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### **Greetings Faithful Readers**

I hope this issue finds you and your character(s) well. We have a variety of items for you in this edition. Be sure to check out our crossword puzzle that, if received well, will be a new feature. The new look is also under review so tell us what you think. We welcome all comments and suggestions.

On to the issue...

### **[Quixar](#)**

#### **Managing Editor-USF PADD**



### ***Joint Logs: Every Captains Dream***

Everyone loves a faithful logger. In fact, its the envy of every other Captain if you get one of the few, the exuberant, the LOGGING GIANT. This crew member never misses a log. He or she will even dare to write logs for their NPC characters! These people actually approach their friends and ask to co-write the gem of the logging world: The Joint Log.

The joint log allows for sim-like interaction usually in a non-crucial situation, doing what every captain wishes his or her crew would obsess with. Character development. There are two usual ways this can be done. Instant Messaging and Email. Instant Messaging provide the most realistic dialogue and focuses directly on the situation. Email simming in general has a more in depth view of the situation, and allows the characters to consider their responses and options for the log. Both serve their purpose and provide entertainment not only for the writers, but the readers.

There are many situations that make great interactions for two loggers. Often, the loggers can call upon a situation that normally would take place on a Starship or other Starfleet installation and use this to expound a useful log out of it. The following are some that may be helpful for those who wish to win the Captain's favor and write one:

The test drive-The loggers test out a vehicle or system that has recently been built or fixed. Discussion can range from the work to personal life and back again.

The repair effort-Whether under the hood of your Impulse drive or stuck in the nether regions of Deck 23, the logger can speak of many things since the other crewmember is stuck listening to what the other has to say (similar to the test drive).

Workout-This one has lots of potential. Showing off, flirtation, even combat is all possible in this situation. The characters aren't on duty, so they can let it all hang out. This has the potential for more action for the person who would rather show off skills than talk about their feelings or past.

The Date-Usually this one is used by dating simmers that want to show that there really is something going on. Exotic locales, steamy dialogue, or simply two people having a good time, this genre allows the simmers to flesh out what their characters really feel and want out of life. A good one for the more experienced simmer to test, but it's not for everyone.

The Holodeck-Whether its Risa or the wrestling Jell-O pits of Minos IV, your sure to find fun in this classic joint log subject. Adventure, Comedy, Horror, Romance, its all possible if you want it. Probably the most frequently used, it can even involve several NPC\* which allows for more variety.

Whichever you use, be sure to respect other characters and get permission to use them. Planning ahead works best, and if you use <> brackets to speak about what should happen next when sending back and forth, you can keep on the same track. Even if joint simming isn't for you, remember that the Captain still wants to know you exist. Showing up to sims is great, but loggers are the Antosian apple in the Command Staff's eyes. Be sure to get at least one log in, and to save time you can even post the duty and personal in one email. Logging can be a fun and great way to keep in touch, get promoted, and flesh out your character.

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## ***Review of: Star Trek: Elite Forces Expansion Pack***

By Lt. Trowa Stoker

When I bought this game, I was hoping that there would be more too it then just multiplayer modes and the tour mode, but that's all there is. In the tour mode, you basically get to walk around Voyager, and after a few early objectives, you can go anywhere in the ship. Then it's just finding items. From the almighty Arc Welder to getting not 1, not 3, but 9 elite force action figures to decorate your inventory, and you, Alexander (or Alexandra) Munro's room. There also some single player games (like Tom Paris' infamous captain Proton holonovel, complete with the proton gun).

Multiplayer is what the expansion pack was really good for. If you played the multiplayer a lot like I do, then it may be worth your cash. They made multiple modes up the yin-yang. Let me break them down.

Assimilation: Borg vs. Federation. Classic isn't it. Borg try to assimilate everyone, Federations try to kill the Borg queen.

Borg do get to adapt to every weapon after 10 hits except the I-MOD, which modulates so Borg can't adapt to it.

Classes: Very cool, especially with capture the flag. Pick a class, get special stuff. Some classes get cloaking devices for their team, some get to use a photon cannon. Great teamwork needed for Capture the flag with these team.

Also included in multiplayer: New skins (example: Janeway as Borg), new maps (Singularity, Judgment Day)

So, you're probably wondering, is it really worth it? I'd say if you are the light trek fan, where you just like to SIM and watch the show a little, NO. The add-ons make sense if you are hardcore fans only. But, if you liked the multiplayer in Holomatch, then grab it! it's great for multiplayer action!

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## ***The Counselor's Corner...***

Greetings, USFers! I'm Commander Leigh Stone and I'm a Counselor at Starfleet Academy. I've been asked by the staff of the PADD to provide an article for our readers responding to a question or situation that almost everyone in the fleet faces at one time or another. Since I'm just starting out, I've chosen a topic to begin with. However, from now on, I'd like your suggestions! So, if you have a question or a situation that you've faced and you'd like a counselor's point of view on how to handle it, then send it to [CmdrLeighStone@aol.com](mailto:CmdrLeighStone@aol.com). The questions can be concerning simming, love, relationships, or just life in general. (No engineering questions, please!)

### **Conflict Resolution...**

Have you ever been faced with a person or a situation that just frustrated you to no end? Have you ever had someone say something to you that has caused you a great deal of hurt? Have you ever been the one to say or do something that has caused someone pain?

If you answered yes to any of those questions then this article is for you! As mostly imperfect beings, we make mistakes. When I goof up, it's most often the big, ugly kind of mistakes that are hard to resolve. Sometimes I would like to think that by being quiet and saying nothing, everything will just go away and fix itself. Unfortunately, this is rarely the case. Most often, it just becomes uglier and harder to deal with.

So, for those times when you just don't know what to do, keep the following in mind.

