



JUNE 2001 Welcome Letter

My staff would like to extend a hearty welcome to our wonderful readers. We are very glad to bring you the June edition of the USF PADD cyber-magazine. I also want all of our readers to know that we welcome your comments. If you're not sure which screen name to email comments to, just send them on to USFShodan@aol.com (me!), and I'll make sure the right person sees them. Thank you very much. Happy Reading!

USFShodan@aol.com
Chief Editor USF PADD



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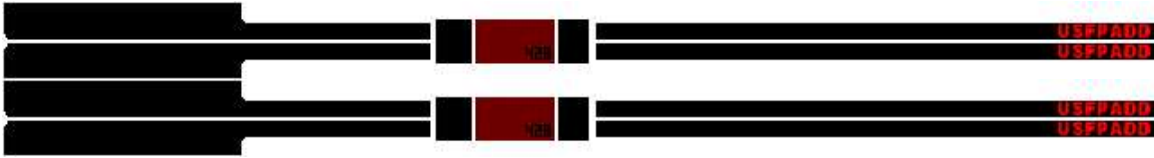
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Off the Wire

From staff and wire reports

Patrick Stewart to begin 'King' trek

NEW YORK -- Patrick Stewart will headline a cast in a new TNT movie based on "King Lear," Variety reports.

The \$11 million movie will transport the Shakespeare play to the early days of the Wild West. It will be re-titled "King of Texas," and shooting starts in Mexico on April 19.

Stewart, the Shakespearean actor who has played "Star Trek" Captain Jean-Luc Picard in "Star Trek: The Next Generation" and three movies, says he got the idea for this version of "Lear" two years ago, while he was working on an adaptation of "A Christmas Carol" for TNT.

Marcia Gay Harden (Oscar-nominated for "Pollock"), Lauren Holly, Julie Cox, Roy Scheider and David Alan Grier have signed on, as well.

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Pentagon Develops Non-Lethal Energy Weapon **By ABCNEWS.com**

The Pentagon has a new ray gun. It'll hurt, but enemies supposedly won't get more than burned.

The Pentagon today revealed a weapon technology that projects a high-energy beam to stun, incapacitate, disorient or stop, but not kill enemies. The technology, called "Active Denial," seems like it's right out of Star Trek.

It uses a narrow beam of energy that heats up the skin of a target, causing pain one might experience when touching a light bulb that has been left on for a while.

The Pentagon said the technology has no harmful effects, because low-energy levels are used, and the rays only penetrate less than 1/64 of an inch into the skin.

The energy travels at the speed of light and only needs to be on for a few seconds to work. It causes pain until the transmitter is shut off or the subject moves out of the beam,

the Pentagon said.

The technology was designed for field commanders, who asked for options short of deadly force for missions like peace-keeping and humanitarian operations, said the Pentagon. It could also help avoid unwanted casualties or damage to property.

"A weapon like this could be particularly useful when adversaries are mixed with innocent persons," said Marine Corps Col. George P. Fenton.

The exact range and size of the beam is classified, as well as its intensity. "We want to have the beam high enough to motivate you to move," said Fenton, describing how it would work in the field.

A Fighting Humvee

At a Pentagon news conference today, Fenton demonstrated a small table top model of the beam, saying he hoped to convince senior officials to fund further work on the project and eventually approve buying and fielding the system.

The program is still in the conceptual phase. Marine and Air Force scientists have been working on it for 10 years, at a cost of roughly \$40 million.

Initial testing has been conducted on animals as well as humans. Human testing has included 6,500 exposures for an average of less than 10 seconds, with only one accidental burn.

Fenton said the beam would not affect targets' eyes because the targets would close their eyes or turn and run if exposed to the sensation of pain. Further research is planned to look at to what extent clothing may shield a person.

Testing is expected to continue into the summer. Officials are currently trying to figure out the appropriate platform on which to mount the device that would transmit the beam.

The transmitter looks like a giant satellite dish, roughly 10 feet tall and 10 feet wide. Pentagon officials are currently considering mounting the weapon on a Humvee, but could be mounted on planes and ships.

From Cdr Tamara

William Shatner will host a syndicated television series that will feature genre films produced by Full Moon Universe, the direct-to-video movie distributor, Variety reported. William Shatner's Full Moon Frightshow will be pitched to television stations at the upcoming National Association of Television Program Executives convention in Las Vegas.

Full Moon is best known for its straight-to-video Puppetmaster, Trancers and Subspecies film series. Frightshow will feature 12 Full Moon titles.

Shatner recently completed directing and starring in Full Moon's upcoming SF thriller Groom Lake, which will be shopped to cable networks, Full Moon chairman and founder Charles Band told Variety.

SERIES V

Not everyone may know that the next Star Trek series will begin production soon. Or at least that's what the scuttlebutt currently is. Many people have speculated or even testified it will be a Birth of the Federation series, one that chronicles a crew of an early pre-TOS ship. There is a great debate currently on some websites over whether that would be a good idea if it were true. Some facts we DO know are:

- According to Rick Berman:

"Yes, this show will have a primary starship."

- According to Rick Berman:

"I think that there is a definite possibility that we may have a title that does not include the words Star Trek. That may be a sacrilegious thought but we have an idea that may include the need for that."

Here is Rick Berman commenting on this question from the Star Trek Communicator (issue 131):

"Well, these decisions are currently resting with paramount, but I think it is pretty certain that the target date is going to be September/October 2001. Obviously, with the impending writer and actors strikes, that could change."

- Rick Berman comments from issue 131 of the Star Trek Communicator:

"I just don't know -- anything is possible. I would say that there is also a strong possibility the new series could air on UPN."

Majel Roddenberry who spoke to Sci-Fi Wire in January - "they've (Paramount) already turned down two premises that have already been handed in."

These have been speculated to be a non-Federation show and a younger-crewed show like Starfleet Academy.

I leave you with one last quote from Rick Berman, the head of all things Trek:

"Brannon and I have written the script together and have gotten very positive responses from the people at Paramount. We have made some serious revisions and handed in our second draft and the studio is very much behind the project. The question now is where is it going to end up? Who will be in it, etc.? All those fun things!"

(For more up-to-date information, visit <http://www.startrek.com>.)





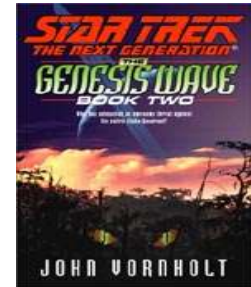
Book Review

Cmdr Quixar, USS Lexington

Star Trek: The Next Generation: The Genesis Wave I
John Vornholt
Pocketbooks

1 out of 5 stars: *

I despised this book. It was hate so strong that I had to finish the book just so I could rant about it with all the facts.



1. Troi as a selfish Riker accessory made my skin crawl. Vornholt has no clue how to write her. She has never been this emotionally whacked IMHO.
2. OK, the man needs to know his stuff before he can write it. He thinks that Gel-Packs are power sources not processors. It bugged me as a techie more than anything. And the entire idea of phase cloaking which is a serious portion of the premise is incorrect. Phase cloaking was an experiment right? Not the mainstay of the Romulan fleet. Did I miss that?
3. The Federation seemed entirely incompetent. From the captain of the Neptune to the great Nechayev herself, they didn't seem to have a clue, and not in the way of a mystery. Do your jobs!
4. I find no suspense at the end. Geordi ain't dying. He will end up alone romantically. (That whole subplot was tiresome at best) and I find myself not caring about the mysterious force at work. Crusher will be fine wherever she is. It's just all trite. Horta Fodder.



I'm done. Sorry for the negative vibes, but seriously, this is a stinker. Vornholt needs to read some other books or *gasp* watch and listen to the shows. A bad choice by the editors to allow out. As I said, 1 out of 5 stars. If it seemed plausible, I could have been interested, but I have no intention of reading the second book. I've never had a Star Trek Book that was this irritating before, so it must be bad.





Web Page Review

Cdr Quixar USS Lexington

I came across an interesting concept on the Net that could be useful for those of you can't get enough Trek and Space news.

The website is called *TrekPages* and it offers something I haven't seen before that could make a lovely Home Page for your browser...

