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Greetings to our wonderful PADD readers! On behalf of the PADD staff, I'd like to congratulate the new Mr. and Mrs. Tim Hagan. On April 19, 1999, Kate Mulgrew married her fiance, Tim Hagan, in a small, private ceremony in Florida. Mr. Hagan is the former Ohio Cuyahoga County Commissioner - a post he held for 16 years. He is the second son of Robert and Ada Hagan. Their first son is his twin brother, who was born eight minutes before he was. His parents had 14 children - seven boys and seven girls. He has two daughters, ages 11 and 9, from a previous marriage. This is the second marriage for both Mr. Hagan and Ms. Mulgrew. We wish them both unending years of wedded bliss. :-)

USFShodan
Chief Editor USF PADD



Rate That Movie!!

By Lieutenant Doug Zax

'Tis that time of the month again...well ok, so it isn't that time of the month (whatever that time of the month is). Yes, you read the title right! It's really time to rate your favorite Star Trek movies. Just fill out the form below, rating each movie from 1 to 9 (one being your favorite, and nine being your least favorite). Please don't give two or more movies the same rating. Once you are done filling out the form, send it to "JLtDougZax@aol.com", with "Movie" in the subject box. One form per person, please. The forms are to be sent no later than June 20. So hop to it and:

RATE THAT MOVIE!!

- ___ Star Trek: The Motion Picture
- ___ Star Trek II: The Wrath of Khan
- ___ Star Trek III: The Search for Spock
- ___ Star Trek IV: The Voyage Home
- ___ Star Trek V: The Final Frontier
- ___ Star Trek VI: The Undiscovered Country
- ___ Star Trek: Generations
- ___ Star Trek: First Contact
- ___ Star Trek: Insurrection

Please send to JLtDougZax@aol.com no later than June 20, 1999.



Star Trek Trivia

By DrDorinRee

Subjects this month: Picard and Riker.

Picard, Jean-Luc

1. What were the names of Jean-Luc Picard's mother and father?
2. Where was he born?
3. How old was he when he joined starfleet?
4. What is his brother's first name?
5. What was his childhood hobby?
6. What was the name of the Planet he won a marathon on as a freshman in StarFleet Academy?
7. What was the name of the starbase where he was stabbed in the heart, necessitating a cardiac replacement?
8. What rank did he hold before taking command of the Stargazer?
- 9: How long did he command the stargazer?
10. What battle was the "Picard Maneuver developed in?
11. Who was the Prosecutor at his courtmartial for loosing the Stargazer in battle?
12. What was the verdict of the courtmartial proceedings?

13. What year did he take command of the Enterprise D?
14. What year was he first offered a promotion to Admiral?
15. What year was he assimilated as a borg?
16. What was the name of the Gul that tortured him?
17. What was the name of the deceased Klingon leader that Picard served as the Arbiter of Succession for?
18. What is the name of the flute Picard plays?
19. What was the name of his wife and children, while he was living as Kamin, on the planet Kataan?
20. Who was Picard named after?

Riker, William T.

1. What is Riker's Starfleet Serial number?
2. What does the T. in William T. Riker stand for?
3. Where was Riker born?
4. What was his father's name?
5. How old was he when his mother died?
6. What year did he graduate from Starfleet Academy?
7. What was his class ranking?
8. What was the first ship he served on ?
9. Who was the captain of the Pegasus while he served there?
10. Where was he stationed when he met Deanna Troi
11. What ship did he leave her for?
12. Where was he first posted as Executive Officer?
13. What was his CO's name there?
14. What were the names of the three ships he's been offered command of?
15. Did any of those ships survive the battle of WOLF 359?
16. What was the name of the Klingon ship he served on as Executive Officer in the OEP?
17. Who was Riker charged with murdering on planet Tanuga IV?
18. What is Riker's hobby on the Enterprise (Aside from women and gambling)?

19. What planet did Riker join the Enterprise D at?
20. What musical instrument does Riker play?



Star Trek - The Animated Series

by USFBack



What happened?

As the last season of Star Trek the original series geared up, it looked to be the most rewarding for the cast and crew. A mail campaign had saved the show from extinction, and NBC had promised Star Trek the coveted Monday night at 7:30 slot. Gene Roddenberry had promised NBC that he would be personally producing all of that season's episodes. Gene had even stated, "I'm going to make this our best season ever. The very best, and we're going to go on forever." This looked to be Star Trek's chance to drag itself out of the ratings valley that it had previously existed in.

The problems all began with a little show called "Laugh In". "Laugh In" would have to be moved from Monday at 8 to Monday at 8:30, which caused the producers to explode. At that time "Laugh In" was one of the most popular shows on NBC and had much more pull than Star Trek. As a result Trek was moved to Friday nights at 10, the closest available time slot. This was the kiss of death for Star Trek. The core audience of the show had always been 14 to 35 year olds, who simply would not be home Friday nights at 10. This was the last straw for Gene Roddenberry. After four years of fighting with the network, he finally pulled away from the show to focus on other projects. After Gene made it clear that he was separating himself from the show, NBC pounded the last nail in the coffin of Star Trek by cutting the budget substantially. The effect of all of this was a substantial decrease in viewers and show quality. As a result the third season would be the last for the original Star Trek. On January 9, 1969, Star Trek shut the stage down on their last show. After the years of stress and trouble, Gene would have a less than idealistic belief in dealings with NBC.