1. Don't be afraid to say you're sorry. Often times we are too proud to just admit that we were wrong and apologize. Many friendships have been torn apart by pride and the lack of an honest, sincere apology. As soon as you realize you've goofed, send an apology. If it was a huge mistake consider sending a digital greeting card or flowers. Whatever you do, do it as soon as possible because time just makes the wounds fester.
2. If you're having a serious argument with someone remember to keep it civil and respectful. No one benefits from mud slinging.
3. If you feel yourself loosing control then ask to continue the conversation later when you are more calmed down. That way you won't say something you will regret later.
4. Don't ever write and send a message when you are angry. If you do write something when you are angry save it and wait twenty-four to forty-eight hours before sending it. Then, read it over again when you are calm and focused. Most likely you'll be in a better frame of mind to write something more diplomatic.
5. Don't be afraid to ask for help if an argument is getting out of hand. Just remember to ask someone to mediate who is an unbiased third party for everyone involved.
6. Be honest but not brutal! Remember that you can be honest without being hurtful. Just because it's "the truth" doesn't mean it's right or nice to say it to someone. Be truthful, not mean.
7. If you still can't resolve the conflict, seek professional help! Or maybe it'll just be easier to agree to disagree.

That's it from the Counselor's Desk...See you next time!

Commander Leigh Stone

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## ***The Breen***

A powerful and mysterious Alpha Quadrant species, the Breen are one of the very few major species that have evolved on a non-class M world. The Breen homeworld has an average temperature of approximately 220 Kelvin, a record low for any inhabited planet. They have evolved with a unique physiology in order to cope with this ultra-cold environment; although they breathe a fairly standard oxygen-nitrogen atmosphere at close to normal pressure, the Breen have no blood or other liquid circulatory system. Instead, their body is permeated by millions of tiny hollow tubules that are open to the skin. These allow oxygen to be carried directly into the body; once there it is absorbed directly through the skin to be used by the internal organs. A similar process carries the waste gasses back out again. The Breen reproductive cycle is also unusual, in that they commonly produce offspring at a very early age. Normal Breen body temperature is 235 Kelvin; exposure to temperatures above 260 Kelvin will kill a Breen within minutes. Given that most known major space faring species live on class M planets with an average temperature far above that of Breen, the Breen have had to develop environmental suits of great capability and reliability in order to co-exist with others. Given their nature, it is understandable that the Breen have become one of the Alpha Quadrants leading experts at creating and maintaining extremely cold environments. They are acknowledged experts on cold storage of chemical compounds.

Given the environmental difficulties, casual visits to Breen worlds by non-Breen are virtually impossible. The Breen strongly discourage visitors, and all those who do visit Breen worlds are confined to purpose designed encampments. Combined with the fact that the Breen habitually design environmental suits, which hide their faces from view, this has given them their air of mystery. This has been further enhanced by the fact that some empathic species, most notably Betazoids, are unable to detect the thoughts or emotions of the Breen. Much of Breen is known to be a frozen wasteland, and it is widely thought that the Breen have deliberately avoided large surface developments for cultural reasons.



Nevertheless, much has been discovered about the Breen over the years. They have developed organic technology to the point where they routinely use biological spacecraft. Some of these are fitted with cloaking devices, a technology the Breen apparently invented independently of the Romulans and Klingons. They use disruptor type weaponry rather than the phaser technology used by the Federation.

The Breen have something of an aggressive history; Breen privateers have conducted raids against other species on several occasions. In 2366 the Breen attacked and captured the Cardassian vessel *Ravinok*, using its crew as slave labour in the Dilithium mines on Dozaria. In 2372 the Breen also attacked the Bajoran colony of Free Haven and the Romulan saying, "Never turn your back on a Breen", has summed up the reputation of this curious species.



In 2375 the Breen moved from a policy of low-level hostility toward the other major powers to one of open warfare when they allied themselves to the Dominion. As well as their conventional forces they brought to the alliance a unique weapon - a form of energy damping system, which could completely drain all the main power systems of a Starship. The weapon proved decisive in the second battle of Chin'Toka, allowing the Dominion to retake the system after inflicting huge losses on the Allies. Fortunately the Allies were subsequently able to capture an example of the Breen weapon along with the technicians who installed it, allowing them to develop

countermeasures. The Breen continued to fight with the Dominion until the end. In some respects this actually worked to the Allies benefits - the Dominions increasing reliance on the Breen made the Cardassians feel more and more isolated and abandoned and was a contributory factor in their eventual split from the Dominion. When the Dominion surrendered the Breen were left with little choice but to do likewise rather than face the prospect of open warfare with the Federation, Klingon, Romulan and Cardassian forces simultaneously

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## ***Voice of the Fleet***

Greetings, readers! Welcome to the first series of interviews with Starfleet officers around the fleet. This week I've interviewed Commander Quixar of the *USS Lexington*. He's charming, he's funny, and he's furry. What more could you ask for? I plan on interviewing other officers in the fleet from the youngest Ensign to the Miss Brass herself, Admiral Caitlin. If you have ideas for possible interviews or if you'd like to be interviewed drop me a note at [CmdrLeighStone@aol.com](mailto:CmdrLeighStone@aol.com).

Remember though, I'm only doing one interview a month so I may not be able to get around to everyone. Be patient and maybe you'll find yourself in the HOT SEAT!

**Commander Leigh Stone**

Stepping into the room, Commander Leigh Stone, a counselor at Starfleet Academy, smiled warmly at Commander Quixar. Today she was dressed in her best Starfleet uniform with her long brown hair pulled up into a French braid. "Greetings, Commander. I'm so glad you accepted my invitation for an interview. I hope you've made yourself comfortable."

Commander Quixar, a Drallin with brown fur covering his body, patted the couch he was sitting on. "Bolian Treak Leather; very nice. Replicated?"

Her smile was mischievous as she walked over and sat down next to him, turning slightly so she faced him. "I'll never tell."

Following her cue, he settles in comfortably as well. "So, what about me would anyone find interesting? Besides the fur?"

"Well, you are the Executive Officer on the U.S.S. Lexington, a ship in the United Space Federation. What's not to find interesting?" She smiled widely deciding to jump right into the interview. "So why don't you tell our readers about how you became involved in the USF?"

"Well, I've always wanted to stretch my imagination, some would say too far. I stumbled upon an application to the academy with no real experience at Simming. I joined and got assigned to the first Internet Division vessel. I was there for the christening with Admiral Clements himself.

She laughed softly. "That must have been a grand occasion. What did your first few weeks feel like? What kept you on board and simming?"

"Oh man, it was instantaneous. I snapped right into the role of a simmer. I was assigned Ops, which in my humble opinion is the best because you stick your nose in everyone's business. Those weeks had me learning tons of new stuff and meeting the coolest set of simmers."

"I can agree with that. How do you like being an XO?"

