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**Faithful Readers,**

*The next PADD will be in a different format. Instead of the usual Word format, we are going to use Adobe Acrobat format (PDF). If you have any objections or concerns, we sincerely need to [hear](#) them.*

I hope you enjoy the following articles and features, we enjoy bringing you interesting and informative items. If you have anything to contribute, why not send it to [USFPadd@yahoo.com](mailto:USFPadd@yahoo.com) ? We're hoping to start another feature soon with reviews of a recent episode of *Enterprise*. We also are hoping our next issue can features some seasonal articles. Until then, remember: Infinite Diversity in Infinite Combinations. That's the PADD to a tee!

[Quixar](#)

Managing Editor



***News of Interest***

***Coming Soon: Spectacular Meteors***

By [Elan Lohmann](#)

Oct 31, 2001 02:00 a.m. PST

The United States can look forward to the most spectacular meteor show since 1966 -- and it might be another 98 years before anything so sensational will be seen again.

The Nov. 18 Leonid meteor shower will be "very impressive, rare and something that you'll want to see," said Peter Jenniskens, a research scientist specializing in the study of meteors at the NASA/Ames Research Center at California's Moffett Field.

"The August Perseids meteor shower, which normally gets the most annual astronomer attention, records a rate of about 80 meteors an hour, but this November's Leonids will record a rate over 2000," Jenniskens said. Viewing conditions in the United States are expected to be sublime this year. One reason for this is the

new moon, which falls on Nov. 18, when the sky will be its darkest. A typical Leonid shower yields about 10 to 15 meteors per hour, but this year Jenniskens estimates the meteor shower will have as many as 4,200 an hour at its peak. Viewers along the East Coast will likely see the meteors fall directly from above, while in the West they will shoot across the sky at an angle. The perfect viewing time is estimated to be between 4 and 6 a.m. EST, on Nov. 18. "It is a naked-eye event. All one needs is a clear dark sky away from the city lights to enjoy the phenomena," Jenniskens said. For a sneak preview, a good resource is the [Leonid Flux Estimator](http://www-space.arc.nasa.gov/~leonid/estimator.html), (URL = <http://www-space.arc.nasa.gov/~leonid/estimator.html> ) produced by the Search for Extraterrestrial Intelligence/NASA Ames center. Tools on the site will calculate the best locations for viewing, the optimal spots from any town and how active the shower is expected to be in that area.

The whole show should last 2 hours and create the effect of Earth moving through a trail of dust, Jenniskens said.

An ordinary meteor showers occurs when Earth passes through debris left behind by comets. But this year, the Earth will be passing through particularly dense ribbons of comet debris.

The Leonid storm will occur when the Earth passes through a trail of tiny dust particles left behind by Comet Tempel-Tuttle during its passage in 1767.

Tempel-Tuttle orbits the sun every 33.25 years, shedding dust particles as it is warmed by sunlight. It first crossed the Earth's orbit in 860 A.D. The earth passes through some of the trail every year, but this year it will be particularly close. Jenniskens said the next major Leonid storm will occur again in 2099, which will be one of its last tours. "The comet will then leave the Earth's orbit for good," he said.

In November 1833, the show was so spectacular many eyewitnesses feared the world was coming to an end. In 1966, Americans viewed another excellent stellar show, while in 1999, Europe witnessed an epic series of showers.

Jenniskens will be participating in the NASA-sponsored 2001 Leonid Multi Instrument Aircraft (MAC) mission, to be launched out of Edwards Air Force Base. The 2001 Leonid MAC campaign follows a highly successful airborne campaign during the 1999 storm visible throughout Europe, when more than 4,000 meteors rained through the sky at its peak. It was the first to be observed by modern observing techniques. "Only an airborne mission can bring scientists to the right place at the right time to view the Leonids, and guarantee clear weather," Jenniskens said. =^=

#### ***NASA ADMINISTRATOR LAUNCHES "FLAGS FOR HEROES AND FAMILIES" CAMPAIGN***

In a unique extension of a tradition that dates back to the beginning of human space flight, NASA Administrator Daniel S. Goldin today announced that the next mission of Space Shuttle Endeavour will honor the victims of last month's terrorist attacks in New York, Washington and Pennsylvania.

In announcing the "Flags for Heroes and Families" campaign, Administrator Goldin said thousands of American flags will be carried into space by Endeavor and its seven member crew and will be distributed to the victims' families and survivors of the September attacks.

"The 'Flags for Heroes and Families' campaign is a way for us to honor and show our support for the thousands of brave men and women who have selflessly contributed to the relief and recovery efforts," said Administrator Goldin. "The American flags are a patriotic symbol of our strength and solidarity, and our Nation's resolve to prevail."

As part of this NASA-sponsored effort, nearly 6,000 American flags will be carried into orbit aboard Endeavour. The mission, known as STS-108, is currently scheduled for lift-off from NASA's Kennedy Space Center in Florida Nov. 29.

"NASA wanted to come up with an appropriate tribute to the people who lost their lives in the tragic events of September 11," added Administrator Goldin. "America's space program has a long history of carrying items into space to commemorate historic events, acts of courage and dramatic achievements. 'Flags for Heroes and Families' is a natural extension of this ongoing outreach project."

The legacy of flying American flags to space started in 1961 with the flight of the first American astronaut, Alan Shepard. Students from Cocoa Beach Elementary School in Florida purchased a flag from a local department store, which was later rolled up and placed between cables behind Shepard's head inside his Freedom 7 Mercury spacecraft.

The flags carried into orbit as part of the "Flags for Heroes and Families" effort will be returned to Earth at the end of STS-108, mounted on specially designed memorial certificates, and presented to the survivors and families of the victims in New York and the Pentagon, and to the families of the heroes killed aboard United Airlines flight 93, which crashed in Pennsylvania.

Wednesday afternoon, Administrator Goldin presented the city of New York and Mayor Rudolph Giuliani with an American flag carried into space on a previous space shuttle flight. The Administrator announced plans to present new flags to each New York fire house and police precinct that has played a role in the rescue and recovery efforts.

"We feel 'Flags for Heroes and Families' is a fitting tribute from our Nation's space program to honor those affected by this American tragedy," concluded Administrator Goldin. "The entire NASA family has come together with a historic display of unity on a project designed to comfort of all who have been touched by these horrific events."

STS-108 will be the 12th space shuttle mission to visit the International Space Station. Endeavour will deliver the Expedition Four Crew -- Commander Yuri Onufrienko of Rosaviakosmos and American Flight Engineers Carl Walz and Dan Bursch -- and return the Expedition Three crew home to Earth. Dominic Gorie will command STS-108, and Mark Kelly will serve as pilot. Astronauts Linda Godwin and Daniel Tani are mission specialists for this flight.

