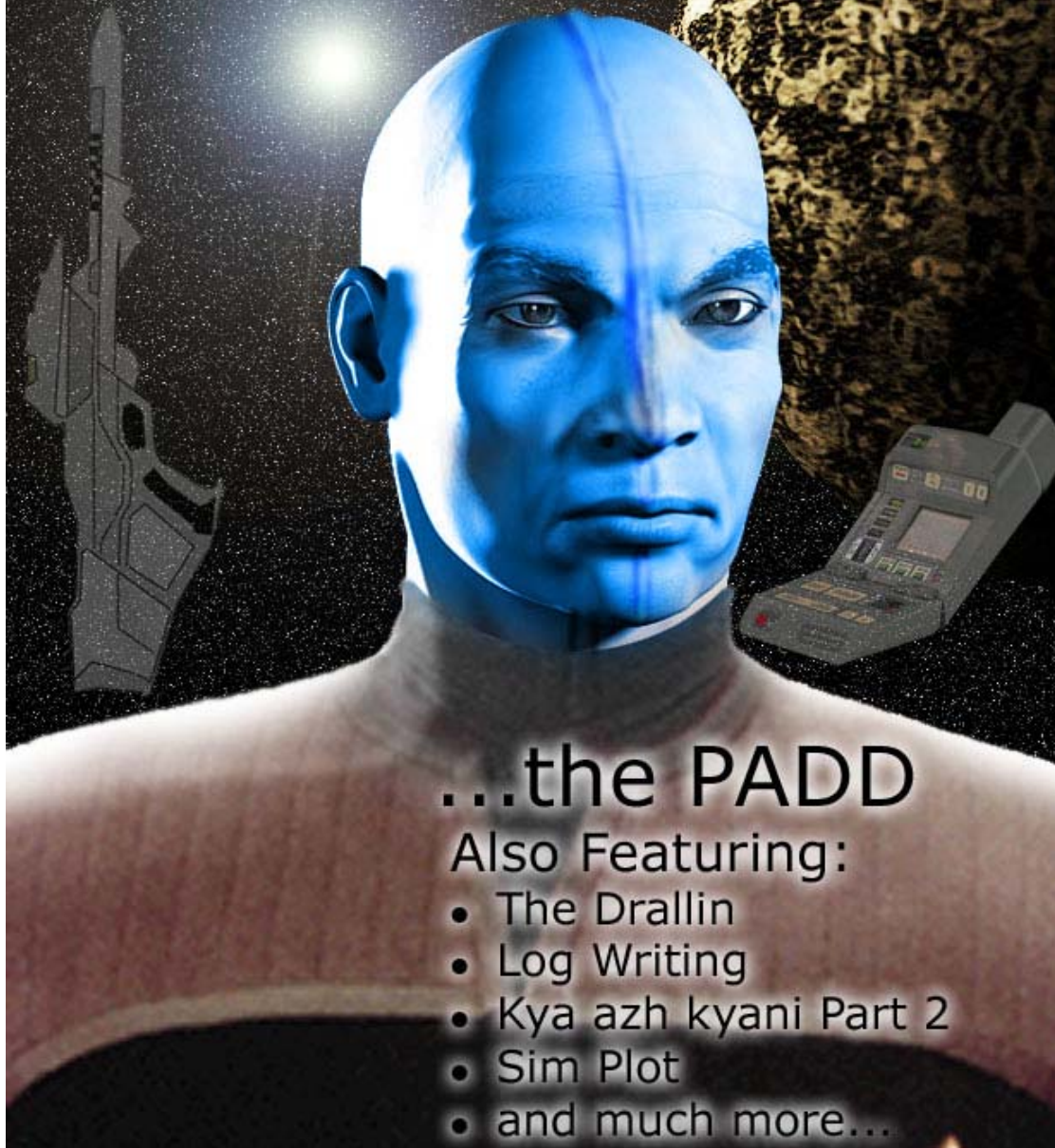


The Intelligence Officer!



...the PADD

Also Featuring:

- The Drallin
- Log Writing
- Kya azh kyani Part 2
- Sim Plot
- and much more...

Wow!

I must say this has been a tough issue to assemble. Getting these talented people to write for me isn't always easy. Regardless, the real time consuming part is laying it out. So far, I can attribute three headaches to this issue, so I'd better get a medal from someone! Anyway, Part 2 of our Short Story is here as well as a write up on my favorite species, the Drallin. The Log-Writing article is something everyone should take a look at and spread around. I hope the appendixes are helpful. If you have an idea for one, let me know. Now then, on with the PADD... - **The Editor**

In this Issue...

<i>The People of Drall.....</i>	3
<i>Crisis on Bergeron II.....</i>	10
<i>A Log By Any Other Name</i>	11
<i>An Introduction to the World of SFI.....</i>	17
<i>Kya azh kyani</i>	19
<i>Appendix 1 – Starship Orbits</i>	23
<i>Appendix 2 – Starfleet Shuttlecraft.....</i>	24
<i>Appendix 3 –The Starfleet Tricorder.....</i>	26

The People of Drall

By Timothy James and Damien Zaman

The Drallin People

In a corner of the Federation near the Romulan border, a small world known as Drall has become a haven for knowledge, peace, and enlightenment. The sole inhabited world in that system is inhabited by what is thought to be three native sentient species. The world is a lush, verdant garden, containing flora from all over the quadrant. The cities all operate with the minimum of interference to the surrounding ecosystems. The planet is a relatively new world in the Federation, but the citizens have slipped comfortably in the larger galactic community. Drall's history is both brief and unusual in many respects.

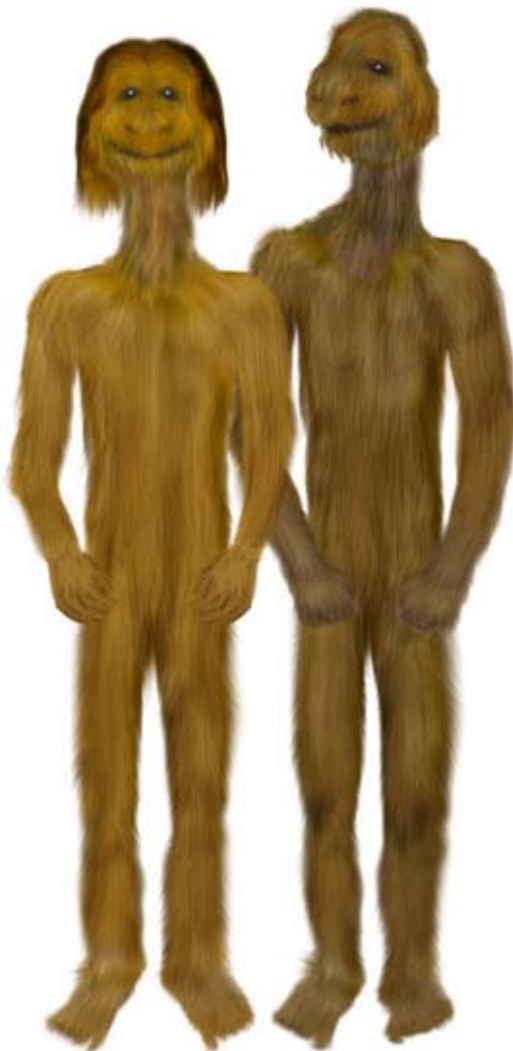
Its culture is steeped with tradition and alien influences. Its people are both nonviolent and fiercely protective of what is right.

The Drallin people are known for the gentle nature and their keen intelligence. Renowned for their mastery of genetics and botany, the Drallin people use these skills to better their world. The Drallin are firm believers peaceful resolution to conflicts. They have worked with the Federation to foster harmony throughout the nearby sectors. Although they generally remain within the Drallin system, more and more Drallins are venturing into the galactic community as scientists, explorers, and diplomats.

Drallins are humanoid life forms with long, graceful necks and blunt faces. Their bodies are covered in short fur ranging from black and brown to blond and occasionally cream. They are generally taller than most humanoid life forms; the average height is 2 meters. Drallin have four fingers and an opposable thumb. The entire Drallin species posses climbing claws that remain from their arboreal past. The claws spring forward from their recess in their forearms after the flexing of certain muscles. Female Drallins have

pouches in which they carry their young, but they are not easily seen because of their fur. The hair on the top of Drallins head does indeed grow longer than most, but only Drallin women occasionally choose to allow it to grow long. Drallin feet are specially adapted to tree climbing as well as walking and their largest toe is opposable as well. Internally, Drallin have two hearts and an extremely efficient digestive system. Drallin only began wearing clothing after interacting with other species in the Federation. Even now, it is usually only out of deference to those more comfortable in clothing. On Drall, a clothed Drallin is usually a diplomat or a technician using a utility belt. Starfleet Drallin wear their uniforms proudly despite the discomfort.

Drallin society is based on the good of the ecology over the needs of the individuals. This may sound like a strict culture, but in fact the Drallin have carefully discovered ways to adhere to this principle through technology, careful planning, and their mastery of the biological sciences. Both cities and the individual homes are always built with the effect they will have on their environment in mind. The home unit consists of nuclear families and extended clan structures. Clans include the extended family along with "adopted" members based on friendship or obligation. A clan can include more than one family; this usually happens after the family becomes close because of work, location, or other reasons. Generally, a new clan name will be created based on the two clan names although sometimes a "greater clan" name will be adopted by the other. Often this happens when two members



Quixar and Soxan clan L'ment

from each family decide to get married. The changing of a clan name has also been known to happen when a member of the clan performs some great act. Examples include the L'ment clan after the Mural invasion was rebuffed, and the Gendra clan after Drall's admittance to the Federation.

The closest thing to a religion on the planet Drall is the idea of Providence. Providence includes the ideas of divine guidance and intervention, destiny, fate, luck, chance and predetermination. In essence, Drallins believe in an unseen force that guides each individual in life. Yes, each individual can make their own choices, but the thought processes that lead up to each choice have been guided by the unseen hand of Providence. When one wishes for something, they appeal to Providence - a sort of prayer uttered in hopes of changing or influencing the winds of Providence to a desired outcome. In the case of something bad happening to an individual or family, the event is played off as being Providence - something the person or family has to deal with in order to grow and become better.



