



USF PADD

A Publication of United Space Federation...



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USFPADD
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I am very proud to give you this August issue of the USF PADD cyber-magazine. There are so many well-written articles here that you won't want to miss reading any of them. I would like to comment that subscription to the USF PADD is free and is not limited to USF sim group members. Anyone can download past 1998 issues from the web site (and check out the cool new graphics while you're at it!). <http://members.aol.com/usfpadd>

Read on and enjoy!

USFShodan
Chief Editor USF PADD

The Site Review

By Commander Arronax

The Star Trek Continuum
<http://www.startrek.com>

Recently Paramount Pictures revamped their Star Trek Continuum website at www.startrek.com, and I was surprised to see that they changed the Continuum into what a real web site should be.

When you first arrive at the site, you're greeted immediately by a flashing LCARS like display, a briefing of Star Trek and related news, links to the most important parts of the web site, and a flashy advertisement at the bottom that is easy to ignore. If you want the very latest in Star Trek news, it is the first thing you'll see ranging from Denise Crosby's new baby boy to news about the web site. Right now, it's telling me that there's a TOS chat at 3:00, I can vote about "Star Trek stars," the latest trivia answer (not that I've found the trivia yet...), and much more. The Continuum is divided into five main sections, the first being Headquarters, and under HQ is a link to the Library. I think I'll click on that...

Majel Barret Roddenberry, as the computer's voice, welcomes me into this section with a nifty sound through my computer's speakers. The entire page is a big image, which may make the site difficult to view on certain machines, but it's a nice effect. I can click on any of the four series listed on my screen, and I jump to another graphic enriched page which looks like the computers used in the series I chose. There is yet another greeting from Majel, "The Next Generation" as I browse the page. Now I'm clicking on Personnel Databanks which brings up a list of the major characters in The Next Generation, since I chose that series before. I click on Data, my favorite character, and the Continuum brings up brief stats on him, a huge summary of his Star Fleet career, and technical information about his Android nature, much like our own character biographies for USF.

Also on the TNG page is Media Archives, by far the best part of the Continuum. There are close to four hundred pictures and videos that you can view from each of the episodes. (I think these are the same pictures and videos from the Star Trek Omnimedia.) They're really fun to view on a computer, but the movies take literally forever to download.

There's more in the TNG section, but I wanted to try another series. I went back to the Library page and selected the original series. Just like in TNG, there's a wonderful Media Archive section. You can also get synopses of movies, episodes, and the animated series. Databanks? Hmmmm...

Another section of TOS is Databanks which brings me to another menu. Now I can select from different aspects of Star Trek cannon. Within Biomedical & Science, I selected the neural paralyzer at random. It tells me when the neural paralyzer was used and all about it. There's so much you can learn from the Databanks. This site is a Trek lover's heaven, and we're not nearly done with the site yet!

Before I leave the Trek library computer databank, I'm going to find out about the on-line Klingon compendium. Wow! It looks cool so far... Well, the Klingon Databank is a bit disappointing. It only has brief paragraphs about the different aspects of Klingon lifestyle. Now, the "linguistic studies" is a bit better. There you can look up any Klingon word, get its definition, and have it pronounced for you.

The next section is Starfleet Academy in which there are three chat rooms. In the "Starfleet Lounge" you can talk about Star Trek, or just about anything. Essentially it's another The Bridge, AOL's Star Trek chat room, only the Starfleet lounge is much less crowded. The chat room runs as a Java applet right within your web browser. Unfortunately, it's a bit awkward to read, and the member list only shows the other members that joined the room after you. In the "Academy Lounge" there are chats on different topics each day. Today, as I said earlier, there is a TOS chat. The Klingon Great Hall Chat's description says "Conversations in Klingon" but there's none of that inside. There seems to be a Klingon theme in the names of members, but that's the end of the Klingon-ness. In "Holosuite" I'm supposed to find casual SIMing, but there's

some chatting going on as well as a SIM which looks very disorganized. In the "A Call To Duty" section there are scheduled SIMs run by the Continuum. (They only have fifteen ships! Ha! I'm sure they're not nearly as good as USF!!) It is IRC, so you can connect to chat.paramount.com with your favorite IRC software and go to channel #StarfleetLounge, #StarfleetAcademyChat, or #KlingonChatRoom, also.

Earth Support has everything else you'd want to know about Trek not found in the Library from Star Trek news, cast biographies, and information about the creative staff to Star Trek: Experience and writings on the science used in Trek episodes.

At this point I'm getting fed up with the sounds each time I load a page.

There are so many other sides to the Continuum. There are links to the Star Trek newsgroups (news.startrek.com) in which you can talk about any aspect of Trek. There is also a vote going on: your favorite ship name. In the recreation room there is trivia, a word search, and more. You can also find out easily what the next DS9 and Voyager episodes will be.

Finally I want to mention that there is a "high-tech" version of the web site that has graphics and sounds galore. Fortunately, here at camp I have a really fast connection to the internet so viewing that page didn't seem impossible, but when I looked at it, the computer started running out of memory, and the loud sounds disturbed the people working near me. As I viewed the page, the background noise of a Star Trek bridge filled the room. When I clicked on an image link, which highlights when the mouse is over it, a Star Trek chirp came out of the speakers. I did not appreciate that. View at your own risk.

I certainly enjoyed reading about Star Trek from Klingons to the episode Parallels to Data's biography. There is so much information in the Continuum that you could never know it all. The Continuum also looked and sounded like Trek, which at times made the viewing experience all the more fun. And, the Continuum provides a place for Star Trek lovers to discuss amongst themselves their favorites of Trek. There are a few downsides to the site: the awkward chat, large graphics, and too many sounds, for example. But overall, I definitely recommend that you visit the Star Trek Continuum to see what it's like.

I hope you enjoyed this Site Review. See you in my next book review. (As always, questions, comments, and feedback is welcome. You can email me at USFArronax@aol.com.)



Continuum Trivia

By Commander Arronax

Think you know all there is to know about Trek, eh? Did you spend hours reading up on Treknobable at the Star Trek Continuum's library page? Ready to try out your new found knowledge? Answer these questions and email me, USFArronax, your answers. The winners will be announced in next month's PADD. (You are going to have to look these up in the Star Trek Continuum!)

Personnel Databanks - Star Fleet Medical

1. What was the last seen rank of Nurse Chapel?
2. What is the marital status of Dr. Polaski?
3. In what year was Dr. Bashir promoted to lieutenant?
4. What is the full file name of The Doctor?

