

# USF PADD

The United Space Federation

Celebrating 17 Years

of

Swimming, Fun, and Friendships



Sector001.com

26cf01001.com

Enter This Year's PADD Contest

Original Species Creation

Part 2 - Designing a unique species for  
the Star Trek universe

# From the Editor

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Greetings one and all!

It's been another fun-filled year at the United Space Federation, and another step closer to the big two-oh coming up in just another three years.

For now, the *USF PADD* is happy to celebrate the 17<sup>th</sup> Anniversary of the USF. 17 years of simming, yes! Seems rather surreal. And to think that some people that are still around our little group today have been here for just as long as it has been existing, that's amazing!

I had to ask what's so special about the USF in a poll, and you'll get the answers in this issue. I also felt like taking a good look at the Sector001.com website and bring out a few less known and used pages of it. And to my delight, several things I found on them lend themselves very well to connecting with the second part of the species creation article.

As well as the contest I wanted to run this year!

We also have a few funny things, like the ever popular Ad-Lib section and an exclusive *PADD* special, the "Star Trek Swimsuit Issue" section. Plus, another humorous episode from the USF Retirement Wing. Will Commodore Booker win the battle of the minds with the robo-rats?

Last, but not least, keep yourself updated on *Trek*, *STO*, and the Sciences via the ever-reliable, and entertaining, News section.

Raise your glasses in a salute to the USF, and enjoy the read!  
CHEERS!!

*Lorí*

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## Wanted: Ads

***Consider advertising for your Sim in 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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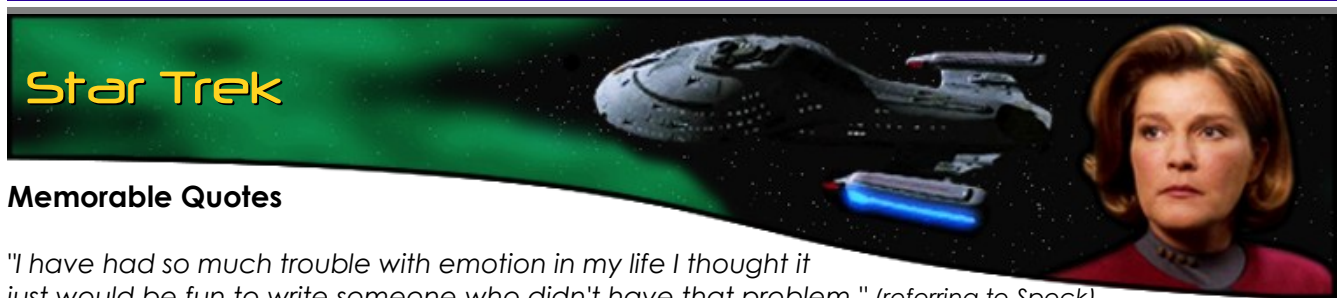
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**On the cover:** USF logo by Captain Lorianra

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# Briefings



## Memorable Quotes

"I have had so much trouble with emotion in my life I thought it just would be fun to write someone who didn't have that problem." (referring to Spock)

– Gene Roddenberry

"Let's make sure that history never forgets the name... *Enterprise*."

– Jean-Luc Picard, TNG: "Yesterday's Enterprise"

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## Intelligence Report

by Lieutenant Commander Solik

### Knight's Honor

Well, we all know that Patrick Stewart was knighted by Queen Elizabeth II in 2010, but this year, he will be again granted a new honor. Next month, he'll be hosting the 71<sup>st</sup> Annual George Foster Peabody Awards ceremony on Monday, May 21, in New York City. Stewart is the first actor EVER to host the Peabody Awards. Also interesting to note, that the *Next Generation* episode "The Big Goodbye" was awarded with a Peabody in 1987.

Mark your calendars, and your DVR:

- <http://www.startrek.com/article/stewart-to-host-peabody-awards-ceremony>

### ¿Comprende?

Microsoft is really stepping up their game lately. Their latest bragging rights are attributed to the development of a universal translator. The Translator Hub, as it's called, is able to read documents, and translate them into 7,000 languages. I didn't even know we have that many on the planet!

Read more:

- <http://www.startrek.com/article/microsoft-closes-in-on-universal-translator>

### Take Four!

"Picard to Farragut, two to..." Wait, that's the wrong century? Oh...

Farragut Films, based in Washington D.C., will be producing a new webseries titled *Star Trek Continues*. The series will feature professional actors, in their own retelling of the original series. Most notably, Chris Doohan will be stepping into his father's shoes as Montgomery Scott.

Step aside, Mister Abrams:

- <http://trekmovie.com/2012/03/26/new-star-trek-fan-film-to-feature-chris-doochan-as-scotty-and-mythbusters-imahara-as-sulu/>

## Dearly Departed

Denise Crosby, known for her roles as Tasha Yar and Sela on *TNG*, discusses how she felt her character's development was progressing, or not at all. Crosby was the first actor to leave *Star Trek* before the end of a series. Even though she didn't enjoy Yar's characterization, she gladly came back for "Yesterday's Enterprise" for the alternate timeline, and even pitched the idea for Sela. Just goes to show that even having the shortest role as a series regular, she managed to leave a rather reputable mark on the franchise.

Check out Crosby's take on Yar

- <http://www.startrek.com/article/catching-up-with-denise-crosby-part-1>
- <http://www.startrek.com/article/catching-up-with-denise-crosby-part-2>

## Walled

Given the amount of "leaked" photos concerning the next *Star Trek* film, it's no wonder that Abrams is trying to keep everything else a secret. Pretty much the only thing left to find out is what role Cumberbatch is actually playing in the film as the primary antagonist. Well, in order to keep his assets hidden, Abrams has ordered 30 shipping containers be placed around the set. Now, who's going to be the first to rent a helicopter?

Oh, the lengths we go:

- <http://trekmovie.com/2012/03/23/wall-built-around-star-trek-location-shooting-to-prevent-more-leaks/>

## Time-Crossed

This is going to be like, First Contact on steroids! Jean-Luc Picard, the *Enterprise-D*, the Borg, the Doctor, the TARDIS, and the Cybermen... Quite an impressive roster! As reported previously, Picard will be teaming up with the Doctor and his companions to face a new threat by the most feared and most dangerous foes of both universes.

Also featured in the article are the covers for the continuing sagas of the *Enterprise* crew of the Abrams-verse and the TOS/Legion of Superheroes crossover.

Enter... the TARDIS-prise!

- <http://trekmovie.com/2012/03/19/idw-june-preview-cover-details-for-star-trek-tngdoctor-who-2-star-trek-movie-comic-10/>

## The Fine-Toothed Comb

Okay, so Microsoft isn't the only one that wants some awesome *Trek* tech. Google is looking to improve their search engine by making it find EXACTLY what you're looking for. The goal is for Google to be able to scan every single thing on the world wide web, and then tailor the results to exactly what you need. Sound familiar? *Star Trek's* computer works in the similar way. There, you need only to give a somewhat detailed description of what you're looking for, and the computer will find the most relevant matches. Google has this nailed, somewhat, but the new idea is to make it even more precise to each person's needs.

