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Welcome to the August edition of the USF PADD cyber-magazine, a magazine originally created for, but certainly not limited to, simmers in the USF sim group. Before we begin, I want to make two announcements. First off, on a rather sad note, on behalf of the entire PADD staff, I'd like to extend our condolences to William Shatner on the death of his wife, Nerine. Secondly, I want to give a special thank you to Jay O'Meara for his continued help in editing graphics. The graphics used every month in this publication were originally created by USFAnders, a very dear soul. Jay has thanklessly done any and all editing that I've asked of him, and I'd like to publicly acknowledge his contribution. Thanks, Jay. Now on with this issue.

USFShodan
Chief Editor USF PADD



Tactical Tips
First Lieutenant Wil Shade
Chief Tactical Officer, USS Potemkin

Introduction:

Hello, everybody. This is your friendly Tac Chief with a little newsletter to help keep you alive in combat situations. I want this to be an opportunity to help inform, teach, and enlighten *all* of you in the USF about ship and personal battle tactics. First Lieutenant Roxanne, and I, will also try to keep you up to date on the latest developments in Starfleet weapon's technology, as well as how you can train and qualify on them.

Whatever department you may serve, you will one day have to use tactical knowledge and skills to resolve a situation, and keep yourself and your shipmates alive. With that in mind, this column will include articles on tactics; give you exercises which you can use to increase your skills; and, remind you that the Federation's most valuable non-renewable resource is *you*.

Now, for this month's tip

Selecting and Using Cover:

This article is intended for anyone who may encounter direct phaser fire. No matter what your role on an Away Team might be, the ability to rapidly and correctly assume cover is a skill that all of us should be ready to apply at any time. The purpose here is to familiarize you with selecting cover, and using it, with or without a phaser.

A simple definition of *cover* would be, **any material barrier that you would expect to provide protection from weapons fire**. However, this is anything but simple. Three problems may face you when you have to take cover.

- 1). You may not have much time or choice when selecting a suitable object or barrier.
- 2). You may not be able to readily move to a position of better cover, or have an avenue of escape.
- 3). You may not be able to make an exact determination of what will be suitable cover for the weapon you may be facing. You can never really know exactly what your opponent will be utilizing, or what setting he will use.

All three of the above reasons lead to the conclusion that you should train for the worst *plausible* scenario. By this I mean you should familiarize yourself with what phaser-type weapons will do against various materials, and how long it will take to do it. For instance, even at its highest setting, a phaser will take several seconds to vaporize certain materials. A phaser blast of that long a duration would expose the shooter for an inordinate length of time. It is not likely that a skilled adversary would take that much time, at least right away. It is much more likely that your adversary will use a high "kill" setting. Even at the higher "kill" settings, there are plenty of materials and barriers which will provide sufficient cover.

However, there are several things to keep in mind about selecting and effectively using cover.

Be aware of your surroundings. When you suspect danger is imminent, start picking out potential sites of cover. Look for an escape route, as well.

Take cover before issuing a challenge. Whether on a planet's surface, or confronting an intruder on board ship, this will keep you alive longer.

Start looking for alternate cover immediately. Any cover is only good for a short period of time. Always be looking for other places to go and the safest route to get there.

Be aware of your body profile. Most common giveaways are feet, knees, buttocks, elbows, shoulders, hands, and in certain cases, tails.

Always look from the side of cover, never over the top. Depending on your species, several centimeters of forehead will be above cover before your eyes get there.

Don't stick your head out just to look. Remember, if you can see them, they can see you. Do not be tempted to look out from your protection, unless you have the means to return fire.

Reload your phaser before you move to alternate cover. It could be a deadly mistake to have your phaser run out of charges while you're moving in the open.

Stay aware of your situation. Rely on your problem solving skills, rather than luck. Avoid being seen, heard, or detected in any other way. Stay aware of your shadows and reflections, as well.

Never hide in doorways. They are called "Fatal Funnels" for a reason.

Practice, practice, practice. Practice with a buddy, in a group, or individually, but practice. Learn how to utilize it to neutralize an opponent's threat. You can use your own holodeck

programs, or ones devised by the Tactical Department of your ship or station. You can also sign up to take additional training in this, or any other tactical area.

Next time - "Slicing the Pie" How to see into a room without losing your cover.