“*TrekPages* is a series of themed Star Trek start pages. All though there aren't many of them at this point, I am constantly making more... Each of the pages features:

- Star Trek, Andromeda, World, and Space headlines, which are updated at various times throughout the day.
- Sev Trek TV Cartoon, which is updated weekly.
- Quick links to popular sites and a TrekSearch box.
- Random graphics. This means that each time you view a page; certain graphics will rotate from a series of graphics I have made. To see what I mean, visit any of the pages, and then hit reload on the page. It'll look a little different...

Each of the pages has themed graphics and colors. Voyager fans can use the Voyager start page, while TNG fans can use the TNG page, and so on... And for those who don't want to stick with one, there is a URL, which will load a random start page from all the ones I have made.”

This is a direct quote from the start page, its pretty cool. The changing graphics make it fresh, the content is ever changing, and the author is continuing to add more.

Here are the current pages provided:

- Random Page
- Star Trek TOS
- Star Trek TNG
- Star Trek DS9
- Star Trek Voyager
- Klingon
- Borg
- Cardassia
- Romulan

They are all designed for ease of reading and extra quick load-time. The only thing lacking so far is the Dominion page, but I spoke with the webmaster and that is his next project. Whether used as a start page or as an occasional newsstand, these pages have a lot of potential for the Trekker seeking info or interesting tidbits. Check it out!!

<http://trekpages.cjb.net>

PS-My favorite so far is the Romulan one.



New Faces and New Places

Xercia

Submitted by - SOGXianKalmaku, member of the Species Creation Group, USF. If you'd like to join the Species Creation Group, please send an e-mail to: USFElizH@aol.com.

Planet side

Xercia is located on the outskirts of the Beta quadrant. The planet is one of three, and the smallest (3,920 km in diameter), in the Takisha system. The other planets, Arias and Kena, are larger, but less populated. The three planets orbit Larin, the sun. Xercia's orbit is equal to 208 Earth days. One orbit is a cycle. Due to a recent plague, approximately 400,000 Xercian citizens remain.

Xercia's atmosphere consists of mainly nitrogen and oxygen. Over 50% of Xercia is under water, fresh water. There are three landmasses that are close to each other in proximity and easily accessible from one another. Two of the three landmasses are composed of a rocky material similar to granite, called xicron. The third is believed to be of the same material, but is covered by a large glacier. The larger continent, Xavrelis Major, is 4,870 square meters in area. There are many lakes, rivers, mountains, and valleys on Xavrelis Major. Flora and fauna are abundant. The most important land structure is the large network of underground caves. The caves house the city, Xamel. Other major cities on Xavrelis Major are Quarles, Prasad, and Ciano. Xavrelis Minor is the smaller continent, its area only 1,630 square meters. Its surface is mostly mountains. There is only one major city on Xavrelis Minor, Esalle, which is an important sea port.

Government

The government on Xercia is a monarchy. There is a group of elected citizens, The Coterie, that gathers once a cycle to discuss laws and other policies. The group gives their final word to the Envoy, who relates the decision to the present ruler, and then he/she makes the final decision.

There are several families of monarchs on Xercia, of them the Xiva dynasty is the most prominent. The Xiva dynasty overthrew the Xander dynasty over 300 cycles ago. There have been four rulers before the present ruler, Queen Latesh Lee Xiva. King Georg Remin Xiva was killed by the Terran influenza plague over 50 cycles ago.

The other families on Xercia are divided into two other castes, nobles and merchants. Both types of people work and supply themselves with what they need. The titles are simply in place to set seat positions in the Coterie. Each family has its own seat and representative in the ruling council.

Military

Xercia is a peaceful planet. Its military consists of a small group of young men who are selected by a planet-wide lottery, similar to the Terran draft. The necessity of a military force is little, so the force they keep is small, consisting of approximately 300 ranked officers scattered across the continents. Xercia has advanced technology, and advanced weaponry as well, in case of war. Its major base is on Xavrelis Minor, deep in the Treman mountain range.

People

Xercians stand, on average, 5 feet tall. Their dominant traits are straight black hair, bronze skin, and violet eyes. Their facial features are similar to Cardassians. They have a discreet line of ridges running across their brow, around their eye sockets and down the sides of the face near the ears. The line continues down the neck, where it follows the collarbone and ends in a 'V' pattern over the sternum. Xercians are in the process of developing telepathic abilities. Although their neural network is capable of telepathy, it is simply unleashed. Xercians are in the first stages of this revolutionary change.

The anatomy of the Xercians is similar to that of Terrans. Their only uncommon feature is a small sac-like organ near the heart, called the yungan. The yungan produces an enzyme that is released into the blood when they receive an open wound, which helps it to heal faster. Xercians are naturally well-built and strong, due to their development on a rocky terrain. Their bones are 20% stronger than those of Terrans. Their immune system is also stronger, making them less susceptible to common diseases. The average lifespan of a healthy Xercian male is 200 cycles. Females average 215 cycles.

Society/Culture

Xercian society is archaic, though they have made numerous advances. Life is simple and long-lived to the fullest. Xercians enjoy dance and music at festivals held frequently. Crime is minimal since material objects are not held dearly. Most Xercians believe the soul and the heart are one, and nothing else is needed to live. Xercians do not believe in a god or gods, though some adopt a 'totem' as their protector. These adopted gods are generally animals that each person believes to give them strength and guidance.

Life on Xercia can be made by farming, fishing, being a merchant, or in politics. Most food on Xercia is grown in small plots of land given by the Coterie to each family. Small herds of certi (similar to Terran cattle) are raised as a main source of meat in their diet; the secondary source is fish that is harvested from the ocean.

Xercia's monetary system is basic. There are no divisions of the xyna, equal to one strip of latinum, so there is no confusion. Most business on Xercia is based on trade.

History

The story of Xercia was created when the first man scribbled lines on the tough leaves of a cryna bush with a small rock of xicron. At first there was war and many died. Then the family of Xiva claimed the monarchy, creating peace on the small planet. Small battles were fought for land rights. These were settled with the creation of the Coterie. Since then, Xercia has grown tremendously, advancing in such fields as science and space exploration. Ruling families were replaced with stronger families frequently, until the Xiva again regained control. They have been in control for the last 300 cycles.

Over 50 cycles before the present time, a plague of the Terran influenza, brought by an innocent experiment, swept over Xercia. The people had never encountered it, so they were helpless. Many people were saved by the underground caves at Xamel where they were isolated from the rest, the monarchy first. So now the people of Xercia emerge into the land they used to call home, and pick up the shattered pieces. They moved on.

An ambassador, Kanema Mikial Xiva, daughter of the Queen, was sent to the Federation, requesting aid in Xercia's recovery from the plague. Her pleas for help have gone unanswered.

Timeline

0 - First recorded cycle
532 - First written words
560 - 621 - Blood Wars
621 - Xiva dynasty takes control of Xercia
743 - First aircraft developed
762 - First spacecraft developed
791 - Warp theory discovered
827 - First landing on Kena
864 - First landing on Arias
972 - Xavrelis Minor populated
1198 - Xack dynasty overtakes Xiva
1198 - 1254 - Control Wars
1254 - Xander dynasty takes control
1327 - Xiva dynasty retakes control
1592 - Influenza plague
1633 - Present

Cavra

Submitted by: USFTXTrek. If you'd like to use this species for your SIM or in a storyline please contact USFTXTrek

Physical Characteristics

Humanoid, dark red skin, appear very frail with long, thin arms, legs, bodies and tallish necks (usually about a foot tall). They have long, curved heads, shaped like something of a flattened bullet, flowing out from their neck and forward.

Society Characteristics

Too numerous to name, but one of the main ones is they have something similar to the Great Link of the changelings-a kind of telepathic internet which joins all Cavra together, no matter what the distance. They don't operate as a hive mind, though.

Favorite Food and Beverage

N/A (they have no mouths, they "speak" through a complicated telepathy which does not require the receiver to be telepathic or even have a mind)

Where they come from

Delta Quad, though not quite where Voyager is, yet closer to the Galactic core.

Background information

They have always been peaceful. They formed an alliance with a species called the Darians about a millennium or so ago. The Darians provided defense for the allied sectors while the Cavra worked on research-they had no weapons development since there had never been any need for them on their home planet (Cav). The Darians turned on the Cavra and nearly destroyed them, until the Cavra learned to use their telepathic and telekinetic abilities as weapons.