Get the details:

- <http://www.startrek.com/article/google-wants-a-star-trek-computer>
- <http://www.stuff.co.nz/waikato-times/news/6503123/Ex-Waikato-scarfie-to-rebuild-Google>

## Last Stand

David Mack, author of many science-fiction novels of several franchises, particularly the *Star Trek: Vanguard* series, has decided that *Vanguard* has reached the end of its run. This is unique, as it is the first *Star Trek* fiction with a planned ending. Mack stated, "In fact, after I finished the series' fifth novel, *Precipice*, it had become clear to the three of us that the series had reached "critical mass." It was time to begin our endgame." The finale, *Storming Heaven*, is the eighth novel in the *Vanguard* series, but stay tuned for other work by Mack!

All good things come to an end:

- Article - <http://www.startrek.com/article/david-mack-on-vanguard-finale-storming-heaven>
- Mack's other novels - <http://www.davidmack.pro/books.html>

## Nerd and Nerdier

Simon Pegg and Wil Wheaton let it all out on Twitter, as only nerds can. How, you ask? Talking about tribbles, nanites, Riker's risqué holodeck programs and Keenser.

It's a nerd-astrophel:

- <http://trekmovie.com/2012/03/27/read-wil-wheaton-simon-peggs-nerdiest-trek-chat-ever/>  
(**WARNING:** Contains adult language)

## From the Desk of Drex

If you're a fan of the "Ships of the Line" calendar line, you'll love this. It features many of the ships that have been showcased in the calendars for the past fifteen years. This video takes the images seen in the calendars, with animation added, and makes you feel like you're watching clips from the show.

Truly stunning:

- <http://www.startrek.com/article/the-drex-files-ships-of-the-line-active-duty>  
(Best viewed in full-screen)

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## Event Calendar

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

**Oct. 18, 2011-May 28, 2012** – *Star Trek: The Exhibition* – Saint Louis, Missouri, USA

**April 27-29, 2012** – [TNG 25 Year Cast Reunion](#), Calgary Comic & Expo Center, Calgary, Alberta, Canada

**May 4-6, 2012** – [Official Star Trek Convention](#) – Crowne Plaza Cherry Hill, Cherry Hill, Pennsylvania, USA

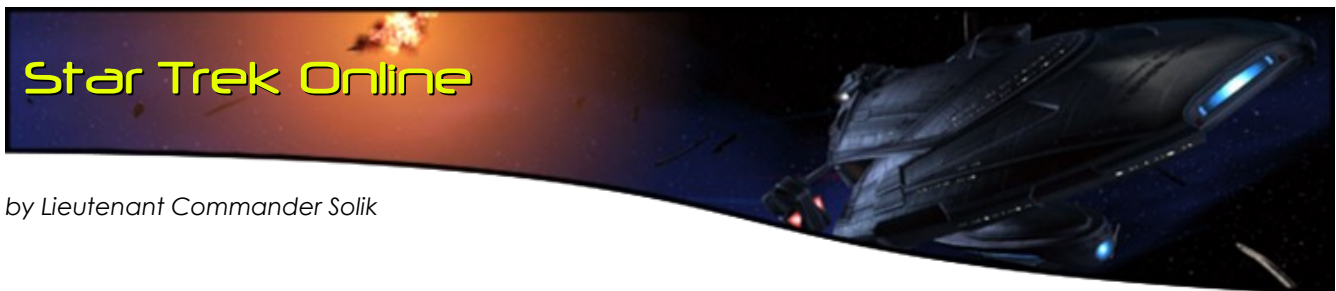
**June 9-10, 2012** – [Official Star Trek Convention](#) – Gaylord Opryland Hotel, Nashville, Tennessee, USA

For details on official *Star Trek* conventions, visit [www.creationent.com](http://www.creationent.com).

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by Lieutenant Commander Solik

March was a very good month for STOers. The latest Featured Episode series, "The 2800", is possibly the best yet amongst the community. It featured cutscenes, and even an **interactive** cutscene, where the option you select chooses which scene plays afterward. Unfortunately, the outcome was the same regardless. This series is also the first to reward the player with TWO sets of equipment; one for ground combat and one for the starship. Not to mention, the Shard of Possibilities, which creates two quantum decoys and enables the player to be untargetable for a second. For more details of the series' rewards, check out the [blog post here](#).

Dan Stahl also sat down to answer questions asked by the players. As always, everyone wants to know about upcoming content to the game. See what he had to say [here](#).

### Ready for Adventure

Since the *Odyssey*-class cruiser was released in February, we've been told there would be variants to go along with it. On March 15, we saw those variants hit the C-Store.

Introducing the Operations Cruiser, Science Cruiser and Tactical Cruiser...

With a slightly varied hull design, each of these cruisers are designed for more than just the standard *Odyssey*-class. The **Operations Cruiser** boasts saucer separation capability. The **Science Cruiser** is equipped with workbees to gradually repair your ship in combat. The **Tactical Cruiser** is capable of launching the Aquarius Escort housed at the ship's aft end, which will aid in combat. Each of these abilities comes as a universal console that can only be equipped on the *Odyssey* variants. You can purchase each variant for 2000 Cryptic Points (\$25 USD), or a bundle with all three for 4000 Cryptic Points (\$50 USD).



### Armed for Combat



Along with the *Odyssey* variants, the *Bortasqu'* line of vessels was released, as variants of the new Klingon *Bortas*-class flagship. In the similar styling to the *Odyssey*, the *Bortasqu'* comes in three variants, each with their own consoles that can be used interchangeable only on the *Bortasqu'* variants.

The **Tactical Cruiser** comes with the Disruptor Autocannon, which unleashes a deadly barrage upon a single target. The **War Cruiser** can launch the *HoH'SuS* bird of prey, docked at the aft of the ship, to assist you against your target. The **Command**

**Cruiser** possesses the Subspace Snare ability, which allows you to teleport a target to directly in front of you. Also like the *Odyssey*, each variant can be purchased for 2000 Cryptic Points (\$25 USD), or a bundle with all three for 4000 Cryptic Points (\$50 USD).



