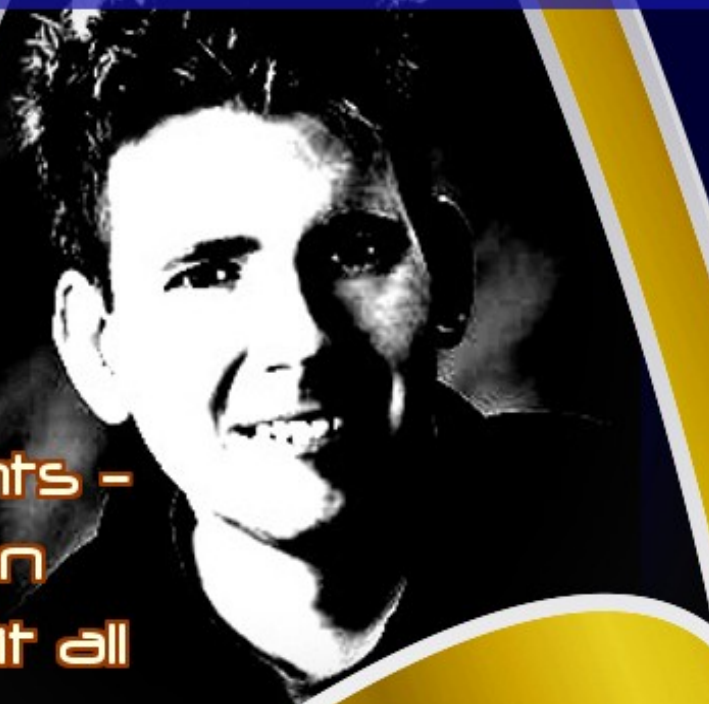


April 2011

# USF PRADO

## 16th Anniversary United Space Federation



Andy Clements -  
Meet the man  
who started it all

Current Leadership:  
The 7 High Command Members

These are the Voyages -  
Find some interesting USF stats

# From the Editor

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Greetings everybody!

This month, the United Space Federation has completed 16 years of simming. And while that might not be as significant to some as the 15<sup>th</sup> Anniversary, every year that brings us closer to 20 is worth taking note of. So let's all raise a glass and give a cheer to the sweet 16!

In light of this milestone we have several features that deal with the organization's past and present. A look at some fun facts that accumulated over the years, a chance to get a little cozy with our current leadership, and a coveted insight into the world of USF's founder, Andy Clements.

As always our columns have much to teach and report, including a wild bachelorette party! We managed to get a few enticing images, but if you want the real scoop and the juicy pictures, you'll have to talk to one of the participants. I heard they let it all out!

On a more serious note, I just now realized that I failed to include the wonderful crew members of the sims we've featured thus far in the contributors section. Why didn't anyone tell me?! Every single person that puts forth effort to submit the information I asked them for deserves to be mentioned!

I hope you can forgive me. From now on I'll make sure that all crew members of featured sims will receive due credit. Without you guys, nothing would happen in regards to that section. And as always, thanks to everyone for working so hard to make every issue worth reading.

So now, without further ado, I leave you to enjoy the newest issue of the *PADD*.  
(Sometimes you just have to tell me to shut up!)

*Lorí*

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## Wanted: Ads

**Consider advertising for your Sim on the *USF PADD***

All USF hosts are warmly invited to submit  
**GRAPHIC or TEXT ADS**  
to be displayed in various sections of this magazine.

For more information email:  
[usfpadd@sector001.com](mailto:usfpadd@sector001.com)

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**On the cover:** image of Andy B. Clements, graphics by Captain Loriaarra

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# Briefings



## Memorable Quotes

The miracle is this: the more we share the more we have.

– Leonard Nimoy

"Return to your quarters. That's an order!"

"You're out of uniform."

"So?"

"No uniform, no orders."

– Picard and Riker, *"Star Trek: Insurrection"*

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## Intelligence Report

by Lieutenant J.G. Knomik Brott, Lieutenant Commander Solik, and First Lieutenant Leyva Torosi

## Fan Q&A with Rick Berman

In follow up to last month's three-part Trek retrospective with Rick Berman, this month he answers questions sent in by [StarTrek.com](http://startrek.com) readers and some from StarTrek.com. Rick tackles the answers with honesty and touches on many topics dear to the hearts of Trek fans.

Be sure to catch both parts of this illuminating Q&A session:

- <http://startrek.com/article/rick-berman-answers-your-questions-part-1>
- <http://startrek.com/article/rick-berman-answers-your-questions-part-2>

## Creation's Official Star Trek Convention in San Francisco celebrating Star Trek's 45<sup>th</sup> Anniversary

One part of the article for each of three days proves to be barely enough to provide recaps of all the panels, contests and Star Trek luminaries, including Leonard Nimoy. The con satisfied Trek fans with a panoply of events and star appearances. If you were one of the lucky ones who were able to attend, then this article will take you back to the experience. For those who didn't get to be there, reading the details will give you an exciting look into what you (and I) missed this time around!

Check out the con:

- <http://startrek.com/article/creation-san-francisco-convention-recap-day-1>
- <http://startrek.com/article/creation-san-francisco-convention-recap-day-2>
- <http://startrek.com/article/creation-san-francisco-convention-recap-day-3>

## A Proper Sendoff for the *Discovery*

NASA held a poll to vote on which song would be played as the wake-up call for the crew the

shuttle *Discovery* on their departure date, and although the Original Series theme came in second place, it was still played for the crew, along with a "Shatner" twist.

Give it a listen:

- <http://www.youtube.com/user/NASAtlevision#p/u/36/WYmozt4yFZs>

### **Life After Trek...**

The production of *Star Trek* series may have come to a halt (temporarily, hopefully), but the actors sure haven't halted their lives, nor their careers. Actors from the Original Series, The Next Generation, and all the way to the 2009 *Star Trek* film, are still acting on the big and small screens.

Stay up-to-date:

- <http://startrek.com/article/star-trek-in-the-news-march-4-2011>

### **Yoostar in Star Trek Too**

Yoostar 2, a karaoke sort of game for movie scenes for the Xbox 360 and PS3, will have downloadable scenes from *Star Trek: Wrath of Khan*. You'll be able to put yourself in either Kirk or Khan's boots and then send out your creations for others to enjoy.

Become a Star:

- <http://startrek.com/article/you-star-as-kirk-picard-and-others-in-yoostar-2>

### **A Great Parody from Star Trek to Finnish**

If you like parody, *Star Trek* and *Babylon 5*, a Finnish group of filmmakers have a treat for you. As seen from the YouTube preview, the performers may be amateurs but the CGI looks pretty top notch.

Check it out:

- <http://www.youtube.com/watch?v=R79JuYdG5KY>
- [http://www.amazon.com/Star-Wreck-Samuli-Torssonen/dp/B002OKK2AW/ref=sr\\_1\\_1?ie=UTF8&qid=1300043957&sr=8-1](http://www.amazon.com/Star-Wreck-Samuli-Torssonen/dp/B002OKK2AW/ref=sr_1_1?ie=UTF8&qid=1300043957&sr=8-1)

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### **Event Calendar**

(upcoming *Star Trek* and *Star Trek* related conventions)

**April 9-10, 2011** – Official *Star Trek* Con, Phoenix, Arizona, USA

**April 30, 2011** – FOPCON, Dayton, Ohio, USA

**May 6-8, 2011** – Lepre-Con 37, Temple, Arizona, USA

**June 10-12, 2011** – Official *Star Trek* Con, Vancouver, British Columbia, Canada

**June 24-26, 2011** – Official *Star Trek* Con, Parsippany, New Jersey, USA

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by Lieutenant Commander Solik

## Cloak...

Two months ago, in early February, the Cryptic team released the latest Featured Episode series, "Cloaked Intentions," concluding on March 5<sup>th</sup>. This series focuses on the ever-growing tension between the Romulans and Remans, focusing on what Executive Producer Dan Stahl referred to as "a continuation of a plot that has existed since launch." Without giving away too many details, I'll just say you may be surprised at the conclusion, with a revelation about the Romulans and their "Demon" masters. I have to say that "Cloaked Intentions" is right on par with the first two Featured Episode series, as far as complexity and making the player think, as well as the rewards for completing the missions, perhaps even more so. If the progression of content in this latest series is any indication of Cryptic's level of dedication, then I think this is a sign of good things to look forward to in the future.

This Featured Episode series also set a few new trends in mission content, being the first series to incorporate micro-nebulae, which disable ship shields and the mission map, and create a "static fuzz" effect on your monitor, hindering visuals. Another new feature included was the use of cutscenes, seen in the second, third, fourth and fifth episodes. They bring a new perspective to the missions, and give them a slightly more "Trek" feel. In addition to these, profession-specific tasks were included in all five episodes. While not directly influencing the outcome of the mission, they're a nice change of pace to running the same mission with different characters of all three professions, meaning you need to find the different tasks involved with the different professions.

## ... and Dagger

At the end of February, the fourth episode of "Cloaked Intentions" heavily involved a series of melee-only combat, and thus, three new melee weapons were introduced, adding to the collection previously consisted of only the Klingon [Bat'leth](#); the Vulcan [Lirpa](#), Tsunkatse [Falchion](#), and



Nausicaan [Tegolar sword](#). In addition to these, two special weapons were made available in the C-Store, for the payment of 240 Atari tokens, which is equal to \$3 USD. Like just about every special weapon in STO, these weapons scale damage inflicted with the player's current level.

Like all melee weapons, the damage inflicted is minimal, but it passes through shields, making it very useful when enemies are right in front of you. The Kri'stak Blade and Ceremonial Lirpa are very useful when you don't feel like venturing out and looking for weapons, but may not have gotten to the "Coliseum" episode of "Cloaked Intentions" yet.

### **You'd think Starfleet Officers had a tailor or something!**

Released at the same time as the melee weapons, Starfleet officers now have the option to wear "open jacket" uniforms. The general appearance of these uniforms involves an open seam running about halfway down the chest, with a ribbed turtleneck underneath, which can be color-customized. Almost all of the Cryptic-created uniforms, a.k.a. 25<sup>th</sup> century uniforms, have an open jacket counterpart, along with the 24<sup>th</sup> century uniforms seen on TNG, DS9 and Voyager. They even threw in Picard's undershirt for his Captain's Jacket! All ten of these costume variants can be purchased for 240 Atari tokens!



### **Multi-Vector Personality Disorder**

Finally! What everyone has been waiting for! The Prometheus-class Advanced Escort and its variants can use Multi-Vector Assault Mode! In the early stages of the game, I can recall reading posts on the STO [forums](#) regarding the lack of MVAM in the Prometheus. Cryptic tried to appease to these players when they released the Vice Admiral level Galaxy-class retrofit when they increased the level cap for Season 2 in July. The Galaxy retrofit sported the saucer separation feature seen in TNG, but players were still unsatisfied.

Initially appearing exactly as the prior Advanced Escort, when the player purchases the MVAM Advanced Escort for 1200 Atari token (equivalent to \$15 USD), they'll find a console included in the acquisition. The Multi-Vector Assault Module can only be equipped to an



Advanced Escort in any console slot from the equipment window, and grants the player three unique abilities when in system space. Using any of these abilities transforms the ship into its Alpha, Beta and Gamma sections, with the player controlling the section specified by the symbol in the icon, and the other two sections become computer-controlled pets.



According to the [Module description](#) on the STO wiki website, each section has its pros and cons, including specific abilities unique to each section when separated. Unfortunately, any weapons, shields or engines equipped by the fully-formed Advanced Escort are negated when MVAM is active. Cryptic stated this was done in order to balance gameplay.



## Blast from the Past!

Loved *Star Trek* in the 60's? Wanna feel like you're playing in the original series? Cryptic Studios released the TOS bundle pack on March 25<sup>th</sup>, with a limited time special offer. Items included in the bundle pack are several uniform styles (Three of which are limited time only), the *Constitution*-class bridge and corridors, access to the playable shuttlecraft Class F with pet included (Note: pet shuttles can only be launched from full-sized starships.), and a black-and-white TOS-style Type 2 Phaser that increases in effectiveness as you level!



Previously, the standard TOS uniform, *The Motion Picture* uniform, *Wrath of Khan* uniform and TOS Mirror Universe uniform were all released as individual purchases in the C-store, but this is really a bargain... until you want the real TOS feel. In order to do this, you need to purchase the TOS bundle, TOS uniform, and the TOS *Constitution*-class from the C-store. All of this totals to 2440 Atari tokens, equal to \$30.50 USD! You must really want it badly!



