



## WELCOME!

Greetings and salutations! The PADD staff is pleased to announce the return of the premier publication of the United Space Federation. Absent from the USF scene for far too long, the PADD was, and will be again, your source for a wide variety of features about Star Trek, the USF, simming, and about the people who make up one of the most entertaining sim groups online. The PADD, as well as the USF, is about fun, friends, and community.

We will be bringing you articles from familiar contributors and as many new writers as we can find. The PADD will be your source of information on the latest news from Paramount Studios and the producers of Star Trek. Like all of you, we are anxiously waiting to see in what direction the Trek writers will take us after the demise of *Voyager* next season. In fact, in this issue you will be able to vote on what you would like to see Trek do next.

Many of the articles in this and future issues will provide you with background information on almost any aspect of Starfleet. In this issue, we have included articles detailing shift operations onboard a starship, information about indispensable Trek gadgets, even a glimpse into the science of time travel. Stellar Cartography will make sure you never have to stop at a galactic gas station for directions. Miss Lonely Hearts returns to guide you through the dangerous nebulas of romance, and Dusty Rivers will help you deal with the everyday strife caused by continuous foul ups at Starfleet bureaucracy. We hope that you enjoy these stories and use them to provide your characters with endless ideas for logs and minisims.

We are glad to bring the PADD back in service for you, and will strive to continuously look for ways to improve everything about the PADD, from content to delivery to your email box. Take advantage of the power of letters to the Editor and send in your suggestions comments and concerns to either [USFShodan@aol.com](mailto:USFShodan@aol.com) or [USFShade@aol.com](mailto:USFShade@aol.com). We will publish your letters and our responses in subsequent issues. Once again, WELCOME BACK!

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## A Cheer for Gorkon!

*Ed. Sabrina Feavin Ducant*

This is how we show support for our Fleet

Rep

on the *Hermes*. Allow me to present our Chief Medical Officer, **USF Teena** in action. Nobody can serve up a cheer like Teena!

**WOOOOOO!!!!!!!! HOOOOOO!!!!!!!! ::Teena grabs pom poms Bre and shakes them, then runs out in her Ra Ra uniform and faces the crew::**

**“Give me a G!” ::makes a G with her arms and hands::**

**“Give me an O!” ::makes her body into an O and rolls around::**

**“Give me an R!” ::points at Bre ‘cause she can’t make an R::**

**“Give me a K!” ::grabs Rixx and shoves him into the R and K positions::**

**“Give me another O!” ::makes her body into an O and rolls around again::**

**“Give me an N!” ::grabs Pavlor and stands her in front, then grabs Jade and leans her into Pav so she is the middle of the N, and then grabs Bre and stands her next to**

Jade's feet to finish the N::

"What does that spell?!" ::cups her hand behind her ear and tilts toward the *Hermes* crew::

::The *Hermes* crew screams:: GORKON!!

::Teena waves and points while Hawk beats a bass drum and Jessa twirls a baton::

::everybody screams:: "Yaaayyyyyy!!!!!! Fleet Captain Gorkon!!!!!!"

::Teena twirls into several cartwheels; loses track of where she is; accidentally falls into Bre, who falls onto Jade, knocking Pavlor into Rixx, who plows into Gorkon, knocking him to the floor. Gorkon hits the deck, finds himself under a pile of bodies, and groans:: "It's so nice to be loved!"



## Trek News

*USFP Back*

March 22, 2000 - End of *Voyager* / Possible *Excelsior* show?



According to Yahoo.com, UPN has announced that the 7<sup>th</sup> season of *Voyager* will be it's last, matching its run with *TNG* and *DS9*. They have stated that the 24<sup>th</sup> century crew has logged enough galactic miles and churned up all of the adventure they can. Paramount reps have stated that a new series is still in the early stages of development, but a grass roots campaign has formed demanding that the new series be based on Captain Sulu and the *Excelsior* seen in *Star Trek: The Undiscovered Country*.

So far, the limited news, outside of rumor, includes the announcement of Rick Berman and Brannon Braga to serve as creators and executive producers of the yet undefined show. There is also talk that Majel Barrett, who does have a strong voice in these selections, may be in opposition to this as she is interested in seeing a new show, with a new cast, set in the current timeline.

In response to questions about this subject, George Takei has stated that he would jump at the opportunity to work on this project, although he has yet to speak to anyone at Paramount about it. On the grass roots *Excelsior* campaign (<http://excelsior.iftcommand.com/>), Takei has told *E Online*, "Well, I'm obviously flattered, and it's an amazing phenomenon. The activism on the part of the fans seems to continue through the generations. I always leave it up to the fans. They're my bosses."

Russ Haslage, head of the pro-Sulu movement had this to say to Yahoo.com, "A lot of the campaign is based on the fact that many fans want to go back to a show that's more Roddenberry-esque, and they know this

is the way to get ratings up and make money.”

Sources:

Yahoo Daily News -

<http://dailynews.yahoo.com/hx/eo/20000321/en/20000321482.html>

Star Trek newsgroups - startrek.starfleetheadquarters

- startrek.voyager

**Update - June 7, 2000**

***Series V - Rumors and speculation continue***

With Voyager reaching its final season, the fans of the Star Trek franchise are eagerly awaiting any information on the next run. Over the last several months, the web has demonstrated the incredible ability to generate and expand upon rumors, much to Paramount's dismay. As of this moment, there has not been a great deal of news to spill from the Paramount lot about this series, labeled *Series V* until the actual title is released, but, most of the falsehoods have been exposed.

Currently, there is still very little known about the upcoming series. We do know that it will launch in September 2001, most likely in syndication. This has been stated on several occasions by Rick Berman (Executive Producer - *Series V*, *VOY*, *DS9*, *TNG*. Producer - *Insurrection*, *First Contact*, *Generations*), and Brannon Braga (Supervising Producer - *Series V*, *VOY*. Writer - *Generations*, *First Contact*, *MI-2*).

The plot, while still not public knowledge, ***has been decided upon***. There were several rumors concerning this subject over the last several months. Probably the strongest rumor involved a step back in time from the 24<sup>th</sup> century involving the *Birth of the Federation* storyline. This would be set prior to TOS and would involve the establishment of the Federation alliances that created such a galaxy-wide super power. One of the ideas mentioned for this involved a villain from the 29<sup>th</sup> century trying to destroy the timeline in order to alter his own. This would help to add suspense to the show, as many fans complained that a BOF idea would offer no suspense since the outcome was already history. However, most fans were uniformly disgusted by the idea.

On the production side, Richard Arnold, consultant for the Star Trek franchise and former friend of Roddenberry, spoke out at a recent Con dismissing the BOF idea. He stated that, from the production side, this would be too “different” and too expensive. He expanded on this stating that the new series would be set in the 24<sup>th</sup> century, which would allow for the reuse of previous sets and props. He also mentioned that *DS9* and *Voyager* were both designed to be different, but failing ratings at the beginning of both series have made Paramount nervous about working outside of the successful ‘Ship in Federation space’ concept. He also mentioned that the ship used in the new series ***will not be an Enterprise***, disproving another rumor about the series plot involving an *Enterprise* from pre-TOS time.

Rumors have also floated involving focus groups for Paramount to poll fans on three possible ideas. One of these, the before

mentioned pre-TOS *Enterprise*, was set in the 22<sup>nd</sup> century but had been seen as a rehash of TOS and TNG. The second choice mentioned during the polling was a Starfleet Academy series with a handful of cadets training on board a Starfleet vessel. The ship would have a seasoned Captain, and the casting would include a Vulcan female studying humans and a changeling disguised as a Klingon. The plot ideas mentioned seemed oriented towards the 'soap opera' side of Trek, according to the fans polled.

The third choice involved an Alpha Squad commando team consisting of two ships and special forces officers. They would be sent on various missions to protect the Federation, and the show would focus more on excitement. Rumors have also spread further about this series to suggest that Paramount might rehash this idea. The most famous rumor would be that the Alpha Squad is set for extermination by the Federation after the Dominion War, because of the danger they present, and must go into hiding. While on the run, they come across a damaged and drifting Borg ship and incorporate it's technology into theirs. Many fans have commented that this concept would be untrue to the nature of Trek, especially by vilifying the Federation.

As mentioned at the beginning of this article, there has been a fan campaign pushing for an *Excelsior* series based on the adventures of Captain Sulu. While the campaign has been impressive, Paramount has not seen enough support to warrant such an idea, especially considering the cost in the creation of new sets and props fitting for an earlier time.