USF-SOG SIM Recruitment

Greetings,

We are the command staff of the SOG. The SOG (which stands for Special Operations Group) is a specialty sim in the USF. We are not an elite sim or even a very special sim. We are just like all the other sims in the USF with three exceptions: We only recruit experienced officers, we do more battle/destruction type sims than most, and we are considered a secondary sim. That is, we do not recruit people from other USF sims with the idea that they will join our sim and abandon their current sim. We generally don't accept transfers, we ask that interested simmers stay in the sim they are already participating in and create a new character for simming with us.

Currently, the SOG has several openings for experienced simmers. We are not looking for "the best of the best," or "perfect" simmers, just for those who have learned the basics of simming and have good attendance in their primary sim.

The SOG sims on Tuesday nights at 9:00 pm EST in private room Synchronous Orbit (an AOL private chat room).

If you're a little unsure or would like more information all you have to do is send a note to: SOGHansonE, CmdrMaeve, R Striker (all at AOL.com). You can also visit our website at: <http://members.aol.com/soghansone/index.html/SOG.html>

Thank you for your time and we look forward to hearing from you.

Fleet Captain Elizabeth Hanson
Commanding Officer
Commander Maeve
Executive Officer
Lieutenant Junior Grade Striker
Second Officer



Alpha Quadrant Black Holes

Submitted by ComoAhrele

Excerpt from Star Trek Science Logs by Andre Bormanis

Starship Enterprise Science Officer's Log, Stardate 3116.4. Science Officer Spock recording.

The Enterprise has experienced a near-catastrophic encounter with a black star, a collapsed star with essentially infinite density.

"Skirting the event horizon of the black star at warp 4 not only catapulted the Enterprise 126 light-years in space, but also propelled the ship three hundred years backward in time.

Computer analysis of the Enterprise trajectory during the black star encounter suggest that there is an entire class of hyperbolic warp trajectories capable of effecting time travel. The key is a close encounter with a large gravitational source, such as a black star. Normal stars, such as Sol or the Vulcan primary, can also be utilized for temporal travel, but much higher warp velocities and extremely precise orbital calculations are required.

The "black star" encountered by the Enterprise in "Tomorrow is Yesterday" is an example of what we today call a *black hole*, or possibly a *naked singularity*.

Most black holes are created in the aftermath of a supernova explosion. The core of the exploded star collapses until the strength of gravity at its surface is so great that even light, traveling at three hundred thousand kilometers per second, isn't moving fast enough to escape its gravitational grip. Like a ball tossed in the air, a photon leaving the surface of a black hole simply arcs back down into the black hole, forever lost to the universe.

The strength of a gravitational field decreases with distance. At some distance from the surface of a black hole, the escape velocity is exactly equal to the speed of light. This distance defines the black hole's event horizon.

More and more evidence for the existence of black holes has been gathered in recent years. Black holes cannot be seen directly, but their presence can sometimes be inferred by their effects on other objects. The first likely black hole candidate was called Cygnus X-1. Cygnus X-1 is a star in the constellation Cygnus that strongly radiates X rays. Astronomers suspect that the source of this intense X-ray emission is a star orbiting a black hole. The fierce gravity of the black hole constantly pulls matter away from the orbiting star. As stellar matter is hoovered into the black hole, it heats up from friction. This intensely hot gas is the source of the X rays.

Super-massive black holes probably exist at the center of many galaxies, including our own. These black holes presumably begin in supernova explosions, but later draw in other stars, and perhaps even other black holes, so that over time they accumulate tremendous amounts of mass. The Hubble Space Telescope has captured images that strongly suggest the presence of black holes in the cores of several nearby galaxies. The masses of these galactic black holes may be on the order of billions of times the mass of the Sun, and may be the power source of quasars.

A rotating black hole could provide a means for time travel, Einstein proved that time and space are intimately linked. Under certain circumstances, time and space essentially become interchangeable. If a black hole rotates quickly enough, the time dimension can replace a space dimension in the black hole's frame of reference. A starship on a trajectory passing near the black hole could conceivably move through the time dimension, traveling into the past or future. A black hole rotating quickly enough to create this effect will "shed" its event horizon and become a naked singularity.



The Dream Goes On

By DeForest Kelley

with special thanks to Dateline: Starfleet

[DeForest said this poem is "Dedicated to all whose hearts follow Star Trek."]

Twenty years ago, in a galaxy far, far away,
The Big Bird had written a brand new play.
He had created Star Trek, as all of us know
Destined to become a classic show.

Filled with hope, joy and sorrow,
But always a promise of a bright tomorrow.
So many good things were part of the plan -
Like peace on earth, goodwill toward man.

We've been through prime-time, syndication too,
With millions of fans wanting something new.
Finally they got it - with Star Trek I
The show we thought would really be fun.

