



# USF PADD

*A Publication of United Space Federation...*



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My staff and I joyfully bring you the October issue of the **USF PADD** cyber-magazine! This is indeed a full issue. We start off with some humor, and we quickly follow that with several articles where the authors would greatly appreciate a response from you, our wonderful readers (everything from T-shirts to techno-babble questions)! We also have gossip, gossip, and more gossip - strange things are happening in the USF - read and find out some of them. In between the gossip sections, you will find some techno-babble, site reviews, and official news from Paramount concerning ::drum roll:: Star Trek! This is followed by USF news and even more gossip! All for your reading pleasure. Enjoy!

USFShodan



# HUMOR!!!!

Written by E2JORL

From the Home Office at the bottom of a pile of sand though an hourglass...

## **Top Ten changes if the Star Trek franchise became a Soap Opera, uh excuse me, "Daytime Drama"**

- 10) Riker discovers he has an exact double who becomes a terrorist and lands in jail... Hey, that actually happened..
  - 9) Tom Paris replaced by Charlie from "All My Children"... Whoops, that one happened too...
  - 8) All the women are good looking, thin, have perfect hair at all times, and wear really tight clothing... Well, I guess that already applies too...
  - 7) Captain Janeway replaced by Mary from "Ryan's Hope"... Gee, I think I'm detecting a pattern here...
  - 6) Kirk finds any excuse to strip down to his bare chest... Oh, man! That already happens..
  - 5) Vorick wants B'Elanna. B'Elanna doesn't want Vorick. Tom wants B'Elanna. B'Elanna sort of wants Tom. Vorick tries to get B'Elanna. B'Elanna tries to get Tom. B'Elanna fights Vorick. B'Elanna tells Tom to be careful what he wishes for... Aw, nuts, this list just isn't working out...
  - 4) Beverly falls in love with a ghost in a really cheesy Gothic Romance plotline... Rats! I can't win!...
  - 3) That cad Worf takes up with Jadzia without even a thought to poor Deanna... Damn! Not again!...
  - 2) Kira has to carry Miles and Keiko's unborn child even though the baby is really Sid's... On second thought, I don't think even a Soap Opera would try this one!...
- And the Number One change if the Star Trek franchise became a Soap Opera...**
- 1) Riker marries Laura from "General Hospital"... Uh, let's forget I even started this one!...

From the Home Office "Out there...Thataway!"...

## **Top Ten unseen improvements to the Sovereign class Enterprise-E**

- 10) Crew members' transporter use now accrues Frequent Flyer Miles
- 9) "Magic Eye" 3-D pictures in all crew quarters
- 8) Shag carpeting in Engineering
- 7) Random artificial gravity shutdowns- "Just For Fun"
- 6) "Ten Backward"
- 5) "Mr. Worf, set phasers to 'tickle'."
- 4) Jeffries tubes now one giant maze...First crew member to find way to Stellar Cartography wins a pony!

- 3) Counselor Troi equipped with "unlimited access"...if you know what I mean...
- 2) Toilets
- And the Number One unseen improvement to the Sovereign class Enterprise-E...
- 1) Foos Ball!!

From the Home Office on Mulberry Street...

### **Top Ten lines of dialogue if Star Trek had been written by Dr. Seuss**

10) COMPUTER SCAN: "One Ship. Two Ship.  
Red Ship. Blue Ship."

9) PICARD: "The Grinch has stolen our Christmas.  
He has taken our fun.  
And I will make him pay  
For what he has done!"

8) SPOCK: "The needs of the many  
Outweigh the needs of the few.  
Just keep that in mind  
Next time you feel blue!"

7) O'BRIEN: "Captain! Captain!  
A ship! A ship!  
Dukat is on another trip!  
He is wearing his new hat!  
Yes, Captain,  
Dukat in the hat came back!"

6) JANEWAY: "From near to far,  
From here to there,  
Strange things that glow and throb.  
We're Starfleet officers, Mr. Kim.  
Weird is part of the job!"

5) KIRK: "Tribbles, Tribbles everywhere!  
Tribbles, Tribbles in my hair!  
Over Tribbles I might trip,  
Get these Tribbles off my ship!"

4) KHAN: "He tasks me and I shall have him!  
I shall chase him in a plane!  
I shall chase him on a train!  
I shall chase him on a boat!  
I shall chase him with a goat!"

3) SPOCK: "Captain, please don't shoot  
That angry Horta!  
She's just protecting her eggs,  
Like a good mother orta!"

2) MARTOK: "Ouch! That hurt!  
You cut out my eye!  
Perhaps today IS  
A good day to die!"

And the Number One line of dialog if Star Trek had been written by Dr. Seuss...

- 1) PICARD: "I do so love

Tea, Earl Grey, hot!  
I do so love it!  
Thanks a lot!"



## USFTshirt: The Next Generation

Written by: USFLynx

Greetings fellow USFers. :) I'm thinking about making another USF T-shirt, and I'd like to get some ideas from everyone. If you're interested, please take a few moments to fill out the questionnaire. If there is enough interest, then I will try and put something in to production.

1. What type of designs should go on the shirt?
  - attach any graphics that you have
2. What color of shirt would you like?
  - some colors might not be available
3. How much should the shirt cost?
  - my opinion is \$10, put down what you think you could afford
  - this is all non-profit, so if we spend more, we'll get more
4. Are there any other styles you would like to see?
  - examples: polo, henley, button up, denim, hooded sweater, etc.
  - anything other than a t-shirt is sure to be more expensive
5. Please comment on the following design ideas:
  1. A USF Logo on the front upper left chest. The back would have all current USF members names scattered about in a really cool space scene. The top back would read "United Space Federation 1998".
  2. A USF Logo on the front upper left chest. The back would have a really cool space scene (to be decided upon).

Thanks for your time :)

Lynx ^,^





pictures are from left to right: USFLynx, Ensign Vasarin, USFDamara, USFGorkon, & USFAhrele

## The USF Experience in Las Vegas

By Fleet Captain Damara Seven Cha'Tavek

Take one Commodore, one Fleet Captain, a Captain, a Lieutenant Commander, and an Ensign... mix them all together and put them in Las Vegas, and what do you get? Tons of fun and an "**Experience**" they'll never forget!

On the first weekend in August 1998, some of the USF staff met in Las Vegas. The main objective of the trip was to go to the **Star Trek Experience** at the Hilton, but it was also a chance for everyone to actually see their on-line friends in person, some of them for the first time.

