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Greetings and salutations to our wonderful readers! The PADD staff is very happy to be able to present you with another edition of the USF PADD cyber-magazine. I want to give a special thank you to Glen for his work. This edition would not be possible without him! Thanks, Glen, for everything. And to our readers, there were distribution problems with the October issue. If you did not receive the October issue, you may download it from the web site: <http://www.sector001.com/padd>. I would also like to thank Arronax and Andy for tracking down the web site distribution problems and (hopefully!) solving them. If anyone has any further distribution problems, please contact me, and I will notify the distributors.

This month's issue is a really big one, so you're sure to find plenty of articles for your reading pleasure. We start off with a book review of William Shatner's "Star Trek Memories." We follow with many USF articles and some articles strictly for Star Trek fans. We conclude this issue with the latest edition of Tactical Tips followed by a lengthy interview of the man who started the USF, Admiral Andrew B. Clements. Read on!

USFShodan@aol.com  
Chief Editor USF PADD



## Star Trek Memories

- William Shatner and Chris Kreski, Harper Collins Publishing, 1993

Star Trek Memories offers an insightful look into the beginning years of Star Trek. It details how Gene Roddenberry gained the backing of Desilu studios, caught the attention of the networks, and moved his show into production and continues by telling the story behind the three years that would eventually have such an impact on television and the world's culture. Shatner interviews several of the key cast of crew of the original series and is able to make the connections describing what truly happened behind the scenes. The insights detailed in this book are incredible and the stories are very well described. After reading Tek-War, it is obvious that Shatner took full advantage of his partner, Chris Kreski, in the production of this book.

The book offers a Star Trek fan the chance to find out how this show actually came into being. Stories such as how the Spock character stemmed from an idea about a Martian, how the various actors and crew became a part of the show, who Jeffries is and why the tubes have been named after him, and other bits of information that one could never collect at any given trade show. The descriptions of how Roddenberry truly drove himself to the brink of collapse producing this show are actually very captivating. The book's one flaw is the tendency of Shatner to overwrite, not unlike his often satired acting ability. The first page and a half of the book entail his getting out of bed one morning to go to the set of Star Trek "The Undiscovered Country". This does tend to draw out certain sections of the book, but it is forgivable considering the vast resources of insight we are able to gather through this book.

The book details many facets of the series that the viewer would never be aware of, such as Nimoy's long fought battle for input on his character, and the reasons for the changeover in actors from the pilot to the series. The stories are sometimes sad, sometimes humorous, and sometimes almost frightening. Shatner tells the story of Irving Feinberg and his illustrious career as the propmaster for Star Trek ;

"This show's (The Man Trap) storyline centered around a monstrous creature with an equally monstrous appetite for salt. As a result the script called for several salt shakers, one of which Kirk would end up using as bait for the beast. With that in mind, Irving went out and scoured L.A. looking for the most futuristic shakers available. Finally he came up with several pairs of oddly shaped Swedish chrome-plated numbers, which Gene (Roddenberry) immediately rejected.

'For this story,' Roddenberry explained, 'the salt shakers have got to look like salt shakers or else nobody will get the point. But you know these chrome jobs are really interesting. Let's use them as McCoy's operating instruments.' As a result, De Kelly spent three seasons healing large numbers of injured crewpersons and aliens with medical tools far more suited to the kitchen than the surgical table."

The book, thankfully, does not attempt to go into the extreme detail famous in so many of the Star Trek books and simply tries to tell the story of how the show was created, how it was

produced, and how it met its bitter end. Most of the stories are told by the people that lived through them. Majel Barrett/Roddenberry tells the story of her and Gene falling in love, various members of the crew tell of production, and the cast tells their own beginnings and stories with the television series. The stories behind the production of the series are very interesting but at the end you can almost see even more of a reason behind the writing of this book. Shatner discusses with Majel Barrett/Roddenberry his strained relationship with Gene. He even offers an open invitation to resolve the conflicts between he and Jimmy Doohan. He touches briefly on the negative feelings of the other cast members, such as Nichelle Nichols, George Takei, and Walter Koenig, because of his self absorption and inconsiderate attitude towards other actors. The book reads well as a behind the scenes look at the show but at times it crosses into either an admission or an attempt to be a media whore, bleeding out his faults to the public. It is impossible to truly tell which is true but either way it does make the book much more interesting.

In the end the book is a fairly decent read if you are interested in the early days of Star Trek and the people behind it. Shatner's use of the actual cast and crew to tell the stories behind the show adds definite substance and reality to the book that could easily slip into a collection of rumors and still hit the best sellers list. Shatner's admittance of his own faults in this book and the impact of these on others helps to add more of an edge to a fairly old story. All in all it is worth picking up if you enjoy the original series.

Captain Christian Back



## Ad for the USS Fragglerock

Ahem...ahem. Official Notice!

Hey Peoples!!

The Freaky Frag has switched SIM nights to Mondays at 8:02pm est in Sector001. See Sek Zi Thang in action! Find out if Mistress Otter ever gets her man! Visit the Bait and Tackle Shop and sip one of "Dusty" Rivers' Dirty Banana. Be serenaded by his Bucket Brigade! Watch as Counselor Melody Dear bangs her head against the wall! Meet Prince Pe'te the talking Solo Antenna on top of LaZana's head! Hold on for dear life as Lisa TRuefriend mans the Helm! Marvel at how Artog juggles the cargo security roster! And a definite must....taste one of Frost's maple pountines,eh?!

Come one! Come all! And see what makes the USS Fragglerock the wackiest ship in the Fleet!  
^:)



## The Night Before Y2K

Submitted by several people

Twas the night before Y2K,  
And all through the nation  
We awaited The Bug,  
The Millennium sensation.

The chips were replaced  
In computers with care,  
In hopes that ol' Bugsy

Wouldn't stop there.

While some folks could think  
They were snug in their beds,  
Others had visions  
Of dread in their heads.

And Ma with her PC,  
And I with my Mac,  
Had just logged on the Net  
And kicked back with a snack.

When over the server,  
There arose such a clatter,  
I called Mister Gates  
To see what was the matter.

But he was away,  
So I flew like a flash  
Off to my bank  
To withdraw all my cash.

When what with my wandering eyes  
Should I see?  
My good old Mac  
Looked sick to me.

The hack of all hackers  
Was looking so smug,  
I knew that it must be  
The Y2K Bug!

His image downloaded  
In no time at all,  
He whistled and shouted,  
Let all systems fall!

Go Intel! Go Gateway!  
Now HP! Big Blue!  
Everything Compaq,  
And Pentium too!

All processors big,  
All processors small,  
Crash away! Crash away!  
Crash away all!

All the controls  
That planes need for their flights,  
All microwaves, trains  
And all traffic lights.

As I drew in my breath  
And was turning around,  
Out through the modem,  
He came with a bound.

He was covered with fur,

And slung on his back  
Was a sackful of virus,  
Set for attack.

His eyes--how they twinkled!  
His dimples--how merry!  
As midnight approached, though,  
Things soon became scary.

He had a broad little face  
And a round little belly,  
And his sack filled with virus  
Quivered like jelly.

He was chubby and plump,  
Perpetually grinning,  
And I laughed when I saw him  
Though my hard drive stopped spinning.

A wink of his eye,  
And a twist of his head,  
Soon gave me to know  
A new feeling of dread.

He spoke not a word,  
But went straight to his work,  
He changed all the clocks,  
Then turned with a jerk.

With a twitch of his nose,  
And a quick little wink,  
All things electronic  
Soon went on the blink.

He zoomed from my system,  
To the next folks on line,  
He caused such a disruption,  
Could this be a sign?

Then I heard him exclaim,  
With a loud, hearty cry,  
Happy Y2K to all,  
Kiss your PCs good-bye!



## Miss Lonelyhearts

Dear Miss Lonelyhearts,

I am hopelessly in love with someone who doesn't even know I exist. I have a holographic photo of a doctor from another ship, a picture I got from someone who transferred to the ship I'm on, and I think he is the most wonderful of men. I have been thinking of requesting a transfer to be on his ship with him, but even that wouldn't work. I am in ships functions as an engineer, and ships functions don't normally socialize with the sciences and medical people. At

least, not on my ship, they don't. And from what the engineer from the other ship told me, neither do they on the other ship. The reason she had the picture in the first place was this doctor is her brother. Please, I am desperate to meet him, but I can't ask his sister, because she and I don't get along that well after a falling out over duty shifts. What can I do, Miss Lonelyhearts? How can I get to know him without throwing myself at him?

Signed,  
Desparately In Love

Dear Desparately,

Your problem isn't that you are in different departments, it is that you are on different ships. There isn't a rule that says you can't mix departments in a social setting. In fact, I know that some of the best relationships among the commanding officers of the fleet come from mixed departments. What you need to do is to transfer to the ship where your dream man is, and make friends with all the crew. Eventually, he will see you and notice you for the wonderful woman I am sure you are. And from there, it could be a match made in heaven. Just remember, don't pin all your hopes in finding romance on one person. You can't make anyone love you, no matter how much you want to. All you can do is to be a friend and hope that the stronger feelings will follow.  
Miss Lonelyhearts