"Well, it came with a bit of sadness. The Admiral retired and Captain Quell and I were promoted. I hated to see him go, but I was terribly excited about the new job. I can say that I love being XO because I have the best of both worlds. I don't always know what's going to happen, but I have enough influence to keep things on track. The crew seems to like me, but that's because I've forwarded them my paycheck for the past two years."

Laughing, she slapped at his arm playfully. "I wish I had thought of that. What kind of advice would you have for our officers who would like to be XO's? Any wisdom to pass on to our future officers?"

"Well, don't beg for promotions. Earn em. It's way easier in the long run. Be helpful; contribute not only to the storyline, but to other's enjoyment as well. The Captain might like some story ideas, and that is a good boost. I logged faithfully and developed a full character. My bio is updated too. I hate to sound redundant, but you get what you put into it. I've never felt it was a drag to write logs, because it only takes me a few minutes, and they are dang good too!"

"That sounds like some really good advice. Do you have any goals for your future in the USF?"

"Well, I've deeply considered the possibility of captaining a vessel. Probably not the Lexington, but only because its such a hallowed ship I don't know if I'd do it justice. For those who haven't visited, it truly rocks.

<<SHAMEFUL PLUG ::GRINS:: ( <http://lexington.cjb.net/> )>> Anyway, I've looked at unorthodox type sims, but I may just get a small scout vessel if High Command ever promoted me." Whispering almost conspiratorially, "I haven't gone for the examination yet."

Smiling, her eyes sparkle mischievously. "Well, I'm sure you'd do a fine job. What do you like to do in your spare time?"

"Oh well, I'm still talking with my fiancé Kimberly about the wedding. We haven't agreed on a location yet. Usually I like rock climbing on the holodeck, studying subspace mechanics, and I have an intense love for Botany as do most of my species."

"It sounds like you keep very busy. What's your hardest task as XO?"

"I'd have to say keeping everyone busy and efficient. With so many species on board, it's important to realize the social norms of their species and make sure the crew meshes well. I also make sure that the crew always has something to do so they don't get cabin fever."

She nodded her head thoughtfully. "What about having to lead Away Teams? Does losing a member of your crew ever get to you?"

He looked uncomfortable for a moment before answering truthfully. "Yes it has been very painful. I wasn't even the XO when I made my first Command decision that lead to disaster. I've learned to deal with mistakes and to not second guess myself. The former counselor of our vessel was extremely helpful. Nothing in the Academy can truly prepare you for what's out there. It's the training that gets you through it, but it doesn't prepare you. If that makes sense." He smiled at her, as his confidence returned after the difficult subject.

Nodding slowly she smiled in sympathy. "Yes, it makes perfect sense. You've learned some important lessons, Commander. Can you think of anything you'd like to say to our readers before we sign off of this interview?"

"Keep it fun. Starfleet is a military operation, but if you've ever seen a Science Chief's eyes when new data on a nebula comes in, you know that we are out there because of what *is* out there. Exploration and the unknown is the greatest narcotic of all time. Never lose sight of why we do this job and you will go far."

"That sounds like excellent advice for our officers. Thank you so much for agreeing to this interview. It was wonderful talking to you." She extended her hand to him. "And just for being so nice, you're invited to dinner at my house later, Commander. Just beware the children."

He laughed jovially. "I'm great with children. They tell me I look like their fiber-based recreations of carnivorous mammals. I never did quite get it." He took her hand in his and shook it heartily. "And thanks for having me."

She chuckled softly. "I'm sure I don't get it either. Take care, Commander."

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## **Special Announcement: Episode II Title**

August 06, 2001

starwars.com is pleased to announce that *Star Wars: Episode II Attack of the Clones* is the full title for the next *Star Wars* film, scheduled for release in 2002. *Attack of the Clones* joins *The Phantom Menace*, *A New Hope*, *The Empire Strikes Back* and *Return of the Jedi* as chapter titles in the six-episode Skywalker saga. It harkens back to the sense of pure fun, imagination and excitement that characterized the classic movie serials and pulp space fantasy adventures that inspired the *Star Wars* saga. Ten years after the events of *The Phantom Menace*, not only has the galaxy undergone significant change, but so have our familiar heroes Obi-Wan Kenobi (Ewan McGregor), Padmé Amidala (Natalie Portman) and Anakin Skywalker (Hayden Christensen) as they are thrown together again for the first time since the Trade Federation invasion of Naboo. Anakin has grown into the accomplished Jedi apprentice of Obi-Wan, who himself has transitioned from student to teacher. The two Jedi are assigned to protect Padmé whose life is threatened by a faction of political separatists. As relationships form and powerful forces collide, these heroes face choices that will impact not only their own fates, but the destiny of the Republic

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## **Sarek**

Author: A.C. Crispin  
Star Trek: 1995

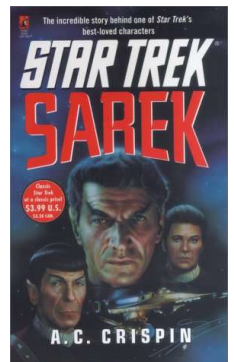
I found this book to be a very insightful learning experience about the lives of Sarek, husband to Amanda a human who chose to live the Vulcan way, and the hardships and trails that kept father and son distance for so many years.

I read the book several times and each time I laughed and I cried it was a heartfelt story. The basics of the book is as follows;

Spocks mother is very ill and dying, Her son returns home to Vulcan to care for her in her hour of great need, It also explains in some detail about the young Spock which I found to be most intriguing. This is a side of Spock never before seen. A somewhat emotional side, yet still very logical. But, as Amanda's illness worsens Sarek is called away for Federation duty. Both father and son must set aside all their animosities and work together to ensure the safety of the Federation. This book involves hidden secrets, Klingons the Enterprise and Captain Kirk's last surviving relative. I found it to be a very action packed story. I highly recommend it for reading. I give it four stars!

Cmdr Solvek T'aran  
XO- USS Hermes

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## Denizen Wicker

A Review by

Galex of Ferenginar

(<http://hometown.aol.com/USFAndroid/Galex/Galex1.html>)

Email: [GalexFerenginar@yahoo.com](mailto:GalexFerenginar@yahoo.com)

SD 60107.06



I'm back again folks, your friendly Ferengi entrepreneur and holovid reviewer! The editors have paid their latinum installment and purchased this excellent opinion on another great holovid. This time I chose the innovative, ageless, work of genius, \*Denizen Wicker\* (from 2341 – yeah its an oldie but a goodie, like myself!).