In 1972, Norm Prescott and Lou Scheimer, top executives at Filmation, approached Roddenberry to do an animated version of Star Trek. They promised to maintain the quality of the original series in this production. In the end Roddenberry succumbed to their enthusiasm and allowed the show to go into production. He did insist however, that D. C. Fontana, the story editor from the original series, serve as producer.

The animated series began preproduction, finding writers and churning out scripts. One amazing facet to this show was the fact that they did not rely on animation writers, as most cartoons did at that time. Instead they called upon writers from the original series and the sci-fi field. The show was being written in a series format perfectly fit for adult viewing. This began one of the issues with the show as NBC slated it for Saturday morning "Kiddie Land". This drew it from the target audience, and it may have even been too cerebral for the children.

Another problem faced by this show was production time. NBC waited until the month of April to order the episodes. This gave Filmation five months to produce twenty-two episodes totaling eight hours. At this time companies like Disney were taking two years to produce two hours of film. To save time the Animated series had to rely on such techniques as cutting the

amount of animation. The show would use just a few frames of animation (usually two to six) for the same amount of time full animation series would use twenty-four. They would even resort to simply redrawing sections of the scene that had movement, such as eyes and lips, instead of the entire picture. This served to cheapen the look of the show but the time constraints left little other choice.

While the animation was limited, the show did, in cartoon format, have the ability to create alien life forms, cities, space ships, and spatial phenomenon that would have been too costly or simply impossible in a live action show of that time. In actuality the show was able to reach many of the dreams of the original show without a bank breaking budget. The high standards of authenticity and quality did drive production costs up to \$75,000 per half and hour episode, making it the most expensive animated series of it's time.

As the show began production, the original crew was approached for the project and most signed on. Filmmation originally did not want Nichelle Nichols (Uhura) or George Takei (Sulu) because of production costs. To include two more main characters would simply increase the budget too far. Upon hearing of the exclusion of these two, Leonard Nimoy (Spock) became understandably agitated. He stated that he would "...not be a party to this if two of the minorities who contributed to making Star Trek what it was when we were on television cannot be incorporated." The studio knew that they could not succeed in this endeavor without the character of Spock, so they did cave in. The end result though was that the budget simply could not allow these two and Walter Koenig (Chekov), and as such, his character was cut from the scripts.

Many of the budgetary problems led to the use of the cast in multiple rolls. James Doohan (Scotty), who was known for his gift of speech and accent reproductions, would normally provide the voices for at least three characters in each episode. In a few episodes he actually went as far as to provide seven different voices. Majel Berret (Nurse Chapel) would also provide the voices for multiple characters including Nurse Chapel, Lieutenant M'Ress, and the Enterprise computer which would foreshadow her contribution to all the later Star Trek series.



Lieutenant M'Ress

This format, as mentioned, was able to provide aliens that would never have been possible in a live action series. This included two new crewmembers who would become regular crewmembers on the animated series. Lieutenant Arex (played by James Doohan) was of a tripod species and served as the ships navigator. His three arms and three legs would have been impossible to recreate believably with the limited technology of the time. Lieutenant M'Ress (Majel Barrett) came aboard to serve in the Engineering section and as a relief communications officer. She was a Felinoid with long thick orange/tan fur and golden eyes. She was another alien that would have looked simply silly if produced in a live action show due to the limitations of that time.

Many of the episodes were actually sequels to stories from the original series and penned by the same authors. This included such shows as "More Tribbles, More Trouble" (sequel to "The Trouble with Tribbles") written by David Gerrold, and "Once Upon a Planet" (sequel to "Shore Leave") by Theodore Sturgeon. Walter Koenig even wrote "The Infinite Vulcan" which tied into the original series episode "Space Seed". D. C. Fontana actually submitted "Yesteryear" (a sequel to "City on the Edge of Forever") which was recognized as one of the best Star Trek stories ever.



Arex

The show was received with critical acclaim. It even won the Emmy award for the Best Children's series in the 1973-1974 season. The Los Angeles Times actually wrote:

"NBC's new animated Star Trek is as out of place in the Saturday morning kiddie ghetto as a Mercedes in a soapbox derby. Don't be put off by the fact it's now a cartoon... It is fascinating fare, written, produced and executed with all the imaginative skill, the intellectual flare and the literary level that made Gene Roddenberry's famous old science fiction epic the most avidly followed program in TV history, particularly in high I.Q. circles. NBC might do well to consider moving it into prime time at mid-series..."

The animated series actually brought the introduction of many new factors to Star Trek.

This includes:

The first appearance of a holodeck. "The Practical Joker"

The first native American crewman. "How Sharper than a Serpent's Tooth"

The first mentioning of Kirk's middle name. "Bem"

The first appearance of Commodore Robert April, the first Commander of the Constitution class Enterprise. "The Counter-Clock Incident"

The show only lasted two seasons, twenty-two episodes in all. The quality provided and the impact it had on the rest of the Star Trek universe is amazing, especially considering that the show is not considered "cannon" or part of the official Star Trek universe. Years after the series airing, Gene Roddenberry instructed Paramount not to consider the cartoon as part of the official Star Trek universe. It is believed that Roddenberry had regrets over some of the elements of the show. There were a few episodes that would not fit easily into the normal Star Trek universe. The suspected incidents included "The Slaver Weapon" which crossed over with the Larry Niven's Known Space Universe. This could be seen as contradictory to the work Roddenberry had done. There were other episodes that may have been considered less than believable. "The Counter Clock Incident" exhibited a universe with black stars and white space, as well as a race that began life old and grew younger to presumably return to the womb at death. These factors, compiled with the facts that it was a cartoon and Roddenberry's beginning plans to develop a Star Trek movie, may have led to his wishes of the separation of this series from the rest. Simply put, he was developing a project for Paramount to turn the Star Trek syndication fanaticism into a movie theater success. In the eyes of the studio executives, this series could detract from the respect for the work.