Arriving first on Friday from Sacramento was myself, **Fleet Captain Damara Seven Cha'Tavek (Darmok)**, and tagging along with me was my real-life son who plays **Ensign Vasarin** on the **Sundancer**. Next to arrive was **Lt. Commander Tom Trekker (Darmok)** who came all the way from Delaware! Arriving from Missouri, **Commodore Ahrele Johannson (Darmok)** rendezvoused with the others at the airport, and the whole group proceeded to their hotel to check in. Once we arrived at the Luxor and oohed and aahed at the incredible Egyptian motif, we discovered that **Captain Gorkon (Integrity)** had arrived there from San Diego ahead of schedule.

Finally, all together, the group wasted no time in going to the Hilton, intending only to inquire about prices and times for the **Star Trek Experience**. Once there, however, there was no way

anyone was going to drag me out of there without actually going on the ride. Luckily, there was no line and we were able to get on almost right away.

The ride is aptly named... it truly is an "experience" like no other. I really felt like I had been transported aboard the **Enterprise** and there were many realistic touches which added to the fun. As we walked down the corridor, real people in Starfleet uniforms walked past us. I even saw an engineer kneeling down in front of an open panel. Next we were escorted to an incredibly realistic bridge, complete with viewscreen, consoles, and red alert klaxons sounding. My only disappointment here is that you're only allowed to stand in one place as a group, and I had hoped to be able to sit in the Captain's .... I mean XO's chair (::winks at **Ahrele**::).

From the bridge, we were whisked to a very exciting shuttle ride and finally delivered safe and sound to **DS 9** where we wandered the **Promenade** spending credits and had a drink at **Quark's Bar**. There was a brief encounter between **Commodore Johannson** and a Klingon when she unknowingly incurred his wrath, and he proceeded to glare at her for the entire time we were there. Meanwhile, I was flirting with a really cute Ferengi and was actually photographed rubbing his lobes (don't tell **Sarvok!**).

Reluctantly, we finally left and went back to the hotel room where we used Tom's portable computer to check in on the **Darmok** sim. After the sim, we went for a walk along the Strip and finally, late that night (or should I say early morning), tired and footsore, we returned to the hotel for some much needed rest.

The next day we returned to the **Experience** because there was a lot we had missed the night before. First, we had lunch at **Quark's** (I had a Three of Three... a bacon cheeseBORGer... hee hee). After lunch, there was a long line for the ride, so we took our time checking out the exhibits... a whole museum of **Star Trek** props and costumes from the series and movies.... including a complete timeline of the **Star Trek** universe from beginning to end. The ride was just as exciting the second time and in some ways a bit different from the first time. Apparently, the actors are given some leeway with their lines, and the result can be vastly entertaining. Once again, we spent more credits on the **Promenade** and then, about six hours after we had arrived there, we left to return to the hotel and get ready for dinner.

Switching centuries, we all attended the dinner show at the **Excalibur** where we were served an excellent meal but, in line with the medieval theme, we were given no silverware! The show was an excellent display of horsemanship, jousting, knights in shining armor, acrobats and even a wizard with a few pyrotechnic displays. We were encouraged to root for "our" knight and boo the others. We all had a good time. After the show, we wandered the casinos a bit and then returned to our hotel where we had a rousing tribble fight... kinda like a pillow fight but with.... well, you get the idea.

Next morning (Sunday), Tom had an early flight and had to leave. We were all sorry to see him go. Unfortunately, he missed seeing **USF Lynx**, who was able to fly into Vegas for the day. We met **Lynx** who treated us for lunch at the Luxor's buffet and then, yes, believe it or not, we returned to the Hilton and went on the **Experience** for the third time!

Once again we had drinks at **Quark's Bar**, and I almost lost my son to the very same Klingon who glared at **Ahrele**. My son unwittingly challenged the Klingon's honor, and I had to intercede, pleading the boy's youth. Showing great restraint, the Klingon relented and even consented to posing for pictures with us, although he never ceased glaring at **Ahrele**.

Then, far too soon, the weekend was over and we had to catch our respective flights home. A few hugs and some tears later, we all said good-bye, promising to meet again next year. A few places that have been suggested for our next get together are Atlanta or perhaps somewhere in Florida. Since so many of the USF live in the east, perhaps more will be able to attend next summer.

# USF Get Together

Written by: USFLynx

Greetings again USFers. :) A few weeks ago, I had the opportunity to meet up with a few friends from the USF in Las Vegas: **USFAhrele**, **USFGorkon** and **USFDamara**. I can't tell you how much fun it was to visit with each of them and just chat about simming and other related topics. Las Vegas was an idea city to meet too because of the **Star Trek Experience** at the Vegas Hilton (read more about the Vegas get together in the PADD).

This wasn't my first get together, but it was definitely one of the most enjoyable. All of them have turned out to be well worth the trip and a great time. The only thing I think we can improve is to get more people there. I'd like to plan another one for next year sometime, so if you're interested, please fill out the questionnaire below. I'm going to take a pole on the most convenient times and places for people to travel to. Unfortunately, some of us will have conflicting schedules or won't be able to afford to make the journey, just a fact of life. Also unfortunate, you need to be 18 to go unless you want to bring your mom (that's what I do <g>). However, if you have the time and the money, then you really should try and make it because they are a lot of fun. =)

1. What city do you live in? (optional)
2. What city would you like to have a get together?  
- please list cities you definitely wouldn't/couldn't go to
3. What time of year is most convenient for you?  
- please list all free time you might have

Preliminary ideas:

1. The first plan is to have the convention in Orlando, FL at Disney World. In my opinion this is one of the most entertaining cities around and could be both a USF get together and a vacation for you. I was thinking mid-February for a date because it's less crowded then. This trip could be expensive for most people, however, depending on the package they could get.
2. Atlanta might be a good choice because it's cheap to fly in to from almost anywhere, and they hold a lot of Star Trek conventions. Not as much fun as Vegas or Disney but would probably be cheaper.
3. Las Vegas is one of my favorites because of the **Star Trek Experience**. It's probably cheaper than Disney, but it's on the other side of the country for most USFers (I'm guessing).
4. Baltimore/Philadelphia might be idea because it is located near most USFers (guessing), and it's cheap to fly in to. Philly is not my favorite city, but they do have conventions there, and I'm guessing that a lot of USFers live close enough to drive there. Baltimore is one of the cheapest cities to fly in to, and it's only a couple hours to Philly from there.
5. Atlantic City, NJ is another East Coast option. The surrounding neighborhood is questionable, but the city itself seemed kinda cool. Not a lot of entertainment is there, but the atmosphere was nice. Again, it would be a short drive for a lot of USFers I think.
6. Chicago is centrally located and is actually a very cool city. I wouldn't go there in the winter time though. A May get together here might actually be ideal.
7. Denver is the best! Because I live there, and I wouldn't have to travel far. :) I wish I could

recommend this one because the scenery is incredible, the skiing is awesome, and you could all stay at my place. <g> Unfortunately Denver is one of the most expensive places to fly in to, and I'm sure I'm only one of a handful of USFers in this area :(

Thanks for your time. :)  
Lynx ^,^



## If you have Star Trek questions ...

LjgCobachk@aol.com and AdmTomUSO@aol.com

I have a question about the Enterprise-D. What class ship is it? And do you happen to know what the Enterprise-E is??

