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USF PADD

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Greetings one and all!

Welcome to the USF PADD!

Yes it's another one. I know you're all thinking 'It's finally here!' Well, you're right. After a slow start we're back, hopefully for good this time. But we need your help. We have some of the best writers in simming right here in the USF and we'd like you all to write for us. Here's your chance to show what you can do. We're looking for all different kinds of articles, jokes, technical information, species biological data, character information, and even rumors. You name it, and we want to read about it.

You can send you're articles and stories to **CmrPitt@Aol.com**. Please be sure to put PADD Submission in the subject box so we'll know what it's for and give it top attention.

In this issue we'll read about some Voyager episode information, the Andorian race, and even get a little TOS trivia in too. So read on and let the voyage begin!

Fleet Captain Koric Hawkins

WARP ENGINES ON LINE

ENGAGE WARP FACTOR SEVEN

Table of Contents

Welcome Letter
Table of Contents
Upcoming Voyager Episode
Game Review
Trivia
Uncle Hal's Column: Tool Time
Engineer's corner
Racial Profile: Andorians
Trivia Answers
USF Flashback

ST VOYAGER EPISODE NEWS!!!

ACCESSING FILE:

BLAST FROM THE PAST

Written by USFBack



According to www.TrekToday.com the Voyager seventh season episode "Shattered" will include some major guest stars from the shows past. The episode will focus around Chakotay while the ship is caught in a temporal anomaly. The anomaly has caused different sections of the ship to shift into the past and Chakotay is the only crew member able to freely walk through it. The word on this episode is that several guest appearances will be made including Martha Hackett as the fan favorite villain Seska! Apparently one of the time shifts takes Chakotay back to Voyager around the time of the second or third season, thus allowing him to run into the ex-love of his life/psychotic. This episode will also feature adult versions of Naomi Wildman (played by Vanessa Branch) and Icheb (played by Mark Bennington). This episode is in production now and the airdate will most likely be in December.

STAR TREK GAME REVIEWS: Are you among the Elite?

ACCESSING FILE:

STAR TREK VOYAGER- ELITE FORCE

By Fleet Captain Pe'er Arronax



While searching for nifty downloads that captured my interest, I came across a demo version of Star Trek Voyager - Elite Force by Raven Software. Elite Force is a direct rip off of Quake with the enemies replaced with Star Trek characters and the levels replaced with scenes from Trek. Despite the lack of originality in the concept of the game, the first time you play it you will definitely be amazed!

When you start the game, you find yourself in the middle of a Borg Cube playing a character named Munro. Munro is your generic, young, inexperienced officer on the USS Voyager. He is a member of the "Hazard Squad," which, unfortunately, is not canon. I found it discouraging that the creators of the game had to create a new tactical team on Voyager to make the game appealing, but I got over that once I began moving around the Borg cube.

You have full control over your motion. The arrow keys, or the keys of your choice, move you forward and back. Other keys allow you to look up and down and allow you to jump and crouch. The number keys let you change which weapon you want to use (type II phaser, phaser rifle, etc.), and the control key fires the weapon.

As you take your first steps, Tuvok explains to you your mission. The mission not only appears as text on the screen, however. You hear Tuvok's voice, too, explaining to you what to do. So, you go about the cube passing drones that ignore you, until you destroy your first target with your phaser. When the Borg come after you, your phaser works.... for a short time, until the Borg adapt. At that point, you have to find a "special" weapon on the cube that the Borg cannot adapt to. This point, also, is discouraging. While it was

fun to shoot at the Borg, the thrill faded quickly because, despite the fun, I knew that in "real" Trek life, there would be no such weapon waiting to be found on a cube. It was excessively far from "reality."

After the first level, which ends with a big twist, you find yourself on the bridge of Voyager. Now, this is the amazing part. The bridge is filled with the normal cast of characters, but in digital form. They look like the Voyager crew, from Janeway and 7 of 9 to Chakotay and Tuvok, and they sound like the crew too.

Janeway starts the level with a brief lecture, which the crew responds to in their normal fashion. The best part is that you can walk around the bridge and walk right up to the characters... which promptly ignore you.

Nevertheless, Janeway then assigns Munro, a.k.a. you, to your first task. The game has transformed from shoot-em-up to problem solving, like the game Myst, but a lot simpler. You enter a turbolift, then walk around some corridors, through Jeffries tubes, etc, and eventually make it to Main Engineering. There, Torres tells you that your job is to save the ship by preventing a warp core breach. To accomplish this, you walk into Engineering, push a few buttons, and then you're done. If you don't finish the task in the 30 seconds given to you (which happened to me on my first try), the ship blows up and it's game over. If you succeed, you move on to the next level, which is not in the demo version.

Elite Force also features two methods of multiplayer "Holomatch" gaming, Solo Match and Multi Match. Both mimic Quake in that you and your opponents run around the world picking up weapons and shooting at each other. When you die, you come back into the game to play some more. The more opponents you kill with your phasers, the more points you rack up. In Solo Match you play against the computer, who has taken the form of several Trek characters. You can choose which characters you want to fight against from a selection including Voyager's senior staff (and Neelix), Gowron, other Klingons, and three Borg drones. I must say, Janeway is a tough opponent!

Elite Force was a great show of well-designed graphics, 3D scenery, and 3D sound. The experience is pretty good, but when I tried playing with the highest level of graphics and the highest quality sounds, the game became very choppy on my 550 MHz computer. And, although some of the characters are very easily recognizable, like Neelix and 7 of 9, they are on the whole action-figure quality, barely resembling the actor they are purported to represent.

