



USF PADD

A Publication of United Space Federation...



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Here is your September issue of the USF PADD cyber-magazine. We have quite a diverse selection of articles this month - something for everyone to enjoy. We also have information on a charity gala hosted by my favorite actor to benefit the Down Syndrome Association of Los Angeles, Inc. If you have a chance, do attend! And let me know how much you enjoyed it. :-)

Our web site is still at <http://members.aol.com/usfpadd>

Commence Reading!

USFShodan
Chief Editor USF PADD



THE GALAXY BALL

a celebrity gala hosted by
ROBERT BELTRAN star of "**Star Trek Voyager**"

for the benefit of the
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The Book Review

By Commander Arronax

Star Trek: On The Brain: Alien Minds, Human Minds

By Robert Sekuler and Randolph Blake

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Have I got a good book for all of the Trekkies out there that love thinking, and thinking about thinking, and thinking about talking, and talking about thinking, and... You may be reminded of The Metaphysics of Star Trek which dealt with philosophy and life, but I'm talking about Star Trek: On The Brain, an introduction to psychology and, you guessed it, the inner workings of the human brain. I initially wondered why this was a *Star Trek* book at all, but it is only able to study the human brain so extensively and yet so simplistically by looking at the various life forms in *Star Trek* with similar brains and similar thoughts. Now I may be reminding you of Make It So, which described important leadership lessons by showing how Picard was or was not a good leader, but this is no two star book.

Initially it was impossible for me to tell where the book was heading. I just had no idea what I would be reading a few days later. But thanks to me, if you decide to read On The Brain, you'll know perfectly well. Part of why this happened was because the authors did not give the book any direction. Each chapter was the beginning of an exploration into a totally new realm of human thought. The ends of chapters did not have segues and the beginnings were sometimes confusing, but that didn't take away from the overall quality of the book.

"Within the nervous system, as in real estate, location is everything."

After reading through On The Brain, you will re-acquire high school level knowledge of neurology and some psychology too. The authors explain the ins and outs of neurons: axons, dendrites, networks, and neurotransmitters; also covered is the different regions of the brain: the hypothalamus, hippocampus, amygdala, the many lobes, among others. Did you know artificial stimulation of the hypothalamus will bring about immediate anger in the unlucky patient? Did you know that *Star Trek's* Holodocor deduced that Tom and Harry's hypothalamuses (now, what is the plural?) were being artificially stimulated in an Aquitarian prison to make them angry? The Aquitarian prisoners called it the Clamp. The reason the authors bring up this episode is not to say that *Star Trek* was being physiologically accurate, but to provide an audio-visual example of what they are talking about, the best way to learn.

"One man alone could double Earth's population in just eighteen months... frightening."

Because I didn't know where the book was headed, I began to wonder when the authors started explaining all too much about reproduction. By comparing it to the Vulcan Pon Farr and various other species' rites, the authors are able to show the different aspects of the psychology of sex in humans. Ironically, the authors call humans *homo sapiens*, as if they were studying our species from an alien ship above. Needless to say, there is a lot of psychology here to be studied.

"[Gorillas and chimpanzees] also had a look in their eyes that signaled ferocity, the same look that one Massachusetts driver shoots at another in rush-hour traffic."

In *Klingons Will Be Klingons*, there was extensive coverage of Klingon aggression in On The Brain, also, but discussing Klingon aggression was only a segue into our own human aggression: how it builds up and how we let it out. The best part of this section was comparing yourself to a *Star Trek* character in a self-quiz. I matched up with Odo: "I am suspicious of overly friendly strangers." The authors also explain what happens when we get angry: from the changes in heart rate to the neurotransmitters. An interesting point the authors make is- what happened to those Vulcans? They examine what could have made those darn aliens so non-aggressive.

"Why did the woodcutter tell Little Red Riding Hood her grandmother was sick? What was on her

mind when Little Red Riding Hood walked to granny's house? And how about that wolf. What on earth was he doing in granny's bed, and why did he chase Little Red Riding Hood?"