With the nature of news releases from Paramount as of late, there are only a few definitive things about the new series known or suspected. It will be released in September of 2001 and will be in syndication. The show will most likely focus on a Federation vessel patrolling the Alpha Quadrant/Federation space in the 24<sup>th</sup> century. It is expected that this series will be similar to TOS and TNG in several ways. For now, several million Star Trek fans will have to wait.

Sources:

<http://www.strek.com/html.cgi?id=960050778&treknews-2000-06/03-01.trek>  
<http://freehosting1.at.webjump.com/8967ac8d9/st/startrekv-webjump/news.htm>  
<http://www.sttc.co.uk/news-stx.html>

### **Star Trek: *Wrath of Khan* DVD Release**

July 11<sup>th</sup> will mark the release of the much-anticipated *Star Trek II: The Wrath of Khan* on DVD. Although the extra features of the disc are limited to theatrical trailers (the same problem we have seen with all of the ST movie discs so far. WAKE UP PARAMOUNT!) it is digitally remastered, offering a far superior sight and sound experience. This video disc is Dolby Digital, wide screen (non-anamorphic), single side with a run time of 112 minutes. Volumes 13 and 14 of TOS will also be released on July 11<sup>th</sup>, offering the episodes "This Side of Paradise", "The Devil in the Dark", "Errands of Mercy", and "The City on the Edge of Forever".

### **Star Trek: TNG Releases Coming**

Rumors are beginning to spread about the upcoming releases of *Star Trek - The Next Generation* on DVD. The seven-year series

has been in demand since the beginning of the DVD format, and Paramount is finally beginning to answer. The exact release dates have yet to be announced, but are planned for this fall, most likely in October. The final hold up in the release seems to be the question of how many episodes to put on each DVD. They are debating between two and four per disc at this time.

### **Star Trek: *Away Teams***

According to [strek.com](http://strek.com), Activision is developing *Star Trek: Away Teams*, a computer game that puts the player in charge of an elite command team in the Star Trek universe. While numerous games have been developed for Star Trek over the years, the concentration has always been on ships and space battles. This game will place the player in command of a team of Engineers, Medics, Science Officers, and others, each with skills needed to complete the missions.

The game compliment will include 22 specialists from which the player can choose to assign to each commando mission. In a game that seems to be a spin on the popular *Rainbow Six* platform, the player will be able to develop each character and enjoy the usage of numerous tools including tricorders, phasers, hyposprays, and more.

### **Star Trek X: Latest News and Rumors**

In a recent interview, Jonathan Frakes (Commander Riker - *TNG*, Director - *Insurrection*, *First Contact*, various episodes of *TNG*, *VOY*, and *DS9*) stated that the latest Star Trek movie is targeted for Christmas 2001 release. The cast will be *TNG* crew, and Frakes has commented that there will be guests from other series as well. As of now, Frakes, and Patrick Stewart (Captain Jean-Luc Picard) have signed on for the next movie, **but** there are rumors that both Brent Spiner (Lieutenant Commander Data) and LeVar Burton (Lieutenant Commander Geordi LaForge) will not be returning.

Frakes and several others have expressed interest in this movie pushing towards the intense action sequence formula, but no real script information has been released. Rumors circulating around this movie have also expressed that this may be a step in the overhaul of the Star Trek franchise, along with the launch of *Series V* that September.

The latest rumors about this movie have focused on the script being written by Akiva Goldsman (*Lost in Space*) and David Franzoni (*Gladiator*). Both rumors have been refuted by Paramount Studios and by the agents representing the writers. According to a recent interview given by Rick Berman, the writer of the new movie script "is a big name who's also a Star Trek fan." Hopefully, his or her identity will be released soon.

### **Hot Off the Press: Berman Sets the Record Straight**

In a recent *Star Trek: the Magazine* interview, series and movie producer Rick Berman has disputed many of the rumors involving the new series and has given a few hints as to what the new series is really going to be like. He has stated that it will be set on a starship and that it will not be as dark as some of the rumors suggest. Such rumors have ranged from a Section 31 series to an Alpha Squad on the run from the Federation.

When questioned about these rumors, Berman stated that it would be dangerous to

base a series on the dark side of the Trek universe, and he said, “*I think that if anything, Deep Space Nine suffered a bit from things that one might think of as being darker, in terms of Sisko’s character and in terms of the war that took up most of the last two seasons.*”

During the interview, Berman also commented on the tenth movie and expressed the hope to have it released by Thanksgiving 2001. He would not disclose who the mysterious writer will be, but he did state that he is “an A-list writer with some major movies to his credit”. He also commented that this movie will carry more of a sense of adventure and will be somewhat less serious about Picard’s character.

The entire interview is available at the Star Trek news portal [www.strek.com](http://www.strek.com).



## Stellar Cartography

*USF Padd File*

Greetings from the North American continent on the Class-M planet called Earth, which is the third planet from the sun named Sol, which is in Sector 001, in the Alpha Quadrant, in the Milky Way Galaxy, within one of the several universes known to exist (in Star Trek, anyway)! Phew, that’s a mouthful.

To put it simply, welcome to the newest addition to the *USF PADD*’s family of regular columns, ***Stellar Cartography***. As you can probably tell from the greeting (and the name of the column), this space in the *PADD* will be dedicated to just that - ***space***. Stellar Cartography is simply the making of maps and charts of the stars. However, in future columns, I hope to expand on that simple idea a little and incorporate everything from the classification of planets and wormholes to where exactly the borders are drawn between the major galactic powers.

First though, let’s start out with something small and simple, like the entire galaxy. A galaxy is defined as a large aggregate of gas, dust, and typically billions of stars, held together by the gravitational attraction between its parts. Galaxies contain an average of 100 billion solar masses, and range in diameter from 1,500 to 300,000 light-years. Our local cluster of galaxies includes our own galaxy, as well as the spiral Andromeda Galaxy and the irregular Magellanic Clouds.

The galaxy in which we reside is called the Milky Way Galaxy. This is because in ancient times, when people looked to the sky at night, they thought of the cloudy band across the sky as a “milky way”. The Milky Way is a spiral galaxy, which from “above” basically looks like a central core with arms or tentacles spiraling out. From the “side”, the Milky Way looks like a flat disk with a bulge in the middle. See the pictures below.



“Top View”



“Side View”

There are two other types of galaxies, elliptical and irregular. Elliptical galaxies look like spiral galaxies but without the arms. Irregular galaxies simply have no overall pattern to their shape.

The Milky Way is approximately 100,000 light years across. In other words, something traveling at the speed of light ( $3 \times 10^8$  meters/second) would take 100,000 years to travel from one side of the galaxy to the other. So, as *Voyager* returns to Earth from the Delta Quadrant, it will cover a distance of 7/10 of the galaxy's diameter.

The galaxy isn't just a giant unmoving collection of stars, nebulae, and planets though. The galaxy rotates around its center. However, because of its immense size, it takes about 250 million years for the Milky Way to make one complete rotation.

In the world of Star Trek, the galaxy is divided up into four quadrants; the Alpha Quadrant, home to the majority of the Federation, as well as the Cardassians; the Beta Quadrant, home of the Romulan Star Empire and the Klingon Empire; the Gamma Quadrant, home to the Dominion; and, the Delta Quadrant, home to the Borg, Hirogen, Kazon, and Malon, to name a few.

Next time we'll talk about the classification of planets in the Star Trek universe. For now, this is Captain Roel Jere signing off, and wishing you a long and prosperous trip through the cosmos.

If you have a question relating to any part of Stellar Cartography, <mailto:USFRoelJere@aol.com>.



Simming in the USF



**Introduction:** A very special welcome to those of you who are new to simming and have just joined the United Space Federation. We are glad to have you sim with us, and look forward to getting to know you and your character. I hope you have already read the newly revised *USF Sim Manual*, which is available from your sim's hosts, or from the USF website, <http://www.sector001.com/>. This article is intended to give you additional information, which hopefully, will enhance your enjoyment of simming.

I am Commander Wil Shade (screen names CdrShade and USFShade), former Executive Officer of the *Potemkin*, and current Assistant Editor of the *USF PADD*. As you already know, your own Captain and Executive Officer are your hosts for your sim, and will do everything in their power to ensure that you have a pleasant and enjoyable simming experience. Their doors are always open, and they want you to feel comfortable speaking with them about any concerns you may have about the sim.

**Most Important Rule:** *Have fun, and help others to have fun.* Just keep in mind that simming is a *game*, and its only functions are recreation and friendly social interaction.