Episodes - Star Fleet Science

5. What is the name of the lieutenant who helped a genetically engineered "two-hundred year old" man take over the Enterprise?
6. What is the name of the race that is interdependent on computers and attempted to steal the Enterprise's computer to replace their own?
7. What object takes Sisko to Deep Space Station K-7?
8. Who attempted to destroy Voyager but only sent them back in time to 20th Century Earth?

Culture Databanks - Vulcan

9. What process places a katra back into its Vulcan owner?
10. What ritual purges a Vulcan of all remaining emotion?



BALLOT BOX

by LCdrObrien

Here it is, this month's Ballot Box, the tally of the opinions of USF's officers. Last month's question was:

Is your main goal in USF to advance to higher ranks?

YES: 0% (0)

NO: 100% (7)

Next months question: Are the TNG movies better than the TOS movies?

To answer the question, send an email to LCdrObrien@aol.com. *In the subject line, type "YES VOTE" or "NO VOTE"*. If you wish to make a brief comment, then type it in the text area. If any comments are given for the yes vote or no vote, they will be given under the vote count, without the person's name. Please have these votes in by the 20th of the month. The vote count will be in August's edition of the PADD, as well as the next question. If you have a question suggestion, send it to LCdrObrien@aol.com.



If you have Star Trek questions ...

LjgCobachk@aol.com and AdmTomUSO@aol.com

Two people have volunteered to answer your Star Trek questions. If you have questions about the USS Enterprise-D, you may email LjgCobachk@aol.com. If you have questions about Star Trek in general - TOS and TNG - email them to AdmTomUSO@aol.com.





More than just your average Dabo girl

An interview with Chase Masterson

by USF Sierra - picture copyright 1998 USA Networks

I originally went to the Visions '98 convention in Boston on July 11 and 12 to be able to see Alexander Siddig (Dr. Bashir, *Deep Space Nine*) and Jeri Ryan (Seven of Nine, *Voyager*). It was an unexpected pleasure to see Chase Masterson (Leeta, *Deep Space Nine*) on Sunday at the convention. I had first seen Chase in Utica, NY last year. She was funny and very, very fan friendly, and remains the same now -- taking plenty of time to talk with all her fans, personalize every autograph, and take plenty of pictures. Her character, Leeta, the Bajoran Dabo girl, has been a favorite on DS9 now for a few seasons, and Leeta has been highlighted in several episodes such as "Doctor Bashir, I Presume?" and "Bar Association."

Chase has also been involved in a wide variety of projects outside DS9, ranging from a lead role in the interactive Internet soap opera EON-4, to a role in the Emmy-winning episode of E.R., "Hell and High Water," and work on the CD-rom "Spycraft: The Great Game." Other credits include *Sliders*, *General Hospital*, *Liveshot*, and *Showtime Nighttime*. Recent projects include a Stephen King-based thriller, *Ice Station : Erebus*, due out later this year; the fantasy feature *Marina*; and was nominated for a Drive In Academy Award for her role in the film *Married People, Single Sex*. Most notably, SCI-FI UNIVERSE Magazine is honoring Chase as one of the *top 20 people to watch in Hollywood* in the December Issue of the magazine. You can see Chase on a weekly basis both on DS9 and *Sci-Fi Entertainment* (see interview for more information on SFE). Her talent and versatility will ensure that we can watch her for a long time to come after DS9's final season! :)

Sierra> How did you first get involved in Deep Space Nine, and how did it develop with Leeta going from kind of a background character to much more of the foreground, marrying Rom, all that sort of thing?

Chase> *Deep Space Nine* is the one show that I really prayed to be on. I had come close to being cast in it about a year before I was actually on the show. There was a role that I was down to the final two to be picked, but the role went to the other girl, so I really, really wanted this badly. It was the role of Mardah, Jake's girlfriend. [note: Mardah was played by Jill Sayre]. I always say, it was down to the wire, with both of us, and in the end, she got the role because he was 16 and she was 19, and... I'm not. ::smiles:: So, there you go. But, I really wanted it badly,

and I actually heard from the producers last year that, years after it happened, that they had written the role of Leeta for me. Isn't that nice? *::smiles again::*

Sierra> So, were you a Trekkie before you got onto the show?

Chase> I watched *Star Trek*, I like *Star Trek*, I had a boyfriend who was a Trekkie. I was into the show and I've always respected the show very much. I've never been one of those people who could name every line in an episode, but I sure love the show, and I've always loved the show. And now, that I've had the opportunity to take a close look at it, I can see why it's lasted for 30 years. The writing is some of the very best on television.

Sierra> Will we see more of Leeta next season, and can you tell anything about that yet?

Chase> Yes! Rom and I will be back in episode four of the seventh season, and we're excited about that. I hear that the role will be expanding. Fan support is really important. The letters that fans write really help and really encourage the writers to do what the fans want to see. Not necessarily in terms of specific storylines, but *who* they want to come back. So, keep those cards and letters coming! *::impish grin::* But seriously, I appreciate all of that, because there's been quite a bit of that, and we can only hope that things will continue.

Sierra> I've seen you at a large number of conventions. How many do you do per year?

Chase> I do a lot. I have fun doing them. It's really neat to see some of the regular friends and fans, people from my fan club. I have some very faithful fan club members, who'll travel like 10-1/2 hours to see me, so it's kind of a party thing. Also, we do a lot of great fundraising for my charity, which is called *Caring For Babies With AIDS [CBA]*. This is a house where these children live in Los Angeles, kids who have AIDS or are HIV positive and don't have anybody else to take care of them. So, we do a lot of fundraising for them, and I'm very thankful that we get to do that. That has helped them out; we've grown to be their largest private contributor, which is nice. *[For more info on Caring For Babies With AIDS, call 213-932-9828].*

Fan support is also one of the reasons, or maybe *the* reason, that I have this new show, called *Sci-Fi entertainment*, which is on Fridays on the Sci-Fi Channel at 6:30pm Eastern, and midnight Pacific. It's like *Entertainment Tonight* for science fiction, and the genre. We cover a lot of great stuff. What's fun about it is that it's really hip and it's really fun to watch, but it's still very informative. We cover not only science fiction entertainment, but also science fact, and how the world is turning into a place that we only once dreamed about.

Sierra> Alexander Siddig [at this same convention] said there would be a change of Daxes, they killed off Jadzia and they're going to bring in a new character who has the Dax symbiont [Ezri]. How do you see that changing the character dynamics or interaction on the station?

Chase> It depends on what she's like. It depends on who they have created for her to be. Leeta, though, is pretty ingrained now. If they need Leeta, they'll use her. It won't, I think, have any effect on whether or not they use us [Leeta and Rom]. We're the comedy. I'm hoping that this season will also have some meaty, fun stuff to do that's serious too, because Leeta does have a real solid, serious side, and so does Rom. So does Quark. But we'll have to see what takes shape.