Technological information

A few centuries ago, the Cavra were testing a new propulsion technology but it backfired, destroying subspace and any vessels in subspace through almost all of Cavra territory, except for the outer fringe worlds. The inner worlds of the Cavra were cut off-they were all stranded on their separate planets with no way to communicate with each other or the outside universe. Eventually the *USS Dhouti* managed to restore subspace and allow the Cavra to work freely again, after many centuries of isolation. They have highly advanced technology and their propulsion method is called, roughly translated, Slide drive, as it involves "lubricating" the Cavra vessel so it will "slide" through space at phenomenal speeds. Much of their technology is based on or augmented by their own psionic abilities-almost all of their weapons are powered by the user. They use a crystal, which was originally mined from Cav but now can be manufactured, to strengthen their natural abilities. Their largest warships, Supernova class vessels, dwarf Borg cubes in size and in power. They are simply one colossal crystal in a kind of diamond shape, surrounded by a cone where the Cavra live aboard the ship and power its weaponry.

Feelings about the Federation

They are about 1000 years ahead of us, technologically, so they look upon the Federation as a kind of child to be helped along the way, though not one who should be given the answers to his homework (especially if the homework question is how does slidedrive work, for example).

In The Beginning

“Long before the first human stepped upon an extraterrestrial surface, long before Kahless rose up to become the first Klingon emperor, long before Surak lead the Vulcans to logical enlightenment, a small, dark red skinned creature stepped out of an ocean and onto the a beach.

“The beach was located on a planet that was the fifth from its sun, but one of 12 planets in that system. The planets in said system were varied ranging from lush tropical moons, to barren wastelands, to hostile gas giants. They all orbited a star that is located almost exactly in between the galactic core and the galactic rim of the Milky Way Galaxy, in the Delta Quadrant.

“The creature, getting back to it for a moment, was not much bigger than the average fish on Terra. It would have looked comical to most Terrans, as it appeared to simply be a red skinned fish with four legs and yellows eyes.

“This creature (well, its offspring more precisely) began to develop traits of mammals as it adapted to life on land, as oppose to the sea where its ancestors had lived. It began to take on a form more similar to the majority of races in the galaxy. The small amphibian grew, its neck elongated to reach the healthy and nutritious leaves of the tall trees on the high gravity planet. It became a mammal, as opposed to depositing its young outside in an egg, as it had generations before. Its arms grew out, as did its legs, and it grew a waist, and evolved into two separate genders. These creatures would one day grow into a species that would call themselves ‘Cavra.’”

Chapter Two *The Gathering*

As the Cavra people first attained sentience, language, awareness, and other such things necessary to start a civilization, they immediately began forming into groups. It is unknown who started the first band, only that it began with one person. Then, as they would meet another, they would ask them to join their group. If they refused, the people simply moved on. Their specific goal was to give all Cavra the chance to join the group, and to do that they had to be nomadic.

The nomads began to get lots of people with their strong message, one of mutual co-operation and equal rights. Some refused to join, and when that happened the group would respect their decision and move on. This continued for 200 years until the nomadic group contained over 200 000 Cavra, out of a population of somewhere around 200 250 (estimated).

The group settled down on the western continent and formed the Cavra Cooperative. It is the first known government that would fall under the category of democratic, as the citizens, in the galaxy, elected its leaders.

Chapter Three *The Cooperative Years*

As the Cavra Cooperative spread across the globe, it began its technological advance, the likes of which have never been seen by any race. In the equivalent of 500 Terran years, they went from building their first wooden sailing ships, to beginning colonization

of Baaj, Jir and Zal, the three moons of Cav (the Cavra home planet). They were even beginning to send ion rocket powered ships to Ai (the Cavra sun). They discovered warp drive technology barely a few decades later, and explored numerous nearby solar systems.

However, when it was discovered the damaging effects warp ships can cause to the fabric of space, the Cavra scrapped and recalled all warp ships. Their space exploration was then limited back to said ion rocket drives, which had proven to be clean and environmentally sound.

The next notable event in Cavra history was the discovery of the transwarp drive, but traveling at high speeds in transwarp space had a very negative effect on Cavra, causing them to have very painful migraines while in transwarp space. After working for two decades, no way could be found to solve this problem, so it was back to the drawing board.

Less than two decades later, what would soon be called the quantum slipstream drive by most, was discovered. To this day, the slipstream drive has been the propulsion unit of almost all Cavra vessels.

Chapter Four

The Darian Alliance

As the Cavra began exploring the galaxy with their new drives, they found many species in the early stages of development, many just climbing out the primordial ooze, and many who were much farther along.

One of such races was the Darrians. A race whose bodies were frail and a dark purple color, they had compensated this with massive body armor, and as such their ships had extremely large amounts of highly advanced armor, even though their shields were pitiful.

The Cavra Cooperative deemed this race technologically advanced enough for contact. They had seen how many races solved their differences with conflict, and to the Cooperative this was deemed a reason not to make contact. The Darrians and the Cavra seemed a perfect match—one was highly advanced in weapons technology, but appeared peaceful. One was highly advanced in everything except weapons technology, and was peaceful.

Cavra had never developed weaponry. There had never been a reason for it. Their shields were so advanced, and their ships so large and impressive looking that few ships dared to attack. Those that did were usually so primitive that they did nothing. As such, the Cooperative had no real military, just explorers.

A small fleet, consisting of but one large vessel, emerged from slipstream space next to a Darian outpost. They hailed, the Darrians responded, and it went on from there.

The Cavra and Darrians were quick friends. The Cavra-Darian Alliance quickly formed. The Darrians defended the borders of their allied empire, while the Cavra worked on the inside to develop new technologies, but the Darrians were the only ones who worked on weapons. No matter how much they told the Cavra the need for it, they refused to listen to that and continued on their quest for other kinds of knowledge.

Peace was complete.

Chapter Five

A Harsh Lesson

The attack came without warning.

Darian forces destroyed a Cavra research outpost. The Darian ships began closing in, leaving the border open to any attack. All their outposts had their own defenses though.

The Cavra were caught completely off guard. When they spoke to their "allies" they would simply reply, "You need a lesson."

The ships destroyed almost every Cavra outpost, station and colony. They even fought all the way to Baaj, Jir and Zal. The Cavra had no weaponry, and so could do nothing but flee back to Cav, until the entire Cooperative population, over 6 billion people, were packed onto Cav. Normally the Cavra home world had a population of around 20 million (see culture). Then, the Raszba Tribe (see religion) discovered the Cavra's telekinetic abilities.

As Cavra were quickly trained in the use of their new abilities, they began to fight back. As opposed to attempting to use energy weapons to destroy the tough alloys of the Darian hulls, they struck at the crews, knocking them unconscious or worse in some cases.

Using their remaining ships and their newfound powers, the Cavra drove the Darrians from their colonies, research stations and starbases, until the Darrians were banished from even their own old space. It was partially out of vengeance. The Cavra, looking back now, much regret this. But Cavra life had never been lost in any kind of forced way, and they were unable to deal with the new feelings.

The Darrians retreated from Cavra space, and their own with their few remaining ships. The Cavra immediately began developing their powers even further, allowing their ships to help direct and enhance said abilities.

The Darrians have never been heard from since.

Chapter Six

The Isolation and Division of the Cavra

As the Cavra explored space, like most species, they began to desire a faster mode of propulsion. They wished to start exploring intergalactically, and although that was not entirely impossible with slipstream technology, it was still not an easy thing. So they began experimenting with a kind of subspace drive, which was trying to travel at even faster distances.

As the first test was attempted around Cav, the results were instantaneous. Any ship in transwarp, slipstream, or warp was completely destroyed by the resulting shockwave from the test. Any ship attempting to travel in warp, transwarp or slipstream was heavily damaged unless it got out too late, in which case it was destroyed.

The effect lasted out until the furthest Cavra outposts, the most far flung bases. As these people were now completely cut off from the rest of the Cavra, they became divided. Splitting into various tribes, some were peaceful, some the exact opposite. Whereas some tried to keep the peace, and kept with the old Cavra traditions. All the tribes were too busy defending their own territories and interests to try and contact the inside, or figure out how to lift this curtain of darkness that was put onto the old Cavra space. Even subspace communication could not get through.