*The Enterprise NCC-1701-D was a Galaxy class starship. The Enterprise NCC-1701-E is a Sovereign class starship.*

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



# 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 ST'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 November'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.





## Wanted: Dead or Alive

By: Capt. Winger (USF Winger)

Subject: Clone Prime

Names and Aliases: Clone Prime also goes by several pseudonyms: Patrick Dunloggin and Clovis Magwitch are the two that are the most-used.

Charges: Murder, aiding and abetting a wanted criminal, assault, terrorism, grand larceny

Background: Clone Prime is a clone of Starfleet officer Jay Winger. The blood sample from which Prime and his "brothers" derive was taken by Jaex Tux'mal, the Orion Slavelord of Xenar, shortly after Captain Winger's birth. Tux'mal has made many clones of Winger since then, including the two assassins who attempted to kill Xenar Representative Helen Cantwell on stardate 9709.27. Prime is the most powerful (and deadly) of the clones from Tux'mal's Clonus Project. Among his more recent sightings was on Deep Space Nine, where he was mistaken for arms dealer Eric Cantwell. Prime afterward left for Psi Cassiopea Two, where he now works with Cantwell as a liaison to Tux'mal.

Distinguishing characteristics: As a clone of Jay Winger, Prime is identical to Winger in appearance. However, it should be noted that due to genetic engineering, Prime's human-Xenar genome has been augmented to have psionic powers: he is a touch-telepath, like a Vulcan, and also has telekinetic powers. Recently, he has developed pyrokinetic powers. He also has enhanced strength and senses. Therefore, he should be approached with extreme caution.

Ship(s):

- *Deathdealer*, an unmarked combat fighter/ferry. The *Deathdealer* is capable of actually changing its configuration to appear as a merchant's ship (*Venice*, under Patrick Dubloggin) and a settler's ship (*Compeyson*, under Clovis Magwitch).
- *Grey Shadow*, an unmarked light ship of Psi Cassiopean origin.

Known associates:

- Jaex Tux'mal. Orion. Slavelord of Xenar. Master of the so-called Clonus Project.
- Eric Cantwell. Human-Xenar. Doppelganger of Jay Winger. Psi Cassiopean arms dealer.
- J.C. Cantwell. Alias: The Jackal. Human. Eric Cantwell's head killer.
- Manil Thary. Alias: Kharver. Bajoran. Eric Cantwell's associate.
- Jaskens Riene. Bajoran. Weapons manufacturer for the Manor Complex Black Market.
- Tim Cantwell (né Tim Tspy). Human. Former Starfleet officer turned rogue.

Recent Actions:

On stardate 9806.19, the *Lothlorien* was damaged by internal sabotage from Manor Complex spy Lt. (jg) Tim Tspy. Eric Cantwell, Kharver, and Prime were involved in the subsequent takeover of the ship, and the theft of the biogel, which was later utilized in a weapon of mass destruction. All parties involved (Prime included) escaped.

On stardate 9807.16, Prime was involved in the murder of an Orion Syndicate representative known as Silverback, and his Nausicaan retainers.

If spotted, contact: Capt. Jay Winger at [USF.Winger@aol.com](mailto:USF.Winger@aol.com)

If you know of a dangerous criminal on the loose, send the data to [USF.Winger@aol.com](mailto:USF.Winger@aol.com)



## Laria Moonmoth, live from sector 039

"This is Laria Moonmoth, reporting, live, from sector 039 where anything and everything can and usually does happen. As you recall from past reports from this reporter, strange things are a foot among the Fleet Captains of the USF. Most would blame **Fleet Captain Killian Santiago** for this, but that isn't the case."

"I was shocked when this small piece of news came my way and I just had to investigate further. It appears that **Fleet Captain Lee Storm Grant** is pregnant. To some, this may not seem like very big news, but that is because you don't have all the facts."

Holding up a medical file and showing it to the camera, the name **Leetanzia Storm Grant** on the file cover clearly seen.

"For the past two years, **Fleet Captain Grant** has wanted to have another child with her husband **Jason Storm**, but for some reason, this wasn't happening. Then, six months ago, she went to Starfleet medical for some tests and discovered she could no longer have child."

"As you can imagine, she was devastated. She couldn't handle telling Jason just then. But later injuries made it necessary. The couple grieved over this."

Taking a step forward and looking directly into the camera.

"You're maybe asking then, how is it possible for this miracle to happen? There are many theories about that. Some speculate that she had some surgery done which would reverse the problem of her barrenness. While others tend to look to the new medication she had been taking."

Holding up a finger, a twinkle in her eye.

"But, what I would like to know is this... Why was it she couldn't conceive \*before\* she and her ship and crew were thrown into the temporal displacement by a certain individual? And why is it that now that they have returned, she is mysteriously pregnant? Did the time/dimension travel have this effect on the good Fleet Captain? Or, is there something more here, we have yet to discover?"

**"This is Laria Moonmoth, live from sector 039. Remember, if it's happening out there, I'm going to find out about it."**



## Paramount Official Press Release

Submitted by USFSierra

### Actress Nicole deBoer Makes Her Debut As The First New Character Ever To Join In The Series History

**Hollywood, August 21, 1998** - Paramount's Star Trek: Deep Space Nine the #1 first-run drama series in national syndication, has entered its seventh and final season. Joining the series for its last season is Canadian actress Nicole deBoer, whose addition makes her the first new character ever to join Star Trek: Deep Space Nine in the series' history. The seventh season premiere episode, entitled "Image in the Sand," marks de Boer's introduction as the young, exotic Starfleet Ensign Ezri Dax, who is the new host of a three hundred year-old symbiont previously in the body of Jadzia Dax (portrayed for six years by Terry Farrell). "Image in the Sand," written by Ira Steven Behr and Hans Beimler will air the week of September 28, 1998 in national syndication.