## HERMES COMMERCIAL:

<<action music playing in background>>

Come see the explosive team of Doctor's Teena Ness and Turvaine on TNT Medical. Airing on Tuesday nights at 10pm eastern on channel 001. They're dynamite!  
{S Explode}

~~~~~



**@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@**  
**This is Cart Loader with USF Music News.**

The tickets go on sale tomorrow for the "Battle of the Boy Bands". Ferengi band 98 Strips and Klingon band N' Stink, square off against the defending champions from the starship Potemkin, Back's Treat Boys. The battle royale will take place on SD 60001.21, and the tickets make a great Christmas present.

On a sadder note, rap star Tupac of Shakur was killed today, the victim of a fly by phasing. Authorities will not comment as to any possible suspects, but sources close to the Tupac of Shakur family suggest that the killing was ordered by rival ganster rapper, Notorious B-O-R-G.

For USF Music News, this was Cart Loader. The season premiere of Real World: SS Nigala airs Monday night at the Seven of Nine spot.

<Please send any comments, thoughts, or possible punny Star Trek band names to USFSurak>

# Star Trek Trivia

## Janeway

1. What is the name of the actor who plays Janeway?
2. What is the name of the ship she's captain of?
3. What year was the USS Voyager lost in the badlands?
4. Where did Janeway grow up?
5. What was one of her favorite hobbies?
6. Who was one of her heroes when she was a child?
7. What is Janeway's favorite flavor of Ice-cream?
8. What is her favorite form of relaxation?
9. Did she know how to play a musical instrument?
10. What year did her father die?
11. What was the name of the man she was romantically involved with?
12. What type of pet did she have?
13. What was it's name?
14. What position did Janeway hold on the USS Al-Batani?
15. What did she consider an essential part of her lifestyle?
16. What year did she cross the warp 10 barrier?
17. What effect did this have on her?
18. Does she have any children?
19. Who is their father?
20. What was the name of the Vidiian scientist that cured her of the potentially fatal viral disease in 2372?

## Chakotay

1. What is the name of the actor that plays Chakotay?
2. What was the name of Chakotay's father?

3. Of what decent is Chakotay?
4. How old was he when he traveled with his father to find the ancient Rubber Tree People?
5. Why did Chakotay tattoo his forehead?
6. Who sponsored his admission into Starfleet?
7. What did he do his first year at the academy?
8. Where did he go to learn how to handle atmospheric storms?
9. What was one of Chakotay's interests then?
10. What was the name of the race he helped with first contact with after graduating from the academy?
11. What did he do before becoming the First officer of the USS Voyager?
12. Why did he leave Starfleet and join the Marquis?
13. What year was his ship lost in the badlands?
14. Who destroyed his ship in the Delta quadrant?
15. Who did he replace as First Officer on the USS Voyager?
16. What type of ritual did he occasionally practice for help?
17. What did he use to help with the ritual?
18. Who was he romantically involved with in the Maquis?
19. Where was Chakotay exploring when he was temporarily assimilated by the Borg?
20. What episode was his spirit displaced by Trianic Energy Beings?

All information in this article is directly from the Star Trek Encyclopedia.



## USF host updates

**Fleet Captain Sierra Kuei'Shen M'Hawarr** has stepped down as CO of the Potemkin. In her place, **Captain Christiaan Back** has taken over as CO. This left an open spot for XO which **Commander Wil Shade** has filled. Congratulations to Back and Shade on their promotions!

Retirements: **Captain William Dakor** has officially stepped down as CO of the Halifax. He was very proud to promote his XO to the spot. **Shane Booker** is now Captain. Congrats, Shane!

Speaking of retirements, **Rear Admiral Eileen Shodan** also announced her retirement. She is stepping down from High Command. There was an immediate concern about where the next batch of USF brownies will come from.



# SHIP PROFILE

Written by USFSierra

HISTORICAL PROFILE : USS POTEKIN NCC-76927-C

Potëmkin : pronunciation: (pO-tem'kin, pu-; Russ. pu-tyôm'kyin)

The USS Potemkin has a long, exciting history with the USF, having been the third ship to be launched within the group.

The name "Potemkin" has a glorious military history. Prince Grigori Aleksandrovich Potemkin (1739-91) was a Russian field marshal that first came to the notice of Catherine II (Catherine the Great) for his part in the coup d'etat which brought her to power in 1762. He was made count in 1774, and was also Catherine the Great's most famous lover, and remained in her steadfast confidence long after their affair ended. He remained one of her chief advisors, notably in foreign policy, and was an important force in getting the Crimea annexed to Russia (1783), which gave Russia it's first all-year port. For this achievement, he was given the title of prince.

The Bronenosets Potyomkin (Battleship Potemkin) played an important part in a Russian revolt in 1905. Conditions on the battleship were unbearable, and the crew revolted. Cossacks subdued the mutinous crew and the peasants who joined in their revolt on the steps of the Odessa docks. (This scene, as represented in the film "Battleship Potemkin," [1925] is one of the most famous in cinematic history).

Even in the Trek shows, the Potemkin has been mentioned several times -- both in the original series (NCC-1657, "The Ultimate Computer" and "Turnabout Intruder"), and more recently in TNG and DS9 (various episodes).

Commander Will Riker served aboard the Potemkin [NCC-18253] prior to his assignments on the Hood and the Enterprise. One particular mission he served aboard the Potemkin is particularly famous -- his mission to Nervalia IV, where a transporter malfunction created a double of Riker on the planet. It was thanks to his work on this mission that he was promoted to Lieutenant Commander, and commended for "exceptional valor". [TNG "Second Chances"].

Captain Brandon Connery of the USS Stealth named the Potemkin when it was being created. The USF's Potemkin -- or the 'Tem, as her current crew fondly calls her -- was launched as an Excelsior-class vessel in June 1995 under the command of Captain B'Not-El Mondox, and the NCC-1711 registry number. The first Potemkin XO's name seems to be lost to history, but Commander William Blackmon was the second XO. Blackmon eventually went on to command the Potemkin's sister ship, the USS Agamemnon.

There was several changes of command between June 1995 and June 1997. Captain Mondox handed her command to Captain Alexander "Putty" O'Brien took command around June 1996. Putty's XOs included Commanders Badon (successor to Cmdr. Jayla), Cmdr. Eileen Shodan (9/96-3/97), Cmdr. Sela (4/97-5/97), Cmdr. M'Hawarr Sierra (6/6/97-9/97), and Cmdr. Rob Mason (9/97-1/98).

The original Potemkin was destroyed in early August, 1996, and the Potemkin-B, Adventurer class, was launched August 22, 1996.

Some of the older crew refer to the summer of '97 as "the beginning of the Golden Age" of the Potemkin. It was during this time that Cmdr. Sierra [XO/acting CO], assisted by Dr. Rob Mason, CMO/acting XO, and the crew of the Potemkin began it's amazing tradition and legacy of being one of the most outstanding ships in the USF. The crew numbers were at an all-time high, and log counts climbed rapidly.

Sierra left the Potemkin briefly during September and October of 1997, but was invited to take command of the vessel after Putty stepped down from command. During her absence, she created and ran the Outpost Cousteau sim, which was eventually passed to her XO, Captain Surak.

Captain M'Hawarr Sierra Kuei'Shen took command of the Potemkin on November 1,

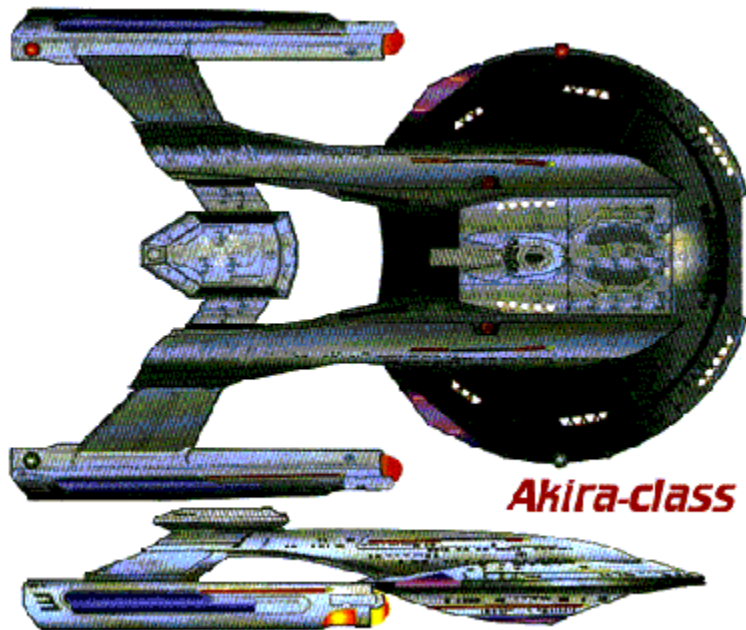
1996. She was promoted to Fleet Captain in June, 1998. Her XOs have been Cmdr. Rob Mason (9/97-1/98), Cmdr. Katerina Janar (2/98-7/99), and Cmdr. Christiaan Back (7/99-11/99).

The Potemkin-B was destroyed in the battle to retake Deep Space Nine during the Dominion War. The Potemkin-C, Akira class, registry NCC-76927-C, launched on November 20, 1997. [details of the Potemkin-C below.]

The USS Potemkin took the lead in both personal and duty logs on the USF boards in the spring of 1998, and have barely looked back since. The 'Tem reached 1,000 personal logs on June 17, 1999, a USF milestone, and 1,500 personal logs in October, 1999. The 'Tem crew is full of energetic, dedicated writers with an average tour of duty of 17.5 months. The Potemkin has played a role in many major missions, including the battle to retake DS9, the rescue of the Prometheus, the Battle of Cardassia, and interacting with the USS Kemo Sabay in an alternate universe. The 'Tem crew has set up and manned Outpost Sarajevo. Some of the more interesting missions have included several officers swapping bodies, alternate universe sims, and both the CO (Sierra) and XO (Janar) came back from the dead.

Current USF hosts that began their career on, or made it to the rank of Commander on, the Potemkin include Rear Admiral Eileen Shodan, Fleet Captain Surak, Cmdr. Tundr Storm, Captain Christiaan Back, and Cmdr. Wil Shade. Current Lieutenant Commanders aboard the Potemkin are LtCdrs. Frank Hernandez, Gabriel Wulfe, Roxanne Shade, and K'Vada.

Four and a half years after her launch, the Potemkin is about to embark on a new round of adventures as her longest-running CO, Fleet Captain Sierra M'Hawarr, turns over command to Captain Christiaan Back and Commander Wil Shade. Join us for a look at the vital statistics that have shaped this glorious vessel into the outstanding sim that it is today.



## USS Potemkin Technical Specifications

United Federation of Planets

Dedication plaque:

"Give me a spirit that on this life's rough sea,  
Loves t'have his sails filled with a lusty wind . . ."

--- George Chapman

GENERAL SHIP OVERVIEW

Name USS Potemkin

Federation Registry    NCC-76927-C  
 Class    Akira  
 Type    Medium Cruiser  
 Mission Exploration, Diplomacy and Defense  
 Production Facility    ASDB Integration Section, Spacedock 1, Earth  
 Testing Facility Fra Maura Shipyards, Earth; Sector 001  
 Date of completion    SD9711.06  
 First Active Duty    SD9711.20  
 Refit Completions    SD9903.27  
 Dimensions    Length, 364.77m  
 Beam, 225.61m  
 Height, 52.48m  
 Mass    622,000 metric tonnes  
 Crew    Officers: 50  
 Enlisted: 140  
 Other: 30  
 Max Accommodation    500 personal evacuation limit  
 Computer    XJ75 Bioneural Tetralinear Circuitry  
 Transporters    Advanced Genetronic Conversion System [AGCS]  
 Personnel : 4 [Max Capacity : 8]  
 Cargo/Industrial : 4 [Max Capacity : 6]  
 Emergency : 7 [Max Capacity : 4]  
 Auxiliary Vessels    10 Mark IX Shuttlepods  
     SP Alpha, SP Beta, SP Gamma, SP Delta, SP Epsilon,  
     SP Zeta, SP Eta, SP Theta, SP Iota, SP Kappa  
 4 Workbees :WB 1, WB2, WB3, WB4  
 4 Workpods : Pod 1, Pod 2, Pod 3, Pod 4  
 6 Type 9 Shuttlecraft : Simi, Tagus, Neville, Narew, Bug, Godavari  
 3 Type 10 Shuttlecraft : Murray, Churchill, Okovanggo  
 1 Yellowstone Class Runabout : Yuan Kiang  
 6 Recon-modified Type 11 Shuttlecraft  
     Shadow, Raven, Wolf, Cobra, Dragon, Scorpion  
 1 Armstrong-class Shuttlecraft [Captain's Gig] : Tuolumne  
 Propulsion    Advanced M/A Reactor & Injection System  
 Maximum Impulse Velocity: 0.92c  
 Standard Cruise Velocity: Warp 8.16 at 94.7% efficiency  
 Maximum Cruise Velocity: Warp 9.7 for 12 hours  
 Emergency Velocity [3 hrs]: Warp 9.73  
 Emergency Velocity [1 hr]: Warp 9.85  
 Powerplants    One (1) ninth-phase 17,832 Cochrane warp core feeding two (2) nacelles; one (1) impulse system  
 Primary Fusion Reactor; Maximum Output: 11e10 MJ  
 Secondary Fusion Reactor; Maximum Output: 5e9 MJ  
 Special Features    The Potemkin has the ability to land on a stable surface. Three landing struts extend from the bottom of the saucer section to support the vessel in a planetary landing.

## DEFENSIVE SYSTEMS

### Standard Deflector Shields; Metaphasic & Ablative Capabilities

The deflector system is the primary defensive system on all classes of starships. It is a series of powerful deflector shields that protect both the spacecraft and its crew from both natural and artificial hazards. The shields of the Akira-class starships operate using a nutational device known as the Nutational Shield 3.8. Every ten seconds, the shield modulations changes. This greatly effects the shield efficiency of these ships.

The Akira-class starships are also equipped with a metaphasic shield, which allows the ships to remain in a sun's corona for periods of up to 28 hours. The metaphasic shield allows the Akira-class vessels to study a sun's corona very thoroughly.

The USS Potemkin C is equipped with the new impact-sensitive ablative shielding, recently upgraded to improve system endurance. This system is comprised of 97 small emitters placed

over the outer hull which focus secondary energy at the point of impact of a foreign object. When a hostile energy burst is detected approaching an area of the hull, the emitters and sensor systems calculate the point of impact and focus resistant energy in that location, effectively increasing shield strength at that point by approximately 175% and reducing the force of impact by nearly 64%. The system is able to handle up to 8 simultaneous hits for up to three minutes, after which the system has shown to lose effectiveness in computer models. The system has shown to be only partially effective against torpedo-type weapons, reducing the yield of these weapons to approximately 78% of maximum.

Shipboard Offensive Systems    Advanced Multitasking Threat Assessment/Tracking/Targeting/Weapons Control System THWAPS (Tactical Hazard, Weapon Assessment Protocol System)

3 Torpedo Launchers:

2 Fwd-Ventral

1 Aft-Dorsal

7 Type XIII Phaser Arrays: 7.9 MW Max output 435,000 KM Max effective range

2 Fwd-Ventral

2 Fwd-Dorsal

1 Aft-Dorsal

1 Aft-Ventral [Pt Nacelle]

1 Aft-Ventral [Stbd Nacelle]

1 Pulse Phaser array Type VI [Fwd Saucer]

Weapons Module Offensive System    Enhanced Energy Packaging Complex

1 Quantum Torpedo Launcher

1 Phaser Pulse Cannon

Maximum Torpedo Complement 700 Total

Quantum: 300

Photon: 380

Tri-Cobalt Devices: 20

Tractor Beam    Type XI Tractor Beam 8,000,000 metric tonnes at 1,000 meters;