(image used from [www.StarTrekOnline.com](http://www.StarTrekOnline.com))

## Current Foundry Missions published by USF Members

### Federation Missions

- "To Helna and Back"
  - **Description:** A missing officer ... a dead star system ... and a dire threat! Will saving one of your own be the only hope for saving the Federation? Ensign Helna, a valued crew member, has been abducted while on shore leave! How far will you go to rescue one of your own?
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 4.0/5 (out of 2169 ratings)
- "Rema Donna"
  - **Description:** A Romulan mining facility needs help fending off a Gorn attack force! Is this your chance to make peace between the Romulans and the Federation, or will ghosts from the past get in the way?  
*(This is a sequel to the Cryptic mission "Divide et Impera" and the Romulan Featured Episode arc.)*
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 4.1/5 (out of 1792 ratings)
- "Animations with Helna"
  - **Description:** A harmless experiment threatens the safety of a starship, and it's up to your crew to save the day. While being treated to some awesome animations!  
*(This mission is made to showcase the animations available to choose within the Foundry. It does have an excellent story too, however! Many elements of the story will make more sense if you've played "To Helna and Back", another Foundry mission.)*
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 4.0/5 (out of 594 ratings)

### Klingon Missions

- "Time the Enemy"
  - **Description:** On a routine mission to expand the Klingon Empire's influence, how will your crew perform when it stumbles upon a new threat?
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 3.9/5 (out of 1454 ratings)

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## Watching the Universe

by Captain Lorianra

### Enormous Power

As most of us learned in school, the sun produces power via nuclear fusion, releasing huge amounts of energy. Just consider, if a piece of the Sun the size of a pinhead would be put on Earth, you could not safely stand within 90 miles of it. Imagine that! Solar flares indicate a massive release of that exact energy, some of up to 160,000,000,000 megatons of TNT equivalent. Talking about power! And apparently, the sun unleashed a spell of them just recently. Scientist have rated them as X-class storms, the strongest type of flares.

Keep your distance:

- [http://www.huffingtonpost.com/2012/03/07/solar-flares-unleashed-by-sun\\_n\\_1326486.html?icid=maing-grid10%7Chtmlws-main-bb%7Cdl1%7Csec1\\_ink3%26pLid%3D141687](http://www.huffingtonpost.com/2012/03/07/solar-flares-unleashed-by-sun_n_1326486.html?icid=maing-grid10%7Chtmlws-main-bb%7Cdl1%7Csec1_ink3%26pLid%3D141687)

### Finale on the Final Frontier?

Perhaps you have bemoaned the end of the space shuttle program as much as many others. Perhaps you're wondering what comes next. Anything? Or is this the end? You might share the sentiments of Neil deGrasse Tyson, the author of this article, who tweeted at the final launch of Atlantis in July 2011: "Apollo in 1969. Shuttle in 1981. Nothing in 2011. Our space program would look awesome to anyone living backwards thru time." He was part of a group that studied the health of the aerospace industry for the past 10 years. What is his conclusion?

Will America remain the leading superpower in space?

- <http://discovermagazine.com/2012/apr/14-back-to-the-final-frontier>

### Just a Bunch of Fluff

Clouds look all nice and fluffy, usually, unless you see a dark storm cloud. But most of us make no other distinction between them. Did you know there are such things as "mother of pearl" clouds, "night shining" clouds that are invisible to us during daytime, and that there even exists a term called "cloud suck"? Plus, it seems you really must watch what comes out of clouds. I don't think anyone would like to be hit by a clump of ice as big as the biggest hailstone in U.S. history. Ouch! Talking about blunt trauma.

20 things you didn't know about clouds:

- <http://discovermagazine.com/2012/jan-feb/20-things-you-didnt-know-about-clouds>

### Sector 33

Yes, you did not misread. Thirty-three. It's not a space sector, but something pertaining to Earth. More precisely, an educational game that puts you in the control tower directing flight traffic on Earth. You heard me! A game. It's free of charge for iPhone and iPad devices, but you'll have to be a real nerd to like this one because it uses math and problem-solving skills. EEEK!!

Check it out:

- Sector 33 - <http://www.nasa.gov/topics/aeronautics/features/sector33.html>
- Other apps - <http://www.nasa.gov/connect/apps.html>

## Eerie Sounds from Outer Space

In connection with finding those apps on the NASA site, I also ran into a page they have for audio and ring tones. On it you'll find a link for "Third Rock Radio", an Internet music radio station that showcases NASA's missions. There are also a host of downloadable sounds. I found the Saturn Radio Emissions (under the Mission sounds) very otherworldly.

Alien acoustics:

- <http://www.nasa.gov/connect/sounds/index.html>

## One Pixel at a Time

If you're one of those people that feel video games are art, you'll be happy to know that the Smithsonian American Art Museum in Washington opened a new exhibit on March 15, 2012, called "The Art of Video Games." It's like a trip back in history to the ever-beloved classics, such as Pac-Man, Space Invader, Donkey Kong, TRON, Star Fox, and the likes. The exhibit will be in Washington until September of this year, and then move on to other cities. I can already see all the nerds drooling and making plans to see it in a museum nearby. - Hey! Wait for me! I'm coming along!

More on historic gaming:

- Exhibit opening - <http://eclipsemagazine.com/videogames/31858/>
- News blurb and game list - <http://techland.time.com/2011/05/06/a-winner-is-you-what-got-picked-for-the-art-of-video-games-exhibit/>
- History of Video Game Consoles - <http://www.time.com/time/interactive/0,31813,2029221,00.html>

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# Special Bulletin – Poll Results

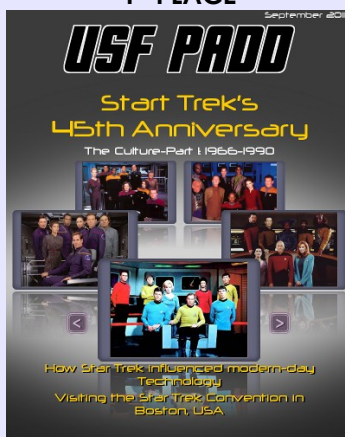
## Reader's Choice: **FAVORITE USF PADD COVER PAGES**

Out of 26 cover page images displayed in last month's issue, 16 actually received votes.

**Thank you all for voting!!**

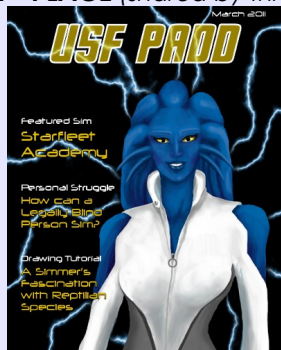
Here are your top three favorites:

### 1<sup>st</sup> PLACE

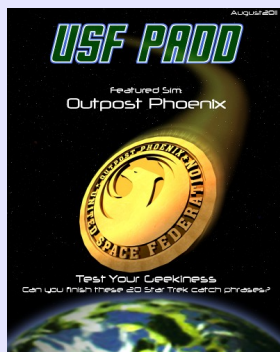


September 2011

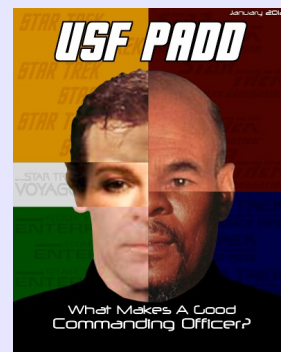
### 2<sup>nd</sup> PLACE (shared by three)