The Star Trek Animated series is now a bit of history. It has been out of production for almost twenty-five years. The videos are available through many of the exclusive video chains, and it is to return to the air on Nickelodeon soon. The plans are to run the cartoon as part of their Saturday morning line up. If you are interested in seeing this series for the first time, or once again, then it may be time to pull out the old cereal bowls on Saturday morning and to push your kids away from the set. Who could really survive an episode of "Doug" anyway?

Sources:

"Star Trek Memoirs", William Shatner & Chris Kreski, pages 256-263, 1993, Harper Collins Publishers

"Guide to the Animated Star Trek", Curt Danhauser, world wide web, <http://www.geocities.com/Area51/Stargate/3751/Main.html>

"Animated Star Trek", Sheryl Franklin, world wide web,
<http://www.sherylfranklin.com/trekanim.html>



Dear Miss Lonelyhearts

Written by LariaMoonM

Dear Miss Lonelyhearts,

I am the helm officer on a ship in the fleet, and I feel that I am very good at my job. The thing is, is that I think the ship's counselor on my ship is the most beautiful woman I have ever seen. But she hasn't noticed me at all. I don't know what more I can do to get her to pay attention to me. She's shy and tends to be clumsy when she feels that people are staring at her. But she's really sweet and when she forgets to be shy, she's fun to be with. What can I do to get her attention without causing her to blush more from my actions?

Signed,

Wanting to Steer a True Course

Dear True Course,

You sound like a very kind and considerate person. I am sure that with patience and time, she will come to see in you all that you want her to. If she is as shy as you claim, then the best way to get her attention is to send her things anonymously until she is used to it. Then ask her to the lounge for a drink in a casual manner, perhaps after a mission in which you both were part of. Once she gets used to you, then she will be more open to your declarations of affection. Good luck, True Course, and remember, as long as you keep your goal in sight, it doesn't matter how long it takes.

Sincerely,

Miss Lonelyhearts



Promotion Updates

with special thanks to USFCaitlin

Commander Updates

We've recently promoted three people to the rank of commander in the USF:

Commander Shane Booker is the new XO of the USS Halifax.

Commander Le is the new XO of Excelsior.

Commander Tundr Vuelvas is the new XO of the Columbia.

Congratulations to all three of you! We're glad to welcome you to the host ranks.

Lieutenant Commander Updates

We have seven new Lieutenant Commanders to report this month:

Nikki Le Naud of Outpost Cousteau

Trent Davis of Outpost Cousteau

Cesya Saiter of the USS Aldrin

Keirana T. Clemens of the USS Odyssey

Jason Lee Brooks of the USS Columbia

Jay O'Meara of the Roddenberry

Al Serck of the Agamemnon

Congratulations, all seven of you! and keep up the good work!



USF Web Sites, Updated

Updates contributed by several wonderful people

USF Main website	http://www.sector001.com/
USF PADD cyber-magazine	http://www.sector001.com/padd
USF LogBook cyber-magazine	http://members.aol.com/usfariell/logbook/
USFWeekly cyber-magazine	http://members.aol.com/USFWeekly/
USF R&D	http://www.sector001.com/randd.htm
USF Application Page	http://www.sector001.com/apply.htm
USF Links Page	http://www.sector001.com/usflinks.htm
USF Handbook (aka Sim Manual)	http://www.sector001.com/manual.htm
Outpost Cousteau	members.aol.com/USFElias
SOG	hometown.aol.com/soghansone/index.html/SOG.html
Starbase Nigala	http://www.geocities.com/area51/nova/2775
Starbase Everest	- none active
USS Agamemnon	member.xoom.com/usfagamemnon/
USS Aldrin	members.aol.com/USFKivo/
USS Columbia	http://members.xoom.com/_XOOM/LtKerry/columbia_c.htm
USS Darkpath	- none active
USS Darmok	members.aol.com/usfdamara/darmok.htm
USS Eclipse	members.aol.com/captakerio/eclipse.html
USS Excelsior	www.sector001.com/excelsior
USS Federation	members.aol.com/usfariell/federation/index.html
USS Fragglerock	members.aol.com/saintduiex
USS Halifax	http://members.aol.com/usfdakor/index.html
USS Hermes	http://members.aol.com/usfgrant
USS Integrity	members.aol.com/USFGorkon/integrity.htm
USS Kemo Sabay	members.aol.com/qwertytoo/index.htm
USS Lothlorien	members.xoom.com/ussloth/index.html
USS Marquesas	members.aol.com/USFKharn/marquesas.html
USS Odyssey	members.aol.com/commomason/index.htm
USS Potemkin	http://hometown.aol.com/USFSierra/
USS Roddenberry	members.tripod.com/~ElfKittyn1/rod/index.htm
USS Stealth	members.xoom.com/stealthd/



The Site Review

By Captain Arronax

Star Trek in Sound and Vision

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<http://www.stinsv.com>

Welcome back to my site review. This month I'll be taking a look at Star Trek in Sound and Vision. I've rated it a full five out of five pips!