1 metric tonne at 21,000,000 kilometers

Sensors            Advanced Lateral & Long Range Output/Retrieval System

#### WEAPONS SYSTEM : GENERAL OVERVIEW

The Potemkin-C incorporates three new weapon systems. They include the pulse phaser array, the phaser cannon and the tricobalt device.

The Pulse Phaser Array is a modified hull plate, made up of an 8m x 8m Targanide crystal, which is put in place of the original hull plate. Targanide crystals were discovered to have the ability to absorb and release large amounts of energy faster, and can also contain the energy longer. They also distribute energy faster than LiCu518 (crystal used in normal phasers).

The control between the panel and the targeting system runs through 150 small inter linked power distribution nodes, giving the panel the ability to fire from every point on the panel, through a sixty degree arc. Use of these nodes has decreased the response time for power transfer to 0.002 seconds. The distribution nodes are located on the back of the crystal panel, and determine the best location for the beam to be emitted from, depending on the target's location and distance.

This panel fires four short bursts of phased energy. Each burst is 15 NA (nanoseconds) in duration with a delay of .03 seconds between bursts. The maximum output of each individual burst is 9.4 MW. The Panel will fire four set of bursts with a 0.01 second delay between each burst before going into a 10 second reset phase. The Chief Tactical station can override this reset phase, but this will cause the panels molecular structure to degrade, rendering it inoperable in approximately in 25 seconds.

The Phaser Cannon, or most commonly known as the Disruptor Cannon collects a large amount of phased energy and bundles it in a cohesive shell. This shell is either magnetic or graviton based; however, over distance it does dissipate, leaving the phased energy to escape into space, rendering it harmless. The cannon uses a pulse modulated graviton shell to hold the phased energy together, the energy itself being fed directly from the warp engines [instead of from batteries supplied by the warp core].

The design of the Tri-Cobalt device is highly unique in the Alpha Quadrant. It uses a three- tier

warhead. One compartment is loaded with antimatter, one with around 14 Quantum filaments, and another with appropriate amount of Tri-Cobalt. Upon impact, a number of particle collisions and energy reactions occur within the warhead. Firstly the Quantum filaments are released into the Tri-Cobalt chamber creating a cascade reaction, mixing the Tri-cobalt into a highly volatile mixture. A millisecond later the magnetic containment field around the antimatter is released and the active Tri-Cobalt and antiproton bundle mix together creating a lethal explosion. The Standard Photon Torpedo has been in use now for over 100 years--their design has changed very little although their targeting systems have. They carry a standard load of 50% Matter [slush deuterium ion] and 50% Antimatter [antiprotons]. The resultant explosion of the collision can result in varying degrees of damage to starships.

The Quantum Torpedoes use artificial Quantum Filaments as a power source. A Quantum Filament is a natural source of energy found in space. It has no mass and if triggered just right can release almost astronomic amounts of energy. Using reading taken by science teams studying natural filaments, the designers created small artificial filaments. What makes a Quantum torpedo so powerful is that the warhead contains 50-100 small artificial filaments. These can be powerful. Something that could be loaded into a torpedo when their made and remain stable throughout a mission. The designers found such a power source in the form of the Quantum Filament.

The Tactical Weapons Module (TWM) is located on the "roll bar" of the ship. It houses the Phaser Cannon and a Torpedo Launcher. The Phaser Cannon and the TWM Torpedo launcher are mounted on an omni-directional mount. The mount can swivel in a full 360° circle giving complete coverage by these weapons. The (TWM) is just one of many possible "Roll Bar" modules that can be attached at any major Starbase.

#### SECURITY/TACTICAL FACILITIES : DECK 5

The Tactical/Security Department on the USS Potemkin is dedicated to the safety and security of its ship, its crew, and all attached personal. To promote security, the Tactical/Security Department utilizes the latest technology, follows strict security protocol, adheres to an intensive training and review schedule, and fosters design creativity in its team members.

The Tac/Sec Department is lead by the Chief Tactical/Security Officer [CSEC] and the Assistant Chief Tactical/Security Officer [ACSEC]. In addition, the department is divides into sub-details. Each sub-detail is lead by a Team Leader. The current sub-details are. Forensic Sciences [FORSCI], Brig Control [BRCO], Torpedo Control [TCO], Security Team [SECTM], Armory Control [ARMCO], and Technology Development [TECH].

#### MEDICAL FACILITIES : DECK 4

The Medical Department on board the USS Potemkin is charged with providing medical and health care to the ship's company and all attached personnel. The Medical Department, under the direction of the Chief Medical Officer and highest ranking Assistant Medical Officers, is principally located in two Sickbay facilities on Deck 4.

The primary facility, located fore on the deck, consists of two medical intensive care wards, the primary surgical suite, an attached laboratory, the CMO's office, a small nursery, air purification and containment field operations, and the main medical equipment lockers. The secondary facility, located on the port side of the ship, also on deck 4, is similar to the primary facility but features an additional, dedicated surgical suite, a null-grav therapy ward, and three dedicated biological/medical research suites. Also on deck 4, port, are the medical laboratories. Opposite the secondary facility, on the starboard side of the ship, is a dental care office, a dedicated Obstetrics/Gynecology center, and a full biohazard isolation unit. The center of deck four houses the isolation surgical suite, physicians' offices, and the Virology Center.

In an extreme emergency, if the influx of patients overwhelms the deck 4 facilities, the large, lower Auxiliary Vessel Bay can be converted into an Emergency Triage Ward; corridor junction nursing stations may be established on the route between the deck 4 medical facilities, and the Emergency Triage Ward.

#### DECK-BY-DECK DIRECTORY

##### Prominent Features & Stations

Color Code Key :

|         |           |         |                   |
|---------|-----------|---------|-------------------|
| Forward | Front     | SEC/TAC | Security/Tactical |
| Port    | Left side | ENG     | Engineering       |
| Center  | Center    | MED     | Medical           |

Starboard Right side SCI Science  
Aft Back OTHER Storage/Other

#### DUAL SECONDARY HULLS

These are the two raised sections of hull, port and starboard, located on the upper saucer and continuing back to the interchangeable auxiliary module. FOR THE 'DSH' SPECS ONLY, 'Port' refers to the port DSH, and 'Starboard' refers to the starboard DSH.

DECK ALPHA Port Torpedo Storage, Weapons Module Batteries, Phaser Cannon  
Generator, Emergency Transporter Alpha  
Starboard Torpedo Storage, Weapons Module Batteries, Phaser Coil Storage,  
Cargo Transporter A  
DECK BETA Port Family suites [6], Cadets quarters, Holodeck 1  
Starboard VIP/Ambassador Quarters, VIP Lounge, Holodeck 2  
DECK GAMMA Port Conference Rooms, Diplomatic Facilities, Emergency Transporter Beta  
Starboard Banquet Hall, Galley Annex, Subspace Transceiver  
DECK DELTA Port Modular Equipment Storage Facilities, Upper Stellar Cartography  
Starboard Hydroponics, Botanical Storage, Cargo Transporter B  
BRIDGE MODULE

Located between the two DSH's, above the main hull

KEY:

[EP]=Escape pods

[COS]=Covert Operations Systems

[L]=Head

[WS]=Weapons Storage

[TL]=Turbolift

DECK 1 Forward Bridge  
Port CO's Ready Room, Escape pods, Equipment/Weapon Storage Lockers  
Center Turbolift [TL]  
Starboard Covert Operations Systems [COS] station, Conference Lounge, Head  
Aft Escape pods [EP]  
DECK 2 Forward Bridge Emergency Lifeboats  
Port Transporter Room 1  
Center Bridge Module Ejection Systems/Docking Latches, TL  
Starboard Executive [XO] Office  
Aft Bridge Emergency Lifeboats

#### SHARED, SAUCER MODULE AND DUAL SECONDARY HULL

DECK 3 Forward Science Offices, TL  
Port Lower Stellar Cartography, Astrophysics  
Center Science Labs, TL  
Starboard Arboretum  
Aft Science Offices, Emergency Transporter Gamma, TL

#### SAUCER ONLY

DECK 4 Forward Primary Sickbay Facility, ICU, Emergency Transporter Delta, TL  
Port Research Suites, Antigrav Therapy, Secondary Sickbay Facility  
Center Medical Offices, Surgical Suites, Virology Center, TL  
Starboard Dental Office OB/GYN, Medical Labs, Genetic Research  
Aft Counselor's Office, Therapy Wards, TL, EP  
DECK 5 Forward Senior Officers Quarters [CO, XO, Department Heads & Asst DHs]  
Port Security Center, Security Offices  
Center Combat Training Center  
Starboard Weapons Control, Transporter Room 2  
Aft Brig, Detention Facilities  
DECK 6 Forward Junior Officers Quarters  
Port Primary IDF and SIF Generators  
Center Crew Quarters, Emergency Transporter Epsilon  
Starboard Primary Deflector Shield Generators

Aft Impulse Engine Control  
 DECK 7 Forward Crew Quarters, Transporter Room 3  
 Port Primary Environmental Control  
 Center Galley, Turbolift Maintenance  
 Starboard Mess Hall  
 Aft Upper Auxiliary Vessel Bay, Launch Control  
 DECK 8 Forward October Lounge [8-Fwd], Transporter Room 4  
 Port Docking Port, Holosuite Alpha  
 Center Daycare, Classrooms, Gymnasium, Cargo Transporter C [adjacent to AVB]  
 Starboard Docking Port, Holodeck Beta  
 Aft Main Auxiliary Vessel Bay, Vessel Maintenance  
 DECK 9 Forward Primary Computer Core Access  
 Port Deuterium Storage  
 Center Warp Core Ejection systems, Matter Storage  
 Starboard Primary Fusion Reactors  
 Aft Engineering Labs, Emergency Transporter Zeta  
 DECK 10 Forward Flow Regulation, Deflector Control  
 Port Deuterium Storage, Emergency Transporter Kappa  
 Center M/A Injection System, Dilithium Chamber  
 Starboard Engineering Offices  
 Aft Industrial Replication Systems  
 DECK 11 Forward Secondary Computer Core Access  
 Port Secondary Fusion Reactors  
 Center Warp Core Ejection Systems, Antimatter Storage  
 Starboard Warp Field Generators  
 Aft Fire Suppression Systems  
 DECK 12 Forward Cargo Bay 1  
 Port Secondary Environmental Control  
 Center Industrial Equipment Storage  
 Starboard Secondary IDF and SIF Generators  
 Aft Elemental Storage, Microtransporter  
 DECK 13 Forward Cargo Bay 2, Cargo Transporter D  
 Port Configurable Cargo Space  
 Center Shipboard Phaser Coil Storage  
 Starboard Configurable Cargo Space  
 Aft Cargo Bay 3, Emergency Transporter Lambda  
 DECK 14 Forward Landing Strut Housing  
 Port Configurable Space  
 Center Secondary Deflector Shield Generators  
 Starboard Tertiary SIF Generator  
 Aft Auxiliary Shuttle Bay [Captain's gig & 6 Recon shuttles]  
 DECK 15 Forward Landing Strut Housing  
 Port Landing Strut Housing  
 Center Configurable Space  
 Starboard Landing Strut Housing  
 Aft Auxiliary Shuttle Bay Support Systems

Original specs written and designed by USFSierra@aol.com and USFMasonMD@aol.com;  
 additional input from LtnBrynt@aol.com, CmdrBjorn@aol.com, and CaptainBack@aol.com. Last  
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 Have a nice day.

# A Tribute To One of the USF's Finest

Submitted by: LCRoxanne

"A Tribute To One of the USF's Finest"

A Personal Tribute compiled and dedicated to one of the greatest Captains, Starfleet and the USF  
has ever known

Written By the Crew of the USS Potemkin

Sierra has led the Potemkin for two years now and led us to distinction among our peers. Those of us who have had the privilege of serving under her could not allow her to leave the Potemkin without writing a little something about our feelings for this fine captain. I am honored and proud to present this tribute to one the USF's finest.....

Fleet Captain M'Hawarr Sierra Kuei'Shen  
Commanding Officer  
U.S.S. Potemkin NCC-76927-C

From LCRoxanne Shade....

Sierra, I have had the privilege of serving under your command for almost two years now. We have all shared an exciting and fulfilling experience on the Potemkin, mostly due to the outstanding leadership, fairness and creativity you have displayed as our commanding officer. I am proud of the Potemkin and what it represents. With much dedication and hard work you have led us through many missions and adventures. We have laughed, cried, learned and experienced the best of times together and experienced a few obstacles, as the stalwart crew of the Potemkin. In the real world, we all have varied lives, but through our love of Trek, our experiences in simming and writing, we have all become one, under your brilliant tutelage. You have accomplished so much in the USF, Si, and forever Sierra will live on in our memories as the friend, courageous leader and consummate Starfleet officer that we all have grown to love and admire. This is something that no one can ever take from you, Sierra. I am proud to say I served under you. IRL and IC and I want you to know that no matter what, I will always consider you one of my dearest friends, now and forever.

May you always walk with the prophets,  
Lieutenant Commander Roxanne Brewer Shade  
Research and Development Specialist  
USS Potemkin  
AKA USFTeena, of the, "House of Chalok"  
USS Hermes  
(And assorted others ;-)

From Nikara Pel.....

All right...this is something I was hoping someone would do...

I heard about Sierra long before I ever met her. I don't think I even remember when I first met her. I met Elana over a year ago, on Nigala. I didn't know she was Si then, but now I'm glad, especially since I know some dirt, I mean... Anyway, by the time I reached Commander, I looked up to her and her crew, and was amazed at the success of the Tem. I had seen my ship fall from grace, because of mismanagement. Captains who couldn't tell that they were hurting my ship. I could, and I hated it. But now I was commander, and I remembered the glory days of the Marq. I wish we could figure out what to do to get them back. I emailed Si a few days after I became a commander pleading for help. I felt overwhelmed by the obstacles I was facing, and unprepared to take command. She gave me some advice, all of which I was grateful for. We're on an upswing now, and I'm glad. Somethings we couldn't do, and I'm hoping we'll be able to do when I become a captain, whenever that'll be...<g>