This holovid is probably the galaxy's most illustrious and exceedingly appraised holovid, with its many remarkable scenes, holographic and narrative techniques and experimental innovations. Its producer, director, and primary performer were all the same mastermind - The Ferengi holovid master, Vontane (in his film debut at age 25!), who collaborated with Hizhap Gaikuwitz (a Bolian) on the script and with Greg

Turelm (a half-Vulcan, half-Human) as his talented holographer.

The vid received unanimous critical praise even at the time of its release, although it was not a commercial success at first due to its limited distribution. (Bad management there, I might add.) It was the recipient of nine Awards nominations with only one win - Best Original Vidplay (Gaikuwitz and Vontane). The other eight nominations included Best Holovid (producer Vontane), Best Performer (Vontane) and Best Director (Vontane), Best Holography (Turelm), and many others. With his four Awards nominations, Vontane became the first being to receive simultaneous nominations in those four categories.

More importantly, the innovative, bold holovid is an acknowledged milestone in the development of holographic technique. It was one of the first to properly use holography as an art form to energetically communicate and display a non-static view of life. The holovid's components include unconventional lighting, inventive use of shadows and depth perspectives - adjusting perspectives to alter the perception of distances between the extreme foreground and the extreme background, low-angled shots revealing ceilings (seldom if ever considered before this holovid), over-lapping dialogue (now almost taken for granted as holovids simulate today's multi-directional conversations), a cast of characters that ages throughout the holovid, and the frequent use of transitionary dissolves (the background and scenes fade into one another almost seamlessly).

This holovid portrays the frightening larger-than-life story of a 'rags-to-riches' child who built a fortune. He was taken away from his humble surroundings with his father and mother, apprenticed to a banker, the lucky sap. After expertly embezzling a small fortune, he became a fabulously wealthy newsvidman, making a fortune milking the role of advocate of the disadvantaged. Disastrously, he foolishly set his mind on a political career, but when he had an ill-advised 'love-nest' affair with a dancer (don't they all?), and became filled by a lust to fulfill the Ferengi dream of success, fame, power and immortality, it led to self-destruction (this is a Federation-biased film after all!). After two failed marriages, his final days were spent alone before his death in the gloomy fortress-like retreat of his own making.

I'm not going to tire you with detailed descriptions of every scene of the vid, you need to see it if you want those. But I really must describe someone I could consider a hero: the character of Wicker, self-titled only as Denizen of the Galaxy. From his humble beginnings in a ramshackle building to a glorious domain spanning 40-odd video production studios, manufacturing plants, residential complexes, vast natural wildernesses for his own pleasure, starliners, and even his own latinum plant! A domain through which for fifty Standard Years flowed an unending stream of the galaxy's greatest wealth! (But remember, this is a fictitious character!)

In the greatest traditions of Ferengi, Wicker urged entry into one war (RA #34 - "War is good for business."), and yet opposed participation in another (RA #35 - "Peace is good for business."), and remained carefully neutral in others (RA #127 - "Stay neutral in conflict so that you can sell supplies to both sides."). He dabbled in political intrigue, swinging the election to one Federation President at least (RA #33 - "It never hurts to suck up to the boss."), he became the voice of millions of citizens (RA #26 - "As the customers go, so goes the wise profiteer."), was hated by as many more (RA #144 - "There's nothing wrong with charity... as long as it winds up in your pocket." and RA #169 - "Competition and fair play are mutually exclusive.").

The holovid portrays Wicker's life over forty years, with Wicker appearing in newsvids all over the galaxy. There was no public issue on which Wicker took no stand, no public man whom Wicker himself did not support or denounce - often support, then denounce (RA #21 - "Never place friendship before profit.")

But in the end, Wicker, mover and shaker that he was, could not live up to his ambition of political leader. He was almost elected to the post of regional Governor, until indiscretion proved his downfall. He met and was instantly addicted to oo-mox with a Green Orion Woman, a highly "immoral" exotic dancer named Zuzahna. His political position was forever ruined, and much of his fortune quickly wasted away. He should have listened to RA #94 - "Females and finances don't mix." and RA #40 - "She can touch your lobes, but never your Latinum."

Self-styled Denizen Wicker changed the galaxy, built a fabulously wealthy domain, but outlived his own power. He spent his last days alone in a self-made fortress, aloof, seldom visited, never photographed, an emperor of little real strength who continued to direct his failing empire, varyingly attempting to sway as he once did the destinies of a galaxy that had ceased to listen to him, ceased to trust him. Then finally, as it must to all living beings, death came to Wicker, dark and cold and lonely.

The holovid goes on for some time as characters attempt to "understand" the genius of Wicker, to determine the "meaning" behind his life. Obviously, this part of the vid was written almost exclusively by Gaikuwitz (the Bolian) as it leaves behind the Ferengi perspective and becomes more introverted and thoughtful (and considerably more Federation-biased I might add).

And yet, the telling of the story, and the production of it continue to make it an incredible holovid. I would recommend that everyone see it at least once. (Shronk-Galex, LLP, distributes copies of this incredible story for the meager price of 75 Federation Credits. Individual viewings of it can be enjoyed for merely 10 Credits at your local Holo-suite - such as Galex's Entertainment Complex on the Plaza Royale of the ISS Reciprocity.)

\*\* Credit where credit is due: This is a fictional review of a fictional "holovid" modeled after the 1941 movie, "Citizen Kane". Much of the core of this "review" came from a review by Tim Durks of "Citizen Kane", which review is posted at the following website (which goes into great detail about the movie - you should check it out!) The site:

<http://www.filmsite.org/citi.html>

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## ***USS Roddenberry Technical Specs***

United Federation of Planets

Constructed at Starbase Horizon Starship Development

USS Roddenberry, NCC 1991-B was launched July 21, 1997. It is the third ship to honorably carry the name of Star Trek creator Gene Roddenberry. The registry number represents the year that Gene Roddenberry passed away. The USS Roddenberry, in all its incarnations, has enjoyed an active simming life for over 6 years in the USF. In six years, and three ships she has seen three Commanding Officers. USF Robby commanded the original, USF Scully commanded the Rod-A and Rod-B, until he retired from active duty. The ship is currently under the command of [USFktlara](#).