**In Character (IC) vs. Out of Character (OOC):** This is one of the most important distinctions you will need to make. If you're not careful in distinguishing the two, you or somebody else could get hurt, and that's just not what simming is all about. This is also, understandably, one of the more confusing issues for new simmers. I'll try to give you a basic understanding here, but if you are still unclear, please talk to one of your hosts, and they will do their best to help you figure it all out.

Basically, *In Character* means how your sim character will act, respond, or address any given situation in the main sim, mini sims, or in logs. This is all based on how you've developed and perceive the character for your sim. A good character biography goes a long way towards good simming of that character.

*Out of Character* means how *you, the player behind the character*, will act, respond, or address any given situation.

Here are a few ways to keep the IC/OOC stuff simple and consistent. First, the sim room is IC. One of the reasons your hosts ask you to arrive early for the sim is to give you the opportunity to "warm up" your character. So, once you're in the room, play it IC. Of course it is permissible to make OOC comments. You will just need to put them in (some) {sort} <of brackets>.

IMs (instant messages) are always OOC unless determined, and agreed to, by both parties beforehand. During sims, they are used to clear up gaming points for the players. At other times, they are really just a way of one player getting to know another.

**The Sim Room:** As stated above, as soon as you come into the room, you should be "in character". Consider the time before the sim as a "warm up" period for the characters. It gives you a chance to develop your character outside of the current storyline for the sim. Just like people do when they get to work or school early. The warm up period is basically everybody relaxing in character before the boss makes you work.

At sim time, the Captain or XO (Executive Officer) will call, “ATTENTION ON DECK!!!” When that command is given, everyone is expected to come to order (just like in a meeting) and indicating that with “AA”, “@@”, or something similar. At that point, all talking will cease, and attention will be paid to the hosts for the review of the Mission Brief. This is so that they can give out the necessary game information and reduce confusion.

Once the briefing has been issued, the command will be given to “BEGIN SIM”. At that moment, you may place your character where they would be at the beginning of the sim as indicated in the Mission Brief (more about that later). From that point on, you should be IC *and in the storyline*.

The Captain and XO will be watching the clock, and at the appropriate time, one of them will give the command to “PAUSE SIM”. This command halts the sim at whatever point the story is at that time. All crew members are expected to acknowledge that command by typing in **::paused::** and wait for everyone to do so. Once everyone has acknowledged the pause, the command “ATTENTION ON DECK!” will once again be given. The crew is expected to respond exactly like they did at the beginning.

Once the closing “ATTENTION ON DECK” has been called and acknowledged, the hosts will be going over announcements such as awards and promos, as well as answering questions about the sim. Once again, everyone is IC but *outside the storyline*, just like during the warm up period.

At the end of the allotted time in the room, the Captain or XO will call “DISMISSED!” At that point, everyone is free to leave the room. If for some reason, you need to leave earlier, or even during the sim itself, either IM one of your hosts or you may make a quick general announcement in the room. Just don’t forget to put the brackets around it.

**The Mission Brief:** This document is usually sent out by the Captain, and contains the gaming information that will be needed during the sim. It will normally be sent out before your sim night, so that you may have a chance to review it and ask any questions about it before you get into the sim room. That allows more time for the sim itself.

The Mission Brief will contain background information for the particular mission in question, as well as set the opening positions of the characters. This may also include pre-designated Away team assignments, or other special mission specific functions. Some items will be addressed in the Sim Room, due to attendance or other circumstances.

**The Sim Summary:** This document is usually the responsibility of the Second Officer (more on that position later). First, it is a general recap of that week’s sim. It’s sent to the *USF Weekly* so that the entire fleet can review the mission. Second, it serves as a useful resource tool for you to use when writing about your character’s perspective on the mission in your *Duty* and *Personal* logs.

**The Second Officer:** This position has different duties on the various ships, stations, and outposts in the USF. Whatever the duties may be, the position is usually assigned to, and is sometimes rotated among, promising senior officers in order to give them

command experience and prepare them for hosting duties later in their careers.

**The Roster and Mail String:** These are, without question, the most sensitive documents for any sim in the USF. They tell you, the crew member, the basic organization of the sim and acts as a directory of sorts. The reality of life on the Internet and AOL calls for the respect of each crew member's privacy and careful control over these documents. *Anyone*, other than a fellow crew member, who approaches you for copies of these documents *shall* be referred to the Captain or the Executive Officer. It is their responsibility to determine the legitimate need for the roster or mail string.

Items sent out to the general mail string should be things that refer to the game. Business and school issues should be kept off the general mail string and reserved for close personal friendships. In time, as you get to know the folks in the crew, and develop friendships, personal stuff can be sent to those on the string that you wish to know about it. Also, if you ever feel the need to reach out for a shoulder to lean on in times of personal crisis, please feel free to let them know. They will do whatever they can to help you through whatever it is you're going through. The *Blind Copy (BCC)* is a good way to share personal stuff without exposing it to the entire mail string to kibitz on.

**Mistakes:** We're all going to make them. It's inevitable. Something we say or do will unintentionally offend someone or cause hurt feelings. This has happened to every one of us in the USF, and will continue to happen. It's part of being human. The only thing you can do is own up to the mistake, apologize, correct it (if you can), and move on.

If something happens to offend you, or causes you to feel hurt, please let your Captain or Executive Officer know about it. They can help you to resolve the issue through guidance (what they prefer) and intervention (if they have to). Just remember the first rule - ***Have fun, and help others to have fun!*** And, you'll do okay.

**Open Door:** I cannot stress this one enough. If you have a question, concern, comment, suggestion, or whatever, *please* talk to your hosts. Their job is to ensure that the First Rule is followed. Email, or IM, they are there when you need them.



## **Maxi-Mini Sims**

*USF Shade*

Most mini sims (I would say 90% or greater) are done by two people, and there are some in which three people take part. Now, I want to get one thing straight before I go any farther. These kinds of sims are ***wonderful!*** They are a very important part of the fabric of USF simming, are sure fire story log producers, as well as one of the best ways of getting to know fellow simmers. Let's keep those happening!

On several occasions during my tenure as

XO

of the *Potemkin*, I tried experimenting with what some folks have dubbed *maxi-mini sims*. These were sims, which involved four or more simmers. Some of them were planned; but, some were spontaneous, and I had an absolute blast of a time doing those, and I think all of the participants thought so too.

Anyway, every time I see several simmers on line at the same time, I think of how much fun it would be to get whoever I could to join me for an impromptu maxi-mini. I'm willing to bet that the same thought has crossed your minds as well. Why don't we do these more often?

Well, it's probably because of the same reason.

We think that while it would be really great to see how many folks we could get to mini together, we remind ourselves of what a *bite in the tush* editing that dang thing would be. I know, I've done it twice, once to completion, and once to about mid-point with 7 or 8 chapters sent out, and about the same amount left to write. Even with everybody contributing as they did, writing that story log was one big monumental headache. All we really wanted to do was to have fun simming.

So, I found myself backing away from opportunities to do more of those maxi-mini sims because of that dang editing chore. Who in their right mind would want to spend several hours simming *and* have to edit the log? No one! But, I didn't think outside of the box of tradition, and as a result, have wasted several opportunities to have some fun with my character.

How many of you have it engraved in your brain that a mini sim, of any kind, *has* to have a story log written for it? If the story log is what you are after from the beginning, then by all means go for it. However, if you want to have some fun simming with a bunch of your crewmates, but you don't want to write a 13-chapter story log, then I have a few suggestions for you.

Sim! Get whomever you can find online, or want to find, and sim! Have a blast! It doesn't matter if you're from the same ship or not. Sim a poker night, or shore leave, or whatever else you can think of. Do it! If you want to write logs, you can write regular Duty or Personal logs, just like you would for the main sim. I have participated in maxi-mini sims which have had as many as 11 players in them! The opportunities are endless.

I think this will open up a whole new way to develop your character and your role-playing skills to boot. It will add a whole new dimension to simming in the USF. Just remember the First Rule. *Have fun and help others to have fun.*



## So You Want to be a Host?

*USF Sierra*

PROMOTED?"

“WHEN AM I GOING TO GET

It is a question that lurks on every simmers mind, but nowhere is it perhaps more prominent than on the mind of a Lieutenant Commander who is anxiously awaiting the BIG promotion to Commander and XO of a sim.

The fact of the matter is that everybody has different maturity rates when it comes to simming. One person may make host within a year; some people may be on the three-year plan. The guidelines laid out in the *USF Handbook* are exactly that - GUIDELINES. If you follow the bare minimum, then you will not be promoted at the same rate as somebody who goes above and beyond every day.