It was Tom's idea (Captain Tom Trek of the USS Odyssey, in case you don't remember...) We had met a little while earlier on the Halifax, playing Romulan ambassador's for Dakor, and he mentioned he was going to approach Si about joining for a little while. I asked if I could join, for something new and besides, who wouldn't want to be on Potemkin? We talked to Si about us



being exchange officers and she agreed. It's been the greatest experience in a while for me. I remember the meeting between Si, Aehl and I. We had some fun, and we felt a little more welcome on the ship, at least IC. I always felt welcome on the Potemkin IC. I'll miss Si, as will the rest of the crew, although I'm sure Shade and the Backster will do a fine job. Besides, El will still be here, and that's good enough...for now....

Nikki \*2000 by 2000\* Pickle  
AKA  
Commander Avia J. Winter  
USS Marquesas  
AKA  
Lt. Maya  
SS Nigala  
AKA  
Jessica

From Captain Back.....

Si has been the greatest asset to the Potemkin. She's done more than anyone could even hope for. She has also been a great influence on every other ship she has been a part of, whether it be as an Ensign or a Fleet Rep. Above and beyond all of that she has been a good and true friend to all of us. I would bet a great deal of money that many people would never have stayed in the USF as long as they had if not for her. I personally would never have stayed past my second or third week and would never have felt the love for simming that I have, if not for her influence. She is always open, helpful, honest, and sometimes even diplomatic. Even during the worst times she was nice to all involved, and this speaks highly of her character. Whatever character she blesses us with on the Potemkin, we should feel lucky to have. Now I gotta go, my wife, Elana, is being a pain in the butt about something or other. ; )

From Cadt Takaya....

I don't know what to say but, you'll be missed greatly. The reason I am on the 'Tem is because of you. I love your writing, and you are an inspiration to us all. All I can say is that I am glad you aren't leaving totally.

Rick/Adam

From K'Vada....

To Sierra,

It took me several days to figure out exactly what I was going to say to you. Given that I am not as close to you as other in the USF might be, the same is not true vice versa. You are the closest friend I have here; moreover, you are the reason why I am here.

Often I've faltered in my commitment to simming; I've had my ups and downs. You have seen all of them. You have watched me grow from a stereotypical, brash young Klingon ASEC into... well, into whatever I am now. Most of all, you have helped me grow. Not just here, as a simmer, or even as a writer, but as a person.

You let me be able to look up to someone, with the faith that they were someone I could look up to. It is not a coincidence, as you well know, that I ended up on the same ship as you wherever you went.

For me, coming into USF was a way to escape the drugery of real life. In many ways, meeting you transformed USF into a way for me to see life for all its grandeur. You were, are, and always will be the reason why I am in the USF.

I don't know if you understand what I am trying to say. I don't know if I will ever truly understand the affect that you and your leadership has had on me. But for all that you have done for me, thank you.

To my PC,  
KV

From Lyta.....

I know I, among everyone else here, is going to miss her dearly. Over the years I've

known her, she's been a great person to talk to when I need it. She's been an incredible leader and motivation for me to stay on and keep writing (not lately, I know but I blame college for that) She's been a great friend, and I even remember when she first came aboard the Potemkin. And I don't think I've known anyone whose had the charisma and energy she's shown to all of us. I wish her the best of luck in the future, and hope she won't scare her future grandkids too much if she ever tells them about us;)

\*\*\*ticket for a lifetime supply of brownies and hugs. Redeem at any time\*\*

~ Lyta

From LtnBanks.....

About 14 months ago, I was just starting to get rolling in the USF with my first character and decided I wanted to start up another one for some more fun. In asking around to a few of the crew on my ship, every one of them said "you gotta check out the Potemkin. The CO and XO over there have really got that sim firing on all cylinders." Being somewhat of a skeptic and still somewhat of a USF Newbie; I decided to check it out. So one Thursday evening I slipped on into the sim a few minutes before it was to start.

Instantly I saw the great camaraderie the crew had. All in the room were having fun chatting away and goofing around. As I smiled at all the corny jokes and pondered the meaning of some of the inside jokes...I was greeted by the chime of an IM. It was recently promoted Fleet Captain of the Potemkin greeting me to her sim and asked if you could help me out. I expressed my interest in starting up another character and would like to observe the sim. You welcomed me to do so and provided some helpful information about the ship and what was going on.

As the sim evolved in front of me; I was amazed at not only the wonderfully laid out plot line, but the total involvement of the crew. The imagination and quick thinking/reacting of the entire crew no doubt meant that the person running the sim had to be one step ahead. By the end of the awards at the end of the sim, I was IMing you back asking what departmental openings there were. The transition to this fast paced and intense sim group was eased by your guidance and your well trained crew. Never did I think a sim was bad nor was there any problem I might have had that you couldn't handle if I needed help.

Since that time long ago, I've experienced many wonderful sims and events with this group. At the heart of it always was you, Sierra. While I know you're going to still be here to offer up all your experience and understanding, but it will not be quite the same. I briefly thought that the sim was going to be so drastically different and not live up to the excellence you made it achieve. Then I realize that you had such an impact on all the simmers on the Tem that my fears would never happen. We've been so influenced by your words and actions that the legacy of the Tem will continue as long as there is one of us left here.

Thanks for being such a wonderful and devoted CO and a decent person. Know its influenced us all and we are the better for it. ::smiles...little tear of sadness and joy:: Now, that's it for the mushy stuff. I cannot wait to see you hold the reigns on Wacky full time!

David Banks, Alak Tormar, Shannon Night aka IRL as Shannon. ;o)

From Commander Wil Shade....

::chuckles:: I will always remember my first encounter with Sierra as Sierra. ::shakes head:: In fact, I don't think I have ever recovered from that trauma. I won't go into details, but I can just tell you that I used up nearly a full bottle of Wild Turkey that day!

I got my start on Nigala, but I never would have learned to be as good a simmer if I didn't transfer to the Potemkin in August of last year. I know I've tested her patience and resolve on more than one occasion, but she made sure I earned everything I've gotten from simming. I wouldn't have wanted it any other way.

Wil

From Commander Frank.....

Dear Sierra,

I've been on this ship a long, long time. I've seen my share of captains and crews come and go. But, when a certain commander became the XO of this ship two and a half years ago, a lot of those faces stayed. It came to me that this happened because my new XO brought this ship around, and then ever since taking command, has made this ship by far the best ship in the entire fleet. It has been an honor serving with the greatest captain in the history of the fleet and I only hope that if you have the chance, that you will return and maybe retake command. YOU ARE THE GREATEST CAPTAIN EVER! GOOD LUCK IN THE FUTURE! LIVE LONG AND PROSPER.

Frank

From Brandy....

Dear Sierra,

I just wanted to take this opportunity to let you know that I think you have done a remarkable job as the Captain of this ship. Your dedication and creativity have not gone unnoticed and although you no longer will be carrying the reigns, it is good to know that you will still be with this crew.

Your character will be missed. You have done a fantastic job. You should be very proud of yourself. We are of you.

Thanks for sharing your character Sierra with us, and for all the good times you have helped us to create. For the opportunity to challenge ourselves in many areas and for being a friend to so many.

Brandy

From LtJgRevik.....

Sierra,

Without your help from the start I would never have been able to be a part of USF being from another country and all...(shameless opportunity to harp on about how wonderful England is will be missed for you here - so be impressed at my self control!), so for that alone I owe you everything that's gone into my character. It's been a really amazing experience to SIM on the Tem, having such an incredible group of people together, supporting each other...all this sounds so false and forced, I'm sure, but for once in my cliché-ridden life I mean it. Having late night talks (my time(!)) with you at points when things were going wrong IRL really helped me, let alone the problems my CHARACTER has had in his shipboard career which Si has helped with (we won't mention That Blasted Trill...). In short, you are the best Captain that a crewmember could hope for, right up there with Kirk, Picard and Sisko (I don't like Janeway, but I won't start this debate...) More than that, though, you're a wonderful person; never forget that, and don't let anyone treat you bad. If they do, then they might just have a Mad Englishman after them!

Take care, Sierra, and I can't wait till December when I'll read all the logs that have been posted over the last month or so - Revik's got a lot to catch up on, and I'm sure your logs will be at the top of my pile to read, as ever!

Live long, and prosper,

Revik.

From LtCdrWulfe.....

I guess I had trouble finding the right words because A) I'm not good at putting together such things the way I want to say them, but more importantly, B) there are simply too many great things to say about Sierra...about her leadership, her personality, her guidance, the level of

greatness she inspired the Potemkin crew to be, etc.

So many others already said it better, so I guess I'll just keep it short and sweet: You were an awesome captain, and are an awesome person. I'm damned sorry to see Sierra go and I'm damned glad Elana will be staying aboard! I'm sure someone said this in one shape or another, but Back and Shade are inheriting a great ship because the Potemkin is what it is because of you.

I hope and strive to one day become at least somewhat close to the kind of leader/person you are today.

Wulfe



## News Flash

News Flash, Live from Sector 039, Saturn's Ring

This is Laria Moonmoth, Live, from Sector 039, Saturn's Ring. The AlmightyPeriAlter has been spotted on Vantar IV at the Outpost Cousteau. Eyewitnesses have reported that a shuttle slipped into the shipping yards without being seen and set up the AlmightyPeriAlter in the office of the Executive Officer of the Outpost.

When this reporter spoke to the officer in question, he refused to comment on the sighting. He claimed to know nothing about it, as he had been away from his office for sometime on a secret mission.

But that didn't stop this reporter from digging deeper into the matter. It seems that the AlmightyPeriAlter was there, for the stench of gouda cheese was very strong in the office of Commander Daniel Mancuso. There was also a picture of one of the Barney symbols drawn in purple marker under his desk. By the time security had been called into investigate, the AlmightyPeriAlter had vanished again.

What this reporter wants to know is this: Is the AlmightyPeriAlter still on Vantar IV? Did Daniel Mancuso, indeed know about it's presence in his office? If it is no longer on Vantar, where is it? And were there gremlins present as well as the AlmightyPeriAlter? And is the AlmightyPeriAlter really Rear Admiral Peri Mason's chair? There is a reward for any information that leads to the answer of any of these questions. If you have seen the AlmightyPeriAlter, or know anything about it, please contact me, Laria Moonmoth at [HeartsEye2@aol.com](mailto:HeartsEye2@aol.com). All tips will be kept confidential, and the rewards will be worth your effort to find and get actual pictures of the AlmightyPeriAlter and get proof that it is or isn't Rear Admiral Peri Mason's chair.

This is Laria Moonmoth, reporting Live from sector 039, Saturn's Ring.



## Tech Update by Uncle Hal

Hello guys, gals, and quasi-gelatinous beings from OomGot IV... it's your favorite pal Uncle Hal... bringing you the latest things in Probes...

You see, sometimes it's not always safe to fly into the middle of a hostile area. Even when you REALLY need to look around. So we've got probes. All you have to do is pop one of these into a torpedo launcher, and plop... you got what you need, and even if it's destroyed all you loose is a replaceable probe, rather than your brand new, bright and shiny spaceship. So without further rambling...

The following information is from the Star Trek: The Next Generation Technical Manual. No copyright infringement intended.

The small probes are divided into nine classes, arranged according to sensor types, power and performance ratings. The features common to all nine are spacecraft frames of gamma molded duranium-tritanium and pressure-bonded lufium boronate, with certain sensor windows of triple layered transparent aluminum. Sensors not utilizing the windows are affixed through various methods, from surface blending with the hull material to imbedding the active detectors within the hull itself. All nine classes are equipped with a standard suite of instruments to detect and analyze all normal EM and subspace bands, organic, and inorganic chemical compounds, atmospheric constituents, and mechanical force properties. While all are capable of at least surviving a powered atmospheric entry, three are designed to function for extended periods of aerial maneuvering and soft landing.