Though Elite Force has the real voices of the Voyager actors, the sound clips are used sparingly and only to introduce levels and tasks. There are also "cinematics" played from time to time. They are not at all interactive, however, they add to the feeling of being inside the Voyager by bringing the characters to life with the sound of the Voyager actor synchronized with the smooth motion of the character on screen. During the cinematics, I was truly in suspense as the characters explained what Munro's mission was.

Fighting Borg on your computer is an interesting way to kill some time, and interacting with the crew of the USS Voyager is even cooler. If you want a new version of your classic shoot-em-up with a dash of mystery, get Star Trek Voyager - Elite Force.

TRIVIA!

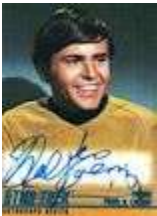
ACCESSING FILE:

STAR TREK TRIVIA

Written by: Max Androcoliss

Continuing in our previous tradition, we're featuring yet two more of the most famous Starfleet officers ever to have served. The two officers, Commander Pavel A. Chekov, and Captain Hikaru Sulu.

Pavel A. Chekov



1) What is the name of the actor that played Pavel Chekov?

- 2) What position did Chekov serve in on the Original Enterprise?
- 3) What year was he born?
- 4) What position did Chekov serve in after the first five-year mission of the USS Enterprise?
- 5) How many brothers and sisters did Chekov have?
- 6) What was Chekov's first command position?
- 7) What are the names of all his commanding officers?
- 8) What was the first episode that Chekov was in?
- 9) What rank did Chekov hold when transferred to the security department on the Enterprise?
- 10) What was Chekov's Starfleet Serial number?

Hikaru Sulu



- 1) What was the original position that Sulu held on the Starship Enterprise?
- 2) What year was Sulu born?
- 3) What was the name of the first starship that Sulu commanded?
- 4) What year did Sulu assume command of a starship?
- 5) What are some of Sulu's personal hobbies?
- 6) What was the name of Sulu's daughter?
- 7) What year was she born?
- 8) What position did Hikaru Sulu hold in the mirror universe aboard the ISS Enterprise?
- 9) What was his Rank there?
- 10) What was the first episode Sulu appeared in?

Uncle Hal's column



Written by: Max Androcoliss

Greetings everyone, this is Uncle Hal again! It's been a while, but we're back in business, and raring to go. With the approach of the holiday seasons we thought it would be a great idea to talk about your favorite gift

and mine! PHASERS!!!



Yup, you got it. This is the first in a three part series regarding phasers. This first part has to do with their settings. I know a lot of you use something other than 16 (I hope you do at least.) Here's a break down of all the settings the newer phasers have. Next issue we'll talk about a few of the more common types, with the third in the series based on experimental weaponry. So without further adieu here you go!

These settings are as listed in the Next Generation Technical Manual, and can therefore only safely be applied to TNG-era Type-I and Type-II (and maybe Type-III) phasers. TOS-era Type-I phasers (remember, the Type-II unit was merely an additional power pack) had a dial going up to around 16, so maybe very little has changed. Perhaps the settings remain the same, while storable power levels and the efficiency of the discharge continue to improve.

Setting 1

Description: Light Stun

Notes:

- This setting is calibrated for base humanoid physiology, and causes temporary central nervous system (CNS) impairment resulting in unconsciousness for up to 5 minutes
- Higher levels of reversible damage to the CNS result from repeated long exposures
- The discharge energy index is related to RNE (RNE needs to be explained. It doesn't look readily explainable to the context of the article.) protonic charge levels
- Standard composite structural materials of median-density (consisting typically of multiple layers of titanium, duranium, cortenite, lignin, and lithium-silicon-carbon 372) are not permanently affected, although some warming (from vibration) will be detected

Setting: 2

Description: Medium Stun

Notes:

- Base-type humanoids remain unconscious for up to 15 minutes
- Resistant humanoid types will be rendered unconscious for up to 5 minutes
- Long exposures produce low levels of irreversible damage to the CNS and epithelial layers
- Structural materials are not affected, though higher levels of vibrational warming are evident

Setting: 3

Description: Heavy Stun

Notes:

- Deep sleep for up to 1 hour
- Resistant bioforms will be rendered unconscious for approximately 15 minutes
- Single discharges raise 1cc of liquid water by 100°C
- Structural samples experience significant levels of thermal radiation

Setting: 4

Description: Low Thermal Effects

Notes:

- Base-type humanoids experience extensive CNS damage and epidermal electromagnetic (EM) trauma
- Structural materials exhibit visible thermal shock
- Discharges of longer than five seconds produce deep heat storage effects within metal alloys

Setting: 5

Description: High Thermal Effects

Notes:

- Humanoid tissues experience severe burn effects but (due to water content) deeper epithelial layers will

not char

- Simple personal force fields are penetrated after five seconds
- Large fields as used by Away Teams will not be affected

Setting: 6

Description: Light Disruption Effects

Notes:

- Organic tissues and structural materials exhibit comparable penetration and molecular damage as high energy causes matter to undergo rapid dissociation
- The 'familiar' thermal effects begin to decrease at this level

Setting: 7

Description: Moderate Disruption Effects

Notes:

- Organic tissue damage causes immediate cessation of life processes as disruption effects become widespread

Setting: 8

Description: Medium Disruption Effects

Notes:

- Cascading disruption forces cause humanoid organisms to vaporize, as 50% of affected matter transitions out of the continuum
- All unprotected matter is affected and penetrated according to depth and time of application