We see a wide variety of missions including space battles, diplomatic missions and everything in between. The atmosphere among the crew is open and friendly. We balance OOC and IC chat rather well, adding to the simming experience. The Roddenberry sims every Tuesday at 9:00 EST as it always has. The only change is the location, we currently sim in the AOL/AIM private room Sector001.

**Bridge Plaque Dedication:** "It was the nation that had the lion's heart...I had the luck to be called upon to give the roar."

**Registration:** USS Roddenberry NCC-1991-B

**Ship type:** Advanced Nebula class multi-mission cruiser

**Date of Completion:** 9707.21

**First Active Duty:** same as above

**Crew:**

Officers: 65

Enlisted: 930

Other: 80

**Transporters:**

10 personnel

12 cargo

10 emergency

Computer: M-16-A Bioneural Matrix

Base OS: HoloDrake ver. 9.4: "Dead, digitized, and lovin' it"

**Small Vessels:**

8 Type 15a Shuttlepods

6 Type 16a Shuttlepods

4 Type 6 Shuttles

4 Type 7 Shuttles

2 Type 9a Shuttles



1 Captain's GIG, Info to follow

1 Corvette runabout, red, with holographic "convertible" top. Owner:  
Lieutenant Commander Ellen Green

**Propulsion:**

HorizonStar Driver VI Quad Motor Impulse Drive

-Maximum Impulse Speed 0.995c

HorizonStar Missionary IX DFL DualCore Warp System

-Std. Cruising Speed Warp 9.0

-Max. Cruising Speed Warp 9.98

**Weapons Data:**

7 Federation Type XII phaser arrays

2 Federation Type XII-A phaser arrays

2 Compressed Ripper Beam Emitters (experimental)

4 Rapid-fire quantum torpedo launchers (2 Forward, 2 Aft)

**PROPULSION SYSTEMS**

The Roddenberry, designed and built by R&D specialists including USFBR&D Senior Director Alexander O'Brien, is the conglomeration of proven and new technologies recently made available to USF vessels. The Modified Nebula class was deemed acceptable as a test-bed vessel, and after several major upgrades, systems refits and installations, and structural modifications, the Nebula Advanced class was born.

The Roddenberry is one of few Starfleet vessels to incorporate a dual warp core assembly. This new approach, finally made possible by several major leaps in technology, allows for a substantial increase in power availability, as well as the security of being able to lose a warp core. Both warp cores, to facilitate maximum power production, contain dilithium focus lenses. Separate M/ARC ejection and isolation systems have been installed, and while the two cores are run by a central operations system, there are auxiliary support systems for each separate core. Engineering is in no way dissimilar to that of a Nebula class starship, save that instead of the one central warp core, there are now the two cores symmetrically positioned 3.5 meters apart.

The Roddenberry implements the use of two warp nacelles, as is standard on most Starfleet vessels; however, each one is much more powerful and efficient than those of the original Nebula class. Each M/ARC supports the nacelle on it's side. The port warp core supplies power to the port warp nacelle, starboard to starboard.

**NAVIGATIONAL SYSTEMS**

Due to the speeds the Roddenberry must keep up and the implementation of the navigational deflectors, more powerful and efficient navigational systems are required.

The navigational deflectors have been increased in power by 201% over the rated maximum of a Modified Nebula class to counter objects impacting the ship at higher relative velocities. Also, the navigational deflectors decrease stress on the warp nacelle support pylons, in conjunction with the structural integrity fields.

In addition, the navigational sensor array has been upgraded to support near-transwarp velocities, continually scanning 360 by 360 degrees every 3.9 picoseconds, and feeding the information directly into the primary navigational subprocessors.

**TACTICAL/DEFENSIVE SYSTEMS**

**TACTICAL MULTITASKING:**

Weapons system multitasking allows the ship to fire more than one type of weapon at once. It sends weapon signals along diverted routes so that they don't cross each other and confuse themselves. The multitasking system is the primary operation system for tactical.

The "fire at will" system transfers total control of tactical systems to the computer in battle situations. It is a "last chance" system, designed so that the ship locks onto all enemy targets and fires continuous barrage until ordered to pause the enemy is destroyed, or the ship which is operating "fire at will" is destroyed. If paused for 2 min., the system will automatically deactivate. This system is controlled by the automation system and operated by the multitasking program.

Tactical analysis of all systems is a function that gives the Tactical officer up-to-the-minute information on all systems, and increases operation speed of the weapons system. A screen on the tactical station's panel offers the information on each system as requested, or shows pertinent tactical information, such as phaser power, torpedo readiness, reserves, and how many of each type are available. Also, extended information on shield strength and power, damage control, security readiness, and power reserves for diversion to tactical systems. This is another advantage of the multitasking system.

The newest addition to the multitasking system is a new weapon targeting system. The system will display a grid on the tactical panel which will display the information on the configuration of the enemy vessel, such as the locations of its critical systems and areas (such as main power, weapons systems, etc.) This allows the Tactical officer to target a specific area of space or a specific point on the enemy ship on which to fire. A weapon select screen appears, allowing choice of phasers, ion blasts, torpedoes, which kind, and strength.

In addition to the multitasking system, the Roddenberry supports multiple weapon power systems. Besides extremely powerful phasers and photon torpedoes, there are optional energy supplies for different weapon effects. These will be discussed later.