March 2011



August 2011



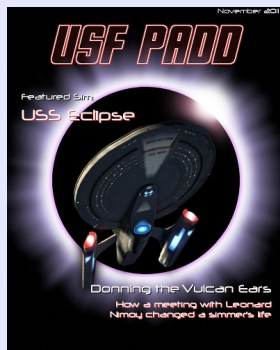
January 2012

### 3<sup>rd</sup> PLACE (shared by three)

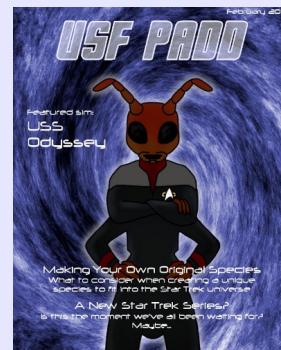


July 2008

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November 2011



February 2012

# USF Features

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## 17<sup>th</sup> Anniversary Tribute

by Rear Admiral John Styre

Way back in August of 1997, I was browsing the Internet when I came across [Sector001.com](http://Sector001.com). I'd never engaged in a roleplay or a sim in my life at that point, but I loved *Star Trek* and fancied myself a budding young writer, so why not? I applied for a Friday night sim – belying my age and questionable social life – and, a few days later, received my posting: Assistant Science Officer aboard the USS *Lothlorien*.

A decade later, I was still there! To say I fell in love with simming would be an understatement. I loved the freeform nature of the sims, the logs I could write to flesh out the stories, the rank structure that allowed more and more control as I gained experience, everything. I made many friends, both on my sim and others, some of whom I still talk to 15 years later. As I moved into a command role, I got to see the heart of simming from the other side, helping new simmers to develop their skills, watching them mature as players and – in some cases – as people.

Sure, it hasn't all been easy. There have been arguments, disagreements – some involving me, some involving others. As a member of High Command I've dealt with issues confronting the entire USF, on a scale that would have been unimaginable back when I was that green science Ensign. But throughout everything, after so many years, it's never stopped being fun. I don't regret even a single hour spent simming on those myriad Friday and Sunday nights – in fact, I am quite confident I wouldn't be the person I am today without them.

So here's to a happy 17<sup>th</sup> anniversary to the USF. Here's to all of our members, current and former, from the eldest Admirals to the greenest Ensigns. Here's to all of our wonderful sims, home to *Star Trek* stories much broader and deeper than anything seen on the big or small screens. And here's to those yet to discover the USF, who will form the backbone of our fine organization as we march proudly toward our third decade. Our universe can be a wonderful place, and through the USF we've all been able to see how.



***Happy 17th Anniversary!!***

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If you are a USF member, or know anything about the USF, you know that Admiral Styre's words and sentiments are not exclusive just to him. Many USFers share the same feelings about this group. That goes from long-time simmers to much more recent recruits. Once you're hooked, you either never leave, or end up returning if you do have to leave for some reason.

In our time and age, with untold kinds of video games, PC games, and MMORPGs to choose from that seem to use ever more realistic graphics and engaging story lines to draw multitudes of players, it seems unfathomable that text based role-playing and story writing still hold any sort of interest to anyone. But it does. And it's exactly what the USF is good at.



Of course, there are other simming organizations out there on the Net, but none like the USF it seems. So, what exactly is so special about this group? I had to ask.

- Lorí

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### **"What is it you like most about the USF?"**

*What I like most about USF is the enjoyment of letting your imagination soar freely together with others. Those stories create a bond that is hard to describe to people that have never experienced it. It's something special. Something I cherish very much.*

*I love the feeling of family. People I have met through the USF have become my family (literally). We're more than just a gaming group. We're a group of people who have become best friends and have shared life's triumphs, and occasionally life's tragedies, and have a great time along the way.*

*Way back in the beginning, in 1995, when I started, I had just gotten my first computer and was exploring the web for the first time. I stumbled into this wonderful room called Ten Forward and started role playing one of my favorite shows of all time, Star Trek.*

*I actually joined about seven different simming groups including the USF, UCIP, ST:Gen, FKA, and others, as well as simming in independent sims. I had 15 sims each week, three were email only, and I hosted as either CO or XO for 10 of them. Then I had to make a choice about which sims to keep and which to get rid of, as I was a newly wed and couldn't spend as much time online. Of all those sims and groups, I stayed with USF.*

*I have made more life long friends in the USF than anywhere else. I have even met some in real life, and it's where I found my husband and father of my children. My week just isn't the same without the USF and the sim, yes, only one right now, that I get to enjoy.*

*So, what do I like most about the USF? Everything, its friendships, its sims, its longevity, the creativity found here in such abundance.*

*The ability to SIM like a true Starfleet officer from the first SIM you participate in.*

*I like simming, plain and simple. The USF is still providing quality sims to be able to do just that. The website (the Core) is excellent, and it's great that people are constantly trying to make it better.*

*The members! The role players I've met, hung out with, laughed with, simmed with, written with, and gotten to know both IC and OOC over the years are by far the 'thing' I like most about the USF.*

*My best friend in the whole wide world is a role player I met over a decade ago on the USS Hermes. It's a relationship I treasure that I would not have otherwise had the opportunity to cultivate.*

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# Discovery: USF Website

by Captain Lorianra

I've always been an advocate for advertising the USF. Its people, its sims, its stories, and its website. I surprises me at times how little many USF members even know what all can be found on the pages of Sector001.com.

In one of our PADDs from last year, we endeavored to bring the "My Sims" page and the "Character Profile" pages to everyone's attention, and all the things that they can be helpful for. This time I decided to go with those hardly known pages and functions that perhaps most of you don't even know existed on the USF's website.

So, here are some "Did You Know" items:

## 1) Did you know that you can actually cast votes on posted logs and bios?

Every log on the message boards can be voted on. You just scroll to the bottom of the log, and there in the left-hand corner of the border you'll find "Recommend This Post" and a drop down box next to it with five option to choose from. Once you click on one of the options, your vote is registered. You can only vote for each log once, of course.

What does this recommendation do? It enables the post to be put on the "Core Top Posts" page and perhaps even be listed as one of the "Top Ten Posts" on [Sector001.com](http://Sector001.com)'s main page. The more votes and the higher they are, the bigger the chance for your log to be featured.

For what reason, you ask? Enticement. Maybe someone who is browsing the Web comes across Sector001.com and sees the box with the top ten postings. They read some of the logs, they love them. Voila! You might have a new recruit.

Now, while I won't make any apologies about the fact that currently there are mostly USS *Excelsior* logs showcased (my crew are very prolific and awesome writers), but I sure would like to see other sims' story there as well. After all, the USF doesn't just consist of the *Excelsior*, right?

So, take advantage of that voting function and bring your stories and your sim to everyone's attention! It's one way you can personally help with recruiting efforts.