Setting: 9

Description: High Disruption Effects

Notes:

- Medium alloys and ceramic structural materials (of over 100 cm thickness) begin exhibiting energy rebound prior to vaporization

Setting: 10

Description: Extreme Disruption Effects

Notes:

- Heavy structural materials absorb or rebound energy; there is a 0.55 second delay before material vaporizes

Setting: 11

Description: Slight Explosive/Disruption Effects

Notes:

- Structural materials utilizing ultra dense alloys absorb or rebound energy with a 0.20 second delayed reaction before vaporization
- Light geological displacement, as approximately 10 m³ of rock (of average density 6.0 g/cm³) is explosively decoupled by a single discharge

Setting: 12

Description: Light Explosive/Disruption Effects

Notes:

- Structural materials utilizing ultra dense alloys absorb or rebound energy with a 0.1 second delayed reaction before vaporization
- Moderate geological displacement, as approximately 50 m³ of rock (of average density 6.0 g/cm³) is explosively decoupled by a single discharge

Setting: 13

Description: Moderate Explosive/Disruption Effects

Notes:

- Shielded matter exhibits minor vibrational heating effects

· Medium geological displacement, as approximately 90 m³ of rock (of average density 6.0 g/cm³) is explosively decoupled by a single discharge

Setting: 14

Description: Medium Explosive/Disruption Effects

Notes:

- Shielded matter exhibits medium vibrational heating effects
- Heavy geological displacement, as approximately 160 m³ of rock (of average density 6.0 g/cm³) is explosively decoupled by a single discharge

Setting: 15

Description: High Explosive/Disruption Effects

Notes:

- Shielded matter exhibits major vibrational heating effects
- Extreme geological displacement, as approximately 370 m³ of rock (of average density 6.0 g/cm³) is explosively decoupled by a single discharge

Setting: 16

Description: Extreme Explosive/Disruption Effects

Notes:

- Shielded matter exhibits light mechanical fracturing
- Catastrophic geological displacement, as approximately 650 m³ of rock (of average density 6.0 g/cm³) is explosively decoupled by a single discharge

KNOWLEDGE IS POWER!



By Maximillion Androcoliss

Today we'll talk about something near and dear to all engineer's hearts: the Diagnostic. In an alarming trend far too many of Starfleet's newer engineers don't always perform a diagnostic before they start working. Some hardly use them at all! Today we'll talk about the differences in them, and how long they take.

The quickest and easiest to perform is the Level 5 Diagnostic. This is an automated procedure used to verify system performance. Level 5 diagnostics, usually require less than 2.5 seconds and are typically performed on most systems on at least a daily basis. Another critical time they are performed is during crisis situations when time and system resources are carefully managed.

The second quickest of the Diagnostics is the Level 4. This is also automated and intended for use whenever trouble is suspected with a given system. This protocol is similar to level 5, but involves a much more sophisticated battery of automated diagnostics. For most systems the level 4 diagnostic can be performed in under 30 seconds.

Level 3 Diagnostics are similar to level 1 and 2 diagnostics, but involves crew verification of only key mechanics and systems readings. Level 3 Diagnostics are intended to be performed in under 10 minutes.

The level 2 diagnostic test refers to a comprehensive system diagnostic protocol which, like a level 1, involve extensive automated routines, but requires crew verification of few operational elements. This yields a somewhat less reliable system analysis, but is a good procedure when time is critical, as it can be performed in less than half the time of a level 1.

Now the one you've all been waiting for. The level 1 diagnostic, you've all heard of. Some of you have even ordered it. But not all of you have performed it or are aware of everything involved in running one.

The level 1 diagnostic is the most comprehensive type of system diagnostics which are normally conducted on a ship's systems. Crew members perform extensive automated diagnostic routines, as well as extensive physical verification of system readings and mechanisms. Rather than depending on automated programs alone, they guard against the possible malfunctions in self-testing hardware and software. Level 1 Diagnostics on major systems can take several hours, and in many cases, the subject system must be taken off-line for all of the tests to be performed.

So in conclusion, now you know what they are, and how long they take. When performing a diagnostic other than the 4 or 5, it's always best to bring the secondary online. That way if there are any problems during the diagnostic, you've still got the system being tested available. Also, during routine maintenance, it's always good to perform a Level 2 diagnostic on back up systems to make sure they're up to specifications when needed.

CREATURE FEATURE.

ACCESSING FILE:

RACIAL PROFILE: ANDORIANS

Written By: Max Androcoliss

Andorians



I) Physical description

Andorians are humanoid-like beings that combine both mammalian and insectoid characteristics. They possess an internal skeleton, like other humanoid races, but they also have a limited exoskeleton, an insectoid trace, which helps the protection of the limbs and the torso. They are taller than the average terran, and quite noticeable are their blue skin and antennae. The fact that their melanin contains a high level of non-radioactive cobalt is responsible for the blue skin. The majority of Andorians have white hair, but there is a small group, about 15%, that has black hair.

The Andorian vision is given by 2 organs: the eyes and the antennae (the antennae have a function in hearing too). The Andorian eyes can't perceive colors. The retina is made of intensity-sensitive pins and can just perceive different gray scales, but they are responsible for a great 3D sense. The light-sensitive pins in the antenna are responsible for the color perceiving, and they cover all color spectrums visible by human eyes, and some infrared wavelengths too. Because of the fact that they have 4 light-receptive organs, their depth perception is more accurate than most humanoid races. The Andorian auditory sense is, also, superior to most humanoid races, due to the use of ears and antennae. The limitation with the antennae is that they are mono-directional, so they must be turned to the sound font. On other hand, they are responsible for a great range of frequencies. The Andorian antennae are very sensitive to pain, because there are quite a large number of nerves there. So, in Starfleet, when they are in combat training, real combat or doing any activity that can injury that head area, they use special helmets.