### **SHIELDS & DEFLECTOR:**

The deflector system is the primary defensive system on all classes of starships. It is a series of powerful deflector shields that protect both the spacecraft and its crew from both natural and artificial hazards. Like most force field devices, the deflector system creates a localized zone of highly focused spatial distortion within which an energetic graviton field is maintained. The deflector field itself is emitted and shaped by a series of conformal transmission grids on the spacecraft exterior, resulting in a field that closely follows the form of the vehicle itself. The field is highly resistive due to mechanical incursions ranging from relativistic subatomic particles to more massive objects at lesser relative velocities. When such an intrusion occurs, field energy is concentrated at the point of impact, creating an intense, localized spatial distortion. To an observer aboard the Roddenberry, it appears that the intruding object has "bounced off" the shield. A zero-dimensional observer on the intruding object would, however, perceive that his/her trajectory is unaffected, but that the location of the starship has suddenly changed. This is somewhat analogous to the spatial distortion created by a natural gravity well, and is typically accompanied by a momentary discharge of Cerenkov radiation, often perceived as a brief blue flash. The deflector is also effective against wide range of electromagnetic, nuclear, and other radiated and field energies. The deflector systems utilizes one or more graviton polarity source generators whose output is phase-synchronized through a series of subspace field distortion amplifiers. 7 field generators located on deck 10 generates flux energy for the Primary Hull. The Nebula class starships had 5 generators on deck 10. Four additional generators are located on the Secondary Hull, as opposed to the three found on regular Nebula class starships. Two additional generators are located in each of the warp nacelles. The Roddenberry includes 4 backup generators if any of them fail in a crisis situation. Each generator consists of a cluster of thirteen 46 MW graviton polarity sources feeding a pair of 680 millicochrane subspace field distortion amplifiers. Providing shielding against the entire spectrum of electromagnetic radiation would prove far to energy-costly for normal cruise mode use. Additionally, a full-spectrum shielding would prevent onboard sensors from gathering many types of scientific and tactical data. Instead, Cruise Mode operate at the relatively low level (approximately 5% of rated output) and at the specific frequency bands necessary to protect the spacecraft's habitable volume to SFRA-standard 347.3 levels for EM and nuclear radiation. During Alert situations, shields are raised to defensive configuration by increasing generator power to at least 85% of rated output. A Ferengi scientist introduced the metaphasic shield about 3 years ago. However, with recent improvements made by Starfleet has made the type one metaphasic shield seem obsolete. By using the main deflector dish we have been able to enhance the metaphasic shield. The new metaphasic shield has been classified as the Type II metaphasic shield, which operates at 225% of optimal, compared to the old metaphasic shield. It allows the ship to stay in standard orbit around a star for generally around 24 hours before the radiation penetrates the shield.

The following modifications to the shields were proposed by the late Johnathan Drake, Computer Resource Officer, and approved and implemented by Chief Engineer Ray Packard and Acting Captain Jalilar Valdyr on Stardate 9806.27:

1. Liquid Crystal shields- generate two thin high powered force fields around the ship, then flood the space between them (About three centimeters) with gaseous quartzite. The low temperatures in space should liquefy the gas. It will stay in liquid form because of the heat of the force shields. If the outer shield is punctured, the crystal will immediately solidify, and become totally impregnable. We would have to fly near a star to get it off of us. If that happens the ups are that no enemy weapon of any kind or any transporter beam can penetrate it. the down side is that the same goes for us...nothing gets out. This would come in handy later. I suggest we run with this one if we get into dire straights.
2. Atomic modulation of the Shield frequency. - The shields are generated by exciting molecular particles with a High energy plasma stream. If we modulate the Plasma stream to the higher frequency band, we'll get a different modulation...maybe one that we can keep up in the Bad Lands. Also if we swap out the dilithium particles in the shield emitters with some Calcium bromide, we'll get a whole new shield configuration, one that I know will work in the Badlands.
3. De-evolution of the shields- The Constitution class starship shield design allowed for tuning of the shield frequency to a specific energy pattern, to keep it out. In later ships (Excelsior and up) the shields were designed with a broader scope. they

try to keep everything out. If we reprogram the shields with a constitution configuration, we could tune them to the energy pattern of the Badlands.

#### **ARMORED HULL:**

The Roddenberry incorporates an advanced design in hull armoring that has not until recently become possible. Early starships were painted with a light grey thermocoat, coloring the ship as well as adding a minimal level of armor, and protecting the primary hull exterior from heat effects. However, this process was eliminated as of the refit of the Enterprise, having been found that the thermocoat added little protection, but added several thousand more tons to the weight of the ship. The increased strength of the hull is due mostly to the discovery of a new material, quadmium alloy. This alloy is considerably more resilient than duranium or duranium composites. Also, included in the alloy are small amounts of superinsulative material thus reducing the effectiveness of most energy weapons, and decreasing heat damage. Finally, the hull is made to ablate rather than rupture, thus allowing it to last longer, especially under the incendiary detonations of photon torpedoes.

#### **PHASERS:**

As installed in the original Nebula class, the main ship's phasers were rated as type X, which were once was the largest emitter available for starships. They were capable of producing 5.1 megawatts. The next generation of shipboard phasers, the XII (installed on the Roddenberry), is capable of directing 11.6 megawatts, dramatically increasing damage inflicted upon an opposing spacecraft. These are new phasers designed by the USF Bureau of Research and Development for use on all USF vessels, replacing the now obsolete Type X arrays. The USS Roddenberry carries slightly upgraded models of the newly designed phasers. In addition, the Roddenberry carries two Type XII-A subspace multifrequency phaser array prototypes. This weapons system has yet to see widespread testing, but it is believed the effectiveness of the new array will be proven by its installation on board Roddenberry. Presently, technical information on the Type XII-A phaser array is restricted to authorized personnel only. The XII phaser banks are located on the battle section aft array, nacelle pylon array, and the battle section ventral array. The Type XII-A phaser arrays replaced their Type XII counterparts on the saucer dorsal and ventral areas, thus bringing this new weapon to bear immediately on all targets. A typical large phaser array aboard the original USS Nebula consisted of two hundred emitter segments in a dense linear arrangement for optimal control of firing order, thermal effects, field halos, and target impacts. The USS Roddenberry is carrying in the large phaser arrays the increased number of three hundred fifty emitter segments, capable of improving the overall performance of the phaser system. Groups of emitters are supplied by redundant sets of energy feeds from the primary trunks of the electro plasma system (EPS), and are similarly interconnected by fire control, thermal management, and sensor lines. The visible hull surface configuration of the phaser is a long shallow raised strip, the bulk of the hardware submerged within the vehicle frame. The first stage of the array segment is the EPS submaster flow regulator, the principal mechanism controlling phaser power levels for firing. The flow regulator leads into the plasma distribution manifold (PDM), which branches into two hundred supply conduits to an equal number of prefire chambers. The final stage of the system is the phaser emitter crystal. The ion blasts disable most ship's systems by ionizing the power systems. This renders affected systems inoperable, but not destroyed. The effects of ionic flooding dissipate over time, and no known remedy has yet been found. Also, these blasts have the effect of activating plasma coils, which are used in cloaking devices. The cloaking device would engage, thus rendering the ship vulnerable for a short time.