"Like Star Trek: The Next Generation, we had always intended to tell the story of Star Trek: Deep Space Nine in the span of seven years," states series Creator/Executive Producer Rick Berman. "As we embark on the seventh and final season, we look forward to the challenge of concluding this important chapter in Star Trek history." He further comments, "The new character Ezri Dax should add an intriguing element to this final season. Her unexpected struggle to cope with seven newly acquired identities should bring us some fascinating story arcs, as well as a great deal of humor."

The seventh season premiere episode ("Image in the Sand") finds Sisko (series star Avery Brooks) attempting to make sense of Jadzia Dax's death, as well as the fate of his own future (as seen in last season's finale episode "Tears of the Prophets," which ranked as the #1 first-run hour drama among all adults the week of its premiere June 15-22, 1998). He receives a vision from the Prophets, who were believed to be dead, and is led to the discovery of a long help family secret.

As a former series regular on the Sci-Fi Channel series "Mission Genesis," Nicole deBoer is no

stranger to the world of science fiction. One of Canada's leading young actresses, deBoer recently completed work on the CBS-TV series "Dooley Gardens," her fifth consecutive Canadian series. She can also be seen in the soon-to-be-released feature film "Cube," winner of the Toronto Film Festival Award this past year.

For the 1997-98 season Star Trek: Deep Space Nine received six Emmy nominations and ranked as the third most nominated drama series on television, the only syndicated series to garner such acclaim. Star Trek: Deep Space Nine shares it's third place ranking with "Chicago Hope" and "Homicide: Life on the Streets." This year, only "E.R.," "X-Files" and "NYPD Blue" had more Emmy nominations.

Since its premiere in January 1993, Star Trek: Deep Space Nine has garnered four Emmy Awards, 26 Emmy nominations and won numerous accolades, including two Hugo Awards for "Outstanding Writing for a Television Series" (1995-96, 1996-97) and the 1996 Screen Actors Guild for "Outstanding Portrayal of the American Scene," which it shared with the other Star Trek series.

*Continuing in the 32-year tradition of Star Trek, the seventh season of Star Trek: Deep Space Nine promises intrigue and suspense, feature film quality special effects and complex character development. The Emmy-Award winning syndicated drama series stars: Avery Brooks as Captain Benjamin Sisko; Rene Auberjonois as Chief of Security Odo; Nicole deBoer as Ensign Ezri Dax; Michael Dorn as Lieutenant Commander Worf; Cirroc Lofton as Jake Sisko; Colm Meaney as Chief of Operation Miles O'Brien; Armin Shimerman as the Ferengi, Quark; Alexander Siddig as Dr. Julian Bashir; and Nana Visitor as Colonel Kira Nerys.*



*A world of unimaginable beauty. A secret worth killing for. The crew of the Enterprise must defend a paradise against those who would destroy it.*

## STAR TREK 9 : INSURRECTION

*The battle for paradise has begun.*

*access a Quicktime preview trailer for the latest installment  
in the Star Trek series at: <http://insurrection.startrek.com/>*



# Nigala Gossip

## SEASON PREMIERE

Stardate 9809.12

Tonight's show

Your Host: TuFa SchTal

On this eve's show, the topic is: **Relationships.**

The show starts out with the audience clapping and cheering. Then TuFa enters the stage. He walks to his chair carrying the microphone.

"Welcome to the show, everyone."

The crowd cheers, and thus the show begins. On the stage are some civilians and assorted SF officers that have come to Nigala for the Show.

"Today on Nigala Gossip, we discuss Relationships. Now Mr. Utly, you said that the best relationship that you have seen in a long time is the one that I, myself, have with my wonderful wife, Claris."

Mr. Utly> "Yes, that is correct. I would like to add that I am curious as to why the Captain of this station hasn't noticed that a certain Ltjg. of his likes him."

"Ah, so I am not the only one that has noticed this." TuFa turns to the audience, "What about this? Any questions from the audience?"

Audience member> "TuFa, why doesn't the Captain get off his butt, and ask this person out to dinner?"

"Good question, audience should we ask the Captain?"

Audience> Cheers yelling out, "Yes, let's ask him."

SchTal+Jeter+ Do you have a moment?

Jeter+SchTal+ No, I am rather busy. Can we talk about this later?

SchTal+Jeter+ Aye.

"Well, I guess he is submerged in his work. On to the discussion. Do you think that the Ltjg that is so attractive, and who seems to be deeply interested in the Captain, will ever get a chance?"

~~ tbc ~~



# ??STAR TECH??

By Lt(j.g.) Doug Zax  
Resident Trill and Scientist

Hello, and welcome to another exciting episode of Star Tech! Tonight on Star Tech: I answer questions from our newsletter audience. Our first guest is an avid reader and Trekkie. Please welcome Symon Locke, who writes:

*Ok, the heisenburg compensators were designed to correct for the heisenburg uncertainty principle. The heisenburg uncertainty principle states that it is totally impossible to know the exact location and speed of something at the same time. It would be impossible to know the exact location for anything that is moving, because it is constantly changing location. And all objects move. To successfully beam an object, you must have an exact fix on it. You must know it's location and it's relative speed to you. That's impossible. The compensators are what enable us to beam an object without knowing it's exact location and speed. Although it was never said how the things work in the show or in any of the books, I have a few hypothesis that are quite reasonable, which ever one you like, use it.*

*1. The compensators are nothing more than really accurate scanners that can get an approximate fix on the object to be beamed. The Annular containment field then forms within one meter around the beaming subject. This explains why someone who jumps into the arms of a person who is being beamed is beamed themselves (Star Trek IV, The Voyage Home; when Gillian Anderson jumps into Kirk's arms and is beamed aboard the Klingon ship, unintentionally.)*

*2. The compensators work on a similar premise as the warp drive, that is they create a artificial mini-universe, in which the laws of physics are different, and the Heisenburg uncertainty principle does not apply.*

*3. The Compensators are a cycle of mini-magnetic force field generators that generate a field in the general vicinity of the beaming subject, the Annular Confinement beam then forms around this forcefield, not the beaming subject. When the dematerialization process is activated, the matter in the force field is disassembled along with the energy patterns of the force field. This could explain why uncoupling the heisenburg compensators and letting then cycle freely could*