The government of Drall is split into three separate yet equal parts. The Legislative, Judicial, and Administrative branches all hold crucial powers and overseen by a Ruling Council of Ministers. This Council rarely exercises its power over the three branches, but instead focuses on diplomatic endeavors. The Legislative Branch oversees the laws and rights of the sentient species on Drall. The Judicial Branch oversees the enforcement of laws through the volunteer police and space force. The Administrative Branch oversees the efficient management of the Drallin government, economy, and ecology.

Drallins also possess a limited version of telepathy. It requires training as a child and an extremely close proximity to the target. It is said that the telepathy is one of the chief reasons that the Drallin have become a warp capable species. Working with the telepathic Shree vine, the Drallin were able to create a library of thought that allowed scientists to achieve breakthroughs in

science that would not have otherwise been possible. The telepathy in Drallin only lasts until after the Di'Klea, when most Drallins lose their ability to receive and project with anyone other than their mate. There is no record of telekinesis or long range telepathic abilities with Drallin, although mated Drallin can often sense their partner's presence on a rudimentary basis despite being over a sector away.

The Di'Klea is a unique physiological process that Drallins undergo after choosing a mate. It involves a radical change in their brain makeup, which makes them more analytical and focused on family. As two Drallin undergo the Di'Klea together, they lose all telepathy except with each other as their neural pathways undergo changes that complement each other and make the bonding permanent. Change in fur color as well as clumsiness are also signs of the Di'Klea process. Once the Di'Klea process is complete, the Drallin couple may seem different to outsiders as their behavior seem to take on new quirks. Over time, these quirks become more moderate or become part of the personality as the changes normalize and life goes on.

The Drallin species seems to have an innate talent for genetics and the biological sciences including Botany. Several major institutions are known throughout the Federation for their advanced research and development records. The Drallin talent for Exo-Botany has allowed the Federation Gardens to flourish as a living monument to the Federation ideal of peace. Located on the Trian Island of Kasha, the Federation Gardens occupies nearly 727 square miles and contains at least one plant from every Federation member as well as some from allied systems and the Gamma Quadrant.

The Planet Drall

Eldax Canyons

In the northeastern region of the Suenn continent lies one of the most popular tourist attractions on Drall. The nearby glaciers of the Gasgan Mountains affect the Eldax Canyon. The cooling effect of the glacier creates a near constant wind that is funneled by the Eldax Canyon out towards the Ocean. In the past, the Eldax Canyon was the site of a wind-based power plant. Now, thrill seekers use the Eldax Canyons and its river to perfect two unique sports. The two activities consist of Windsailing and Windriding.

The Windsail is a unique board apparatus that operates using two sails and a foot operated rudder. The lack of any braking device adds to the danger and excitement of the Windsail and can lead to injury if inexperienced operators venture into the higher velocity sub-canyons. There are also several areas where the pillars on the floor of the canyon haven't been removed. This is to preserve the natural slaloms and sailors compete in Time Trials, especially during the Summer months when winds are at their peak.

Windriding has only recently become an accepted form of entertainment. Previously viewed as an extreme or fringe sport, windriding has now become safe enough to be recognized for both its uniqueness and sport. Riders used parachute devices to protect from disaster, but now the courses have been modified with tractor beam devices. The injury rate has dropped off dramatically now and the sport has really grown in quadrant popularity. The *kle'ak* is the most important gear for a Windrider. The *kleak* is almost two meters in length and has three sails arrayed around and to the front of the straddle-seat. The two side sails act as general lift providers while the front sail operates as attitude control. Riders rarely affixed any form of braking system, but with the advent of tractor systems, the rider can simply activate his transponder and call for a slow descent.

Both sports are free of charge, but the vehicles must be either purchased or rented from local vendors. Originally these vendors were the originators of the sport, but high interest in the sport has brought members of the Ferengi Alliance into the area.



Dreall

The Capital City of Dreall exemplifies the finest that the planet Drall has to offer. Dreall is a large metropolis devoted to the administration of Drallin interests. It also features architecture singularly dedicated to minimizing the effects on the surrounding environment. The city boasts some of the finest Institutes devoted to genetics and botany.

The Council Chambers is where the Legislative, Judicial, and Administrative Councils meet and oversee the run the government of the Drallin Protectorate. The building is large and features an abundance of plant life to remind the Drallin people both of their heritage and their future obligations. The structure itself minimizes the amount of space it occupies and is surrounded by a large series of gardens featuring flora from throughout the Alpha and Beta Quadrants.

The Drallin Genetics Institute is another famous edifice in Dreall. The entire building is terraced and features large outdoor planters that contain many types of flowering foliage. The Institute recently began a ten-year tracing of over 53 races from the Alpha and Beta Quadrants in association with the Daystrom Institute. The goal is to discover the role of the extinct species known as the Preservers in the dispersion and evolution of the so-called "humanoid" races.

One final place of importance is the *Preo q'lara* monument. Created after entrance into the Federation, it celebrated the opportunity for the Drallin peoples to continue the peace that had survived on the planet for over a hundred years. The monument is a large obelisk containing holograms of every member species in the Federation. The constant shifting colors and faces of the

holograms inside the translucent surface creates a captivating commemoration of one of the highlights of the planet Drall.

The Sentara Forest

The Sentara or Sentient Forest is located in the Isrea province of the Suenn. It is from this region that all sentient life on the planet is believed to have evolved from. There are three major forms of plant life that are the focus of the most study: The Untuga Fungus, Shree Vines and Sentara Trees.

The Sentara Trees are the largest physical inhabitants of the forest, and provide the infrastructure of the forest. They are home to the indigenous peoples as well as the Shree Vines and Untuga Fungus. The trees themselves have a level of sentience equated to the toddler stage of humanoid development. The trees are cognizant of themselves, their surroundings and basic right and wrong concepts. They are unable to achieve locomotion across any distance, though the branches and leaves have been known to move independently to some degree.

Much more is known about Shree Vines due to the telepathic communication that is inherent in adult vines. The Shree vine and its precursor the Sh'r are a species of sentient flora that are thought to be native to Drall, although there is some evidence to suggest otherwise. The Shree are able to communicate telepathically among themselves and to the majority of Alpha Quadrant species. The Shree have no form of locomotion, so they rely on the Drallin for relocation of any sort. The Shree originally used their telepathic influence to get assistance from small creatures of the forest. The Drallin have formed the Shree Commission to assist the Shree in experiencing life outside of the Sentient Forest. Many Drallin, as well as some offworlders, apply for the chance to care for a Shree. The lifestyle and potential experiences of an individual are all considered before an applicant is approved. The Shree's eidetic memory serves as a vast information repository that they share among their own kind.

Their native habitat is on the branches of the Sentara tree and in the soil around it. *Sh'ree Supinus* dwell in the trees, using the Sentara as their main source of nourishment. Technically a parasitic relationship, the Sentara actually form specific xylem and phloem veins for the Shree. The symbiosis comes about because the Sentara learn about the outside world through the more adept Shree. *Sh'ree Terranus* grow around the base of Sentara trees. Their location is mainly due to seeds that somehow end up on the forest floor. The differences between the ground-dwellers aren't immediately apparent, but they generally consist of stronger stems and the ability to burrow their upper portions at signs of danger.

Defensive reactions also consist of direct psionic attack and the telepathic manipulation of other creatures to aid them. Shree have been known to kill even the most vicious of omnivores if they are in immediate danger. They generally abhor violence and murder and usually manage to dissuade the predators from continuing any assault.

The neural nodules at the top of Shree tendrils seem to be a weakness, but are in fact quite resilient. Because of the group sharing of knowledge and thought, the destruction of a nodule is less drastic mentally than one would think. After the creation and growth of a new nodule, neighbors will help restore the neural pathways that are needed, forming a sort of group healing/growing of the missing module.

The Shree's early form, the Sh'r, are actually pre-sentient and lack higher forms of telepathy. During this time, they are generally left to fend for themselves in the wild, although caring for them is considered an honor by Drallin society. The Shree commission actually transplants the seedlings in special cases to a willing caregiver who then is imprinted on the Shree and help it grow mentally and learn to "look" at the world telepathically.

In the forest, the Shree use the forest creature's senses as their own. Uninterested at most times, once a Shree senses an animal that feels in danger or a predator's cold calculation do they actually "tune in" and observe through the eyes of predator, prey, or both. The Shree's telepathic range is



The Eldax Canyons of Drall

limited, but they can easily form a long range relay of sorts that can span entire continents. The Shree do this quite often and the knowledge of the entire world usually can be found in a single Shree nodule. These amazing capabilities are still a mystery despite a good deal of effort on the part of the Drallin scientific community. Many scientists have studied Shree that have died of natural causes to discern the amazing storage capabilities of the Shree memory; however, upon death the neural clusters seem to quickly decay. Because of this, there is still little empirical data about the Shree neuro-nodular makeup.



The Untuga fungus has the most diverse role in the forest. Though not truly sentient, it can sense its surroundings and adapt as needed. The bulk of the life span of the fungus is spent in a dormant state encased in spores. When a Sentara tree or Shree vine is dying, sporulation occurs. Before the final thought of tree or vine expires, the fungus replicates covering the dying plant. All the knowledge contained in the tree or vine is transferred to the fungus, which is stored in the convolutions of the living fungus. By the time that the fungus itself can no longer feed on the dead plant, another tree or vine has sent a seed to the area. This seed is able to grow quickly by consuming the fungus, and it reads the knowledge written in the fungus as it grows. In this way, all of the knowledge of the Sentient Forest is retained, and the cycle of life can go on. The individual hyphae of the Untuga have been shown to rearrange its cell structure into the proper symbolic patterns, to institute the storage of knowledge. Many biologists and historians have noted that the ridgelike formations of the fungi in fact may be the direct origination of written language on Drall.

Animal life in the area is prolific along the insect and mammal groups. Other forms of life do exist, but are generally transitory in nature and use the forest largely as a path for migration. Other mammals quickly replaced the gap that was left once the Drallin moved out of the forest. Studies of the full ecological impact of the Exodus continue today.

The forest area is generally divided into four distinct areas. The ecology of each can be quite distinct, though species do occupy more than one in many cases. The different areas consist of the Canopy, subCanopy, Twilight, and Groundlevel.