Additional information about STS-108 and the International Space Station is available on the Internet at: <http://spaceflight.nasa.gov>

#### **New 'Star Wars' film release date set**

November 14, 2001 Posted: 10:03 AM EST (1503 GMT)

HOLLYWOOD, California (Reuters) -- Twentieth Century Fox has set the domestic release of "Star Wars: Episode II -- Attack of the Clones" for **Thursday, May 16** -- one day earlier than expected, with Europe to get the picture day-and-date or close to it, Variety reports.

"Around the world, many territories open on Thursdays," said Bruce Snyder, Fox's president of domestic distribution. "And because 'Star Wars' is such an international phenomenon, it seemed to make sense to go out on a standard date in as many places as possible."

The "Clones" debut falls eight days before the Memorial Day weekend.

"This way it gets in another weekend, as opposed to opening on the following Wednesday prior to Memorial Day weekend," Snyder said.

Fox will get a distribution fee for its labors, but no box office split.

Many foreign markets, including Japan and Latin America, will have to wait until June or July for the second prequel to George Lucas' franchise. Lucasfilm revealed the distribution plans Tuesday on its Web site, <http://www.StarWars.com>.

The first prequel, "Star Wars: Episode I -- The Phantom Menace," bowed in North America on May 19, 1999, with \$64.8 million. It grossed a total \$923 million worldwide and \$431.8 million domestically -- second only to the 1977 original's \$461 million among the franchise's four installments to date.

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## ***The Five Factors of Highly Successful Sims***

**FltCptn T.X. Turek**

1 - Day/Timeslot. To at least some small degree. I mean, if you have a sim at 3 in the morning on America Online, how many are you likely to get? And also, the day does seem to matter. The most populous sim for, to my knowledge, the entire USF has been the Odyssey (though I think Everest did beat us out for a little bit...no matter) and why, you ask? Simple. It is alone, in the group, on Saturday night, and was for a long time, until the Recr came along. And they start at a time that is unavailable to a good number of people. So the day does seem to matter too, doesn't it? The weekends seem to be the most populous, I mean, look at how many Sunday sims we have! But one cannot always choose one's sim's timeslot, it is, more often than not, bestowed upon them by the previous CO. However, if a sim can gather enough crew to it in the beginning and keep a relatively good influx of new crewmen coming in, a sim can be considered successful in the day/timeslot category.

2 - Participation. A happy crew is an active crew. You must keep as many of your people as active as possible in the plotlines at all times. I'm, personally, not very good at this (I have a good bit of trouble finding a role for my medical department in many sims that they feel like participating in) but still, it's what I should be doing. You can't design a plotline like some you'll see on ST, where one person is the main focus.

Well, you can, but one must be very careful about it. Because if you do a plotline centering around one senior, more experienced officer with an interesting character, an inexperienced newbie might want to do a plotline centering around, say, him being captured by the Borg and assimilated and coming back with the ability to see cloaked ships or something. And that doesn't work too well. As long as the majority of crewmen who come participate in a sim, it can be considered successful in the crew category.

3 - Attendance. A normal sim will, on a regular day, have a little over half its crew in attendance. It sounds like a strange figure, but when one considers it, it is often true. A perfect attendance is rare. But a truly successful sim need not have a crew of 30. Many Commanding Officers actually prefer a smaller, more experienced crew of around 12-16, which can work out quite well, and is really all you need. As long as at least half the crew is coming a sim can be considered successful in the attendance category.

4 - Logs. This is an issue where I disagree with most COs. Many will say that a successful sim must have a steady output of logs, both story and duty/personal. This theory has merit in and of itself. The theory states that, if a crew is happy and enjoying themselves, they will wish to write said logs, and will do so willingly and often. My theory is that a crew need not be writing logs to be necessarily happy in the sim. They may not have the time to write duty/personal, or the ideas to write story logs. I know this is usually true of myself. So, a sim can be considered successful, by one theory, if it has a steady log output, and by another, whether or not it does produce logs.

5 - Ship's Spirit. This is how proud the crew is to be a part of said sim. They will demonstrate this through phrases like "The Best Ship In the Fleet!" or "The Craziest Ship In the Fleet!" or statements to that effect. Craziest/Looniest are, in this case, synonymous with best, when stated as such. This is factor forms something of a paradox with factors 2-4. One is often created as a result of another, but which comes first? The pride in the ship just because you're on THE \_\_\_\_\_, or the participation, attendance and logs? Its difficult to say, but if a crew expresses pride in its ship through public statements to that effect, then a sim can be considered successful in the ship's spirit category. How do you, as a crewmember or senior officer, promote these factors, and make your sim more successful, you ask? Glad you asked. The motto is simple. Lead by example. Even if you are an ensign (and perhaps, more so if you are an ensign) if you attend regularly, participate, write logs and show ship's spirit, you will encourage others to do so. Whether you are a Captain or an Ensign, you can make a difference in your sim.

**Fleet Captain, T.X. Turek**

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## *Another Take on a Successful Sim*

### **Captain Jared St.Cloud**

Captain Trek has raised some interesting points. As we'll all agree, sims are different, and as such, it's hard to define what is successful. To say this sim or that sim is, or is not successful is pointless unless they all have a goal they're trying to succeed at.

For the most part, I think that all sims are trying to have fun, that's something that just about everyone can agree to. And it's definitely something that can be measured individually.

I think that the next important thing is attendance. Even if no one's jumping up and down, and cheering for the sim, if most of the crew show up every week... It's a sign that they're enjoying it. Another good sign of that, is if the crew is writing and participating with one another outside of the sim.

As for what can make a successful sim, I can relate the experiences I've had in starting several sims that are still running. One of which is affiliated with the USF.

First you want a good sim idea. There's only so often you can beat an old horse to death. Just another (insert the newest most advanced ship possible here) cruising around, beating everything up isn't going to draw a huge crowd. The ship that I got affiliated with the USF was actually a Romulan warbird that was manned by a joint Romulan/Federation/Klingon crew. The ship was named the ISS Reciprocity, and was unique for it's diversity. If you have a good sim idea, that goes beyond what a hundred other ships online already offer, then you can attract better simmers.

The second thing you want to look at is what time you have your sim at. I placed the Reciprocity on Saturday at 9pm PST, because there are a lot of west coast simmers that cannot make the earlier times in the USF. The important thing, is to find a time where your not competing with other sims for recruits. Now if there's enough people out there, and trust me there is, recruiting for a certain time's not a problem. On the other hand, if you share that time with another sim, your sim's concept is going to be competing against theirs. At that point, the better recruiters are going to win.