Sierra> What other projects are you currently involved with outside Deep Space Nine?

*Chase> I have a couple films that have been out there. I have a film coming out that's called *Sometimes They Come Back For More*, which is going to be out later this year. I am the second female lead in that; I play a military commanding officer. I'm very gritty, very Sigourney, no makeup, and I carry a machine gun. It's a lot of fun, and that's why I took the role. A couple other things, I've got another film in development, which is a science fiction film called *Avatar Exile*, we'll be shooting I believe next year. And another film coming up called *Tammyville*. Work is good, I can't complain. I'm very thankful.*

End note from Chase: "If anybody would like more information on the fan club and our fundraising efforts [for CBA], they can go to <http://www.chasemasterson.com>."

Vote for Chase Masterson as Queen of the Science Fiction Universe at : <http://www.togen.com/sci-fi/king/index.sml>

Thank you again to Ms. Masterson for giving her time for this interview! :) ~ USF Sierra

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USF Ten Forward Lounge

By USFAhrelle and USFScully

Saturday nights at 10:00 Eastern in sim room Sector 001

The idea of using one of our private sim rooms as a USF Lounge had been proposed, and after considering our options, it was determined that Saturday night at 10:00 PM ET would be a good

time. We'll use our sim room **Sector 001** for this lounge. For those of you that have ever visited Ten Forward Lounge, this is our opportunity to have our own private lounge; all the fun without all the garbage that sometimes comes along with Ten Forward.

Along with the Saturday night time, it is hoped that people will begin using our sim rooms in the off hours between sims to socialize as well. Below you will find a schedule for when the rooms are available. :-) These lounges will be held in **Sector001** and **Synchronous Orbit**. Please encourage your crew to visit these rooms, and hopefully, we can fill them and keep them active. Also, please remember to be respectful when a sim is about to start. The main purpose of the rooms are for sims to be held in them.

Sector001

- Sunday:** All day except between 9:30-11:30-pm EST
- Monday:** All day except between 9:30-11:30-pm EST
- Tuesday:** All day except between 8:30-11:30-pm EST
- Wednesday:** All day except between 9:30-11:30-pm EST
- Thursday:** All day except between 9:30-11:30-pm EST
- Friday:** All day except between 8:30-10:30-pm EST
- Saturday:** All day except between 7:30-9:30-pm EST

Synchronous Orbit

- Sunday:** All day except between 8:00pm-12:00am EST
- Monday:** All day except between 8:30pm-12:30am EST
- Tuesday:** All day except between 8:30-10:30-pm EST
- Wednesday:** All day except between 8:30-10:30-pm EST
- Thursday:** All day except between 8:30-11:30-pm EST
- Friday:** All day except between 10:30-12:30-pm EST
- Saturday:** All day



Dax Lives!

Written by USFSierra

Deep Space Nine's sixth season finale, "Tears of the Prophets," marked a major change on the station -- the death of LtCmdr. Jadzia Dax.

In this episode, Gul Dukat, while possessed by a *pagh wraith*, entered the Bajoran temple on DS9 and encountered Jadzia, who was giving thanks to the Prophets for blessing her and Worf with a pregnancy. The possessed Gul fired beams of energy upon her, leaving her mortally wounded on the floor, before the pagh wraith entered the Orb. As Dukat left the temple, he leaned

over Dax and said, "If it's any consolation... I never meant to hurt *you* at all." Fans have speculated that by this line, Dukat obviously intended to hurt somebody else as a means of getting back at Sisko -- most likely, Sisko's son, Jake, who had connived his way onto an mission with his father.

When Terry Farrell made her last convention appearance at a NYC con this spring, she admitted that Jadzia would be leaving the show. She would not go into details regarding her departure, stating simply that Paramount had made an offer, she had said no, and Paramount did not make a counter offer. Farrell further went on to express her desire that she hoped that the writers would at least keep Jadzia alive, whether by sending her off on a different assignment, or domestic dispute. It was not a question of having a part to return to, but rather the desire to not see the character discussed so simply.

Before DS9 aired its final episode, viewers already knew that one of the leads in the show would be dying in the final episode, and combined with the knowledge that Farrell was leaving, it was correctly guessed that the character in question would be Dax.

Fans have expressed displeasure over Farrell's departure, citing her desire for a higher wage as being "greedy." Comments over Farrell's acting talents have ranged all over the board, but there are two things that all fans can agree upon : the Jadzia Dax character will be missed; and her death was one of the weakest, most senseless deaths ever presented in Star Trek.

An informal poll conducted via both email and personally talking to Trek fans at conventions had come up consistently the same -- fans feel cheated by Dax's death, and think the whole "Tears of the Prophets" lacked writing strength all around.

Jadzia Dax was introduced to the Trek universe as a young science Lieutenant on the opening DS9 show, "Emissary." Although Trills had been introduced in a rather forgettable TNG episode, "The Host," this was a new kind of Trill -- spotted -- and a very attractive host at that. The storyline was further complicated when it was revealed that Jadzia was the new host of the Dax symbiont, who, in a previous host, Curzon, had been very good friends with Jadzia's new commanding officer -- Commander Benjamin Sisko.

Deep Space Nine has always been the darkest of the Trek series. Beginning with the location alone -- the Federation moving into a former Cardassian station, Terok Nor, and making it their own, set on the far reaches of Federation space, beside a mysterious wormhole filled with odd aliens, and less-than-friendly aliens on the other end. The crew of DS9 have constantly been at odds with the Cardassians, occasionally the Klingons and the Romulans, and most recently, and dramatically, against the Dominion. The station is filled with predominantly dark, brooding or militarily-strong characters : Sisko, Kira, Odo, Dukat.

Among this darkness, and aside from the comic relief offered by Quark, was Jadzia Dax : young in body, but old in experience. Her many lifetimes afforded her the ability to look at life from a livelier perspective than the rest of the station seemed to be able to grasp. As she told the initiate that she was field docent for, "I'm sure it isn't appropriate at all... but then, I hate to be appropriate." She also provided wit, balanced with intelligence, and strength. She and Sisko looked to each other for guidance; and the Trill also provided the open-minded perspective that Trek first became famous for.

Originally, when Dax and Worf began courting, a lot of fans who had been die-hard Worf/Troi fans protested, thinking Dax wasn't "enough woman" for the surly Klingon. However, it has ended up being just the opposite -- the balance of contrasts between the two allowed them both to grow, not to mention providing one of the coolest episodes in the series : the Klingon wedding presented in "You Are Cordially Invited..."