Canopy

The top of the forest area is occupied by a small brown avian called the Rillia sparrow. This sparrow nests in the upper boughs of the trees and feeds on the Intaka fly. The sparrow has a top speed of 40mph and can lay up to 7 eggs in one Drallin year. The Rillia is unusual in that it has no mode of non-flight locomotion. Its lack of feet however does not hamper its motion and it consumes a sizeable sum of Intaka flies to keep aloft for long periods. Its nest are covered with down and it sleeps during the midday and at night, feeding as the sun rises and sets. (When the Intaka come out) It has no distinguishable call and is only partially territorial.

Intaka flies are indigenous to the canopy for no other reason than they need vast quantities of sun. Drallin's primary sun provided the Intaka with a way to mate. The carapace of the fly is extremely reflective in nature and it resembles the Terran firefly's, although their reflective properties are based on the sun only and not a chemical reaction. The larger bugs create larger glows, thereby attracting a female to him. The Intaka feed on the berry of the Sentara tree, one berry being more than enough for dozens of flies.

Sub-Canopy

The lower light in this zone in no way inhibits the proliferation of life. The two dominant forms of life in this region is the Shree vine and the Clemro. The Clemro is a mammalian creature that inhabits the branches of the Sentara tree and (to their dismay) uses the Shree vines for transportation from the trees. Its is 0.5 meters at full maturation and possesses a prehensile tail. The genetic similarity of this creature to the Drallin species is to be expected. The Clemro is actually a rare mutation of the Drallin species in which the high brain functions as well as the larger stature of normal Drallins is missing. They do posses a form of telepathy with the Shree vines and use it to avoid predatorial species (notably the Foond Creeper). Whether the Shree intentionally alerts them or it is some sort of response to a change in awareness on the part of the vines is not known.

Twilight Region

The twilight region is largely without light, due to the large fronds of the Sentara blocking the sunlight. One of the species that lives in this area is the Foond creeper. The underside of the Foond Creeper is a brightly patterned, but the outer carapace is mottled and hued to match the bark of the Sentara tree. It is the largest Insectoid species on Drall. The Foond Creeper is an intelligent animal that does not venture into the Pre-Canopy until the nocturnal cycle. It relies on surprising its prey using a mixture of camouflage and echolocation. The Creeper maneuvers into position against the side of a Sentara tree. It hugs the tree and largely resembles the bark of the tree itself. Using hypersonic screeches, it builds an image of the area and can sense a change in the makeup of the area. When a Clemro or other prey passes by, it leaps at the creature and eviscerates them before they have reached another branch.

The Webor is a gentle species of mammals with some interesting characteristics. It spends time with its young well after maturation and is

indifferent to other creatures save one. The individual Webor has vast amount of territory, though it is not guarded or fought over, simply understood and the border kept. The one creature it does attack is the Foond Creeper. It is the only species it seems to prey upon, though it does not consume them. The Webor consider it a threat and will guard their territory strenuously from it. A sticky substance is secreted on the bark of the Sentara from the two tails of the Webor if the scent of a Foond is detected. When this substance traps a Foond Creeper, the Creeper usually screeches in a range that is audible to the Webor. Any Webor in range of this cry will cross-territory boundaries and swarm the Creeper. Once the Foond Creeper has been killed, they promptly return to their territories.

The Shree also inhabit this region.

Ground-Level

The groundlevel is in fact more lighted than the twilight region. This is because of the existence of the Kimaro fungus. Small patches grow on the base of the Sentara and emit phosphorescence in the yellow range. This light produces an eerie ambient glow throughout the region and provides the needs for travelers to make their way.

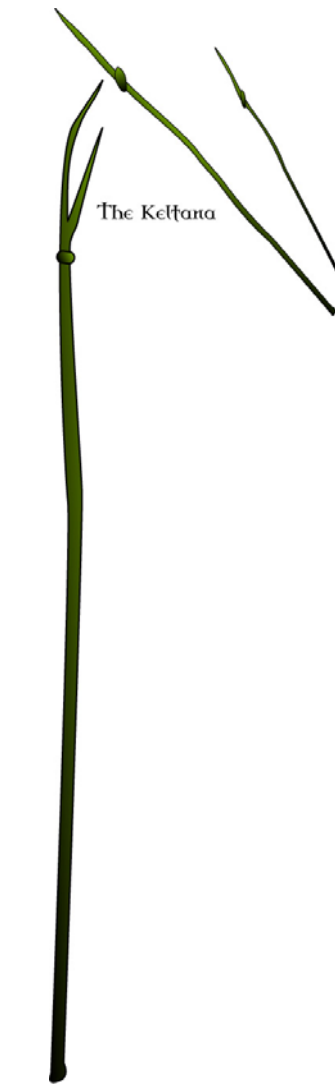
The Utuga fungus also dwells at groundlevel.

Rman is a small rodent that feeds on berries that fall from the Canopy from the Sentara trees. Its proliferation aids the Sentara because it cannot digest the seed of the Sentara and its droppings help spread the seeds.

Tona Crickets provide one more ambient sound to the Forest. Based on temperature shift and a sort of harmony, the small Tona use their wings to create a high pitched hum that can be heard for long distances. The harmonious quality of this hum is quite pleasing, and Drallin entrepreneurs sell recordings of the lilting and shifting "Song of the Tona."



Webor (top) and Foond Creeper (bottom)



short fiction.

Miscellania

The Keltana is a long thin rod formed from the desiccated corpse of a Keltra plant. They are the revered weapons of followers of Ikbara, a martial arts form popular on Drallin. Each follower is obligated to battle and kill the vicious carnivorous Keltra plant and then treat the corpse in the traditional manner (culling the innards from the main vine, mashing them to a pulp and carefully applying the mash to the outer husk of the plant while in full sunlight). This is what makes the Keltana a very formidable weapon. Sunlight acts with the innards of the vine to form a rigid glaze on the outer husk, which when properly annealed, is impervious to fissures, and retains enough of the plant's poison to harm anyone cut with the sharpened tip. Once an Ikbaran fashions their Keltana, they can carve into the surface their clan crest as well as any feats performed with this particular Keltana. Most Keltanas will break in battle due to imperfect annealing, so when you see a Keltana covered with markings, it is a sign of a very adept Ikbaran, one who has mastered the art of creating Keltanas.

The Genetic Forensics Imaging Device (GFID) is the latest technology from the minds at the Drallin Genetics Institute. The GFID calculates a hologram reconstruction of cellular material into a full baseline composite. Security Forces are currently testing it for use all over the Federation.

Quitani Station is a dedicated habitat station in orbit around the planet Drall. It is home to over a thousand life forms, the majority of which are Drallin. Quitani station serves as a host to Starships and has docking facilities for shuttle, cruiser, and capital class vessels. Quitani station uses a unique form of artificial gravity that involves the manipulation of subspace. It also serves as a monitor for the planetary shields of Drall.

-Timothy James is the editor of the PADD. He frequently overwhelms his readers with annoying but correct punctuation. While not simming, he enjoys hiding from the sun in Northeast Florida.

-Damien Zaman is a PADD staff member and master simmer. She and her cats live in Long Island where they use Yankee Candles and write

Crisis on Bergeron II

By Damien Zaman

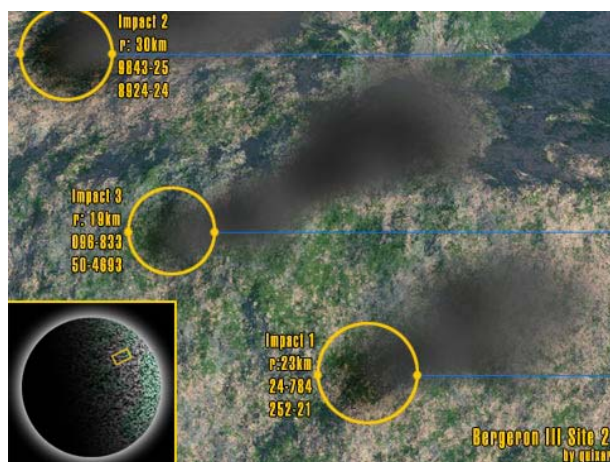
BACKGROUND: You've been asked to help the residents of Bergeron II, a pre-warp society who became part of the Federation through a pact with the Cardassians. They have a security grid consisting of satellites in orbit which was created to repel the frequent asteroid hits the planet gets due to being on the outside of an asteroid field. This grid has malfunctioned and begun randomly firing on the surface as well as into space. There is general destruction of a few key cities, triage and temporary housing are needed on the surface. Fix the security grid with no more loss of life, and without losing your ship.

SIM ONE:

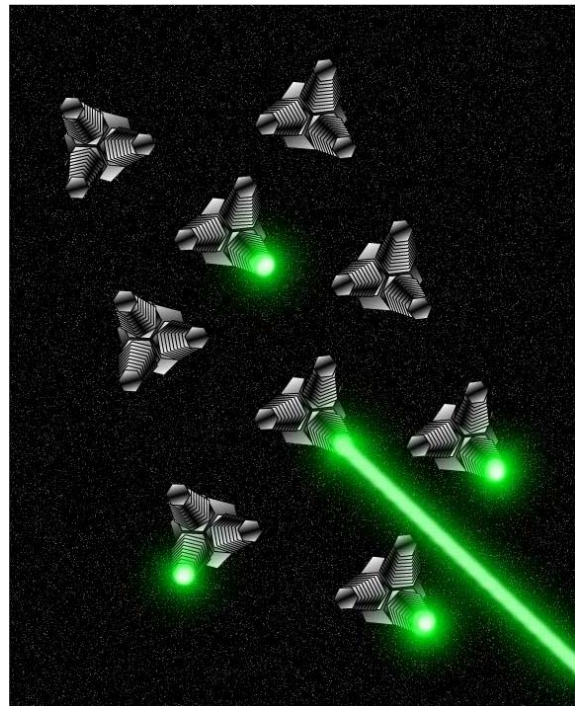
- COMMAND - Oversee the mission
- OPS - Coordinate between the ship and the away team
- TACTICAL - Monitor the grid, preparing to be fired upon
- SECURITY - Guard the away team and help with setting up the temporary housing
- ENGINEERING - Identify the problem with the grid
- SCIENCE - Survey the planet for possible environmental problems from the random hits
- MEDICAL - Triage and help the residents who've been hit by the grid

SIM TWO:

- COMMAND - Oversee the mission
- OPS - Coordinate between the ship and the away team
- TACTICAL - Monitor the grid, preparing to be fired upon
- SECURITY - Guard the away team and finish setting up temporary housing
- ENGINEERING - Fix the grid
- SCIENCE - Propose solutions for environmental problems found



Primary Impact Locations on Bergeron II



Orbital Defense Satellites: Group Fire Mode

- MEDICAL - Finish treating the wounded

POSSIBLE EVENTS WITHIN THE SIM:

- Grid targets the ship - can't turn off grid or fire upon it - what do you do?
- Riots break out in the decimated cities - people don't like aliens on their planet, think you caused the problem
- Each satellite won't let you close enough to ascertain the problem - tries to target and kill you
- Some of the planet hits evaporated lakes and streams, cause radiation poisoning, cause geological tremors
- Hard choices for the medical team - must choose between two severely wounded - one will certainly die

A Log By Any Other Name

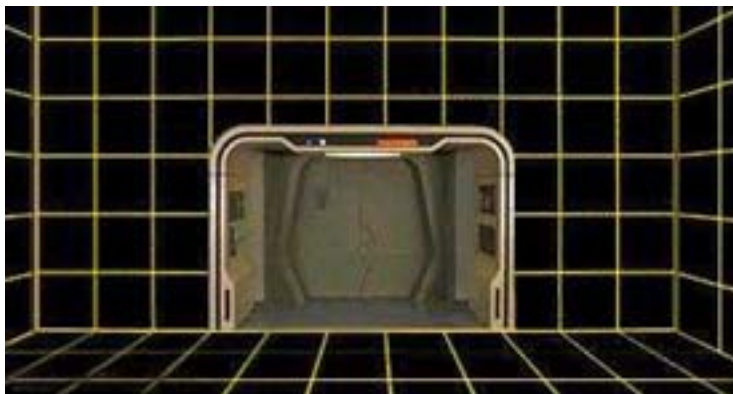
By Helene Donohue

It still amazes me to think that I've been online for 20 years. That might even be longer than some of you reading this have been alive. I suppose also that there are some out there, like me, who remember the old Cyber 760 networks. The definition of "desktop computer" was a CRT and keyboard in a computer lab in the bowels of a university somewhere and having a color monitor meant that the ASCII text on your screen was amber or green against a background of black. Back then, roleplaying was done on paper with dice or people wrote stories to envision their worlds and characters. Some folks even created their universes out of a hodgepodge of models, figurines and anything else they could get their hands on. Those were the days. So, what, you may ask, does this nostalgic reverie have to do with log writing?

I've simmed and hosted sims online in various incarnations since the early days of the Internet, when it wasn't even called that. Text messaging through a designated port to someone, then finally transmitting a story over a 1200-baud modem and hoping the data didn't get corrupted. Add to that, I've been a fan of Star Trek since TOS originally aired. And being raised in an Irish family, I love a good story and enjoy telling one even more. This gives me a unique perspective on simming and log writing and here's my opportunity to offer my two cents worth on the subject.

Within the USF, I have a passion for log writing and enjoy a reputation as the "Joint Log Queen." What I'd like to do here is breakdown simming and log writing into their components. Specifically within the USF, I will define log types and touch on the importance of fostering log writing. With the help of friends too numerous to mention, I've compiled a list of fundamentals so even the least experienced writers can make the most of their online escape. Finally, there's more to writing logs than just enhancing a sim. So let's begin.

SIMMING vs LOGGING



A starship holodeck is a popular location for logs

So what IS the difference between Simming and Logging? Within the USF, it's pretty simple really. Once a week a group of people meet in a chatroom and roleplay characters on a starship, base, academy, etc. The parameters for the roleplay are determined by setting up departments or specific functions and one person, the Host, orchestrates the action. It is usually very fast paced, after all the group only has

the one hour or so together.

Logging is what is done after everyone has had a chance to catch their breath and reflect on what

happened in the chatroom. Where simming is roleplaying, logging is developing the role. There are a couple of schools of thought on the purposes of log writing. The first obviously is to summarize the action that took place in the chatroom and add a given character's reaction to it. Then the action gets forwarded the next time the group meets. The second is to forward the action that took place by expanding on it within the purview of a given character, then picking up where the logs leave off the next time the group meets. It helps, whatever the school of thought, to define the basic types of logs.

LOG TYPES

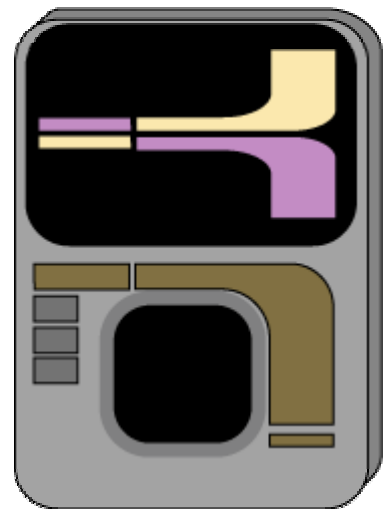
The **Mission Brief** serves as a guideline for what is going to happen in the chatroom. It can be very simple and generalized: *"Our mission is to proceed to the Delta Sector and find the source of a distress signal. The signal is faint and does not appear to be coming from a UFP member ship."* or more specific: *"Starfleet has picked up a faint signal which appears to be a distress call. Analysis indicates the source to be from a non-aligned species or ship. We are to proceed directly to the Delta*

Sector and determine if help is needed and render aid." The Captain (Host) might then outline specific assignments by department. Mission Briefs are sent out by the Host or Designee.

Chat Logs are a recording of what occurs in the chatroom during a sim and are important for a couple of reasons. One, if a crewmember is unable to make it to the weekly chatroom, s/he will be able to stay abreast of what has happened. Two, even if s/he was present in the chatroom, it's nice to be able to go back and review exactly what was said or done, especially if there were a lot of people present and there was a lot to keep track of. Consider the Chat Log like videotaping your favorite show to watch again later. Chat logs are usually sent out by the Host or Designee.

A **Sim Summary** is kind of like the TV Guide listing that offers a summary of what the show was about. It can be as simple as *"The crew of the USS Enterprise went to the Delta Sector where they encountered a hostile species,"* or as complicated as *"The crew of the USS Enterprise went to the Delta Sector in response to a distress call. With appropriate caution, they entered the system and homed in on the source of the signal. Whereupon, they encountered a species in a ship of unknown origin. Sensors showed that the other ship was powered down...etc."* Sim summaries are usually sent out by the Host or Designee.

Plot Logs/Story Logs are sim specific. In a given sim, someone is behind the storyline. If a particular storyline is complicated, a plot log can also be used to give some specific detail to direct the action or reveal subplots. For example, my character was kidnapped recently. I wrote plot logs in keeping with my plight and my attempts to contact our ship. The intention was two-fold. One, record my experience as a victim, and, two, set the tone for the action the rest of the crew was going to take to rescue me. Subsequently, our Science Chief wrote a duty log researching the species that absconded with me and reported a finding based on something I had earlier alluded to. Basically, they took my idea and ran with it. Where it got really fun was that I used our Science Chief's findings in the next plot log I wrote. Plot logs are generally sent out by the creative genius behind the story being simmed and is not always the Host of the sim.

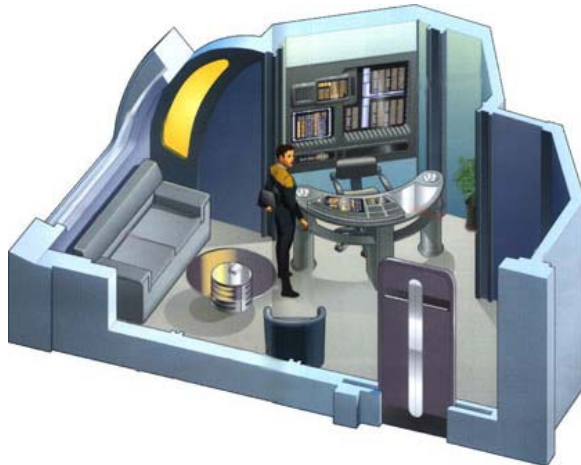


Many officers use PADDs to record their log

A **Duty Log** is sim specific and written from the point of view of a given character. Remember the two schools of thought? Here is how one might summarize the action using the scenario of the USS Enterprise going to the Delta Sector above: the Chief Medical Officer might generalize the mission and then go into some detail about what happened from his point of view: *"Our mission was to investigate a distress signal coming from the Delta Sector. Not knowing what we could be in for, I made sure the surgical suites were up and ready for guests. At one point the ship shook violently and I knew trouble was coming. I contacted the captain and, sure enough, the foreign ship had fired on us without provocation..."* Then the CMO would go on about the number of patients, describe injuries, etc. The Chief Engineer might go into detail about damage control parties. A Communications officer would record the attempts to contact the other ship to no avail. Now, to forward the action, the CMO might start off the same way as before then continue with finding a way to incapacitate the crew of the alien ship, *"...We caught a break when the captain had one of the crewmembers from the other ship beamed aboard. As technically superior as they appeared to be, they were not able to care for their wounded. After numerous tests, I determined that..."* The CMO would then go on about what he determined about their physiology and thereby forward the action for the next sim because his findings would dictate the Captain's next move. Duty Logs are written by all members of a sim.

Personal Logs are vignettes that give insight into a given character. They can be sim specific, *"We met the delegation at the prescribed coordinates. The look on the face of the ambassador's assistant was very telling even though they were supposed to be neutral. I don't know how I would have justified my actions if I were in his place..."* Personal logs elaborate on basic biographical data. *"The holodeck doors opened and she stepped onto the stage. Taking in the audience, she wondered if they could actually see her shaking from nervousness. Once the houselights dimmed and the spotlight focused on her, there was only the music of the overture and she forgot she was scared and 'The Singing Doctor' began to sing..."* Personal Logs are written by all members of a sim.

Joint Logs hold a special place in my heart because they are an opportunity to interact with other members of the sim. Some people refer to Joint Logs as mini-sims. Mostly they are between two people. On occasion they can involve three or more. An example of a joint duty log might be two crewmembers working on a project together, or a debriefing between the captain and the senior staff, or a conversation between doctor and patient. Personal joint logs have endless possibilities and are great for romances and friendships. The participants do not necessarily have to be part of the same sim group either. Say a husband and wife are working on two different ships, a joint log might be a getaway to Risa when they both can take leave together. Joint Logs are written by two or more members of one or more sims.