Many probes include varying degrees of telerobotic operation capabilities to permit realtime control and piloting of the probe. This permits an investigator to remain on board the ship while exploring what might otherwise be a dangerously hostile or otherwise inaccessible environment.

#### Class One Sensor Probe

Range: 2 million km

Delta-v limit: 0.5

Powerplant: Vectored Deuterium microfusion propulsion

Sensors: Full EM/Subspace and interstellar chemistry pallet for in-space applications.

Telemetry: 12,500 channels at 12 megawatts.

#### Class Two Sensor Probe

Range 4 million km.

Delta-v Limit: .65c

Powerplant: Vectored deuterium microfusion propulsion; extended deuterium fuel supply.

Sensors: Same instrumentation as Class One with addition of enhanced long-range particle and field detectors and imaging system.

Telemetry: 15,650 channels at 20 megawatts.

#### Class Three Planetary Probe

Range: 12 Million km.

Delta-v limit: 0.65c

Powerplant: Vectored deuterium microfusion propulsion.

Sensors: Terrestrial and gas giant sensor pallets with material sample and return capability; on-board chemical analysis submodule.

Telemetry: 13,250 channels at 15 Megawatts

Additional data: Limited SIF hull reinforcement. Full range of terrestrial soft landing to subsurface penetrator missions; gas giant atmosphere missions survivable to 450 bar pressure.

Limited terrestrial loiter time.

#### Class Four Stellar Encounter Probe (modified Class III)

Range: 35 million km

Delta-v limit: .60

Powerplant: Vectored deuterium microfusion propulsion supplemented with continuum driver coil; extended maneuvering deuterium supply.

Sensors: Triply redundant stellar fields and particles detectors, stellar atmosphere analysis suite.

Telemetry: 9,780 channels at 65 megawatts

Additional Data: Six ejectable/survivable radiation flux subprobes. Deployable for nonstellar energy phenomena.

Class Five Medium Range Reconnaissance Probe

Range: 43 billion km

Delta-v limit: Warp 2

Powerplant: Dual mode matter/antimatter engine; extended duration sublight plus limited duration at warp.

Sensors: Extended passive data-gathering and recording systems; full autonomous mission execution and return system.

Telemetry: 6,320 channels at 2.5 megawatts.

Additional data: Planetary atmosphere entry and soft landing capability. Low observability coatings and hull materials. Can be modified for tactical applications with addition of custom sensor countermeasure package.

Class Six Comm Relay/Emergency Beacon (Modified Class three)

Range: 43 billion km

Delta-v Limit: 0.8c

Powerplant: Microfusion engine with high-output MHD power tap.

Sensors: Standard pallet

Telemetry/comm: 9,270 channel RF and subspace transceiver operating at 350 megawatts peak radiated power. 360° omni antenna coverage, 0.0001 arc second high-gain antenna pointing resolution.

Additional data: Extended deuterium supply for transceiver power generation and planetary orbit plane changes.

Class Seven Remote Culture Study Probe (Modified Class Five)

Range: 450 million km

Delta-v limit: Warp 1.5

Powerplant: Dual-mode matter/antimatter engine.

Sensors: Passive data gathering system plus subspace transceiver.

Telemetry: 1,050 channels at 0.5 megawatts.

Additional Data: Applicable to civilizations up to technology level III. Low observability coatings and hull materials. Maximum loiter time: 3.5 months. Low-impact molecular destruct package tied to anti-tamper detectors.

Class Eight Medium-Range Multi-mission Warp Probe (Modified Photon torpedo casing)

Range: 120 light years

Delta-v limit: Warp 9

Powerplant: Matter/Antimatter warp field sustainer engine; duration 6.5 hours at warp 9; MHD power supply tap for sensors and subspace transceiver.

Sensors: Standard pallet plus mission-specific modules.

Telemetry: 4,550 channels at 300 megawatts.

Additional Data: Applications vary from galactic particles and fields research to early-warning reconnaissance missions.

Class Nine Long-Range Multi-mission Warp Probe (Modified Photon Torpedo casing)

Range: 760 Light years

Delta-v limit: Warp 9

Powerplant: Matter/antimatter warp field sustainer engine; duration twelve hours at Warp 9; extended fuel supply for warp 8 maximum flight duration of fourteen days.

Sensors: Standard pallet plus mission-specific modules.

Telemetry: 6,500 channels at 230 megawatts.

Additional data: Limited payload capacity; isolinear memory storage 3,400 kiloquads; fifty-channel transponder echo. Typical application is emergency log/message capsule on homing trajectory to nearest starbase or known Starfleet vessel position.

END FILE

BEGIN FILE

422

USFPADD  
USFPADD

# Instructions for the MARK II HAND PHASER

Congratulations on your choice of the MARK II HAND PHASER. This compact unit will provide years of faithful service under the most rugged conditions. It is with the MARK II HAND PHASER which Starfleet and the fabled crew of the U.S.S. Enterprise (1701-A) are outfitted. Now it is available for you to use.

---

## Unpacking:

Before opening the box, inspect it for damage. It was three dimensional when it left the factory. If it is no longer that way, please contact your local transporter company and have them restore it to its original dimensions.

Take off the lid, and examine the contents. You will find a static force field holding your MARK II HAND PHASER in place. Release the field before attempting to remove the phaser.

## License:

Prior to usage of your new MARK II HAND PHASER, you must license it with the proper authorities. Once licensed, you will receive a security card. Insert this card into the base of your unit. It will then automatically power up. If you do not live in a place where security cards are used, just press the security system override button beside the card slot.

## Disclaimer:

We, Phaser Works, can not be held liable by you, the consumer, for any incident caused directly, or indirectly, by the MARK II HAND PHASER.

## Usage:

Your new MARK II HAND PHASER is a versatile piece of equipment. The following are some of the various things you can do with it:

### Subduing life forms

Set the phaser at its lowest power setting. Then give the life form you wish to subdue a short burst. It will become docile and easier to manage, yet still remain unharmed and conscious.

### Stunning life forms

Set the phaser to the appropriate stun power setting for the life form in question. Give the subject a brief burst, the length of which will dictate how long the subject will remain unconscious.

### Killing life forms

Set the phaser to the appropriate kill power for the life form in question. Aim. Pull trigger.

### Annihilating objects

Set the phaser's power setting to maximum. Aim. Pull trigger.

### Explosions

Position the power setting knob to overload. Thirty seconds later the phaser itself will explode. The blast created by a MARK II HAND PHASER on overload has an effective blast radius of 135 meters. Please write to Phaser Works and purchase a replacement phaser after this happens as your original one will occupy a rapidly expanding volume of space.

### Heating objects

Set the power setting to medium and the beam width to wide. Then fire at the object you wish to

warm. The length of the blast will dictate the extent of warming.

#### Signaling

Set the power to full and the beam width to narrow. Fire into the sky. The vertical beam will be visible for miles around.

#### Intimidation

The sight of the MARK II HAND PHASER sitting in its holster on your hip often helps in resolving disagreements before they begin.

#### Maintenance:

The MARK II HAND PHASER does not need maintenance or servicing as it is self sufficient. The matter-antimatter battery should NOT be opened or recharged by trained and valuable Phaser Works service personnel. Other companies are welcome to try.

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Do not be afraid to experiment with your new MARK II HAND PHASER.

--Survive and Succeed!



## Laria Moonmoth, Live from Sector 039, Saturn's Ring

Live, from Sector 039, Saturn's Ring, this is Laria Moonmoth, reporting.

After taking a few months off for some deep space work, I am back and have I got the dirt to share with you. It seems that the recent outbreak of the USF Holiday season for 1999 has begun with quite a roar. The Halloween parties offered had many bizarre twists that I'm sure will be spoken of for decades to come. On the USS Aldrin, by the end of the party, the entire crew and guest list had been turned into the undead by various vampires and mummies and mass serial killers. And even if the forbidden color did flow freely, so did a great deal of red.

Then, later in the week, the USS Odyssey docked into a starbase to await the arrival of their new saucer section. Unbeknownst to them, and the starbase, another ship, docking next door to the Odyssey, was tormented by gremlins. These nasty gremlins managed to find their way onto the Odyssey, where they stole Rear Admiral Peri Mason's chair and painted it with many depictions of Barney and sacrificed gouda cheese to it. From what this reporter understands, the chair, that the gremlins called the "almightyperialter" may have actually been a fake. At least, that is what the Admiral confirms, although others are in doubt about this. One of those crewmen who survived the gremlin attack spoke to this reporter while he was being treated for hotfoots and massive trauma from food being thrown at him. He told this reporter that it was indeed the Admiral's chair and that the gremlins took it with them in the stolen shuttle. They believed, this officer to me, that the "almightyperialter" gave them special powers and worshiped it more than Ferengi worship latinum.

At another Halloween bash on the USS Hermes, a murder was committed and the crew is still baffled as to who did it. From the last report, given to this reporter by an unnamed crew member, the victim was found with all his veins slashed open and the blood drained from him. The jugular vein was the first and it appears to have been ripped or torn open, rather than simply slashed. The crew continues to investigate that murder and hope they won't fall victim to the same killer.

What this reporter would like to know is this, is the universe safe again, until next Halloween, or will more of these gremlins, ghosts, goblins, and killers be haunting us for some months to come? And if the universe isn't safe, which ship will take me in until it is.

Stay Tuned for further Holiday updates as they become available to this Reporter. This is



Laria Moonmoth, live from sector 039, Saturn's Ring.



# The Pink Wars

Reporting Live, from sector 039, Saturn's Rings, this is Laria Moonmoth. Throughout the history of mankind, people have disagreed about many issues. Issues from wealth to power to land to whose beliefs were right and whose were wrong. In many cases, these disagreements have led to war. War that killed millions of trillions of people throughout history. And in the end of each of these wars, the only thing left to the survivors was sorrow over lost loved ones, destroyed dreams and hopes, and lives touched with fear and hatred. War is never something that should be contemplated, but unfortunately, it is so easy to start and so hard to end.

It has come to the attention of this reporter that a war has begun within this fleet. It isn't one with bullets and bombs. It isn't one that will claim lives. But it is war nonetheless. This is a war over a color. So far it has claimed washers and uniforms, even a few walls and patches of grass. And what color is it that this war is over? The color that makes Fleet Captain Killian Sylver-Selah see red and start foaming at the mouth. The color that one gets when one mixes red and white, the color, pink.

What has this color done to so traumatize the well known Fleet Captain? Well, that may never be answered. All this reporter knows is that this color, innocent or guilty as it might be, has started a war that has pink balloons dropping pink dye pellets all over buildings, a war that has pink dye pellets added to washers to turn whites pink, a war that has neon pink paint sprayed on walls and lawns. Where will this war end? This reporter doesn't know. But all this reporter can say is, if you can help it, don't get caught in the cross fire, unless you like pink and blue splattered all over you.

I will keep you updated as to what is happening in this war. My advice is to batten down the hatches and prepare for rough weather. This is Laria Moonmoth, reporting live from sector 039, Saturn's Ring.



## Shades of Pink

Written by Commander Wil Shade

Almost as soon as Wil arrived at his new quarters at the grounds of the USF Hosts Assisted Living Complex, he heard of the problem that a certain higher up had with the color pink. He had never met the person known as Fleet Captain Killian, but the opportunity for mischief was too great to resist. So what if they hadn't met? He laughed to himself that he was pretty sure that the situation would remedy itself in very short order.

This prank was going to take a little doing. First, he had to find someplace big enough to hide this undertaking. Tossing his luggage aside for the time being, he clicked on the computer console. Within minutes, he found what he needed. Apparently, the entire Host string avoided the Complex Mess Hall at all costs. Wil really didn't know why that was the case, but it didn't matter. All he was interested in was a nice large, cavernous space and the Mess Hall would serve nicely. To top it off, the place was likely to have some replicators which he could use to . . . . Chuckling evilly to himself, Shade wasted no more time and darted out the door and toward the Mess Hall.

When he arrived, Wil found the Mess Hall to be completely deserted. It was clean to the point of sparkling, which indicated that somebody showed up here from time to time. Shrugging that thought away, Wil raced back to the Mess Hall's kitchen and found several replicators, including one small industrial type, in good working order. Smiling evilly, he quickly programmed