My in-game handle is @kcansur721, and I encourage everyone to at least try STO by getting the [demo](#). You'll be able to play for about two hours before you reach the end of the demo. (Note: That is not a time limit, but an estimation of how long it will take to complete the demo.) Make sure to drop me a line via email, or USFHavraha for information about the USF in-game fleet! I'm currently working on a [Foundry](#) (community authored) mission, so keep an eye out for it in the next month or so. Havraha has several missions out, and each time one is played and reviewed, we can improve the quality of the mission!

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## Watching the Universe

by Captain Lorianra and Fst. Lt. Torosi

### NASA's Million Dollar Mistakes

What is it with NASA and climate satellites? They can shoot space shuttles into orbit but can't seem to manage to do the same for a much smaller and unmanned device. And it's not like it only happened once! Seems like the preferred destination for climate satellites these days is the Pacific Ocean. Go figure.

Read all about the million dollar crash landing:

- <http://www.wired.com/wiredscience/2011/03/glory-launch-fail/>

### Killer Waves

What once was known as a tidal wave now commonly is referred to by its Japanese name, Tsunami. One reason might be that these killer waves frequently occur in Japan. Though not all reach the devastation of the most recent one. Our hearts go out to those afflicted and the survivors.

If you ever wondered what causes these enormous and deadly walls of water, Wikipedia is always at your service. If you want to know more about the current disaster and perhaps how to help out, there are plenty of sights to search as well.

For a few quick pieces of information:

- Wikipedia - <http://en.wikipedia.org/wiki/Tsunami>
- New York Times - <http://topics.nytimes.com/top/news/international/countriesandterritories/japan/index.html>
- Relief - <http://www.globalgiving.org/projects/japan-earthquake-tsunami-relief/>

### Final Discovery

After five unsuccessful attempts at the final launch of the Space Shuttle *Discovery*, the crew spent twelve days in space, nine of which were docked at the International Space Station, accumulating a total of 365 days in space for the shuttle itself.

A unique perspective on the shuttle's takeoff:

- [http://www.youtube.com/watch?v=GE\\_USPTmYXM&hd=1](http://www.youtube.com/watch?v=GE_USPTmYXM&hd=1)

Also check out other videos from NASA:

- <http://www.youtube.com/user/nasatelevision>

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# Special Bulletin

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## Writing Contest

by Captain Loriarra

"If at first you don't succeed, try, try again."

I think that motto is great for any worthwhile endeavor that just doesn't get off the ground well the first time around. And I'm certainly going to apply it to the PADD's writing contests!

Yes, you heard me right. Contests. With an "S" at the end. As in, "I'm **S**o not done yet!"

Though, I did ponder a bit on what had happened. I suppose I wasn't too far off when I wrote in one of my emails: "So the truth comes out. You really DO like the ending to Star Trek VI!"

Funny enough, I got the following reply to that email: "Five? There was a Star Trek V? Nope, in my book we went from *Star Trek IV: The Voyage Home* to *Star Trek VI: The Undiscovered Country*. I couldn't even begin to think of rewriting an ending for V, because the whole thing was so bad that it would need an entire rewrite. NO ONE should have let Shatner at the writer's or director's helm. You end up with that piece of crap."

Loved it! It made me laugh. And after I replied to the sender, I was given permission to quote those words. Just goes to show that USFers do have one thing for sure: humor!

Maybe I need to think about a humorous contest topic... Nah. Ray Packard and Tia Sloan-Ryan are already busy tickling your funny bones.

So in the end, I guess this time no one was really interested in writing or maybe just couldn't find the time for it. We just have to make sure we'll have bigger and better prizes next time. Like, hm... a bottle of Romulan Ale? Orion Slave Girls?? Ohhh, no no, I got it. A date with Will Riker!! Ohh yes.

Now I just have to somehow convince Jonathan Frakes that it's for a "good cause". Hehe. Or convince our resident Star Trek Poodles owner, Maggie Grayson from the *USS Indy*, to let me borrow Riker's namesake, Will. Wouldn't that be a fun date! I heard he looooves giving kisses!!



Well anyways, all joking aside now, I did want to thank the two people that submitted an entry, though only one was turned in on time. However, one entry doesn't make a contest (can't hardly compete against yourself), and therefore no judging took place and no winner was chosen.

That doesn't minimize the work that has obviously gone into that single entry, an alternate ending to *Star Trek: Generations* submitted by First Lieutenant Lisa Sakakino of the *USS Odyssey*.

I thought she did a wonderful job in re-writing that ending and at the same time keeping true to the characters' personalities. I thoroughly enjoyed reading it and recommend it to everyone.

Thank you so much for your efforts, Lisa!!

(You can read her entry [here](#).)

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# Special Feature

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## These Are The Voyages...

by Commodore Booker

"(Cyber)Space: the final frontier. These are the voyages of the United Space Federation. Its continuing mission: to explore strange new plots, to seek out new stories and new possibilities, to boldly write where no one has written before."

## ***The United Space Federation celebrates 16 Years of Simming***

Sixteen years? When I joined the United Space Federation (USF) in February of 1996 on a whim, little did I know what that would mean. Do you think that Admiral Clements knew what the USF would turn into when he started one little role playing simulation called *USS Excelsior*? Do you think that Gene Roddenberry knew what *Star Trek* would become when he first thought of the Wagon Train to the Stars over 45 years ago?

Back when I joined, during the relative infancy days of the USF and the then AOL 2.5, pocket pagers were the fad and cell phones were the size of those TI-85 calculators. We still operated on floppy disks, the thought of being able to burn and create an audio CD was just coming around, and DVDs had yet to be publicly introduced. And the standard computer at the time had one or two gigs of hard drive; now we have thumb drives and flash drives that can hold 32 gigs of memory easily!

A lot of things have changed since 1995. To think that I joined 15 years ago, within the first year of the start of the USF, and a few of the people that are on my sim now were either infants at that time or weren't even born.

Along with time and trends, the USF has changed a lot as well. Below are a few interesting stats relating to the story of the United Space Federation over the past 16 years. So sit back and read, and don't forget to buy the USF a pony for turning 16!

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### The Fact Files:

- ✓ Exact founding date of USF: **April 6, 1995**
- ✓ Longest running sim: ***USS Excelsior***
- ✓ Longest standing current High Command member: **Admiral Caitlin**
- ✓ Longest running Commanding Officer of one sim: **Vice Admiral Ahrele Johannson-Oliver**  
(Since January 10, 1997. She never took a leave of absence but served as constant on-duty CO of the sim. And she joined the sim two months after it was created and became CO two months after that. So all for but 4 months of the sim's existence she has served as CO.)

- ✓ Sim with most consecutive ship/stations used in the duration of its lifetime: **USS Hermes - F**  
(The ship is currently on its sixth incarnation. The *USS Federation* is in close second place, sporting the letter E.)
- ✓ Sim with most endurance or least consecutive ship/stations used: **USS Odyssey & USS Darmok**  
(Both sims are on their original ships! Though the Odyssey beats the Darmok by length of existence; it was created a few months before the Darmok.)
- ✓ Sim with most overall posts on a message board (on record): **Starfleet Academy**  
(The Academy Lounge has a whopping **1618** posts on its active board! *This number does not include the posts on the AOL archives.*)
- ✓ Longest log series (on record): **"A Friend's Wish" by Commander Sarina Jade**  
(With: Zander Rohan, Carysma Devereaux, Maximillion Androcoliss, and Melody Dear. This series had an amazing **56** parts!)
- ✓ Current active Sims count: **20**
- ✓ Current Fleet character count: **219**

## Sims in Order of Creation:

(sims in bold are those currently still active)

### USS Excelsior

USS Stealth

### USS Potemkin

### USS Lothlorien

### Space Station Nigala

USS Darkpath/USS Dauntless/USS Darkpath

### USS Columbia

### USS Federation

### USS Agamemnon

### USS Roddenberry

### USS Hermes

### Starbase Everest

### Special Operations Group

IKC Hegh'ta

### USS Odyssey

### USS Darmok

USS Halifax

USS Integrity

USF Judicial Corps

USS Endeavor

### USS Eclipse

USS Kemo Sabay

USS Marquesas

Deep Space Twelve

Starbase Gettysburg

RES Khazara

Outpost Cousteau/**Outpost Phoenix**

### USS Aldrin

USS Sundancer

USS Iowa

USS Fragglerock

ISS Reciprocity/USS Sojourner/USS Maverick

### USS Lexington

### Starfleet Academy

Corps of Engineers

### USS Independence

USS Expedition

USS Montgomery

### USS Ares

USS Avenger

(Sources: Vice Admiral Jonathan Anders, Captain Sol Berman, Captain Jerrid Billings, Fleet Captain Jonas Brent, Commodore Robb Clemens, Fleet Captain Crelak, Captain Jhalen Fjori, Captain Stewart Hawks, Vice Admiral Ahrele Johannson, Captain Loriaarra, Commodore Ray Packard.)

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# USF Features

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## United Space Federation's High Command

"The Magnificent Seven"

by Captain Lorianra

You ever seen that movie, "The Magnificent Seven"? It has a lot to do with leadership, from the charismatic gun slinger leader through the gun slingers as a group to how the villagers respond to the influence of those seven men. Even the leader of the bandits is an example, though a poor one.

Now, I'm not saying that any of the seven High Command (HC) members of the United Space Federation (USF) would take a phaser shot for you, that would be up to them. But leadership generally means to be able to "influence a group of people to move toward a common goal." Included in that is the fact that leaders need to understand the needs of the group and must be willing to work in its best interest, which might also call for protecting it and its members. Part of that, in turn, means not only having the ability to handle the "grunt" end of the job, but also being approachable to the members of the group and have an open ear for their concerns.

Do you feel the USF's leadership is approachable? Perhaps you're not sure because you just don't know them. Getting to know a person is a first step to feeling that you can approach them with matters that concern you. It opens the door to seeing someone in a position of leadership as a real person and not some unreachable entity.

Through this feature, I would like to invite you all to come to know the seven people that make up USF's High Command. Their introductions speak as to their personalities, sense of humor, and other qualities. The Quick Stats show how long they have been with the USF and been in leadership roles. And the Department interviews will give you an idea what each of their jobs involves.

I hope it will give every USF member a new and better understanding of our leaders!

### Introductions

*(Note: Being a member of High Command is a real life position; it is not necessarily tied to a simming character, but can be. Members handle matters they discuss about the Fleet with that fact in mind. In this section, they therefore approached their individual introductions from different viewpoints, either Out-of-Character [OOC] or In-Character [IC]. Each viewpoint is noted in parenthesis to avoid confusion.)*

**Admiral Caitlin:** *[Ed. Information not available]*

**Vice Admiral Ahrele Johannson (OOC):**

"While my character holds the rank of Vice Admiral, she is not a member of High Command....she commands a starship. It's difficult to sit behind a desk and command a starship at the same time. Kirk figured that out and decided to steal his starship back to get back in the center seat. Okay, well...that's not exactly how the story went, but you get the idea.

"Ahrele Oliver Johannson is a 52 year old Betazoid female who joined



Starfleet at the age of 22 as a way to get access to Starfleet information and computer files in hopes of finding her identical twin sister Ariell whose ship had supposedly been destroyed by Cardassians. Ahrele knew that her sister wasn't dead and was determined to find her, with or without Starfleet's help.

"On the flip side, being a member of HC is a real life position, not a role-playing spot. HC members do not role-play in the sense of sitting in comfortable chairs in a big building in San Francisco. In our meetings we speak to each other using our real names as we look out for the well being of the USF. While we may use our character's names on the website, it is, at least for me, done only because it is not appropriate for personal information to be made public, and I had no extra screen name slot available to create an alternative screen name for the job."

### **Rear Admiral John Styre (IC):**

*(smiles, waves awkwardly at the screen)* "Hello there! I'm Rear Admiral John Styre, and I've been asked to talk a little about myself for the benefit of our... viewers? Readers? Well, whoever you are, hello out there. I've been out of the Academy for close to 20 years now -- and it's funny, I never had any interest in command. Didn't even follow the command track: I wanted to be a scientist. Got my wish, too -- I am a scientist -- but apparently somebody upstairs liked me, because I just kept getting promoted.

"It hasn't always been easy. I've seen some terrible things.." *(smile fades)* "I've even seen two Lothloriens blow up, which, you know... once is bad luck, but twice..?" *(shakes head, continues with a renewed smile)* "Anyway, I've also worked with High Command in various roles, something I never would have expected in my Academy days. In addition to my normal duties, I try to keep an eye on the fleet and serve as an accessible voice for the higher-ups.

"I don't get around as much as I used to, admittedly, but most things make their way across my desk in one form or another. I do like observing other vessels in action when I get the chance -- there's always more to learn, after all! So if you see me around, say hello." *(pauses, then grins)* "Seriously, say hello. I'm not the saluting type.

"Anyway, that's all for me. Have a great day."