Chapter Seven

Lifting the Curtain

This period of darkness over the Cavra Cooperative lasted for 750 Terran Standard Years. It was only lifted until a ship from a place called “The Federation” came in. Piercing through the curtain at impulse and getting to a small outpost that was on the edge of the curtain of darkness, they made contact. The small planet told the ship of their problem, and the ship managed to lift the curtain. Before the Cavra authorities could contact them to thank the strangers, the ship left their space.

Chapter 8

Religion

The Cavra religion revolves largely around their scientific discoveries, and is in fact not a religion in the classical sense of complete blind faith.

They began believing themselves to have been children of some great power, as most races do. When they discovered they had evolved from an aquatic animal, they believed that instead that the great power, or *Iy* in their language, had created the mammals. The more they discovered, the stronger their belief in *Iy* and that it had created everything. In their eyes, life is too perfectly formed to have been anything but divine creation. All Cavra subscribe to the same beliefs, and will gladly accept any change in their religion. This is unlike many races, as they will often be resistant to change, the Cavra welcome it.

Chapter 9

Culture

The Cavra culture is rich in depth and variety. While many of their people will work, others will devote their time to creating entertainment and new ideas. Their economy is set up so that everything is, essentially, free. Since no Cavra takes more than he or she needs, money has never been much of an issue. All necessary items are made available to all who require them—food, shelter, etc. The better shelters are reserved for those of higher rankings.

Ranking is often determined simply by asking someone’s name. The higher someone is, in the Cavra military, government, or as a private citizen, the longer their name is. It is considered respectful to spend a longer time pronouncing or speaking someone’s name. When someone attains a higher rank, the Co-operative Council will add a sound to their name. Newborns begin with a single syllable of the parents’ choosing, and more are added as they come of age or have special awards bestowed upon them.

Cavra works of poetry, art and literature are varied, either done in exquisite detail (which can easily be achieved due to the great patience of the Cavra and their long lifespans, often up to 250 Terran years) or are so simplistic it boggles the mind.

Chapter 10

Military

After the Darian Massacre, the Cavra Protection Force was formed. Using their telepathic powers and technology, they created weapons and massive vessels to explore and defend space.

The majority of their large warships dwarf most any vessel of the Alpha or Beta

Quadrants, and have shields both highly advanced and enhanced by telekinesis. A Cavra Warship is essentially one great telepathic link. All crewmen are joined in the mind, and essentially lie down in the ship, taking food from replicators nearby, and are in a constant state of rest and regeneration. They will occasionally take breaks for physical exercise, but their strength is in their mind. With the focused and concerted power of several thousand powerful Telepathic minds, there is little need for any equipment on a Cavra ship. Though they have actual sensors and secondary weaponry to fall back on in the case some of the crew is incapacitated, their primary strength is in their telepathic and telekinetic powers.

Their joined telepathic powers can detect life forms at a much greater distance than most technology driven sensors, and their ships weapons are mostly driven by their telekinetic energy.

Their vessels are essentially large cones surrounding a diamond shaped crystal. In the cone, the Cavra live and help power the ship, but the crystal is the heart of their warships. When the ship attacks, the Cavra funnel their telekinetic energy through that crystal, which acts as a director and enhancer for their power. When loosed, the power of a blast from most any Cavra warship can destroy the vessels of most races in a single, concentrated, continued blast.



An Overview of the Borg

Cmdr Quixar

The Borg are a partially organic and partially cybernetic life form that appears to have originated in the Delta Quadrant. The Borg are joined together in a hive mind called The Collective. The Borg are technologically more advanced in most areas than the



Federation. They have conquered vast regions of space. They are driven by an almost spiritual need for perfection, which they believe will only be achieved by assimilating all worthy species in the galaxy. They assimilate the species and all its technology as one organism.

The process of assimilation involves capturing members of other races and turning them into Borg drones by grafting cybernetic components on to them, and linking them to the Borg's collective consciousness. This strips the individual of their individuality. The Borg do have nurseries and maturation chambers on their vessels but Starfleet Intel is not sure whether the Borg procreate in a normal manner or simply assimilate infants as well.

The Borg have assimilated thousands of cultures, adding their distinctive qualities to the Borg Collective. Borg assimilation task forces have wiped out entire races. Even in the Delta Quadrant, many races have felt the horror of a Borg attack. The El-Aurians of the Alpha Quadrant were one such species.

All races are altered both physically and mentally. The drones are fitted with many cybernetic devices to aid The Collective; these include special eye pieces, neurotransceivers, neuroprocessors, and prosthetics for specialized tasks. Drones do not need to eat or drink, and can absorb the energy directly through power conduits. When in need of regeneration, a drone will return to an alcove where it can either interface directly with the computers, or simply draw the necessary needs from the power systems. Each drone is adapted to serve certain functions; there are tactical, surgical, and repair drones in general.

Typically, the Borg refer to themselves as we because they have no self-awareness of any individuality. They are referred to by Borg designations that show position in the Borg Collective. Since Borg rely on multiple redundancies, they are often named Third of Nine or Five of Five. There are broader designations as well such as Primary, Secondary, and Tertiary positions, and Adjuncts, Facilitators, and Assimilators. Thanks to the neurotransceivers, the Collective easily keeps track of these Drones and each one always operates at maximum efficiency. These transceivers operate on a subspace frequency so that the Collective is always in contact. This frequency uses an interplexing technology to reach the long distances the Collective holds and to facilitate the large amounts of information transmitted.

Each person's experiences are held in the Collective once it is assimilated. Once processed, the useful information is retained and distributed throughout the Collective. Each drone only carries the information that it needs for its primary goals. When the Drone needs information, the Collective instantaneously retrieves the information from the databases and transmits it directly to the drone's brains.

The individual drone is virtually worthless to the Collective since no single drone carries information. The Collective will sacrifice drones for the good of the Collective. When one is isolated however, the Collective will go to great lengths to retrieve it. If a drone is killed, other drones will remove certain components from the fallen one and then it will self-destruct. Drones separated from the Collective will feel agitated and will try to get back to a ship or station and restore contact.

The Borg do not have leaders, but do rely on Queen's as a sort of focal point and driving force of the Collective. The Borg Collective designs it's structures based on the need for maximum efficiency. There exists no centralized command area, and it has a generalized feel. The power sources and other systems on board Borg vessels are also decentralized. This allows for maximum efficiency during assimilation raids because the resistant forces will not be able to disable a ship without damaging over seventy percent of the vessel.

The regenerative capabilities of the Borg are not just due to this design. The Borg are also capable of using their neural network to help regenerate damaged drones and even certain systems. The group consciousness is divided into subcommands necessary to carry out vital functions such as defense, communications, and navigation. The critical subcommands are protected, but Starfleet has managed to gain access to some of these systems at times. The Borg are very adaptive and Starfleet is not certain this will be a plausible tactic in the future.

The Borg do not manufacture their own vessels directly but use whatever they need from assimilated technology. Borg vessels are capable of extremely high speeds using transwarp technology and have developed a series of subspace networks. The Borg also use extensive nanotechnology both in their assimilations and in various repair tasks.

Borg weaponry is far more advanced than the current Starfleet arsenal. Borg cubes often attack ships with specifically designed weapons for weakening and penetrating shields. Individual drones are capable of adapting to most energy weapons similar to the ships with personal shield technology that has been assimilated. The Borg are vulnerable to technology that hasn't been encountered before. The Collective is extremely adaptable however and will quickly use previously assimilated technology to counter it in most cases. When attacking a new species, the Borg will quickly assimilate all information they can retrieve so that they can more efficiently adapt to that species technology.

The Borg believe that their collective nature is inherently superior to the disorganized and chaotic nature of individuality. The Borg believe that perfection should be the primary goal of all societies and that through assimilation, they will be helping others achieve this. Once they have assimilated the best of what the galaxy has both the organic and technological to offer, they will have reached the highest state of perfection possible. All species that resist assimilation are either overpowered or destroyed. Any species that would not contribute to the Collective is thought of as unnecessary and is simply destroyed.