On The Brain dealt with so many more aspects of psychology than I can mention here. He mentions that *Star Trek* is really *social science fiction*: how scientific advances affect human beings. Words like *causes belli* and *cued recall* come up. Disorders, such as schizophrenia, aphasia, and Alzheimer's, are explained in detail, all of which have appeared on *Star Trek* in one form or another. There's so much more... But I can ramble on forever. So if you're interested, go pick up this five-star book, Star Trek: On The Brain.



The USF Officer Exchange Program '98: Experience Diversity

by USFOEP

In the end of July, the FstLts and LtCdrs of the USF Fleet received an invitation that began:

Greetings and salutations! You, as the First Lieutenants and Lieutenant Commanders of the Fleet, are some of the most important people in our sims. *You* are the Department Heads and Asst. DH's. *You* are the officers who have been dedicated to the Fleet for a long time. And *you* are the possible future hosts for our vessels.

But, have you ever wanted something a little different for your character? Perhaps a brief change of scenery? Then here is an opportunity for you!

The USF Officer Exchange Program is designed to both award and motivate the long-standing officers of the fleet by offering them the opportunity to sim aboard another vessel for a short period of time, one month. It also gives hosts the opportunity to bring some "fresh blood" onto their ship for a while, and for officers old and new alike to give fresh perspectives on themselves, other ships and the ship they serve on.

Vessels participating in this month's exchange are: *Starbase Orlando*, *Outpost Cousteau*, *Starbase Nigala*, *USS Aldrin*, *USS Roddenberry*, *USS Hermes*, *USS Stealth*, *USS Darkpath*, *USS Potemkin*, *USS Odyssey* and the *SOG*. There have been applicants in every field except Medicine, with the highest concentration coming in Security/Tactical.

If successful, the program will run on alternate months, except for December (*too busy due to the holiday season*). Applications for the October exchange will be accepted September 1-20. Officers who participated in the last "round" may not participate again for three months, so that other officers may have the opportunity to participate.

Applications are limited to three max per vessel on a first-come, first-served basis. Openings are assigned based on a couple factors, including of course availability, both by the simmers and by the ships.

Officers must have been at the rank of FstLt for at least one month to apply for an OEP slot. They also need to fill out a brief application and have approval from their CO and/or XO.

When asked why they wanted to be a part of the OEP, most officers cited "a change of pace" or "to experience different ships," at least for a short while.

The first exchange took place in the month of August.



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:

Are the TNG movies better than the TOS movies?

YES: 50% (3)

NO: 50% (3)

Next months question: **Do you purposefully look on the internet for information on Star Trek's new 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 October's edition of the PADD, as well as the next question. If you have a question or a suggestion, send it to LCdrObrien@aol.com.



If you have Star Trek questions ...

LjgCobachk@aol.com and AdmTomUSO@aol.com

My brother told me that Captain Kirk's middle name is Titanic. I don't believe him. He said his name is James T. Kirk, so what else would it stand for? Thomas?

Actually, Kirk's full name is

Captain James Tiberius Kirk

Since they hardly ever use his name in the series, it's easy to get it confused.

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.



Techno Babble

by seang@gateway.net

This article of Techno Babble covers the Emergency procedures that will be enacted if a serious problem is encountered in the Warp Propulsion System.

Emergency Shutdown Procedures:

Operational safety in running the warp propulsion system is a major concern. Upper limits in power levels could be easily reached and exceeded. The entire system is protected by the computer, which can intervene if necessary. This intervention/protection is part of the overall-

homeostasis process. Starfleet human-factors experts designed the WPS operation software to make "overprotective" decisions in matters concerning the health of the warp engine. Command overrides are possible at reduced action levels. The intent was not to create human-computer conflicts; rather, command personnel are trained to use the software routines to the best effect for maximum starship endurance.

Emergency shutdowns are initiated by the computer when pressure/thermal limits threaten the safety of the ship and crew. The normal shutdown of the WPS involves venting off the plasma to the warp field coils, closing off the reactant injectors, and venting the remaining gases overboard. The Impulse Propulsion System would continue providing ship power. In one shutdown scenario, the injectors would be closed off and the plasma vented simultaneously, the system achieving a "cold" condition within ten minutes. High external forces, either from celestial objects or combat damage, will cause the computer to perform a risk assessment for "safe" overload periods before commanding a system throttle back or shut down.