But, when we sat down to read the script,
That's when we all began to flip.
"It's not a Star Trek" each one of us said
"When this picture's released, we'll all be dead!"

The Studio wanted special effects,
space crafts, lasers, spectacular sets.
We wanted a story involving *us*,
No big deal, no big fuss.

Just an old-fashioned Star Trek like we used to make,
No big thing - just a piece of cake.
But the Studio said: "We want more -
Let's go all-out - let's make it roar!"

So they made it their way - and it was a great big flop
And the whole damned thing came to a stop.
Then one day, the Studio said:
"Maybe this thing isn't quite dead."

The people in the cast said we were wrong from the start,
The story should have been straight from the heart...
The way the old series used to be,
Something for you - something for me."

Some suggested they get Harve Bennett,
"Rich Man, Poor Man" - fix it in a minute!
But it didn't turn out quite that way.
Mr. Bennett would have his day.

He screened the shows and talked with the cast,
Tried to find out what made it last.
He attended conventions and answered fan-mail.
In other words, he busted his tail.

He finally brought in Nicholas Meyer -
Writer, director, satisfier.
Meyer, through Bennett, grabbed hold of the show.
Between them both, they made it go.

During this movie Spock wanted to die
Until he saw it was going to fly.
Who would have thought this early defector
Would eventually return to be our director?

But that's the way it turned out to be -
My old nemesis directed number III.
I knew that he knew how it should be done,
We'd talked about this on Star Trek I.

So when we started Star Trek III
His expertise was a joy to see.
It was obvious to everyone he knew his stuff,
He made it look easy when it was rough.

He took a firm hand with all the crew,
Making it clear what *he* wanted to do.
He made no exception, even with Shatner

Who sometimes questioned just what he was after.

But when it was all said and done
They each respected the other one.
Star Trek III was a big success,
Despite a few knocks from the press.

We no longer care about a critic's review -
We're making movies for me and you.
Now, here we come with Star Trek IV
Because you said you wanted more.

So, here we go...once again...
It could be the beginning - or the end.
We feel it's the best of all we've done...
Of course we don't count Star Trek I.

Now that it's over and we've gone our way,
What each will be doing...who's to say?
I have an idea where we'll all be,
I'll tell you - and see if you agree.

Walter will get rich selling toys,
Painting little models of girls and boys.
Each and every one are little antiques
Precious little things found in boutiques.

All of them, of course, many years old,
Worth lots of money when they're sold.
He could make it in pictures if he wouldn't resent
Having to lose that damned accent.

Jimmy, don't you know, bought a new car,
An uppity little thing called a Jaguar.
But it was something he had to do...
How nice to see a dream come true

But the old RV he bought on a whim
Meant much more to Wendy and him.
He'll probably replace that ol' Jaguar
With a new RV - with a built-in bar.

Nichelle, of course, will have her day,
For she is blessed in every way.
Acting, singing, personality plus -
We just feel lucky she's a part of us.

She's a beautiful lady and very dear,
Even with that thing stuck in her ear!
Just remember we love you, Nichelle,
And you will always ring our bell.

George still has that crazy laugh
That cost him his job on the Mayor's staff.
But he doesn't care, he has more time to run,
Go to conventions and have lots of fun.

We don't have to worry about his fate -

He's got it made in real-estate.
I'm just glad he's still around,
I'd miss his laugh with its crazy sound.

What about Kelley - *now* what's with his life?
Well, he's *still* in the Valley - with the very same wife!
Nothing seems to bother him,
Not even that line: "He's dead, Jim!"

Bill may direct Star Trek V...
That is, of course, if we're all still alive.
He seems to think we need a new cast,
One that's young and one that will last.

He doesn't think we can jump or run,
Ride a horse - or handle a gun.
He loves adventure, don't you know,
So guess the plot of his next show.

Bill knows I'm kidding - I admire him very much,
He gives Star Trek a very special touch.
He's made Captain Kirk an international name,
He's one of the reasons for Star Trek's fame.

Leonard will have a whole new career
Beginning with this, our 20th year.
For he's a wonderful director - and actor, too,
As Star Trek IV will prove to you.

Working with him has been a joy
We've each had fun with Spock and McCoy.
And though they've argued from beginning to end,
I feel we've each gained a friend.

Don't forget my devoted nurse -
Now she's a doctor - for better or worse.
I hate to think she's there as a threat,
But her husband's the Big Bird, don't forget!

She knows, of course, I say this in jest,
I really think she's one of the best.
It's important I say that, don't you see,
If I know what's good for me.