**Commodore Keiri Clemens:** *[Ed. Information not available]*

### **Commodore Ray Packard (OOC):**

"Where does one begin? I guess the beginning. Ray was born when AOL only allowed for like 8 letters or so per screen name back in '96. I wanted to use my real name, but Ensign Mike was too long, and in turn EnsMike was already taken. So I had to let go of my real name and use a friend's name. Ray. See? You all could've been calling me Mike this whole time! Instead you've been calling me Ray ... and worse.

"Ray started out on the USS Roddenberry, during a time when that ship was just crawling with goofballs. Wasn't long before I joined in. Despite being the dork, my CO saw fit to promote me. I made Commander and XO of the Roddenberry in '99, just shy of my third year anniversary with the group. I remained XO for another two years, until I was promoted to CO of the USS Federation in December of 2001.

"Few years later, they saw fit to promote me to Fleet Captain, and then to Commodore and member of HC *(What were they thinking?)* for a short while I juggled two sims, the Fed and the Rodd when the Rodd's CO disappeared. No real explanation was given as to how Ray Packard was on two ships, but I thought it was going to be a short term thing, but it turned to almost a full year. Until I finally decided to 'retire' the character, have him officially posted to Earth and HC *(Notice how they can't keep Booker and I on the same planet? Egos, jealousy.)* and focus on another character named Sovak.

"But I found it hard to let go of Ray *(That's what she said!)* and ended up never connecting with the Sovak character. I then brought Ray back officially to once again CO the Roddenberry. Which where he is currently stationed."

**Commodore Robb Clemens:** *[Ed. Information not available]*

**Commodore Shane Booker (IC):**

"Greetings and salutations. Salutations and greetings.

"Is this on?" *(taps the screen, looks off screen)* "Can we get this cleared up? ... I don't care, transfer power from the phaser relay network if you have to.

"I know you can't have that much raw power without using power regulators. Do it anyways. You'll have to fix the screen when it blows up.

*(looks back to the screen and clears throat)* "Where was I? Oh yeah, where I was, was talking about where I am. Do I even know where I am? It's all been a blur after the coma. I used to have a chair on a starship, now I have a seat on a starbase. No. Not because of the coma. I think.

"What? No I can't hear you. It must be the distance. See, while I hold a seat on the High Command, my posting is three months away from Federation space. It's quite the distance don'tcha know.

"Why so far away? Well I was told that it was for my protection. To disperse the High Command members meant we would all be safe. At least that's what I think I told myself. ... It turns out that the starbase I am on is the command center of an expansion project that will greatly increase the influence and reach of the United Federation of Planets.

"My career has been an interesting one; well, only to my mother. After the Academy I worked at Utopia Planetia then went on to serve on a covert operations vessel, then on to an explorer. My past has been riddled with interesting events and circumstances including being in a coma for a number of years.

"I am now a Commodore and work in the Public Relations (PR) Department. If I am part of the PR Department, why not assign me somewhere closer to Sector 001? Well, being on the outside I can look at the whole and get a feel of what is going on. It is almost as if from the outside I can have a more objective view, and I can visit various vessels and bases of the Fleet that are not stationed very close to Headquarters.

"So if you see me pop in on your posting, just remember, I am there to see how everyone is doing and to get a feel from you for what can be improved and added to the Feet.

"Commodore Booker, out."



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# High Command Departments

Department Functions and Leaders

## Senior Officer Promotions

[Ed. Due to circumstances beyond anyone's control this information is not available. Unfortunately, Admiral Caitlin's Internet connection went down indefinitely before this interview could be conducted. An amendment might be made to this issue of the PADD in the future to make this feature more complete if deemed necessary.]

## Fleet Representative Coordination

interview conducted by Lt. Cmdr. Solik

### What exactly does a Fleet Representative Coordinator (FRC) do?

The Fleet Rep Coordinator (FRC) is the person directly above the reps as far as the chain of command goes. They meet with the reps to hear the good and the bad about how the sims are doing. The FRC is the person responsible for deciding if an issue needs to be brought up to all of HC or if perhaps they can help resolve the issue along side the rep without having to get the rest of HC involved. The FRC monitors the strength of the USF sims by gathering information from the reps about the average number of players at sims and whether or not the hosts have been showing up.

### When was the system of Fleet Representatives installed?

The USF began using our current fleet rep system during the summer of 1998. Before that time it was the HC members exclusively who monitored the sims.

### Did the oversight of FRCs come with that at the same time?

Yes, at the time we made Fleet Captain an interim rank between regular hosts and HC, we made the position of Fleet Rep Coordinator as a job for a HC member.

### Quick Stats: Vice Admiral Ahrele Johansson

#### How long have you been with the USF?

I joined the USF at the beginning of March 1996, so that means I just hit the 15 year mark.

#### How long have you been a member of USF's High Command (HC)?

I received my promotion to Commodore on June 19, 1998, so I've been a member of HC for almost 13 years.

#### In which HC department do you currently serve?

I currently serve as the lead Fleet Rep Coordinator. I also serve as back-up person for promotions.

#### In what other capacity do you participate in the USF?

I have held the center seat of the USS Darmok since January 10, 1997. Over the years I've held other jobs, had other commands, and participated as a member on most of the USF's publications.

#### What do you believe is HC's most worthwhile contribution to the USF?

There are several functions of HC that are critical to the overall health of the USF, it is difficult to say which is the most important or worthwhile. All organizations need a structured chain of command with people who can objectively make the decisions as to how things are going to work. It's not always an easy task because there are people behind the screen names and most of us in the USF are friends. HC works to keep the group unified and fun for everyone...from the newest newbie to the most seasoned host.

**Is the system still the same as back then, or has it been changed?**

As with all things within the USF, it has slowly evolved over the years. There has never been a time when we've done a major overhaul of the system since it was instituted.

**How are Fleet Representatives appointed and assigned? And who chooses what sim they rep for?**

Fleet Rep positions are not appointed or assigned. The Reps look at which sims need to be covered and volunteer for the positions based on their available time. Captains are notified of changes and can advise if the rep will not fit their sim's needs for whatever reason. If a captain says no, then the sim is taken back to the reps to see who else would be available during that time slot.

**In a nutshell, a Fleet Rep's responsibility is to to serve as an advisor and mediator to a sim's Host team, and to ensure that the sim operates in accordance with USF guidelines. How important do you feel it is for a them to be thoroughly familiar with the crew of the sims they rep for? Do you encourage them to attend the sims?**

Fleet Reps are encouraged to be on a sim's mailstring and to keep in touch with the hosts of their sims on a weekly basis. They are encouraged to at least stop by sims so that crews are familiar with them and know how to get in touch with them in the event there is a problem. Some reps choose to stay and watch the entire sims over which they represent, others just drop in now and then. It is up to the rep and the captain as to what is best for an individual sim. No rep may serve on a sim that they host for obvious reasons.

**Without going into specifics, how often are there instances where Fleet Reps have to step in to mediate issues in any of USF's sims?**

There have been very few serious issues over the years. Most of the time problems that are brought to the reps can be handled internally and I don't even hear about them. Reps only bring significant issues to my attention and most of the time those have to do with missing hosts and/or faltering numbers.

**So, when an issue within a sim cannot be solved by the Fleet Rep, they seek your advice?**

Yes. If I am able to work with the rep to resolve the issue I will do so. If the problem is severe enough that I feel that all of HC should be made aware of it, then I will do that either by bringing it up at the next weekly meeting or by alerting HC to the situation before the meeting.

**In what situation could a crew member seek your help, or is that not possible?**

I am always available to talk to crew members from any sim; however, I will always refer them to the chain of command. If they have not tried to resolve the situation with the host team first, that is where I advise them to start. We believe that all CO's would like the opportunity to resolve problems within their own sims first before they get brought to the attention of their rep and/or HC.

**Has the system the USF uses worked thus far?**

I believe it has worked fine. Like I mentioned before, it has slowly evolved over the years. While we have policies in place, we realize that we're dealing with people who have a lot of different ideas on how their sims should run and as such, one size does not always fit all. We're always available to hear new ideas or suggestions.

## Policy and Procedures

*interview conducted by Captain Lorianra*

**The only thing I could imagine someone that leads a department for policy and procedures doing is make up rules. Are you High Command's "lawyer", or what exactly does your job entail? Would you briefly explain?**

Basically, I'm the point man when it comes to any documents related to the operation of the USF. When we rewrote the Sim Guide, for example, I created and polished the language involved. However, I'm not in charge of the ideas -- High Command (HC) decides general ideas as a group, often with input from the hosts, and I put them into writing.

**Like a secretary that only takes care of making something sound good, or do you actually make up the whole document from notes in your own words?**

In some cases, it's just refining language, like if there's a long discussion over the host string about how something should be worded. In those cases, I don't like to make substantial changes. But there are other cases, in which it might be suggested in an HC meeting that we need new guidelines for -- as a random hypothetical -- rank structures in specialty sims. In that case, I would write everything from scratch and then we'd discuss what I produced.

**I see. Which brings me to another question, or perhaps multiple ones. For one thing, do hosts get a say-so in what rules are implemented, or is that solely a matter of HC approval?**

As a matter of policy, any changes we make to the Sim Guide or other "rules" documents are posted on the host mailstring for discussion. Ultimately, the decision to implement new rules is HC's, but we actively seek discussion about any proposed changes and consider all discussion before making any final decisions.

Speaking only for myself, if I think something is a good idea, but that idea proves massively flawed and unpopular, I'll gladly withdraw it.

**Yeah, that was another thing I was wondering. If something put on the host string for discussion doesn't get very good feedback, would it just be tweaked some and still used or discarded? But you just answered that basically.**

**So, how often do policy and procedures actually have to be written or re-written? Do you review them yearly, or something?**

We went through and revised the Sim Guide and the Fleet Representative guide because they were significantly dated -- several years old. Generally, though, we don't make many unprompted policy changes. The impetus for policy change often comes from the hosts.

**Ah, yes. So, you basically invite hosts to make suggestions based on their experience with what works and what doesn't?**

### Quick Stats:

**Rear Admiral John Styre**

**How long have you been with the USF?**  
Over 13 years, since August 1997.

**How long have you been a member of USF's High Command (HC)?** 9 years, since January 2002.

**In which HC department do you currently serve?**  
Policy & Procedures

**In what other capacity do you participate in the USF?**  
Currently CO of the USS Excelsior.

**What do you believe is HC's most worthwhile contribution to the USF?** We keep things running smoothly while allowing the USF's member sims the freedom to have fun and exciting sims in their own unique ways.

Everyone is welcome to ask questions or make suggestions about what's been working and what hasn't. Sometimes these suggestions come out of private conversations, sometimes they evolve out of public discussions.

**Everyone? Even crew? Who would they direct such an inquiry or suggestion to? You?**

I'm more than willing to talk to anyone about that sort of thing. I always recommend that crew members discuss concerns with their CO/XO, of course. USF hosts have a great deal of freedom when it comes to running their sims, and many "rules" issues come from crew concerning sim policy more so than "fleetwide" policy.

But again, anyone who wants to IM or email me about P&P is more than welcome to do so.

**That's good to know. After all, rules are suppose to have the benefit of making simming simpler and more enjoyable for all, right? And if a crew member sees a problem that might hinder that, it's nice to know they can discuss that with someone who is knowledgeable about the procedures.**

**I suppose there aren't a lot of things that fall under "fleetwide" policy? They're all contained in the sim guide?**

Basically. There's other policy governing fleetwide positions like Fleet Reps, HC, etc., but fleetwide policy governing day-to-day sim operation is found in the [Sim Guide](#). It's not a short document, but it's not too elaborate.

**And those that are not in the sim guide are available to anyone upon request?**

Some of it is still being revised, but yes, basically.

**Alright. Last question, have there been any major changes in policy or procedures since the USF was founded?**

I can't speak to specifics, since I wasn't in the USF back then, but yes. As a couple of examples, the current form of HC -- seven equal voices/votes -- didn't exist at the start and the Fleet Representative position didn't exist at the start. On the other hand, some policies, like minimum promotion requirements, have remained basically the same since I started in USF in 1997.

**Well, I suppose that's because those things work, hm?**

They've certainly been effective.

*interview conducted by Cmdr. Watts*

**Out of all of the interviews that were assigned out, I believe I was given one of, if not the most difficult interview to conduct, interviewing Commodore Booker in his role as leader of the Public Relations (PR) Department. Until I received this assignment, I really had no idea that there was a PR department for USF, and I am sure many others think the same. It just goes to show what happens when you take an old space pirate like myself who has been stuck in deep space for years and expect me to be up to par on all the changes that go on.**

Well, maybe your Commanding Officer should have told you about the Public Relations Department.