IRL, I have received management training, and I feel that there are many parallels between successfully running a store and a sim. In both cases, you must take a diverse group of people to get to work together as a team. You must track attendance and performance to evaluate who is ready to move ahead. You must identify, help and encourage the newer and less experienced members of the team to learn and to grow. Finally, you have to be able to recognize when somebody can handle more responsibility on their own, and be able to hand over the keys.

The procedure that a host candidate passes through today in the USF is closely regulated. When a CO or XO feels that a Lieutenant Commander is ready to move up towards command, they submit a recommendation form, which includes sample logs and a character bio, to the HC. The potential host will be observed in sims and interviewed. The interview may take up to a couple of hours.

If a person is approved as a host candidate, then COs in need of an XO may begin interviewing the host candidate. If a CO likes a candidate, they submit their request to HC.

HC will review the potential host's interview(s), logs, bio, and other recommendations, and once all HC members have had the opportunity to review the candidate, a vote is taken. A majority vote is necessary to approve a new host. While this process may take as little as a week, it usually takes 2-4 weeks to complete the process.

“So how come I'm not a host yet? I've been a Lieutenant Commander for a year now!” you ask yourself.

Good question!

There are a lot of items that a current host considers before recommending a person as a potential host candidate. The following list is fairly comprehensive, and is meant as a tool to aim for the goal of hosting. It is not an interview or a substitution for any of the above steps. It can also apply equally to somebody under consideration for LtCdr., since LtCdrs. are recognized as the USF's future host potentials.

While most of these questions are answerable in a 'yes' or 'no' format, you should answer them in more than one-word answers. If yes, why? If no, why not and what can you do to improve? Be honest with yourself when answering these questions.

The list is broken down into two categories: General, questions regarding your performance within the sim in general; and,

Departmental, your performance within your department. Even Ensigns and Ltjgs. can benefit by reading this list, and quizzing themselves as to what areas they need to work on to move ahead.

**General:**

- Do you make new crew feel immediately welcome to your sim?
- Are you courteous to your fellow crew?
- Do you understand the Chain of Command, and do you follow it?
- If you have a disagreement with another crew member, do you try to peacefully resolve it?
- If you cannot peacefully resolve it between you, how do you handle it?
- When attention is called, do you immediately come to AA and give your hosts the respect and attention due them.
- USF guidelines recommend one duty and one personal log per sim/week. Do you fulfill this?
- Do you attend the sim each week?
- Are you on time/early to the sims, stay the whole time, and not leave until dismissed?
- Are you an active sim participant?
- If you are not directly involved in the main sim plot, can you keep yourself occupied within the sim?
- If you are absent, do you give your hosts advance notice?
- If you must leave midsim, do you have good reason, and do you notify your hosts about it?
- Do you ever submit sim plot ideas to your hosts? If so, have they been used? If they have, did you assist in running the sim?
- Do you ever do joint logs with other crew?
- How do you get along with your fellow crewmates?
- How do you get along with your host staff?
- Have you ever been reprimanded for anything in the sim? If so, has the problem been resolved?
- If you have a problem with your XO or CO, how do you handle it?
- Are you willing to spend some time helping new simmers learn how to more fully enjoy their simming experience?
- Have you reviewed the USF Handbook lately?
- Do you lead Away Teams (ATs)?
- If you've never led an AT, have you volunteered to do so?
- When on ATs, are you able to create action for your team?
- Do you understand the function of Fleet Reps and High Command?
- Do you play by the rules, or do you insist on doing what you want to do, even if it conflicts with the main plot?

**Departmental:**

- If a new crew member is placed in your department, do you take the time to welcome

them, let them know the expectations within your department, and any specifics they may need to know about that particular department for your sim?

- Are you a DH (Department Head) or ADH (Asst DH)?
- If a sim plot does not directly involve your department, are you still able to keep your department and people active during a sim?
- If you are a DH or ADH, is your character somebody that the other simmers in your department can look up to for leadership?
- Have you ever shown initiative in your department? IE, creating work schedules, maintenance reports, equipment specifications, training schedules, etc.?
- Have you ever run drill/training sims for your department?
- Have you implemented ways to improve your department?

Please keep in mind that the above questions are ONLY guidelines. If you honestly feel that you are being overlooked for promotion, and can't understand why, contact your command staff and/or your Fleet Representative. They will be able to provide you with the necessary feedback and guidance to help you reach your goals.

Best of luck on your road to hosting!



## Race on Time

*St. Race Mannix*

*This series of articles is intended to bring together all of the time travel theories that the Star Trek universe employs. I'll try to explain their origins and how to apply them to successful sims and/or character development. I'll also sort through all of the poppycock that serves as Trek Time Travel Theory and offer a workable, simmable alternative time travel method.*

*My character, Race Mannix, speaks from the position of a Temporal Specialist himself, and is the son of Dr. Mason Mannix, a Starfleet Academy Professor of Temporal Physics. Race also has had some rather interesting experiences, which he is not allowed to divulge just yet. I hope you enjoy the way Race presents this material and that you find it useful to your characters and sims. From here on out, it is all Race.*

Temporal Physics is merely the study of the fourth dimension, which we call time. Time is a subject that has baffled and intrigued scientists and common folk alike for centuries. Unfortunately, the common folk were too busy with everyday life to give time travel more than a passing thought. So, they turned it over to the scientists who almost immediately gave it a complicated sounding name: *Temporal Physics*.

To their credit, the scientists were relentless in their pursuit of the knowledge of the secrets of time and time travel. Newton, Einstein, Hawking, and countless others have contributed to unlocking these secrets. In the past one hundred or so years, temporal physicists have made great strides in understanding the *mechanics* of time travel.

The foremost temporal physicist in the Federation is Mason Mannix, who also happens to be my father. He was the first to pull all of the various theories of time travel together and formed them into one comprehensive package, which enabled the rest of the temporal science community to take the final leap and make *navigable* time travel a reality.

An important point needs to be clarified before we move on. While there have been a few isolated instances of time travel in Federation history, most notably by the original *Enterprise* and a later attempt by her captain, they have all been a matter of random chance or incredible luck. Slingshotting around the sun is *not* a means for precise navigation through time, although, that method did eventually lead to the solution of the problem of temporal navigation.

I was involved with the eventual solution to time travel, which was secretly developed by Starfleet as a working prototype. In fact, I was assigned as her *Temporal Officer*, and later as her Executive Officer. In those positions, I quickly learned very important lessons that my father and the rest of the Temporal Science community never even thought about. “*What do you do once you get there?*”

To be fair, the project with which I was involved was hurried to completion because of the simultaneous, and quick deployment, of time travel capability by several civilizations hostile to the Federation. Those of us involved with that project were eventually able to neutralize the first of several anticipated threats to the Federation.

The methods we employed during the project were later determined by Starfleet bureaucrats to be against the *Temporal Prime Directive*. Starfleet and the Federation’s temporal physicists turned their backs on the reports I filed which presented clear and compelling evidence that the Temporal Prime Directive is based on outdated theories, and is even dangerous to the success of future time travel missions. They could only see time travel from a physical science stand point. Therein lies the purpose of this series of articles.

In this series, I will provide the evidence necessary to prove the need for the development of a new approach to time travel. I will show that physical science alone is insufficient for understanding the flow of time and history. I will show the importance of *Historical Science*, *Behavioral Science*, and even *Humanities* to routine time travel. But, in order to give you the proper foundation for understanding everything else, I must begin with the mechanics of time travel and how they apply to routine temporal operations.

Time travel is the kind of subject that can twist your brain into knots even if you are a temporal physicist. A man once walked up to my father, Dr. Mason Mannix, and asked him, “Please, Sir, what time is it?”

My father replied, “I’m sorry, you’ll have to ask a philosopher. I’m just a physicist.”

You would think that the Professor of Temporal Physics at Starfleet Academy would have given the poor fellow a little better answer than that. However, my dad, like any other physicist, is obsessed by the *possible* and doesn’t have time to be concerned with the *practical*.

Possibilities are what drive research and theory in temporal physics, and are what led Sir Isaac Newton to offer his mathematical



definition of how motion changes time. Newton proposed that space and time were absolute. That space was a fixed, infinite, and unmoving reference against which absolute motions could be measured. He further believed that the universe was pervaded by a single absolute time that could be symbolized by an imaginary clock off somewhere in space. However, he was perplexed by the fact that gravity seemed to operate instantaneously at a distance, thus distorting the absolute time model he had created.