The most popular Logging location is the Office or Quarters

A **Log Series** can be in the form of a duty, personal or joint log. Usually, it simply means that more than one log is required to. How many parts there are to a series is determined by several things. Mostly it's how involved you want your readers to be in what's going on. As a CMO, for example, I had a patient that had been infected with a lethal parasite. That by itself could be handled in a single log. The patient was my husband, and his infection was the result of a venomous bite. I missed what the venom could do to him as a result of his physiology; it mutated harmless bacteria in him that developed in stages and moved through his system. It eventually attached itself to one of his hearts, and I had to perform surgery, which set a medical precedent on his home planet because their usual reaction to this mutation is to remove the heart, etc. It was rather a suspenseful series. Our former XO was a

joined Trill and wrote a series about his different hosts under the premise of experiencing flashbacks because of a chemical deficiency and during the course of this series he restored a lost host memory, etc. Dream sequences and holodeck adventures are great fodder for a log series. And, often, the more people involved the better. Log Series are written by all members of a sim.

A **Bio** is a form of log writing. How so? Well, most Bios start with the listing of biographical data. The log portion is in how one presents the personal history, psychological profile, etc. A Bio is the introduction of a new character. It's usually the first impression people have but should also be updated regularly with awards and promotions, changes in psychological profile, adding to the personal history, etc. Bios are written by all members of a sim.

FOSTERING LOG WRITING

Within the USF, there are guidelines for promotion. Aside from attendance, those guidelines refer to writing logs, both duty and personal. Within the Trek universe, the Captain is responsible for the actions of his crew. The Captain leads by example and the crew grows and develops under that leadership. The Captain is the most experienced of his crew. Within the USF, the Captain and XO should make every effort to lead by example and write logs regularly. Beyond writing, though, the Captain, XO and even the department heads can encourage their crews with comments or something that will inspire people to continue writing. In my personal experience, I have found inspiration in the creativity of others. I sought them out for ideas or approaches to a topic, even for a critique of my writing. This doesn't mean grading it like a paper because that would take the fun out of it. More like suggestions: *"You mention in your bio that your character loves to bake toffee. What if a batch comes out horribly? That might effect her mood later on."* Or something like: *"It's been established that this NPC bartender usually already knows what people want when they walk into Ten Forward, so for him to ask 'what can I get you?' would be out of character."*

Coaching and Mentoring is everyone's opportunity to encourage others and improve their own writing skills. Why is this important? It adds to the fun of the sim. Get the creativity flowing and the sim becomes more interesting. Some people are better at simming than writing logs. Others can barely keep up with the action in a sim but write magnificently. Characters become more interesting when

thought is given to the little things. Those little things can be a vital part of who that character is. Some of the best ideas for a log come out of an IM conversation with a crewmate when I'm online. It also helps to build relationships between the characters, after all that's what happens on a ship within the Trek universe. Some of the best episodes in all the series are the ones where characters are put into situation that really tests who they are, how they react in a given situation and the teamwork so vital to the outcome of that situation. My favorite method of mentoring is doing a joint log with someone. It brings the other person out and makes them more comfortable because you're in it together. It also builds the characters' relationship as well as the friendship between the people behind the characters. It's a great way to "meet" new crewmembers as well.



Many people record logs while eating in the Mess Hall

BUT I CAN'T WRITE...

That's not true! Of course you can write. Only styles differ. Some people write the way they talk. Others write as though for a comic book. Still others are like Hemingway, who can devote a whole chapter to the simple act of devouring a meal. Whatever your approach, here are some basic tips, tools and rules that will make a difference in your writing. This may sound a little like going back to school, but I have found that going back to basics is the foundation of all great writing.

"you're" or "its" and "it's" or "there", "their", and "they're"you get the idea? Keep a dictionary and a thesaurus within reach.

Proofread your work. Sounds simple, doesn't it? Spell check is a wonderful tool. However, it does not know the difference between "to", "too", and "two" or "your" and

Pick a tense and stick with it. If what you're writing is a first person account, then it has to be a first person account all the way through. Otherwise people will get lost in the grammar and you will lose your audience. Here's a first person account gone bad: *"I didn't know what to think. After the meeting, I correlated my notes on her PADD. She then asked the computer to cross-reference....."* She who?

Characters speak and think. Some employ telepathy. How is this differentiated? Very simply by using the correct punctuation and qualifying the action: **"speak"** *The Captain turned to me and said, "We do not have a use for that particular substance." ... ~think~ Jerry thought to himself, ~If we keep this up, I WILL go crazy.~ ... ~~telepathy~~ Ilhana sent silently to Terak who was sitting on the opposite end of the table, ~~Cough if you can hear me.~~ The away team leader cleared his throat to acknowledge her without diverting his attention from the ambassador.*

Storytelling is a great way to get a point across. You take the "I" out and just tell it like it is. *"Doctor SchTal waited patiently for her newest charge to wake up. The Lieutenant had had a rough night, tossing and turning even with the sedative coursing through his system..."*

Some folks are sticklers for "realism" within the Trek universe. If your character is a telepath, then make sure you remember that the Breen and Ferengi cannot be read telepathically. There are nitpickers guides, language dictionaries, Trek encyclopedias and the list goes on. I'm not suggesting going out and buying these references, though they are kind of fun. There are great references online, too.

As far as developing a character, keep it simple. Stick with what you're good at or something you enjoy. For example, my character is a doctor and apparently I'm quite good at this because on more than one occasion people have asked if there is a real doctor playing my character. My secret? I keep medical references at my fingertips like WebMD and Star Trek Medical Database online. I also love watching medical shows. A lot of my medical jargon comes from doing medical transcription. It also helps to have family members in the medical field. I ask a lot of questions.

If you have a hobby, exploit it. On my ship, we have a Star Fleet Intelligence officer who loves to surf. I sing professionally, so I developed my character as "the singing doctor." Our Science Chief enjoys Origami, the Japanese art of folded paper. I had a character, years ago, who loved and quoted Shakespeare. I have a complete set of all Shakespeare's works to reference.

Develop a backstory. Say your character has a hatred for Cardassians. Why? Because you just decided your character hates them? Or is there a particular reason? That's where backstory comes in. My character, for example, does have a hatred for Cardassians. Her father was assassinated by Cardassian terrorists and she worked on a hospital ship taking care of refugees who had been brutalized by them. That hatred came to the fore during a sim our ship did which involved Cardassians and she had to fight to maintain her cool. It's just a little nuance, but it made the plot that much more meaningful.

Never, EVER, use someone else's character unless you have their permission first. Send them an FYA (For Your Approval) to see if they agree with what you did. For example, my character is married and I rarely get to see my "husband" online. However, we spent months developing the relationship between our two characters to the point of completing each other's sentences and coming up with ideas for different scenarios. There were plenty of times where he might write personal log and have me say something to him. He would send it to me with a note, "Is that the way you would have said that? You can change it if you want." I scripted our wedding ceremony, since I had more time to devote to it, and sent it to him for his approval.

If you are doing a joint log, one person should be designated to put it together and send it to the mailstring. Some people prefer to JL in a chatroom. I have had the most success using AIM and writing in a story format and then copying and pasting. It's also a good idea to have a signifier of some kind when you are finished with your part. Here's an example:

FLtIlhanaKSchTal: Ilhana had requested to be informed just as soon as TuFa requested docking clearance. As she turned the corner, her heart leapt at the sight of him. He didn't see her yet. She gave Casanova a squeeze and whispered, "There's Papa ... go say hello." Ilhana put him down and he followed after VaeridiGuin to nuzzle TuFa as only a cat can.

FLtIlhanaKSchTal: *

CdrSchTal SFI: Feeling something at his feet, TuFa turned and started to look down when Casanova leaped up into his arms. "What are you doing he..... Wait, if you're here." TuFa looked up to see Ilhana coming towards him. His hearts skipped a beat, his eyes grew wide, as he said "Ilhana? Am I dreaming?"

CdrSchTal SFI: *

FLtIlhanaKSchTal: Ilhana beamed at him and quipped, "I don't know. Want me to pinch you?" Before TuFa could answer her, she ran into his arms and embraced him. "My Beloved..." One could almost see a faint nimbus

FLtIlhanaKSchTal: forming around the two of them.

FLtIlhanaKSchTal: *

Using the "*" at the end of your turn makes it simple and your JL partner has your undivided attention. Copying and pasting the text from an IM is easier, too. If you are the one who is going to post the log, send an FYA to your JL partner.

Don't be afraid to ask for help. There will be occasions, for example, where my doctor character needs to do an analysis of some kind. One of our crewmembers is a microbiologist and I'll ask her for an approach to a particular problem if I get stuck.

YOU CAN TAKE IT WITH YOU

Writing logs is a great way to stimulate creative thinking. It helps you articulate thoughts and feelings. In everyday life, we spend so much time reacting to people and situations. Creativity spills over into real life. You might stop for a moment and actually consider all the ramifications of your actions and reactions. I'll take on someone within a sim who wants to be a better writer. We had one person on our ship, quite young and new to creative writing, who was having trouble with his English classes IRL. Through the work we did together within our sim, he gained more confidence in his writing. This

confidence crossed over into the writing he did for his English class and his grades came up. It was thrilling for me to see the differences in his logs as his confidence grew, and it was equally rewarding to nurture this young mind. I, in turn, am inspired by my crewmates.

CONCLUSION

We've covered a lot of ground here. Understanding the fundamentals of log writing and how it relates to roleplaying is essential for your continued enjoyment of simming within the USF. To create a character is simply not enough. Developing your characters is where the work gets done. Working together with your crewmates makes the sim plots more interesting. Encouraging others to write is so important because we're all in this together and it's nice to get a little pat on the back now and again. It's no different than cheering for your favorite team or applauding at the end of a concert. Get creative! Maintain integrity! Most of all...Have Fun!

Helene Donohue is a simmer, singer, and scenarist. She plays Ilhana Schtal on the USS Federation, but spends the majority of her week in Oklahoma City.