Jadzia Dax has also provided the means for Trek to explore some of the touchier subjects, such as the same-sex attractions presented in "Rejoined." She has also been the focal point of some of the strongest and/or best-written episodes in the series, her character's unique lifeform being an always-fascinating subject to explore in terms of such topics as responsibility and attractions.

"Tears of the Prophets" was one of the weakest episodes in the sixth season of DS9. Odo and Major Kira discussed trite matters; Bashir mooned over Dax's marriage for the umpteenth time; most of the staff got sent off on a ridiculously easy mission; Jake whined (as usual) his way onto the *Defiant*..... now, darnabbit, why couldn't Jake have bought the farm in this episode? Sure, Worf and Sisko will both be deeply affected by the loss of Jadzia.... but let's be honest, Jake would have been the far more poignant loss. *::wink:: (Yeah, we all know Jake is right up there with Wesley Crusher in fan hearts!)*

At the recent Visions '98 convention in Boston, Alexander Siddig (Dr. Bashir, DS9) revealed what many fans had already guessed : Dax would be back, in a new host. The new Dax will be a young Starfleet officer named Ezri, played by Nicole de Boer, who will make her debut in the season premiere, "Image in the Sand". Erzi will be "in the right place at the wrong time" -- something will go wrong when the Dax symbiont is being transported, and they will be forced to place the symbiont in a new host. The only person available, and suitable, for it, will be Ezri -- *who doesn't even want to be a host!* This should lead to some very interesting character development, especially once Ezri arrives at DS9, home to Jadzia for so many years. As Siddig said quite jokingly, "I think she's going to be a real fruitcake."

Jadzia's presence will be missed on DS9, but faithful viewers will be able to see her for many years to come, in syndication. <g> Terry Farrell has also landed a lead role on a new show with Ted Danson which will most likely debut mid-season this fall, called "Becker."



The Counselor's Office

~The Dream Team~

by USFSierra, CmdrValdyr, PLe857, DrMavelleK

How does Commodore Ahrele get her hair to be so perfect every single sim? (rumor has it that "There are a few strands out of place occasionally.")

Well, I hear she's very close friends with Admiral Ultimo, so my bet is that he's been giving her a few pointers in his spare time. ;)

::giggles:: I'm not quite sure. However, you should never ask a woman her secrets. After all, you might shiver at some of the hidden secrets. :)

Why are some people so obsessed with their hair?

Hair is an accessory! You can't look like Grizzly Adams AND be an impressive, impeccable Starfleet Officer! Regulations alone require fine grooming! ;)

Hair is all powerful. ::smiles:: I mean, with a simply toss of the head, you can make everyone notice you. ::smiles:: Just try it.

How many licks does it take to get to the center of a warp core?

*Oooooooooohhhh..... didn't your mama ever tell you that water and electricity DO NOT MIX? I think *you'd* melt before you found the answer to this one. ;)*

::raises a brow:: Um .. one. After that, you'll never be able to lick anything ever again.

Why are some people so obsessed with licking things?

It's called "an oral fixation"..... and is not necessarily a bad thing. ;)

Who knows. :) But I hear lollipops started the craze. :)

Captain Rigel and Commander Gorkon are the best looking guys in the USF. What makes

all the girls drool over them?

::chuckles:: *Who says they're the best-looking? They're pretty sexy, sure (must be those Klingon rrrrrridges) ... but 'best looking'? We'd need to hold a poll on that one. :) As for the drool..... sexy is as sexy does.... I've heard more than one rumor as to why ladies are drooling..... <g> {S ladies}*

Captain Rigel and Commander Gorkon are two of the best looking guys in the USF. However, I still say there is one magnificent Commander Quint Robert Kivo that makes all the women faint when he walks by. :) Anyways. Rigel and Gorkon are a tad team. The fact is that when women flirt with them, they flirt back. They're charming, interesting, and kind. All in all, gentlemen of the USF.



WANTED: DEAD OR ALIVE CASE CLOSED!!

The author of this column is pleased to announce the first official closing of a case file. Joseph Christopher Cantwell, aka 'the Jackal', was finally apprehended and sent to a Federation penal colony.

The Jackal's capture occurred over the Trill Homeworld on stardate 9807.20. His captors were the crew of his multiple-time target, the starship *Eclipse* (Commodore Eileen Shodan commanding).

The *Eclipse* crew had saved the Trill Symbionts from certain doom in the form of a poison delivered by Dominion agents. In the ceremony in honor of the valiant *Eclipse*-ers, Trill Ambassador Jekol pinned medals on the crew. However, the ceremony turned sour as the non-human members of Shodan's crew began to act drunk, then fell sick. Soon after, the human crew members were affected by the same illness. Curiously, only the medal recipients were suffering, and Ambassador Jekol seemed to be happy.

Jekol was revealed to be the Jackal in an elaborate holographic disguise (analyses are being done on his portable hologenerator). He menaced Shodan and her crew before they were evacuated via transporter to the *Eclipse*. The Jackal likewise beamed to his own ship, the modified Maquis fighter known as the *Cromwell*, and proceeded to once again attack the Starfleet ship.

After a close battle, the Jackal managed to punch a hole in the *Eclipse*'s shields and beamed through them. On board, he planted charges containing the explosive compound known as thermite and stole a shipment of Biogel on the *Eclipse*. (The Biogel was not found on the *Cromwell*, and it is presumed that the Jackal utilized illegal Dominion technology to beam the Biogel away.) He then began stalking the crew, killing a few Redshirt Extras, before venturing toward the SickBay (which seems to be a favorite target). He was ambushed there, amidst a smoke screen that the *Eclipse* crew had set up.

Chased by Shodan's crew, the Jackal made his way toward Engineering and his nemesis, the Vulcan Symon Locke. There, he got into a showdown with the Engineering crew and his pursuers. He threatened them with a large thermite bomb before Ensign Glack used an arcane weapon to distract him. The weapon, a light explosive known as a Flash-Bang, blinded the Jackal long enough for him to be tackled and the bomb taken. Before he was finally arrested and sedated, the Jackal did manage to activate a control that reduced all circuitry and computer data in the *Cromwell* to slag.

J.C. Cantwell, for his multiple acts of terrorism and links to the criminal element called the Manor Complex, was quickly tried and convicted, sentenced to a maximum-security Federation penal colony for several consecutive life sentences.

If you want more information on the Jackal's capture or record, send the data to the officer-in-charge of the Manor Complex investigations: Captain Jay Winger, at USFWinger@aol.com.