STinSV is the most comprehensive site when it comes to pictures and sounds. The site is divided into ten major sections: TOS, The Movies, TNG, DS9, VOY, Parodies,

Screensavers/Icons, Desktop Themes, Wallpapers, and the Special Page.

In the TOS section alone you can find dozens and dozens and dozens of sounds and pictures divided into more categories. There is media on the cast, the Federation, Vulcans, Klingons, the Enterprise and more. All of the pictures available are perfect for putting on your Windows Desktop, and the sounds are really fun to listen to. You can listen to the Vulcan philosopher T'Pol say all of the famous Vulcan proverbs and more. You can look at one of the many pictures of the original Enterprise. You can even put a montage of pictures of Scotty on your desktop!

The Movies section covers media from all of the nine feature films. Under First Contact, you can download the music from various parts of the movie and listen to quotes by all of the major characters. There are pictures of the Enterprise-E, the Phoenix, the crew, Zephram Chochrane, and many more.

The same goes for the other sections. Features include pictures of the entire cast of each series, a picture of the EMH Mark 2, lines that the Voyager crew said during episodes where they were not themselves, all of the Doctor's funny lines, and the Grand Nagus reciting the Rules of Acquisition.

The Parodies section contains three telephone answering machine messages and other hilarious sounds. The answering machine messages are recited by Spock, the Borg, and the TNG crew. The parodies come from the Simpsons to SNL, and they're all great.

You can also download Windows icons, cursors, startup screens, and screen savers. They all feature the cast, the ships, the equipment, the insignias, and the species of Trek. Also available are Windows desktop themes, so you can make your computer look and sound like you're in the 24th century in just one download.

Star Trek in Sound and Vision is a must see. The only draw back is you might be waiting for hours before your downloading is all done!

Have a site that you want me to review? Comments? Send any feedback to me, USFArronax@aol.com.



Simming Positions

Written by USFBack and USFSierra

What do you do?

~Introduction~

We've all sat in front of the television and watched Worf, Data, Tuvok, or Geordi and thought "I'd love to do that". This is the main reason that most of us signed up for the USF. Now you have your opportunity and find yourself stationed on the USS Whatever as the new ensign in one department or another. Now the fun begins! You're here.... you're ready to go.... you're..... what do you do? This is the question that many officers run into, both new and experienced. What do you do?

The experience of the Star Trek sim world can be an exciting and fun time. It can also be a little confusing at first. This series is designed to give you insight and suggestions into what your character might do. This will lay out the areas of responsibility of a character and what they might be involved in during a sim. This will also touch on what a character might do when they are not directly involved in the main action of the sim, even what opportunities they might have for log writing. This is designed to help you to enjoy the sim experience to it's fullest.

There are a few basics that every crew member should be aware of during the sims. One of the first is the realization of the chain of command. Each ship is staffed with a crew ranked from Ensigns to Captains. The Captain and the Executive Officer (XO, usually a Cmdr) are the heads of the sim. They will usually have a good idea as to how the sim will turn out and will lead the crew in that direction. Below these officers you will find the Department Heads. This can be a Chief Engineer, Chief Medical Officer, and so on. These officers will be first step in the chain of command. If you have an idea, a suggestion, a question, whatever, it will usually

be directed towards these officers. If you are on an away team then the person to address your concerns to would be the commanding officer of the assignment. Following and working within the chain of command helps to keep the sim organized and more enjoyable for all involved. This gives you one person with whom to address any concerns or ideas and it allows the CO and XO to remain free enough to run the sim. If during the sim you believe you have an idea that may help, possibly a solution to the problem the ship is facing, you can suggest it to the DH. The DH will then evaluate your suggestion. They may act on it or pass it onto the command staff. With a little luck you can save the day.

Another important realization is that the sim is driven by each person's imagination. The more active you allow your imagination to become, the more enjoyable the sim will be. If you have a possible solution to whatever problem the sim faces, you should speak up. You may just save the universe. The more imaginative the idea, the more exciting the sim will be. Do keep in mind a few facts: You should try and keep all suggestions and actions possible within the realm of the Star Trek universe. You do need to observe the AOL TOS (found under keyword TOS) and basic respect guidelines for other crew members. You should also keep in mind that this is a team effort. You do not need to save the crew by yourself every week. Everyone should maintain an active part in the sim. How else would it be fun? :)

The next few PADD issues will offer articles describing different departments in the sim and what their jobs consist of. Hopefully this will give you a general idea of what you should be doing in the sim. It is also hoped that these articles will make the sim more enjoyable for all that are involved. Of course, if you have any questions about simming, you should feel free to address them to your Commanding Officer, Executive Officer, or Department Head.



Simming Positions

Written by USFBack and USFSierra

What do you do?

Part I ~ The Science Officer

Trek characters to watch : Spock, Data, Dax

The science officer is one of the key players in the sim universe. The science officer specializes in studying and coming to an understanding of the unknown. Somehow, the unknown seems to be a common element in the Star Trek universe. Because of these facts the science officer is usually the first person a commanding officer will look to for ideas and input. The science officer uses every tool at his or her disposal (sensors, tricorders, computers) to study and understand the universe around them. This can be one of the most exciting departments to be a part of. The science officer can be an active member of the crew in reaching understanding of new cultures, spatial anomalies, or just about anything the ship may run into. The key to playing a good science officer is to use your imagination.