Catastrophic Emergency Procedures

Under certain conditions, the WPS may sustain various degrees of damage, usually from external sources, and much of this may be repaired to bring the systems back to flight status. Complete, irreparable, and rapid failure of one or more WPS components, however, constitutes a catastrophic failure. Standard procedures for dealing with major vehicle damage apply to WPS destruction and include but are not limited to: shutting down any systems that could pose further danger to the ship, assessing WPS damage and collateral damage to the ship's structures and systems, and sealing of hull breaches and other interior areas that are no longer habitable.

Fuel and power supplies are automatically cut off at points upstream from the affected systems, according to computer and crew damage control assessments. Where and when feasible, crews will enter damaged areas in pressure suits to assure that damaged systems have been rendered totally inert, and to perform repairs on related systems as necessary. If the WPS has been damaged in combat, crews can augment their normal pressure suits with additional flexible multilayer armor for protection against unpredictable energy releases. Engineering personnel may elect to delay effecting system Shut Down until the ship can avoid further danger. Exact repair actions dealing with damaged WPS hardware will depend on the specifics of the situation.

In some cases, damaged hardware is jettisoned, although security considerations will require the retention of the equipment whenever possible. In the event that all normal emergency procedures, including a multilayer safety forcefield around the core, fail to contain massive WPS damage, two final actions are possible. Both involve the ejection of the entire central WPS core, with the added possible ejection of the antimatter storage pod assembly. The first option is a deliberate manual initiation of the ejection sequence, the second, automatic computer activation.

Core ejection will occur when pressure vessel damage is severe enough to breach the safety forcefield. Ejection will also occur if the damage threatens to overwhelm the Structural Integrity Field System and to prevent the safe retention of the core, whether or not the WPS continues to provide propulsive energy. The survival of the crew and the remainder of the starship is deemed in most cases to take priority over continued vessel operations. If the impulse propulsion system is operable, vessel movement may be possible to enhance survival prospects. Scenario-specific procedures within the main computer (if it's operational) will suggest the proper actions leading to personnel rescue. During combat operations, the core will be commanded to self-destruct once a safe distance has been achieved.

Damage sustained by the antimatter storage pod assembly may require its rapid ejection from the Engineering Hull. Since the antimatter reactant supply possesses the energy potential to vaporize the entire starship, multiple-redundant safety systems are in place to minimize the failure conditions of the pod containment devices. Structural or system failures would be analyzed by the computer as with the warp core, and the complete pod assembly would be propelled away from the ship. A manual ejection option, while retained in the emergency computer routines, is not generally regarded as workable in a crisis situation, due mainly to timing constraints related to the

magnetic valve and transfer piping purge events.



The Counselor's Office

by USFSierra, CmdrValdyr, PLe857, DrMavelleK

What turns a woman on?

*As this is somewhat of a family orientated magazine, I think I'll side step that question with this answer: Each woman has a different turn on. It's the job of the partner to find that out without the help of friends. However, if you would like to know how to win the heart of a woman, old fashioned courting never hurts. Speaking from my own experiences, I always did enjoy a man who was "worldly" ... meaning that he knew about literature and the world. It never hurts to try for flowers, chocolate, jewelry, et cetera. But, remember one thing. You can't **buy** the heart of a woman. You'll have to be sensitive to her. Be sweet. Be gentle. You can never go wrong with opening her door, putting your coat over a puddle of mud, or creating her a poem. It's the simple things that make a woman feel special. If you really do want to make her feel special, all you have to do is embrace her in a simple hug and give her a gentle kiss on the cheek. Just tell her that you care. And you'll find that she'll give you her heart without hesitation.*

That does work for both IC and OOC. Most people think that women can be difficult and so confusing, but is totally not true. All a woman really wants is someone who is sensitive to their needs. Speaking in IC experience, my husband does that constantly. And I must say that I feel very special because he makes me feel loved.

Hmm...I'll tackle this one from an emotional viewpoint rather than a medical/physiological one. It depends on the woman. Some women like traditional romance (flowers, little gifts, long walks in beautiful natural settings); some like a sense of humor; some are superficial and just like good looks; and some, like me, are turned on by Vulcans. But maybe I'm just weird. In fact, I'm darn sure I'm just weird. So stick with the flowers and candlelit dinners, and don't forget to inject humor now and then. And if all that doesn't work, try a little logic. It's worked for two of my characters' significant others!