*enable the successful beaming of a holodeck prop. The Props on the holodeck are made of energy, specifically holograms and mini-tractor pressor beams. When the heisenburg compensators create the force field around the mock matter, the energy of the prop is destabilized by the energy of the force field. If the Compensators were to freely cycle, It is possible that the energy props of the holodeck would not loose their cohesion during beaming.*

*I hope this helps, Lt Zax. If you have any other questions, feel free to ask.  
-Symon Locke-*

Well, in my opinion the first guess sounds the most likely. The Star Trek: TNG Technical Manual says that the annular confinement beam is a powerful forcefield that keeps the beaming subject steady relative to the ship. I believe the *heisenburg compensators* are a part of the targeting scanners located in the sensor arrays on the outside of the ship. The targeting scanners determine the transporter coordinates, including the bearing, range, and relative velocity of the transport site. The confinement beam then focuses on the spot, either to beam up a subject or to beam them down.

If you have any questions, e-mail me at [doug\\_e\\_fresh\\_1998@yahoo.com](mailto:doug_e_fresh_1998@yahoo.com).



# The Site Review

By Commander Arronax

## ***Sector001 - www.sector001.com***

Welcome to my Site Review, a tour of the best Star Trek sites on the Internet. I'd like to begin this edition with a comprehensive look at *Sector001*, the United Space Federation's Web Site. Within the last few months, Sector001 has undergone some major revamps in all of its many areas from accessibility, to updates, to entirely new pages.

First and foremost, the site has been redesigned so people using 640x480 screen resolution can view Sector001 properly. In the past, many web surfers found that the large pictures were pushing some of the content off the screen... Suffice it to say, anyone with a frames compatible browser will be able to browse the site well.

Sector001 is divided into two sections: USF and Star Trek. In the USF section, one can find all there is to know about USF. If you know a friend interested in USF, tell them to go to Sector001! They can read about what SIMing is (I find it hard to explain to people who have never heard of SIMing before, but Sector001 does a good job of explaining it.), find out what times the ships in the fleet SIM, fill out an on-line Application for USF, and even read the USF SIMulation Manual. But that's not just for prospective applicants: if you want to look up something in the Manual and don't have it saved on your computer, Sector001 has an updated version that you can read any time. In fact, almost everything that I just mentioned has been updated recently.

The next section in USF is the all new File Library. There you can download great Star Trek graphics, and coming soon is a vast database of images and animations of USF ships from the USF R&D department- all for your downloading pleasure. Also in the File Library is the Sector001-USS Potemkin Sound Database. With over 100 sounds from the USS Potemkin Sound Database, various USF Ship themes, and Sector001 sounds, you can find **EVERY SOUND** you could ever want do download there. The final section of the File Library is the Publications page where you can find direct links to download back-issues of your favorite electronic magazines- the PADD and Log Book. All of these files at your fingertips!

I hear the Research and Development section as well as the USF Links page are going to be updated soon, so keep a look out for those.

The next section of Sector001 is for Star Trek fans. There you can find the latest Star Trek news, comprehensive information about Klingons and Romulans, and links to other Trek sites around the Internet.

Have you heard the latest on Star Trek: IX, the newest Next Generation movie coming out on \_\_\_\_\_? You better go to Sector001's great news page to find out exactly when it will be in a theater near you. Do you know what episode of TOS is on tonight? What DS9 is on Saturday? The Star Trek News page will tell you. When will the US Postal Service release Star Trek stamps? That was news, so you can find that on the Star Trek news page, also.

In the Rated Trek Links section, there are links to dozens of Star Trek sites on the Internet rated on a scale of one to five pips. Each month, Sector001 will award one new addition to the list of links the InterTrek award, which is given to the best Star Trek site on the Internet for a given month. Maybe your site will win the InterTrek some day....

The last choice in the Star Trek fans section is for music. While you're browsing Sector001, you can listen to one of the themes from Star Trek. If you want to listen to a different theme... or... if you can't stand to listen to any music, that's the page to check out.

That completes our tour of Sector001. Next stop: *The Ultimate Star Trek Collection*.

## The Ultimate Star Trek Collection - <http://startrek.fns.net.fsn.net/>

The Ultimate Star Trek Collection, rated at five pips, is the winner of the September InterTrek award on Sector001! It was by far the best site submitted to Sector001 this month.

This media collection on the internet is rich with huge graphics, sounds, downloads, and information. The information includes graphics of uniforms, galaxy maps, dedication plaques, and much, much more. Although this is essentially a collection of scanned and snapped images from other familiar collections, it is the largest such collection I've ever seen on the Internet.

The download section contains Windows cursors, icons, screen savers, and programs-not your usual downloads. It also has the regular MIDI files, fonts, et cetera.

There's so much more, but I don't have time to tell you everything about it. So, check it out for yourself.



# MORE GOSSIP!!!

Submitted by too many guilty parties to list ;-)

We have at long last found the waste incinerator in the building known as the USF-Side Mental Hospital! It is in **Admiral Stu "Barefoot" Scully's** room. How he has managed to keep this information under wraps for this long, we'll never know. But he is apparently quite good at keeping a secret.

Overheard after this discovery was made public, "I was wondering what was happening to all his boots! Now I know ... they're getting incinerated every time he goes out to the playroom."

When questioned about a **Barefoot Scully**, his wuvable XO (who shall remain nameless, well, OK, I'll tell you her name, it's really no big secret, her name is **Jali**, but you didn't hear this from me!) had this to say:

::maniacal giggle:: Well, apparently ol' **Stu** has been having trouble finding his boots lately...he spent an entire sim about three weeks ago locating them. I put two and two together and figured out that since his room was redesignated Waste Incineration, his boots must be getting destroyed every time the incinerator comes on, hence, he can't find them and has to replicate new ones (after an exhaustive search of every nook and cranny of his quarters, of course, leaving the aforementioned wuvable XO to handle hostile aliens, Ensigns, bell-bottoms, a lack of

gravity, and other horrors of command on the bridge). After this particular incident, the counselor and I decided that we would institute a "footwear optional" policy on the bridge, to prevent further mishaps. Since then, the **Roddenberry** crew has been happily chugging through space sans boots, shoes, sandals, or footwear of any kind. The crew seems much more relaxed, although we did have to start burning potpourri candles on unused consoles. <eg>



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

## The Armoury

Check your weapons, FRAG-fans! Jay Winger here, with a kickin' new toy to show ya. Like some other featured weapons, it's used by the USF's Special Operations Group, so you know it has to be good. It's the-

### ***SIRIS VI HAND WEAPON***

BY: SOGViper (Retired)

#### General Report:

The Siris VI weapon is designed specifically for covert use. The small hand weapon uses a compression system to fire small dart-like projectiles out of it. The advances compression system limits it to non-automatic fire, but let is fire virtually without sound. The weapon is clip fed, each clip containing 20 mini darts.