What can I say about my old friend, Gene?
The man responsible for the Star Trek scene.
Roddenberry's done what few men do,
He's created history for me and you.

He's fought through the years to keep Star Trek alive
And with help from the fans, watched it survive.
A standing ovation is in order for him...
For he wrote my line: "He's dead, Jim!"

You, the fans, are the reason we're here
To celebrate this, our 20th year.
"Star Trek Lives!" - it will not die.
You are the "someone" who made it fly.

Star Wars Factoids

Part Two

Special Thanks to Lynn for submitting this.

1. Darth Vader's environmental suit supposedly belonged to a character named Caine Starkiller, and worn to help him sustain life-threatening injuries.
2. In the original conception of the story line, the character of Vader was actually two separate entities: General Darth Vader, commander of the imperial forces, and Prince Valerin, the Dark Lord.
3. Most of the actors were never allowed to read the entire script. After much cajoling, Lucas let Liam read it in his office, but no one else saw the entire thing. Samuel L. Jackson only ever saw his brief scenes. When asked about his character, he once replied "he's black." That was all he was sure of.
4. By most rumors, the thing that sets Anakin down the Dark path is rage, over one of these two happenings: either the death of his mother, or a suspected affair between his wife Amidala and his mentor Obi-Wan Kenobi. The climactic fight between mentor and student ends with Obi-Wan throwing Anakin into a volcano...burning him to the point that he needed the exoskeleton and helmet to survive.
5. A question many have posed to me: Why does Qui-Gon not disappear upon death? And I have an answer. According to some canon sources and my more knowledgeable SW friends, the disappearing thing is a voluntary act in which the Jedi, aware that his or her death is imminent, consciously becomes one with the Force and loses their corporeal being. Qui-Gon was killed suddenly and unexpectedly in battle, and so did not have this chance. Remember that Vader did not disappear either, only assuming noncorporeal form after Luke burned his body.
6. For an insider's Lucas reference, keep an eye out during the final battle between the Gunguns and the Federation battle droids. After the droid-control ship is destroyed and all the droids go limp, Jar Jar pokes at one...on its back is written 1138, a reference to Lucas' first film THX-1138.
7. It's worth noting that Palpatine rises to power much in the same way Hitler did: by manufacturing threats and then using those threats to draw more power towards himself. In upcoming episodes, he is expected to turn the Senate against the Jedi by convincing them that the Jedi are in fact out to destroy them. When he acquires Anakin, a very powerful Jedi, as his apprentice, he is able to use his knowledge to seek out and destroy all the Jedi except for Obi-Wan and Yoda, who both go into hiding.
8. Executive Producer Rick McCallum appears in a floppy hat during the final celebration scene.
9. Nathan Hamill, Mark's son, also reportedly has a bit part in the film, though I've yet to spot him.
10. Yoda's wife, a female of his same species, is also a member of the Jedi Council. She is visible in a little chair like his behind Anakin most visibly during the scene in which Mace tests him.
11. It is sometimes not immediately apparent when Qui-Gon is using the old Jedi Mind Whammy on people. Took me two viewings to realize he was using it on Boss Nass (the Gungun king) to convince him to let them go and give them a transport. Also seems he's a little heavy-handed with the whammy...while he, Obi-Wan and Jar Jar are going through the planet's core and Jar Jar is particularly hysterical, Qui-Gon lays a hand on his shoulder and says "relax." Jar Jar immediately sags into semi-consciousness. Obi-Wan glances at him and comments "You overdid

it" under his breath.

12. According to SW lore, Dark Lords are mummified and buried on the planet Korriban, the ancestral home of the Sith.

13. The term Jedi comes from a Japanese term, jidai-gikei, a Japanese period-film genre.

14. Natalie Portman had to go back and redub most of her dialogue...her voice changed partway through filming.

15. Here is Darth Maul's dialogue, in its entirety:

"The planet is sparsely populated. Finding them will not be difficult."

"At last we will reveal ourselves to the Jedi. At last we will have revenge."

"Yes, Master."

16. Episode II will begin principal shooting in June 2000, and is expected in theaters summer of 2002. Start the countdown!