There are many times during a sim that a character may not play a part in the main action. The focus may be on an away team or a tactical combat scenario. Even during times such as these, the science officer can remain a busy and vital member of the crew. If there are no direct duties to perform the science officer may find the opportunity to assist in other departments. Perhaps this officer can help the engineering department to improve vital systems, or to help develop systems allowing adaptation to different conditions (possibly preparing the away team to deal with hostile environment). The science officer may even assist medical, perhaps in fighting a disease or in the analysis of a new life form. They may even help tactical in finding weaknesses in a hostile entity, or a way to strengthen defenses. The possibilities are endless, all that is required is to volunteer.

The science officer also has a great deal of material to use for log writing. The requirements for promotion in the USF begin with one duty and one personal log every week. The officer can always feel free to speak about that week's sim, but sometimes this just does not

seem to be enough. A science officer has a virtually endless supply of material from which to draw. In the science department there can be hundreds of experiments occurring at any given time, from new theories on warp bubbles or investigating spatial anomalies. The science officer may wish to describe the work on any of these. They may be gathering data on stars or planetoids, a good thing to write a report on or even begin a personal adventure from. Anything new or unknown discovered by the ship will usually be reviewed by this department at some point in time. The reports on this, or an adventure that is sprung, can always be some of the most exciting and creative of logs.

The science officer always has a wellspring of material from which to draw, both in the sim and out. They are key players in the sim. Even outside of that role there are numerous opportunities to involve this character in a sim with which they have no active spotlight role. The area of logs leaves the chance to write libraries on material outside of "This week's sim revue". With such opportunities, this department can easily become an adventure in itself.



The Voice of the Fleet

Issue One

Interview with Fleet Captain Killian

By Dr. Dorin Ree

For those of you reading this, I thank you. I know you all are very busy with your duties and such and I appreciate you taking the time to read this article. If you like the article, and have questions for the people I will be interviewing, then by all means Email them to me at DrDorinRee@AOL.COM . Some of the officers I'll be interviewing soon include Admiral Ultimo, Fleet Captain Rigel, and many others. Including lower ranking officers. The purpose of this article is to give you all a look into other's lives and characters. I hope you all enjoy reading it as much as I enjoyed writing it.

At this time I would like to extend a very special thank you to Fleet Captain Killian for granting me this interview.

Sitting in the comfortable chair, and looking across the room as Fleet Captain Killian J. S. Sylver-Selah entered the room, Dorin smiles.

"Thank you again for granting me this interview, Captain."

As she walks into the room, her eyes take in everything from the view out the observation windows to the carafe of pineapple juice on the table between two large stuffed leather chairs. Moving gracefully over and offering her hand to him, she smiles. "Your welcome, Dorin, thank you for asking me."

Smiling at her, he stands as he takes her hand and shakes it a moment. He motions to the table and chairs.

"Please Captain, have a seat, I got you some pineapple juice."

Chuckling softly she sits down. "Yeah, I see you know me pretty well." Taking a glass that's already filled, she sips lightly at it and smiles. "Thank you, It's very good." Setting the glass down exactly where she picked it up from, she leaned back in the chair. Folding her hands in front of her, she smiles.

Nodding, then glancing at the small PADD he has his notes on, Dorin speaks. "I asked you here today, so that everyone, not just those officer's who serve with you can get to know you better. I'd like to ask you some questions, some career oriented, some about your private life."

"Ok, what do you want to know?"

"How long have you been serving in Starfleet?"

"Well, we have to ask ourselves, do you want to know how long I have been a member of Starfleet, or how long I've been part of the Starfleet organization?"

Smiling at the way she answers her questions with questions, he pauses.

"Actually, the question was how long you have been serving in Starfleet."

sixteen." "Well, let's just say I entered the Academy when I was sixteen."

Slowly raising an eyebrow. "Interesting choice of words. What is your current rank?"

"Fleet Captain."

"How long have you been a fleet captain?"

"It's been seven months."

"Who pipped you?"

"Eileen Shodan."

"How long have you known her?"

Taking a sip of her pineapple juice and replacing the glass back where it was once more, she smiles. "About a year and a half."

"Interesting, how did you meet?"

"I created the blueprint for a secret compound, run by the MIWs."

"MIWs?"

"The Men In White."

"Ahhh, putting them aside for the moment, how long have you been captain of the Aldrin?"

"I've been the Captain of the Aldrin now for fourteen months."

"What ship were you on before that?"

"The USS Columbia"

"And who was the captain you served under there?"

"When I began or when I left?"

"How about both?"

"The first captain I had was Ultimo, the Second was Mondox, and the final captain was Torres."

"Who was your favorite captain to serve under since graduating from the academy?"

"Ok, well that is an interesting question, since graduation, I've served on many assignments that were not shipboard. Some were Starbases, some were freighters, some were science vessels. For a while I was part of an EEC team."

"An EEC team? "

"Exploration, Evaluation, Council."

"Fascinating, but that doesn't answer the question. Who is your favorite captain that you've served under?"

"All of the captain's I've served with have their own strengths and weaknesses that I have learned from. But I don't have a favorite."

"Hmmm, ok. What do you like most about your work?"

"I like making a difference."

Nodding at this Dorin takes a drink of water from his own glass. "What do you like least about your work?"