the replicators and went to work.

He reprogrammed the food replicators to produce a medium size version of a late Twentieth Century Earth advertising icon, with a few extras added in. The industrial replicator was programmed to produce a very large quantity of pink "parachute" material in a particular pattern, a fuel tank, and a large Bunsen Burner. As soon as the replicators produced the material and about a hundred fuzzy pink critters, Shade boxed it all up and lugged it out to the small field behind the building.

Fortunately the FC and HC wards were holding a joint meeting. Wil could hear the clamoring and carrying on as the sounds echoed across the campus. That would keep them occupied long enough for him to complete his project. Quickly, he spread the ultra light fabric out on the field and hooked on to a large box which contained the Bunsen Burner and the cargo. He connected the fuel tank to the burner and lit it off. In a very short amount of time, the fabric was full of hot air and rapidly took the shape of the Energizer Bunny, complete with drum and shades.

The Pink Bunny Balloon rose gracefully in the air. Wil used a small remote control unit to adjust the burner and watched as the balloon reached the correct altitude. When it did, the Bunny floated toward the Fleet Captain's dormitory, carrying with it, a hundred plush Energizer Bunnies. As soon as the balloon reached its target, Wil punched the button on the control box which opened the trap door of the box, spilling 100 copies of the Energizer Bunnies plummeting to the ground. But, just like he planned it, each Bunny deployed a parachute and floated to the ground.

The Bunny paratroopers were not designed to merely skydive from a balloon. They each had a control chip, which was set to home in on Killian's comm badge. Each cute little Energizer Bunny was also equipped with a pink dye pack which would explode on contact. As it so very often happens, the FC/HC meeting chose just that minute to break up.

Wil wished he was there to actually see it as it happened, but he settled for the video recording which was being made by the camera in the Bunny Balloon. Screams, yells, and obscenities were clearly heard throughout the Host Complex. Huge columns of pink smoke could be seen towering above the Fleet Captain's Dormitory. He could even see that some of the buildings had already been tinted pink by the dye.

Knowing he had very little time now, Wil redirected the Bunny Balloon to eject the video device. He then directed the balloon to a different altitude, let it fly away from the complex, hit the self destruct button, and ran like hell.



## Enlisting Aid (AKA Strikeback)

Killian Sylver-Selah  
Fleet Captain  
Fleet Captain Wing  
USF Host Asylum

After cleaning up after the episode with one of the newest commanders, Killian stood at the window and looked over to the commander's wing. Behind her stood several MiW's, ready at a moments notice to subdue the Fleet Captain should she go postal again after the use of the forbidden color.

"What is his med schedule like?"

The MiW in charge of the meds looked at his padd and gave a sigh. "He's on three yellow, two green, one pink, five blue, and seven red weekly. What are you planning, Killian?"

Taking a moment to think over the meds the colors suggest, a slow smile crosses her lips. Turning to the MiW's, she outlines the changes to be made.

"Killian, you can't be serious.... changing the meds like that will throw him completely sane." The MiW was aghast that she would even think that.

"Where did you want his new quarters to be again?" the MiW in charge of housing asked, a slightly sick look to his face at the contemplation of where Killian suggested.

"Do you really think it's necessary for him to spend so much time in THAT room?" The MiW in charge of the treatment center asked, pale at the thought of that many hours a day in those particular rooms.

"Killian, all he did was a joke... a simple practical joke. Surely it doesn't merit this kind of treatment?" The final MiW added, looking down at her list of dietary adjustments to be made to his schedule.

"He used the forbidden color in such quantity and over so great an area, and has video footage of it as well, that it requires a retribution grand enough to deter others from following in his footsteps. The only way to do that is to strike where it hurts the most, and that is all the comforts of the asylum. The USF Host Doghouse is almost ready and is the perfect place for him to stay for the time being. The Barney, HTC, and CWT rooms will simply make sure that he doesn't have the time to come up with more such vile pranks that could have done lasting harm to those other inmates of the asylum. The new meds will ensure that he doesn't have the creative flow to come up with such evil childish plots to endanger himself and others around him. As for the change in his dietary needs, with the change of meds, it will be necessary to adjust what he eats and drinks so that they don't counteract the meds effectiveness."

With a sigh, the MiW's turned as group and left to implement Killian's changes to Wil Shade's schedules. As one, they agreed that although the joke was funny, it was just a little too much for Killian to pass over. If he had only done it on a smaller scale, then the retribution wouldn't have been so hard. Maybe next time, he will learn to not use that forbidden color, especially around Killian.

From her window, Killian watched as Shade was taken from his comfortable Commander's quarters and set up the Doghouse, which was located between the compost pile and the sewage processing building. Nodding, she turned and sat down to compose herself again after such a terrible ordeal. No one should ever have to go through that kind of torture as what Shade did with that color to her. She hoped he would learn his lesson because she really didn't like having to resort to such extreme measures.

Killian then began to plan the ribbon cutting ceremony on the new Admiral's tower. Humming softly, she grinned at the cry of anguish coming from the doghouse. The wind must be from the sewage quarter, she thought, and continued with her work.



## Halloween at the Host Complex

'Twas the night of the big raid and Killian watched as Shade did his dastardly deed with the laundry. She was hidden in the night, ready to swoop and stop her prey cold in his tracks. But another idea came to mind. It was time for the season to hit the host complex.

Creeping into the laundry after Shade left it, she added a little yellow to the machines, making the uniforms a pale shade of neon orange. Then she went to the treatment center and began to fill the place with orange, black, and green balloons, crepe paper, and confetti, some in plain view, more hidden to be sprung on the unwary. She then carefully set a few more color bombs, some green, some red, some orange, some black, some yellow, some purple, actually, some of every color conceivable.

Next, she moved to the pool and placed several blocks of dry ice into the filters, and stored a few more to keep the fog rolling in. On the tennis courts, she used neon green to write, Shade Was Here! She then replaced the nets with black spider webbing, complete with spiders.

Carefully, she made her way to the Commander's Wing, and strategically placed several black rats with rabid red eyes in corners guaranteed to catch the Commanders unaware. Then, she left special instructions for the MiW's to add a few of the "special" pills to each of the med schedules. She giggled at the hallucinations that would soon be coming from the Commander's Wing.

Killian's next target was the Captain's wing. She placed a few boxes, hidden from sight, that would cast strange shadows, just out of the corner of one's eye. To this, she added specter voices of captains long gone, saying things that you just couldn't quite hear or understand but that

gave you goosebumps nonetheless. Another note to change the med schedules was left for the MiW's.

She paused, checking the time, and noting she had better hurry, only a few more hours before the morning shift started. She bit her lip, trying to decide who to hit next. Then a big grin crossed her face, and she moved to the Retiree's Wing.

Once there, she set up the skeletons to pop up unexpectedly from closets, around corners, behind bushes, from trees, next to chairs, and other such places. Moans and wails would sound every so often, nothing too loud, or too long, just enough to catch the attention and make the hairs on the back of your neck stand on end.

On her way out, she stopped and using glowing black paint, painted, "Shade was Here!" on the grass around all the buildings in the complex. She giggled softly as she moved to the Fleet Captain's wing. No one would expect her to bug her own wing.

For those inmates of the Fleet Captain's wing, she set up bloody footprints that faded when more than one person was around. She also set up bloody handprints along the walls, doors, on knobs, on windows, chairs, tables, and the like. She set the elevators to run without anyone activating them and to have them stop at different levels and the doors open and then close. Voices could be heard talking in low tones, sometimes laughing, sometimes partying, along the hallways, in the elevator, and in some of the suites.

Next came the Commodore's wing. Footsteps could be heard and transporters activated, but no one was there. The chittering of bats, and the feel of leather wings and phantom teeth upon hands, arms, neck, and hair could be found in hallways and rooms. The change in the med schedule was put in place for everyone within the host complex, so it would be all the sweeter knowing that some of what they heard and saw was what she did and some came from their own imagination.

She left the best for last and made her way to the Admiral's tower. Here she did a little of everything she did in the other wings, then she added the final touch. The ghosts of ensigns wearing red shirts crept through the halls and rooms, looking for revenge upon those who ordered them to go to their deaths just so they wouldn't die.

With the moon just setting and the dark of early morning settling over the complex, Killian made her way back to her suite. With the tricks all played, who would notice a little extra of that hideous color. And after all, isn't that what Halloween was all about... scaring yourself. So, a little pink, at least, for this time, could be overlooked.



## Food For Thought - The Borg Weren't the First

By An Old Paper Tiger

I'm sure you Trekkers out there have seen the episode where our beloved 7 of 9 finds the Omega particles, supposed "perfection," and proceeds to worship the particles and the thought of perfection. In that episode we learned what was a serious driving force behind our fine fangled android/humanoid friends. They strove for perfection.

But were they the first.... Think back to High School and College. Sitting there ignoring your World History. Do you remember Athens? The Athenians are an amazing culture, advancing our society in numerous ways and affecting the way of life to this very date. Where would our democracy be without their "testing ground."

One thing Athens strove for was the very thing our evil and demonic droids strive for.... Perfection. So what? Who cares? Well, think about it. The Athenians strove for perfection in art, architecture, athletics, war and life in general. If it wasn't up to par, it was trash. They were constantly doing whatever was necessary to be the most perfect they could. Yes, that included destroying their enemies, not giving in. Much like the Bionic Bumble Bees with their Babelicious Queen, the Athenians did not accept failure or compromise. They won, that was it. The Borg, the same, they either win or utterly lose. Ever seen a Borg cube retreat? (As the Trekkies point out the one instance it happens :-P)

There is a scary similarity. In the Athenians quest for perfection they were able to produce some of the most amazing pieces of ancient art we have. They were responsible for the world's largest sporting event. Look around Washington, D.C. The architecture used there is based on much of ancient Athens. These people with a quest for perfection, in some small way brought us much closer to what we are today.

Now, think, if the Borg are so similar to the Athenians in their "motivating" factor, is it possible the Borg have some awesome contribution yet to be seen? Or does it just mean they are doomed to the same fate? Yes, we all strive for perfection in some of our work but not fanatically, not like the Athenians or the Borg. I leave you with the interesting questions: Are the similarities real? If they are, does that mean one of the archenemies of the Federation happens to be similar to one of the founding elements of the Federation? Am I psycho?

Good Luck.



## Klingon programmers

Submitted by several people

Top 12 things likely to be overheard if you had a Klingon Programmer:

- 12) "Specifications are for the weak and timid!"
- 11) "This machine is a piece of GAGH! I need dual Pentium processors if I am to do battle with this code!"
- 10) "You cannot really appreciate Dilbert unless you've read it in the original Klingon."
- 9) "Indentation?! - I will show you how to indent when I indent your skull!"
- 8) "What is this talk of 'release'? Klingons do not make software 'releases'. Our software 'escapes' leaving a bloody trail of designers and quality assurance people in its wake."
- 7) "Klingon function calls do not have 'parameters' - they have 'arguments' - and they ALWAYS WIN THEM."
- 6) "Debugging? Klingons do not debug. Our software does not coddle the weak."
- 5) "I have challenged the entire quality assurance team to a Bat-Leth contest. They will not concern us again."
- 4) "A TRUE Klingon Warrior does not comment his code!"
- 3) "By filing this bug report you have challenged the honor of my family. Prepare to die!"
- 2) "You question the worthiness of my code? I should kill you where you stand!"

- 1) "Our users will know fear and cower before our software! Ship it!  
Ship it and let them flee like the dogs they are!"



# Tactical Tips

## *Patrolling Fundamentals*

### *Part One*

*Commander Wil Shade*  
*Chief Tactical Officer, USS Potemkin*