Well.... ::smiles:: without getting into the physical aspect, because after all this is a family channel <eg>..... women do like to be pampered and paid attention to. Letting the woman know you care, without telling her as much every thirty seconds and thus scaring her away, is the delicate balance man has struggled with for millenia. ;) But what turns each woman on is different... personally I like somebody who can make me laugh, that treats me like an equal, whom I can respect. :)

I'd really like to improve my simming skills. What do you suggest?

Take the time to sit in on some different sims; watch how different ships operate and work together. Simming is fun, and the most important thing is to be relaxed. If you're paying attention to what's going on in the room, you can more easily come up with some actions to follow. Peruse the USF boards a bit and read ships' logs and missions.

Something I always did, especially when I was starting out, was to watch my department head (figuring he knew a lot about playing a doctor, so if I was going to be a medical officer, I could learn from him), and my Hosts. Watching your Hosts is very important, since throughout the sim they'll be giving out instructions (which it behooves you to follow), and clues on where the sim is going next, so you can come up with appropriate actions.

Of course, I wouldn't recommend watching them too closely ... command ability is contagious, and if you're not careful you'll end up getting suckered into Hosting like I did. (And the MIW's won't let you escape once you're in!) ;D

But seriously, watch the people with higher ranks, especially the Hosts and the people in your department: they have those ranks because they've been around for a while, and most of them have demonstrated some pretty good simming ability to get where they are today.

Improving your simming skills is as easy as 1, 2, 3. The first thing you might want to do is pay attention to your simming technique. Find out exactly what your strengths and weaknesses are as a simmer. Don't compare yourself to others around you as their simming technique might be different. If you find that one of your weaknesses is not paying attention to the "ATTENTION ON DECK" signal, and you are one of the constant people speaking when you shouldn't, you might want to watch yourself before you make a comment. Sometimes, there are times when you can't keep up with the plot simply because the screen is scrolling too quickly. Don't worry ... your reading ability will increase with time. However, to cope, you might want to focus on someone in your department that might be able to help you keep track of what's happening. There are a lot of little tid bits that will help.

Remember that simming is suppose to be fun, and there really aren't any "good" simmers ... only very experienced ones.

What makes Captain Gorkon so sexy?

I suppose it all starts OOC. Captain Gorkon is extremely charming out of character, and I happen to believe that it can carry on into his character. "Sexy" is such a strong word. I suppose some women do find him "sexy." But, it depends on what that woman looks for in a man. If the big, strong, sensitive Klingon is their type, they might find Gorkon extremely irresistible. If it's not, they might just see Gorkon as a very good flirt.

To all the women ... just remember that Captain Gorkon is nothing but a huge, Klingon Teddy Bear ... so don't forget to give him a great big huggle. :)

Personally, I get turned on by the sight of a Klingon warrior!

Sexy is all a state of mind ... hmm, what makes certain females of the USF so sexy, eh? How come all these 'why are they sexy' questions are about Gorkon? ~=:)

I don't know the answer to this one ... I think he's cute, but not really all that sexy. But this is coming from the woman who is only turned on by Vulcans, so I'm not sure if my opinions are really relevant in this case.

Spotlight on Eridani IV History of the Vulcan People - Part II

Whatever Became of the Declared? And Who the Heck Are These Rihannsu People?,
Or, A Look into the History of Vulcan's Estranged Cousins, the Romulans

by Ambassador Nalavia Valdyr-Locke (her sexy but lazy hubby Ambassador Symon Locke didn't work on this installment)

Last month we gave a overview of Vulcan's history, in preparation for our in-depth study of Vulcan philosophy and culture. Briefly mentioned were a group of anti-Surakian dissidents, who called themselves the Declared. The Declared movement gathered strength on Vulcan until their numbers comprised five percent of the population. They left Vulcan in colony ships, eventually numbering seventeen. This article discusses what happened to the Declared after they left Vulcan.