Birthdays

By Lt. Doug "Fresh" Zax
(JLtDougZax)

Remember the good 'ol days when the PADD had a list of birthdays? Well, those days are back! Soon you will be able to see your crewmates' birthdays in the PADD. And remember the good 'ol days when you last saw this article (like in the last PADD, perhaps?) The reason why I'm re-publishing this article is because I didn't get many replies to the last one!! Because of this, I'm changing the policy for sending in birthdays. Now you can send them in **any time you please**. All you have to do is send me an email that has either your **real or your character's birthday** in it (the year is optional), your **character's full name**, your **rank**, your **screen name**, and the **ship you serve on**. And don't try to make me guess any of this information, because I do not have any telepathic abilities, and so I cannot read your mind. **Please put "Birthdays" in the subject box, or I might mistake it for junk mail and erase it.** So get over to your virtual mailboxes and start sending those birthdays! Please!!!

KEY:

TOS - The Original Series

MOV I-IV - Star Trek Movies (first 6)

TNG - The Next Generation

DS9 - Deep Space 9

VOY - Voyager

GEN - Generations

FC - First Contact

INS - Insurrection

Star Trek Actor's Birthdays for August-September

AUG 07 - Cirroc Lofton (Jake Sisco - DS9)

AUG 12 - Jane Wyatt

AUG 16 - Josh Clark

AUG 19 - Jonathan Frakes (William Thomas Riker - TNG, GEN, FC, INS)

AUG 19 - Diana Muldaur

AUG 24 - Jennifer Lien (Kes - VOY)

SEP 11 - Roxann Dawson (B'lanna Torres - VOY)

SEP 14 - Walter Koenig (Pavel Andreievich Chekov - TOS, MOV I-VI, GEN)

SEP 14 - Bruce Hyde

SEP 23 - Rosalind Chao (Keiko O'Brien - TNG, DS9)

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**Star Trek Production Crew Birthdays For August**

**AUG 06** - Mike Okuda (Scenic Art Supervisor - TNG, DS9, VOY)

**AUG 12** - Matt Jeffries (Set Designer - TOS)

**AUG 17** - Harve Bennett (Producer/Co-Writer - MOV II-V)

**AUG 19** - GENE RODDENBERRY (Star Trek Creator)

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Star Trek Special Dates in August-September

(Listed Chronologically)

AUG 19, 1921 - Gene Roddenberry born

SEP 08, 1966 - "Star Trek" (Classic Series)

SEP 08, 1973 - "Star Trek" (Animated Series)

SEP 28, 1987 - "Star Trek: The Next Generation" (week of)

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**USF Birthdays**

**Roddenberry:**

Lieutenant Commander Jay O'Meara - June 15

Commodore Eileen Shodan - August 2



## Scam Alert

Somebody decided to duplicate AOL Netmail. Myself and many other people have gotten emails saying that we have to go to this web site (which is supposedly AOL NetMail) to retrieve them. If you have AOL, you already know when you've got email. You don't need an email to tell you that you've got email. You also do not go to a web site to read your AOL email.

Tips from USFSierra:

1. The only time that AOL notifies you to check your mail is... you guessed it, when you hear that "You've got mail!" wave when you sign on;
2. AOL direct access and AOL Netmail take you to the exact same mailbox! AOL Netmail is a \*convenience\* for AOL users, not a separate mailbox.
3. AOL mail can only be accessed via the AOL program or the real AOL Netmail screen (version 1 at <http://www.aol.com/netmail/home1link.html>, or version 2 at <http://netmail.web.aol.com/>) .... so please don't fall for this scam! :)



# How To Find Your Perfect Star Wars Name

Submitted by USFSurak

Your Star Wars First Name:

- 1) Take the first three letters of your first name (ex. Dan for Dante)
- 2) Add to that, the first two letters of your last name (ex. su for Surak)

Dansu

Your Star Wars last Name:

- 1) The first three letters of your mothers maiden name. (ex. Eme for Emerson)
- 2) Add to that, the first two letters of the city that you were born in (ex. be for Betazed City)

Emebe

Dansu Emebe it's easy and it's fun... enjoy..



## Rate That Movie!!

By Lieutenant Doug Zax  
(jltdougzax)

'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. Please send the forms no later than **September 24**. 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 September 24, 1999.



## USS Lexington

I'm delighted to finally report that Admiral Clemens has launched the USF's newest internet sim: the USS Lexington. Launch date was Stardate 9907.25 (that's July 25, 1999 in case you didn't know). This sim is exclusively for internet users, not AOL users. For more information on this sim, please contact USFABC1701 (CO) or USFJaren (XO), both @aol.com.