All Starfleet personnel are to maintain the utmost caution when encountering the Borg and should immediately contact the nearest Starbase or Starfleet Command. The Federation maintains that the Borg are one of the greatest threats to individual freedom in the Alpha Quadrant and in the Galaxy itself.



Flight Control

Cmdr Quixar

The Flight Control console, often referred to as Conn or Helm, is responsible for the actual piloting and navigation of the spacecraft. Although these are heavily automated functions, their criticality demands a human officer to oversee these operations at all times. The Flight Control Officer (also referred to as Helm) receives instructions directly from the Commanding Officer.

There are five major areas of responsibility for the Flight Control Officer:

- a). Navigational references/course plotting
- b). Supervision of automatic flight operations
- c). Manual flight operations
- d). Position Verification
- e). Bridge liaison to Engineering department

During impulse-powered space flight, Helm is responsible for monitoring relativistic effects as well as inertial dampening system status. In the event that a requested maneuver exceeds the capacity of the inertial damping system, the computer will request Helm to modify the flight plan to bring it within the permitted performance envelope. During

Alert status, flight rules permit Helm to specify maneuvers that are potentially dangerous to the crew or the spacecraft.

Warp flight operating rules require Helm to monitor subspace field geometry in parallel with the Engineering department. During warp flight, the Flight Control Console continually updates long-range sensor data and makes automatic course corrections to adjust for minor variations in the density of the interstellar medium.

Because of the criticality of Flight Control in spacecraft operations, particularly during crisis situations, Conn is connected to a dedicated backup flight operations sub processor to provide for manual flight control. This equipment package includes emergency navigation sensors.

Specific Duties

Navigational references/course plotting. The Flight control console displays reading from navigational and tactical sensors, overlaying them on current positional and course projections. Helm has the option of accessing data feeds from secondary navigation and science sensors for verification of primary sensor data. Such crosschecks are automatically performed at each change-of-shift and upon activation of alert status.

Manual Flight Operations. The actual execution of flight instructions is generally left to computer control, but Conn has the option of exercising manual control over helm and navigational functions. In full manual mode, Conn can actually steer the ship under keypad control.

Reaction control system (RCS). Although the actual vector and sequence control of the systems is normally automated, Conn has the option of manually commanding the RCS system or individual thrusters.

Helm also serves as a liaison to the Engineering department in that he/she is responsible for monitoring propulsion system status and providing system status reports to the commanding officer in the absence of an engineering officer's presence on the bridge.

Flight Information Input

There are five standard input modes available for specification of spacecraft flight paths. Any of these options may be entered either by keyboard or by vocal command. In each case, Flight Control software will automatically determine an optimal flight path conforming to Starfleet flight and safety rules. Conn then has the option of executing this flight plan or modifying any parameters to meet specific mission needs. Normal input modes include:

Destination planet or star system. Any celestial object within the navigational database, although the system will inform Helm in the event that a destination exceeds the operating range of the spacecraft. Specific facilities (such as orbital space stations) within the database are also acceptable destinations.

Destination sector. A sector identification number or sector common name is a valid

destination. In the absence of a specific destination within a sector, the flight path will default to the geometric center of the specified sector.

Spacecraft intercept. This requires Helm to specify a target spacecraft on which a tactical sensor lock has been established. This also requires Helm to specify either a relative closing speed or an intercept time so that a speed can be determined. An absolute warp velocity can also be specified. Navigational software will determine an optimal flight path based on specified speed and tactical projection of target vehicle's flight path. Several variations of this mode are available for use during combat situations.

Absolute heading. A flight vector can also be specified as an azimuth/elevation relative to the center of the galaxy. In such cases, 000-mark-0 represents a flight vector from the ship to the center of the galaxy.

Galactic coordinates. Standard galactic XYZ coordinates are also acceptable as a valid input, although most ship's personnel find this cumbersome.



A STARFLEET LEGACY REMEMBERED: MARTIN RAY BOOTHBY

Obituary

By *Ethan Halloran*
(ethanhalloran@journalist.com)

Martin Ray Boothby, the head groundskeeper at Starfleet Academy in San Francisco on Earth, known and loved by many who have passed through his gardens, died on stardate 54501.01 of natural causes. He was 86. He is survived by his wife of 57 years, Ruth, and his daughter, Olive.

Boothby was born December 2, 2290 in New Rome, Mars. In his youth, he was a champion boxer in the Sol system, and in later years helped to train Academy cadets in boxing. However, by 2321, Boothby had settled down to

become a groundskeeper of Starfleet Academy. In 2324, Boothby was single-



Martin Ray Boothby
2290 - 2377

handedly responsible for returning the Academy grounds to their usual beauty after the madness caused by parrises squares tournament that year, when the Academy team won over the heavily favored Minsk team. Thanks to this incident, he obtained

the job of head groundskeeper there. In his time at Starfleet Academy, Boothby

has even been known to teach an occasional botany class in Ridgemont Hall.

Many of Starfleet's most successful officers, including Captain Jean-Luc Picard, Captain Eduardo Lopez, Captain Eric Richardson, Captain Kathryn Janeway, Commander Valerie Archer, and Commander Chakotay, remembered Boothby as a mentor of sorts during their time at Starfleet Academy. Picard, valedictorian of the Class of 2327, would credit Boothby for helping him to find the strength to make it through some difficult times. Janeway recalled that Boothby would give her fresh roses from his garden for her quarters. Chakotay remembered Boothby as his boxing coach during his time at the Academy. The others could not be reached for comment.

Boothby's influence even spanned to the Delta Quadrant and to other

dimensions. As reported by the Starship Voyager, a race of life forms known only to us as Species 8472, who inhabit an alternate dimension, intended to infiltrate the Federation by recreating key Federation locales and individuals in elaborate simulations. The leader of one of these simulations assumed the form of Boothby. Luckily, the aforementioned Captain Janeway was able to negotiate for peace with this Boothby. Janeway would later report that this Boothby's personality and portrayal was so faithful to the original, she felt like it was a reunion with her former mentor.

Visiting is on stardate 54501.15 from 1400 to 1600 hours in the Picket Memorial Home, San Francisco. The funeral will be at 0930 hours in the Quantum Cafe near Starfleet Headquarters. Interment will be at Billis-Applegate Cemetery.

USF Academy Holds Memorial Service for Boothby

Dr. Mason Mannix

As most of you already know, our beloved "Boothby" passed away earlier this year. In accordance with his wishes, we delayed the official Academy announcement until after his ashes had been scattered about the gardens of this institution. He wanted no fanfare, and in his words, "Especially, no danged funerals!" However, I think Boothby would appreciate what we planned and how the cadets from past and present came together to honor him.

It is no secret that he was the most important, and best teacher at the Academy. Many cadets helped him with what you thought were mundane chores,

and all the while were absorbing some of life's most important lessons. They just didn't admit it to themselves until long after their Academy days.

On Wednesday, January 10, beginning at 10pm Eastern Time, in Sim Room Sector001, The USF Academy held a campus wide Memorial Service for our dear friend and mentor - Boothby. All classes were canceled, and the cadets served as hosts and guides

throughout the service for those alumni who were able to attend.

All members of the Fleet were invited to drop by and share a moment of remembrance with us at the Academy.



Below is the list of events in which many participated as a tribute to Boothby.

Many stopped in the Chapel and recalled a lesson that Boothby taught them and placed it on record for our future cadets to contemplate. Many others stopped by one of the Academy's many gardens and cared for the plants with which they worked on with Boothby. Still others stopped by the Green House and Nursery, which will

forever be known now as "Boothby's Farm", and took home, some of the seedlings to remember him by.

Anything that the cadets or alumni felt appropriate to honor the "Wisest Man on Campus" was most welcome. The cadets and I did everything we could to make that day "with Boothby", a peaceful and cherished memory for those he left behind.



An Interview with the Dean

Ensign PiquaBu

“Evil has a new name and it’s USF Starfleet Academy.” - USF Robb Clemens

It’s not easy to get an interview with Dr. Mason Mannix, the Dean of the United Space Federation Academy. It truly isn’t, unless you’re there to talk to him about his Nobels. But, with a little perseverance and just a little deception, I was able to catch the Dean in a moment of weakness. That being said, I must also tell you that this interview was even more revealing than I could have hoped for. In fact, this interview is quite shocking at times.