#### *The Mini Darts:*

The Siris VI mini darts are clearly what make this weapon effective in cover situations. The darts are armor piercing and coated with a concentrated dythonal nerve toxin. As you well know, the nerves system in the body travels at extremely fast rates. for a message to be sent from say, the foot to the brain, take less than .000001 sec. Nerves are also found in literally every part of the body, from the smallest layers of skin to thick muscles. The man-made Dythonal takes full advantage of this. Any contact of the Dythonal to any part of a body sets it to work. The toxin travels the nervous system, attacking the brain, and rendering the target unconscious or dead within .01 sec. of contact. A coating concentrated with 3.4M of dythonal is sufficient to render a target unconscious for a hour. Any dose over that will kill all functions within the brain.

#### *The Advantages:*

- \* Easy target elimination. Rather than having to focus on an area to hit (as with projectiles), hitting the target anywhere on his body will have the same effect of taking him out.
- \* Covert: The darts are only 1.3 inches long and make very little noise, even if impacting on a metal surface. The weapon makes only a slight air noise when firing, rendering the shooter still covert.
- \* Range: For a weapon of this type, it has a very good range. Maximum firing range is 200 meters. Maximum Accuracy is 150 meters. (note, maximum accuracy is how far the average person can fire the weapon consistently. Maximum Range is how far the weapon can successfully take out a target)
- \* The Big Option: Now the option to only stun a target is just as safe as shooting to kill. Both cases will render the target equally ineffective.

*The Drawbacks:*

\* Large groups: Although it is auto reloading from a clip, attempting to use the weapon against a large number of attacks with heavy weaponry is not advisable. But then again, if a large number of attackers know where you are... chances are the use of a covert weapon is no longer necessary. It is recommended that agents carry an additional side arm, perhaps a standard phaser, should their cover be shown.

\* Armor: Although the darts are armor piercing, they are only rated effective to 50% of known body armor. Should someone be in heavy armor, or at a large distance, the Siris would be ineffective. In situations such as these, look for small openings in the armor, such as joints, or the head (very few ground combat armors have protection for the face).

\* Friendly loading: Do to the extreme toxin in the weapon, contact with our own agents could be a problem. The gun and clips are designed to seal the weapon so there is no problem while in the field. The clips also are impact sensitive, closing off access to the darts if crushed to insure safety. However, when approaching fired darts, or victims you have shot, be aware that the darts are still active. There is not an immunity or vaccine for a weapon of this type, so be cautious.

Hey, Winger again. If you or your ship wishes to utilize this weapon, contact USFElizH@aol.com.

**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.



## USF HOST UPDATES!

Written by USFShodan

We've had a few changes this past month. Sadly, **Captain Sean Tarjoto** has retired from active service. All of us in the USF will greatly miss him. Taking his place as CO of the **USS Stealth** will be **Fleet Captain Rigel**. Don't worry, **Sean**, the **Stealth** is in very capable hands! However, this left an opening on **Rigel's** former ship, the **USS Integrity**. I am very happy to announce that **Gorkon** was promoted to Captain and given the CO position there. Congrats, **Gorky!**

Congratulations are also in order for newly promoted **Captain Rebecca Akerio**, who is taking over the CO spot on the **USS Eclipse** (home of "The **Dillon** Smile"). Congrats, **Becky!**

Further congrats are sent to **TuFa SchTal**, who is now Commander and XO of **Space Station Nigala** (a.k.a. SS Loonybin and "The Satellite of Love").

Another sad note: **Captain Tefa** is retiring as CO of **Orlando Station** (formerly **Starbase Everest**). The CO spot there is currently being filled by **USFLynx**. Welcome back, **Lynx!**



# UNITED SPACE FEDERATION OFFICIAL NEWS RELEASE SUBJECT: USF SOG

**Fleet Captain Elizabeth Hanson**, the commanding officer of the Special Operations Group, died today. Her and her entire crew has been pronounced dead after a vicious and completely unprovoked attack by five Romulan vessels. The SOG was traveling on their main ship, the **USS Shiloh**, to sector 001 for a meeting with the President.

**Fleet Captain Hanson** issued a fleet wide distress call at 21:32 on SD 199807.21, which was intercepted by several ships in the sector. The closest, the **USS Hermes**, plotted a course to the **Shiloh**. Unfortunately, the **Hermes** was a few minutes too far away. The **Hermes** arrived just two minutes after the **Shiloh** exploded because of a warp core breach. Knowing that there wasn't enough time to save the ship from the warp core breach, the SOG sacrificed their lives by setting a ramming course with the lead Romulan vessel. When the **Shiloh** slammed into the lead vessel, it ignited a chain reaction causing all the Romulan vessels to be caught in the explosion.

The **Hermes** was able to beam aboard, from escape pods, over one hundred officers that supplemented the SOG. However, none of the SOG officers have been found. Because of the magnitude of the explosion, there is minimal debris, and it is not expected that any bodies will be found.

The following is a preliminary list of the dead:

Fleet Captain Elizabeth Hanson, Commanding Officer  
Commander Maeve, Executive Officer  
Ensign Striker, Second Officer  
Chief Warrant Officer Ixtarol, Operations  
Warrant Officer Dar, Tactical  
Senior Chief Petty Officer Alex, Medical and Science  
Chief Petty Officer Cunane, Tactical  
Chief Petty Officer Jasper, Operations  
Specialist Evaine, Tactical  
Specialist Jatlyn, Engineering  
Specialist Khazrah, Tactical  
Specialist Raveran, Engineering  
Specialist Apprentice Lejuene, Engineering  
Specialist Apprentice Max, Engineering  
Specialist Apprentice Anaj, Medical and Science  
Specialist Apprentice Zivok, Medical and Science  
Specialist Apprentice MoHawk, Operations  
Specialist Apprentice Sabine, Tactical  
Specialist Apprentice Diaz, Engineering  
Specialist Apprentice Kondera, Medical, Science, and Counselor  
Specialist Apprentice Scorpio, Operations  
Specialist Apprentice Echo, Medical and Science  
Commander Leigh Stone, Counselor  
Joseph W. Stone, Junior (15 months of age, civilian)

In a report released by SFHQ, an officer aboard the **Shiloh** stated, "The attack was brutal, and we were completely unprepared for it. Under the command of **Fleet Captain Hanson**, we were able to hold the Romulans back longer than any of us could have imagined. It wasn't a surprise when **Hanson** issued the order to abandon ship. We weren't quite sure what to do because we didn't want to just give up fighting, but the SOG officers started getting us to escape pods. We were told that our lives were more important than theirs, and that they were paid the

extra hazard pay for just this sort of thing. They were amazing officers to work with, even though they were arrogant."