Enter Albert Einstein who simply declared that time is just what a clock reads. With his *Special Theory of Relativity*, Einstein showed how time changes with motion. Later, his *General Theory of Relativity* changed how we look at gravity, from that of a simple “force” to the movement of matter along the shortest space in a curved space-time. Einstein never looked at it like he was contradicting Newton; rather, he saw it as expanding the possibilities that Newton’s theories did not grasp.

Near the end of the twentieth century, Stephen Hawking became the chief proponent of *Quantum Theory* and used it to extend the possibilities of temporal physics beyond even Einstein’s Relativity. At almost the same time, *Edward Whitten developed Super String Theory*. Together, Quantum Theory and Super String Theory paved the way for understanding temporal anomalies such as black holes and wormholes. Those theories also paved the way for Zefram Cochrane’s development of warp drive and faster-than-light travel.

Mason Mannix was the first temporal physicist to unite Einstein’s Theory of Relativity with Quantum, Super String, Warp, and Transwarp theories. He was able to show that taken together, these laws of physics made the possibility of navigable time travel appear to be not just another possibility, but a contemporary inevitability. But, to do that, my dad needed the help of the philosopher to whom he had directed the previously mentioned stranger.

That philosopher was Aristotle. He was the Ancient Greek philosopher who first proposed our concept of *dimensions*, length, width, and height. These dimensions are the artificial tools we use, even in the twenty-fourth century, to understand objects and to discuss the universe in which we live. However, Aristotle left out one more dimension, *time*.

My father’s lifetime of study in temporal physics has been built upon the concept that *time is the fourth dimension*, a simple truth that opens an incredible array of possibilities, including navigable time travel. In fact, we already use all four dimensions every day. When we make appointments, we designate the *place*, 3-D location, and add the fourth dimension of *time* to give us the 4-D location that is called *space-time*. It wouldn’t do us any good to meet a friend at a restaurant a day late, would it?

That being said, we can now realize that we already *navigate* through time. We’ve done it since our species came into existence. But, we navigate at a *fixed, relativistic* speed. Therefore, navigable time travel would mean controlling the *relativistic speed* at which we travel through time.

To illustrate the point, my father created the *Mannix Metric*, which is a model for the measurement of space-time. It is a coordinate system in which *Time* is assigned to the *y-axis* and *Space* (all three dimensions) is assigned to the *x-axis*. When plotting something, which is traveling at super-luminal speeds, the time axis and the space axis rotate in towards each other so

much that they switch places, thereby reversing the order of events.

He took his model a step further and let one point on the space axis remain constant, and changed only the time axis ordinate in increasing values. The result was that as the time values increased to near-luminal speeds, the farther apart the values appeared to be in the positive quadrant of the metric. However, when super-luminal speeds were applied, the points in time became increasingly negative.

The break-through discovery shown in the Mannix Metric is that in order to travel through time, you *cannot* also travel through space simultaneously. In other words, a time ship would have to remain stationary in space, while it's engines propelled it through time. How we learned to do that is the subject of the next article in this series.



## The Lexington

*Quixar Segment*

Since its launch, Admiral Clements has had his hands full keeping the large crew of this ship working smoothly. Of course, it hasn't helped with Romulan plots and Orestan troublemakers keeping the crew on their toes. The subplots have been equally entertaining, from the Bower/Quixar relationship to the battle over the sensor pod's settings. The ship has been a battle, . . . barrel of laughs.

But, above all, it has been the courage and tenacity of the crew that has pulled them out of different situations. The *Lexington* crew has always been a family that compensates for each other's weaknesses and hones each other's strengths. The crew has welcomed all of its new recruits in and made them part of the family.

What makes an IRC sim different? Well, I have never been on AOL, so I can only give the reader an idea of what an IRC sim entails and how a person can get on one. IRC sims follow all of the same rules as a regular USF sim (so I've heard) and the logs are mandatory with only the normal 50% of the officers actually doing them.

To get on IRC, you must have a chat program like mirc. In fact, most people use mirc since it is very simple to use. This program is shareware and can be downloaded at [www.mirc.com](http://www.mirc.com). The *USS Lexington* sim is on a chat server named [irc.webchatting.com](http://irc.webchatting.com). Each simmer connects to that server and then enters the *Lexington's* room: #simulations.

The best part is that no one must worry about IRC chatting if they feel it is too complicated. Instead, the Admiral has thoughtfully placed a Java access to this sim room on the USF website, [www.sector001.com/](http://www.sector001.com/). You simply go to the site, click on simulations, click on simming rooms, enter your name and click connect.

Here are the specs for the standard Ambassador class ship, plus recently completed upgrades.

### Ship/Class History:

In the early 24<sup>th</sup> century, Starfleet was feeling the pressure of defending Federation planets from hostile forces including the Klingon and Romulan empires and decided that a new class of starship was to be built to replace the outgunned *Excelsior* class. This decision was made after a number of embarrassing incidents in which *Excelsior* class vessels had been forced to retreat from heavily armed opponents.

The design brief was for a large and yet fast battleship capable of exploration and cargo transport in non-military situations. Starfleet engineers and designers eventually came up with the *Ambassador* class starship. Designers drew upon the brief designs from the *Constitution* class ships with technical input from both the *Constitution* redesign and the *Excelsior* class of starship.

The construction of the ship went smoothly with little incident. The test ship, *USS Ambassador*, proved very capable in battle situations, was able to carry a much larger cargo, and was able to hold a great deal more crew. Upgraded defensive and weapons systems proved highly effective in real combat situations. The ships were originally produced at Earth Station McKinley, although this later expanded to other shipyards. A new modification was armor specially developed in case of shield failure. A thick duranium plate armor cover over the outer hull protects vital areas of the ship from bombardment.

### Technical Specifications:

Length - 526 m  
Width - 322 m  
Height - 128 m  
Decks - 38  
Crew - 700  
Maximum life support capacity - 3500

### Weapons Systems:

Primary weapons - Type IX Phasers  
Secondary weapons - Photon torpedoes  
Defensive systems - Shields / Duranium  
plate armor

### Energy and Propulsion Systems:

Primary energy source - MARA warp core  
Secondary energy source - Fusion reactors

### Computer Systems:

Crew interface - LCARS (Library Computer  
Access and Retrieval System)

### Recent Upgrades:

Mark III EMH  
Sensor Pod mounted on aft dorsal region  
ALCARS (*Advanced* Library Computer  
Access and Retrieval System)  
New M/A Intermix Chamber

I hope you have enjoyed this look inside the *USS Lexington*'s hull and heart. The *Lexington* still needs some steady crewmembers.

Contact the Admiral, [USFABC1701@aol.com](mailto:USFABC1701@aol.com), if you are interested in a simming family that enjoys some laughs.

END FILE

BEGIN FILE

428

USFPADD  
USFPADD

## If Dr. Seuss wrote for Star Trek

*submitted by Morgan Silver*



Picard: Sigma Indri, that's the star.  
So, Data, please, how far? How far?

Data: Our ship can get there very fast,  
But still the trip will last and last.  
We'll have two days til we arrive,  
But, can the Indrans there survive?

Picard: LaForge, please give us factor nine.

LaForge: But, sir, the engines are offline!

Picard: Offline? But why? I want to go!  
Please make it so. Please make it so.

Riker: But, sir, if Geordi says we can't,  
We can't, we mustn't, and we shan't,  
The danger here is far too great!

Picard: But, surely we must not be late!

Troi: I'm sensing anger and great ire.

Computer: Alert! Alert! The ship's on fire!

Picard: The ship's on fire? How could this be?  
Who lit the fire?

Riker: Not me.

Worf: Not me.

Picard: Computer, how long til we die?

Computer: Eight minutes left to say good bye.

Data: May I suggest a course to take?  
We could, I think, quite safely make  
Extinguishers from tractor beams  
And stop the fire, or so it seems . . .

Geordi: Hurray! Hurray! You saved the day!  
Again I say, Hurray! Hurray!

Picard: Mr. Data, thank you much  
You've saved our lives, our ship, and such.

Troi: We still must save the Indran planet -

Data: Which, by the way, is made of granite.

Picard: Enough, you android. Please desist.  
We understand. We get you gist.  
But, can we get our ship to go?  
Please make it so. PLEASE make it so.

Geordi: There's sabotage among the wires,  
And that's what started all the fires.

Riker: We have a saboteur? Oh no!  
We need to go! We need to go!

Troi: We must seek out the traitor spy,  
Lock him up and ask him why.