Now we get to recruiting. This is probably the single most important part of running a successful sim. Either you as the host, or the other participants in the sim have to recruit. To rely on the USF Recruiting department is unfair to them, and is not going to keep your ship teaming with good simmers. Though the Recruiting department does a wonderful job, they have to keep up with 20+ sims, a host only has to recruit for 1. That means that your going to be able to find a lot more people for your 1 ship as you don't have to share them. Now most people that join the USF end up simming on more than one ship. This is nice, because for ever new person brought in, it for the most part will help 2-3 sims. After all... If there's no crew, as most can attest to, there is no sim.

The next part are sim ideas. What kind of sims directly affect how people become involved, and what kind of simmers you can keep. For instance, most of the younger simmers enjoy action sims with the newest technology. Older, or experienced simmers generally tend to enjoy more roleplaying and plot elements beyond, kill the enemy. On the above mentioned Reciprocity, we had one combat sim in the first year, and lost that. The incredible crew I had the pleasure of simming with there, were far more interested in non combat sims. And it must have worked out as most of them are still there, though I'm not sure if they ever did get a long term engineer.

Last but not least, is the organization of the sim. Most captain's do things differently, but I can relate my experience on this subject. Getting a weekly roster, and mailstring out is important. It reminds everyone of the sim, and it helps them keep track of who is in what position. Including alternate methods of contacting one another encourages the crew to have fun outside the sim as well as in it. Sending additional items such as the ship specs, deck by deck listings, setting up a website, and giving writing awards all help to promote log writing. It's also very important to lead by example and write often as a host. It's important to show everyone what is expected of them as simmers, and to be consistent by never playing favorites. That alone can cause a great deal of trouble for you as a host, though sometimes it can be very hard to remain objective.

As for what else makes for a successful sim... That is something that everyone has to answer for themselves, because everyone has a different opinion of success. Hopefully we've been able to help a little more, if you have any further questions, or comments, you can send them to [USFPadd@yahoo.com](mailto:USFPadd@yahoo.com).  
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## ***Star Trek Role-Playing Books For the Not So Ultimate Star Trek Fan***

**By Keirana Clemens**

Are you a Star Trek fan? I know I'm not the ultimate Star Trek fan. I, on occasion, will sit down to watch a Star Trek episode on TV. I wait for the movies to come out on video, and I've only read two chapters out of a Star Trek novel. Yet, here I am in a Star Trek based sim group. When I joined, I had no real knowledge of the show or movies. I only knew the basics and what information my friends in and out side of the sim group passed on to me. Then I discovered something which I thought was truly amazing...Star Trek Role-Playing.

I was in a local bookstore when I discovered these amazing books, and me being into Role-Playing I had to check them out. I picked up a book title Star Trek: The Next Generation Role-Playing Game. Thumbing through it, I found the work and detail in this book to be short of nothing but spectacular. It was loaded with information about Starfleet. It had information on more than a dozen of ships within the UFP, Starfleet, and those ships outside of the UFP. It gave race backgrounds from Vulcans to Romulans to Dowds. It even described, briefly, how the warp core worked and how long it would take to reach one destination to another by warp speed, and of course, how to create your character for the game by using dice. Excited about what I found, I went on a search to see if there were any other role-playing books out there for Star Trek. There was. I searched in local bookstores, and I searched through the online book stores as well. I was determined to collect and buy what Last Unicorn Games had published.

As my search narrowed, and my collection of books grew, I found that Last Unicorn Games went out of business and the role-playing books published by them were to be no more. Last Unicorn Games sold to Wizards of the Coast, there by all books scheduled to be printed were lost. I found my collection short by one book which I've had a hard time finding. Since Wizards lost the licensing with Paramount, Decipher which puts out the Star Trek Collectible Card as well as a few other card games, has gained the rights from Paramount to publish the Star Trek role-playing games. Some of the authors that were involved with Last Unicorn Games were hired on with Decipher.

Sad as the news maybe, I continue my search for the missing book to my Star Trek Role-Playing book collection. I've even started to pick up role-playing books from FASA who also created a Star Trek Role-Playing game before Last Unicorn. I continue to do so, because I find the information in this role-playing books to be an excellent source of information on the Star Trek series.

I can get information from these books and use them as tool whether I am writing, role-playing, or simming. I encourage those who are interested in books to search around. These role-playing books are truly worth it. I would recommend that you check online, comic book stores, or hobby stores that supply gaming material. These really are exceptional books and a great source of information, especially, if you're someone like me, the basic kind of person. Or even if you're not, you'll really enjoy the quality of these role-playing game books by Last Unicorn Games and FASA. It's well worth the time and read.

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## *The J'Karran Race*

### **By Ton Vier**

The race of humanoids, known primarily as J'Karrans were discovered on stardate 2376 just inside the Beta quadrant. Located just into the fringe of Romulan territory, it was conceivable that they had been missed by sensor sweeps, and were found by the Federation Starship USS Agrippa. The J'Karran territory is heavily laden with resources, and is protected by many violent Nebulas, and it is surmised that the Romulan Tal'Shiar took interest for this reason.

When the Federation finally managed to get into the system, it took a large amount of diplomacy and negotiation to manage to evaluate the J'Karran Empire, something that the Romulan Empire protested to greatly.

It transpired that the J'Karrans had been suppressed in their home system by the Romulan Star Empire for nearly two hundred years, the Romulans had control of all communications and transports into and out of J'Karra Prime. Reasons for this were short in coming, and it was clearly apparent that the Romulan Empire had not even begun any process of mining in the system. Further more, the realization of Tal'Shiar involvement brought an even bigger shock from the Romulan Senators at the negotiations, than the fact the Federation had penetrated their space.

2376 heralded a new era in J'Karran evolution when a secretly constructed blockade runner managed to outrun a group of Romulan scout ships and get a message to the Federation and a few other smaller races before it was destroyed. What occurred after that nearly caused another Romulan/ Federation war, with the fragile J'Karrans at the center. Through Federation mediators and negotiations with the Romulans, the federation managed to persuade the Romulan Empire that it was in their own best interests to allow the J'Karrans to petition for acceptance into the Federation, and exist under their own rule, thus declaring an independent state from Romulus. This so happened to be an independent state in Romulan territory, an outcome that didn't really please the Romulan Empire at all, but became of great benefit to the Federation. There were however certain details which were set in place at the Treaty of Drall, which was where the J'Karrans signed the concordance with the Federation. The first among many, was that the J'Karrans would build a fleet of warships numbering no more than 150 ships, and would be constrained to a Home Guard fleet only. The second was that the numerous J'Karran ship yards would be used on a 85% to 15% ratio, of construction of Starfleet pattern vessels.