**You were the last CO I had, if memory serves, but we can blame that on Ray Packard.**

Well, first off, I am not leader of the PR department. I have a partner, Commodore Keiri Clemens, and am a co-leader, if you will.

**I am not sure who to feel sorry for. In that case, do you two have separate responsibilities, or do you share them? What are they?**

We work together. And we are responsible for activities that foster and promote fleet cohesiveness. And even awareness and relationships amongst the other sims. To help all of the sims know that they are just not one sim, but a part of a whole.

**What are your challenges in this position?**

Dealing with upstart Executive Officers. And trying to come up with ideas to improve the USF and inter-sim awareness and relations before we even perceive there is a need to.

**Yes, those young, inexperienced XO's can be a pain sometimes. I've dealt with my fair share of them. Thankfully in my case, I've followed the examples which some of USF's finest hosts have set.**

I'm sure you've tried your best, Commander.

**Why is PR important for a sim based environment?**

It helps promote awareness of other sims, and I hope would even get people to visit the other sims. Not to join, but to watch and visit and make friends with other players. There are plenty of people who sim on multiple ships simply because of the friendships they have formed.

I like going around to the other sims and just saying "hi" and talking to the others for a few moments before their sim starts. I gather that the other players would enjoy doing the same.

### Quick Stats:

#### Commodore Shane Booker

**How long have you been with the USF?** Since 1996.

**How long have you been a member of USF's High Command (HC)?** Since SD 201008.06 (Aug. 06, 2010).

**In which HC department do you currently serve?**  
Public Relations

**In what other capacity do you participate in the USF?**  
Commanding Officer, Fleet Representative, and junior officer simmer on a sim or 2... or 8.

**What do you believe is HC's most worthwhile contribution to the USF?** To externally head and facilitate the needs of the USF in such a way to make the USF a more cohesive entity, removing this burden away from the hosts in general and let them run their sim(s) and play the game without having to worry about other sims and other issues outside of their specific sim, especially when it comes to interviewing and qualifying players from other sims to become leaders (hosts) of the USF. To focus on the administrative issues and health of the USF.

**Excellent. Do you only gather information for High Command (HC), or are you somewhat of a spokesman for HC to USFers, too? In other words, is the flow of information a two-way street?**

I, nor Commodore Clemens, are the liaison to the USF simmers on behalf of HC. I would be happy to give you the relationship HC maintains with the fleet, but it would be repeating what is in the [SIM GUIDE](#) on the website. We have a CoC system established for complaints, but as stated in the SIM GUIDE, (everyone) "is free to approach a High Command member at any time with informal questions, comments or requests for advice."

We are just people who like to play a game. A sim's CO and XO are people who like to play a game and have agreed to take on a little extra responsibility for the sake of the game. HC members (and Fleet Representatives) are just hosts that like to play the game and have agreed to take on even more responsibility for the game and for the players.

We are most certainly approachable. In fact you will see a few of us in the [webchat](#) room quite frequently just hanging out in public - without the mark of rank. The only time I'm wearing a rank screen name in the webchat is during Sim time.

**Indeed. I have personally noticed that. It is a good thing to see and I think you've done an excellent job of explaining things here, so thank you very much.**

**Is recruitment, in the sense of advertising the USF, part of your responsibilities? If so, what are you doing or planning on doing in regards to advertising efforts?**

Making the USF known to those out there may be part of the PR Department, but I think it may be more of a general concern that all of us on the High Command work together on collectively. Grabbing the attention of those that are searching the internet and turning them into applicants is a big step.

**What, if anything, can USF members do to help you with your responsibilities?**

Realize that we are all part of a group and be aware of the rest of the other sims. Subscribe to and PARTICIPATE in the publications, the *PADD* and the *COMMUNICATOR*. Those are magnificent publications that really enable all of us to see what is going on fleet wide.

**I agree. I greatly enjoy the material I read in the *PADD* and *Communicator*. Except when it relates to me. If there are those who have not yet subscribed to the *Communicator*, I highly recommend they do so. They obviously subscribe to the *PADD* if they are reading this.**

Yes, obviously if they are reading this they are subscribed to it, but perhaps they could be involved in some extent in either of the publications. Even though I am not in the publications department, that is handled by Commodore Ray Packard, whom you have dealt with at least once I believe.

**Ahh yes. Commodore Packard. He's the bald, skinny guy, right?**

Skinny? Scrawny! But I have certainly been involved in encouraging the publications to start being produced again.

**What have you done since becoming a member of HC, in the PR department?**

Well, since I've joined HC, we have established a JUNIOR OFFICER Promotion and Announcement box on [www.sector001.com](http://www.sector001.com) main page. It's explanation is simple. It lists the promotions of any simmer in the fleet. Promotion announcements aren't just for hosts anymore. The promotion box has been around since December.

**Does the fact that I haven't seen my name on there recently mean that I am no longer considered a Jr. Officer?**

Well to some of us, you will always be considered a Junior.

**Hey, I have some silver looking hairs coming in myself, I just don't hide them with hair color. Unfortunately it seems that as we get older, we start losing hair in the places we don't want to lose it, and growing hair in the places we don't want hair to grow.**

You never know what you are going to get.

**Yeah. I've found that out the hard way, several times. Anything else you would like to add before we conclude?**

No, I don't think so.

**Well, Commodore, I certainly do appreciate your time this evening. Thank you for all that you do for the Loth, HC, PR, and for the USF in general.**

You are welcome, Commander.

**Publications**

*interview conducted by Captain Loriarra*

**What publications does the USF currently have that are active? How often do they get released, and what are their purposes?**

Currently the active publications are the *USF PADD*, and *USF Communicator* (which combines the once separate publications, *USF Weekly* and *USF Top Ten List*). The *PADD* is released monthly, and the *Communicator* each week. Each publication serves its own purpose.

The *PADD* has always been considered the premier publication of the club since its creation. It's the most magazine-like of all the publications we have. The *Weekly* was created to keep the rest of the fleet up to date on each sim's most current mission. But it was hard to get submissions for various reasons, so we decided to combine it with the *Top Ten List*, which is a more humorous weekly publication. Each week a new topic is sent out, and simmers send in their submissions hoping to be one of the ten chosen.

But as different as they are, I feel all publications serve one single, very important, purpose. To contribute to the overall health of the USF. Sometimes the publications are the only

Quick Stats: Commodore Ray Packard
How long have you been with the USF? Over 14 years.
How long have you been a member of USF's High Command (HC)? 15 years. Wrap your mind around THAT! Actually, around 7 years.
In which HC department do you currently serve? Publications
In what other capacity do you participate in the USF? CO of the Roddenberry. And apparently, everyone's punchline. Good work if you can get it.
What do you believe is HC's most worthwhile contribution to the USF? Perhaps cliché, but I think our ability to delegate. How many sim groups have just collapsed under poor management, infighting, egos, etc etc.? Sure there's another group out there that splintered from us back in the day, but even that was downright civil all things considered. It's hard to get so many different personalities together, and just make it work. But I think that's a description that fits the USF as a whole, not just HC.

windows to the rest of the USF for many simmers. They get to see what's going on with other ships, and get to 'meet' other simmers they may otherwise never have run into.

**Are there any USF publications that are currently not active? Would they need an editor?**

There was one publication I didn't mention above, the *USF LogBook*. I never consider a publication not active. Only on a short LOA! The *LogBook* highlighted the best logs of each month, from each ship. Not too long ago, the editors of the *LogBook* (I was one, once upon a time) went through each post on every ship for that particular month. Time consuming, to say the least. Then the boys on the web team set it up so we, the hosts, could nominate a log each month that would be sent to the *LogBook*. Easier to compile, and I think more fair. Again, when you could be spending two weeks reading hundreds of logs ... it was easy to miss the gems.

**Who can be editor of a USF publication, and how would one become such?**

Anyone can become an editor, though being a host is preferred. But I have had non-hosts taking over a publication. If interested, they would just approach me and we'd discuss things. I'd make sure they understood the work involved and what not. But if someone has that drive, and willing to do the work to help the club out, I would see no problems with giving them a shot.

**If someone had an idea for a new publication, how would they go about having it accepted as an official USF publication?**

Any major changes, like a new publication, would have to be discussed with HC. Though to be honest, I think between all our publications, I'm confident we've covered all the bases without much overlap. Something the original creator of the publications should be proud of. So short of some amazing idea that I can't fathom at this moment, I don't really see another publication being commissioned. Although any great idea could easily be implemented in one of our current publications. I know our current editors are always looking for new ideas!

**What is your role as the HC's Publication's lead? How much control do you exercise over each publication? Do you stipulate what can be published, or do editors have complete freedom over the contents? Can you hire or fire an editor?**

My role? Great. Now I have to inform HC I don't do anything ... that is to say, like any good leader I do none of the work and take all of the credit ... wait, scratch that from the record.

Lemme start again. Okay. My role is to oversee the publications. But indirectly. I choose capable people to head up the publications and try my best to stay out of the way. I figure if they are willing to give up their free time and put in all the work it takes to make these things happen, why should I stand over them nitpicking? Sure, there have been instances where I've been asked to step in, or had to inform an editor that something they were planning to do wasn't in the spirit of the publication. But those instances were rare. And often times, they argued their case and won me over!

So yes, the editors have complete control. But, should something strange happen (and it hasn't yet) where the editor crossed some line, then I would have to step in and ask them to step down, after consulting with HC.

**Do you feel it's important to have group publications? Why?**

I touched on this with the first question. To me, the publications are a way for everyone to meet without actually meeting. How many simmers out there in the USF only have time to participate in one sim? They don't get many fleet-wide emails from us. They don't partake in the USF WebChat Room. They rarely visit the site to see the latest news. They just have that small window each week to come in, have fun, and do it all over again the following week.

To me, the publications are a way for them to meet others. From those who contribute to the PADD, to those who submit funny lines that make them laugh in the *Top Ten*. As I said, it's a window to the rest of the club. It helps bind us together. I really believe you can't be seen as a strong organization without some form of publication.

### **In what ways can USF members participate in the publications?**

SUBMISSIONS! Every publication lives or dies from submissions. Look how much goes into the PADD. Where would it be without all those people working each month, submitting their work? And obviously the *Communicator* and *LogBook* wouldn't be possible without the help of those in the USF. So the number 1 way they can help, submit.

Publications like the *Communicator* (which again, houses the *Weekly* and *Top Ten List* now) need submissions to function. *LogBook*, just write those logs like you normally would do and your CO will submit the one they feel is best. The PADD (speak of the devil) also relies on submissions, but is currently the only publication with a staff. So beyond submissions, they could approach you about seeing how to join the staff itself.

Also, this may seem simple but is often times overlooked ... they could approach each editor, and just say thanks. I believe, no I know, that each member appreciates the publications we send out. And I know a vast majority of them look forward to their release. But for the editors, it's sometimes a lonely thing. Wondering if people are actually reading it. If they actually like it. If they actually care. Each editor does a publication because they love it, and they want to help. But we're only human (Vulcan, Romulan, Betazoid ... etc) and sometimes a 'thanks' is the best contribution of all.

So to all our Editors. Thank you. That goes to all those who work on a publication, and all those who submit content of any kind. THANK YOU, THANK YOU, THANK YOU!!!!

## **New Sims Applications**

*interview conducted by Fst. Lt. Torosi*

**Please describe a little bit about what your position entails.**

Outside of tossing officers into a pool, or bugging Booker, or promoting a commander, captain, etc... I review New Sim Admissions that come to the USF.

**How often do you get applications requesting to start a new sim?**

Unfortunately, I have only received one since I've taken the post.

**Do most of the SIM applications come from other USF members or are there more from outside the USF?**

From what I've been told, many of the sims that we have today are based on creations

### **Quick Stats:**

**Commodore Robb Clemens**

**How long have you been with the USF?**

Since June 1996.

**How long have you been a member of USF's High Command (HC)?** Since SD 200906.02 (June 2, 2009).

**In which HC department do you currently serve?**

New Sims Applications

**In what other capacity do you participate in the USF?**

Used to be CO of the USS Lexington, then became Fleet Captain, and am now retired (with this character; only use the name for HC purposes).

**What do you believe is HC's most worthwhile contribution to the USF?** High Command does its best

to try and make the fleet fun, from the newest Ensign to the oldest Admiral. (And don't tell Caitlin that I just called her old.) Yes, fun... because if it's not fun what's the point in doing the work?

from existing members of the USF. However, the *USS Ares* and *USS Avenger* were created outside and had joined us.

**What are the criteria a sim must meet to become part of the USF? How do you go about verifying a potential CO's actual qualifications to host a sim, especially when they are not a current USF member?**

Some of the criteria is making sure that the sim meets regularly. Another is that the sim has a stable number of members participating in the sim consistently, and that its hopefully not too top heavy with high ranking officers. Part of the review process is that I would watch the sims as they happen during the week. The review process can take anywhere from 6 to 8 weeks.