**Definition:** A patrol is an Away Team which has been sent into an uncertain or known hostile area. The patrol's mission may be reconnaissance, combat, or both, and it is tailored to suit that mission.

#### **Types of Patrols:**

*Combat* - Expects to engage an enemy

*Recon* - Collects information, avoids detection at all costs, fights only in self-defense

**Organization of Patrols:** Patrols are organized into elements and teams. Teams are subdivisions of elements.

*Recon and Security Element:* Provides early warning en route to/from and while at the objective. Maintains surveillance. This element will most always consist of Tactical and Security Officers.

*Point Team* - (Point Man, Slack Man)

*Right Flank* - (Flanker, Slot)

*Left Flank* - (Flanker, Slot)

*Rear Guard* - (Trailer, Up Man)

*Command Element:* Provides mission operations, communications, navigation, command, and control.

*Command Team* - (Away Team Leader, Patrol Leader, Assistant Patrol Leader)

*Medical Team* - (Medical Officer, Counselor)

*Mission Specialists* - (Science Officers, Engineering Officers, etc.)

**Point Team:** The *Point Team* is composed of a *Point Man* and a *Slack Man*. Their mission is to provide security for the rest of the Patrol or Away Team. They *do not* navigate. The Point Team must not stray too far ahead. The Patrol Leader (PL) must be able to control their direction and see them at all times. The Point Team must be alert for booby traps, ambushes, enemy patrols and positions, innocents, or anything else out of the ordinary.

The Point Man walks in front, and the Slack Man moves behind him at about 20 meters depending on terrain, vegetation, and lighting. The Slack Man must watch the Point Man in his peripheral vision. When the Point Man looks to the right, the Slack Man "takes up the slack" by looking to the left. They must work together to provide constant 270 degree surveillance, and check back to the PL to get guidance and direction. If the Point Team does not keep an eye on the Patrol Leader, and the patrol stops for any reason, the Point Team will have *broken contact*, and somebody is likely to die.

The Point Team is the Away Team's primary defense against an ambush. They *must* be able to spot an ambush before the Away Team wanders into the kill zone. The Point Team should not be in place for longer than one hour. Thirty minutes is better. Tired officers have a habit of looking at the ground in front of them. It is difficult to concentrate for long periods of time in a high-pressure situation such as Point. If your patrol is not large enough to rotate the

Point, then make damn sure your Point Team is a good one. Point is *not* a job for some green security or tactical officer.

**Flank Teams:** The job of the right and left Flank Teams is to support the Point Team and defend the Command Element. The Flanker takes the extreme flank position while the Slot Man centers himself between the Flanker and the Command Element and drops about 10 meters toward the rear. There is far less pressure here than at Point, so these guys can be a little less experienced.

**Rear Guard:** The Rear Guard consists of the *Trailer* and the *Up Man*. The Trailer is the back door for the Away Team, and is just about as important as the Point Man. The Up Man performs the same functions as the Slack Man on the Point Team. These guys should be nearly as good as the Point Team.

Next time, we will talk about the *Command Element* and go over types of orders, briefings, and contingencies.



## Editor's Ramblings

Thanks to people who emailed me telling me that Ewan McGregor's first name is pronounced 'you'-an'. If I ever meet him, I will be able to correctly pronounce his name.

I had another Y2K bug to tell you about, but I lost the article. I remember the content, though, but I just don't remember the location. Some people were told to report for jury duty in the year 1900. It's going to be rather difficult for them to comply with these U.S. government orders.

*From the InternetWeek magazine, November 29, 1999 edition (www.internetwk.com), article by Rutrell Yasin (page nine, "New Virus Will Trigger Christmas Day"):*  
*"Another variant of the Melissa virus is scheduled to trigger Christmas Day. ... The latest instance of Melissa, a self-propagating virus called W97M.Prilissa.A, infects Microsoft Word 97 documents. The virus spreads itself by sending an infected document as an e-mail attachment to the first 50 addresses in the Microsoft Outlook address book, antivirus experts noted. ... When an infected document is opened, the virus disables virus protection security settings, conversion confirmations and recently opened file lists, experts said.*

*... Most leading antivirus software are equipped to detect Melissa variants, including W97M.Prilissa.A.*

*... Both Network Associates and Symantec said users worldwide have detected the virus, but haven't reported any damage because the virus isn't due to trigger until December 25. Since most businesses will be closed that day, experts predicted home users will be the ones most affected by Prilissa.A.*

*Prilissa virus checks a systems date to trigger its payloads. When users boot their machines on Dec. 25 they will be greeted with a political message.*

*After that message is displayed, it then will overlay several colored shapes onto the opened document, overwrite the AUTOEXEC.BAT file to format the C: drive and display another political message once the system is rebooted."*

Also from the same article, the author discusses something which really scares me.  
*"...Bubbleboy, a worm first discovered earlier this month, could infect computers when a user reads an email message. The user doesn't have to open an e-mail attachment or execute a program to be infected. The worm, which can infect users running the Outlook e-mail client,*

*Windows 95/98/2000 and Internet Explorer 5.0, changes a computer's registered user ID to 'Bubbleboy' and sends itself out to each entry in an Outlook address book. Bubbleboy hasn't been found in the wild yet."*

So what I printed last time about never being able to get a virus from simply reading email is no longer true. This is the first such instance (virus, worm, etc.) where a person's computer can get hurt simply by reading email.



# Voice of the Fleet

**December Issue**  
**Volume 2 Edition 1**

Hello again, everyone. Yes, you guessed it, it's time for yet another interview with an officer of the fleet. I've traveled far and wide, and gone to extraordinary lengths... (I asked nicely.) And here it is... An interview with the Admiral himself... Andy Clements. If any of you recognize this format, I did NOT get it from Playboy Magazine.

Morgan Silver: Thank you for seeing me Admiral.

ADMIRAL CLEMENTS: Welcome to my world.

Morgan Silver: I must admit I was surprised to get the interview. Is it ok to record this?

ADMIRAL CLEMENTS: I'm available when someone makes the effort. Sure.

Morgan Silver: How did it all start?

ADMIRAL CLEMENTS: Oh, good question...

Morgan Silver: Or rather, where did you get your start?

ADMIRAL CLEMENTS: I walked into Starfleet Academy in 1993 and started SIMing :)

Morgan Silver: What was the first ship you simmed on?

ADMIRAL CLEMENTS: I guess really my first official ship I started on was the USS Excelsior NX-2000-A. That was the Birth of the Federation and Klingon Alliance, in 1993.

Morgan Silver: How long did that last?

ADMIRAL CLEMENTS: I started that ship as Captain. I was with the Federation and Klingon Alliance for a bit over a year.

Morgan Silver: What made you leave?

ADMIRAL CLEMENTS: The structure of the organization was very poor. We had acquired over 20 sims in the first year. People became disgruntled and took a lot of things out on me.

Morgan Silver: Ok, where did you go to from there?

ADMIRAL CLEMENTS: So I finally said I had enough... I started a very small group in which two ships broke away from the FKA. It was in late 94... The group was called: Generations.



Morgan Silver: What happened to it?

ADMIRAL CLEMENTS: However, it was not very successful and fell apart quickly. Lack of interest at the time was key issue.

Morgan Silver: That must have been hard for you...

ADMIRAL CLEMENTS: Groups such as SFOL, UCIP, FKA had the majority of SIMers. It was hard, but I found relief in SFOL.

Morgan Silver: That's hard to take... was it different then than it is now?

ADMIRAL CLEMENTS: In '94 I simmed under Capt. Luc and Comdr. Korag of the SFOL Voyager (now RegayoV). I played a character by the name of Kahless... A Klingon.

Morgan Silver: Named after the great Kahless?

ADMIRAL CLEMENTS: I simmed there until Spring of '95. Aye, he was. I Worked my way up to Lt. Commander.

Morgan Silver: ahhh... what were some of your likes and dislikes of SFOL's system?

ADMIRAL CLEMENTS: That's when I decided to return to Unofficial Gaming... SFOL is a great organization, and I have nothing bad to say about them.

Morgan Silver: Then let me rephrase that... what is the thing about them that you like the most?

ADMIRAL CLEMENTS: SFOL was well structured... I learned a lot about how to construct a successful group from them. It was time well spent simming with them.

Morgan Silver: What are your opinions of the Academy sim?

ADMIRAL CLEMENTS: My philosophy always has been a new SIMer should learn on the bridge of a real ship. Not an Academy. I feel the SIM is much more tight if that is the case. A SIM environment becomes more like family.

Morgan Silver: Hmm, interesting... what of the idea of using it simply for an advanced sim to explore character development?

ADMIRAL CLEMENTS: Character Development is important, so is Communication and making friends.

Morgan Silver: No one can doubt that... where did you go after SFOL?

ADMIRAL CLEMENTS: I restarted the USS Excelsior... This time it would be the NX-2000-B.

Morgan Silver: Who was your XO?

ADMIRAL CLEMENTS: For the first few months, I did not have an XO.

Morgan Silver: Oh?

ADMIRAL CLEMENTS: I'm trying to recall who my first Executive Officer was. It may have been Admiral Phantom, who is no longer with the USF. Vice Admiral Phantom.

Morgan Silver: Did you hold the rank of admiral at that time?

ADMIRAL CLEMENTS: No I held the Rank of Captain... Why be an Admiral with no fleet to look

over? Only a single ship :)

Morgan Silver: I've asked many a recruiter that too...

Morgan Silver: Ahhh... I understand... ok... when did it go from being a sim to a group of sims?

ADMIRAL CLEMENTS: The Excelsior was a great ship... we had high attendance... I was the sole recruiter back then. So was my Science Officer who was very talented... named Connery... I offered him a second ship... The USS Stealth...

Morgan Silver: Interesting... And he accepted, of course?

ADMIRAL CLEMENTS: Correct, he did... His XO was Cmdr. Varel, his Assistant Science Officer on the Excelsior. If I recall, Anders... was my Chief Engineer. Rachel was my Ops officer. Knight was my Tactical Officer. Connery, my Science Officer. Nariak, my CMO. Q14, a.k.a. Varel, at Assistant Science. Those are really all the names I can recall.

Morgan Silver: How did the third ship come about?

ADMIRAL CLEMENTS: That was the Potemkin, a friend of mine and Experienced Simmer, Rear Admiral Kyushu, started that ship... So at this point the structure was in place... Vice Admiral Phantom, and Rear Admiral Kyushu.

Morgan Silver: When did you include the Commodores into that?

ADMIRAL CLEMENTS: It was the second ship the USS Stealth, when we took the name USF. Commodore got introduced shortly thereafter. Along with Fleet Captain. Once we became 2 ships, we became USF in Spring of 1995.

Morgan Silver: Interesting... what are some of the most memorable people you've simmed with in the USF?

ADMIRAL CLEMENTS: Oh there have been so many... can we come back to this... and finish up fleet history first

Morgan Silver: Sure... ::grins slyly:: Your the admiral... What came after the Potemkin?

ADMIRAL CLEMENTS: Next ship to come about was the Lothlorien... Vice Admiral Phantom Commanding... Then Darkpath merged into our group with USFMstrad commanding.

ADMIRAL CLEMENTS: Captain Robby came out retirement from FKA to Command the Roddenberry once again... He had commanded a Ship with the exact name in FKA. And so on...

Morgan Silver: What about the first starbase in the USF?

ADMIRAL CLEMENTS: Ah, yes, Nigala was in there somewhere :)

Morgan Silver: Who was first in command of the Nigala?

ADMIRAL CLEMENTS: Kyushu was... After handing the Potemkin over to Rachel I believe. Kyushu was replaced with Anders if I recall.

Morgan Silver: And a more personal question. What drove you to make the USF what it is today? And why, after so much trouble and people attacking your character, do you still give it all you can?

ADMIRAL CLEMENTS: I know I've brought a lot of people joy with simming... People can attack

my character, but does that make them a better person? The answer is certainly not... I look back on every day and see if I have made a difference in a positive way. If the answer is yes, then I know I've had a good day.

Morgan Silver: How do you balance your IRL responsibilities with the responsibilities of your position in the USF?

ADMIRAL CLEMENTS: So many duties, so little time... It isn't just the USF, I also run the Diaspora, my own Business, and am working for my BA in Computer Science.

Morgan Silver: Wow, that's a lot... what keeps you going day after day?

ADMIRAL CLEMENTS: If you manage your time well, you can accomplish anything. The will to live.

Morgan Silver: The will to live keeps most of us alive, but there's a lot of difference between just surviving and doing so much in your life.

ADMIRAL CLEMENTS: You only live once, and time moves pretty fast; you've got to make the best of it. If you aren't, then you're only cheating yourself.

Morgan Silver: That is very true... How many sims are in the USF Now?

ADMIRAL CLEMENTS: 25, I believe.

Morgan Silver: Are there any that are on the drawing boards, or on the way in the application process?

ADMIRAL CLEMENTS: I believe there is one additional one in the application process. And at this time, if all goes well in the Internet Division, we'll have another ship there, too.

Morgan Silver: May I ask a few questions about actually commanding and simming on a ship?

ADMIRAL CLEMENTS: Sure.

Morgan Silver: What's your favorite kind of sim?

ADMIRAL CLEMENTS: I like sims which don't take place on ship or station... If I recall on the Excelsior, we spent several months on the surface of earth in 1996. 1996 SIM time too. Kind of trip back to the voyage home.