An Introduction to the World of SFI

By Michael Taverstocke

Starfleet Intelligence officers, contrary to popular impressions of what a starship crew consists of, should have a long-term presence aboard Starfleet ships, and most importantly do have a vital role to play. While security is more than capable of defending a ship from intruders, and dealing with the general law and order duties, SFI officers are trained specialists and are more likely to have resources available that a Security Chief would not. Despite the typical ideas of what an SFI officer has to offer, most impressions are of bullies who are full of self-importance; instead the SFI officer is a listener, who has to perform a multitude of roles. That officer has to have the crew on his side, if he is to find the information necessary to finalize the mission, and so cannot afford to alienate people.

Simming an SFI officer can be problematic, you have to get a balance because you are not simming an engineer, you are simming an engineer that is an SFI officer, for example. Within the broad term Intelligence, there is a much larger and diverse structure, with departments that function like parts of a body, a complex intertwining of agents. SFI has field operatives, some who are undercover and those that are in open investigation. It also has double agents, counter agents and counter-counter agents, who are constantly fighting to uncover and terminate enemy infiltrations, along with sabotage specialists and many others. It is a good idea to remember that with this diversity, comes a great deal of complexity, and this opens an impressive field of plots to be used and explored within sims.

Without doubt SFI has a broad web that it is constantly manipulating, functioning within diplomatic circles, and inside the military. Knowing what is going on with a potential enemy allows you to pre-empt them; then the potential is neutralised. Having access to a world via diplomacy is an extremely important commodity, but knowing the exact movements of your own military, and having field operatives permanently stationed aboard them, is a good way to keep the web intact. Thus, field agents aboard Starfleet ships are just as important, if not more so, as SFI agents operating within embassies or in enemy territory. "Know thine enemy; yet know thyself."

Possible examples of missions that an SFI officer might engage upon are:

- Locating an information leak aboard a starship
- Uprooting a shipboard saboteur
- Investigating rumours of de-stabilisation in the Neutral Zone
- Rumours of new Maquis activity
- Possible blackmail of high-ranking Starfleet officers

Despite what you may think of SFI, it is not an inquisitorial dictatorship, capable of commanding anyone to its will, bending the defiant soul into conformity. An SFI officer doesn't have everything he needs placed directly in front of him! They have to work for it!

If the officer has a personality problem, no one will want to speak to them, or be around them. So where does the essential information come from? It is time to study the in's and out's of a good SFI officer.

Your first decision, when it comes to missions, is whether or not you are operating undercover, or whether it is an open investigation. If you are undercover, then your first priority is your cover, and it must be maintained at all costs, the instant your cover is gone the mission is over. The second priority is to keep a high level of observation, watching for anything that appears to be out of place. As each ship environment is different, there is no given rule, so you must know the ship and crew to know what is out of place for them. Next, you must keep a good working relationship with the crew, if this is not in place, then you won't know what doesn't fit with them, thus the warning signs won't be raised. It is important to understand that you must not draw unnecessary attention to yourself, people



Starfleet Cloak Suit

don't like to think they are being watched, or spied upon, and don't like to think their freedom is being infringed. With this in mind, remember to keep a low profile on your SFI duties, especially if you are undercover. And keep your normal ship duties high profile, so that when you actually do need the implicit help of the crew, they will not have a detrimental view of you, and your operations aboard the ship.



Kalina Lolani – SFI Officer

As mentioned above, the right personality will make all the difference as an SFI officer, so it is important to get the balance right. And to get the balance right, you have to understand the principal rules of operation.

Never get emotionally involved with your case, no matter the circumstances, or moral edicts that are telling you to intervene. Once you become emotionally attached your whole mission and operation is compromised, and you *will* be taken off the case. Don't make it personally, and most of all, don't draw unwanted attention to yourself. With this in mind, and to get the personality that works, you need someone who can be distant in an emotional sense. You need a person who can get distance from the job and still do it. That doesn't mean you can't have emotions or even acknowledge them, but it is vitally important not to show them or let them get in the way of your job. Also, you must be able to let go once you have finished. And

finally, you need to be able to blend in with any crowd. Someone who can master the art of social interaction will make a good operative because they can blend into a social scene, without seeming out of place, or awkward. They can gather the necessary

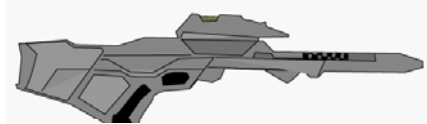
information without giving anyone the proverbial third degree and not make any lasting impressions.

If the crew is aware you are working for SFI, you will most likely be treated with mistrust and apathy; no one wants to get too close to you for fear of what might happen. That can cause a lot of problems with your SFI work, especially if you need the crew to assist you, or to help gather information. If the crew doesn't know you are working for SFI, then they may react to you as they would any other crewmember. Generally, it's best if you don't announce what you are unless it's an open investigation of some kind, or your work will be hampered. If it's an open investigation, then trying to be friends with the crew will be a useless gesture, its false and it won't work. Be open with them, ask your questions, treat them like they are capable beings, and then get out. If you treat them like idiots, you won't get what you want.

A good SFI officer has the ability to listen well, pick up on what needs to be done and steps into the breach. That officer doesn't try to usurp anyone else's position, but instead tries to lend a hand to those who are over burdened.

As far as logs are concerned, the good SFI officer will keep his or her mission to the logs and not active in the sim unless it is an open investigation. When the missions are done via logs, the crew gets a chance to see what's going on behind the scenes, when they otherwise wouldn't.

The officer will write a series of logs, enough to finalise the mission in which he gets permission from the captain for a week's leave, goes to the staging point of the mission, infiltrates/ performs intelligence operation, and then returns. Of course, he has to write something to keep his cover with the crew so they don't get suspicious of him. The idea with this, is to use the logs to their fullest potential, to create the correct the degree of mystique of SFI, and that is what is the main attraction.



Intel Issue Phaser Rifle

Thanks to Operative Hearts and USF Dylan for their contributions.

Michael Taverstocke is a zealous simmer that hopes to one day host his own sim. He resides in Staffordshire, England where he battles faulty phone lines and time zones to get to his sim.

Kya azh kyani

[To exist or not to exist]

Part II

By Ethan Fitzpatrick



Sorak stepped out of his shuttle to see Shah and Guval waiting inside the shuttle bay. The visit to Vulcan had been for naught and he was in no mood to talk to either of them, but he was willing to be as cordial as ever.

"Your support right now is greatly appreciated." He said addressing them both, he turned his attention to Shah, "We will leave orbit now, inform the bridge and meet me in my quarters in an hour."

The Bajoran, stared at him with confusion for a moment then nodded his head and left the shuttlebay grumbling to himself about Sorak's attitude.

Sorak ignored it but grinned slightly as he watched Shah exit. "He is not thrilled with the way I ordered him around is he Guval?"

Guval simply turned to see the doors close, then looked back to Sorak, "No sir, he is...he is not."

Sorak pondered the meaning of the answer, then shook his head and walked toward the doors. He motioned Guval to

follow. "She dismissed the idea Guval. T'Pau was the one advocate I believed I could trust to understand, but she did not."

Guval was confused, but did not express it as he followed alongside Sorak, "What will you do now?"

"I have thought long and hard about this endeavor and this was one setback I planned for," He arched a brow then sighed, "I believe we must convince T'Pau that separation is the best and logical course of action."

The Cardassian frowned as he thought about it, "How will you do that? Our most ardent supporter is on Romulus, surely that alone was enough to persuade her *not* to pursue the idea."

Sorak continued to walk along the corridor toward a turbolift, "I did not inform her of that. In time it would have been a factor, but after her initial response, I felt it best not to reveal that information."

"She did not meld with you?" Guval questioned.

"She did, but she only saw what I wished her to see. If I read her response correctly, she was considering it, but only for a second or two. I do believe she will begin an investigation for her own, curiosity. I cannot ask for more than that." sThe two continued to walk and talk as they disappeared around a corner.

Hours later, aboard DS9 in the upper balcony of Quark's bar. Sorak, Guval, Shah, and Vetak sat near the rail of one of the darkened corners. Sorak gazed at every Starfleet officer that entered the bar, down below. "Look at them." He snarled, "Obedient drones. Not one of them has an independent thought."

He grinned and looked to his comrades around the table, "Resistance is futile."

There was a unified grin as they looked down on the officers. Sorak folded his napkin carefully, corner to corner. Guval, who had seen the nervous reaction before, knew there was something on his leader's mind.

"Guval," Sorak said after a moment, "any word from the 'repair' crew?"

"Nothing yet sir, the Ferengi is checking for updates every ten minutes. He complains of lost profits due to his holosuites being offline."

"How regrettable," Sorak replied coldly, then sipped his Aledrian wine. "His complaints will only get worse when he discovers that his holo-emitters are gone."

A set of individuals entering the bar caught Sorak's eye, and he immediately focused on them. The Vulcan was not the only one that had his attention on the three men, every eye in the place was on them as they crossed the bar and settled at the end of the bar and ordered drinks. Before their arrival, the place was loud with the voices of so many people talking at once and it had begun to

annoy Sorak. He hadn't even begun to think of the smell that was now making his stomach turn. The mixture of aliens below, the liquor watered down as it was, and the live food that was being served was becoming bothersome. He was about to have his group depart for the comfort of his ship, but he had to wait for the cargo he had come for. But now, with the arrival of three Romulans entering the bar, all the annoyances had been forgotten.

"Look at them," he said to all at the table, his gaze focused on no one in particular down below, "observe how they segregate themselves from the Romulans. The Humans, the Bajorans, the Ferengi, everyone. The hate in their eyes is abundantly clear. Contempt is in their voice as they speak of them in their whispered conversations with one another. They hate the Romulans and have no idea why. How many of them have ever visited Romulus?"

It was, of course, a rhetorical question and no one answered, they simply waited for Sorak to continue. He finally turned and focused his attention on those at his own table, "None of them will be allowed to visit Romulus. They will never know it's beautiful landscapes and all the wonders it holds. The Apnex Sea, the Valley of Chula, they will never see that. They mistake the reclusive nature of the Rihannsu for arrogance. The Rihannsu are protective of their society and for good reason, they know what the Federation has done to Vulcan and they do not wish the same for their people. Time and again the Federation has attempted to rob the Vulcans of their culture, to infiltrate and deceive them. I cannot allow that to continue. There are plenty of Vulcan citizens that agree with me, some of them in High Command positions. The Federation is a virus, a virus that is infecting Vulcan and slowly destroying our culture. In time, Vulcan society will be completely assimilated by the Federation and our culture will be lost," he paused a moment to sip his wine, then looked down at the table thoughtfully and continued, "*cthia* will simply be a myth to future generations."