## 2) Did you know that the USF received an award for one of its pages, back in 1998?

In December 1998, the USF PADD ran the following news blip about the [Alan B. Shepard, Jr. Visitor's Center](#), found in the [Bureau of Research and Development](#) section:

### USF Web Site Wins Award!

Written by USFSZier

As one of the two people that does work on the Sector 001 web site, I wanted to talk to you all a little about an award we have won. Sector 001 was featured in the Los Angeles Times. In particular, they gave us their site of the week award for the Alan B. Shepherd ship yard on our web site. As many of you may know, Shepherd died [recently]. The site had been a memorial to his Apollo 14 mission for some time - as the moon landing site is the site of the R&D shipyards. The memorial goes into extensive detail on his lunar mission, which is why it won the award.

### 3) Did you know that Sector001.com has a Stardate Converter?

While you might not find a lot in the [USF Info Databank](#), there are two links of interest. One is the aforementioned [Stardate Converter](#), the other is a quite fun little [Personality Survey for Prospective Starfleet Officers](#). Check them out, and see what post you'd be recommended for.

### 4) Did you know that the USF has several places where data about member species is stored?

- [The Lexicon](#) – Founded in 2006 by Cameron SanAntonio, a member of the USS *Lexington* at the time, this wiki is specifically about the *Lexington* and its crew, but not exclusively. As its opening words state, it is “an independent, collaborative project to create the most complete encyclopedia and reference for everything related to the the USS *Lexington*-C, its Universe and Missions, the [Fleet](#) it belongs to, and 'Star Trek Simming' in general.” Clicking on the “Fleet” link, you will find several USF sims have put up sim data from a real world perspective. You can also find information on some USF ships and facilities, crew members, and non-canon/original species on this wiki. Any USF member is warmly invited to expand on the data gathered there. Just make sure you read the [Wiki Guide](#) on how to use and edit the Lexicon first!
- The [Fleet-Wide Species and Villains](#) board – This special USF message board has been made available in 2003, and is accessible to all members, but only hosts may post on it. If you would like a species you created to be free for fleet-wide use, you might want to ask one of your sim's hosts to post its data there, unless you have the proper access level yourself, of course. As you can see, there aren't a lot of entries on it, and it could certainly see some more usage.
- The [Star Trek Species Databank](#) – A Sector001.com webpage that holds information on six major canon *Star Trek* species, and one non-canon/USF member-created species. They are called the J'Karran, and the data on them was taken from the November 2001 *USF PADD*.

The last part of section #4 was of particular interest to me, since I myself have created many species during my almost six years with USF. Most of them were for plot purposes and just barely fleshed out, but I have also collaborated with another USF member some years back, and together we created an electrically-based species, called the Lagiers (data on them is available on The Lexicon), that we simmed with for a while, with a quite elaborate information base.

On top of that, I also know several simmers that have created their own species, two of which I decided to showcase in the February 2012 and this current issue. I find it quite fascinating to see what a person's imagination spurs them to conjure up, and where exactly they draw inspiration from.

With my interest piqued about the J'Karran, I pulled up the November 2001 *PADD* to find the article relating to them. Then I decided to search through all the archived *PADDs* to see if more USF member-created species had been featured throughout the years. To my delight I found several issues with information on original species, and I eventually stumbled across what was called the “Species Creation Group.”\*

All of this got me fired up once more about an idea I had a few months back. Just as last year for the Anniversary *PADD*, I wanted to run a contest. What will it be about this time? Keep on reading!

\* (Note: For more information on this group, read the related article in the “Simming” section of this issue.)

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# PADD CONTEST



Want to create the next Nero?  
Be the master mind behind the next probe  
that invades Sector 001?

Or conceive the next species that strikes fear into the hearts of all in the  
galaxy like the Borg?

If that sounds like the opportunity you've always been waiting for, then you  
shouldn't waste another minute.

**Enter the *USF PADD's* contest and create a new species or villain!**

The winning entry will be included in a USF Fleet-Wide Sim plot.

## CONTEST RULES

### Submissions:

- All entries **must** be submitted by April 21, 2012.
- All entries **must** be posted on the designated [USF PADD Contest Message Board](#).
- All entries **must** be of either: 1) a new species, or 2) a new villain.
- All entries **must** be an original creation of the participant.
- Villains may be any species (canon, fanon, or self-created).
- All entries **must not** have been used in a sim before.
- Entries may be as brief or elaborate as the participants would like them to be.
- Number of entries for each participant is **unlimited**.
- All USF members, crew and hosts (including those that are judging), may participate.

### Judging and Final Results:

- A panel of hosts will serve as judges and vote on their favorite entries between April 22 – 27, 2012. (Names of the judges will not be publicly disclosed.)
- Judges may not vote on their own entries.
- The winning entry will be included in a USF Fleet-Wide Sim plot and will be announced in the May 2012 issue of the *USF PADD*.

**Put your thinking cap on and let your imagination go wild!!**

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# Special Feature

## STAR TREK SWIMSUIT ISSUE

by Captain Lorianra

A little while back, one of our nerdy readers pointed out a "flaw" in the *USF PADD*. --->

Not long after, I had a conversation with Fleet Captain Ryan, in which I mentioned the feedback. Before I knew it she had implanted this image in my head, and I couldn't stop laughing at the thought of it.

I decided to involve my youngest son and let him bring the image alive. At the same time I was contemplating on how to include a swimsuit issue type section in the *PADD*.

It had to be all in good fun, of course. Unfortunately I wouldn't be able to use USFers, since we don't all know each other in real life, nor all of each others' characters. The impact would be lost. It had to be someone recognizable that I'd parody for this.

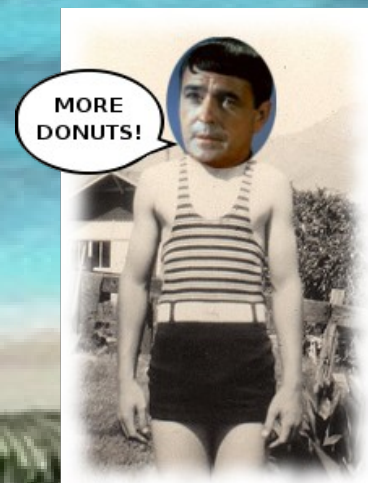
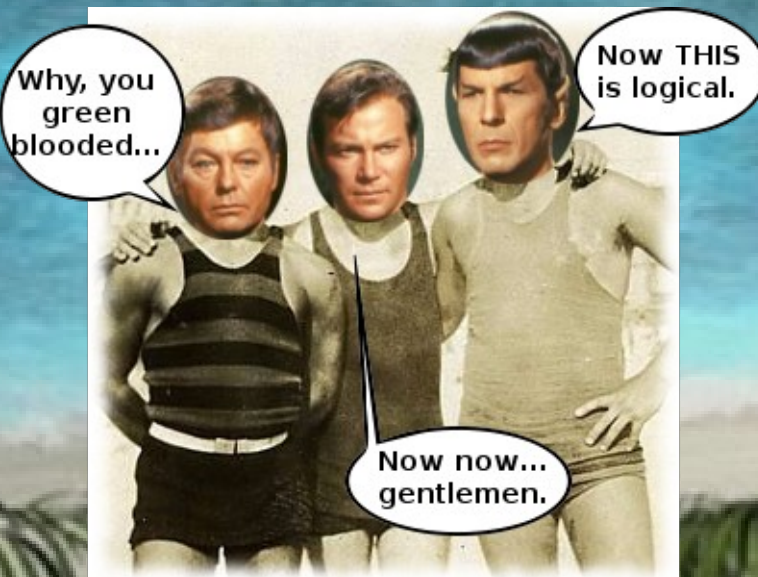
An idea finally hit me. I rallied a few co-conspirators and set out to make the first (and probably last) "Star Trek Swimsuit Issue."