The Andorians are generally stronger and have better lung capacity than humans because they have a thinner atmosphere and higher gravity than Earth. Their strength is between Human's and Vulcan's, and they have a similar endurance that Vulcan's have. At thinner atmospheres, Andorians can be more efficient than Humans. Andorians have one of the fastest reaction times among Federation races, above Humans and even above Vulcan's.

Andorian life spans are about 130 Andorian years (about 180 Terran years). Andorians are born from eggs. The eggs remain in the female about 11 months, and then it takes 1-2 more months after they are put out for

the new Andorian be born. They need constant care at this period. Although the adults have a lot of endurance, Andorian newborn children are very weak, even more so than Humans, and they demand a lot of care. Just after the birth, it's very common to put them in an incubator that controls the external heat, heart, lungs and digestive system activity. They remain there at least until their 5th week. The mortality rate among babies that are not put in an incubator is about 27%.

One Andorian weak point is that their homeothermal systems are not so developed, and their bodies have difficulty keeping the temperature control in external temperatures over 30°C. Andorian body temperature is about 29°C, and the optimal external temperature for an Andorian is about 17°C. Though good temperatures for Andorians is not as low as Tellarites would consider good, there is a problem when external temperatures rise above 30°C: the Andorian body produces a higher amount of some enzymes to compensate that cause them to become easily irritable. The higher the temperature, the more irritable they become. That's the main reason that Andorians, instinctively, construct their homes and cities in the underground: it's something colder, and then, better to keep their bodies' temperature.

II) Psychological description

The Andorian race is a very intelligent race. They possess a strong sense of duty, and they are very disciplined. They were one of few races that developed by itself the warp drive technology. They are hard-workers and can be uncomfortable when they are in purely recreational activities. They are sometimes stoic, and avoid, too many strong personal relationships. Although they dislike purely recreational activities, they see art as an important factor in their culture, so they cultivate art as much as science. They are fond of technology, and their scientists are very requested in the Federation. Andorians are, by nature, warriors, but as they matured as a race, they learned how to control this side. A factor that helps a lot is that Andorians are quite logical beings. However, once unleashed, Andorian savagery and fighting abilities are almost unequaled. This aggressive tendency comes because Andorians have a lot of energy. Like the Vulcan's, they were a warlike race in their past, admittedly a violent one, but then, as they developed as a race, they put this energy, formerly aggressive, directed to work and duty.

Andorians are quite cool thinkers, and generally they think and act rationally. However, they cultivate strong emotions instead of just pure logic devotion. Sometimes they can be irritated to a point that they lose their reason. Their temper is famous, but two points helps to understand it: first, they don't respond well to high temperatures and second, their culture has a strong taboo against the appearance of frivolity. Generally they don't hide what they are feeling from others, but they show it in a discrete way. They have a martial spirit, and the only sports that they cultivate are the martial arts. Which is what make Andorians exceptionally good in combat.

Andorians possess a different humor sense from Humans, which make some people see them as humorless beings, which is not true. They don't see humor in the same way as humans, and the opposite is true too, in that Humans don't take pleasure with the Andorian sense of humor. However, it is because Andorians have a peculiar sense of humor, different from other races, not because they are humorless. Andorians, then, cultivate their logic without putting aside their emotions.

AND THE ANSWER IS...

ACCESSING FILE:

TRIVA- ANSWERS

Star Trek Trivia Answers

Written by: Max Androcoliss

Continuing in our previous tradition, we're featuring yet two more of the most famous Starfleet officers ever to have served. The two officers, Commander Pavel A. Chekov, and Captain Hikaru Sulu.

Pavel A. Chekov



- 1) What is the name of the actor that played Pavel Chekov?
A: Walter Koenig
- 2) What position did Chekov serve in on the Original Enterprise?
A: Navigator
- 3) What year was he born?
A: 2245
- 4) What position did Chekov serve in after the first five-year mission of the USS Enterprise?
A: Chief of Security (Star Trek: The motion picture)
- 5) How many brothers and sisters did Chekov have?
A: None, he was an only child.
- 6) What was Chekov's first command position?
A: Executive officer of the USS Reliant
- 7) What are the names of all his commanding officers?
A: James T. Kirk, Clark Terrell
- 8) What was the first episode that Chekov was in?
A: Catspaw, aired in the beginning of the second season
- 9) What rank did Chekov hold when transferred to the security department on the Enterprise?
A: Lieutenant
- 10) What was Chekov's Starfleet Serial number?
A: 656-5827B

Hikaru Sulu



- 1) What was the original position that Sulu held on the Starship Enterprise?
A: Physicist
- 2) What year was Sulu born?
A: 2237
- 3) What was the name of the first starship that Sulu commanded?
A: Starship Excelsior
- 4) What year did Sulu assume command of a starship?
A: 2290
- 5) What are some of Sulu's personal hobbies?
A: Fencing, botany, and Old-style handguns.
- 6) What was the name of Sulu's daughter?
A: Demora Sulu
- 7) What year was she born?
A: 2271
- 8) What position did Hikaru Sulu hold in the mirror universe aboard the ISS Enterprise?
A: Chief of security
- 9) What was his Rank there?
A: Lieutenant
- 10) What was the first episode Sulu appeared in?