The ships of the Declared were, in chronological order of their departure from Vulcan: Rea's Helm, Warbird, Starcatcher, T'Hiie, Pennon, Bloodwing, Corona, Lance, Gorget, Sunheart, Forge, Lost Road, Blacklight, Firestorm, Vengeance, Memory, and Shield. They all departed within a few years of Earth Date 25 AD. Only four of these made it to their final destination. The other thirteen were lost along the way:

- Pennon, Starcatcher, Bloodwing, Forge, Lost Road, Lance, and Blacklight were caught in the event horizon of a newly formed black hole near 198 Eri.
- T'Hiie and Corona lost to the mind destroying race called the 'Iruhe' at 4408B Trianguli.
- Warbird suffered a drive failure and fell into 114 Trianguli while attempting a slingshot maneuver.
- Shield destroyed under unspecified circumstances.
- Memory suffered a drive failure and fell into a black dwarf while attempting a slingshot maneuver.
- Sunheart abandoned after disease kills most of the crew.

The remaining four ships arrived at 128 Trianguli circa 533 AD (Earth date), finding two habitable planets. They named them ch'Rihan and ch'Havran. Three years later (3 AS, Romulan dating system), the last of the settlers had disembarked and settled on their new home, leaving behind only a few clans who chose to remain aboard the ships. The Ship Clans, as they were known, retained a level of technological advancement, while the harsh realities of planetary life forced the settlers into a technological regression. The colonists gave themselves a new designation, since they no longer considered themselves Vulcan. They were henceforth called the Rihannsu, after their main home planet. (The Federation labels them the Romulans, since their home star was named Romulus on Earth maps at the time of First Contact.)

By 96 AS, the last in a series of tyrannical monarchs had been overthrown, and the people set up a tricameral system of government. In 250 AS, the technology of the Ships had degraded and the Ship Clans had dwindled to a few individuals. Over the next hundred or so years, the orbits of the Ships degraded and they fell from the sky. The Romulans (for that is who the Declared had become) now lacked interstellar space flight. In 508 AS, the government completed a satellite early warning and defense system. The Romulans had no further interest in exploration or contact with outsiders, having become fiercely isolationist during their evolution as a race. They continued to redevelop their lost technologies, preparing for the battles they knew would eventually come. In 1499 AS, they developed artificial gravity and began to resume their spacefaring operations, at least within the orbits of their planets.

In 1599 AS (Earth Date 2134 AD), the USS Carrizal entered the Romulan system, evading the satellite

defense systems. They sent radio messages of First Contact, which went unanswered. The ship left after completing its survey of the area.

In 1602 AS (2137 AD), The USS Balboa entered the Romulan star system and was destroyed by the massed particle beams of fifty newly built Romulan ships. The USS Stone Mountain was captured while answering the Balboa's distress call and dissected to acquire warp drive technology.

In 1627 AS (2162 AD), after a bad defeat at the Battle of Cheron discourages the Romulans, and the Vulcans pursued the newly formed Federation, the two sides negotiate the Treaty of Alpha Trianguli via subspace data upload. The Treaty establishes the Neutral Zone as a one light year buffer between Federation and Romulan space.

After the Romulan Wars were ended, the Romulans kept a low profile, staying within their boundaries and not participating in diplomatic exchange with the growing United Federation of Planets or the Klingon Empire.

An entry from a Federation-published textbook on alien races provides a somewhat slanted, but not altogether inaccurate, discussion of the modern Romulan people:

(note: this text is somewhat out of date; it was published a few years after the introduction of the Galaxy Class starships. Obviously the political climate of the Alpha and Beta Quadrants has changed considerably since this writing.)

"First encountered by Starfleet vessels in a battle that took place almost two centuries ago, the Romulans are an aggressive, cunning territorial people who wish only to expand their share of space by whatever means is necessary. That first encounter was ended purely by primitive subspace radio treaty, and it was not until decades later, following another confrontational incident, that the physical nature of the Romulan race was made known to Federation science. Shortly thereafter, it was concluded that the Romulan homeworld circled a star listed in Federation catalogues as Romulus, the larger of the Romulus / Remus stellar pair.

The Romulan Empire has grown through interstellar conquest. Member worlds are ruled with an iron fist, their own government supplanted by newly-installed Romulan ruling parties. While the Romulans are emotional beings, they are strangely devoid of all compassion for those whom they subjugate.