While this vastly constrained the amount of defense ships that the J'Karran Empire was allowed to build, it also benefited the Federation, and pacified the Romulan Star Empire. Production of ships began immediately, and the Federation set up numerous patrols to invigilate this new border. It must be stated here, however, that the J'Karran Empire maintains a state of Sovereignty, and has agreed to Federation integration only through executive decision. In other words, the J'Karran Empire does whatever they like in their own territory, short of committing genocide.

When the J'Karran people were first viewed by the rest of the Alpha quadrant they bore a remarkable likeness to the Bajorans, a trait which had to be investigated. The J'Karrans were in fact a long lost faction of Bajoran colonists; who when the first orb appeared 10,000 years earlier, had set out in an armada of large sublight ships to try and find more graces and gifts from the prophets. According to patchy J'Karran records, correlated by Bajoran records, they had arrived at their planet by sheer chance, as the colony was not intended to spread this far, though a warp rift and crash landed on J'Karra Prime. After many years on their new planet the J'Karrans eventually lost many of their links to the Bajorans, as the monks who enforced their faith slowly died out. Instead the J'Karrans started to believe in one Supreme prophet who ruled above all others, while the J'Karrans had lost the direction of their faith they were no less fundamental about it. The name system was reversed, so that the first name came before the last name and the D'jarra caste system was abolished.

J'Karra is a vast ball of mountains, forests and lakes, making for quite a tough environment to live in; but providing an excellent starting point for a resource base. The J'Karrans built their homes into the walls of the great canyons and mountains and onto large plateau's. While the landscape is beautiful, the J'Karrans yearned to go back into the stars and colonize some of the other planets in their system, they had spread to three other planets and two moons by the time the Romulans arrived. The J'Karrans are a planet full of artisans, poets, thinkers and dreamers but they were not soft. They resisted the Romulans presence, but eventually the Romulans managed to persuade the J'Karrans that they were not here to subjugate them. While the Romulans were there, they had plenty of time to perfect their way of life and their socio-economic infrastructure, something that the Romulans were impressed by, and also leading to a most stable



planetary economy. This is something that was not being shared by their Bajoran counterparts. The J'Karran Empire has now grown beyond the bounds of their home system, and they believe that they have done as much construction and work in their home system as they can. Secretly they are building more and more ship yards in some of the more dense Nebulas, and their industrial base grows on a line with their expansionist policies. The Empire now only waits for enough ships to be built to accompany the Iluri'Artaye mothership into uncharted areas of space. The J'Karrans are determined to found a new Empire beyond the constraints of the Romulans and the Federation, and the sudden revealing of the Wormhole complex at DS-21, has granted the means to found their new Empire.

### **J'Karran Faith**

While the J'Karrans no longer believe in the Celestial Temple and the Prophets, they do believe that there is one Supreme Prophet who rules above all others. Faith is shown in every walk of life in the J'Karran civilization, every morning and evening is given up to prayer and worship, every school teaches their faith as well as other academic subjects, such as the J'Karran fundamentalism. The J'Karrans place a high emphasis on schooling in the early years of their children's lives, literacy and languages, arts and sciences, and theology are all covered in immense detail. Physical fitness is attained at an early age as well, in fact by the time J'Karran children have left their 12 hour a day school life, at 18, they will have reached an incredible physical and mental peak. If the person so desires, or he is an orphan, they may petition for acceptance into the Karchan, the Holy Order of Warrior Priests, taking on a new mental and physical challenge on a great scale. The J'Karran Warrior Priests are already becoming a legend in the Alpha quadrant, noted for their exceptional combat prowess and utter devotion to the Faith, they are extremely well trained and taught. Where as in the school life they were taught for 12 hours of the day, this did include recreational periods; a Warrior Priest has only 10 hours of his day given over to rest and recreation. What comes out of this after 2 years is unbelievable, and their regimen goes on until they leave or die. During the Romulan suppression, the only military forces allowed was standard policing militias. But by training their Warrior Priests in the arts of war they managed to form their own secret service army. These forces grew larger by the day and now form quite a large contingent of the armed militias, always accompanying troops for the inspiration they bring along with their immense battle experience. To be a J'Karran Warrior Priest is a testament to your abilities, faith and status in society and they gain a lot of respect from their people. They live in tall Fortress Monasteries, which stand above all the settlements, easily noticed by their four immense towers, a commanding and protective view, which can be seen by all.

A few of them have ventured out into the expanse of space, but most remain at home ready to defend their faith and home at all costs. Those that have ventured away still tend to keep their titles and regimen, only re-assuming their title when they return to homeworld.

### **Glossary of Terms**

- Karchan - The Holy Order of Warrior Priests
- Prelat - The leading Minister of the Na`Kari
- High First Vachan - Spiritual leader of all J'Karrans
- First Vachan - A title given to one of the most honored in the Karchan
- Vachan - A Warrior Priest, above a monk who is the basic rank
- Na`Kari - The Government of J'Karra

### **Geography**

**Total Space:** 7.5LY; Disputes: disputed border claims with the Romulan Empire

**Planetary Use:** Agricultural 28%; Inhabited 23%; Industrial 20%; Unusable 30%

### **People**

**Population:** 29,700,000,000

**Species Divisions:** J'Karran 95%; non-J'Karran humanoid 4%; other 1%

**Religion:** J'Karran 100%



**Language:** Predominant J'Karran, sizeable minorities speaking Bajoran and Federation Standard English  
**Labor Force:** 18,650,000,000

### **Government**

**Full Name:** The J'Karran Empire  
**Type:** Republic  
**Administrative Divisions:** 45 Provinces, 12 Colony worlds  
**Independence:** November 4th, 2377, from Romulan Star Empire  
**Constitution:** Written, Statutes, High law  
**Legal System:** Local J'Karran law, Fully integrated with Federation law system  
**Executive Branch:** Na`Kari  
**Legislative Branch:** Na`Kari  
**Judicial Branch:** High First Vachan  
**Leaders:** Chief of State and Head of Na`Kari: Prelat Covar  
**Suffrage:** Universal at age 18  
**Defence Forces:** J'Karran State Guard, Karchan