#### **QUANTUM TORPEDOES:**

The standard photon torpedo carried by the Nebula class is elongated, elliptical tube, constructed of molded and expanded duranium and plasma bonded terminium outer skin. The complete casing of the Nebula class torpedoes measured 2.1 x 0.76 x 0.45 meters and masses 247.5 kilograms dry weight. The new quantum torpedoes installed with Roddenberry has the same dimensions of the previous photon torpedoes, but the weight has decreased from 247.5 kilograms to 232.0 kilograms, utilizing a new propulsion system that decreases weight, yet increases maximum effective tactical range to 5,525,000 kilometers. The torpedoes are designed so that with a few adjustments to existing hardware, any class starship is able to use them. Nebula Advanced class photon torpedoes use a multimode sustainer engine that is capable of almost breaking the warp barrier. The Roddenberry quantum torpedoes have engine modifications that decrease weight, as above, and slightly increase speed and target accuracy. Accuracy is rated to have collision within 0.59 meters of the true target or closer. The actual firing operation occurs in 4 launcher tubes, 2 in the forward section of the AWACS package mounted on the secondary hull, and two in the aft section of Deck 31. Each launcher is downstream from six loader stations where the M/A fuels are injected six torpedoes at one time in the new Roddenberry. Also, a high-energy plasma generator has been installed to interact with the torpedo systems, and may be used to charge torpedoes instead. The plasma torpedoes have a more profound effect on shields, draining those defenses much faster than standard torpedoes. Also, the shield generators would eventually sustain plasma shock and be disabled. Plasma shock causes minimal permanent damage to the generators, but takes an extended period of time to wear off. Plasma torpedoes, though one of the most effective shield smashers available, cause negligible damage to the hull, and especially to armored hulls such as that of the Roddenberry. Minor burn damage and almost no chance of hull penetration are the extent of plasma torpedoes, though exposed system components, such as shield and deflector generators, may sustain plasma shock.

#### **RIPPER BEAMS:**

One of the most destructive weapons technologies we've ever worked on, the ripper beam is, in fact, a combination of many standard technologies into a devastatingly powerful and destructive weapon. The ripper beam is, simply put, a tractor/repulsor weapon. The beam, when fired, utilizes both the pulling properties of a highly-tuned tractor beam in combination with the pushing power of a repulsor, or reverse-polarized tractor beam. In the beam, the sections of each are random, and throughout the pulse, change constantly. Instead of phasing through the hull of the opponent's ship, it rips the hull to pieces, causing massive metal fatigue and hull deterioration throughout. Damage caused by a ripper beam is significantly more difficult to repair, and forcefields cannot always conform exactly to the often bizarre shapes caused by this attack. Ripper beams, while extremely powerful, do have a few limitations. First, their range is limited; in comparison with phasers, which have a virtually unlimited tactical range, ripper beams are only effective at ranges of 750,000 kilometers or less, range dissipation increasing rapidly after about half a million kilometers. Also, ripper beams cause some structural stress to the ship on which they are implanted. The Roddenberry's AWACS package, however, has been suitably reinforced, and few if any problems are anticipated for the first 20 years of operation.

#### **COMPUTER SYSTEMS:**

The USS Roddenberry uses a standard LCARS Computer and interface, though several modifications and changes have been made by crewmembers for use at their workstations, or Holo-programming.

#### **DECK LAYOUT:**

##### **Saucer Section:**

Deck 1: Main Bridge, Captain's Ready Room, Conference Lounge

-Lower: Bridge ejection systems, Bridge's independent systems

Deck 2: Officer's Quarters (Newly refabbed Captain, First Officer, Second Officer), Hightop Lounge

Deck 3: Upper Main Shuttlebay, Shuttle Control

Deck 4: Main Shuttle Bay, Shuttle Maintenance

Deck 5: Science labs and crew quarters (Science Officers)

Deck 6: Transporter rooms 1-4, crew quarters,

Deck 7: Crew Quarters, Waste Management, Emergency Batteries

Deck 8: Gymnasium, Playgrounds, Daycare facility, Schools

Deck 9: Stellar Cartography, Transporter Rooms 5-8

Deck 10: Stellar Cartography, Ten Forward Lounge

Deck 11: Stellar Cartography, Holodecks, Primary Life Support

Deck 12: Sickbay, medical laboratories, science labs, CMO's Quarters

Deck 13: Cargo Bay/Ship's Main Storage Area, Counselor's Office

Deck 14: Mission Operations, Crew Quarters (Medical Assistants)

Deck 15: Crew Quarters, Holodecks, AWACS access tubes

Deck 16: Armory, Security Base, Crew Quarters (Tactical/Security Personnel)

Deck 17: Main Impulse Engines, Emergency Fusion Reactor Storage

Deck 18: Main Impulse Engines, Fusion Physics Laboratories

Deck 19: Main Impulse Engines, Theaters, Game Rooms, Ships Stores

Deck 20: VIP/Luxury/Ambassador's Quarters, Tactical Planning

Deck 21: Main Computer Cores (2), Life support, Emergency Batteries

Deck 22: Main Computer Cores (2), Transporter Rooms 9 and 10

Deck 23: Main Computer Cores (2), Computer Operations, Drake Program Crystal Memory Matrix

##### **Secondary Hull:**

Deck 24: Deuterium fuel storage

Deck 25: Deuterium injection reactors

Deck 26: Dedicated Science Deck (multi-mission scientific facilities)

Deck 27: Waste Management, Emergency Rations, Emergency Life Support

Deck 28: Auxiliary Computer Core, Historical Lounge, Library, Number One Program storage (part of Aux. Computer Core)

Deck 29: Auxiliary Computer Core, Ionic Generator, Emergency Batteries

Deck 30: Main Engineering, CEO's Quarters

Deck 31: Aft Torpedo Launchers

Deck 32: Environmental support, Officers Quarters (Engineering Staff)

Deck 33: Deflector, Sensors, Engineering Laboratories

Deck 34: Deflector, Sensors, Waste Management

Deck 35: Antimatter injection reactors

Deck 36: Antimatter storage pods, Engineering storage rooms

Upper Interchangeable Module (variable):  
Currently fitted with hangar bay space for crew personal craft docking.  
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## **Main Engineering**

By Commander Maximillion Thurman Androcoliss

Well, last episode, we talked about duct tape... now we get to play with... you guessed it... BAILING WIRE!!!

