about 10 - 12 small pancakes.

### PREPARATION:

- (1) Puree the peeled and washed potatoes and the onion in a food processor (or I use a blender, cause I don't have a food processor) until there are no chunks; add one potato at a time (cut them up in manageable chunks), and the onion at the end.
- (2) Line a sieve with cheesecloth. Dump the puree into that and let it sit over a bowl until the water is drained from the mass. (This step might take a little while, so sprinkle the potatoes with the salt to keep them from turning brown.)
- (3) Put the drained puree into another bowl, add the flour and mix briefly with a wooden spoon.
- (4) Heat a 1/4 inch layer of vegetable oil in a pan until a toothpick inserted will produce lively bubbles.
- (5) Deposit a heaping tablespoon-full of the potato mass and flatten it out into a small pancake-like shape (not too thin please).
- (6) Fry on medium high heat until golden brown on both sides. (Be careful when you turn them, they can be a bit unstable until they begin to get firm, but they should be lightly crispy on the outside and soft on the inside when done. Let them sit on a paper towel for a moment to remove the excess oil.)
- (7) Enjoy fresh from the pan (best and most delicious way to eat them, IMHO) with applesauce. (I personally prefer the natural or "no sugar added" version of apple sauce, since it is more tart and compliments the pancakes much better than a sweet variety, but that's really up to personal taste.)

In the second part of this article, next month, I will cover three more favorite potato recipes from good ole Germany that I'm sure you'll like testing.

I hope you can wait until then.

*Guten Appetit!!*

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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**Anagram Answers:** 1) Independence, 2) Lothlorien, 3) Potemkin, 4) Lexington, 5) Excelsior, 6) Agamemnon, 7) Roddenberry, 8) Columbia, 9) Ares, 10) Federation

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