As for the deception part, it was really quite easy. I simply pretended to be a slightly ditzzy graduate student aide and popped my head into the Dean’s office to ask a harmless question. From then until the end of the interview, my recording padd was turned on. Below is the entire interview, recorded live as it happened. This kind of interview is extremely rare. I hope you enjoy it.

PiquaBu: “Professor Mannix? What does ‘shanghai’ mean? As in, ‘We get to shanghai Ray?’”

Dean Mannix: “It’s a slang term which means to kidnap, Miss PiquaBu.”

PiquaBu: “Oh goodie! I just love kidnapping people!”

Dean Mannix: “I just bet you would.” ::sighs:: “I forgot to lock my door again, didn’t I?”

PiquaBu: ::laughs:: “Captain’s orders. We get to kidnap our First Officer in the next simulation.”

Dean Mannix: “Now that you’re here, Miss PiquaBu, would you care for a drink?”

PiquaBu: “Yes, thank you. Raspberry Iced Tea”

Dean Mannix: “When is your next simulation?”

PiquaBu: “Tomorrow.”

Dean Mannix: “Ahhh, you have some time, then? I heard from a reliable source that you work for a publication called *The PADD?*”

PiquaBu: “I’m a grunt there.”

Dean Mannix: “You make it sound demeaning. But, you should know that scoring an interview with a four-time Nobel Prize winner is pretty good for a grunt. Don’t you think?”

PiquaBu: “What areas are your Nobels in, Sir?”

Dean Mannix: “What? You don’t know? My, you are naïve, aren’t you? Well, they are for achievements in the discipline of Physics, Temporal Physics to be exact.”

PiquaBu: “I took Physics once in college. I got an A+ in it too.”

Dean Mannix: “Well, good for you! ::puffs up even more than he already is:: Physics is about possibilities. Didn’t you see the possibilities for you if you had continued studying that remarkable discipline?”

PiquaBu: “Yes, although not, I’m sure, as much as you could see the, with your vastly greater experience.”

Dean Mannix: “Well, not many can, that is true. But you should never let someone else’s successes determine the course your own life takes. What do you do beside work for the PADD?”

PiquaBu: “What do I do besides working for the PADD? I bug people. And shanghai them. And bother them. Or were you looking for the field of medicine that I went into with a minor in engineering?”

Dean Mannix: “You went into medicine with a minor in Engineering? That is definitely unique, to say the least.”

PiquaBu: “I went into engineering so I could press The Big Red Button. I love pressing The Big Red Button! I LIVE for pressing The Big Red Button!”

Dean Mannix: “Just how many times have you pressed the Big Red Button?”

PiquaBu: “Numerous.”

Dean Mannix: “And what exactly does the “Big Red Button” do on your ship?”

PiquaBu: “Oh, different things, depending on the captain. Sometimes nothing, sometimes I get confetti dumped on me. Sometimes I get Gatorade squirted at me.”

PiquaBu: “I hear you’re “a very interesting guy, Professor. Can you tell us something about yourself?”

Dean Mannix: “Interesting? Well, I would definitely call winning four Nobels for furthering our knowledge of temporal physics quite interesting. Couple that with being Dean of the Academy and you have a pretty full life.”

PiquaBu: “Since you have chosen a profession that involves teaching, I gather that you must love students and imparting your knowledge.”

Dean Mannix: “That I do. I enjoy teaching even more than I love winning Nobels. You can believe that or not. But, winning a Nobel means you have furthered the cause of knowledge, but the true challenge is to impart that knowledge to young people so that they may be able to continue to forward the cause of knowledge.”

PiquaBu: “Sounds good to me.”

Dean Mannix: “Excuse me a minute. ::walks over to the window, peers out nods knowingly, and throws open the window:: QUINN QUIGLEY! WHAT DO YOU THINK YOU’RE DOING?”

PiquaBu: ::takes that moment to order some White Chocolate Macadamia Nut cookies and low-fat milk from the replicator::

Dean Mannix: “Quinn and Quint Quigley are brothers and are the most notorious troublemakers on campus, except for maybe Taran and Voliare.”

PiquaBu: “Hmmm, not the sort of people that I hung around with.”

Dean Mannix: ::turns back to the window:: Come on up here, Quinn! There's a reporter here wanting to know about the Academy. Maybe you can help out.”

CdtQuinnQuigley: ::puts his PADD into his pocket and climbs into the window with ease:: “Sure thing Doc.”

Dean Mannix: ::turns back to PiquaBu:: Now then . . . ::spins around:: QUINN! ::sighs:: Very well. Get a drink and have a seat.

Dean Mannix: ::opens the window and thumbs toward the chair::

CdtQuinnQuigley: ::shrugs heading over to the replicator:: Mango Nectar chilled.

PiquaBu: ::dips cookie into milk::

CdtQuinnQuigley: ::heads back to the over stuffed couch that is much too large for the office and has a seat:

Dean Mannix: ::turns back to PiquaBu:: “But even cadets like Quinn have their redeeming qualities. He just became a junior this past week.”

PiquaBu: “Two more years to go.”

CdtQuinnQuigley: “Not if I have anything to say about that.”

PiquaBu: “Anyway, we were just talking about that I've heard the professor is interesting.”

CdtQuinnQuigley: “The good doctor has forgotten to mention that being 19 my brother and I are among the youngest juniors to have crossed this campus' lawn.”

PiquaBu: “Wow, cool. Sounds very neat. Twins?”

CdtQuinnQuigley: “Yes, identical.”

PiquaBu: “So tell, me, Cadet, what makes the Academy sim so interesting.”

Dean Mannix: ::walks up to replicator and orders a French Vanilla coffee, then sits back down and leans back in his chair::

PiquaBu: “The Academy must be very different from your ‘regular’ sim. Can you discuss some similarities and differences?”

CdtQuinnQuigley: “Lets see... well, really, I would have say that the people are what make the Academy most interesting. Oh, you can learn phase dynamics, and warp core design just about anywhere.
:
But its the interaction with my fellow cadets that makes it worthwhile.”

PiquaBu: “Could you describe some of this interaction?”

CdtQuinnQuigley: “Well for instance, my brother has a huge crush on Cadet Chase. We wouldn't have that if we were... elsewhere. Being nearly killed by Dean Mannix a few times has brought us together as a crew as well.”

Dean Mannix: “Miss PiquaBu”

CdtQuinnQuigley: ::smirks::

PiquaBu: “I understand having a crush on someone. Yes, Dean?”

Dean Mannix: ::glares at Quinn:: “That was good training, Quinn. Anyway . . . Where else could you put out a fire one day, and attend a cartoon convention

the next? I challenge anybody else to say that about a regular ship or outpost.”

CdtQuinnQuigley: “Well luckily they were separated by months not days considering that you placed our dorm on fire, a member was nearly killed, and we had to shack up with you and the misses. By the way nice liquor stock, Doc.”

Dean Mannix: “Minor issues, Cadet.”

PiquaBu: “You love your students so much that you shared your house with them instead of making them take another dormitory?”

Dean Mannix: “Of course!”

PiquaBu: “and WHY did you place their dorm on fire? Isn't that illegal?”

CdtQuinnQuigley: “To give us MOTIVATION!” ::stands up with a finger pointed to the sky::

Dean Mannix: “Exactly!”

CdtQuinnQuigley: ::smiles sitting back down::

PiquaBu: “How many days did you have to spend in jail? Or did you plea bargain it?”

Dean Mannix: “They had to learn how to put out fires if they were going to serve on a starship. I had to impress upon them the importance of getting that fire out quickly.”

PiquaBu: “If the entire dorm burned down, I don't think they learned very quickly. Everyone knows that one must deprive fire of oxygen.” ::thinks something really weird is going on here::

Dean Mannix: “Setting their dorm on fire seemed to me the best simulation for teaching them the importance of damage control.”

PiquaBu: “But ... it wasn't a simulation. But enough of my not understanding.”