"Losing people in battle."

"Have you lost many people who have served under you?"

"Even one is too many."

"Do you have any family in Starfleet?"

"My entire family with the exception of one older sister is in Starfleet."

"I see. How many members is that?"

"I have three brothers, their wives, a sister and her husband, a brother in law, both my parents served in Starfleet, both of my husbands, a daughter, and my grandson."

"That's a lot of family. I wasn't aware that you had a daughter aside from the twins you just gave birth to."

"Yes her name was Ingrid."

"Was? Has she gone on?"

"She was killed in battle against the Dominion, on my brother's ship."

"How old was she when she gave her life in service?"

Killian takes a sip of her pineapple juice and uses the break to compose herself.

"Ingrid was three Horta years. That would translate to twenty one human years."

Checking his notes briefly then looking up in curiosity. "Why measure her age in Horta years? Aren't you human?"

Chuckling softly. "Yes, I am human, Ingrid was a Horta, I adopted her when she hatched. Her parents were very good friends of mine."

Nodding at this he smiled. "So your grandson, was her son?"

Laughing for a moment. "Noooo, Julio is not Horta."

"Ok, so you have a grandson, who's not Horta, but no human daughter aside from the twins... How did he come to be your grandson?"

"Actually, his mother is Toaja, my daughter that I just gave birth to."

Looking a little skeptical, but pressing ahead.

"Interesting, I'll leave that line for another time... On a personal note... Obviously your married. Do you have children, and what are their names, though I know the answer, perhaps you could share it with our readers."

"My son's name is Ian Tarva Sylver-Selah and my daughter is Toaja Killian Sylver-Selah," she responded after taking another sip of the pineapple juice.

"Okay. How many times have you been married?"

"Twice. My first husband's name was Carlos Juan Santiago.

He was killed by the Jem'Hadar four months after we were married. My second husband is Sylver-Selah Tarva, my ship's counselor."

"Interesting. How long were you and your current husband engaged?"

"Tarva and I were engaged for five months. But we dated exclusively for two years."

"What was the single most rewarding occasion since you became captain of the USS Aldrin?"

She smiles softly and takes another sip of her juice, again taking the glass and setting it down in the exact same place without looking. "I would have to say that was when I was able to promote my executive officer to captain. I was very proud of him and his accomplishments so was overjoyed to have him take this step and become the captain of his own ship."

"That was Captain Kivo?"

"Yes. Quint Kivo and I took command of the Aldrin together as her first command crew. I believe that a lot of the greatness of the Aldrin came from that first partnership. Not to belittle what Commander TLara has done for the Aldrin, for she adds her own dimension that cannot be substituted."

"I can attest to that." Smiling softly. "Has there only been the one Aldrin?"

Big smile. "Yes, I'm not as careless as some captains with ships. It has been repaired and received a major refit, but the ship itself is still the same essentially as commissioned."

"What class of ship is it?"

"Modified Galaxy."

"What's changed?"

"We have added fighter decks and some experimental weapon decks. We have also added a promenade deck, several arboretums, and other facilities to help with long time space explorations. We also have extensive science and medical labs, and even an isolated research and development deck."

"Wow, that's a lot! Why so much on just one ship?"

"The function of the Aldrin is for deep space exploration. It has since been called up to the front lines in this current confrontation with the Dominion. As such, the crew assigned to the Aldrin are here for the long haul. And as history has shown, if there isn't a way to release tensions in long voyages, the crew suffers. I expect the best from my crew at all times and I give my best at all times, so why should my ship be any less than the crew?"

"Yes, both the Aldrin and it's crew should be proud. How long can the Aldrin go unsupported in deep space?"

"We can stay out indefinitely as we're able to collect what we need as we travel."

"Back to a few more personal questions before we finish.

What was the first department you served in?"

"Are we talking in the Columbia or in general?"

"For now, the Columbia."

"I was in science for two weeks and then transferred to

tactical and served there until becoming the Chief Security/Tactical officer and then XO of the Columbia."

"Interesting. So yet another captain comes from Security and Tactical."

"Let me interrupt here a moment. There is a myth that only persons in Security and Tactical make captain. This is not true. Kivo came from Science and T'Lara was the CMO on the USS Odyssey. You have just as much chance of rising to Captain from any department as you do any other. I just wanted to make it clear that my being from security/tactical had nothing to do with my becoming a captain."

Smiling faintly and taking a drink of water, Dorin continues. "Interesting, Captain, I'll have to look into the numbers. I'll let you know what I find, of course. But that aside the point. What's the single most funniest thing you've seen in your career?"

Looking down a moment, a wry smile on her face and then looking up at him, serious. "Well now, are we talking on a ship, planet, away team, or what?"

"Nothing so specific. What is THE single funniest thing you've seen in your career?"

Laughing, taking a sip of juice and chuckling again. "Well, there are so many, so I can't say just one, I'll give you the top three or four, okay?"

"That's fine."

She chuckles with a wicked edge to it. "Well, one of the first was when Captain Ultimo and Commander Rigel wanted me to model for them, and Ultimo slapped my butt telling me that he was going to make it an order that the women return to the old uniforms with the skirts (Skants) so that he could see my legs better. Another time was under Captain Torres, and the chief tactical/security officer and the chief engineer started a food fight in the middle of a diplomatic banquet. Of course, there was the Christmas Masquerade where Captain Gorkon and Fleet Captain Rigel came dressed as me and started a cat fight over the infamous USFZorro. I think that is all that I will divulge at this time."