Facial appearance strongly suggested an ancestral link to the Vulcan race, and further historical and genetic research proved that the Vulcans and Romulans had indeed been one people at a point in Vulcan's turbulent past. The Romulan people are descended from a rebel Vulcan colony group which broke away from its homeworld ties before the Vulcan race turned away from violence and warfare towards its present racial philosophy of logic and peace. Current Starfleet intelligence indicates that a growing movement within the Romulan society may be planting the seed that will one day result in a Romulan return to the Vulcan heritage they share.

The Romulan people pride themselves on their intellect, however warlike, and this fact contributed significantly to the dissolution of their alliance with the Klingons, whom they considered too barbaric to be fully trusted. The Romulans are increasingly uncomfortable with the current Federation / Klingon alliance and wish to see it dissolved, fearing the combined military power of both entities. Several attempts have already been made by Romulan military intelligence to undermine the peaceful co-existence of the two superpowers, but all have proven unsuccessful.

Romulan starship technology now equals that of the Federation, despite a slow start. Sensor scans of the Romulan Neutral Zone have recently shown a dramatic increase in the number of Romulan starships patrolling on their side of the Neutral Zone, suggesting that they may feel that a Federation invasion is a possibility. Their newest Warbird design is impressive in its size and power and has become the mainstay of their space forces.

Larger than Starfleet's Galaxy class and equipped with an improved cloaking device system, the Warbird is

the single greatest vessel threat to Federation security. While this massive ship employs full disruptors rather than ship-mounted phaser banks, these weapons are equally destructive due to a modification in their resonant frequency amplification process. The vessel is also, of course, equipped with multiple photon torpedo launch units- the photon torpedo was a Romulan innovation."

Next month's article will feature interviews with and writings of modern Vulcans and Romulans (and friends). If you would like to be included, please email CmdrValdyr@aol.com or SymonLocke@aol.com.



SIGNS THE ENTERPRISE IS NEARING THE END OF IT'S WARRANTY

- 20) Impulse engines stall when used in reverse.
- 19) Digital speedometer on helm console stuck at "88".
- 18) Shields fail to work on alternate Fridays.
- 17) Rust problem in engineering causes support failure: one corner of warp coil now held up by phone book.
- 16) Computer fails to process any instruction beginning with "w".
- 15) Booster cables become permanent fixtures in transporter room.
- 14) Captain's chair must be propped up against screen to keep image from flickering.
- 13) Guinan stops wearing large, heavy hats for fear of falling through squeaky part of floor in 10-Forward.
- 12) Main sensor array unable to pick up anything except CBS.
- 11) Lower part of bridge falls even lower and ramps along either side become too steep for crew to climb.
- 10) Turbolift cannot climb past deck 5 when there are more than 2 people on board.
- 9) Holodeck becomes caught in an infinite loop: ship is overcome by ten thousand Care Bears.
- 8) Ship cannot enter warp while food dispenser is making Kraft Macaroni and Cheese.
- 7) Food dispenser in 10-forward will only serve light beer.
- 6) Bug in main computer speech processor: computer voice will either stutter or talk like Barbara Walters.
- 5) Untraceable glitch in plumbing periodically replaces water in Wesley's shower with frozen concentrated orange juice.
- 4) Ship's dryer indiscriminately shreds crew's uniforms, and related problem in fabrication machinery will only produce new clothing with Roger Rabbit caricature prominently displayed.
- 3) Computer refuses to carry out commands unless captain says "Pretty please with sugar on it."
- 2) Replacement parts for automatic door to captain's ready room are exhausted and door must be replaced with bead curtains.
- 1) Saucer section separates whenever ship makes left turn.



New Technology

≠ From the Desk of Lieutenant Data ≠

Quantum Shielding

Star Ship shielding can be improved by a theory of mine called Quantum Shielding.

Information

The tactical deflector system is the primary defensive system on the USS Integrity. It is a series of powerful deflator shields that protect both the spacecraft and its crew from both natural and artificial hazards. Like most forcefield devices, the deflector system creates a localized zone of highly focused spatial distortion within which an energetic gravitation field is maintained. The deflector field itself is emitted and shaped by a series of conformal transmission grids on the spacecraft.

Information on Normal Shielding

Normal shielding for a Federation vessel at this current point is satisfactory. Standard shielding can withstand approximately 4 standard photon torpedoes and 7 enhanced Phaser beam shots, which is almost equivalent to a Quantum torpedo.