## Top Forty List (Star Wars vs. Star Trek)

Submitted jointly by JLtDougZax and LtCdrStyre (responses were written by Styre)

Lt. Cmdr. Styre "strikes back" with his Witty Responses™ to these horrible slanderous remarks about our beloved Trek:

40. In the Star Wars universe, weapons rarely, if ever, are set on "stun."  
*No, they're set on "Miss Ten People not Five Feet Away with Rapid Fire" setting.*
39. The Enterprise needs a huge engine room with an anti-matter unit and a crew of twenty just to go into warp -- the Millennium Falcon does the same thing with R2-D2 and a Wookiee.  
*And we all noticed the Enterprise breaking down every five seconds, right? Plus our shuttles don't need such sizable crews...*
38. After resisting the Imperial torture droid and Darth Vader, Princess Leia still looked fresh and desirable. After pithy Cardassian starvation torture, Picard looked like heck.  
*I'm pretty sure that Leia wouldn't look desirable after a week without food and being hung from a wall, whereas Picard would (well, presumably) look fine after being stuck with a few needles and being yelled at by Vader.*
37. Jabba the Hutt would eat Harry Mudd for trying to cut in on his action.  
*No, Jabba's rancor would, but who really cares about Harry Mudd anyway?*
36. Luke Skywalker is not obsessed with sleeping with every alien he encounters.  
*Yes, well, Kirk wouldn't want to sleep with Jabba the Hutt or Boba Fett either.*
35. One word: "light sabers".  
*Isn't that two words? One word: "Holodecks." You can play with your lightsabers while I go roam in a completely tangible and totally realistic holographic world which looks better than yours does anyway.*
34. The Federation would have to attempt to liberate any ship named Slave I.  
*Knowing full well that it was piloted by Boba Fett, I think it makes sense.*
33. Darth Vader could choke the entire Borg empire with one glance. (Actually, he couldn't, the force isn't that strong)  
*Of course he couldn't. Hundreds of millions of entities at once? Besides, all the Borg do not choke if you choke one... they'd be rather stupid and very dead in that case.*

32. Picard pilots the Enterprise through an asteroid belt at one-quarter impulse power. Han Solo floors it.  
*May we compare ship size. Also the Enterprise is not prone to flying through every asteroid field in the area.*

31. The Death Star doesn't care if a world is class "M" or not.  
*Well it should... wouldn't be much point to blowing up an uninhabited gas giant...*

30. You don't need a license for a blaster.  
*Right, and I carry my "phaser license" everywhere. ::rolls eyes::*

29. Death Stars and Star Destroyers and TIEs are cooler than some stupid energy clouds.  
*Well when some "stupid energy cloud" envelops your SD and deactivates it completely, you can go look somewhere else for help.*

28. Stormtroopers don't use the prime directive. They use Blasters.  
*Stormtroopers=BAD GUYS! I mean, the Jem'Hadar, they're real sticklers for that PD. And the Breen, man, you'd better watch out before changing history in front of them!*

27. Listening to "Number one", "Make it so", and "ENGAGE!" gets annoying.  
*So does listening to "Use the Force, Luke" every six seconds.*

26. Star Wars doesn't need to spawn a new series with new characters every year to attract our attention.  
*No, it just needs to spawn a new movie out of nowhere to attract our money to Lucas' pockets.*

25. Logic? LOGIC? LOGIC THIS!  
*This might make sense if I had some sort of visual aid... but I don't. I mean, come on: Force? FORCE? FORCE THIS! Makes a whole heck of a lot of sense, doesn't it?*

24. What kind of name is Kirk anyway?  
*Jar Jar Binks. Obi-Wan Kenobi. Yoda. Darth. Having a rank like "Grand Moff."*

23. Klingons always sound like they're coughing up a hairball.  
*And Wookies sound (and look) like the giant hairballs the Klingons coughed up.*

22. Take the Death Star up against The Enterprise and see what happens.  
*Well since the DS can only shoot once every fifteen minutes and the Enterprise computer can target a torpedo on something really, really small, say, oh, a probe vent, Enterprise wins.*

21. In ST the good guys solve problems by talking it out. In SW the good guys, well, they have LIGHTSABERS. See if anybody has a problem with 'em.  
*Yes, "chop first and ask questions later." And the whole premise was that the good guys always tried to talk it out first. Pay attention to your own d\*\*\* movies!*

20. The aliens in Star Wars don't look like humans.  
*So what? I assume you've been to alien planets and can prove conclusively that the human form is not that of aliens? I mean, I don't necessarily think that it is, but human aliens are as realistic as any others.*

19. What good is the Enterprise gonna be against that??? (Pointing at the Death Star)  
*See question 22. And what good is a Top 40 list where everything is repeated?*