"Interesting. What of the rumors that Captain Kivo enjoys table dancing."

Laughing again, she almost drops the glass of juice but catches it and sets it down. "Well now, that was after the Aldrin, and I think the one that you will have to talk to for details about that would be his wife, Ivy Mavelle." She chuckles softly again.

"So it's true that Gorkon and Rigel occasionally dress in drag?"

Snickering, trying to hide it behind her hand, and not being too successful, she responds, "You could say that."

"Interesting. The things you learn..." Dorin shakes his head slightly and takes a drink of his water. "Is it true that there is a boneless, Aldabaraan stealth chicken loose on the Aldrin?"

She coughs on a sip of the juice. "Warn me next time, please." Setting the glass down, she continues. "Let's just say that he hasn't yet intruded into certain quarters on the Aldrin because of the predators which are pets, but yes, he is loose somewhere on the ship. I believe his last victim was yourself, Mister Ree, about the same time that you found that "rat" in your pants."

Coughing lightly, ignoring the blush faintly tingeing his cheeks, Dorin tries to gloss over this. "Yeah, okay. I do believe I remember the incident. To our next question... Is there any advice you have to the up and coming officers of the USF?"

Thinking about this a moment, she pauses and then continues. "I would have to say the single most important thing is to get in there and get your hands dirty. Clean officers never make it because they are too worried about appearance. It doesn't matter what department you are in, make sure that you are doing all you can, within the chain of command, to do your best for that department, and ultimately, your ship. Also, you have to show respect to everyone, no matter their rank or ship or position. If you want to be respected, you have to show that respect to others, it's part of the package. Whatever you do, do it with your whole heart, and you can't go wrong."

"Thank you for both your time and answers. Now if you don't mind, can I ask you a few OOC questions to help other simmers understand you and the USF better?"

"I don't mind." Smiles. "Ask away."

"How long have you been simming?"

"I have been simming on-line for almost five years now. I have been role playing for ten."

"How much of that has been in the USF?"

"I have been in the USF since the end of July 1996."

"Who recruited you, or rather, how did you find out about the USF?"

"I was recruited by the player of Carlos Juan Santiago, better known as Chago. He currently plays Commander Mancuso, executive officer of the Outpost Cousteau. That was the first time I had heard of the USF, and I joined his ship with him to play his girlfriend, Killian."

"Interesting. Who was your captain at the time?"

"It was Ultimo with Korg as his Executive officer."

"Any advice for people looking toward command?"

"First of all, if the people in command are doing it right, it's a lot harder than it looks. There are many behind the scenes issues that the general crew never even get a hint at. If you want command, you need to do your logs faithfully, in detail and more than what is required so that your character is fully developed. You need to pay attention to what is going on ship-wide at any given moment, so that you can be ready when it's your turn to command to keep others busy. You have to be patient, and you have to listen. If you can't take orders, you can't give them. And there is a BIG difference between being boss and being bossy. Watch your commanding officers and department heads for examples of what you need to do."

"Any hints or tricks to help with simming?"

"Make sure that before you sit down to a sim, you have a drink at hand, I use water, you have gone to the bathroom, and there aren't any other distractions. Then focus on your character and be alert to everything going on around you. Make sure you have read the brief for the sim and the logs from the week before so that you can keep the flow of the story. Don't try to be the center of the action, if you are doing your job, that will come naturally. Don't seek glory, this is a group or team effort, and gloryhounds are often shunned and disliked. Have fun and enjoy what you are doing. The moment it becomes a chore, you should think about taking a break or making a change. And NEVER confuse IC with OOC, it doesn't ever work."

"In your opinion, what is the importance of the chain of command?"

"It is vital to the smooth running of a ship and sim. It doesn't matter what the problem is, the chain of command can always fix it. If you are an assistant, talk to your department head first thing. Your department head knows a lot more than you might think he or she does. If your DH can't answer you, then let them ask the XO first and CO second, so that the XO and CO can pay attention to what's going on in the room at the time of the sim. If the entire sim is taken up by answering IM's, then the XO and CO can't give the attention to the sim that is needed. Also, if the problem is more than just the immediate situation in the sim, you have to give your DH, XO, and CO time to come up with the answer or solution before you approach your Fleet Rep, and only if and when the Fleet Rep can't help you, do you go to HC. If you skip one of these steps, you will become very frustrated when the person you went to refers you back to where you should have gone in the first place. Even when the problem you may have is with the DH, XO, or CO, or even the Rep, you should STILL follow the Chain of Command. In such situations, the person in question usually sets aside IC to deal fairly OOC with the problem. In following the Chain of Command, not only does the sim, mailstring, ship, and USF run smoothly, but the people who are what make it all happen, that's you and I and Joe Blow off of the street who is in the USF, can develop friendships and working relationships that can last a lifetime."

"You mentioned the mailstring... What are some of the inappropriate things to send out on the mailstring?"

"Chain letters, of course. Off colored material, unless it is to select friends and crew members. Anything that violates TOS. Dirty laundry, meaning any personal problems you might have with another player IC OR OOC. And things that should be kept private between yourself and your DH, XO, CO, etc. The mailstring is NOT the place to vent, it's for becoming closer as a crew and friends, it's for sharing the good times and the sad times, it's for increasing the feeling of family that a good sim has. It should be used to announce things for the ship or anything good in the world, such as the mail I've seen and sent about Veterans, Holidays, Weddings, Births, etc., that lets people know what's happening."