Current Information on Quantum Shielding

Quantum shielding enhances shield strength by 41.002%. The deflator system utilizes one or more graviton polarity source generators whose output is phase-synchronized through a series of subspace field distortion amplifiers. Flux energy for the Primary Hull is generated by seven field generators attached to the warp core. Each generator consists of a cluster of twelve 64 GW (Giga Watt, One billion watts per GW) polarity sources feeding twenty-three 2,998 millicochane subspace field distortion amplifiers. The standard shield frequency is 28.7754895 **XCF** (*External Configuration Frequency*).

Status

Quantum Shielding is still in the process of development. At this current point I cannot make detailed analyzes of how effective this will be to Star Ship Shielding. I will continue working on this project and hope I will be able to publish this technology.

=\=/ Engineering Specialist Lieutenant DataLink =\=/



USF HOST UPDATES!

Written by USFAhrelé

It is my great pleasure to introduce to you the newest member of our staff! Please give a warm welcome to Commander Alex Quatto. He is taking the XO (First Officer) position on the Lothlorien.



Saturn's Ring 9808.22

Fleet Captain gone mad, or just plain gone?

By: Laria Moonmoth
Tellerite Correspondent

In a startling new development, this reporter allegedly saw Fleet Captain Santiago in a shady bar speaking with what looked like some kind of alien camel dressed in an overcoat and a fedora. This reporter couldn't tell for sure because the smoke and Dabo girls were quite thick. After the two spoke, they both stood and shook hands. Then Santiago left through one door and the camel the other. What they discussed is unknown at this time.

It is further reported that a short time later, the same camel was seen in a shuttle belonging to the USS Aldrin, the same shuttle that Fleet Captain Santiago was seen arriving in.

In late breaking news, it is reported from a spycam on the USS Aldrin, that this alien camel has been spotted in several strange places, all occurring with malfunctions of some kind. The first sighting was of this camel in the crewmen's quarters, performing experiments in underwear drawers. The second sighting was in the replicators, where it is reported it was throwing candied almonds. It has also been seen in the holodeck doing Klingon ballet. Sources tell me that it was even seen using a toilet and reading Variety on the transporter pad. And now, it was seen in yet another shuttle, with several of it's clansmen. What will happen next? This reporter is almost afraid to ask.

And what does all this have to do with Fleet Captain Santiago? That is what this reporter would like to know. Is Santiago in some kin of trouble and this camel is blackmailing her? Is this camel part of Santiago's latest undercover mission? And what is to become of the Aldrin and it's crew? Will this camel subvert them into following it's strange behavior? Will the Aldrin's crew vanish and be replaced by this camel's clan? So many questions, and so far, no answers. But never fear, my loyal readers, I will not rest until I have all the answers. I only hope I am not too late to save Santiago and her crew from a complete invasion of alien camels. If anyone has information concerning this, this publication will be offering a reward.

For now, this is Laria Moonmoth, from sector 039.



Some Dirt!!

Written and Submitted by Anonymous

(The screen flickers for a moment. Federation, Klingon, and Dominion logos flash on the screen indicating the various relays that this message went through. Then the image of a junior officer appears on the screen. He whispers...)

This is your roving reporter giving you an exclusive on the man who is affectionately referred to by his friends as Nax. The players in the events which I am about to tell you: Nax- Executive Officer/USS Excelsior, Buggie- Chief of Tactical, and the Catian who calls himself M'Roaa, Chief of Covert Operations. Too bad for them this operation wasn't so covert.

Just two months before the time you receive this transmission, M'Roaa proposed to Buggie, and she accepted. It was a wondrous time on the Excelsior.... Until... A short time later Nax began his Pon Farr, and, as you know Vulcan physiology so well, he needed to return to Vulcan to find a mate. If you remember the incident on the lost USS Voyager, Nax was compelled to initiate a telepathic bond with Buggie. Some time later I hear more than just a telepathic bond happened, and rumor has it Buggie is pregnant. What makes this worse- my sources tell me that she is pregnant with twins each having a different father! M'Roaa is already planning his revenge.

On another front, it seems a certain fleet captain who hates the color pink has been seen hanging out with camels!!