A: Where No Man Has Gone Before

LOOKING INTO THE PAST

ACCESSING FILE:

USF FLASHBACK

I was just looking around the other day and I found this log written by our own Captain Grant way back in 1996 when she was just an Ensign on the Hermes. I know the archives are still up on the boards and to tell you the truth I'm not really sure if this one is still there or not, but I do know that we've all lost some stories when the boards were archived. Hopefully this will bring back some memories for those involved in the story. And yes I'll be looking for more, so keep your eyes open for them. Enjoy!

Koric Hawkins

~~~~~BEGIN TRANSMITION~~~~~

Ensign Leetanzia Grant  
Medical Officer  
USS Hermes

This takes place after she returns from Sickbay.

Personal Log SD9611.24

She stepped back inside her quarters after watching Jason leave. She leaned against the wall, sighing. "Today is a day I'll never forget. It began this morning, I was getting ready to running with Jason...."

~~~~~  
She stood in front of the mirror wondering what to do with her hair. She had already chosen her outfit. A white swimsuit and loose green running shorts. Her light brown spots seemed to leap from her skin from beside her right eye and around her neck in that S shape no one could ever understand.

She giggled nervously.

The product of a mixed marriage.

At least she was original. She didn't know any other trill with spots like hers. All the other girls had spots down both legs that just followed each other down. Not hers. Hers had this twirl to it. And hers were only on her right side.

"We're going running! What am I so nervous about?"

She turned her attention back to her hair. She didn't want to wear her usual braid pinned at the neck. That was for work. It was too long to leave loose. Especially for running. Ponytail...too casual? Maybe not. She brushed her straight hair together, gathering it at the top of her head. She tied it there with a green ribbon. The brown locks now hung nearly to her waist. She smiled into the mirror.

The last problem was the gash on her neck. She couldn't chance going to sickbay to fix it up. She really didn't want Jason to question her about it, either. She was not ready to tell anyone. Not yet, anyway. She could always say it happened in her sleep.

Satisfied, she grabbed her black duffel bag and stuffed a small towel and a bottle of water inside. She headed for the door and Holodeck 2 ten minutes early.

Lee arrived at the holodeck and stepped inside to wait for Jason. Her heart was pounding. She had to calm down. She sets herself down on the floor and begins stretching for their run.

Jason came in a few minutes after wearing grey shorts and a dark blue tank top. "Am I late?" he asked.

"No, not at all. I was early." Lee looked up from her stretching. She tried not to stare at his muscles. Not too hard, anyway.

"I was planning on it but these murders really got me going."

"Have you warmed up?" Calm down, Lee. Relax.

"Warm up? Yes, I have as a matter of fact."

"Good. We can get started. This program was a gift from a girlfriend at the academy. This will be my first time running it." She grins shyly.

"Well then I am honored you are sharing this with me." He smiled that killer smile again.

"Computer: initiate program Grant Krystal Alpha 3."

The yellow grid disappeared and was replaced by a slow moving stream with grass and sand on its banks. In the distance a large mountain can be seen and a low rumbling can be heard.

"Where is this?" Jason asked, looking around.

"This is Mount Krytal Falls. It is a special place on Trill. It is rumored that the Symbionts originated from here. I've never actually been here."

Jason looked at her. "Trill must truly be a beautiful place."

"It is." She said, wistfully. "Ready to run?"

Jason cleared his throat. "So how far do you usually run?"

Lee smiled. "Well, I try to do 5 miles a day. Sometimes I do 10. I love running. It gets the blood moving."

"Please tell me this is a five mile day." He smiled at her, his green eyes twinkling.

"Maybe a little shorter," she laughed. "I'd like to enjoy the scenery. Maybe talk a little."

"That sounds good to me. Are we ready?"

Lee set off at a slow pace beside the stream, waiting for Jason to find his pace.

Jason met her pace, jogging easily along. "I used to run a lot...."

"Used to?" She glanced over at him, her hair bouncing around her shoulders.

"Yeah, it just seems the longer in Starfleet, the less time you get."

"Well, I intend to keep running. I love being outdoors, even if it is a holodeck."

The rumbling in the distance gets louder.

"Well it's easier to run with a partner." Jason smiled her way. "Do you mind if I run with you more often?"

"I started running with my father when I was ten." She smiles fondly, her lips curling at the edges. "I'd love the company."

"So what is that rumbling coming from?"

"Oh, that's the falls." She points up at the mountain not too far ahead. "Would you like to head up that way?"

"Falls....sure, I'll bet it's a sight to behold."

"It should be."

Lee pointed to a trail up ahead. "We should follow that trail. It's shorter than following the stream the whole way."

He laughs as he kicks into high gear. Pulling ahead of her, he teases, "Come on slow poke!"

Laughing, Lee sped up her pace, pulling even with him, then pushing out ahead. The trail began to steepen, so she evened her pace and stopped talking to concentrate on her breathing.

Jason tries to catch her, but only manages only to stay right behind her.

They slowed down as the trail came to an end, and an army of trees stood before them, daring them to enter.

"We're going to have to hike a little bit. Is that okay?" Lee was only slightly out of breath, but she didn't mind the break.

She was treated to a magical smile, as Jason answered her. "That's fine. I love hiking."

"Really? So do I!" She smiled, gazed off into the distance. "These trees remind me of home so much..."

"Do you miss it?" he looked at her.