Guval heard his communicator beep at that moment, then he quickly turned away from the others as he opened communications with the ship. "This had better be good," he whispered.

The voice on the other end answered flatly, "Re'vet and his vessels have entered the Denorios Belt. Re'vet wishes to speak with our leader at once. He was most, adamant about it."

"Fine," Guval replied, "we shall be returning to the shuttle in a few moments. Begin departure procedures and be sure to have our cargo safely contained. Guval out." Guval, tucked the communicator away in his pocket, then turned to see Sorak staring directly at him.

"Is everything all right?"

He nodded, "Yes sir, the 'cargo' has been, requisitioned. The shuttle has received word from Re'vet. He is in the Denorios Belt awaiting your arrival and he needs to speak with you."

"He was told under no circumstances was he to make contact with me." Sorak replied, with a frown, "Especially when we are at such a high profile location such as this."

"I'm sure the station has not detected the transmission."

"Can you be absolutely sure Guval?" Sorak stated, his eyes focused on Guval's.

"No sir, I cannot." The Cardassian replied, then held his head down apologetically.

"No matter, it was not your fault. Re'vet is the one who will answer to me for his actions. Now, let us be off, we have much work ahead of us." Everyone quickly pushed themselves away from the table and stood up, then took one last look down on the main floor of Quark's. "Unaware are thee." Sorak whispered.

Inside the Denorios Belt, a large ship held steady against the charged plasma field. It was enough to keep it hidden from sensors, since it was now decloaked. The vessel was extremely large, although it was much longer than it was wide and tall. Its forward hull tapered and exposed a very large angular, honeycombed deflector dish. Along its hull were sensor arrays, both recessed and some that jutted outward in long jagged spikes. There were very few disruptor banks along the hull, which, from a tactical standpoint made it very weak in its defenses. But it was not incapable of being

protected. The aft section of the ship had a very large hangar door, which contained numerous small craft, specifically constructed for battle. An attacking vessel would be outnumbered in seconds and destroyed just as quickly.

Inside the ship, Sorak and two others were in a control room, located just off the bridge. There was a very large control table that dominated the center of the room. The room itself, was stark and dimly illuminated, except for the soft lit lights that were in grids in the ceiling and at ground level along the walls. Sorak and Guval stood on one side of the table, while Re'vet stood just opposite them. The display screen played out visual logs from a battle with a mid-sized Federation vessel. Nova class if Sorak remembered correctly. He was outraged by the images, but his demeanor remained calm as ever. Fifteen of his Starship sized vessels and a small group of fighter vessels were engaged in battle with the Nova class Starship. His eyes followed each fighter craft as it swarmed the small to medium sized Starfleet vessel, stinging it with short bursts from their disruptor banks. His gaze quickly went to his own starships as they set up for their attack formation and surrounded the Federation vessel. All very routine, a pattern he had witnessed before when he began testing the ships on Dominion craft. Send the fighters to keep the ship occupied and basically annoyed, then set the Starship sized vessels up around the ship, to add the extra cover fire and power, before completely destroying it.

Sorak watched the pattern unfold until the Federation vessel began firing in all directions and cut itself a small hole in the defenses. The Starship wasted no time in jumping to warp. Some of the fighter craft were even caught in the wake and were thrown out of control, spinning end over end.

The anger was building as Sorak thought about it more and more, another mistake and one that made him appear foolish. Guval could see the calm expression on his leader's face, but he knew better. He had been watching as well, and he knew this mistake would cost someone. He slowly moved his gaze to Re'vet.

"You did not pursue?" Sorak questioned, his focus still on the screen as the logs played over again.

Re'vet kept his gaze forward. "No leader Sorak, they were too close to the Sol system, we could not risk a full scale assault."

Sorak's eyes moved upward to stare at the Romulan Captain, "A full scale assault?" Sorak repeated, even though he despised repeating himself, he had to make sure that he had heard the man correctly, "So now Starfleet is alerted to our presence in the Alpha quadrant, that was your alternative Re'vet?"

Guval's eyes shifted back and forth between the two. He knew Re'vet had tactical and battle experience; this was a mistake a first year Starfleet cadet would make, not an experienced officer, especially someone from the Tal Shiar. Guval almost felt sorry for Re'vet; then he felt a slight twinge of pain in his head. ~Now, I'm so annoyed by this turn of events I'm getting a headache.~ he thought, then the pain began to build.



"You have failed me Re'vet." Sorak said through gritted teeth, "There is no excuse for this mistake."

Re'vet's eyes narrowed as he too felt the build up of pain in his head. His instincts told him that it wasn't normal, so he tried to reach for the disruptor on his belt, in a futile attempt to defend himself. His hands bypassed the pistol and he grabbed both sides of his head, then stumbled back as the pain increased. Re'vet had never experienced a pain like it before and his only response was to scream.

Guval never heard a Romulan scream before, it was like a defiant growl. He cringed as green liquid began to flow from the Romulan's nose and if he was not mistaken, his ears as well. The Romulan's eyes rolled back in his head, then his scream was abruptly silenced and he fell back against a wall, then slumped to the floor in a heap.

The room was silent for minutes after the event, and Guval finally stepped around the table to look down on Re'vet. The life was gone from the Romulan Captain, and he was in a puddle of his own blood. Guval turned to face Sorak, he wanted to ask what had happened, but the look on his leader's

face frightened him. Sorak's features were shadowed from the light above, but his eyes were visible. The eyes frightened Guval the most, they were narrowed, darker somehow and they were focused directly on him. Sorak's lips were curled into an evil smirk.

Guval eventually found the words and stammered, "W-what happened? What did you do?"

Sorak inhaled deeply, closed his eyes momentarily, then opened them again. With the few seconds it took to compose himself, Sorak's expression changed completely. His dark expression was now light and he had a little knowing smile on his face. "Something wonderful Guval. Something completely unexpected, but not impossible or improbable." He looked away from Guval. His gaze wasn't directed at anything in particular, he was just looking beyond. Beyond the ship, beyond the Denorios Belt, beyond everything. "The next stage begins," he whispered, then began laughing maniacally.

TBC

Ethan Fitzpatrick is a host, writer, and artist who unnerves people with his keen mastery of technobabble. His command of the story log has left him with a large repertoire of characters and an even larger ego.

Appendix 1 – Starship Orbits

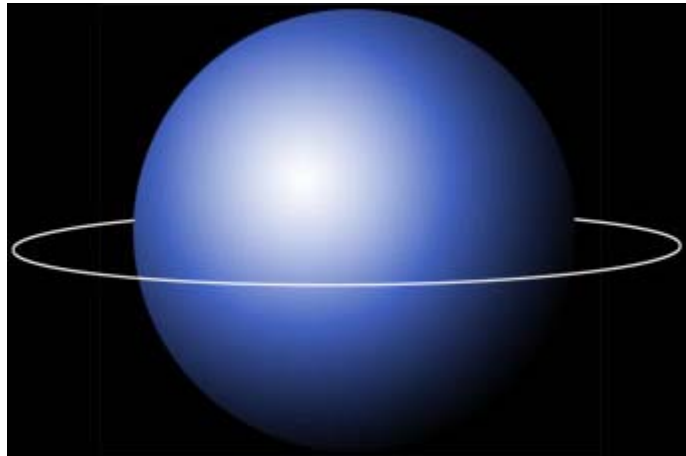
By Timothy James

Polar

These orbits have an inclination near 90 degrees. This allows the starship to see virtually every part of the planet as it rotates underneath it. It is particularly useful when the polar regions need scanning or when upper atmospheric studying is taking place.

Retrograde

This type of orbit's speed can vary dramatically depending on the needs of the starship involved. It describes an orbit in opposition to the planet's axis rotation. When a planet needs to be quickly studied but only in one latitudinal section, the retrograde orbit can allow a starship to take in a planet's generalized composition in as little as ten minutes depending on planetary size.



Solar Synchronous

These orbits allow a starship to pass over a section of a planet at the same time of day. Depending on the amount of days in the planets solar orbit, the orbit must be modified to reflect the 360 degrees of a circle. This type of orbit works best when a starship's sensors need a specific type of input. If sustained visual observation of a surface structure is needed, an orbit placing the starship over it at noon works best. Alternatively, if long wave radiation were being measured, a nighttime example would work best.

Standard

(Also known as geosynchronous or geostationary orbit)

Starships in these orbits circle a planet at the same rate as the axis rotation. This is generally the preferred orbit for Starfleet Captains because it allows for a constant sensor feed and transporter lock on away teams. Standard orbits allow the starship to observe almost a full hemisphere of the Earth. These are used to study large-scale phenomenon such as hurricanes, or cyclones as well. The disadvantage is that starships have trouble monitoring activities near the poles. There is no standard height for this orbit because it varies with planet size and the sensor resolution needs.

Terminology:

Apogee – the furthest point in an orbit from the primary focus (planet)

Perigee – the closest point in an orbit from the primary focus (planet)

Eccentricity – how much the orbit differs from a circle. Eccentricity is calculated by the distance between the foci divided by the length of the major axis. In a circle, the eccentricity is described as zero. Meanwhile in a parabola or a hyperbola, it is described as one.

Appendix 2 – Starfleet Shuttlecraft

By Michael Taverstocke



Delta Flyer:

The Delta Flyer is an advanced shuttle designed by Lieutenant Tom Paris and constructed by the crew of the USS Voyager NCC-74656 in 2375. The Delta Flyer is a hybrid of Starfleet and Borg technology

and features ultra-aerodynamic contours, a tetra-burnium alloy hull, unimatrix shielding, and Borg-inspired weapons systems including photonic missiles. The ship employs a duranium composite hull. While in warp the small nacelles change position. The Delta Flyer is not only capable of interstellar and atmospheric travel but can be modified for underwater travel as well. The front end of the Delta Flyer contains the cockpit, which has seating for four people, and there is an aft cargo bay with an isolation medical bed, replicator, transporter, and environmental suits.