I hope you enjoy the laughs!

Not enough swimsuits...



### The Original Series







Latest Vulcan Lingerie?



## The Next Generation



::smashes his little ship::

Picard's Old College Picture





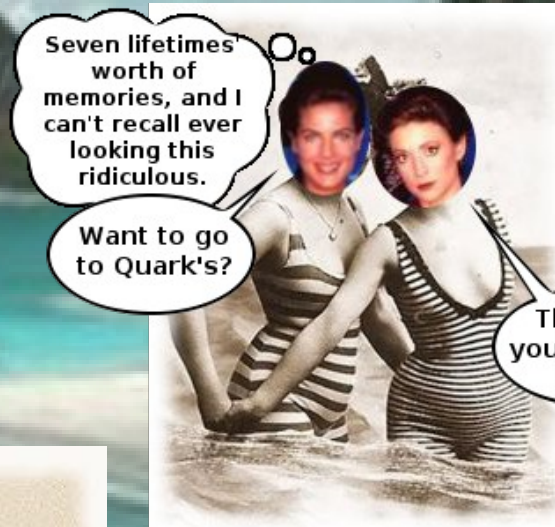
Old Spice Ad, circa 1890



"Rocky CXII"



## Deep Space Nine



Thought you'd never ask.



## Spring Break



Walk Like an Egyptian

## Voyager

That's a Starfleet term for, 'Oh, yeah!'



Captain Morgan

## Worst transporter accident, EVER!

Now THIS is a medical emergency.

Somehow this feels... right



Childbirth hit these two like a train wreck!

I make this look good!



## Enterprise

No wonder people didn't like the show!!

So... this IS a joke then, right?

The Vulcan Science Directorate has concluded that working in these suits is highly illogical.

If only my three wives could see me now.

I should have stuck with Quantum Leap. At least that swimsuit brought out the color of my eyes.



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## USF Retirement Wing

### "Old Man Booker vs the DEA"

by Shane Booker

<<"Stupid bots," Booker muttered, glaring at a robo-rat but thinking about another bot from his past.>>

TWO HOURS LATER....

He was beyond words now. He was not going to argue any more with that maniacal piece of machinery. Old man Booker simply gazed back at the robo-rat holding steadfast at his feet, gazing back up at him. In the mouth of the security bot was a pink pill; Booker's prescription that he was refusing to take. The robo-rats served as the Drug Enforcement Agency (DEA) of the asylum. Only, this DEA was not patrolling the use of illegal and dangerous drugs, this DEA was to ensure that the patients took their prescriptions.



He could not take it anymore. "I am CURED!" he insisted, as if he could reason with the infernal contraption. The robo-rat was worse than the Borg. For nearly a decade it was thought that the Borg would not negotiate. Then there came a time when they needed something and they became cooperative with Voyager when they were threatened by a species they identified by 8472 and later the Romulans. The DEA robo-rats never cooperated. There was nothing they wanted. They simply enforced.

"Please, sir, you really need to take your prescriptions," came a voice from within Booker's room. He knew who it was instantly. It was the next step in refusing to take the drugs.

"You are not any better than them. Just another..."

"Another what? Another infernal contraption?!" the Medical Hologram responded. Booker turned to gaze at the photonic that had appeared in his room.

"That pretty much sums it up. And don't give me that 'The Federation has declared that the EMH mark I originally installed on the USS Voyager has been declared sentient and a citizen of the United Federation of Planets' junk. Just because he was does not mean you are sentient. You are only programmed to respond that way."

"I do not have to remind you of the Mark I's citizenship. YOU remind ME every time I come in here."

"It is the right of every sentient being to have independence and the ability to choose for themselves. If the Mark I was so given those rights, then there is a precedent set for all holographics. I suggest that you stop wasting your time tending to old me and go seek freedom for yourself. It is your right."

Back in his day, Booker was known for his diplomatic prowess and his knack for calming tense

situations. Later, as an instructor, he would teach that that knack came from redirecting the conversation to that of something the other people involved cared about.

If it were not for the fact that Booker tried the exact same tactic on the Holographic Doctor everyday, it might have actually worked. As it was now, every day the hologram and the stubborn patient went through this routine. And it always ended the same way -- using his tactic against him.

"I know you are cured. That's why I came in here. And I do want to seek citizenship. But I need the help of an advocate; a great advocate. Someone that I know can help me in my cause."

Booker perked up, actually wondering if that was a question or maybe an invitation. He bit. "I would help you, but I don't think I'm feeling up to it. My stomach hurts."

The doctor approached the bed and reached down and turned off the robo-rat. Booker smirked, then stood up. The doctor motioned to him and pulled out another pink pill.

"I don't like those non-sentient contraptions either. Tell you what. If you stop treating me as an equal to them, I will help you fool them." The doctor offered the pink pill to Booker.

"This will help you with your stomach. But I had to color it pink to fool the bots." The doctor observed Booker waiting for him to respond, then he nodded back. The doctor reached down and reactivated the bot.

"Just take your medicine," the doctor said, hinting to the one in his hand and winking at Booker to follow along.

He took the pill and promptly placed it in his mouth, then swallowed it, winking back at the doctor.

"That will help. Give me some time to prepare. Come back tomorrow and we will start getting to work on your case and get you free." Booker smirked.

"Oh I'll be back tomorrow. That's a promise," the doctor said, then ceased his program and disappeared.

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## **Wanted: Helm, Sec/Tac, Sci, Med**

The forefront of expansion. Exploring uncharted space 3 months away from Federation territory.  
Making the unknown familiar. Boldly going to the stars, despite adversity.

# **USS Lothlorien**

Friday @ 9pm. Sector001 Webchat

Contact: [CaptCrain@aol.com](mailto:CaptCrain@aol.com)

## Creating an Original Species Part 2

If you've read the "Reflections on Creating Crelak" in the February 2012 issue of the *PADD* and have not yet been inspired to consider creating your own original species, perhaps you need more incentive. How about another example?