**How long ago was the last sim added to the USF, and are there any sims currently under consideration to join?**

The last sim that joined us was the *USS Avenger*, and unfortunately we don't have any other sims at this time have requested to be part of the USF.

**Does the USF promote or advertise to the public that other sims, that might have been established in another group, can apply to join USF?**

No, we don't. Going to other sim groups and advertising isn't well received. Imagine if another group came into your sim and said "Hey come join blah blah..." it'd be a sure way for them to get kicked out of the sim room.

**Let me rephrase the question, I wasn't inferring the USF would go to other groups to seek applicants. However, there are sims out there that split off from a group and are struggling by themselves, never knowing they could take advantage of the possibility to join this group for their benefit. Is it made public knowledge on the website or somewhere? Or does HC just assume other sim hosts know this?**

Splintered sim groups would be able to find us through searches in Google or any other search engine looking for Star Trek role playing groups. Additionally, when they look at the sim guide there is a statement that says the following, "*The USF is looking for intelligent, creative and dedicated officers to join the crews of its existing sims and to help create new ones.*"

**I'd imagine a great deal of your job requires diplomacy...such as when you must turn down a request. How do you handle such a situation delicately?**

I'm of the mind set that there is a certain amount of diplomacy that must happen in everything that you do. To just say, "Hey, your sim bites," instantly brings up those communication walls, and what you have to say won't be heard by the other party. We all take pride in our sims, but you do need open and honest level of communication. "Ensign Mayhem's god-moding needs to be tamed because it could lead to..." would be one way of telling the prospective CO and XO of potential problem areas for the sim.

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# The Founder: Andy B. Clements

by Captain Lorianra

Aside from the mention on the website that Admiral Andy B. Clements was the founder of the United Space Federation, you don't hear a lot about him presently. What ever happened to him? Is he not involved in USF at all any more? What even gave him the idea of starting this sim group?

If you're curious about those and other related questions, I have good news for you: you will find answers about those things in this interview. Join me in my chat with Andy, as he reveals many things about himself that perhaps even long-time USF members did not know.

**I really do appreciate you taking time to do this interview, Andy. I'm thrilled to ask some of the questions that I've had on my mind for months now. It was tough to decide where exactly to start with the questions, but let's just start at the beginning.**

Glad to be here.

**When and why did you get into simming?**

Honestly, I got into Star Trek at about 9 or 10 years old, a few years after TNG first started airing. I remember my Dad watching reruns of TOS, but I always thought it was lame as a kid.

In 1993 my parents got an AOL account and really restricted my usage early on. But it was later that year it was discovered I had arteriovenous malformation (cerebral) and a brain aneurysm and this left me not being able to do much from a physical standpoint. Being that I came very close to death, my parents didn't mind paying those \$400.00 AOL bills then.

I spent the later half of 1993 in the hospital and simming helped get me through that time.

**I'm sorry to hear that. A serious illness is rough at any age, but especially when so young. You were only about 14 then, right?**

That's right. I was 4 days into my freshman year when it was discovered.

I was probably a pretty big TNG fan starting in 1991, but didn't start simming until late summer/fall of 1993. Basically I showed up in the Star Trek Forum on AOL and that's how I learned about it - it was during a Trek Sponsored Trivia to earn a free hour of AOL. Then attended a few days at the SFOL Academy and was hooked.



### Quick Stats

## Andy Clements

**Gender:** Male  
**Nationality:** American  
**Star Trek fan since:** 1990

**Favorite...**  
**Star Trek ship class:** Galaxy  
**Star Trek character:** Data  
**Star Trek series:** The Next Generation  
**Star Trek movie(s):** Star Trek IV: The Voyage Home (TOS), Star Trek: First Contact (TNG)  
**Star Trek game:** Of all time - 25th Anniversary for the PC (90-91)  
**Star Trek book:** I enjoyed all the TNG books when I was younger.

**I see. Apparently simming served a psychological purpose when you were hospitalized? Was it just the distraction from thinking about your circumstances, making friendships that helped you to try looking at the future with more hope, or something else?**

It was a great way for me to get away early on. Just being a young kid, my situation was overwhelming. I had to do a lot of growing up and fast. Simming was my getaway. I basically had to relearn all my motor coordination plus keep up with my school work, so it was my recreation.

**Ah. So, it was sort of therapeutic, too, then?**

Yes... very therapeutic.

**Did you let others on that forum know of your illness?**

Not at that time. Early on I kept my age a huge secret and my circumstances.

**Ah yes, I was wondering about that in light of the USF, too. You started the USS Excelsior when you were 15, if I remember correctly, and then founded the USF on your 16<sup>th</sup> birthday, right?**

That's about right. The USF became pretty official when the *USS Stealth* launched.

**Did you keep your age a secret because of worries that it would keep some away from the USF if they would know?**

That's what I was thinking at the time. I remember telling everyone I was in my 20's.

**Apparently, you conducted yourself maturely enough online that no one really asked. Ahh... and you fibbed.**

I tried to and yes, I fibbed. Or as my mom would say, it was for safety reasons at the time.

**Had you overcome your illness by the time you founded USF?**

Yes - thankfully. I was cured in January of 1994 which was in the heart of my FKA (Federation Klingon Alliance) run. Had it not been for the illness, though, I would have never started FKA and USF would have never been.

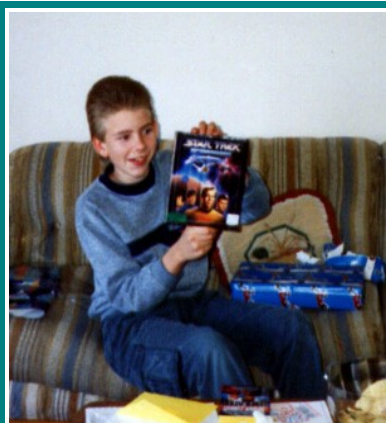
**Well... I'm not sure if I should say I'm "glad" you got ill... heh...**

No regrets... it's made me the person I am today.

**That's a good way of looking at it.**

**I know you handled a lot of other responsibilities aside from the USF at a young age. Care to expound a bit on that?**

**I had to do a lot of growing up and fast. Simming was my getaway.**



Well, in addition to simming, it was important for the FKA and USF to have a website. So part of my responsibility was learning HTML and Photoshop. Basically that lead to me starting my own company at age 17.

**Oh really?**

Yep - started *Designed by Clements* and used those skills to develop a very small website design business. By the time I finished college I had 200 customers and 3 employees. Now we have 17 employees and are one of the leading website design companies in the Chicago area.

**That's awesome. Been the entrepreneur at heart all your life?**

I remember pretending and playing businessperson in 4th, 5th and 6th grade. Yes... very sad.

**Not at all! Other kids play fireman or doctor.**

Naturally when I turned 18, AOL brought me on as an OGF (Online Gaming Forum) Host. They were kind enough to forgive me for all the antics and trouble I had given them as a minor. OGF didn't like the fact that I was recruiting all their cadets and I remember getting into Chat Room/IM fights with Admiral TPau of SFOL. At one time she thought we were getting official AOL sponsorship as I name-dropped an in-house contact at AOL. Admiral TPau later became the OGF Coordinator for AOL. Ironically, it was Admiral TPau who later hired me as Host.

**Haha. That is ironic.**

**So, you believe that handling all of these cyber responsibilities and organizations has taught you how to handle a real business and real life?**

Well, it's helped in business, I don't know about life yet. That's an ongoing battle. But I learned a lot growing up with simming. My time in FKA and USF gave me some great experience in working with teams and others.

**Well, I just know that some people brush off online matters to not really have any impact on anything but being entertainment. I've personally learned a lot by participating in simming and the USF, myself... despite some occasional pitfalls. I'm glad to see that you seem to have had the same sort of experience with that.**

Back then it was more personal and I really was in it for the fun and entertainment aspects of simming. The arguing over real life matters when it came to simming was draining on me. Eventually I burned out, it wasn't as much fun anymore.

**Ah. Now, I believe you led the USF single-handedly at first. For how long did you do that, and at what point did you feel the need to put High Command into its place as the leading entity?**

Well, the early High Command (HC) was all me. I'm not kidding.

**Dictator!? - You already called it High Command then, even though it was just you?**

USFKyushu and USFRobby were both my alts.



**Ohhh... And people knew that?**

No one knew until many years later. After my retirement. USFPhantom and I knew each other in real life and went to the same High School. He really wasn't into the whole Star Trek thing, so he left.

**He just did that for you, as a favor?**

Nah, he just wasn't interested anymore.

**Well, I meant participating in the first place.**

He wanted to try simming and so I made him Vice Admiral. There was a Vice Admiral Phantom from FKA, so no one was wiser. They just figured he returned.

**I see. Naughty, naughty. Why the deception?**

Honestly – at the time I thought it would bring credibility to the group.

**Heh. So, what eventually brought about expanding High Command and include more people? More other REAL people, I should say.**

We got the right people on the bus, so Kyushu and Robby were phased out. I think a few of them are still on the High Command today.

**What are "the right people", if I may ask?**

Well, basically USF was becoming almost a full time gig. We needed people who could put in many hours per week on top of their simming. Not folks who just wanted to be head of a group. I believe the questions for those in the lead should always be: Why are they there? Love of simming? Love of the USF? Love of being on the HC? If it's the last one, they need to go.

That's why I left. Because I loved being on HC more than simming, and that wasn't good. I served 5 years and that was one year too many.

Actually, rotating HC members was my vision for the USF. Just look at successful non-profits, you don't see people hanging on for more than 4 years. A good non-profit board of directors has term limits and many diverse resources. Some can put in a lot of time, others contribute human capital, and still others can bring in financial resources. Board members really should serve no more than 2 consecutive 2 year terms.

In the same way, I would have liked High Command to set up a nominating committee. I wouldn't have advocated a full blown membership election, but a selection. Leaders (HC volunteers) would be searched out and selected. That way if someone with great talent wants to serve again (after a year or two of being off), they can. The board elects the chairman (Admiral), then sets up the nominating committee. Any host who wants to volunteer would be able to submit an application to the nominating committee. Not saying that the same people can't rotate back in and terms would be staggered, so there would never just be a brand new board of directors.

The nominating committee would have included one member from the HC and 2 members at large. If someone wanted to keep the Admiral or Rear Admiral or whatever rank for simming purposes that would be fine, too. But I always did hope one day the organization would be run like

**I always did hope  
one day the  
organization  
would be run like  
a professional  
non-profit.**

a professional non-profit.

**Interesting. Hm... So, was that unexpected to you? The growth, I mean.**

A lot of that was done by brute force. I was literally cold calling on the chat rooms and would assign myself a daily quota of recruits. Once we got to about 100 members then everyone helped with recruiting.

And yes - I was amazed by the growth... it was easy when we had an evil empire like SFOL (Starfleet Online) to topple.

**You marketed SFOL as the evil empire? Haha. That suddenly brings Darth Vader to mind...**

Well, after all, they were just there for free AOL, or at least that's how I sold USF. We were there for the love of simming.

The goal I never achieved was to get USF sponsored status. I worked hard to get the unofficial groups a lot of resources, but never official status.

**You tried that?**

That was my goal... Some of the USF leadership became AOL/OGF hosts but we never became sponsored.

**Thinking about that, do you believe being sponsored by AOL would have been better for USF?**

Maybe it wouldn't have been better. After all, SFOL dissolved.

**It's funny to me to think that you were fighting the 'evil empire', SFOL, but you also wanted to be sponsored by the empire's bosses.**

It sure is...

**So, now, for how many years did you actually actively participate in USF?**

I think 5 years, in USF total. Six if you count the *Excelsior*, pre-USF.

**You retired in 2000?**

I believe so.

**Ah. You said back in an [interview in 1999](#) that it would be a sad day for you when you had to retire from leading the USF. Was retiring just as sad as you had imagined?**

I lost the passion for simming and that told me it was time to leave. During my last 6 months, I don't think I was even heading a sim anymore. Was too busy with my business and running Diaspora (NAGF) Forums for OGF. They were the official organizational structure for the online games for AOL.

**But you do still support USF to this day, right? Would you tell our readers exactly how? Since most of them do not know this.**

Well, I purchased Sector001.com in 90's and have provided free hosting for the group ever



since. ... Why didn't I buy Startrek.com?

**I like Sector001! It stands out. I haven't seen anything remotely similar as a website name. Maybe I just haven't looked around enough.**

Not sure if Sector002.com is available.

**Heh. It just doesn't have the same ring.**

But then again that wouldn't be Earth.

**Exactly!**

It's kind of funny that a lot of the original sim documentation I put together still exists today very close to its original form. Like the sim guide, for example.