"Any other advice for new simmers out there?"

"Don't be afraid to talk to people on your ship and ask questions. Don't be afraid to do joint logs. Remember to post your logs, and if you need help, your CO/XO/DH can help you with it. Set up your buddy lists and mailstrings as soon as you can so that you can get to know the people on your ship. And don't be afraid to volunteer ideas for sim plots. Most captains, if not all, welcome comments and suggestions from the crew for sim

ideas. Who knows, this maybe your chance to get a taste of command."

"Thank you very much for your time and patience."

Standing, Killian shakes his hand, smiles, and then leaves to return to duty.

Sitting alone for a few minutes, Dorin smiles and saves the information away. Getting up he moves over to a terminal, and transmits the interview to the PADD.

"Well folks, there you have it. Straight from the lady herself. An honest, open look into the mind and life of a Fleet Captain. Until next time. Don't hit the big red button."

Dorin Ree, Reporter at large.



Star Trek Trivia Answers

Kirk:

1. Q. Where was Kirk Born?
A. Iowa
2. Q. Year he joined starfleet?
A. 2250
3. Q. What year did he graduate starfleet?
A. 2254
4. Q. What was the first ship he served on?
A. U.S.S. Republic
5. Q. First ship he served on after graduating the Academy.
A. U.S.S. Farragut
6. Q. What was his son's name?
A. David Marcus
7. Q. What year was his son born?
A. 2261
8. Q. What year did he assume command of the Enterprise?
A. 2263
9. Q. How many times was Kirk captain of the Enterprise?
A. 3 2263,2271, and 2286
10. Q. What planet did he die on?
A. Veridian III

Spock

1. Q. Who was Spock betrothed to?
A. T'Pring
2. Q. When did he join Starfleet Academy?
A. 2249
3. Q. When did he graduate?
A. 2253
4. Q. What was the first ship he served on?
A. U.S.S. Enterprise
5. Q. When does he first experience Pon Farr?
A. 2267
6. Q. In what year does he retire from Starfleet?
A. 2270
7. Q. In what year does he return?
A. 2271

8. Q. In what year was he promoted to captain?
A. 2277
9. Q. Where was he born?
A. Vulcan
10. Q. What was his Step Brother's name?
A. Syboc

END FILE				USFPADD	
BEGIN FILE				USFPADD	
USF SIM SCHEDULE					
Day	Sim Name	Time Eastern	Location	C.O. Commanding Officer	X.O. Executive Officer
Sunday	Starbase Everest	8:00	Orbital Velocity	USF Tague	USFBack
Sunday	USS Fragglerock	8:00	Private Room	SaintDuiex	USFAkerio
Sunday	USS Federation	8:30	Private Room	USFAriell	USFQuatto
Sunday	USS Excelsior	9:00	Orbital Velocity	CptArronax	USFLe
Sunday	USS Marquesas	10:00	Private Room	USFKharn	USFWinter
Sunday	Outpost Cousteau	10:00	Private Room	USFSurak	USFMancuso
Monday	USS Columbia	9:00	Private Room	USFCNelson	USFTundrV
Monday	USS Eclipse	9:00	Orbital Velocity	USFAkerio	CmdrDillon
Monday	SS Nigala	10:00	Private Room	CaptJeter	USFZidda
Monday	USS Aldrin	11:00	Private Room	USFKillian	USFTLara
Tuesday	USS Iowa	8:00	IRC	CptDMoney	=OPEN=
Tuesday	USS Roddenberry	9:00	Private Room	USF Scully	ComoShodan
Tuesday	Atlantis (SOG)	9:00	Private Room	USFElizH	USFCaitlin
Tuesday	USS Hermes	10:00	Private Room	USFGrant	=FILLED=
Wednesday	USS Stealth	9:00	Orbital Velocity	USFRigel	USFTrevor
Wednesday	USS Halifax	10:00	Private Room	USFDakor	USFBooker
Wednesday	USS KemoSabay	11:00	Private Room	USFAhrel	USF Jaren
Thursday	USS DarkPath	9:00	Private Room	USFAkarn	USFRigel
Thursday	USS Potemkin	10:00	Private Room	USF Sierra	USFKJanar
Thursday	USS Agamemnon	10:00	Private Room	USF Jaren	CmdrRoel
Friday	USS Lothlorien	9:00	Private Room	USFKivo	USF AWolfe
Friday	USS Integrity	10:00	Private Room	USFGorkon	USFTrekker
Friday	USS Darmok	11:00	Private Room	USFAhrel	USFDamara
Saturday	USS Odyssey	9:00	Orbital Velocity	CommoMason	USFTXTrek

*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.

END FILE				USFPADD	
BEGIN FILE				USFPADD	

Credits:

AliCyandy, Anakin87, CaptKivo, CptKJanar, CdrNicole, ComoAhrel, D11974, DrDorinRee, DrMavelleK, Ens Sean, FstLtCoba, LariaMoonM, LtDataLink, Ple857, USFArronax, USFBack, USFJali, USFSierra, USFWinger, USFPADD, doug_e_fresh_1998@yahoo.com, mmtodd@avalon.net, programwithc@geocities.com, jeremiah@accnorwalk.com, seang@gateway.net
 Special Thanks to Admiral Andrew Clements.

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