If you know of any dangerous criminal on the loose, send the data to USF Winger@aol.com



Hey there, readers. This is Capt. Jay Winger, of the *Lothlorien*, to take you on a another little trip to . . .

The Armoury

Take your fingers off the detonators, people! Jay Winger again, this time to show you a new explosive that's (pun intended) exploded onto the illegal market. It is called...

Thermite.

Thermite ore alone is deadly. It is highly reactive, and is only inert when exposed to vacuum or noble gases. Exposure to oxygen is quite possibly the stupidest thing to do with thermite, since that will set it off immediately.

Thermite is found on scattered planetoids and asteroids throughout the Alpha and Beta Quadrants (it is as yet unknown if quantities of the ore exist in the Gamma or Delta Quadrants). It is naturally occurring and has no other discovered purpose than that as an explosive.

Thermite, when refined, does incredible damage. Two kilograms alone have an explosion in the half-megaton range. The thus-far discovered quantities of the ore each contain enough to be processed to destroy a small planet.

It has been declared illegal in the Federation, thus guaranteeing that criminal elements such as the Orion Syndicate or the Manor Complex will utilize thermite in acts of terrorism.

To make matters worse, it has been determined that the Psi Cassiopea Sector, in which Psi Cassiopea Two is situated, contains multiple thermite deposits. It should be remembered that Eric Cantwell's Manor Complex is headquartered on Psi Cass Two.

This columnist suggests that any and all encounters with thermite be handled with the utmost delicacy. It is quite easy to blow yourself up with this stuff.

This is Jay Winger wishing you a nice day and a full clip!

If you or someone you know has a weapon that is anything but run-of-the-mill, send the specs over to USFWinger@aol.com.



Spotlight on Eridani IV - Part I

History of the Vulcan People

Written by Symon Locke and Nalavia Valdyr-Locke

Most people think that Vulcans are nothing more than walking computers: totally devoid of emotion, joy, happiness, and life. Whereas in reality, they are more complex people than most other races; with their own subtleties of humor, delight, and sorrow.

To understand a race, you must first understand its history. And Vulcan history goes back for millennia.

Four thousand years ago, Eridani IV (the planet Vulcan) was a lush, tropical jungle world, replete with its own ocean-based ecosystem, similar to Earth. The inhabitants of this world had a complex tribal culture, each clan possessing an individual power of the mind. The ears of the people of this world were as round as a Terran's or a Klingon's. These clans battled fiercely for dominance of the land masses with weapons both metal and mental. Shortly before the end of that millennium, Eridani (the Vulcan sun) went nova, destroying Eridani I and II and blowing most of the atmosphere off of Eridani IV. The deep, blue oceans of this world were boiled away to shallow, dead seas. Most plant life on the planet was incinerated, along with 85% of the population. The Vulcans who survived adapted quickly to their harsh new environment. Such adaptations include the points on the ears (for better hearing in thin atmosphere); the third eyelid to protect the eye from the bright sun and harsh sands; and the ability to go for long periods of time without food, water, or rest.

A few centuries after the nova, Vulcan's "medieval" period began. Powerful warlords with the ability to destroy armies simply with the power of their minds ruled the planet with an iron grip. The most powerful of these were the mind-lords of Shanaikahr. Their only rivals were the mystics of the mountains of Gol. Battles ranging for miles were waged between only two combatants. As technology evolved, it was incorporated into the warfare, though there was little need for such technology when weapons were available that could simply erase a person's soul. Their technology evolved to the equivalent of Earth's 20th century during this time. This period ended around the time of Surak's reformation.

2000 years ago, a Vulcan named Surak united the planet with his philosophy of pacifism, logic, and emotional control. This came in the wake of the last great war of Vulcan. Surak found his philosophy with the explosion of the first antimatter bomb on Vulcan's twin moon, the Wanderer.

The vast majority of Vulcans welcomed Surak's reforms, as they found peace within themselves and each other, and a respite from the centuries of constant war and terror. However, there were some who felt that Surak's followers were taking their reforms too far. They, too, were glad to be rid of the never-ending cycle of war. But they did not believe that the answer lay in the suppression of the very emotions that they felt gave them their lives. These Vulcans, while always a minority, became a quite vocal one over time. They called themselves the Declared. When it became evident that Surakian philosophy had taken control of the planet, and its hold on Vulcan thought could never be broken, the Declared began to build colony ships, with the intention of leaving the world of their birth behind, never to return. They sold all of their material possessions to finance their journey. When the building was complete, eight of the great colony ships took off from the deserts of Vulcan, their passengers Vulcan no more.

Meanwhile, the rest of Vulcan continued on its search for logical perfection. The Vulcans broke the light barrier and achieved warp travel just as humans were discovering their world was round. Vulcans made first contact with the Andorians around 1900 AD. Some trade relations were established, but the relationship was unsustainable. Vulcan went into a period of isolation and observation. In 2043 (?) a Vulcan scoutship picked up the warp signature of Zefram Cochrane's ship, the Phoenix. The Vulcans landed in Montana and made first contact with the human race. A strong relationship was begun, Vulcan logic tempering human emotion. Vulcan aided Earth during the Romulan Wars. And with the help of the Andorians, the Tellarites, and the Centaurans, Vulcan and Earth founded the United Federation of Planets in 2161.

Next month's installment will cover what happened to the Declared after they left Vulcan.

The authors are looking for Vulcanoids (including Romulans, Vulcans, and any half- or part-breeds) to interview for future articles in this ongoing series. If you're interested in helping us out and being featured in a future PADD, please contact USFValdyr and SymonLocke.



Book Review

Review written by USFShodan

Day of Honor Book One of Four
Star Trek: The Next Generation

Ancient Blood

by Diane Carey

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Day of Honor concept by John J. Ordovery & Paula M. Block

I just read a very good Star Trek novel by Diane Carey (one of my favorite Trek authors). ***Ancient Blood*** is the first in the Day of Honor series. Diane Carey is an excellent author. She obviously watches Trek a lot for she had the characterizations down almost perfectly. This book centered on Worf and Alexander, since they are both Klingons (or at least part Klingon, in Alexander's case), and the Day of Honor is a Klingon celebration.

Half of the novel dealt with Worf's mission and how it compared to Klingon honor, while the other half of the novel dealt with Alexander's first Day of Honor celebration. The book went back and forth between the two, which actually made the novel quite riveting.