**Ah, yes. I was talking with Rear Admiral Styre about that document.**

It's been edited and reworded over the years, but a lot of the original content remains. I believe the history of the Klingon Empire hasn't been touched at all.

**So, looking back, how fond are you of the memories created with USF? Would you do it all over again if you had a chance to repeat your youth?**

I sure would. - A lot of the memories that come to mind were dealing with drama in High Command, but from a simming perspective... there was a sim on the *Excelsior* that lasted about 6

months, where we were stranded back on 20th-century Earth. I used to have story lines that would last months.

**Oh, I'm acquainted with an *Excelsior* host that went on with that tradition and drew out plots over months. Ahem... But I'd say as long as the crew doesn't mind. I think it's just a matter of finding the pulse of a group of simmers and go with that. Some like long story arcs, others don't.**

**So, do you have any regrets?**

No regrets.

**Ok, good. Glad to hear that.**

**Now, moving on to your personal life. If I'm correct, at this time I believe you are 31 years old, married, and run a successful webdesign and graphics business (as you mentioned earlier). Would you mind expounding a bit on what you're doing right now?**

Gosh, that sums it up pretty good. My wife and I are trying to start a family now.

I still sit on several boards of directors, like the Oswego Chamber of Commerce, the Aurora University Dunham School of Business, and I've set up a scholarship at the community college for a student in need each semester.

I'm active in many charitable causes... too many to mention and it's not nice to brag about such things.



**Nice! I wish you all the best for trying to start that family. - By the way, is that the same business you started when you were 17?**

Yes, same business. It's called [Weblinx Inc.](#) now. I renamed it and incorporated 10 years ago.

**You also told me before that you speak to High School students at times? What exactly do you speak about?**

Overcoming challenges mostly. Many high schoolers think that they are immortal. Little do they know how quickly that thought process can change.

**Is that the wisdom you pass on from overcoming your own challenges?**

Work hard, work smart and good things can happen. One thing I learned which is very important is never take credit for anything if possible. Always give that credit to someone else. The rewards will come back to you ten-fold.

"Live life every day like it's your last", "creating opportunity for others", and "life is all about relationships"... those are the general themes.

**One thing I  
learned which is  
very important is  
never take credit  
for anything if  
possible.**

**You enjoy talking about those things?**

I try... been teaching at the local community college since I was 21 and have always incorporated those values into my business classes. I teach about 3 credit classes a semester.

Moved from IT to business and marketing once I finished my Master's degree. Originally I was teaching web design and computers. They couldn't find anyone with a Master's at the time, so they told me to get started and they would hire me.

**Being in the right place at the right time helps, hm?**

Very true.

**And being willing, I suppose. If you don't reach for it, no one will ever just give you the chance.**

Look for those opportunities! But you also can create those opportunities for others... you can't make them seize them, though.

**Yeah... You feel an obligation to pass on the opportunities you had to others, now that you are in a position to do so?**

At least some of the experience... Though in business, I try to create as many opportunities as possible given the resource constraints.

**That's commendable.**

**So, family, teaching, running a business, sitting on boards of directors, giving motivational talks... seems your life is full to the brim. How much room is there for Star Trek still?**

Sadly not too much...



**Does your wife share the interest? Does she know about USF?**

She liked the last movie, but I'd say no. I informed her about this interview last night and told her to address me as Admiral. She laughed. She knows about USF, but it rarely comes up in conversation.

**Kinky. Hehe. - I gathered there was also a bit of amusement from your employees about me addressing you as Admiral? Or did I misunderstand that?**

They really know nothing about it except that it led to me being part of the OGF host team. They know I was involved in the birth of online gaming in the 90's. That's about all they know. They can google the [history of simming](#) if they truly cared. Some of the information out there is fairly close to being correct.

**Heh. Alright, so... time flies. We're already at the end of the interview and I wish we could just go on and on about details, but alas, I don't want to overstay my welcome with you or the readers. Is there anything else you would like to say?**

I hope we can do this again in another 14 years, for the USF's 30th Birthday.

**Wouldn't that be something!**

*(Images: All photographs have been provided by and are property of Andy B. Clements; all rights reserved.)*

# 10 Questions

## You Always Wanted to Ask Admiral Clements

Submitted by USF Members

**1) Did you ever think USF would go this far, in terms of duration and size of membership?**

It's pretty awesome. Honestly I haven't given it much thought. I know a lot of groups have come and gone over the years. It makes me smile knowing that USF outlived Starfleet Online (SFOL), the officially AOL sponsored group of the 1990's. It shows that when you have passionate and dedicated people, who are truly there for the love of the activity, anything is possible.

**2) Did you ever consider merging with any other group early on in USF's existence?**

Not with the USF. In 1993, the Federation and Klingon Alliance (FKA), the first group I created to compete against SFOL, and the United Confederation of Interstellar Planets (UCIP) considered merging, but nothing ever came of that. This was right after SFOL got official sponsorship from AOL. FKA is no more; it dissolved about 10 years ago. I was long gone from FKA (after the 1<sup>st</sup> year) when USF was founded. The FKA had a weak core and USF corrected that.

**3) In what way, if any, does the current USF differ from how it was in the time shortly after its creation?**

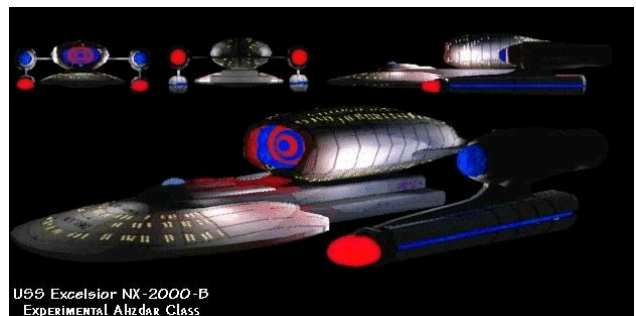
Early on it really was a brute force effort to recruit and expand. I was literally working the AOL chat rooms every day after school. Today I see it much more as a team effort, while early on it was just a core group doing all the work.

**4) Why did you name the first ship *Excelsior*?**

Well - I couldn't use the most famous ship in the fleet, the *Enterprise*. So I decided to pick the second most famous and at that time it was the *Excelsior*. After all the *Enterprise* already had a Captain and his name was Jean-Luc Picard. The *USS Excelsior* was also the pilot ship for the FKA in 1993 and I wanted to hold onto that name moving forward.

**5) Who came up with that weird futuristic-type design for the *Excelsior*?**

There was a group of us from the late 90's and I did the original drawings. I know the design was even later enhanced by someone else. I can't recall who did that. It may have been USFWinger, but don't quote me on that.



USS Excelsior NX-2000-B  
EXPERIMENTAL Ahzdar Class

**6) Do you miss simming?**

Sometimes I do! I wouldn't mind coming back as a guest occasionally, but I simply don't have the passion or time to sim on a consistent basis. The love is there, but the passion is long gone.

*Ahzdar Class - created by Andy Clements*

**7) Which character of yours did you enjoy playing most?**

Although the Admiral of the fleet was fun, I really enjoyed playing as my Klingon, Kahless. No, he was not a clone of the original Kahless, he simply carried the name. I remember putting together literally a 10 page biography on him.

**8) Have you ever met any USFers in real life?**

Many, many years ago I got together with folks from the USF at Dave and Busters in Chicago. That was probably 10 years ago. It was a group of about 10. I think I was 21 at the time.

**9) Do you go to Star Trek conventions?**

I haven't been to a convention in at least a decade, so I would answer no.

**10) Did you see Star Trek 2009?**

Yes and I'm a fan. I thought they did a wonderful job with the movie and it was good transition to a new crew. On that note, *Nemesis* was such a poor movie and I wish they had never made it. It was a terrible way to end the TNG crew.

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# Simming

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## Log Writing: Narratives – Pacing the Story Flow

by Captain Lorianra

A story read out loud attains much more meaning and is a lot more enjoyable when the reader makes good use of modulation (variances in volume, pace, and pitch), even when the story's writing style is somewhat dry. That, though, requires effort - knowledge of the characters, setting, and mood - on the reader's part to make such a story come to life.

It's doubtful that any reader of our story logs will put that much time and consideration into reading, especially if it's just for themselves, not out loud to others. That fact alone underscores how important it is for us, as the authors, to ensure we don't write a dry story but pace the story in such a way that it comes to life and the mood comes across effortlessly when others read it.

"Sounds difficult", you say? Not as much as you might think. There are some simple techniques you can use to ensure your story doesn't put readers to sleep by sounding like the "Clear Eye" guy in their minds.

Today's lesson will focus on how to pace a story to bring out various feelings and make it come to life. We'll be looking at two specific groups of moods as examples:

- calmness, peace, and contentment
- excitement, danger, and anger

Think for a moment about movies and consider the music that usually accompanies them – how it underscores or highlights the specific mood of the scenes. Would you describe the music during a clam or peaceful scene as slow or fast paced? How about during an exciting or dangerous scene? The answers are pretty obvious.

Just like the rhythm, melody, and pitch of music evokes certain emotions in us and puts us into a variety of moods, the way we modulate a story flow by deliberately pacing it a certain way can automatically help the reader to understand the mood of the scene. That, in turn, fosters greater enjoyment of the story.

So, how do you do it? Basically, there are three aspects of storytelling that you can modify to vary the pace: 1) sentence structure, 2) dialogue, 3) choice of words. Let's look at our two groups of examples and see how that works.

### **Calmness - Peace - Contentment**

A calm scene calls for a slow story flow. Peace and contentment are forms of calmness with varying degrees of depth or impact on a person's innermost feelings.

How to adjust for a slower story flow:

1. Sentence Structure - longer sentences with more information
2. Dialogue - putting more sentences between spoken words
3. Choice of Words - using calm and serene words that highlight the mood

The basic idea behind using longer sentences and drawing out what is happening is actions and dialogue seem to be less abrupt, which brings across the feeling of a slow moving scene. Couple this with your choice of words and the illusion is complete.

Let me illustrate on a scene I've made up (nothing from any of my logs). I will be adjusting each of the three aspects mentioned above to achieve the specific mood.

#### **Basic scene:**

**The white sand of the beach stretched out before them. It sparkled in the sunlight. Wave after wave rolled in from the ocean.**  
**"Beautiful," she said.**  
**"Yes, beautiful." He looked at her.**  
**"I meant the scenery."**  
**"Oh yes, that too," he replied with a smile. He placed a kiss on her forehead.**  
**She smiled at the affection. Then she leaned against him. They watched the ocean waves together.**

Yes, I know, it's kind of dry and corny, but bear with me.

#### **Calmness:**

**The white sand of the beach stretched out before them, sparkling in the sunlight like tiny gems, as wave after wave rolled in from the ocean.**  
**"Beautiful," she said in admiration.**  
**"Yes, beautiful." He looked at her with the same admiration.**  
**"I meant the scenery."**  
**"Oh yes, that too," he replied with a smile, before he placed a kiss upon her forehead.**  
**She smiled at the affection and leaned against him, while they continued watching the ocean waves together.**

Do you notice how making the sentences longer by either combining shorter sentences or adding detail to others affected the pace? To be clear, I'm not encouraging anyone to make run-on sentences, but short sentences can be combined to make longer ones in an effective way. Also, don't take this to mean you should babble on and on about something repetitively. That's just annoying.

#### **Peace:**

**The white sand of the beach stretched out before them, sparkling in the sunlight like tiny gems, as wave after wave of azure water rolled in from the ocean.**  
**"Beautiful," she sighed in admiration.**  
**"Yes, beautiful." He gazed at her with the same admiration. As she turned, his eyes met hers, wishing to impart his feelings.**  
**"I meant the scenery." She held his gaze.**  
**"Oh yes, that too," he replied with a smile, before he placed a soft kiss upon her forehead.**  
**She smiled at the affection and gently leaned against him, while they continued watching the ocean waves together.**

Yes, we're getting cornier! But seriously, in light of the lesson, I've added a few more details and put more sentences in between the dialogue. I've also changed some of the words to reflect a more peaceful mindset, like "said" is "sighed" now, and "looked" is "gazed".

### **Contentment:**

The white sand of the beach stretched out before them, sparkling in the sunlight like tiny gems, as wave after wave of azure water rolled in from the ocean.  
"Beautiful," she sighed in admiration.  
"Yes, beautiful." He gazed at her with the same admiration. As she turned, his eyes met hers, wishing to impart the depth of his feelings.  
"I meant the scenery." She held his gaze.  
"Oh yes, that too," he replied with a smile, before he gently brushed a strand of hair from her face and placed a tender kiss upon her forehead.  
A wistful smile flashed across her face at his loving affection. With a sigh, she leaned in and relaxed against his body, while they continued watching the ocean waves together.