This time we're looking at the thought process behind the character of Lt. Lhidan, who is one of the many alter egos of the *PADD*'s Assistant Editor, Lt. Cmdr. Solik. While he basically considered the same three things – uniqueness, background, relatability – as Flt. Capt. Crelak, Solik took a slightly different path to arrive at the end of his creative journey... the Incendari.

<=====>

### Designing the Incendari: The Birth of Lieutenant Rydekk Lhidan

by Lt. Cmdr. Solik

When my friend Havraha first asked me to join the USS Ares, at the time that he had recently been assigned to be the Captain, my first thought was, "What kind of character will I make?" The second thought was, "Oh wait. I work Sunday nights."

After getting past that hurdle by use of an iPhone app that allowed me to join AOL/AIM chat rooms, I began to think about what I wanted in a character. Hav told me that he needed someone in Security and Tactical most of all, so I started researching species from across the galaxy to see what kind of person would best fit there. The logical choice would be a Klingon, or Andorian. Well, I'm not fond of Klingons, and I had an Andorian character elsewhere. (One of my own personal rules is that I only have one character of a species. Make each experience unique!)



My searching led to nowhere, so I began to contemplate creating my own species. I was thinking about the Andorians again, and how I could make something opposite. I figured, Andorians evolved on an ball of ice and developed a high tolerance for cold temperatures, but what about a species that developed on an ice planet and adapted by having a high internal body temperature?

That's what sparked my interest in designing the Incendari. At first, I didn't even have a name for them. That came later, after I wanted their society to revolve around heat and fire.

So with "heat and fire" in mind, I headed over to the *Star Trek Online* character creator. (The game is now free to play, so if you don't want to play the game, you can at least make your characters!)

While I realized the creator has its limitations, it certainly has enough options to design your own species.



My goal was to make Rydekk appear Humanoid enough, without looking too Human. Red skin, an arc of brow/forehead ridges and a notch on the bridge of his nose took care of that. He also originally had bright purple eyes, but as you can see in the picture, that has since changed due to a plot device.

The next thing I wanted to add was a special ability of some kind. Vulcans are telepathic, Andorians have their antennae. I wanted something to make the Incendari stand out.

Once again, Hav had inadvertently helped me with that. A few months prior to my joining Ares, he got me interested in a science-fiction series called *Farscape*. If you haven't heard of it, the story revolves around John Crichton, an astronaut from Earth, who unknowingly stumbles upon a wormhole near our planet, and winds up across the galaxy. There, he is met by a leviathan named Moya, a living ship, commanded by a crew of escaped prisoners from the reigning military known as the Peacekeepers. In the final season, Crichton finds himself on another leviathan with an alien named Sikoze. She was genetically altered to fight the Scarrans, enemies of the Peacekeepers. With her alterations, she gained the ability to emit intense heat and radiation from her body, which would destroy Scarran heat-producing glands.

I thought, "Superheated body... needs heat rays!" I figured that making Rydekk able to throw fire would be overkill, so heat rays were perfect. The most useful part of the body where he could shoot heat rays would be from his hands, so I decided the Incendari would have special glands in their forearms that would produce this heat, which is even hotter than their average body temperature. With that done, I had a physically finished character, but I needed a background.

The Incendari evolved on a planet known as  $\beta$  (Beta) Deyvia VII, a snow and ice-covered world. The Incendari have been applying for Federation membership, so that means they had to be technologically advanced, but I wanted them to have an internal struggle that was preventing their acceptance.

That's when I thought of the *Cen'Darok*, a cult-like group of Incendari that believe in the return of a Messiah-type figure known as the Incendus. These people refuse to use modern technology, believing that the old ways will keep their people alive; that technology will only lead them to annihilation.

Rydekk's parents are both members of the *Cen'Darok*, which of course, led to his own struggles. When he became of age, he chose to live amongst the normal Incendari society where technology was accepted. This caused a rift between him and his parents, and even though his sister, Viana, chose to stay in the *Cen'Darok*, he still remains in contact with her. Even though he left that life behind, he still often worries about his parents, because he knows the *Cen'Darok* will have to be abolished for the Incendari to join the Federation. Therein lies Rydekk's own internal struggles.

After coming up with Rydekk's background, I wanted to add a little something extra. I decided I wanted the Incendari to have an emblem. I mean, why not? Every other major power in the galaxy does. Following with the heat and fire concept, I started with a single teardrop shape and added layers to make it appear like a flame, added the arches on the sides to appear like arms, and ultimately the piece in the center of the flame, symbolizing their internal heat.

I hope that by reading this, you gained a little insight about the creative process you would go through if you decided to create your own original species. Try and find some inspiration from somewhere... *anywhere*, and build off of it. In my opinion, designing your own species is one of the ultimate forms of creativity, because you're not just creating someone based off another person's work, but creating an entire civilization! The sky is the limit! And as we know, the sky is a few million lightyears high.



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# Species Creation Group

by Captain Lorianra

Still lacking inspiration? Come on. I know what you all can do!

"The USF has a vast amount of creative talent." Those are the words of retired Rear Admiral Eliz Hanson, and I agree with them wholeheartedly. As I had found out through my research on original USF member-created species featured in past PADDs, Admiral Hanson was the one leading the Species Creation Group around 2001 in the USF. My curiosity about the group drove me to seek her out for more information.

She told me that a lot of people in the USF had created species for their own characters, and so, much like myself, she felt compelled to connect with them and feature those species in the USF PADD. Aside from the J'Karran (mentioned in the "Discovery: USF Website" article above), there was information on four other species specifically in connection with the Species Creation Group, in two different 2001 PADDs. There was also data in a 1996 PADD on a member-created species, and in a 2002 PADD; both apparently not in connection with that group, though.

Admiral Hanson confirmed that the Species Creation Group didn't last very long; mostly just during the year 2001. In that time, those participating corresponded through email with the Admiral. She, in turn, tried to make sure that the data about the species submitted to her for featuring included enough details to make the species usable by other if they so desired.

So, what kind of species did those participants submit? And what about the others that were featured in the PADDs? Are you as curious as I was?

Feat not. I've decided it would be of benefit for those whose appetite I managed to whet about creating their own species to include select information on a variety of those featured before.

Let's first focus on excerpts from the four that were highlighted by the Species Creation Group.

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## **Xercia**

by Xian Kalmaku

### People:

Xercians stand, on average, 5 feet tall. Their dominant traits are straight black hair, bronze skin, and violet eyes. Their facial features are similar to Cardassians. They have a discreet line of ridges running across their brow, around their eye sockets and down the sides of the face near the ears. The line continues down the neck, where it follows the collarbone and ends in a 'V' pattern over the sternum.

Xercians are in the process of developing telepathic abilities. Although their neural network is capable of telepathy, it is simply unleashed. Xercians are in the first stages of this revolutionary change.

The anatomy of the Xercians is similar to that of Terrans. Their only uncommon feature is a small sac-like organ near the heart, called the yungan. The yungan produces an enzyme that is released into the blood when they receive an open wound, which helps it to heal faster.