Dean Mannix: “They were successful in putting out that fire with teamwork and skill. The dorm was only scorched and only had to be repaired, not replaced. Simulation of the pressure they would be under on a starship. Life and death, that sort of thing, Miss PiquaBu.

PiquaBu: “Okayyyyyy.”

Dean Mannix: ::sees Zack in the outer office and motions him in:: “Come on into the office, Zack.”

Zack Callahan: ::steps in, looks around::

Dean Mannix: “This is Ensign PiquaBu of the PADD. Miss PiquaBu, this is Zack Callahan, the senior cadet company commander.”

PiquaBu: “Greetings. Pleased to meet you.”

Zack Callahan: “How you doin?” ::grins, looks to Mannix:: “What's up?”

Dean Mannix: “Miss PiquaBu has been sent here to do a story on the Academy and on me.”

PiquaBu: “We were discussing some differences and similarities between the Academy sim and a ‘regular’ sim, and also how “interesting” the professor is.”

Dean Mannix: “You may take a refreshment from the replicator, Zack, and have a seat.”

Zack Callahan: ::steps over to the replicator:: “Mountain Dew.” ::takes it, drinks:: Well, there's lots of differences, really. I mean, here we get really well briefed on anything and everything that we're about to do. Not always time for that on the ship. Also makes us a bit smarter, I think. ‘Course . . .’::sits down, grins:: “I'm just a lowly Cadet. What do I know, eh?”

Dean Mannix: ::grins:: “Smarter? Well, let's try for improving memory first, than go for smarter.”

Zack Callahan: ::waves him off:: “As for the Prof...Yeah, he's an interesting guy. Good variety of lessons, I like that. Everything from time travel to Romulan Culture. have been taught this semester. I also think there's a unique sense of unity from the Companies.”

PiquaBu: “Companies?”

Zack Callahan: “Yeah, instead of departments like a ship, we're grouped into companies.”

PiquaBu: “Okay, I understand.”

Zack Callahan: “One of the things I love about the companies is we all pick up a little bit of everything. Usually all of us have different majors or interests, so in a company it gives you a great chance to decide what you want to go for, cause you see other people trying it. We aren't usually as segregated into departments as people are on ships. We're usually all working together, to survive or whatever. The really breeds a unique sense of unity among the Cadets that you won't find anywhere else, I don't think. Well, maybe the Vulcan Science Academy.”

Dean Mannix: “Well, I don't think the Vulcan Science Academy stresses the importance of students being students as we do here.”

PiquaBu: “I whole-heartedly agree.”

Zack Callahan: “True. We do also have several extra curricular programs. Dances, parties, etc.”

Dean Mannix: “You certainly won't find Bolian Blue Barbecue Night at the VSA, would you?”

Zack Callahan: “I dunno Doc, if Solvek is any measure of how Vulcans party, they probably have some good keggers over at VSA.”

Dean Mannix: ::shudders:: “Let's just leave Solvek out of this, okay. Besides, I am not convinced that kid is normal!”

PiquaBu: “We have a Vulcan on our ship, and I'm certain he isn't normal.”

Zack Callahan: ::snaps fingers:: “Another thing that's great about this place!”

PiquaBu: “Yes?”

Zack Callahan: “It's open to a wide range of people. We've got ...A joined Trill...Klingons...Vulcans...Bajorans...me...tons of varied people! Hell, we've got a guy here who can transform from a robot to a moose and back again, at will.”

Dean Mannix: ::nods in agreement:: “That is certainly true.”

PiquaBu: “Is he a changeling or a type of one?”

Zack Callahan: “He's a Maximal. Pretty rare species. Good guy though.”

PiquaBu: “I've never heard of that species. Perhaps the PADD could do an interview on him in the future. We always like doing new species, even

old ones, too. Do you have any further words of praise for your professor?"

Zack Callahan: "Without sounding far too much like I'm trying to boost my marks here, I could go on for a while."

Dean Mannix: ::leans back and watches Zack carefully::

Zack Callahan: "But, eh, I'm happy to be here, and I think everyone else is too."

PiquaBu: "What makes Dean Mannix different from other professors?"

Dean Mannix: ::shoots a look at the four Nobels on the mantle and grins::

Zack Callahan: "I think possibly that he looks on school as an experience...not as something you've gotta do to get where you're going...not as a means to an end, but as something that should be taken and enjoyed for all it's worth. And, of course, the Nobels."

Dean Mannix: "To sum it up, my philosophy is that the journey is as important as the destination."

PiquaBu: "Something like, it's not the product, it's the process?"

Zack Callahan: ::grins::

Dean Mannix: "It's that simple."

PiquaBu: "What can you tell me about the Nobels, all four of them?"

Dean Mannix: "As far as the Nobels, they represent significant milestones in the advancement of Temporal Physics. The first one was for my discovery of Tidal Gravity and the measure of its possible impact on time travel theories. The second was for the discovery of Quantum Foam, the substance that makes up the core of a black hole."

PiquaBu: ::wonders if it's anything like Styrofoam::

Dean Mannix: "The third was for the development of the Mannix Metric, which became the first workable model for routine time travel. The 4th Nobel was for the development of the Mannix Rules of Time Travel. Does that help you, Miss PiquaBu?"

PiquaBu: "Yes, immensely."

CdtQuintQuigley: ::saunters into the room::

PiquaBu: "Whoa! Am I seeing double?"

Dean Mannix: "Welcome, Quint"

Zack Callahan: "And you're not seeing double. We do have twins here."

CdtQuinnQuigley: ::smiles::

CdtQuintQuigley: "Thank you sir." ::nods at PiquaBu:: "to pick out who is who.. I have the better butt and he cries a lot." ::thumbs to Quinn::

Dean Mannix: "Quint, on the other hand, is the second half of the dynamic duo we call Trouble."

PiquaBu: ::wonders if Quint is the more trouble-making of the double mint twins::
"So, Quint, please tell me, in your own words, what makes the Professor so interesting and the Academy, also?"

CdtQuintQuigley: ::dumbfounded: "Um, well . . . "

Dean Mannix: ::grins:: "Speechless, Quint? That's a first!"

CdtQuintQuigley: "He likes to joke around." ::scowls at Mannix:: But keeps it serious when required, and he is never ever boring."

CdtQuinnQuigley: ::wipes the top of his brother nose:: “Sorry there was some brown there bro.”

CdtQuintQuigley: “And he makes for a good holoprogram. But you did not hear that from me.”

CdtQuinnQuigley: :opens eyes wide::

Dean Mannix: “Holoprogram? What holoprogram?”

PiquaBu: “We can give him earplugs if you'd like.”

CdtQuintQuigley: “I mean, if you were one, you would probably be good.”

Dean Mannix: ::glares at the Quigleys::

CdtQuintQuigley: “Not that I know anything about that.”

Dean Mannix: “Of course not.” ::shakes head::

PiquaBu: ::suspects there's something "interesting" going on here::

CdtQuinnQuigley: ::nervous laugh::

PiquaBu: “But, if there was one, what would it be like?”

CdtQuinnQuigley: <mutters> “Naked.”

PiquaBu: ::gasps::

CdtQuintQuigley: “Well, a holographic version of the Dean would not be serious. And would never have any clothes... like he just said.” ::clears throat::

PiquaBu: ::gasps::

Dean Mannix: “What? Who's naked? Quinn?!”

PiquaBu: “No, he doesn't look naked to me.”

CdtQuintQuigley: “He would be ... how should I say, not formatting to the rules and regulations of Starfleet as much as he does.”

CdtQuinnQuigley: “Naked Dean? No, no.” ::snaps fingers and points out a big on the plant that's on the table:: “I said Aphid, not naked.”

Dean Mannix: “Yes, of course you did, Quinn.”

PiquaBu: “So, you would say that the professor is a stickler for rules and regs?”

CdtQuintQuigley: :looks at the Dean, then back to the reporters:: “As much as required by his duties.”

CdtQuinnQuigley: ::plucks off the little aphid::

CdtQuintQuigley: “Of course the classes and field tests that he designs for us are never boring.”

PiquaBu: “Could you describe some of the field tests?”

CdtQuintQuigley: “I remember this one mission two months ago. he put me in the hospital for 3 days.”