18. Star Fleet vs. Imperial Navy (you decide).  
*Again, the correct comparison is Starfleet vs. Rebel Alliance. But one of our ships could reasonably take on a Star Destroyer -- our shield generators aren't stuck on the stupid roof for all and sundry to shoot at.*

17. In Star Wars, when our shields are down, we still have the guts to attack.  
*Yeah, and your ships last a really, really long time when you do.*
16. A lightsaber goes through Borg like a hot knife through butter.  
*And after three Borg, the weapon is assimilated, and the things are useless.*
15. A 900 year old three-foot green alien could kick the heck out of Kirk and Picard the same time.  
*Sure, if you grant him all his powers. Hardly a fair fight. It's like having a duel where one guy has a stick and the other has a machine pistol.*
14. A Death Star could annihilate the Borg in a second.  
*Yes, the entire collective, all happily living in one place. And what's this "A" Death Star? There weren't 264 of the bloody things.*
13. Chewie could kick Worf and any other Klingon's butt.  
*Oh really. I wager Klingons hunt 8-foot gorillas for sport.*
12. Princess Leia in a slave girl bikini (need I say more?).  
*Yes, because Trek has never needed to resort to such things to gain popularity.*
11. There is no logic, only the FORCE!!!!!!  
*No logic, eh? So the entire SW universe is a disorganized, irrational, entropic mess. How appealing.*
10. In Star Wars, every planet they go to looks cool and has neat aliens. In Star Trek, every planet looks like a blue-screened backlot and all the aliens are extras Gene Roddenberry slept with.  
*First, there are four SW movies. Trek is a weekly TV show. It does not have corporate sponsors breaking their necks to pay them. And post-TOS Trek had wonderful production values for its budget. Nothing looked that stupidly fake. And even if it did, who is to say that that isn't how alien planets look? Again, have you been to them?*
9. No lame-a\*\* "Prime Directive" stopping you from whipping a\*\*.  
*And why would you want to "whip a\*\*" on a planet inhabited by people that aren't at your technological level yet? Just for the heck of it?*
8. When a ship in Star Wars gets hit, everyone rolls in the same direction.  
*[Insert discussion about disrupted inertial dampeners here]*
7. In ST, they have the brig. In SW they have rancor pits.  
*Yes, let's feed prisoners to ravenous monsters instead of taking them back for interrogation. Brilliant. Sanctity of life, my foot.*
6. In Star Wars, all chicks are fair game. Heck, even your sister.  
*And you don't find that last part disturbing?! I mean, this sentence can be reduced to "Star Wars has no morals."*
5. Han Solo never had to degrade himself by shooting a baggy-suited reptilian alien with a hollow log and some charcoal.  
*No, just fly around in a rusty metal box that didn't work with a big guy in an ape suit. And I don't consider it degrading to shoot something that is attacking you. Even if it is a guy in a reptile suit.*
4. You can safely wear a red shirt in Star Wars.  
*Why does nobody realize how stupid this point is? Let us assume for one minute that the grunts in the US Army all wear red uniforms. And all the generals wear gold and blue. Now, who is more likely to die on a regular basis? The people in red. If Spock ever put on a red shirt in an episode, it wasn't like the writers were planning his death.*
3. Luke Skywalker could kick Wesley Crusher's a\*\* with one hand behind his back. Heck, Luke's

cut-off hand could kick Wesley's a\*\* with itself tied behind its back.  
*Though this is absolute truth, it serves little purpose. Observe:*  
*Luke Skywalker: Young Jedi, trained in the Force, destined to save a galaxy.*  
*Wesley Crusher: Annoying ensign that only got the job because his mother worked on the ship and who served no practical purpose.*  
*Now, can a comparison be fairly drawn here?*

2. Kirk would have just used the Force to "get some."  
*Yeah, and Han Solo wouldn't have.*

1. Two words: the music  
*"Look at me! I like this kind of music more than that kind, so the kind I like must be the best in the world, because I am a self-contained arrogant a\*\*!"*

DISCLAIMER>> I do not hate Star Wars. Actually, I really enjoy it. But I must say that no comparisons can be drawn between a series of four movies with an immeasurable budget and a weekly television series that gets virtually no money or star power because it is syndicated. And I do hope that both series continue to see successful existences.