Worf's mission fully illustrated how he feels about honor. He was assigned to go undercover with an old family friend of his, Ross Grant, to try to find proof to incriminate the ring-leader on a Federation colony. Rogue Klingons are involved, and Worf takes their betrayal to the Klingon Empire personally. At first, I thought this book was going to be very predictable when I came across an early scene that had Worf taking on five rogue Klingons at once. But I was pleasantly surprised. The outcome of this encounter was not at all what I expected, and there really weren't any predictable parts (unlike other Trek novels).

While Worf was on his mission, Captain Picard was taking Alexander on his first Day of Honor celebration using a holodeck program provided by a human ancestor of Alexander's. This program was made based on diaries of a far-distant ancestor who participated in the American Revolutionary War. This was also a very **unpredictable** scenario. Sure, we all know how the war ended, but this only dealt with a few skirmishes, not the entire war. The outcomes of each skirmish was never clear from the beginning. Each side of the Revolutionary War believed their side to have more honor than their enemies, but the author was skillful enough to show the honor in each side, thus making Alexander ponder many questions about what honor truly is. Diane Carey also shows off her extensive knowledge of ships by giving great detail about the types of sailing ships they used in those days.

All in all, I really liked this book, and I'm glad I read it. There was plenty of the requisite Trek action and fighting, but there was also plenty for those who like to think, to ponder, to feel. I would recommend reading this book, and I give it a ^= ^= ^= ^= ^= ^= ^= (6 out of 6).



Star Trek Stamp

OFFICIAL Paramount press release
Submitted by USFSierra

It comes as no surprise to Trekkers, but the U.S. Postal Service has made it official: Star Trek will finally be commemorated on a postage stamp, thanks to a nationwide vote.

Technically, it's the original 1960's incarnation with James T. Kirk and company which is being honored -- as one of 15 subjects from that decade's entry in the Postal Service's "Celebrate the Century" series.

The series, to be released in post offices in September 1999, honors each decade of the 1900s with a sheet of 15 stamp subjects. Topics from those decades from the 1950s onward are being decided by vote of the public via the Internet and paper ballots.

Overall, the biggest vote-getter for the '60s recalled the real "final frontier" -- the first manned landing on the moon with Apollo 11 in 1969, followed closely by the Vietnam War and Martin Luther King Jr.'s "I Have a Dream" speech. "Star Trek" was one of three in the Arts and Entertainment category and the only one from the non-music field -- sharing honors with the Beatles and the generation-defining Woodstock pop/rock festival. Voting for the 1960s closed May 30, with over 930,000 ballots cast.

On occasions such as the 15th, 20th and 25th anniversaries of their favorite show, fans tried without success to mount petition drives to honor Gene Roddenberry's visionary series and its successors with a stamp issue. The effort did lead to a special postmark from the Postal Service for the 25th anniversary in 1992, but never an actual stamp until now.

The "Celebrate the Century" series has its own website at <http://stampvote.msn.com>



USF HOST UPDATES!

We have many people to congratulate, including:
Commander Courtney Nelson, who is now the First Officer of the USS Columbia!
Captain Scott Jeter, who is now the Commanding Officer of Space Station Nigala!
Captain Dante Aristotle Surak, who is now the Commanding Officer of Outpost Cousteau!



The Book Review

Review written by Commander Arronax

The Captain's Table: Dujonian's Hoard

By Michael Jan Friedman

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Welcome back to my Book Review. This month I read *The Captain's Table: Dujonian's Hoard* by Michael Jan Friedman, the second novel in a four book series in which the four captains, Kirk, Picard, Sisko, and Janeway, tell one of their best stories. Each novel begins with one of the captains entering a mysterious pub called The Captain's Table, so named because only captains are allowed within. *Dujonian's Hoard* features Captain Picard. As he enters the pub

he immediately sees the mystery of the place when various denizens know who he is, that he likes fencing, and more. A group of captains invite him to sit at a table where they are holding their usual story telling contest. Tonight, the best romance and adventure story will win. Picard begins...

An important Star Fleet officer disappears, probably kidnapped by mercenaries. The top Admirals go frantic. Who're they gonna call? Mercenary-busters. Of course, Picard is their man. He's been selected to go undercover, with Worf, to find the kidnapped officer. While on his way to finding the officer, Picard learns that there is more at stake than just an officer: this officer may have found Dujonian's Hoard, a collection of valuable gems. So he goes on his way...

Overall, the book was all right. It is filled with action, as the story telling contest was supposed to be, but the romance side, which was part of that contest, was lacking. In telling his story, Picard hinted that he romantically thought about another character, but nothing ever happened. They came so close to something romantic... but no. So, in that respect I thought the novel could have been better. It was part of the point of the story telling contest.

There was action. Romulans and Cardassians attacking. Pirates. Mercenaries. A never-before-seen alien. They all wanted to fight, and fight they did. A few too many times the ship Picard was on was destroyed. The fight with the Cardassians was actually almost fun to read. I, however, didn't really appreciate the action. I don't get into the action as much when I'm reading it as when I'm watching it on TV. But, I'm sure many of you will enjoy it.

Another problem I had was the title: *Dujonian's Hoard*. Yes, Dujonian's Hoard was an important part of the story; however, you could replace *Dujonian's Hoard* with... *The City on the Edge of Forever*, and it wouldn't have changed the story. So, I think the title, what should be a unifying theme in the book, should have been more integrated with the actual story.

What I did like: the mystery at the beginning. Picard has very little idea of what he's doing. The only thing he has to go on is a single contact. Star Fleet didn't even know if the officer was kidnapped at all. He could have just went away on a long vacation to some remote place. On Picard's way he meets Red Abby. At first neither he nor the reader had any idea what her connection to the kidnapped officer or Dujonian's Hoard is. That made for an interesting plot.

I did like the whole idea of having Picard tell a story. It was annoying at times because every other chapter took place back in The Captain's Table, but it was nice to have a change of scenes, a bit of humor, and a relaxed Picard. The book is also relatively short, which I liked a lot. By the end I had enough of the story.

So, do Picard and Worf find the missing officer? Who were his kidnapers? What did Red Abby have to do with anything? Does Picard get to bring Dujonian's Hoard back to Star Fleet? Who are those aliens, and where are they from? It all ties in. I hope I've pointed out the best and not as good parts of *The Captains Table: Dujonian's Hoard* (rated at three stars out of six), so you can decide whether to read the novel yourself.

As always, suggestions and comments are welcome. Send them to your favorite commander, USFArronax.

-Commander Pe'er Arronax



Hello everyone! I am starting a new section, containing startrek "top 10 lists!" They can parody any number of things, from characters to ships to plots to . . . well anything. Ok, so some of them have more than 10 items. But, they are still fun. So, without further ado:

Top 54 (Don't ask) Reasons Why Captain Janeway is Better Than Captain Picard

1. One word: hair
2. More hair than all previous Star Trek commanding officers combined.
3. Drinks coffee, not that sissy "Earl Grey" stuff.