### **Territories**

J'Karra Prime: Populated L-class planet, 3rd in J'Karran system. Has 2 moons and rotates on a 26 hour day  
Akkara: Populated M-class planet, 6th in J'Karran system. Has 5 moons.  
Harkora: Populated M-class planet, 5th in J'Karran system. Has 0 moons.  
J'Karra II: Populated L-class planet, 4th in J'Karran system. Has 1 moon.  
J'Karra VII: Populated M-class planet, 7th in J'Karran system. Has 0 moons.  
J'Karra VIII: Populated L-class planet, 8th in J'Karran system. Has 7 moons.  
Aldeera: Second moon of J'Karra Prime, houses the main hand weapons production factories of J'Karran Empire  
Na`Charra: Heavily fortified Ninth planet, L-class with 1 moon. 4 Starship production yards, 2 starbases  
Cra`San: Main training world of the Karchan, also agricultural base.  
J'Karran Sector: Area of space under direct J'Karran jurisdiction, secondary patrols by the UFP. Borders Romulan Star Empire, integrated part of UFP.  
J'Karran System: Contains 18 planets, 12 of which Inhabited, 3rd is J'Karra Prime

### **Economy**

**Overview:** After their initial boom, the J'Karran economy has not faltered at all, in fact they have brought themselves on a par with some of the most advanced societies in the Alpha quadrant The new economy is more than capable of supporting their expansionist policies of late A well organized and disciplined infrastructure.  
**Unemployment Rate:** 0.2%  
**Budget:** 30.75 Billion credits  
**Industrial Production:** growth rate +2.998% (2379)  
**Industries and Agriculture:** Tourism, farming, industrial replication, mining, communications, pharmaceuticals, large scale Starship production & Deuterium refining.

### **Communications**

**Spaceways:** UFP charted spacelanes, Drall - J'Karra trade routes  
**Spaceports:** 5 major spaceports, 12 minor spaceports, and 45 space stations  
**Merchant Marine:** 45 ships, 150 unmanned cargo drones  
**Telecommunications:** 11,500,000,000 comm terminals, 34 subspace comm relays

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## The Elusive Evil

A Review by  
Galex of Ferenginar  
SD 0110.02

Hello again to all my ecstatic fans out there! The USF PADD has once again come up with their Latinum installment to acquire my opinion on another great work of entertainment. This time I have chosen the much-talked-about "prequel" holovid to that fabulous "Galactic Hostilities" series. Written, produced, and directed by that incredible Ferengi mastermind, Rukas, his latest installment, "The Elusive Evil" - indexed as "The First Interlude" - is the subject of this Review.

To be honest (and we all know that RA#27 says, "*There's nothing more dangerous than an honest businessman,*") the hype that preceded the release of this vid is some of the best marketing strategy I've seen in years! The savvy use of holovid promotion with the ability to view "behind the scenes" scenes tantalizes without revealing too much about the holovid story itself. And as the anticipated day approached, more scenes appeared, especially a wonderful visual of the young Gurth Vodar, now just a cute little kid, except the shadow on the wall is the outline of the very familiar and imposing adult Gurth Vodar shape. There is hardly a more powerful combination than great vid-making, marketing, and media relations. Stories are created and populated in the press as much as the vid itself. Rukas really has the lobes, eh?



But is the holovid any good? After all, RA#19 tells us, "*Satisfaction is not guaranteed.*" It did not seem possible that the vid could live up to such lofty expectations. It would have to achieve the same alignment of constellations of which the original Galactic Hostilities benefited (besides being a great movie). The original was aimed at youth, a generation hungering for technology, for intelligence in screen writing and special effects yet with a traditional "frontier" plot. The first three sequels delivered upon that promise even more (more so "The Sovereignty Retaliates" than "Reenter the Bajai"), a whole generation literally growing up with these films.

Perhaps the biggest legacy of Rukas' work is that he has created an enterprise for the development of new special effects and techniques. The hugely successful "Commercial Intensity and Enchantment" is in fact a competitor to AdventureScope HoloPrograms, which is a subsidiary of Shronk-Galex, LLP. Rukas' CIE engages in post-production for both special effects and sound. Plenty of holovid makers in dire need of the expertise, the new look, sound or technology go to Rukas' company. But the audience is demanding as well and anything that does not live up to expectations will quickly be forgotten. As RA#26 says, "*As the customers go, so goes the wise profiteer.*"

To step back for a moment, for anyone who was around when the original Galactic Hostilities was first released it is hard to describe the phenomenon of seeing the vid. It was released in a time period when summer was the dumping ground for holovids. But not after Galactic Hostilities! Lines literally seemed to stretch for kilometers, not because everyone in the Galaxy wanted to see it, but because everyone in the Galaxy wanted to see it again and again. That was new. The holovid didn't look like other holovids, no sterile sets and spandex, but places and machines that were junk shops and salvage yards, memorable characters, and an undercurrent that made the story absorbing. The struggles that we all have: free will, destiny, falling in love, losing love, achieving manhood.

When "Galactic Hostilities" was re-released last year (another smart marketing move to reintroduce the films to a new generation- RA#12 says, "*Anything worth selling is worth selling twice!*") with a reworked holographic master, improved sound, and a few tweaked scenes, there were a few comments about how it's dated. The vid seems rather tame now, fine for kids. This is the challenge of "The Elusive Evil": does it find the mass appeal without being childish? Does it strike a chord with holovid goers?

"The Elusive Evil" has similarities to the "Galactic Hostilities" films (which actually occur later in time), but does not simply duplicate it. It sports familiar characters, but at different points in their lives: a young Zoda and Fenobi. This approach is very effective and intriguing. It reminds us of the other holovids but by recasting them into new adventures. The key is how the ensemble cast works together. Much of the

excitement of the older Galactic Hostilities vids was generated by the excellent cast. And in terms of its technical merits, this holovid looks nothing less than spectacular.

I think Rukas will add to his fortune with this one. Holovid ticket sales are soaring, and he's already got the merchandising going at high warp. I recommend the vid to anyone who likes the kind of high-speed adventure the Galactic Hostilities series generated. It fits the mold.

*\*\* Credit where credit is due: Once again, I've "borrowed" much of this review from a review of "Star Wars: The Phantom Menace" by TIM CLIFTON of Renaissance Online Magazine. I've altered names and given it a "Star Trek" feel, and added Galex's unique perspective. \*\**

The original version can be seen at <http://www.renaissancemag.com/arts/movies/default.asp?article=0599>  
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## ***Warp Drive***

Compiled by Quixar

Subspace is a dimension that permeates the "normal" four-dimensional space-time continuum (N-space). Subspace is moving relative to N-space at infinite velocity along all possible vectors. Ordinarily this renders subspace undetectable, since these forces cancel one-another out. Warp drive operates by creating an electro-gravimetric field which isolates a "bubble" of N-space within it and partially extends into subspace. A symmetrical field results in zero propulsive force, but an asymmetrical field couples with the subspace stresses along one particular vector more efficiently than along other vectors, resulting in a propulsive force.