Morgan Silver: And is there any truth to the rumor that you have to be in Tactical or Security to make it to commander?

ADMIRAL CLEMENTS: Not that I know of.

Morgan Silver: What is your favorite class of ship?

ADMIRAL CLEMENTS: Galaxy.

Morgan Silver: Why?

ADMIRAL CLEMENTS: Because it was the main ship I saw every week when I was growing up watching TNG. I'm not as old everyone thinks. ::grin::

Morgan Silver: ::smiles:: I'm sure they call you "The Old Man" strictly out of affection... Ok... What are some of the most interesting characters you've simmed, or simmed with?

ADMIRAL CLEMENTS: Admiral Rachel played a great character.

Morgan Silver: But since you brought it up... ::Grins:: How old are you?

ADMIRAL CLEMENTS: Caitlin played a great Klingon. I've always liked the Klingons :)

Morgan Silver: ::arching an eyebrow:: Interesting... What do you like most about them?

ADMIRAL CLEMENTS: Klingons seem to be a very easy roll to play. Probably because they've been so well developed on the TV shows. What do I like best?

ADMIRAL CLEMENTS: Their Tempers.

Morgan Silver: ::nods:: ahhh... why?

ADMIRAL CLEMENTS: I'm not sure why.

Morgan Silver: Ok... now back to the other question... Would you care to tell us how old you are?

ADMIRAL CLEMENTS: Oh, sure, I can do that, I'm 20.

Morgan Silver: ::smiles:: and how old were you when you started the USF?

ADMIRAL CLEMENTS: 1995, when I started the Excelsior back up I was 15, and I turned 16 the same year :)

Morgan Silver: That's an impressive achievement... do you feel that younger people make as good simmers?

ADMIRAL CLEMENTS: All people make good simmers as long as they have the love for Trek.

Morgan Silver: What's your opinion of those that deviate from Trek "Canon" as it were and create characters and ships and such far outside of the norm for the show.

ADMIRAL CLEMENTS: If it was mentioned in a book or in an Episode, I'm all for it. If not then... well... Someone has a good imagination.

Morgan Silver: And what is your opinion of ships with cloaks, and Starfleet heavy ground troops, and how Gene Roddenberry felt about such things.

ADMIRAL CLEMENTS: My Excelsior had a cloaking device. Gene Roddenberry had a vision for a positive future. I don't think there is anything wrong with expanding his ideas. Sure, there will be wars, but in the end, humanity always prevails... I've never had a sim where humanity lost.

Morgan Silver: What is your opinion of the violence that sometimes comes with combat/action sims?

ADMIRAL CLEMENTS: I see no problem with violence in SIMing, violence is a part of society... if we completely got rid of all Violence in Star Trek, I'm not sure how entertaining it would be.

Morgan Silver: The Klingons certainly wouldn't be as fun... is there such a thing as too much violence?

ADMIRAL CLEMENTS: Yes.

Morgan Silver: Where do you personally draw the line?

ADMIRAL CLEMENTS: When the violence falls out of the Realm of Star Trek...

Morgan Silver: In what way?

ADMIRAL CLEMENTS: We've all seen people getting phasered, incinerated, zapped, having their neck snapped, but when it gets as violent as a Horror flick, that's when I would draw the line.

Morgan Silver: Hmm... what about the subject of sex? Is there a line to be drawn short of TOS?

ADMIRAL CLEMENTS: I'd say TOS is that line. We've seen Kirk get the woman, we've seen relationships with Troi and Worf... Troi and Riker... That is really as far as I'd like to see it taken in the SIM environment. And certainly the occasional wedding.

Morgan Silver: What about the subject of Homosexuality? Do you feel that it's an inappropriate subject with the age of some of the simmers?

ADMIRAL CLEMENTS: In my opinion, I find the subject inappropriate in the Simming Environment.

Morgan Silver: ::nods:: Where do you draw the line between freedom of speech and what's inappropriate?

ADMIRAL CLEMENTS: See keyword : TOS

Morgan Silver: So you feel that anyone has the freedom of expressing themselves as long as it's not a TOS violation?

ADMIRAL CLEMENTS: True, and as long as it relates to the gaming environment.

Morgan Silver: Fair enough... what's your favorite position... On a ship. ::smiles:: Aside from captain.

ADMIRAL CLEMENTS: Science is always fun because you're always part of the action.

Morgan Silver: Any advice to up and coming officers that are just learning to sim?

ADMIRAL CLEMENTS: Concentrate on character development, and you'll last longer. Don't give up, just keep on SIMing.

Morgan Silver: Any advice to those that are looking towards Lt. Commander and commander promotions?

ADMIRAL CLEMENTS: Send me Money!

Morgan Silver: ::laughing:: Any other advice?

ADMIRAL CLEMENTS: No, just kidding... just continue to improve upon your current character... And get continuous feedback from your CO and XO.

Morgan Silver: Any advice to those that are trying to set up a sim of their own?

ADMIRAL CLEMENTS: Start it, and they shall come. Once you make that first sim official, don't

stop. Otherwise your crew will stop coming.

Morgan Silver: Don't stop simming?

ADMIRAL CLEMENTS: Right :) Don't call off a sim because of low crew... and such.

Morgan Silver: ahh... Ok, any advice or tips on recruiting?

ADMIRAL CLEMENTS: Find Trekkies, and recruit them. Try Spacefleet Academy and the Trek Club during off hours.

Morgan Silver: ::Grins:: What recruiting line worked best for you when you started?

ADMIRAL CLEMENTS: For information on joining the USS Excelsior, a Star Trek Role-playing Game, please email or IM me. Generic, but it worked.

Morgan Silver: There have been a lot of changes in the USF since I joined two and a half years ago... What's the most significant changes you've noticed in the last year?

ADMIRAL CLEMENTS: I would say the distribution of duties... I'm no longer a 1 person show.

Morgan Silver: In what way?

ADMIRAL CLEMENTS: Everyone seems to participate in making the USF a successful team. Everyone recruits... almost everyone participates in discussions.

Morgan Silver: What's your thoughts on the supposed Parties that occasionally take place around the USF?

ADMIRAL CLEMENTS: I think they are great :)

Morgan Silver: ::smiles:: have you participated in many?

ADMIRAL CLEMENTS: Too this date ...0. I really try to keep my Online and Personal Life in two separate categories.

Morgan Silver: Any suggestions towards that?

ADMIRAL CLEMENTS: Just be yourself, and you can't go wrong.

Morgan Silver: Are you captain of any ship currently?

ADMIRAL CLEMENTS: Yes, the USS Lexington, our IRC Sim :)

Morgan Silver: What kind of ship is it?

ADMIRAL CLEMENTS: Old Ambassador Class Ship :

Morgan Silver: Why did you pick that class?

ADMIRAL CLEMENTS: Under powered and Understaffed... Isn't being the underdog fun? If you have the most powerful ship in the fleet, what kind of trouble can you really get into?

Morgan Silver: Depends on the situation. What period in the series do you prefer?

ADMIRAL CLEMENTS: I try and stay current with the Movies. I'm not too much of a fan of Voyager, so I try and avoid that.

Morgan Silver: How long has it been simming?

ADMIRAL CLEMENTS: Lexington just 2 months.

Morgan Silver: How different is simming IRC compared to AOL?

ADMIRAL CLEMENTS: I treat it identical. No change in the rules at all. Except I can gage trouble makers because I'm the room host with IRC...

Morgan Silver: ::smiles:: that's always nice... Who's your XO there?

ADMIRAL CLEMENTS: USF Jaren a.k.a. CmdrKyle

Morgan Silver: ::grins:: DO you write your two logs a week?

ADMIRAL CLEMENTS: I really should, but I don't. My log is usually the mission briefing...err. Yes I know... I should set a better example for my crew... shame on me.

Morgan Silver: Tsk Tsk, alright... who has it been most enjoyable simming with?

ADMIRAL CLEMENTS: Whichever crew I'm with. Some days I would like to go back to '95 and visit that ship again.

Morgan Silver: What was the most embarrassing situation you've ever been in sim?

ADMIRAL CLEMENTS: I was a guest once at a sim, and someone's cat, I believe, urinated on my shoe. That was rather embarrassing to happen during a sim.

Morgan Silver: ::laughing:: what was your happiest moment in sim?

ADMIRAL CLEMENTS: I'd like to say it was my first time I ever simmed. It was a Saturday afternoon in 1993, there were 4 of us on the bridge... I just had a blast.

Morgan Silver: What was your saddest moment?

ADMIRAL CLEMENTS: Simming isn't suppose to be sad, is it. That day hasn't come yet... I'm guessing it will be the day I step down from the USF.

Morgan Silver: What kind of character do you have on the Lexington?

ADMIRAL CLEMENTS: Admiral Clements... Human... Former Allasomorph.

Morgan Silver: Care to tell us more about him?

ADMIRAL CLEMENTS: I used to play an Allasomorph... but because of an injury I sustained from my brother CBS, I was forced to stay in human form... So here I am today.

Morgan Silver: Ahhh... is Admiral Clements married?

ADMIRAL CLEMENTS: Admiral Clements is single. Always looking.

Morgan Silver: ::chuckling:: I'm sure many will love to hear that news... Where was he born?

ADMIRAL CLEMENTS: The Allasomorph Home Space... I can't recall the name of the planet as I was very young.

Morgan Silver: Ahhh... you mentioned his brother, I take it CBS is the Evil one?

ADMIRAL CLEMENTS: Aye.

Morgan Silver: Is he an NPC? Or is there another person out there playing CBS?

ADMIRAL CLEMENTS: He's an NPC.

Morgan Silver: Any advice on writing/simming NPCs?

ADMIRAL CLEMENTS: I'm not an expert in that. Just make them believable.

Morgan Silver: Is there any advice to the officers of the USF, or anything you'd like to share with them?

ADMIRAL CLEMENTS: Everyday when the day has passed, and you look at everything you've done... has it made you a better person? If not, then why did you do it? There you have it...

Morgan Silver: ::smiles:: thank you, Admiral, for answering my questions...

ADMIRAL CLEMENTS: Thanks for having me.

Well, there you have it folks, the first Voice of the Fleet interview with Admiral Clements:. I found him to be very personable and funny. I think there is a lot more to the man than meets the eyes. Well, until next month folks.

| END FILE                |                  |                        |                  |                                      |                                     | USFPADD |
|-------------------------|------------------|------------------------|------------------|--------------------------------------|-------------------------------------|---------|
| BEGIN FILE              |                  |                        |                  |                                      |                                     | USFPADD |
| <b>USF SIM SCHEDULE</b> |                  |                        |                  |                                      |                                     |         |
| <b>Day</b>              | <b>Sim Name</b>  | <b>Time</b><br>Eastern | <b>Location</b>  | <b>C.O.</b><br>Commanding<br>Officer | <b>X.O.</b><br>Executive<br>Officer |         |
| Sunday                  | Starbase Everest | 8:00                   | Orbital Velocity | FCptJStorm                           | CdrHunter                           |         |
| Sunday                  | USS Federation   | 8:30                   | Private Room     | USF Quatto                           | USFKincaid                          |         |
| Sunday                  | USS Fragglerock  | 8:50                   | Sector001        | USFLaZana =OPEN=                     |                                     |         |
| 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                             | CmdrMancuso                         |         |
| Monday                  | USS Columbia     | 9:00                   | Private Room     | USFCNelson                           | USFTundrv                           |         |
| Monday                  | USS Eclipse      | 9:00                   | Orbital Velocity | USF Sandy                            | USFWBlake                           |         |
| Monday                  | SS Nigala        | 10:00                  | Private Room     | USF Trek                             | CdrTok                              |         |
| Monday                  | USS Aldrin       | 11:00                  | Private Room     | USFKillian                           | USFKendall                          |         |
| Tuesday                 | USS Roddenberry  | 9:00                   | Private Room     | USF TLara                            | USF Ray                             |         |
| Tuesday                 | Atlantis (SOG)   | 9:00                   | Private Room     | USFEliz H                            | CmdrMaeve                           |         |
| Tuesday                 | USS Hermes       | 10:00                  | Private Room     | USFHawk =OPEN=                       |                                     |         |
| Wednesday               | USS Stealth      | 9:00                   | Orbital Velocity | USFRigel                             | USFThrevor                          |         |
| Wednesday               | USS Halifax      | 10:00                  | Private Room     | USFBooker                            | =OPEN=                              |         |
| Wednesday               | USS KemoSabay    | 11:00                  | Private Room     | CaptTrista                           | CmdrKayla                           |         |
| Thursday                | USS Dauntless    | 9:00                   | Private Room     | USFMstrad                            | USFRigel                            |         |
| Thursday                | USS Potemkin     | 10:00                  | Private Room     | USFBack                              | USFShade                            |         |
| 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                            | USF Jadzia                          |         |
| Saturday                | USS Odyssey      | 9:00                   | Orbital Velocity | AdmiralMason                         | USFTXTrek                           |         |
| Saturday                | ISS Reciprocity  | 12:00                  | Private Room     | USFZorr0                             | USFAdamAndroid                      |         |



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