## Editor's Ramblings

By USFShodan

**Star Wars: The Phantom Menace:** I don't understand why so many people don't like the character **Jar Jar Binks**. I like him. My daughter adores him. She's got a Jar Jar poster, refrigerator magnet, and Pizza Hut toy. And she likes to talk like him, too, saying "mesa" and "yousa" a lot. Her favorite line from the movie (the way she remembers it) is, "Mesa going back now." I loved the **Qui Gon Jinn** character. I thought he really exhibited all of the qualities that a Jedi Knight should have. I was so disappointed that he was killed off. I do hope we see him in the next two segments, the same as we saw Obi-Wan Kenobi and Yoda after they died - only I want Qui Gon in even more scenes than they've had Obi-Wan and Yoda.

**Star Trek: Voyager:** Why don't they use their First Officer, **Commander Chakotay**, more? Robert Beltran is a gifted actor, capable of much diversity (not to mention that he's fabulously good-looking). I'm getting awfully tired of seeing 7 of 9. I think it would be more appropriate to do what they used to do: have their Chief Engineer, Lieutenant B'Elanna Torres, come up with the engineering technobabble to save the ship. And I still miss Kes.

**AOL & Microsoft's Instant Message War:** I think it's ridiculous. Unless Microsoft is using their instant message system to send junk or unsolicited messages to AOL members, why not make the two systems compatible? When I read of the rapid changes AOL was making to block Microsoft's instant messages to AOL users, I was astounded. I thought it sounded so absurd.

I wonder if the cast of **Deep Space Nine** will ever appear in a Star Trek movie. I wonder if **Captain Benjamin Sisko** will continue to live with the prophets.

**USF Rumor Mill:** When **Admiral Ultimo** can't be found, he says it's usually because he's out "searching for the missing semi that was carrying my supply of Ultigel."



# USF SIM SCHEDULE

| Day       | Sim Name         | Time<br>Eastern | Location         | C.O.<br>Commanding<br>Officer | X.O.<br>Executive<br>Officer |
|-----------|------------------|-----------------|------------------|-------------------------------|------------------------------|
| Sunday    | Starbase Everest | 8:00            | Orbital Velocity | USF Tage                      | =OPEN=                       |
| Sunday    | USS Fragglerock  | 8:00            | Private Room     | SaintDuiex                    | USFOtter                     |
| Sunday    | USS Federation   | 8:30            | Private Room     | USFAriell                     | USF Quatto                   |
| Sunday    | USS Excelsior    | 9:00            | Orbital Velocity | CptArronax                    | USFLe                        |
| Sunday    | USS Lexington    | 9:00            | IRC              | USFABC1701                    | USFJaren                     |
| 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 | =OPEN=                        | =OPEN=                       |
| Monday    | SS Nigala        | 10:00           | Private Room     | USF Trek                      | USFZidda                     |
| Monday    | USS Aldrin       | 11:00           | Private Room     | USFKillian                    | USFTLara                     |
| Tuesday   | USS Roddenberry  | 9:00            | Private Room     | USF Scully                    | USFShodan                    |
| Tuesday   | Atlantis (SOG)   | 9:00            | Private Room     | USFEliz H                     | USFCaitlin                   |
| Tuesday   | USS Hermes       | 10:00           | Private Room     | USFGrant                      | USFHawk                      |
| Wednesday | USS Stealth      | 9:00            | Orbital Velocity | USFRigel                      | USFThrevor                   |
| Wednesday | USS Halifax      | 10:00           | Private Room     | USFDakor                      | USFBooker                    |
| Wednesday | USS KemoSabay    | 11:00           | Private Room     | USFAhrele                     | USF Jaren                    |
| Thursday  | USS DarkPath     | 9:00            | Private Room     | USFAkarn                      | USFRigel                     |
| Thursday  | USS Potemkin     | 10:00           | Private Room     | USF Sierra                    | USFBack                      |
| Thursday  | USS Agamemnon    | 10:00           | Private Room     | USF Jaren                     | CmdrRoel                     |
| Friday    | USS Lothlorien   | 9:00            | Private Room     | USFKivo                       | USFStyre                     |
| Friday    | USS Integrity    | 10:00           | Private Room     | USFGorkon                     | USFStephen                   |
| Friday    | USS Darmok       | 11:00           | Private Room     | USFAhrele                     | USFDamara                    |
| Saturday  | USS Odyssey      | 9:00            | Orbital Velocity | CommoMason                    | USFTXTrek                    |

| Day      | Sim Name | Time<br>Eastern | Location | C.O.<br>Commanding<br>Officer | X.O.<br>Executive<br>Officer |
|----------|----------|-----------------|----------|-------------------------------|------------------------------|
| END FILE |          |                 |          |                               |                              |

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\*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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