Worf: Ask him why? How sentimental.  
I say give him problems, dental.

Troi: Are any Romulan ships about?  
Have scanners said that they've been found?  
Or is it Borg or some new threat,  
We haven't even heard of yet?  
I sense no malice in this crew.  
Now what are we supposed to do?

Crusher: Captain, please, the Indrans need us.  
They cry out, "Help us, clothe us, feed us!"  
I can't just sit and let them die!  
A doctor MUST attempt - MUST try!

Picard: Doctor, please, we'll get there soon.

Crusher: They may be dead by Tuesday noon.

Commercial Break, Commercial Break  
How long will these dumb ads take?

Worf: The saboteur is in the brig.  
He's very strong and very big.  
I had my phaser set on stun -  
A zzzip! A zzzap! Another one!  
He would not budge, he would not fall,  
He would not stun, no, not at all.  
He changed into a stranger form  
All soft and purple, round and warm.

Picard: Did you see this, Mr. Worf?  
Did you see this creature morph?

Worf: I did and then I beat him fairly.  
Hit him in the jaw - quite squarely.

Riker: My commendations, Klingon friend!  
Our troubles now are at an end!

Crusher: Now let's get our ship to fly,  
And orbit yonder Indran sky!

Picard: LaForge, please tell me we can go . . . ?

LaForge: Yes, sir, we can. We can.

Picard: Then make it so! Make it so!



One hour a week is just not enough time for our sim characters to explore the daily operations of a Federation starship. In our sims, just like the weekly episode of *The Next Generation* or *Voyager*, or even the space station, *Deep Space Nine*, you only get to see and experience the unusual and exciting events. However, in order to develop your characters, it's a good idea to have a good understanding of what he or she would experience on a day-to-day basis.

So, in order to give you some background for your characters, I have used my previous job description of Executive Officer to provide you with a good idea of how a starship would likely conduct its daily operations. This operational protocol is derived from various sources such as *The Next Generation* and *Deep Space Nine Technical Manuals*, the *Star Trek Encyclopedia*, and my own imagination.

### **The Duty Shifts**

On my ship, we use three eight-hour shifts each day. Our twenty-four hour day begins at midnight with ***First Watch (0000 to 0800 hours)***. It has other names on other ships, such as *Gamma Shift* or *Night Shift*. On our ship, the ***Second Officer*** is in charge of First Watch. ***Day Shift (0800 to 1600 hours)***, also known as *Alpha Shift* elsewhere, is led by the ***Captain***. The ***Executive Officer*** leads ***Evening Watch (1600 to 0000 hours)***, which is known elsewhere as *Beta*, *Afternoon*, or *Swing Shift*.

I had made it a standing order that the oncoming shift report to their posts fifteen minutes before the official start time of the shift. For example, I would report to the Captain on the Bridge at 1545 hours. This is to ensure that a thorough briefing of the current operating conditions of the ship, as well as events of the previous shift, is passed on to the relieving crew. A normal briefing takes only about five minutes, unless something out of the ordinary had occurred. So, the off-going shift is usually out the door by five minutes before the hour.

The Operational Duty Roster only designates those positions under the direct control of the ***Command Duty Officer***, and which have direct bearing on the operation of the vessel. The various departments have their own schedules for more specialized duties. Another exception is the ***Counselor***, who sets his or her own hours to better serve the needs of the crew.

***Special Note*** - The Operational Duty Roster is in effect in *Cruise Mode* and *Yellow Alert*. Red Alert is an *All Hands* evolution. *External Support Mode* has an entirely different set of protocols, which will be addressed at a future date.

### **Operational Posts**

***Command Duty Officer:*** As stated earlier, this position is filled by the Captain, Executive Officer, or the Second Officer at the Center Command Seat. This person has supreme authority over the ship and crew during their respective shift under normal operating conditions. For example, should the Captain appear on the Bridge during Evening Watch, the crew's orders would *still* come from the Executive Officer, unless or until the captain tells the XO, "I have the Bridge." At which time, the Executive Officer

would announce to the crew, “The Captain has the Bridge.”

If the Captain chooses not to take over the Bridge from the XO, he or she would simply give appropriate orders to the Executive Officer and the XO would relay those orders to the crew. This custom is usually demonstrated at least once on every *TNG* episode and is rooted in the traditions of the U.S. Navy.

***Junior Officer of the Deck:*** The person in this position is the second in command of the shift and has a variety of responsibilities. It is manned by a junior officer deemed to have shown excellent leadership qualities and is being considered for future advancement. His or her station is in the right-hand command seat in the center of the Bridge.

Among the JOOD’s duties is ensuring that all posts of the duty shift have been filled by the appointed time. Each post or department, when properly staffed, will report in to the JOOD. Once all posts have called in, the JOOD will inform the CDO (Command Duty Officer), “Sir, all of the posts have reported in and are accounted for. Request permission to set the Evening Watch.” After the CDO acknowledges, the JOOD will make a ship-wide announcement over the comm. System, “Attention all personnel, the Evening Watch has been set. Commander Wil Shade has the Bridge.”

Once the duty shift is properly set, the JOOD will make the first of two rounds through the entire ship. His or her job is to be the eyes and ears of the Bridge. More importantly, these rounds give the young officer a thorough education of the ship and how each department relates to the others. In between rounds, the JOOD will remain on the Bridge and provide relief breaks for each of the Bridge stations. This further enhances the education of the young officer and leads to growing self-confidence.

During their tour of duty as JOOD, junior officers are expected to learn about every part of the ship. At the end of their stint as JOOD, they will take a written and practical examination to test their improved knowledge of starship operations. This exam also serves as the Bridge Certification Test. Successful completion and certification means that the young officer is now capable of standing watch on the Bridge without oversight from a senior officer.

***Operations Officer:*** This officer (the Operations Manager or one of his designees) mans the front left-hand console. From there, he or she schedules and manages the energy resources and hardware that affect the entire ship. They will coordinate primary and secondary missions so that the most effective use of power and hardware is maintained. He or she is also responsible for providing general status information to the main computer, which is then made available to all departments and personnel. The Ops Officer also routes specific information to specific departments to inform them of anticipated changes and requirements that may affect their operations.

The Operations Officer is also charged with notifying Away Team personnel of their assignment and with providing those personnel with mission objective information. Ops will coordinate with Mission Operations (more on Mission Ops next month) to assign communication relay frequencies and the monitoring of Away Team telemetry. The Operations Officer is responsible for assuring that all mission specific equipment is provided to the Away



Team. Ops must also coordinate with Engineering to prepare power allocation for transporter operations.

***Flight Navigation:*** This officer, sometimes known as *Helm* or *Conn* mans the front right-hand console on the Bridge and is responsible for piloting and navigation. During impulse powered space flight, he or she is responsible for monitoring relativistic effects as well as inertial damping system status. During warp-powered flight, Flight Navigation monitors subspace field geometry as well as long-range sensor navigational data.

***Security/Tactical Duty Officer:*** This officer is usually the *Chief Tactical* or *Chief Security Officer* (these posts are sometimes combined) or one of their designees. The SecTac Duty Officer may choose to maintain the station on the Bridge or in their department with respect to the current situation of the ship. However, they must ensure that a Security or Tactical *Liaison Officer* be posted on the Bridge in their absence.

The SecTac Duty Officer is in charge of the external and internal defenses of the ship and the protection of crewmembers assigned to Away Teams. They also manage departmental training that may be occurring during their duty shift. He or she must remain cognizant of potential threats to the safety of the ship and crew. These threats can include, but are not limited to, dangerously energetic celestial objects, certain artificial constructs, as well as potential hostilities from any Threat vessels encountered.

The SecTac Duty Officer has command over a wide range of systems including weapons, dedicated tactical sensor packages, certain sensor probes, and tractor beams. A multi-tiered internal defense system is also the responsibility for the SecTac Duty Officer. First tier coverage is a simple benign watchful eye over the safety of the crew. A second tier is put into effect during diplomatic or culturally sensitive missions. This tier provides security for ambassadorial or other important visitors. A third tier is kept top secret and is used only to counter and negate possible sabotage or terrorist penetrations on board the ship.

***Science Duty Officer:*** This position is generally manned by the *Chief of Science*, *Assistant Chief of Science*, or another senior member of the department. This position may or may not be stationed on the Bridge depending on the current status of any ongoing scientific missions. However, as with SecTac, the SDO (Science Duty Officer) is required to supply a Science Officer to maintain a Liaison station on the Bridge.