The SOG was a group sponsored by the President of the Federation. They were an elite and well-trained group that responded specifically to situations within the Fleet that was considered to be suicide missions to most. Many of the SOG's missions are so well classified it is thought that no one will ever know exactly how many missions they have been a part of.

Memorial services were held for the lost officers and the only civilian, Joseph Stone, Junior, on SD 199807.28. Hundreds of officers and civilians appeared for the services. The President of the Federation and the entire Security Council were present. The SOG officers received the Star Fleet Medal of honor for their bravery and valiant fight to protect the Federation. **Fleet Captain Elizabeth Hanson** was awarded the Andorian Battle Star and Anastas Medal of Achievement for her heroic actions.

In other reports, the Romulan Star Empire has refused to make a comment on the attack. Reports indicate that there is an increase in activity near the Romulan-Federation border. This kind of unprovoked attack could lead us into war with the Romulans, again.

-----END OFFICIAL NEWS UPDATE-----



## Laria Moonmoth, Reporting, Live from the scene

::Stepping up, and shaking her head::

It's true, Folks, it has finally happened. **Fleet Captain Killian Santiago** has officially flipped her lid. The only problem is, at the moment, no one knows exactly where she is.

::Turning to the strange array of alien animal life that have recently appeared in the CKSQ::

**Laria>** Tell me, Camel, did she exhibit any signs of this condition previously?

**Camel>** Well, Laria, let me tell you. When she first approached me about staring in her little CKSQ, I was reluctant. But with the bribe she paid me, I couldn't say no. I should have known then, that it wouldn't stop with just me.

**Laria>** Did you do anything to try to stop her?

**Camel>** I sure did. I told her that I wouldn't appear in any more of her CKSQ's. The fit she threw at that. It created a whole new asteroid belt around Saturn. It wasn't pretty. If I had known then how close she was to the breaking point, I might have humored her longer.

**Laria>** Yes, yes, it is a sad day for us all. But tell us, Camel, do you know where the missing captain is?

**Camel>** Sorry to say, I haven't seen her since we parted company.

**Laria>** Thank you, Camel.

::Stepping away::

**Laria>** As you can see, **Fleet Captain Killian Santiago** has been highly disturbed for many weeks.

::The camera pans to the bridge of the **USS Aldrin**, where stand many of the officers and crew of this fine ship::

**Laria**> Tell me, has your captain been acting, normal, of late?

**Terlak**> Well, she didn't say anything about the pink tutu **First Lieutenant Chaos** was running around in the other day.

**Chaos**> ::Snarls:: I wasn't running around in it, you were, you Romulan .....

**Laria**> Well, yes. Regardless of who was wearing it, she didn't make mention of the fact that it wasn't welcome on the **USS Aldrin**?

**Chaos**> Well, this much is true. In fact, over the last several weeks, many mentions of the color pink have gone without comment. And then just a couple of days ago, she had a fit. Everything pink was thrown out, destroyed, or otherwise vanished. Then she vanished. We are still investigating her disappearance. She really wasn't well at the time, and her boyfriend, the ship's counselor, he hasn't yet returned from the OEP program. We are very concerned.

**Laria**> Did you say she was dating the ship's counselor?

**Chaos**> I don't see what that has to do with anything. But I want to know what pushed her over the edge. What happened to drive my captain to flip her lid?

**Laria**> And, **First Lieutenant Chaos**, do you still have that lid?

**Chaos**> ::pointing to Terlak to show the lid of beautiful blue enamel:: Yes, we do. Terlak is going to have it framed and put on the bridge for all time. This is the place where it happened, where **Fleet Captain Killian Santiago** flipped her lid.

**Laria**> ::Turning back to the camera:: As you can see, the lid has plainly been flipped. ::Walking away dramatically:: What caused this quiet, unassuming, humble captain to do such a thing? We may never know. All I can say is, I hope that I don't get caught in the cross fire. I never looked good in lavender. This is **Laria Moonmoth, from Saturn's Ring**, live from the bridge of the **USS Aldrin**.

::The screen goes blue, then black::



## Serial Painter On The Loose!

Written by USFArronax

Welcome back to Excel Evening News....  
Engineering repair crews are still desperately  
attempting to remove the blue and green  
acrylic paint on the hull surface. It seems

**Fleet Captain Killian Santiago** stole something  
sticky that reacts with the **USS Excelsior's** hull plating.  
They estimate it will be a whole two days before the entire ship is that dull, boring, monotonous,  
overused gray again.

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EEEEEE EEEEE N N
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USF-Side Mental Hospital reports **Chaos** is on the loose. We aren't sure if an officer from the **USS Aldrin** has lost it along with **Fleet Captain Killian Santiago**, or whether the hospital is just in chaos. MiW are losing control of the situation. Further painting of rooms pink has resulted in a workers strike. The cleanup MiWs officially went on strike yesterday at 8 PM leaving the hospital in shades of pink. Fortunately, the Admiral's wing of the hospital has been sealed off to

prevent the spreading of this condition, but the new Fleet Captain wing had a faulty door put in, leaving them all susceptible to the insane **Santiago's** painting spree.

Officials have mandated new security MiWs to be placed at all of the entrances to USF-Side, the doors be locked, and the windows... well, there aren't any windows. They want to prevent **Fleet Captain Killian Santiago** from leaving the institution at all costs. With the strike, officials are even considering getting the help of the institutionalized, knowing that any of them would jump at the chance to paint-ball "**Killian**" pink or shoot her with their "Gatorade" guns.

One your smell-a-vision you are now seeing live nose-feeds from USF-Side Mental Hospital courtesy of our WUSF affiliates. One of the greatest disasters of all time.