For those of you that missed my last article, you can find it at [www.sector001.com/padd](http://www.sector001.com/padd). For those of you that have read it, you have some idea of a few of the better uses of duct tape. However a long neglected staple of any engineer's tools of choice has been bailing wire. Now I know a lot of you still think that a starship couldn't possibly be in need of bailing wire... However I assure you it can, and is in dire need of it.

I know, I know... You're still not convinced... Just let me expand on my point of view for a bit, and you, too, will come to understand the universal glory of the ultimate bonding material. Some of you insist that a plasma welder is better for securing a door... and perhaps that's true... but what about securing that pesky XO that has been chasing you around for a month? A little wire stock, and you've got as many coat hangers as you'll ever need. Trying to create a diversion, while the security types are saving the day? Try connecting an EPS relay to a pool of water with some bailing wire... Can you say BarBQ? Caught a Cardassian messing around the warp core? What better to keep him there than Bailing wire? It's got a hundred good uses, and each one unique... Department head being too strict, and won't authorize that party? Well, just short the door to his bathroom out with a short piece of baling wire, and your problems are all solved... well... if he's in it. Need something to hold your pina colada out of the way while your working? With a bit of bailing wire and a pair of pliers, you'll have no trouble at all getting yourself a cup holder. And if you've done everything else, and still wondering, what else is there??? You got it! Yard gnomes! Need something to spruce up hydroponics, or the arboretum? With a little creativity, and a few dozen yards of bailing wire, your arboretum can be filled with frolicking gnomes, and fairies, doves, and unicorns. And you thought there weren't any good uses for it in a starship... Hopefully I've improved your opinion of one of nature's true wonders.

Anyone that has any questions or comments, are more than welcome to email me at [MaxAndrocoliss@aol.com](mailto:MaxAndrocoliss@aol.com). All monetary contributions are gleefully appreciated.

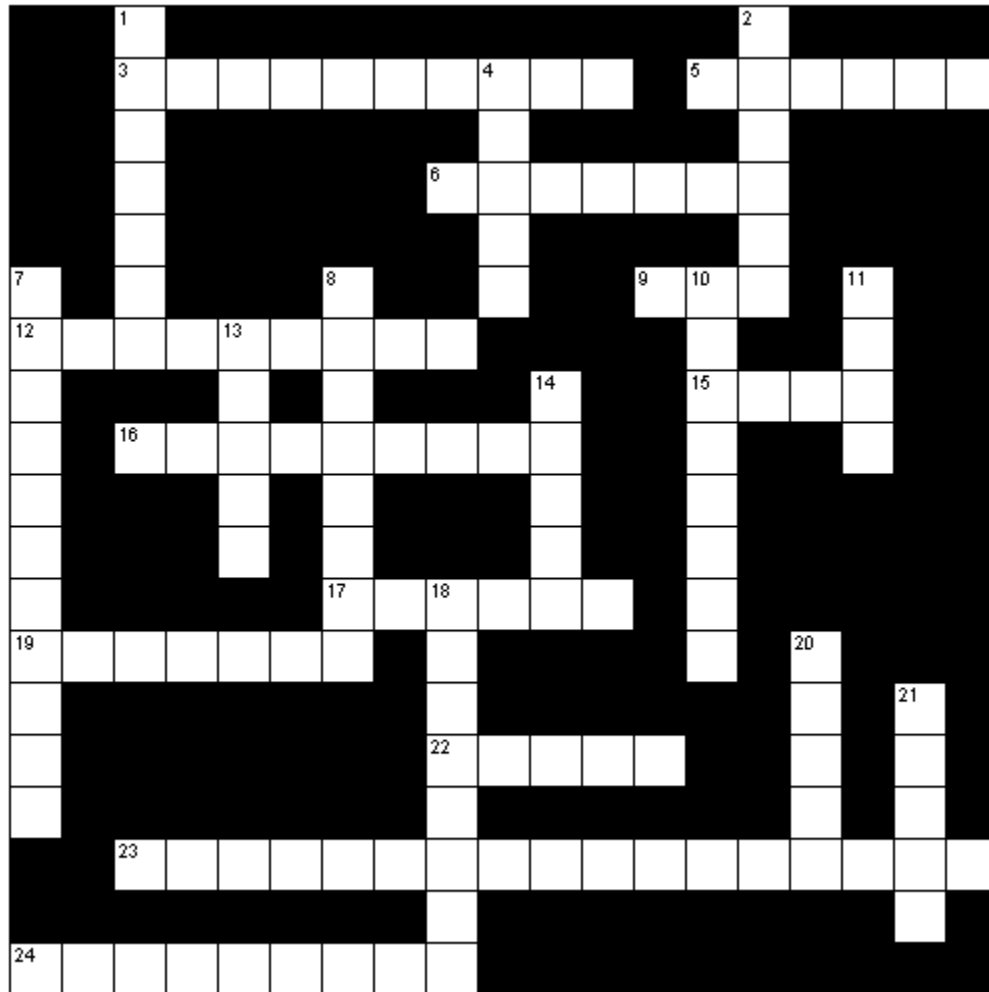
**Next Issue:** Tools of the Trade.

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## Crossword: "Early Trek"



### Across

- 3. New venture
- 5. El-Aurian traveller
- 6. Adversary
- 9. Shatner's show
- 12. Bird of Prey
- 15. Reptilian species
- 16. Scanner
- 17. Quantum Captain
- 19. Temporal Pawn
- 22. Kill not I
- 23. Time portal
- 24. Porcine Species

### Down

- 1. Protomatter Device
- 2. Klingon homeworld
- 4. Deltan
- 7. Early weapon
- 8. Blue species
- 10. Non-corporeal species
- 11. "Cry havok!"
- 13. Green species
- 14. Back to the future Klingon
- 18. Father of Warp
- 20. Crucial Cetacian
- 21. Diplomat

The first person to email [USFPADD@yahoo.com](mailto:USFPADD@yahoo.com) with all the correct answers will have their name printed in the next issue. Good Luck!

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## **Masthead**

**Issue 3 Volume 7**

**<http://www.Sector001.com/padd>**

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***Thanks for reading!***