To inflect contentment into the scene, I decided to focus on bringing across the character's feelings more. I made specific word choices to accomplish that, like "the depth of his feelings", "wistful", "loving affection", and "relaxed", just to name a few. Here and there, I also added a bit more detail and modified the sentence structure slightly.

The ultimate achievement in corniness! Heh, maybe. But anyways, I hope those examples help you grasp how the mood of a scene can be successfully modulated to be calmer.

### **Excitement - Danger - Anger**

An exciting scene calls for a faster story flow. Danger and anger are escalations of excitement for the most part, with anger being a strong reflection of feelings.

#### How to adjust for a faster story flow:

1. Sentence Structure - shorter sentences with less descriptions
2. Dialogue - putting fewer or no sentences in between spoken words
3. Choice of Words - using a harsher tone and stronger vocabulary

The idea behind using shorter sentences to hasten the pace of a story basically comes from the observation that a rapid succession of single pieces of information is processed by our brains quicker and therefore actions and dialogue seem to move on quicker. It's sort of how a command sentence affects us. They are commonly short and to the point and they immediately put us into an alerted state of mind because usually something has to be carried out quickly.

Let me go on and illustrate this on another scene I've made up (once again, not taken from any of my logs). Again, I will use each of the three aspects of adjusting the story's pacing to achieve the different levels of excitement.

### **Basic scene:**

The ship rocked from the impact. A torpedo had blown a hole into the hull. On the bridge, console alert lights began to flash.  
"What was that?" the Captain inquired of his crew.  
"I believe we are being fired upon," the Tactical Officer replied.  
"Put the shields up and go to red alert."  
"Aye, sir. Right away." The officer tapped a few buttons. In response, the red alert lights began to flash. He checked the damage. "The containment field is in place at the breach, Captain," he reported.  
"Good. Acquire target and return fire," the Captain ordered.

About as exciting as eating Plomeek soup, hm? Fear not, this can be fixed.

#### **Excitement:**

**The ship rocked. The impact blew a hole into its hull. Alerts sounded. Lights flashed.**  
**"What was that?" the Captain inquired.**  
**"We're being fired upon," the Tactical Officer replied.**  
**"Shields up, go to red alert!"**  
**"Aye, sir!" The officer tapped a few buttons. Immediately, the red alert lights flashed. He checked the damage. "Containment field is in place, sir," he reported.**  
**"Good. Acquire target. Return fire," the Captain ordered.**

Notice how making the sentences shorter and almost command like, especially at the beginning, brings about a sense of excitement because the pace of events seems more rapid? To shorten sentences you can leave out information that is a "given", but be careful not to take out too much. The use of some exclamation marks also helps to stir up excitement.

#### **Danger:**

**The ship rocked violently. The impact ripped a hole into its hull. Alerts sounded. Lights flashed.**  
**"What was that?"**  
**"We're being attacked."**  
**"Shields up! Red Alert!"**  
**"Aye, sir!" The Tactical Officer tapped his console. Immediately, the red alert lights flashed. "Containment field is holding!"**  
**"Good. Return fire!"**

Danger is a notch up from excitement. I chose to bring that out by removing some sentences in between the dialogue and making the conversation flow even faster. I also shortened spoken sentences some, added more exclamation marks, and used a few words that impart a sense of danger, like "violently", "ripped", and "attacked".

#### **Anger:**

**The ship rocked violently. The impact ripped a hole into its hull. Alerts sounded. Lights flashed.**  
**"What the hell was that?!"**  
**"We're being attacked!"**  
**"Shields up! Red Alert!"**  
**"Aye, sir!" The Tactical Officer tapped his console. Immediately, the red alert lights flashed. "Containment field is holding!"**  
**"Blow them out of the sky!!"**

To inflect the feeling of anger into this dangerous situation, I modified my choice of words. Not that I by any means want to encourage anyone to use curse words, but in this case I felt "hell" was a valid choice to bring across the Captain's emotions. Believe it or not, a few strong words chosen carefully can make a greater impact as to anyone's anger than a load of curses\*. Also, the Captain's words at the end reflect his anger much more pointedly than simply saying "return fire".

*(\*Never is it appropriate to post a slew of F-words on the USF message boards. Remember, they are public and have an overall rating of PG/PG13. Use discretion and ask your CO when in doubt.)*

I hope these examples will help you to grasp how pacing can be achieved in a story. Remember, though, they are only examples. If it seems as if positive moods need slow pacing and negative moods fast pacing, don't be fooled. That's not at all what I want you to learn here. Happiness or exuberance can be fast paced and would be combined with positive and happy words. Agony or defiance can be slow paced and would be combined with negative and sad words, just to give you a couple of examples to the contrary.

What I do want you to learn is this: think about the mood you want to achieve for the story, or the scene, then deliberately pace the flow to modulate the reader's impression as they read it. I believe considering what musical score would accompany your story helps tremendously. It will give you a fairly simple tool to define how the story flow needs to be paced and how you make the most of adjusting the three aspects we've talked about - sentence structure, dialogue, and choice of words - to bring your story to life.

Try it out! I wish you, like the Klingon's say, "Qapla'."

*(Author's Note: This will be my last article in this series about log writing, unless any of the readers have questions about a specific aspect of writing that I could expound on. If you do, please email those questions to: [usfpadd@sector001.com](mailto:usfpadd@sector001.com) or use the feedback link on the PADD's website.)*

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## USF COMMUNICATOR

Top Ten List – *the funniest thing to hit the USF EVER!*  
Special Features – Fleet info – Sim summaries  
Trek Trivia – Cartoons – Little known facts  
Trek Birthdays – *do you know when Dr. Bashir was born?*

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# Comics & Humor

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## USF "Ad-lib"

*Off-the-Cuff Excerpts from USF Sims*

Say hello to my little friend:

**USFHavraha:** AXN > The lights on the Ares flicker, dim, and cut out as the gauss cannon propels the shell through the transporter buffer, building up speed, until finally releasing the shot at near the speed of light and awesome kinetic energy out into space.

**USFHavraha: Traffic Controller > ::blinking::** By the SCROLLS, what was THAT!?!

**USFHavraha:** ::grins as the lights come back on:: A very bad day that happened to have missed your planet. Believe we're not a Jem'Hadar escape pod now?

**USFHavraha: Traffic Controller >** Uhh ... you ... you want to ... orbit?

**USFHavraha:** ::nods:: Very kind of you.

**RydekkLhidan:** Perhaps we should use that as the standard greeting, instead of "We come in peace"?

- ... *is an explanation actually necessary?!? ... (USS Ares sim)*

The spiritual man:

**DrAdonudo:** I think we need to get back to the ship, prepare full EVA suits, see if we can set up a force field around the complex... and say a lot of prayers.

**LtCmdrSTrent:** \*leans in and asks Air\* How would words to a mythical deity help?

- *irrefutable proof that cybernetic beings, like Trent, will never be accepted into the priesthood (USS Agamemnon sim)*

Life on a starship:

**DoctorKol:** ::moves to Sidle:: How are you feeling, Lieutenant?

**LieutenantSidle:** Like I've been asleep for a year. What did I miss?

**DoctorKol:** We were engaged in battle, and now we're mysteriously back in Federation space... You know, the usual.

- *Is chaos becoming too predictable on the USS Eclipse?*

Thank god for takeout:

**Vice Adm Ahrele:** +Damara+ Johansson to Seven. Damara, there is a problem. Contact all of the crew and tell them shoreleave is over. Get everyone back to the ship as quickly as possible. Johansson out.

**CmdrJadziaChall:** ::sips on her margarita while she stuffs her face with chips and guacamole::

**Cmdr T Drake CMO:** ::Sees the food coming:: Ahhhhh! Real food.

**Cmdr Karral:** # Ops> Aye, Captain. ::starts sending out a message to everyone:: All personnel: Shoreleave has been canceled. Return to the Darmok immediately.

**Cmdr T Drake CMO:** ::receives the message:: Oh no, shoreleave canceled? I haven't even taken one

bite!!

**LtDuoMaxwell:** ((That's cause you talk too much...))

- *there's a fine line between bravery and stupidity, Lt. Maxwell; might want to be careful what you say to a hungry woman (USS Darmok sim)*

Have any interesting lines from one of your sims? Send them our way! We'd love to share the fun and laughs. Use the [feedback](#) link (select "PADD Editor"). For verification purposes, the date of the sim from which the information is taken must be included.

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## Hippie Engineers...

by Lt. Falco Fogarty and Fst. Lt. Fred Fogarty



... yeah, didn't think so.

**APRIL FOOLS!**

Fred Fogarty

f.f.

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# Data Network

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## Spot the Differences



Original 

Changed 



Can you find the 10 differences between the two pictures?

Look closely!

(Answers can be found on the bottom of the PADD.)

## Star Trek: The Next Generation

TNG premiered on September 28, 1987, and ran for seven seasons, ending on May 23, 1994. It had the highest ratings of any *Star Trek* series.

### TNG Crew Top Row:

(Left to Right)  
Cmdr. William Riker, XO (Jonathan Frakes),  
Lt. Cmdr. Data, 2O and Chief of Operations (Brent Spiner ), Guinan, Bartender (Whoopi Goldberg),  
Lt. Geordi La Forge, Chief Engineer (Levar Burton),  
Lt. Cmdr. Worf, Tactical officer/ Security Chief (Michael Dorn)

### Bottom Row:

(Left to Right)  
Cmdr. Deanna Troi, Counselor (Marina Sirtis),  
Captain Jean-Luc Picard, CO (Patrick Stewart),  
Doctor Beverly Crusher, CMO (Gates McFadden)

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# Gossip & Advice

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by Captain Alejandra Montoya-Mancuso and Captain Rosanna Severine

Each issue of "The Tattler" depends on your submissions and what other news is out there wagging tongues and burning ears. Thank you to those anonymous and revealed submissions this month.

*(NOTE: This issue features rumored facts and/or fiction from the USS Ares, USS Federation, Starfleet Academy, USS Agamemnon, USS Lothlorien, and USS Hermes. Don't see your sim's goodies listed below? We'd be happy for you to contact us. I'm trying to visit different sims each month, but that isn't always possible or I might not catch the good news on the week USFGossipGirl visits.)*

News reports filtered in from around Starfleet. Rosanna went through each and every one of them as her duties allowed. She was a bit bummed that she still didn't see any news on many of the USF ships, but she'd send a note later to her friend, the USFGossipGirl, to go a visiting again.

## **USS Ares** - Submitted Anonymously

"Something's brewing on the Ares. I've heard that Cmdr. Diell is highly upset with the Captain after he traded off that little robot girl, Echo ... or whatever her name was, and she's not alone. There are a few key people on the ship that share her misgivings. I even heard that some think the Captain is insane.

"Maybe it's a good thing he got kidnapped or something. Oh yes, he's gone missing! After a team beamed down to some Garidian planet to acquire parts, he seemed to have disappeared into thin air. So now the search is on. He should be happy we're not Romulans, or Cmdr. Diell might just leave his butt lost."

## **USS Federation** - Nurse Nashota

"Well, it looks like Dr. Voss nearly had his heart broken by Commander Loriaarra of the *USS Federation*. At least that's what his face says. I think he just wants more than she does.

"Oh, and Captain Hawks and wife welcomed their first child, a baby boy named Anthony. He looks every bit the proud daddy. Though, to tell you the truth, I don't think a spaceship is the place for a baby to grow up. They do realize that the ship is stationed in the immediate area of the Romulan and Klingon empires, right?"

## **USF Academy** - Rosanna Severine

"Good news for the Academy! A new Provost has finally been selected as my second in command. Lt. Commander Rhea Janseen was promoted to the rank of Commander, and she's already picking up the reigns nicely when needed. Though some students were groaning when she was promoted, Rhea is a great educator and officer. They just know that she won't accept any lollygagging around.

"Senior Cadet Malachi Styles was surprised with his Kobayashi Maru simulation in March. It is always interesting to see the looks on the cadet's faces after they go through this test. They vary so much. Some are hurt or depressed. Some are furious or upset that their records are now 'blemished' along with their egos being bruised. Some are actually relieved because it is over. A cadet never knows

when their test will come up. I'm sure that all cadets would be happy never to have to face a 'no win' situation ever again."

**USS Agamemnon** - Rosanna Severine

(More on the Aggie is below in a conversation between Montoya and Rosanna about the bachelorette party.)

"The *Agamemnon* will soon be seeing the joining of two of its own in matrimony. The captain and crew wanted the bride Amira Star to spend one of her last nights as a 'free woman' in style. So, a bachelorette party was thrown. Several visitors from around the quadrant also visited to celebrate with Amira and the *Agamemnon*. Everyone had a great time, some more than others, and it was a lovely party."