PiquaBu: “He did?” ::gasps::

CdtQuinnQuigley: ::nods in agreement:: “Yes, I almost became an only child because of one of these, field tests.”

PiquaBu: ~~He burns down their dorm, then he tries to kill them.~~

Dean Mannix: “I put you in the hospital, Quint? How exactly do you come to that conclusion?”

PiquaBu: ::almost afraid to ask what happened::

Dean Mannix: “If I wanted to put you in the blasted hospital, I would turn Torah loose on you in a heartbeat!”

CdtQuintQuigley: “We were on a mission in one of the buildings on campus and we had to use live explosives. See never boring.”

Dean Mannix: “So? What are you going to learn using play dough explosives?”

PiquaBu: ::wonders if the Prof ever heard of holodecks::

CdtQuintQuigley: Nothing.. including not knowing how to get hurt.

Dean Mannix: ::sees PiquaBu's question in her eyes:: “Holodecks are for sissies.”

Zack Callahan: “Here! Here! Remember that time we had to go fighting the aliens down in the lab?”

CdtQuintQuigley: “How can I forget?”

Zack Callahan: “That was intense!”

Dean Mannix: “Yes, and you cadets were much better than Starfleet Security Storm Troopers.”

PiquaBu: “What constitutes an alien?”

CdtQuinnQuigley: “An alien Ms. Bu? That which does not derive from this planet of course.”

PiquaBu: “Yes, considering all of the non-indigenous life forms on earth like myself.”

CdtQuintQuigley: “Seven foot indestructible, acid for blood, razor blades for teeth. Monsters that are quicker then chickens and harder to catch then frogs on wheels.”

Zack Callahan: “Well...there's an old holovid from 20th century Earth titled Alien. It was like something out of that, to put it simply.”

CdtQuinnQuigley: “But the movie Aliens were nicer. At least they ate your face first instead of your insides while you were still alive.”

Zack Callahan: “True. They stayed in the screen. These aliens came right at us.”

PiquaBu: “Sounds truly terrifying.”

Zack Callahan: “Yeah, but we were a team, we got through it.”

Dean Mannix: “Come in, Eryn! Come in!”

Eryn Chase: ::wanders in:: “Hey there Dean.”

CdtQuintQuigley: “Hi Eryn.”

Eryn Chase: “Hey Quint.”

Dean Mannix: Excuse me. Miss PiquaBu, this is Eryn Chase, Company Commander for Gamma Company.”

PiquaBu: “Is she the one someone has a crush on?”

Eryn Chase: ::grins::

Dean Mannix: “Miss Chase, this is Ensign PiquaBu of the Fleet publication, The PADD.”

Eryn Chase: “Welcome PiquaBu.”

PiquaBu: “Welcome, Cadet. I'm writing an article on the Professor and the Academy Sim. Does anyone have anything else they'd like to add about the illustrious professor and/or the sim?”

Dean Mannix: “I have a challenge for you, Miss PiquaBu.”

PiquaBu: ::shudders:: “Uh oh.”

CdtQuintQuigley: “Dang right, ut oh. Better run, before he blows you up or burns down your dorm room.”

PiquaBu: ::considers morphing out of here pdq::

Zack Callahan: “Go, quick, before it's too late!”

Dean Mannix: “Why don't you join us here at the Academy and report back to the PADD anything you find out. I'll even give you office space.”

CdtQuintQuigley: “Run Piqua Run!”

Dean Mannix: “You may stay as long as you wish and sim with us whenever you wish.”

PiquaBu: “Well, if I'm not to tired. That's very kind of you, Sir.”

CdtQuintQuigley: “It's a trick, its a plot, its a ploy! Run!”

PiquaBu: “So, before the Professor opens his mouth again, does anyone else have

PiquaBu: anything they want to add? We've not heard Ms. Chase's views on the professor, or how he's tried to kill her. He's tried to kill everyone else, I think.”

Dean Mannix: “I have not tried to kill anyone! I swear!”

CdtQuintQuigley: “You shouldn't swear sir. It's rude.”

Dean Mannix: “It's only a teaching tool!”

Zack Callahan: “Uh-huh.”

Dean Mannix: “Hey, just because I hired a Klingon to run Campus Security and serve as Provost, you guys think I'm out to get you.”

Eryn Chase: “Um, yeah, pretty much sir.”

PiquaBu: “Spoken like a person still in possession of her sanity.”

Dean Mannix: “Well, okay, maybe I am.”

CdtQuintQuigley: “Yeah, he made the provost explain and demonstrate how to use the Klingon Pain sticks and he used them on us!”

PiquaBu: ::eyes widen:: “Oh my!” ::has serious doubts about attending the Academy now::

Dean Mannix: “You survived, didn't you, Quint?”

PiquaBu: ::really serious doubts::

CdtQuintQuigley: “After resuscitation and 2 more days in the hospital.”

Dean Mannix: “No guts, no glory, Miss PiquaBu.”

PiquaBu: <---has no guts, doesn't mind having no glory

Dean Mannix: “Well, let's wrap this up then. Do any of you felons, er . . . students have anything else to tell Ensign PiquaBu?”

Zack Callahan: “Umm, nope.”

CdtQuintQuigley: “No.”

PiquaBu: “Anything at all? Okay, well, let's call this a wrap and say good night, folks. Thanks to all of you very much for your cooperation.”

CdtQuinnQuigley: Anytime.

Eryn Chase: “Niters.”

Dean Mannix: “You are very welcome. Please stop by again.”





ABOUT THE PADD

This has been yet another publication of the United Space Federation's Trek Cyber-magazine, The USF PADD. For more information about the USF PADD, visit our website at <http://www.sector001.com/padd>. For more information about the United Space Federation Star Trek SIM Group, click your way over to <http://www.sector001.com/>.

Special thanks to all who were involved in this issue! If you'd like to write for the PADD, email TheUSFPADD@aol.com or USFShodan@aol.com.

CURRENT USF SIM SCHEDULE

Note: All time are Eastern and email addresses are @aol.com where not specified. Thanks to the USFWeekly for this information. This schedule is also available at <http://www.sector001.com/schedule.htm>.

Sunday

- 8:00p Starbase Everest (USFLyraCRose/USFSBerman)
- 8:30p USS Federation (USFJenLee/USFQuatto)
- 9:00p USS Excelsior (FCptArronax/CmdrLe)
- 9:00p USS Lexington (SSKapitan/bobcat87@bellsouth.net)
- 10:00p USS Marquesas (CommodoreKharn/MajDK1)
- 10:30p Outpost Phoenix (USF Hobbes)

Monday

- 8:02p USS Fragglerock (USFLaZana/CmdrClarkSavage)
- 9:00p USS Eclipse (USFWBlake/CmdrLarindo)
- 9:00p USS Columbia (USFMancuso)
- 10:00p SS Nigala (USFTrek/CommanderPanthro)
- 11:00p USS Aldrin (CommodoreKillian/CommanderKendall)

Tuesday

- 9:00p USS Roddenberry (USFKTLara/USF Ray)
- 9:00p SOG (SOGHansonE/Cmdr Maeve)
- 10:00p USS Hermes (USFHawk/CmdrSolvekTaran)
- 10:00p USS Halifax (USFBooker/CmdrScully)

Wednesday

- 9:00p USS Stealth (CaptRigel/USF Cmndr Bones)

10:00p Starfleet Academy (OPEN/USFTorah)
10:00p Corp of Engineers (CommodoreJStorm/LtCdrHans)

Thursday

9:00p USS Dauntless (USFMstrad/ComdrCNimitz)
10:00p USS Potemkin (USFWinter/CaptDMoney)
10:00p USS Agamemnon (USFSynth/USFPrescott)
10:00p USS Independence (FCptShelbyFoster@ussindependence.net/USFPutty)
10:00p USS Kemo Sabay (CaptTrista/CommanderShiAr)

Friday

9:00p USS Lothlorien (FltCpt Styre/USFRobbClemens)
10:00p USS Integrity (FleetCaptainTrek/USFKeiri Clemens)
11:00p USS Darmok (RearAdmAhrele/USFJadzia)

Saturday

9:00p USS Odyssey (Admiral Mason/CommanderNight)
12:00a ISS Reciprocity (USFAndroid/USFRolly)



THE END