"Very much." She looked back at him, seeing him nod his head knowingly. "But it's different without my father. But what about you? Where are you from?"

"I was born on Sebuluos VII but grew up in the triangle with my sister."

Lee's eyes lit up. "You have a sister. That must have been nice. I was an only child."

"Well, I did." He grinned somewhat awkwardly.

Horrified, Lee stopped short. "Oh, I'm so sorry. I didn't mean..."

Jason turned to face her. "Its ok ...she has been gone for some time"

"I've lost many people myself. You never really get used to it." She frowned, saddened. She laid her hand on his arm, and he placed his over hers.

"It is hard but you learn to live with it."

"So, I guess we're both alone." She started walking again, leaving her hand on his arm.

"Not anymore."

Lee smiled, then looked up ahead. "The trees are clearing. It shouldn't be too far now."

They came out of the trees to a rock wall. Not too steep, but a definite climb.

"Your world is beautiful." Jason smiled down at her.

"I wish I could go back, but Starfleet is going to keep me very busy." They reached the wall, and Lee turned her head upward.

He shook his head. "I am glad it keeps me busy. I hate thinking of home."

"Well, maybe you won't have to think of home. How are you at rock climbing?"

Jason grinned, laughing. "Now that is one thing I can do and I love to camp."

Lee stood up on her tiptoes and kissed him on the cheek. "Race you up!" She ran to the wall, and began climbing the rocks.

Jason smiled at her kiss and watched her run off. He approached the wall, ready to climb. Lee peeked behind her, sees him looking for handholds. He does know how to climb. "Here I come!" He called out. "I'll be waiting!" Lee laughed as she reached the top. Jason climbed over, then looks back down. "This is incredible!" "The view is incredible!" Lee agreed. She pointed the their left. "Let's go this way. We should be able to see the falls from there." Side by side, they passed through various bushes and trees. The foliage gave way to a lake with a large stream running into it. "I can see why you think of home." He said, looking around. "I grew up on Trill. It's the only place I know other than Starfleet Academy." "I wish I could visit it someday." "Maybe you can come with me." Lee smiled up at him. He grins back down to her. "That would be nice." The stream widens, and the rumbling becomes louder. The stream pulses out of the white foam beneath the cascading water. A rainbow crosses the falling water. They both stop in awe of the view. "It's so....." Lee began "so....." "Exactly." Lee wanders over to a large boulder and leans against it, her eyes on the falls. Jason watched her ease herself against the stone, then stepped over to join her. She looked up at him, staring into his eyes. "I'm glad you came with me." "So am I." Jason gazed deeply into her green eyes. She smiles happily, rests her hand on his waist. He moves closer, leaning down toward her. Their lips meet. She wraps her arms around him. A little moan escapes her. "Lee..." He pulls her closer as she melted in his arms, her body against his. He kissed her passionately, running his fingers across her face, over her cheek. She pulled back slightly and searched his face. He gazed into her eyes, whispering, "This is truly a beautiful place." "That's because you're here, Jason." He couldn't release his gaze, letting himself drink in her beauty. She slid her hands down his arms, feeling his muscles. She takes both his hands in hers. "Lee," he began, his green eyes locked with hers, "Ever since last night, I haven't been able to think of anything else." She smiled, looked away briefly. "Neither have I." She turns her back to him, leaning against his chest. Jason wrapped his arms around her, holding her tight. She smiled, rested her arms over his. "I've only known you for a few days, but talking to you...being with you....I've never felt this way....Ever." She leaned her head back onto his shoulder. Jason nods down to her, smiling. "That's how I feel." He can feel her tremble in his arms. They stood there in each others arms, listening to the rumble of the waterfall. Nothing could be sweeter. "Lee? What happened?" She stiffened. "What?!" He was looking at her neck. "Um....." Her heart pounded. She couldn't tell, she didn't want to. She couldn't keep it from him. "How did it happen?" He asked gently. "I'm not quite sure..." she hesitates, unsure of what to tell him. "You don't have to tell me." he said softly. "It's just so weird... I think there's something wrong with my symbiont....but I don't know what..." Looks at her with caring eyes. "What could be wrong? How could it gash your neck?" He looked up and away. "I'm sorry. It isn't ay of my business." Turns her head toward him. "No, don't be sorry. It's just weird. I've been having nightmares. I have to tell someone. I've been putting it off because.....I'm scared." "Scared of what?" he asked, still holding her. "I fought so hard to be joined. Because I'm half human, they were ready to reject me. They also said I may experience problems. I'm scared that if I go back, they'll take Grant away from me."

Jason turns, holding her protectively against him. He sees the tears forming in her eyes. "I thought they couldn't do that. Wouldn't the host die?"

"Yes." She shivered violently.

He lowered his head against hers. "Have you asked Teena or Beth about it yet?"

Lee shook her head. "I was planning to see Teena first. You know, to see if it was a medical problem."

"Beth may be able to help with the nightmares."

"Yes, but there's more."

"More?"

"I think I should show you. Back in my quarters."

Jason nodded his head. "Sure."

Lee pulled away from him, clinging to his hand. "Computer, end program."

She looked up to him shaking. "Help me." She pleaded.

"I will do what ever I can, Lee.....believe me." He promised softly.

"Thank you, Jason."

They walked toward the arch and exit the holodeck.

"No, Lee." He smiled warmly. "Thank you for letting me in."

They walked down the corridor to the turbolift in silence. They wait for the lift, then enter. Lee seemed to be in a daze. Jason was concerned.