Early warp drives took several minutes to build up a useful field strength, but modern drives can initiate a warp field of 1,000 milliCochranes (warp factor one) in a matter of seconds. Since the bubble of space within the warp field is acted upon equally throughout (except at the very edges of the "envelope"), there is no perceptible inertial effect. This means that though an outside observer might witness the warp field and its contents accelerate to faster than light velocity in only a few seconds, those within the warp field will feel no acceleration. Since they have not undergone any "true" acceleration, they do not experience relativistic effects due to their high rate of travel. When the vessel drops out of warp, it will still be traveling in the same direction and velocity (N-space velocity, not warp speed) that it was when it engaged warp drives. Depending upon the sophistication of the navigational systems, this requires the vessel to accelerate and change heading to match the desired arrival vector. In the early days of warp drives, this entailed periodically dropping out of warp to calculate progress and adjust heading and velocity in N-space.

When more sophisticated navigational aids became available, such heading and velocity changes could be made while underway (without dropping out of warp). Sustaining a warp field has been compared to inflating a leaky balloon. Power must be constantly fed to the field, or it will collapse. When a warp field collapses, it doesn't just "vanish" but slowly collapses, taking several minutes. Factors that affect the rate of collapse include electromagnetic configurations within the field (may speed or slow collapse), total field strength (it takes longer to dissipate stronger fields), and the field's physical configuration (the larger and more symmetrical the field configuration, the more slowly it collapses).

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## ***Species Creation Group***

**Name of Species:** Chooba Wooba

**Species Submitted by:** Leinahtan9

**Physical Characteristics:** Short, Males have small beards, Females have Short hair.

**Society Characteristics:** They live in small cities and large family groups, almost like tribes

**Favorite Food and Beverage:** Mud pie and Cream soda

**Where they come from:** Alpha Quadrant

**Back Ground Information:** First established as Shipping moon for its large amount of dilithium natives. Scared settlers away and took their technology and evolved into what they are today.

**Technological information:** They have large cargo shuttles capable of going across the galaxy in a matter of minutes.

**Feelings about the Federation:** Large Dilithium supplier for the Federation and has a representative in the Federation Senate.

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**Name of Species:** Mindropers.

**Submitted by:** Patricia Lovat

**Physical Characteristics:** They have the form of a tree trunk with three humanoid type-legs, with three long toes each, two in front and one in back. They have two arms that resemble humanoid arms, ending in a hand with three long fingers and a thumb. Their face is located about 3/4 up their trunk-like bodies. They have huge white eyes that have no lids and only small holes for a nose are just under the eyes. The two mouths are about ten inches from the nose holes and are filled with small sharp teeth. Over the mouths are tentacles. These are used to get their food.

**Society/Cultural Characteristics:** Mindropers usually travel in small groups from 2-4 individuals. It is believed these are family units, but no ones lived long enough to actually find out.

**Diet:** They eat only humanoid brain matter that possesses psionics. The method of extracting the food is to insert the tentacles up through the nose cavity, grabbing the brain and pulling it back through the nose cavity.

**Planet-side:** Nothing Is known about the planet of the Mindropers. It is believed that they exhausted the food supplies in their galaxy and have been slowly making their way toward the known space of the Federation and their allies.

**History:** Unknown at this time. Technological information: They travel around in small powerful ships that are undetectable, scanning for psionics(lunch).

**Military:** Unknown at this time

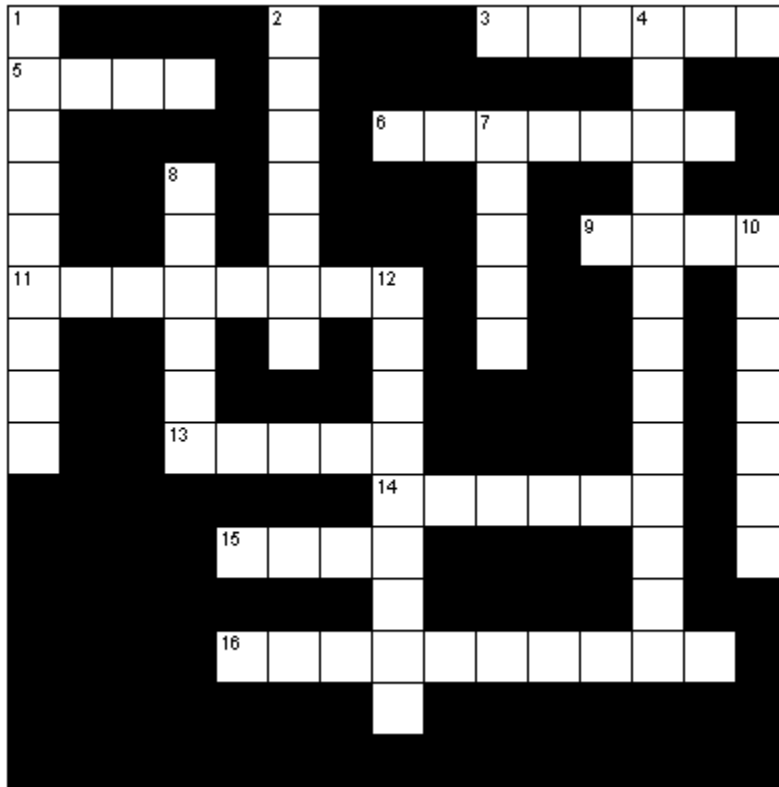
**Special Abilities:** MindRopers can morph through any solid matter and forcefields cannot stop them. They are highly psionic and are hard to detect They are immune to any type weapon and can only be stopped by psionic means. Any use of psionic activity will attract them. They are intelligent. After ingesting a psionic brain, they are able to temporarily copy any abilities their meal use to have.

**Feelings about the Federation:** A tasty new source of food.

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## Crossword Puzzle: The Next Generation



### *Across*

3. Mon Capitan
5. Hybrid Empath
6. Wesley's Mother
9. Alexander's Father
11. Tomalak's Species
13. Frake's Character
14. Son of the USS Hera's Captain
15. Soong's Second Attempt
16. The Flagship of Starfleet

### *Down*

1. Secondary Hull
2. Transporter phobic
4. The final episode
7. Visual Input Sensory Organ Replacement
8. Living Quarter's Section
10. Lobed Capitalists
12. Picard's first command.

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## ***Masthead***

### **Issue 4 Volume 7**

**Managing Editor:** Quixar

**Compilation Director:** Max Androcoliss

**Publication Director:** Pe'er Arronax

**Advisor:** Shodan

#### **Staff:**

Shodan

Caitlin

Elizabeth Hanson

### ***Thanks for reading!***

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

For more information on the United Space Federation, please see <http://www.Sector001.com>

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## **THE APPLICATION**

The following United Space Federation SIM Group application is what you will find at [www.sector001.com/application.html](http://www.sector001.com/application.html) . For extremely fast placement on a ship, go to the page and fill it out. If you prefer to email in an application, please send this form to [USFAhrel@aol.com](mailto:USFAhrel@aol.com).