In other news, an expression has come alive as the lid that **Fleet Captain Killian Santiago** flipped is on display....



## STAR TREK: CONTINUUM Update

From: Star Trek Continuum <majordomo@startrek.com>

Dear Star Trek fan,

If you haven't seen STAR TREK: CONTINUUM lately, you haven't seen STAR TREK: CONTINUUM! That's because the official Star Trek Web site is now available free to all Internet browsers and users. At last, every online Star Trek fan can click over to <http://www.startrek.com> to experience an all new interface offering instant access to the most popular site features and areas including...

Comprehensive online data:

- synopses and information promoting all the feature films and all the television series episodes
- historical and behind-the-scenes articles and interviews
- exclusive content from the Official Star Trek Fan Club
- the latest Star Trek news direct from the Paramount Studios lot

Virtual access to the Star Trek productions at Paramount Studios:

- interactive chats with the stars and production personnel
- live Webcasts from Star Trek event venues
- email to Star Trek talent and Paramount staff

Interaction and communication with the Star Trek universe:

- daily hosted chats on Star Trek topics
- Starfleet Lounge, Starfleet Academy Lounge and Klingon Great Hall chat rooms
- Holosuite chat room for impromptu interactive simulations
- unique on-line species-specific personas offered for communication
- topic-specific newsgroups

Futuristic "24th Century" Star Trek presentation:

- a variety of 360-degree panoramic views of virtual environments
- authentic Star Trek interfaces, graphics, sounds and music
- Personal Access Display Device (PADD) navigation and information device

Interactive Recreation Room:

- solve a Star Trek mystery

- navigate a starship through the Namadra Corridor
- save a disabled shuttlecraft
- scavenger hunts, word searches, daily trivia and more!

By the way - if you were previously registered on STAR TREK: CONTINUUM the new site will remember all of your registration information, including site preferences and your "Persona." That means the site will greet you personally every time you visit!

Point...Click...and Boldly Go!

<http://www.startrek.com>

Please note: If you are currently registered on STAR TREK: CONTINUUM and do not wish to receive future mailings, please visit the site at [www.startrek.com](http://www.startrek.com), select REGISTRATION, and select FEATURES to cancel your free subscription.

If you are not currently registered on the latest version of the STAR TREK: CONTINUUM site, you will not receive any updates from us in the future. We invite you to visit the site at [www.startrek.com](http://www.startrek.com) and register for this and other special features and privileges!



# THE GALAXY BALL

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

for the benefit of the  
**DOWN SYNDROME ASSOCIATION OF LOS ANGELES, INC.**

October 17, 1988 8:00 p.m. to Midnight  
Fairplex 8, Pomona, CA  
Ticket Price - \$50

Come meet the stars\* of "**Star Trek Voyager**", "**Babylon 5**"  
and Sci-Fi and Fantasy while enjoying:

Buffet Dinner  
Dancing to Live Music  
Auction of Sci-Fi Memorabilia  
Dress - Casual

Sponsored by the VOR Convention, October 16 - 18

\*Availability of guest stars is subject to their professional commitments

**Kate Mulgrew, Roxann Dawson, Robert Duncan McNeill, Ethan Phillips, Garrett Wang and Robert Picardo are among the Galaxy Ball's confirmed celebrity attendees. The evening's entertainment includes an auction of Trek memorabilia. For more information, contact the DSALA at 818-718-6363, or toll-free within Southern California at 800-464-8995.**

The mail in coupon has the following information:

Down Syndrome Association of Los Angeles, Inc.

8949 Reseda Boulevard, Suite 109  
 Northridge, CA 91324-3943  
 (818) 718-6363 So. CA 1-800-464-8995 FAX (818) 718-6362

DATE:

Enclosed is a \_\_\_\_\_ check (made payable to DSALA),  
 \_\_\_\_\_ money order, or  
 \_\_\_\_\_ Visa/MasterCard authorization in the  
 amount of \$ \_\_\_\_\_ plus \$2 service fee if using credit card to order.

# \_\_\_\_\_ tickets at \$50 each for "The Galaxy Ball" on  
 October 17. Tickets will be sent by mail.

Please type or print clearly.

NAME:

ADDRESS:

PHONE # day ( ) evening ( )

I authorize the DSALA to charge my \_\_\_\_\_ VISA  
 \_\_\_\_\_ MasterCard with \$ \_\_\_\_\_

Credit Card Number: Expiration Date:

Signature

Note: We can't accept telephone reservations, but you can phone 8:00 a.m. - 2:30 p.m. for further information. The DSALA is a 501(c)(3) non-profit organization and donations beyond the fair market value (\$10) are tax deductible (I.R.S. ID #51-0198569).



<b>USF SIM SCHEDULE</b>					
<b>Day</b>	<b>Sim Name</b>	<b>Time</b> <small>Eastern</small>	<b>Location</b>	<b>C.O.</b> <small>Commanding Officer</small>	<b>X.O.</b> <small>Executive Officer</small>
Sunday	Orlando Station	8:00	Orbital Velocity	USFLynx	USF Tage
Sunday	USS Federation	8:30	Private Room	USFAriell	=OPEN=
Sunday	USS Excelsior	9:00	Orbital Velocity	USFABC1701	USFArronax
Sunday	USS Marquesas	10:00	Private Room	USF Maarek	USFKham
Sunday	Outpost Cousteau	10:00	Private Room	USFSurak	filled
Monday	USS Columbia	9:00	Private Room	CptDTorres	CdrCNelson
Monday	USS Eclipse	9:00	Orbital Velocity	USFAkerio	USFDylan
Monday	SS Nigala	10:00	Private Room	USFDylan	USFZidda
Monday	USS Aldrin	11:00	Private Room	USFKillian	USFKivo
Tuesday	USS Roddenberry	9:00	Private Room	USF Scully	USF Jali
Tuesday	Atlantis (SOG)	9:00	Private Room	USFELizH	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	USFAhrole	USFDamara
Saturday	USS Odyssey	9:00	Orbital Velocity	USFCaitlin	USFGill

Day	Sim Name	Time Eastern	Location	C.O. Commanding Officer	X.O. Executive Officer
END FILE	<b>USF SIM SCHEDULE</b>				

\*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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### Credits:

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Special Thanks to Admiral Andrew Clements

**NOTE: UNLESS OTHERWISE NOTED ALL EMAIL ADDRESSES ARE FOR AOL. At @aol.com**

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