In 2376, while on a mission to infiltrate a Borg Class-4 Tactical Cube the Delta Flyer was destroyed just after Captain Janeway, Lieutenant Commander Tuvok, and Lieutenant Torres beamed aboard the Cube. The ship was however rebuilt shortly thereafter with some modifications including new impulse thrusters.

Venture class Scout shuttle:

The exact specifications of this vessel are hazy, and largely unknown due to careful classification. It is known that the ship is 24m in length, 5m draft and 16m abeam. The scout shuttle has one deck, and



normally is only capable of supporting one crewmember. The basic weaponry compliment is phaser emitters and optional torpedo launchers. Designed as a long range warp capable

shuttle, there have been little battle field test to gauge its performance.



Danube class Runabout:

The Danube class is a heavily armed and armored, long-range warp capable shuttle, designed by Starfleet primarily to augment the tactical capabilities of deep space stations. Armed with type X phasers and the

option of upgrading it to carry more phasers or photon torpedo launchers, the Danube is no pushover. It has a length of 23.1m, a draft of 5.4m and it measures 13.7m abeam. It is a one decked shuttle, capable of supporting 4 crew with complete a replicator, a transporter pad, and even moderate crew quarters. The Danube has a warp capable top speed of warp 5, but its optimal cruising speed is warp 4.



Type 18 shuttle:

The Type 18 is Starfleet's current shuttlepod replacing the Type 15. They are designed for a two-member crew and can carry up to four additional passengers or cargo. They measure 4.5 by 3.1 by 1.8 meters. The shuttlepod is limited to impulse travel only, though it may travel for a short time at superluminal velocities if

released at warp. The craft is equipped with limited phaser armaments, but can be modified to mount a number of small weapons systems.



Type 15 shuttle:

Small shuttlecraft carried onboard Starfleet starships. Most shuttlepods were only capable of carrying two people and were limited to sublight travel across relatively short interplanetary distances. Shuttlepods have a different type number scheme than regular shuttlecraft. There are three variants of Type 15 shuttlepods, Type 15, Type 15A, and Type 16. All are similar in design and only have minor technical differences. The Type 15 is 3.6 meters in length, 2.4 meters in height, 1.6 beam and a weight of .086 metric tons. They can also be outfitted with Type 4 phaser emitters.



Type 11 shuttle:

The Type 11 is the most advanced and largest shuttle used by Starfleet that came into use by the late 24th century circa 2375. The Type 11 is 16 meters in length and has warp and impulse engines. The shuttle is much more heavily armed than earlier

designs, with fore and aft torpedo launchers and phaser arrays. They can also fire tachyon bursts. The shuttle is built to be able to dock with other vessels and has a docking hatch with magnetic clamps on the dorsal and ventral sides. The Type 11 has an aerodynamic design for atmospheric flight as well as medium-range interstellar travel.



Type 10 shuttle:

The Type 10 is a four-crew, multi-role shuttle based on the Type 6 shuttlecraft spaceframe and equipped with subscale versions of larger starship impulse and warp propulsion systems. The craft measures 9.64 meters in length, 3.35 meters in height and 5.82 meters abeam. It has an unloaded mass of 19.73 metric tons. The Type 10 is armed with micro-torpedoes and phasers, shields, and signal intelligence jamming devices.

The Type 10 is a prototype; its engines are similar to that of the Defiant-class. The performance of the prototype will determine if fleet-wide production will be made.



Type 9 shuttle:

The Type 9, commonly called a Class 2 shuttle, they have less internal volume than other shuttles. There is room for two pilots and four passengers. What makes the Type 9 stand out from other shuttles is its warp power, it is currently the fastest shuttle used by Starfleet with a top speed of warp 4. They measure 8.5 meters in length and 2.95 meters in height. The Type 9 can also be equipped with Type IV phaser emitters.

The term Class 2 is a designation for shuttles with small crew cabins and very limited amenities. Class 2 shuttles include the Type 6, 8, and 9 models.



Type 8 shuttle:

The Type 8 is a late 24th century shuttlecraft, most likely an updated version to replace the Type 6. The modified nacelles on the Type 8 suggests that it is capable of greater warp travel or warp travel for a longer duration. The technical specifications of the Type 8 are similar to the Type 6, about six meters in length, a weight of over 3 metric tons and Type IV phaser emitters.



Type 7 shuttle:

The Type 7 is not much larger than the Type 6, however it does have more powerful warp nacelles similar to the Galaxy-class design. They can carry more passengers and are designed for longer interstellar trips than most shuttlecraft.

The Type 7 has only been seen in use onboard Galaxy-class starships and it seems likely that they were designed with the

Galaxy-class in mind, but could also be stationed on other large starships as well. They are 8.5 meters in length, 2.7-meter height, 3.6 beam, and a weight of 3.96 metric tons. Their armament is two Type-5 phaser emitters.



Type 6 shuttle:

Short-range shuttlecraft of the 24th century. They are capable of warp travel and are usually kept on larger starships and starbases. The Type 6 has two pilot seats plus room in the back for six passengers. Type 6 shuttlecraft are 6 meters in length, a height of 2.7 meters, and 4.4-meter beam. They weigh 3.38 metric tons. The standard warp speed is 1.2 for 48 hours and

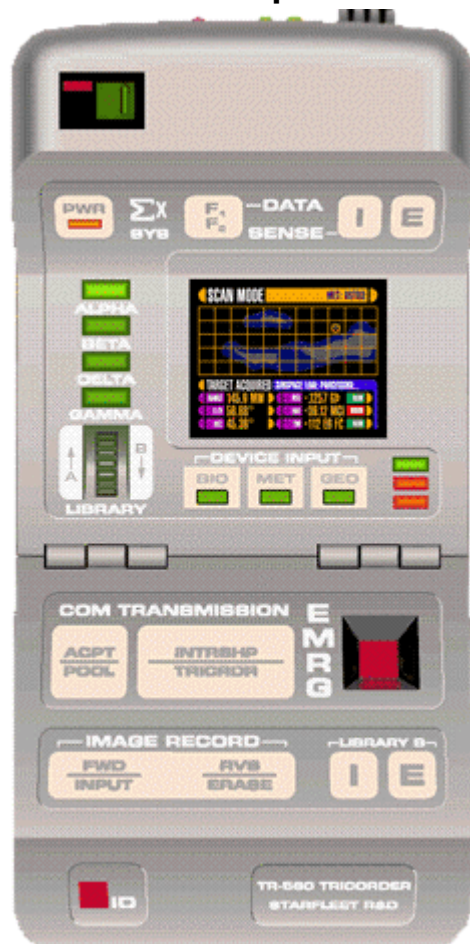
warp 2 for 36 hours with the upgraded configuration. They are not usually armed but can however be equipped with Type IV phaser emitters for special missions.

Appendix 3 –The Starfleet Tricorder

By Timothy James

The standard tricorder is a portable sensing, computing, and data communications device developed by Starfleet R&D and issued to starship crewmembers. It incorporates miniaturized versions of those scientific instruments found to be most useful for both shipboard and away mission, and its capabilities may be augmented with mission-specific peripherals. Its many functions may be accessed by touch-sensitive controls or, if necessary, voice command.

General Description of Controls and Indicators



When stowed, the only visible control is the power switch. It shows a red power-on light and a green power level indicator. When deployed, all of the available controls are visible.

PWR STBY-Power standby light. If the tricorder is closed, this light turns on and the tricorder goes into low-power standby mode. Any new touch of any control will bring the device back up to full power. When the tricorder is stowed but performing ongoing tasks, low-power mode does not occur.

F1/F2-Control function select switch. Most buttons on the tricorder have more than one function. This is a convenient toggle for often-repeated function changes and may be preprogrammed by the individual crewmember. The F1/F2 switch is active during data operations only.

I and E- These two controls manage the source of sensory information, either the tricorder itself (Internal), or remote device (External), or both sources simultaneously. The remote device can be any sensor platform that uses the same data collection machine language. The term "platform" denotes a vehicle operating on or above another planetary body, usually a starship or shuttlecraft.

DISPLAY SCREEN-This screen is capable of showing any real time, stored, or computed image. The display area is similar in construction and function to Starfleet control panels and display screens, although the layering technique is simplified and the default image size is naturally smaller. Selected areas of an image may be enlarged by touch; many other screen functions may be customized using the standard tricorder's stored setup programs.

LIBRARY A/B-The standard tricorder contains a read/write

drive to record information onto small crystal memory chips for later retrieval, or to load previously recorded information into the tricorder's main memory. Each chip has a maximum capacity of 4.5 kilouads.

ALPHA BETA DELTA GAMMA-These indicators denote which data recording or retrieval activity is taking place in the tricorder library section. A more detailed readout of data operations can be called up on the display screen.

DEVICE INPUT-Each of these three keys can be assigned to manage up to nine remote devices, for a total of twenty-seven different information sources. For a routine away mission, the default settings on power-up are GEO, MET, and BIO, covering geological, meteorological, and biological functions.

COMM TRANSMISSION-This section controls the transmission of data and images to and from the tricorder through the STA(subspace transceiver assembly). ACCEPT toggles the tricorder to accept one-way transmissions from a designated remote source. POOL allows for networking of the tricorder and one or more designated remote sources. INTERSHIP sets up a special tricorder-to-ship data link employing multiple high-capacity channels. TRICORDER sets up a similar high-capacity link, but to other tricorders. While all four modes can be active simultaneously, the system will slow down significantly. In practice, no more than two modes are usually necessary at one time.

EMRG-This is the emergency "dump everything to the ship" button. It provides for non-error-checking burst mode data transmission in critical situations. In practice, this function can be used no more than

two times before the standard tricorder's primary power is exhausted. All sensing tasks are suspended and power is maximized to the STA.

IMAGE RECORD-This section manages single or sequential image files recorded by the standard tricorder. The control has four divisions: FORWARD, REVERSE, INPUT, and ERASE. When used in concert with the other tricorder functions, relatively complete documentation of an away mission can be achieved. At standard imaging resolution, at a normal recording speed of 120 Area View Changes (AVC/sec, the tricorder can store a total of 4.5 hours of sequential images. Higher speeds yield a proportionally lower total recording time.

LIBRARY B-Library B is the primary storage area for sequential images, though the memory configuration may be changed to include other storage areas, depending on the application. I and E control the image source.

ID-This touchpad may be used to personalize a tricorder for default power-up settings, or as a security device for single-crew member operations.