After reaching her deck and exiting the lift, they moved toward her quarters. Lee came out of the daze.

"I've had these feelings lately...paranoid feelings. It's almost as if someone is watching me..." She watched nervously for his reaction.

"Lee.....is it the murderer? Or is it something else?"

"No. It began before the murders."

They stopped at the door to her quarters.

"I usually ask the computer if there's anyone inside my quarters. Either that or I search every room myself."

"Is it just around your quarters are you feel this?"

"Yes. Usually." She opens the door, steps inside gingerly.

"Do you feel it now?"

"Yes." she whispered. "Come this way."

Jason followed her in, keeping alert.

She leads him to the bedroom, and to her closet. She pulled out her sketchbook.

"Look, I don't usually show anyone my sketchbook. It's almost like a diary. I tend to draw who and what I'm thinking of."

He looks at the book in her hands. "You don't have to show me. You can just tell me."

She shook her head. "You'll see why I have to show you."

She flipped the delicate pages tenderly, opening it finally to a drawing of a green snake with red eyes.

"This is what you sense?"

"This is the snake that killed Korth, my previous host."

Jason studied the sketch.

"The oddest thing is that I did not remember it until AFTER I drew it..." She turns the page for him. "Then, I drew this next one."

The drawing was the same snake coiled over two dead boys.

"These are Korth's sons...the snake killed them first."

Jason looked at the book, then back to Lee.

She sighed heavily. "Korth died right away...Grant suffered some damage, too. The symbiont was treated then passed onto me. Grant's memory during this time is highly questionable...but there was someone who saved Grant, but not Korth."

"Could it be you feel like someone is watching you because of the suppressed memories?"

Lee nodded. "It could be, but there's a another problem."

"What is that?"

"This is a Diamond Eye Snake...It's native only to Vulcan...It could not survive on Trill. It was not supposed to be there."

"So if someone tried to kill Korth, is it possible that you are next?"

"I think someone tried to kill Korth, yes, but it was something to do with him. Not me. I sent a subspace message to Trill several days ago to the Symbiosis Commission. I inquired about who returned Grant to the Commission.

"Maybe the new memory is the symbiont trying to warn you."

"I don't know for sure, but I don't think so. I feel Grant's anger."
She became very quiet. "I keep having flashbacks to that night. That's when I got this. It's the same place Korth was bitten by the snake."
"You got the wound from a dream?" He asked, concerned.
Lee looked up shyly. "Yes." She takes the book from him and returns it to the closet.
Jason looked softly into her eyes. "We need to find someone to help you. If that could happen to you then there is no telling what else could."
Lee nodded. "I know. I had passed out...I don't even remember drawing these pictures. But I can't say anything just yet. What will happen to me? Now that I just found you....."
"I won't let anything happen to you or ...us ..tell me what I can do."
"That's the thing. I'm waiting for a response from Trill."
"What do you plan to do in the mean time?"
Lee shook her head. "I don't know."
<COMPUTER: There is an incoming subspace message for Ensign Grant.
Lee looked to Jason, her eyes wide. "Oh my God!"
He took a step back. "Do you want me to leave?"
Lee physically drags him over to her computer. "No." Her eyes pleaded him to stay.
"Good," he smiled. "I don't want you to face this alone."
"Thank you." She smiled back at him nervously. She turned to the console.
The image of a male Trill came on. He looked around several times before actually speaking.
"Leetanzia Grant, I am Martono. I work for the Symbiosis Commission."
Jason leaned against her desk, his hand resting on her shoulder.
"I have been forbidden to respond to your message, but due to a great debt I owe your deceased father, I am taking a chance. I must speak quickly. Grant was rescued from Korht's death by Gareth...He tried to take Grant for himself...but Grant wouldn't take...he rejected Gareth.."
Martano looked behind him and around once more.
"Gareth is still alive and on Trill. You know where to find him. Please don't tell anyone I spoke to you. Best of luck in your search."
The image fades. Lee stares at the screen in shock.
Jason squeezed her shoulder. "Could this Gareth have killed Korth to get Grant?"
Lee looks at Jason with tears in her eyes. "I know of Gareth. He had been passed over by the Commission for joining."
He pulled her into his arms, holding her head to his chest.
"Gareth lost all control. Ranted and raved about corruption in the Commission. Swore he would do anything to be joined."
The tears slipped from her eyes, running down her face. Jason feels the fallen tears, and wipes them away with his gentle fingers.
"Jason, Gareth is Korth's brother." She gazed off into the distance. "My own brother. That's how the snake got there."
Jason steps back slightly, holding her an arm's length away. "Lee?"
"Thank you for being here with me." She steps in, hugs him tightly. "I'm sorry to spook you like that. Us Trills talk like that sometimes."
"Lee, I wouldn't want to be anywhere else."
"I'm going to file a report with the commission...They must do something about Gareth..."
She felt her shoulders slump, suddenly exhausted.
"But what does this have to do with your feelings of being watched?"
"Because Grant was....Not now, but I'm experiencing his death. Those memories must have been putting a lot of stress on Grant."
"Even though Gareth didn't take, could some of his ...memories ...have manifested?"
"I don't think so ...It takes several weeks for the symbiont to truly join with a new host. I received Grant just short of two weeks after Korht's death."
"Lee, listen to me," he locked eyes with her. "It doesn't matter what time it is. If ever you need to talk...."
"What if I just want your company?" She smiled up at him.
"Then you better call me." He laughed lightly.
Lee reached up as he leaned toward her, their lips meeting, the kiss undying.
They pulled apart reluctantly.
"I've got about an hour before my shift in Sickbay starts...."