### **Part I: About You (Optional)**

*This information helps us get to know you, but we realize it may be too personal. This part is completely optional.*

Your main email address:

Your real age and gender:

RPing/SIM Experience or other SIM groups you belong to:

### **Part II: Your Character**

The email address you will be using for USF:

The AOL or AIM screen name that you will be using for USF, if any:

Your character's name:

Your character's age and gender:

Species:

Other information about your character:

**Examples for species** include: Human, Betazoid, Vulcan, Klingon, Romulan, Trill, etc.

**PLEASE NOTE:** The USF Strongly discourages Borg and Q type characters. Some captains will allow them, some will not. If you strongly want a character of this type, it will be up to the captain of the ship you are posted to.

**Examples for other information** include: hates Borg, telepathic, strange phobias, unusual intelligence, etc.

### Part III: Assignment

**Which types of simulations can you attend?**

- I have America Online (AOL)  
 I have AOL Instant Messenger (AIM)  
 I have unrestricted Internet access

**The following are times we currently have SIMulations.**

CHECK as many times that you can and/or want to attend a simulation. All SIMs last for one hour. All times are US Eastern. Subtract 3 hours if you are on the US west coast.

Sunday 8:00pm, 8:30pm, 9:00pm, 10:00pm, 10:30pm  
Monday 8:00pm, 9:00pm, 9:30pm, 10:00pm, 11:00pm  
Tuesday 9:00pm, 10:00pm  
Wednesday 9:00pm, 10:00pm, 11:00pm  
Thursday 9:00pm, 10:00pm, 11:00pm  
Friday 9:00pm, 10:00pm, 11:00pm  
Saturday 9:00pm, Midnight

Other times:

(Note: The fewer times you mark, the lower your likelihood of being placed.)

3. If you were referred to this application from another web site and would like to request that you be posted on a particular simulation, please indicate the name of the simulation.

4. The following are the posts our ships and stations normally have. Please rank the posts that you would like, on a scale of one to ten with 10 being best.

Engineering                       Security                       Tactical  
 Medical                               Science                       Counselor  
 Operations                       Helm                       Other  
(including Civilian, Bartender, Ambassador, etc. Please specify.)

### Part IV: Miscellaneous

*We would like to know how you found out about the United Space Federation. Answering the following questions is, of course, optional.*

How did you find out about the USF?

Is there anything else you want to note on your application?

[END OF USF APPLICATION - CURRENT AS OF 11-15-01]

We will do our best to match your preferences with our openings. Your first post will probably be an assistant in a department, such as engineering, medical, science, etc. Throughout regular participation, you will be due for a promotion, and eventually may become a department chief. After enough dedication and work, you may even go on to become a USF sim host!

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## Schedule:

Also available at <http://www.sector001.com/schedule.html>

| Day   | Time   | Simulation   | Location  |
|---|--------|--|---|
| Sunday  | 8:00p  | <a href="#">Starbase Everest</a><br>CO: <a href="#">Capt. Rose</a> XO: <a href="#">Cdr. Berman</a>                   | <a href="#">America Online</a><br><a href="#">Orbital Velocity (AOL)</a>                        |
| On the edge of Federation Space lies Starbase Everest, where Lughians and Romulans in constant struggle and a new adventure is always around the corner!  |        |  |   |
| Sunday  | 8:30p  | USS Federation<br>CO: <a href="#">Capt. Lee</a> XO: <a href="#">Cdr. Rall</a>  | <a href="#">AOL/AIM Chat</a><br>Synchronous Orbit: <a href="#">AOL</a>   <a href="#">AIM</a>    |
| The Fed is a science vessel, in which we create and flesh out our richly diverse characters.  |        |  |   |
| Sunday  | 9:00p  | <a href="#">USS Excelsior</a><br>CO: <a href="#">Comdr. Arronax</a> XO: <a href="#">Cdr. Barkley</a>                 | <a href="#">Internet/Java</a><br><a href="#">Simulator</a>                                      |
| The founding ship of the fleet, the "Excel" travels through space and time exploring new worlds, new life, and new ideas.   |        |  |   |
| Sunday  | 9:00p  | <a href="#">USS Lexington</a><br>CO: <a href="#">Capt. Clemens, II</a> XO: <a href="#">Cdr. L'ment</a>               | <a href="#">Internet/IRC</a><br><a href="#">IRC: LexChat</a>                                    |
| Founded in 1999, the Lex is the first IRC sim in the USF. We explore space, our characters, and our imaginations.   |        |  |   |
| Sunday  | 10:00p | <a href="#">USS Marquesas</a><br>CO: (unknown) XO: (unknown)   | <a href="#">America Online</a><br><a href="#">Sector 001 (AOL)</a>                              |
| Sunday  | 10:30p | <a href="#">Outpost Phoenix</a><br>CO: <a href="#">Capt. Hobbes</a> XO: <a href="#">Cdr. Dire</a>                    | <a href="#">AOL/AIM Chat</a><br>Synchronous Orbit: <a href="#">AOL</a>   <a href="#">AIM</a>    |
| Monday  | 8:00p  | <a href="#">USS Fragglerock</a><br>CO: <a href="#">Capt. La'Zana</a> XO: (unknown)                                   | <a href="#">America Online</a><br><a href="#">Sector 001 (AOL)</a>                              |
| This SIM is a comedy! Not quite a farce, but a light hearted satire combining the Star Trek environment with movies basis' such as "Down Periscope" and "McHales Navy" as well as the TV shows "F-Troop" and "M*A*S*H". |        |  |   |
| Monday  | 9:00p  | <a href="#">USS Eclipse</a><br>CO: <a href="#">Capt. Blake</a> XO: <a href="#">Cdr. Larindo</a>                      | <a href="#">America Online</a><br><a href="#">Orbital Velocity (AOL)</a>                        |
| Monday  | 9:30p  | USS Columbia<br>CO: <a href="#">Capt. Mancuso</a> XO: (unknown)  | <a href="#">America Online</a><br><a href="#">Synchronous Orbit (AOL)</a>                       |
| Monday  | 10:00p | SS Nigala<br>CO: <a href="#">FCpt. Trekker</a> XO: <a href="#">CommanderPanthro</a>                                  | <a href="#">AOL/AIM Chat</a><br>Space Station Nigala: <a href="#">AOL</a>   <a href="#">AIM</a> |
| The Nigala is a Federation outpost on the edge of the galaxy in far side of the Beta Quadrant - experiencing the mystery and adventure from uncharted worlds.   |        |  |   |
| Monday  | 11:00p | USS Aldrin<br>CO: <a href="#">Comdr. Sylver-Selah</a> XO: (unknown)  | <a href="#">AOL/AIM Chat</a><br>Synchronous Orbit: <a href="#">AOL</a>   <a href="#">AIM</a>    |
| Tuesday   | 9:00p  | <a href="#">USS Roddenberry</a><br>CO: <a href="#">Capt. T'Lara</a> XO: <a href="#">Packard</a>                      | <a href="#">AOL/AIM Chat</a><br>Sector001: <a href="#">AOL</a>   <a href="#">AIM</a>            |
| Tuesday   | 9:00p  | Special Operations Group<br>CO: <a href="#">RAdm. Hanson</a> XO: <a href="#">Cdr. Maeve of the House of Kor'hath</a> | <a href="#">AOL/AIM Chat</a><br>Synchronous Orbit: <a href="#">AOL</a>   <a href="#">AIM</a>    |
| The SOG is specially trained to handle high risk missions and any highly combative or hostile situations that may threaten the Federation or it's allies.   |        |  |   |
| Tuesday   | 10:00p | <a href="#">USS Hermes</a><br>CO: <a href="#">FCpt. Hawkins</a> XO: <a href="#">Taran</a>                            | <a href="#">AOL/AIM Chat</a><br>Sector001: <a href="#">AOL</a>   <a href="#">AIM</a>            |
| The USS Hermes-D, a Xanthian Class Starship, is a science vessel exploring the limits of the Federation. Our travels take up to the farthest reaches of the known Galaxy and beyond.                                    |        |  |   |