**USS Lothlorien** - Submitted Anonymously

"You aren't going to believe this! We encountered a probe that was very similar to the "whale" probe that visited Earth and caused quite a ruckus. It seemed to be adrift, and we couldn't get clear readings on it. We were having problems with little wormholes, or distortions, popping up in our warp trails, and we didn't need any extra complications. Unfortunately we weren't being smiled upon because we had to board the vessel to look for any survivors or evidence of what was going on.

"You'll never guess what we found in there. A Mugato! He was in a stasis chamber that appeared to be failing. With several security measures in place, the new Chief Medical Officer named Katarina Brandon had the chamber beamed back to the ship. If that wasn't weird enough, when the Mugato regained consciousness it talked. I'm not just implying it grunted and growled. It talked to us in a communicator translatable language. He even tried to tell us that he was an officer on the *Lothlorien*. Oh Lordy, did that put everyone into a tailspin.

"It seems that in the universe the Mugato, who informed us that his name is Nyko Vyster, came from, they are a more sentient race. Many have even joined Starfleet. That probe sure knew how to pick 'em. Unfortunately we weren't able to get as much information as we wanted, but I'm sure it will all be checked out again later. We also weren't able to find a way to send Nyko home. I have a feeling life is going to get even more interesting on the *Lothlorien* now.

"On a more even keeled note, Commander Nakaruru Dire is now the XO of the *Lothlorien*."

**USS Hermes** - USFGossipGirl

"Although the news is a bit outdated, since I missed the last press time for the *PADD*, I still wanted to note that strange things were happening on the *Hermes*. When I visited, it seemed like the XO was being removed from his position and an investigation was underway. Things seemed a little bit off while I was there. Could it be that I'd stepped into an alternate universe? I'm not sure, but I'll try to check it out again to see what's going on. I'll report back next month if I have any news."

Just before Rosanna was getting ready to send off the monthly "news" to her friend Alejandra, she was surprised by an incoming transmission from her.

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"CONFIDENTIAL"

Captain Alejandra Montoya-Mancuso had barely said good bye to her good friend Captain Briana Santori when she called Rosanna Severine, one of her best friends, on subspace. "Oh, Rosanna? How you doing girl?" She smiled from ear to ear, "I just got off the 'phone' with my old friend, Captain Briana Santori" She looked at Rose with a Cheshire cat grin as she spoke, "So did you have fun at the bachelorette party for Amira Starr last night?"

Captain Rosanna Severine resisted the urge to roll her eyes at her friend. She wasn't ashamed of anything she did at the party, but she should have realized that her actions would somehow get sent to Alejandra. "Yes, I had a lovely time. I even managed not to get a hangover."



"Briana told me that the three male outstanding, heh? There was an Orion and an Andorian dancer?" She leaned "Come on girlfriend. You can tell me from Briana. You know I one to gossip. So you



dancers were dancer, a Klingon dancer in closer to the screen. your side of the story. Cause I already heard it can keep a secret, Rose. I have never been know you can trust me!"

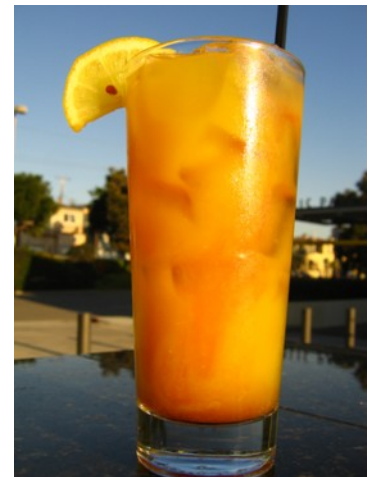
"Not gossip?" Rosanna chuckled. Wasn't that what they enjoyed doing at least on a monthly basis? The bachelorette party on the *Agamemnon* had been a last minute decision of hers to attend. One of her old friends, Briana Santori, had invited her to the celebration. With all the tension in her personal life, she thought the party would be a nice way to release.

"She said they even had a dancer's pole and ripped off their shirts and pants? That bartender ..." Alejandra paused, "Bri sent me a holopic of him serving drinks! Woowoooo!" She mock fanned herself. "He can serve me drinks anytime! What a hunk! Sometimes I am sorry I'm married. You know what I mean?"

"Well I'm not exactly flying free and clear, but there was room to maneuver into having a very good time." Rosanna chuckled as she thought back to the bartender's comments. "Several ladies propositioned the bartender for future 'service', but he gracefully declined on the grounds that we didn't have 'sexy insurance'." She laughed. "He really had a way with words, and he made a mean Slow Screw on the Beach."

"Well I ain't one to gossip, but I heard that the Orion dancer was really hot after Amira! Is it true that he sat her in a chair, poured honey on her and licked it off? Now that mighta been a sticky situation had her fiancé walked in! Of course you didn't hear that from me."

"Well I was there, but somehow I missed the honey licking part. That must have been when the bartender was bringing around the second, or was it the third, set of drinks. I was a bit occupied then."



(see recipe in the USF Cookbook)

"I heard that Fleet Captain Tia Ryan and B'Layna from the *Eclipse*, as well as Natchia Ramirez from OPX were there, too." Alejandra looked around the room on her side of the screen. "I heard that Tia Ryan was quite the wild one before she met her husband."

"They were all fun to meet. I'll bet Briana didn't tell you about her own little dance up there once the guys left. Most of us took turns showing off. I'm sure I have a picture of it somewhere that I'll send later."

"Oooo ... she neglected to mention that. I have to go call her. She's holding out on me."

Both women laughed as Alejandra ended the call to contact Briana again to get the scoop on that bit of news.

**Have any gossip to pass along?** Please use the [feedback](#) link (select "The Tattler") or email [rosanna.padd@gmail.com](mailto:rosanna.padd@gmail.com) or [usfmontoya@aol.com](mailto:usfmontoya@aol.com).

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## "Ask Y"

*by Commander James Yosay*

**Question 1:** "Do bald men really last longer in bed? Is there any scientific reason behind that?"

Yes we do. Think of us like the Energizer Bunny. We keep going, and going, and going. And without getting too graphic, I'll just say that it has to do with higher levels of testosterone. When surveyed, most women agreed, bald men seem to do better!

**Question 2:** "I've never quite agreed with the notion of having families on a starship, that is to say more than just husband and wife who are both officers, but also little children. Isn't it somewhat irresponsible to put one's child in danger like that, considering that many missions might not end up peaceful?"

Well first off for everyone's information, families are only allowed on certain class Federation Starships. There was a saying once from one of my favorite classic movies, Tombstone. On his death bed, Doc Holiday told Wyatt Earp the following: "There are no guarantees in life, Wyatt. There is just life." I feel that this applies to life in general, be it on a Starship, Space Station, or Planet. Risks are everywhere. It has been proven that sometimes your safer aboard a Starship than you are on a planet, and vice versa.

I myself grew up on many ships and in a Federation ship storage yard. Except for a few of the lovely ladies of Outpost Phoenix and on a few starships.. Most folks would say I turned out ok. Statistically speaking, every day there are over 150 babies born on Starships in the fleet. Those children will be loved, nurtured, and cared for on the Starship, just as well as they would be on a planet.

**Question 3:** "Dear Y, I recently celebrated my 32nd birthday and I am feeling a bit depressed about getting older and not having accomplished what I thought I would by this point in my life. Do you have any suggestions? "

My friend, I often feel the same way and I am not all that much older than you are. There comes a time in life when we realize that perhaps the best days are behind us and we are not sure what we have to look forward to in the future. It seems very uncertain, and perhaps we feel a bit helpless. Now speaking for me sim wise, I was feeling that way until I met my dear Vixee and we started a family together. It wasn't until then that life seemed to have some sort of purpose and meaning to me. I can't imagine my life without them now, they have brought a lot of happiness and energy into my life. Not to mention lack of sleep, smelly diaper disposal bins, and a a new meaning of

patience. For me in sim life, I have found my meaning and look forward to growing old with my Vixee.

Now, in real life (IRL) I am not married, don't have any children, not currently dating anyone, and the key for me to avoid those feelings that you mention, is to stay active physically. I love going to the Rec Center and working out. I keep busy with my hobbies, I enjoy spending time with my niece and nephew, and I do a lot of church stuff as well. I find that when I am helping others, I think less about myself and find a "temporary" satisfaction in my life. I would suggest you try the same. Having good friends helps as well.

Best of luck to you.

**Need some advice?** Use the [feedback](#) link (select "Ask Y") or e-mail your questions and/or comments to [USFJamesYosay@gmail.com](mailto:USFJamesYosay@gmail.com).

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## Looking for Dog Lovers to Help out at the Vegas Convention

**Fellow simmer needs help.**  
**We own the StarFleet Poodles and are looking for poodle wranglers for the con.**

Requirements:

- You can work for us for one day.
- You must like to have your picture taken (we get that a lot!)

Assignment:

- You will be handed the keys (leash) for one poodle. It will be your job to potty and water that one child.
- We will have snacks for them. (Data, Tasha and Will Riker are good dogs.)

Perks:

- We will provide lunch for you!
- You will get to meet the kids' friends!
- Working for us will be fun!

**For details, email: [starfleetpoodles@aol.com](mailto:starfleetpoodles@aol.com)**



## St. Paddy's Day Corned Beef and Cabbage Stew

(submitted by Fst. Lt. Leyva Torosi)

### INGREDIENTS

3 lbs prepared corned beef  
1 large or 2 small heads of cabbage  
2 large onions  
1 clove of garlic  
8 medium potatoes  
1 lb carrots  
2 celery stalks  
2 large cans beef stock  
Salt and Pepper to taste  
Large Stock Pot with cover

### PREPARATION

- (1) Use a sharp knife to remove some of the fat layer on the corned beef if desired.
- (2) Peel and quarter onions and wash, then coarsely chop the celery stalks and peel the garlic clove. Place those three items in a very large stock pot along with the corned beef, corned beef seasonings (it may come in a separate pack with the meat, just open and add if so.) and the beef stock.
- (3) Supplement stock with water to make sure your ingredients are covered with plenty of liquid to spare. Place a lid on the pot and bring to a boil and cook for about 90 minutes on high heat.
- (4) Check every 30 minutes because you may need to add water to the pot during this cooking time.
- (5) Peel carrots and slice into "coin" shapes. Add to the pot with the corned beef, onions and celery. Turn the heat to medium and cook for another 30 minutes. Check again to see if you need more water.
- (6) Wash and peel potatoes then cut them into large chunks. Remove and discard the outer leaves of the cabbage then quarter the cabbage and remove the hard stem area with a knife. Wash the cabbage well, separating it into leaves as you run it under water. Add potatoes and cabbage leaves to pot. Make sure the water level is enough to cover the ingredients.
- (7) Cook for another 30 minutes or until the potatoes and cabbage are cooked and the meat "flakes" apart when raked with a fork.
- (8) Add salt and pepper to taste if desired, stir in.
- (9) Remove corned beef to a plate and remove most of the remaining fat layer. Slice meat across the grain into six equal chunks. Place piece of corned beef in a bowl and add some of the cabbage, veggies and stock. Serve with toast bread for dipping.

(For fun you could add a couple of green food coloring to the stock!)

Feeds 6 hungry Trekkers.

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## Chocolate Cheesecake

(submitted by Capt. Loriaarra)

### INGREDIENTS

1 1/4 cup chocolate wafers, crushed  
1/4 cup butter, melted  
8 - 1 oz. squares of semisweet chocolate  
3 - 8 oz. pkgs. cream cheese, softened  
1 cup sugar  
3 eggs  
2 tbsp. Kahlua  
1 tsp. vanilla  
1 1/2 cup sour cream

### PREPARATION

- (1) Combine chocolate wafers and butter, press into bottom and 1 inch up sides of a 9 inch springform pan, chill
- (2) Microwave chocolate at medium for 2-3 minutes until melted
- (3) Preheat oven to 350 degrees F
- (4) Beat together cream cheese and sugar with electric mixer
- (5) Add eggs, melted chocolate, Kahlua, and vanilla, mix until smooth
- (6) Fold in sour cream
- (7) Pour mixture into crumb crust
- (8) Bake for 60 minutes, turn oven off, let stand in oven for another 30 minutes
- (9) Remove and cool completely

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## Slow Screw on the Beach

### INGREDIENTS

1/2 oz. Peach schnapps  
1/2 oz. Sloe Gin  
1/2 oz. Southern Comfort  
Cranberry juice  
Orange juice

### PREPARATION

- (1) Pack collins glass with ice.
- (2) Add sloe gin, Southern Comfort, and peach schnapps.
- (3) Shake briefly and fill with equal parts orange juice and cranberry juice.

Like to share a favorite recipe? Don't be shy. We love to hear about food. Use the [feedback](#) link (select "USF PADD") to submit recipes and food-related articles.

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