"Yeah, my shift starts in a little while, too. Thanks for today. I enjoyed being with you."

"Jason?"

"Yes, Lee?" He takes her hands in his. "What is it?"

Tears slipped from her eyes, streaming down her cheeks. "Please don't go yet. Sit with me for a while."

"I wasn't going."

Lee smiles through her tears, leads him to the couch. Jason takes a seat, and she sits next to him.

She leans her head on his shoulder and closes her eyes.

Jason holds her protectively in his arms. He watches her tears stop, and her breathing slow. He stays long enough to wake her for work.

~~~~~  
That evening, after a very long day for the entire Hermes crew, Lee returned to her quarters. She had been wondering how Jason had managed during the hunt. He rang on her door just as she was about to look for him.

They spent some time talking. How dedicated he was.....his biggest fear today had been that he felt helpless against the serpent. Similar to how she felt. She sighed. She hadn't wanted him to go. But they both had work in the morning.

But she had given him something.

After returning from Sick Bay, she had pulled out a roll of paper she reserved for special occasions.

Without even realizing what she had done, she had drawn Jason and herself by Krytal Falls from the holodeck.

He had been so surprised!

Tomorrow. She'd have to wait to see him again until tomorrow.

She stepped away from the wall she had been holding up and walked into her bedroom. She took off her combadge and uniform, changing into her silk boxers and tee. She climbed into bed, her eyelids already starting to close. Even before her head hit the pillow, she was asleep and already dreaming of Jason.

| USF SIM SCHEDULE |                  |         |      |                             |                            |
|------------------|------------------|---------|------|-----------------------------|----------------------------|
| Day              | Sim Name         | Time    | Room | CO<br>Commanding<br>Officer | XO<br>Executive<br>Officer |
| Sunday           | Starbase Everest | 8:00    | OV   | USFLyraCRose                | USFBerman                  |
| Sunday           | USS Federation   | 8:30    | SO   | USFGrant                    | USFJenLee                  |
| Sunday           | USS Excelsior    | 9:00    | OV   | FCptArronax                 | CmdrLe                     |
| Sunday           | USS Lexington    | 9:00    | IRC  | AdmAndyC                    | USFQuell                   |
| Sunday           | USS Marquesas    | 10:00   | 001  | USFKharn                    | MajDK1                     |
| Sunday           | Outpost Cousteau | 10:30   | SO   | USFKivo                     | USFHobbes                  |
| Monday           | USS Fragglerock  | 8:02    | 001  | USFLazana                   | CmdrClarkSavage            |
| Monday           | USS Columbia     | 9:00    | SO   | USFMancuso                  | =OPEN=                     |
| Monday           | USS Eclipse      | 9:00    | OV   | USFWBlake                   | =OPEN=                     |
| Monday           | SS Nigala        | 10:00   | 001  | USFTrek                     | CommanderPanthro           |
| Monday           | USS Aldrin       | 11:00   | SO   | USFKillianSylver            | USFKendall                 |
| Tuesday          | USS Roddenberry  | 9:00    | 001  | USFTLara                    | USFRay                     |
| Tuesday          | Atlantis (SOG)   | 9:00    | SO   | USFEliz H                   | USFCaitlin                 |
| Tuesday          | USS Halifax      | 10:00   | OV   | USFBooker                   | USFJayElf                  |
| Tuesday          | USS Hermes       | 10:00   | 001  | USFHawk                     | USFTroy                    |
| Wednesday        | USS Stealth      | 9:00    | SO   | CaptRigel                   | USF Cmdr Bones             |
| Wednesday        | USF Academy      | 10:00   | 001  | DrMasonMannix               | ProfRachelMannix           |
| Wednesday        | USS Sundancer    | 11:00   | PR   | CaptTrista                  | USF Sparks                 |
| Thursday         | USS Dauntless    | 9:00    | SO   | USFMstrad                   | CmdrNimitz                 |
| Thursday         | USS Potemkin     | 10:00   | 001  | USFWinter                   | CaptDmoney                 |
| Thursday         | USS Agamemnon    | 10:00   | SO   | USFRoelJere                 | USFSynth                   |
| Friday           | USS Lothlorien   | 9:00    | 001  | USF Styre                   | USFRobbClemens             |
| Friday           | USS Integrity    | 10:00   | SO   | USFTXTrek                   | USFKeiriClemens            |
| Friday           | USS Darmok       | 11:00   | OV   | RearAdmAhrele               | CmdrJadziaChall            |
| Saturday         | USS Odyssey      | 9:00    | OV   | AdmiralMason                | USFNight                   |
| Saturday         | USS Reciprocity  | 12:00AM | SO   | USFAdamAndroid              | USFRolly                   |



| <b>Day</b>      | <b>Sim Name</b>         | <b>Time</b> | <b>Room</b> | <b>CO</b><br>Commanding<br>Officer | <b>XO</b><br>Executive<br>Officer |
|-----------------|-------------------------|-------------|-------------|------------------------------------|-----------------------------------|
| <b>END FILE</b> | <b>USF SIM SCHEDULE</b> |             |             |                                    |                                   |

OV= Orbital Velocity

SO= Synchronous Orbit

001= Sector001

PR= Private Room

IRC= Internet Sim

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

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

Special Thanks to Wil Shade, who has been a tremendous help to this publication for the past year. "Thank you" just doesn't seem enough to say for all of the work that he's done. His help has been and will always be greatly appreciated.