The USF gets crazier and crazier every day.....



Book Review

The Best and the Brightest

by Susan Wright

=^= ^=

Review written by USFShodan

The Best and the Brightest is about a new generation of cadets at Starfleet Academy. This book tells of the adventures and happenings of Jayme Miranda (from a long line of Starfleet Mirandas), Bobbie Ray Jefferson (of a new species called Rex), Moll Enor (the first Trill host for her symbiont), Starsa (from a species that matures later than most humanoids), Nev Reoh (a Bajoran who decided that being a Vedek wasn't for him so he thought he'd try Starfleet), and Hammon Titus (described as "a reckless young man fond of pushing the limits).

I didn't have to read very far into this book before I started thinking, "Oh, gee whiz, how much more trouble are they going to get in to now?" This group of cadets got so many reprimands that they were almost kicked out of the Academy. They got into so much trouble and caused so much mischief and grief that it just wasn't funny. I found it really hard to finish this book because I kept putting it down to find something else to do. To be fair, I am not in the target audience for this book. This book was definitely geared towards the younger teenagers. Most of that target audience would like this book more than I did, I believe. I, personally, was just not interested in reading about how much trouble this group of kids could cause.

This book took place over several years (because one doesn't graduate from the Academy in just one year, it usually takes four). So there were many adventures to take place and many stories to be told. The author obviously watched a lot of Star Trek, for she tied in events that occurred during the Generations movie, TNG episodes, and DS9 episodes. To make things more interesting, the author also brought in several familiar Star Trek characters to make guest appearances: Captain Jean Luc Picard, Jadzia Dax, Guinan, even the Enterprise-D. Wesley Crusher was mentioned a fair amount. All of this actually made the book more believable and realistic.

I really can't recommend this book for reading, but if you're a die-hard Trek fan that reads every Trek novel, or you want to read a Trek novel that involves new characters, then you might enjoy this book. I give it a ^= ^= (2 out of 6).



Answers to Continuum Trivia

By Commander Arronax

These answers were all found at the Star Trek Continuum's library page.

Personnel Databanks - Star Fleet Medical

1. What was the last seen rank of Nurse Chapel?
Commander
2. What is the marital status of Dr. Polaski?
Polaski was divorced three times.
3. In what year was Dr. Bashir promoted to lieutenant?
In 2372
4. What is the full file name of The Doctor?

The Doctor is Emergency Medical Holograph AK-1

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?
Marla McGivers helped Kahn 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?
Bynars tried to steal the Enterprise-D's computer.
7. What object takes Sisko to Deep Space Station K-7?
The Bajoran Orb of Time sent Sisko and others back in time.
8. Who attempted to destroy Voyager but only sent them back in time to 20th Century Earth?
Captain Braxton tried to destroy Voyager and sent them back in time

Culture Databanks - Vulcan

9. What process places a katra back into its Vulcan owner?
The Fal-tor-pan put Spock's katra back in him.
10. What ritual purges a Vulcan of all remaining emotion?
The Kolinahr purged Spock of all remaining emotion

Questions or comments? Email USFArronax@aol.com.



USF SIM SCHEDULE					
Day	Sim Name	Time <small>Eastern</small>	Location	C.O. <small>Commanding Officer</small>	X.O. <small>Executive Officer</small>
Sunday	Starbase Everest	8:00	Orbital Velocity	USF Tage	=OPEN=
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	10:00	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	USFRigel	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	USF Quatto
Friday	USS Integrity	10:00	Private Room	USFGorkon	=OPEN=
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.



Credits:

USF PADD STAFF:
AdmTomUSO, AliCyandy, CdrNicole, CdrKivo, ComoAhrele, ComoAriell, D11974, DrMavelleK, Ens Sean, FstLt Nvek, LCdrObrien, LjgCobachk, LjgMillard, LtCdrGygax, Ple857, SSKapitan, USFArronax, USFKJanar, USFShodan, USFSierra, USFValdyr, USFWinger, USFPADD, doug_e_fresh_1998@yahoo.com, mmtodd@avalon.net, programwithc@geocities.com, rbower@accnorwalk.com, seang@gateway.net, FLtAmHawar, LtDataLink
Special Thanks to Admiral Clements

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