The SDO is responsible for the overall management of the Science Department during the operational shift. He or she must ensure that they, or the designated liaison, provide real time scientific data to the Command Duty Officer. Other than mission specific functions, the SDO is responsible to provide access to sensors and software for command intelligence requirements and/or operational support.

***Engineering Duty Officer:*** The EDO is normally the Chief Engineer, his or her assistant chief, or a designated senior Engineering Officer. Their duty post is in Main Engineering and they are *not* required to maintain a presence on the Bridge.

The EDO is responsible for managing the Engineering Department during the shift and must coordinate each of the many engineering functions that are necessary on a Federation starship. From computers to the

transporters, to the replicators, to the holodeck, to the warp and impulse engines, to the waste management systems, the EDO is responsible for it all. No wonder he or she is excused from the Bridge!

**Medical Duty Officer:** The MDO is normally the Chief Medical Officer, Assistant Chief Medical Officer, or a designated senior physician and is responsible for the medical needs of the crew during the shift. The MDO's post is, of course, maintained in Sick Bay. He or she is responsible for any emergency medical responses on shift, and dispense general health care to those of the crew who may require it. In addition, they will coordinate with engineering to ensure that the replicator programs contain the optimum nutrition levels for shift personnel. To that end, the MDO has the authority to add nutrients to the replicator programs if they determine such a change is needed.

**Research & Development Duty Officer:** This officer, either the Chief of R&D, the Assistant Chief, or a designated senior officer, is simply responsible for the on shift activities of that department. Research projects may sometimes hold a mission status (primary or secondary), which will require the assignment of a Mission Specialist or coordination with the Operations Duty Officer.

**Chief of the Watch:** This is the senior enlisted crewman for the duty shift. Normally, this person is a Master or Senior Chief Petty Officer and is charged with monitoring the activities of the enlisted personnel. They also ensure that the enlisted personnel continue their education on the systems of their respective departments. One other duty is to assist the Command Staff with the training of the junior officers. In order to be eligible for JOOD duty and future promotion, the Chief must check off each junior officer as they qualify on each department in the ship.

### Conclusion

I hope this information proves useful to the background of your characters, and I hope that you find ways to use this information in your logs. This article will provide the foundation for future articles that will explore other areas of starship, and even space station operations. Please feel free to use this information as you see fit.



*Trek Tech*

### Tricorders

*Uncle HAL*

Hi all!

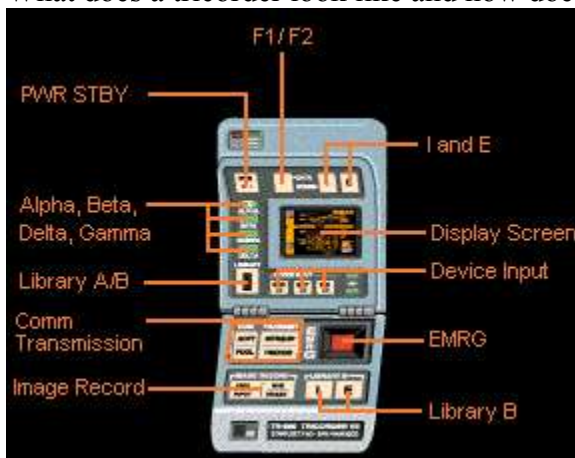
It's your pal, Uncle HAL again, coming to you from our secret base on the outer edges of Uranus, where the HAL Corporation designs all of its new toys. We thought it would be nice to talk to you about something near and dear to all of us, the tricorder. Everyone else uses one, and I know that some of

you are wondering what it can and cannot do. Well, here's the straight skinny, whether ya like it or not.

The tricorder is a multipurpose scientific and technical instrument. Developed for Starfleet, the tricorder incorporates sensors, computers, and recorders in a convenient, portable form. These technical devices have proven to be most versatile in their applications on a divergent number of scenarios. The tricorder has become standard issue equipment for almost all types of missions. These durable pieces of equipment have proven their worth on many occasions. It is a commonly known joke that "there is nothing a tricorder can't do among Starfleet personnel".

Specialized tricorders are available for specific engineering, scientific, and medical applications. In 2366, standard issue Starfleet tricorders were unable to detect subspace phenomena. They were also incapable of sensing neutrino emissions. The presence of thoron particles could interfere with a tricorder scan. The Maquis used to evade tricorder searches by using portable thoron generators.

What does a tricorder look like and how does it work?



**PWR** - This is basically the on/off switch. Pressing it will either activate the tricorder or send it into low-power standby mode.

**F1/F2** - This button allows all of the other buttons on the tricorder to have two different functions. Pressing it toggles between the two functions.

**I&E Buttons** - These toggle the tricorder to display Internal or External data. Internal is data from the tricorder itself, and External shows data via a subspace link to a remote sensor device (could be a spacecraft or a specialized sensor device).

**Display Screen** - A 3.5 by 2.4cm LCARS touch-operated display screen. This is the area where sensor data is displayed and analyzed.

**Library A/B** - The tricorder has two separate isolinear chips. These are used in a similar way to the floppy discs of the 20<sup>th</sup> century. Each chip stores 4.5 kiloquads of data, and is removable whilst the tricorder is operational. The *Library A/B* button toggles between the two chips.

**Alpha, Beta, Delta, Gamma** - These buttons toggle between simultaneous operations.

Up to 16 simultaneous operations, 8 internal and 8 external, can be handled by the tricorder. These channels can combine data from several sensor devices into one display. These are accessible by combining the *Alpha*, *Beta*, *Delta*, *Gamma* buttons with the *F1/F2* and the *I&E* buttons.

**Device Input** - Each of these modes, *GEO*, *MET*, and *BIO* can handle data from nine remote devices, utilizing up to a total of 27 different information sources.

**Comm Transmission** - This sets up a subspace data link through the STA to another device. *Accept* allows the tricorder to receive data from a remote device. *Pool* allows the networking of the tricorder with remote devices, allowing processing functions to be shared. *Intership* sets up a high-capacity subspace link to a starship. *Tricorder* sets up a similar high-capacity link, but to other tricorders. All four modes can be active simultaneously but with significant reduction in data transfer speeds.

**Emrg** - This button, used in an emergency, ‘dumps’ all of the data in the tricorder’s memory to the starship from which the tricorder was deployed. This function significantly drains the tricorder’s power cells.

**Image Record** - This section allows the management of still or moving image files. The function is usually used to document away missions. At standard resolution, with a standard frame-rate, the tricorder can store 4.5 hours of video footage.

**Library B** - Library B is the usual storage area for video files. *I&E* controls the image source.

**ID** - Used to personalize the tricorder, or sets security measures for private use.

Well, there ya have it, folks, right from the source that you can trust. From Uncle HAL, HAL Corporation, and all those crazy loons that seem to be on Uranus, good evening and good simming.



*Our Counselor of Love*

## Miss Lonely Hearts

Dear Miss Lonely Hearts,

I am cursed. Every time I get into a relationship, the other person ends up either dead or missing. And, if they are missing, I usually get word that they are dead. Am I destined to go through life alone? I have children from past relationships, and I want them to have emotionally stable building blocks in which to build their lives.

I know that my job is filled with hazards. Ship’s security and tactical is probably one of the most dangerous jobs in today’s worlds. But, I have seen other relationships work where one or both partners are in security. What can I do to break this curse? How can I give my children stability when I can’t even keep a friend around without that person ending up dead? Help, please, I need to know what I can do.

Wanting to break the curse

Dear Cursed,

First of all, no one is cursed as you have suggested. The only curses I know of were back in ancient times and practiced by those who did not have a firm grasp on reality. In today's society, only those who come from less developed civilizations believe in and practice cursing. So, you need to realize that you are not cursed, and move on to things you can control. As you said, security is a very hazardous job in the fleet, but it is only one that has a high mortality rate. Just as any engineer who has had to deal with plasma leaks in the middle of a pitched battle just how "safe" his or her job is. Believe me, people can die anywhere on a ship, it isn't something exclusive to security and tactical.

The main issue here that I am seeing, though, isn't about mortality rates and curses. It's about your natural fear of raising your children as a single parent. You haven't mentioned if you are male or female, so I am going to address these issues from both sides. First of all, many successful people have come from single parent homes. The key to making a single parent home work is a great deal of love, laughter, and listening. As long as you give your children love and listen to them, they will have stability in their lives. And, you need to laugh several times a day with your children and alone. Laughing releases chemicals in the brain and body that make you feel better and that is needed in a situation where you don't know from one day to the next what is going to happen. Laugh at the simple things, laugh at the mistakes, laugh at fears, and laugh just for the sake of laughter. Believe me, if your children see that you can take life with a grain of salt and a pound of sugar, they will be well-adjusted children.