4. Beams down to the planet like real Captains should.
5. Mutes the doctor when the doctor gets out of line.
6. Hasn't let an adolescent pilot the Federation flagship -- yet.
7. Voyager needs a female Captain. It's Captain must be willing to admit they're lost and pull over for directions.
8. Picard likes to talk his way through. Janeway likes to punch her way through.
9. Hasn't quoted Shakespeare -- yet.
10. Looks better in sleepwear.
11. Gives guilt trips that would make a Jewish mother proud.
12. Isn't French with an English accent.
13. Smart enough to have a Vulcan officer.
14. Will give you two days off to ponder your lifeshattering experience.
15. Janeway says "I don't like you!" to her enemies instead of trying to convince them to behave better.
16. Janeway has a First Officer with a tattoo.
17. She doesn't have any pesky Federation Admirals to get in her way.
18. Three words: Compression Phaser Rifles.
19. Acknowledges freely when she breaks the Prime Directive instead of trying to weasel her way out of it with philosophical ramblings.
20. 15 episodes without surrendering the ship.
21. 15 episodes and Wesley has yet to save the ship.
22. Janeway's holo programs create useful things like doctors and lungs. Picard's holodecks create maniacal evil geniuses who yet again take over the ship.
23. She doesn't need to straighten her uniform every time she stands.
24. Picard: Three words: Stretch velour jhodpurs
Janeway: Three words: Form fitting uniform
25. Janeway has never worn green tights and frolicked about in Sherwood Forest. However, if she did, she would look fantastic!
26. Kirk looked good in ripped shirts; Picard looked good without a shirt; Janeway would look... no, they can't do that on network television.
27. Doesn't force her crew to wear stupid outfits, unless it is to blend in with a primitive planet.
28. She is smart enough not to waste time learning foreign languages. All lifeforms in the Delta

Quadrant speak perfect English.

29. Her engineer does not wear a banana clip over her eyes.
30. Slouches in her chair even in critical life-threatening moments.
31. Doesn't have a Counselor on board (thank God!).
32. Her telepath only lives nine years.
33. Her Chief Medical Officer will never command the ship. (*whew* "Cathexis" was a close one!)
34. Janeway heard the words "boldly go where no man (er, woman) has gone before" and took them to the extreme.
35. Picard tells alien cultures, "I hope our two cultures will one day come to a greater understanding." Janeway threatens them with "the deadliest of force".
36. Janeway's Security Chief would never grow a ponytail.
37. The high point of Enterprise cuisine were scrambled eggs that only Worf could stomach.
38. Janeway doesn't have to point which way to go when they set off.
39. Maintains an elaborate hairdo that would baffle even Princess Leia.
40. Has mastered facial expression understood by all to mean, "Boy, Paris, are YOU ever stupid."
41. Hugs her Vulcan from time to time.
42. Has a more manly voice.
43. Doesn't have a starship that splits in half when it's in a tight spot.
44. Has a dog and a significant other, not some damn fish!
45. Kes. Troi. No contest.
46. Neelix. Replicator. Ok, this one's debatable.
47. At least she doesn't have to yell "Hot!" at her cook every time she wants something to drink.
48. Her ship has neat-looking folding warp nacelles.
49. Her CONN officer actually went through the Academy.
50. Her CONN officer can use contractions.
51. Her first officer has a hallucinogenic device.
52. To help her relax, Janeway's first officer helps her contact her spirit guide. Picard's first officer helps him get... to Risa.
53. Commanded ships blown up: Picard: 2 Janeway: 0
54. None of the crew members' relatives have ever tried to take over the ship, invade the

Federation, steal a starship, or enslave all humankind.

Ok, so what did you think? I know some of them aren't true, and if I have any Picard lovers out there, wait till next month, when you will be able to laugh at everyone else, with

"The top ___ reasons why PICARD is better than KIRK!!"

If you have any questions, new sources of humor I should consider, characters or things you want portrayed in next months list, or you just want me to send you something funny (I will if you ask!) e-mail me at: mmtodd@avalon.net! I look forward to it. Have fun Trekking!!



Trek garners Emmy Award nominations

This is a press release from the Paramount website
Contributed by USF Sierra

Six nominations for Star Trek: Deep Space Nine, two more for Star Trek: Voyager, and an acting nod for Patrick Stewart ("Picard") were among the those announced today for the 50th Annual Primetime Emmy Awards for 1997-98.

The annual black-tie awards gala by the Academy of Television Arts & Sciences will be broadcast on NBC September 13 from Los Angeles' Shrine Auditorium, with statuettes for 55 technical categories handed out August 29 at the Pasadena Civic Auditorium

Stewart was recognized as a contender for the "Outstanding Lead Actor in a Miniseries or Movie" category for the obsessed, whale-chasing Captain Ahab, featured in the USA Network's Hallmark Entertainment special presentation "Moby Dick." Others nominated include Jack Lemmon in "12 Angry Men," Sam Neill as "Merlin," Ving Rhames for "Don King: Only in America," and Gary Sinise as "George Wallace."

All the series-related nominations were in the technical type categories.

Star Trek: Deep Space Nine's celebrated "Far Beyond the Stars" episode fostered three nominations:

-- Production designer Herman Zimmerman, art director Randy McIlvain, and set decorator Laura Richarz are up for "Outstanding Art Direction For a Series," with co-nominees including episodes of "The X-Files," "Ally McBeal," "Dharma & Greg," and "Nothing Sacred."

-- Costume designer Robert Blackman was recognized for "Outstanding Costume Design for a Series." Other nominees are from "Frasier," "The Magnificent Seven," "Remember WENN," and "3rd Rock from the Sun."

-- Hair designer Norma Lee and her crew of Brian A. Tunstall, Rebecca DeMorrio, Darlis Chefalo, Gloria Pasqua Casny, Kathrine Gordon, Hazel Catmull were all listed for "Outstanding Hairstyling for a Series."

For this award the series faces its sister show's episode of "The Killing Game (Part I & Part 2)," and the Star Trek: Voyager hairstyling crew of Josee Normand, Charlotte Gravenor, Viviane Normand, Gloria Montemayor, Chriss McBee, Mimi Jafari, Ruby Ford, Delree Todd, Laura

Connely, Hazel Catmull, Dianne Pepper, Adele Taylor, Barbara Ronci, and Skip McNalley, Other contenders are "Buffy The Vampire Slayer," "Dr. Quinn, Medicine Woman," and "Tracey Takes On..."