|  |          |  |   |
|--|----------|--|---|
| Tuesday  | 10:00p   | <a href="#">USS Halifax</a><br><b>CO:</b> <a href="#">FCpt. Booker</a> <b>XO:</b> (pending)                              | <a href="#">AOL/AIM Chat</a><br>Sector001: <a href="#">AOL</a>   <a href="#">AIM</a>        |
| The USS Halifax is a Falcon class cruiser designed for exploration and covert operations. Every week the SIM is filled with mystery, suspense, action and of course fun.   |          |  |   |
| Wednesday  | 9:00p    | USS Stealth<br><b>CO:</b> <a href="#">Comdr. Krenn</a> <b>XO:</b> (unknown)  | <a href="#">America Online</a><br><a href="#">Synchronous Orbit (AOL)</a>                   |
| Wednesday  | 10:00p   | Starfleet Academy<br><b>CO:</b> <a href="#">Capt. Clemens</a> <b>XO:</b> <a href="#">Cdr. T'Pal</a>                      | <a href="#">AOL/AIM Chat</a><br>Sector001: <a href="#">AOL</a>   <a href="#">AIM</a>        |
| Wednesday  | 11:00p   | Corps of Engineers<br><b>CO:</b> (unknown) <b>XO:</b> (unknown)  | <a href="#">America Online</a><br><a href="#">Synchronous Orbit (AOL)</a>                   |
| Thursday   | 9:00p    | USS Dauntless<br><b>CO:</b> <a href="#">FCpt. Mstrad</a> <b>XO:</b> (unknown)  | <a href="#">AOL/AIM Chat</a><br>USS Dauntless: <a href="#">AOL</a>   <a href="#">AIM</a>    |
| Thursday   | 10:00p   | <a href="#">USS Potemkin</a><br><b>CO:</b> <a href="#">FCpt. Winter</a> <b>XO:</b> (unknown)                             | <a href="#">America Online</a><br><a href="#">Sector 001 (AOL)</a>                          |
| Thursday   | 10:00p   | <a href="#">USS Agamemnon</a><br><b>CO:</b> <a href="#">FCpt. Synth</a> <b>XO:</b> (unknown)                             | <a href="#">AOL/AIM Chat</a><br>USS Agamemnon: <a href="#">AOL</a>   <a href="#">AIM</a>    |
| Thursday   | 10:00p   | <a href="#">USS Independence</a><br><b>CO:</b> <a href="#">RAdm. St. Duieux</a> <b>XO:</b> (unknown)                     | <a href="#">AOL/AIM Chat</a><br>USS Independence: <a href="#">AOL</a>   <a href="#">AIM</a> |
| Thursday   | 11:00p   | USS Kemo Sabay<br><b>CO:</b> (unknown) <b>XO:</b> (unknown)  | <a href="#">America Online</a><br>Private Room  |
| Friday   | 9:00p    | USS Lothlorien<br><b>CO:</b> <a href="#">FCpt. Styre</a> <b>XO:</b> (unknown)  | <a href="#">AOL/AIM Chat</a><br>Sector001: <a href="#">AOL</a>   <a href="#">AIM</a>        |
| The Charleston-class USS Lothlorien-B investigates strange and/or anomalous events while still managing to get itself into more battles than should be healthy. The Loth strikes the balance between action, exploration, and character development. |          |  |   |
| Friday   | 10:00p   | <a href="#">USS Integrity</a><br><b>CO:</b> <a href="#">FCpt. Turek</a> <b>XO:</b> <a href="#">Cdr. Hawke</a>            | <a href="#">America Online</a><br><a href="#">Orbital Velocity (AOL)</a>                    |
| Friday   | 11:00p   | USS Darmok<br><b>CO:</b> <a href="#">RAdm. Johannson</a> <b>XO:</b> (unknown)  | <a href="#">America Online</a><br><a href="#">Synchronous Orbit (AOL)</a>                   |
| Saturday   | 9:00p    | <a href="#">USS Odyssey</a><br><b>CO:</b> <a href="#">Adm. Mason</a> <b>XO:</b> <a href="#">Cdr. Bodi</a>                | <a href="#">America Online</a><br><a href="#">Orbital Velocity (AOL)</a>                    |
| The USS Odyssey is an upgraded modified Galaxy Class cruiser which explores all facets of our galaxy, and beyond.  |          |  |   |
| Saturday   | Midnight | <a href="#">ISS Reciprocity</a><br><b>CO:</b> <a href="#">Capt. Android</a> <b>XO:</b> <a href="#">Cdr. cha'Riuurren</a> | <a href="#">AOL/AIM Chat</a><br>ISS Reciprocity: <a href="#">AOL</a>   <a href="#">AIM</a>  |
| The Reciprocity sim is set in the time period after the end of the Dominion War. As a unique experiment, the Warbird's crew consists of Federation, Klingon, and Romulan officers working together to explore the Gamma Quadrant.                    |          |  |   |

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