Now, if you are a single mother, my suggestion is, don't go out looking for a substitute father for these children of yours. That is the biggest mistake you can make. Hooking up with a man just for the sake of having a father figure around is damaging to you and your children. It speaks loudly of a low self-image and self esteem, two of the most dangerous things you can give your children. There are men in which you come in contact with daily who, just by being around, can give your children the "father figure" that they might need. Don't sell yourself or your children short by getting with a man simply because he's there, alive, and shows some life and interest. Wait for the right one, the one who will be there forever for you, even if he can't be there all the time, he will be there for you in spirit.

If you are a single father, my suggestion is don't go looking for a mother for these children just yet. First, you have to ask yourself, what is it you want and what is it you need? If you want someone to take care of the small everyday things that you just don't have a clue as to how to do them, then a nanny works better and doesn't leave emotional scars that have to be dealt with later in life. If you want someone to share your life and love you and your children, then start out slow and date before you decide to make a more permanent relationship. Single fathers have a difficult time because they feel they have to be super dad in order to make up for not having a mother around. WRONG! Some of the best relationships I've seen and known come from a father/son or father/daughter relationship. Just take the time to be a father to your children. Listen to them, and do the best you can for them, and they will be just fine.

The whole key here is you don't have to have a significant other in order to be happy or to provide a stable and loving home for

your children. You can do that on your own. It takes hard work and lots of patience, love, and laughter, but you can do it. Remember, only YOU can effect your life, and if you choose to make your life the best it can be, alone or with someone, then you will have a great life. And, your children learn from your example. Give them a good example to learn from.

Miss Lonely Hearts



*USF Top Ten's*

## **Special Delivery of Laughs**

*USF Top Ten 2*

Every week, many of your fellow simmers take part in a quirky little mail club called *USF Top Ten*. Begun several months ago by USF Kivo, the USF Top Ten has brought chuckles and belly laughs to every one on the Top Ten's mail string. Now under the leadership of yours truly (USFTopTen2), the laughs continued to be shared.

The premise is simple. Each week, I send out an innocent little question which asks our mail string to come up with at least ten somewhat witty answers. The answers are ranked in descending order based on equal amounts of humor, silliness, and depravity. The mail string also comes up with suggestions of questions for future discussion.

Below are two expanded examples of something our group would have come up with, had we had the time to deal with something as tame as these. These lists were donated to the *PADD* sometime ago (by an unknown author who I am sure is whacked enough to be a member of our string) and are decent examples of what we do at USF Top Ten every week. If, after reading these lists, you find that you enjoy our sense of humor and would like a guaranteed chuckle every week, please drop me a line at [USFTopTen2@aol.com](mailto:USFTopTen2@aol.com). I'll put you on our mail string right away.

Now, on to the nutty stuff.

### ***Top Ten ways you would know you're watching too much Star Trek -***

- 10). Nylon suddenly becomes a viable clothing option.
- 9). You see a television report about an invention and think to yourself, "They did that first on TOS season Two!"
- 8). You can name all of the species currently at war with the Federation, and why!
- 7). You know precisely how many more light years Voyager has to travel until it gets home.

- 6). The word 'convention' brings to mind not a hall full of salesmen running up expense bills, but instead, a three-day festival of fun, excitement, and lusting after people under six inches of latex make-up.
- 5). You start snickering and muttering about assimilation whilst watching a TV beer commercial about the Swedish Bikini Team.
- 4). You start hanging around the Sci-Fi section of the bookstore with a couple of nerds in anoraks.
- 3). One of the anorak nerds turns out to have a "great" sense of humor and actually gets your Trill joke. Even better, the nerd agrees with you that *DS9* was very underrated.
- 2). At a convention, you buy an anorak with a Federation symbol on the pocket.
- 1). You develop a crush on a Star Trek actor or actress and find yourself watching dreadful TV mini-series and made-for-TV movies about detectives, helicopter pilots, or under-funded hospitals simply to catch a glimpse of the object of your desire in between Trek series.

***Top 21 signs that the Enterprise is nearing the end of its warranty.***

- 21). Impulse engines stall when switched to reverse.
- 20). Digital speedometer on helm console stuck at "55".
- 19). Shields fail to work on alternate Fridays.
- 18). Rust problem in Engineering causes support failure.
- 17). One corner of warp core now held up by phone book.
- 16). Booster cables become permanent fixtures in Transporter Room.
- 15). Captain's chair must be propped up against screen to keep image from flickering.
- 14). Guinan stops wearing large, heavy hats for fear of falling through squeaky part of floor in Ten Forward.
- 13). Main sensor array unable to pick up anything other than The Nashville Network.
- 12). Lower part of Bridge falls even lower and the ramps along either side become too steep to climb.
- 11). Turbolift cannot climb past Deck 5 with more than two people aboard.
- 10). Holodeck becomes caught in an infinite loop, and ship is overrun by thousands of

Care Bears.

- 9). Ship cannot enter warp while any food dispenser is making macaroni & cheese.
- 8). Food dispenser in Ten Forward will only serve light beer.
- 7). Bug in main computer speech processor: computer voice will sound either like Barbara Walters or Fran Drescher.
- 6). Untraceable glitch in plumbing periodically replaces water in Counselor's shower with frozen concentrated orange juice.
- 5). Ship's dryer indiscriminately shreds crew uniforms, and related problem in fabrication machinery will only produce new clothing with Disney logos prominently displayed.
- 4). Computer refuses to carry out commands unless the Captain says, "Pretty please with sugar on top."
- 3). Riker unable to sleep for two weeks when holodeck computer replaces nude volleyball program with Dr. Ruth.
- 2). Replacement parts for automatic door to Captain's Ready Room are exhausted and door must be replaced with bead curtains. Also, indirect lighting replaced by lava lamps.
- 1). Saucer section separates whenever ship makes left turn.



<b>USF SIM SCHEDULE</b>				
<b>Day</b>	<b>Sim Name</b>	<b>Time</b> Eastern	<b>C.O.</b> Commanding Officer	<b>X.O.</b> Executive Officer
Sunday	Starbase Everest	8:00	FCptJStorm	USFLyraCroze
Sunday	USS Federation	8:30	USFQuatto	LtColonelKincaid
Sunday	USS Excelsior	9:00	FCptArronax	CmdrLee
Sunday	USS Lexington (IRC)	9:00	USFABC1701	=OPEN=
Sunday	USS Marquesas	10:00	USFKharn	MajDK1
Sunday	Outpost Cousteau	10:30	USFSurak	USF Keldar
Monday	USS Fragglerock	8:02	USFLazana	=OPEN=
Monday	USS Columbia	9:00	USFTundrv	=OPEN=
Monday	USS Eclipse	9:00	USFWinter	USFWBlake
Monday	SS Nigala	10:00	USFTrek	CmdrTok
Monday	USS Aldrin	11:00	FCpKillian	USFKendall
Tuesday	USS Roddenberry	9:00	USFTLara	USFRay
Tuesday	Atlantis (SOG)	9:00	USFEliz H	USFCaitlin
Tuesday	USS Halifax	10:00	USFBooker	=OPEN=
Tuesday	USS Hermes	10:00	CaptKHawk	CmdrBreDuCant
Wednesday	USS Stealth	9:00	CaptRigel	CmdrNicoleA
Wednesday	StarFleet Academy	10:00	USF Sierra	CmdrSorik
Wednesday	USS Sundancer	11:00	CaptTrista	USF Sparks
Thursday	USS Dauntless	9:00	USFMstrad	Cdr CNimitz
Thursday	USS Potemkin	10:00	USF Back	USF Panthro



Thursday	USS Agamemnon	10:00	USFRoelJere	USFSynth
Friday	USS Lothlorien	9:00	USF Styre	USFRobbClemens
Friday	USS Integrity	10:00	USFTXTrek	USFKeiriClemens
Friday	USS Darmok	11:00	ComoAhrele	CdrJadziaChall
Saturday	USS Odyssey	9:00	AdmiralMason	USFNight
Saturday	USS Reciprocity	12:00AM	USFAdamAndroid	USFRolly

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

\*Please ask CO's permission before visiting a SIM or inviting visitors to a SIM.

\*\*To get to Orbital Velocity goto Keyword: NAGF and select the Conference room labled Orbital Velocity.



### Credits:

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