The two series also share co-nominations for "Outstanding Special Visual Effects for a Series," a category which can have more than one winner. Along with nominees from "Suddenly Susan," "Stargate SG-1," and PBS' "Yo-Yo Ma Inspired By Bach," the Star Trek hopefuls are:

-- Star Trek: Deep Space Nine's "One Little Ship," with special visual effects supervisors Gary Hutzel and Judy Elkins, pyrotechnics supervisor Gary Monak, visual effects cameramen Paul Maples and Adrian Hurley, visual effects compositors Steve Bowen, Steve Fong and Davy T. Nethercutt, visual effects artists Kevin P. Bouchez and Laurie Resnick, and model maker Fredric Meininger.

Star Trek: Voyager's "Year of Hell, Part 2," with visual effects supervisor Mitch Suskin, visual effects compositor Paul Hill, CG animation supervisor Adam "Mojo" Lebowitz, CG animator John M. Teska, visual effects coordinator Art Codron, visual effects animator Greg Rainoff, CG model artist Koji Kuramura, and matte artist Eric Chauvin.

Star Trek: Deep Space Nine also had two other nominations, including "Outstanding Music Direction" for music director Jay Chattaway for the light-hearted episode "His Way." Fellow nominees include The 70th Annual Academy Awards special, PBS' "Michael Crawford In Concert," "Rodgers & Hammerstein's Cinderella," and "The Simpsons: All Singing, All Dancing."

Also, the episode "Who Mourns for Morn?" was cited for "Outstanding Makeup for a Series," including make-up artists Camille Calvet, Michael Westmore, Dean Jones, Karen Iverson, Mark Bussan, Ellis Burman, Karen J. Westerfield, Mary Kay Morse, Belinda Bryant, Joe Podnar, Suzanne Diaz, Jill Rockow, David Quaschnick, Bernd Rantscheff. Co-nominees are "Babylon 5: In The Beginning," "The X-Files," "Buffy The Vampire Slayer," and "Tracey Takes On..."



Integrity Gossip

by DrMavelleK

::whispers " And Anonymous"::

Oh by the way .. for all those who are applying for Official Captain's Kisser ... :) I say that the position is currently not available due to the fact that it is passed on by bloodline. So truthfully, it gets passed on to my twin sister (That's right, twice the fun), **Erika Jane Anderson**. Sorry ladies.

::jumps in before the screen disappears:: Hold on! Not quite done! **NotTelling** might be finished giving her side of the Integrity gossip, but I didn't get my chance quite yet! First of all, it might seem as if the Integrity is a snooze at the moment. ::evil grin:: But that doesn't mean it's the same behind the scenes. Rumors have it that **Fleet Captain Rigel's** flirting has finally hit **Commander Gorkon**. It seems as if the Flirting Bug has finally caught

up to the Lovable Commander. He has been seen from time to time, flirting with women that seemingly just pass through.

:) It seems as if the Integrity will have more exciting news on The Dirt soon enough. The return of one **Fst. Lieutenant Robert Hopt, MD** promises to have a few surprises. Could it be that once this madman is back on board, the insanity that the Integrity promises will return? ::laughs:: Not to mention, Mr. Hopt and **Fst. Lieutenant Mavelle Katara Kivo, MD** have been seen together plotting possible physicals! The peaceful silence that the USS Integrity experienced during his Leave of Absence will be shattered. :) Most certainly, we'll be hearing about the Impossible Duo soon enough.

For you Ladies who thought that the men in the world are once again safe, think again. It appears that even though **Mavelle** has a ring on her finger, she had been given permission from her hubby, **Commander Quint R. Kivo**, to flirt all she wants. ::gasps:: Talk about a wonderful and understanding husband! Ah. But my understanding is that the terms of the agreement include absolutely no dipkissing of any sort. ::laughs:: Seems like men can once again breathe easily. ::smiles:: But not quite that easily. If you think one **Mavelle** is bad enough .. think **Mavelle x 2!!!** That's right. **Mavelle** has a twin! **Fst. Lieutenant Erika Jane Anderson** and **Mavelle** have been seen causing mischief. Tackling, dumping jello, flirting, dipkissing (now only by **Erika**), thwaping ... Watch out men. It's said their target, and only target, are men. Might I suggest running?

END FILE				USFPADD	
BEGIN FILE				USFPADD	
USF SIM SCHEDULE					
Day	Sim Name	Time Eastern	Location	C.O. Commanding Officer	X.O. Executive Officer
Sunday	Starbase Everest	8:00	Orbital Velocity	USF Tefa	USF Tage
Sunday	USS Federation	8:30	Private Room	USFAriell	USFAkerio
Sunday	USS Excelsior	9:00	Orbital Velocity	USFABC1701	USFArronax
Sunday	USS Marquesas	10:00	Private Room	USF Maarek	USFKharn
Sunday	Outpost Cousteau	10:00	Private Room	USFSurak	=OPEN=
Monday	USS Columbia	9:00	Private Room	CptDTorres	CdrCNelson
Monday	USS Eclipse	9:00	Orbital Velocity	USFShodan	USFDylan
Monday	SS Nigala	0:00	Private Room	USFDylan	=OPEN=
Monday	USS Aldrin	11:00	Private Room	USFKillian	USFKivo
Tuesday	USS Roddenberry	9:00	Private Room	USF Scully	USFValdyr
Tuesday	Atlantis (SOG)	9:00	Private Room	USFEliz H	USFCaitlin
Tuesday	USS Hermes	10:00	Private Room	USFGrant	USFAkarn
Wednesday	USS Stealth	9:00	Orbital Velocity	USFTarjoto	USFThrevor
Wednesday	USS Halifax	10:00	Private Room	USFDakor	USF Sandy
Wednesday	USS Sundancer	11:00	Private Room	USFDamara	USFHughes
Thursday	USS DarkPath	9:00	Private Room	USFMstrad	USFRigel
Thursday	USS Potemkin	10:00	Private Room	USF Sierra	USFKJanar
Thursday	USS Agamemnon	10:00	Private Room	USF Hayes	USF Jaren
Friday	USS Lothlorien	9:00	Private Room	USFWinger	USFJosh
Friday	USS Integrity	10:00	Private Room	USFRigel	USFGorkon
Friday	USS Darmok	11:00	Private Room	USFAhrele	USFDamara
Saturday	USS Odyssey	9:00	Orbital Velocity	USFCaitlin	USFGill

*Please ask CO's permission before visiting a SIM or inviting visitors to a SIM.

**To get to Orbital Velocity goto Keyword: NAGF and select the Conference room labled Orbital Velocity.



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