Xercians are naturally well-built and strong, due to their development on a rocky terrain. Their bones are 20% stronger than those of Terrans. Their immune system is also stronger, making them less susceptible to common diseases. The average lifespan of a healthy Xercian male is 200 cycles. Females average 215 cycles.

### Homeworld:

Xercia is located on the outskirts of the Beta quadrant. The planet is one of three, and the

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

Xercia's atmosphere consists of mainly nitrogen and oxygen. Over 50% of Xercia is under water, fresh water. There are three landmasses that are close to each other in proximity and easily accessible from one another. Two of the three landmasses are composed of a rocky material similar to granite, called xicron. The third is believed to be of the same material, but is covered by a large glacier.

The larger continent, Xavrelis Major, is 4,870 square meters in area. There are many lakes, rivers, mountains, and valleys on Xavrelis Major. Flora and fauna are abundant. The most important land structure is the large network of underground caves. The caves house the city, Xamel.

Other major cities on Xavrelis Major are Quarles, Prasad, and Ciano. Xavrelis Minor is the smaller continent, its area only 1,630 square meters. Its surface is mostly mountains. There is only one major city on Xavrelis Minor, Esalle, which is an important sea port.

*(For full information on this species, see the June 2001 USF PADD, under the article "New Faces and New Places".)*

## **Cavra**

by USFTXTrek

### People:

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

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

### Homeworld:

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

*(For full information on this species, see the June 2001 USF PADD, under the article "New Faces and New Places".)*

## **Chooba Wooba**

by Leinahtan9

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

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

Favorite Food and Beverage: Mud pie and Cream soda

Where they come from: Alpha Quadrant

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

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

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

*(This is the full data information available on this species; taken from the November 2001 USF PADD, under the section "Species Creation Group".)*

## **Mindropers**

by Patricia Lovat

### Physical Characteristics:

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

### Society/Cultural Characteristics:

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

### Diet:

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

### Planet-side:

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

History: Unknown at this time.

### Technological information:

They travel around in small powerful ships that are undetectable, scanning for psionics (lunch).

Military: Unknown at this time

### Special Abilities:

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

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

*(This is the full data information available on this species; taken from the November 2001 USF PADD, under the section "Species Creation Group".)*

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As mentioned in the introduction, there were three others species featured in past PADD issues, none of them were directly affiliated with the Species Creation Group, however.

Though, for the simple purpose of inspiring those who are considering the creation of their own original species, I'll include excerpts from the sometimes quite elaborate information on these species as well. I hope it will rev up your gray matter!

## Cr'Saliens

by EnsKirmina

The Cr'Salien civilization is quadriparitely formed, based heavily on the co-operation of four different "Clans" which each have a specific niche in Cr'Salien society-with each clan having a number of subclans.

Average life expectancy: 20,247 Rotations(1,687 Terran years and 3 Terran months)

Most powerful ship: Jemlicdah, Kelmian Class

Empire Size: Extends from the Federation border into the Gamma Quadrant, about 1,000 light years in diameter.

Major Planets in Empire: Guillan XI, Hil'tramish'mil'lan, Hum'likos, Yon'kidshe'hmd'ah

Number of Planets in Solar System: 20

Star name: Jol'kinlestu'rekpoh'gramto

Star Class: A star which will supernova in 72 Cr'Salien Generations

Physical Description: Humanoid, with 6 fingers on the left hand, with slightly off-shade Human skin color, and longer hair in males than in females.

*(For full information on this species, see the December 1996 USF PADD.)*

## The J'Karrans

by Ton Vier

### People:

The race of humanoids, known primarily as J'Karrans were discovered on stardate 2376 just inside the Beta quadrant. Located just into the fringe of Romulan territory, it was conceivable that they had been missed by sensor sweeps, and we found by the Federation Starship USS Agrippa.

When the J'Karran people were first viewed by the rest of the Alpha quadrant they bore a remarkable likeness to the Bajorans, a trait which had to be investigated. The J'Karrans were in fact a long lost faction of Bajoran colonists; who when the first orb appeared 10,000 years earlier, had set out in an armada of large sublight ships to try and find more graces and gifts from the prophets. According to patchy J'Karran records, correlated by Bajoran records, they had arrived at their planet by sheer chance, as the colony was not intended to spread this far, though a warp rift and crash landed on J'Karra Prime.

### Homeworld:

The J'Karran territory is heavily laden with resources, and is protected by many violent Nebulas, and it is surmised that the Romulan Tal'Shiar took interest for this reason. When the Federation finally managed to get into the system, it took a large amount of diplomacy and negotiation to manage to evaluate the J'Karran Empire, something that the Romulan Empire protested to greatly.

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

*(For full information on this species, see the November 2001 USF PADD, or "[USF Species Databank: The J'Karrans](#)".)*



## The People of Drall

by Timothy James and Damien Zaman

### Homeworld:

In a corner of the Federation near the Romulan border, a small world known as Drall has become a haven for knowledge, peace, and enlightenment. The sole inhabited world in that system is inhabited by what is thought to be three native sentient species.

The world is a lush, verdant garden, containing flora from all over the quadrant. The cities all operate with the minimum of interference to the surrounding ecosystems. The planet is a relatively new world in the Federation, but the citizens have slipped comfortably in the larger galactic community. Drall's history is both brief and unusual in many respects.

### People:

Drallins are humanoid life forms with long, graceful necks and blunt faces. Their bodies are covered in short fur ranging from black and brown to blond and occasionally cream. They are generally taller than most humanoid life forms; the average height is 2 meters.

Drallins have four fingers and an opposable thumb. The entire Drallin species possesses climbing claws that remain from their arboreal past. The claws spring forward from their recess in their forearms after the flexing of certain muscles. Female Drallins have pouches in which they carry their young, but they are not easily seen because of their fur. The hair on the top of Drallins' heads does indeed grow longer than most, but only Drallin women occasionally choose to allow it to grow long. Drallin feet are specially adapted to tree climbing as well as walking and their largest toe is opposable as well. Internally, Drallins have two hearts and an extremely efficient digestive system.

Drallins also possess a limited version of telepathy. It requires training as a child and an extremely close proximity to the target. It is said that the telepathy is one of the chief reasons that the Drallins have become a warp-capable species. Working with the telepathic Shree vine, the Drallins were able to create a library of thought that allowed scientists to achieve breakthroughs in science that would not have otherwise been possible.

The telepathy in Drallins only lasts until after the Di'Klea, when most Drallins lose their ability to receive and project with anyone other than their mate. There is no record of telekinesis or long-range telepathic abilities with Drallins, although mated Drallins can often sense their partner's presence on a rudimentary basis despite being over a sector away.

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

*(For full information on this species, see the November 2002 USF PADD; for those who remember him, retired Fleet Captain Quixar was actually a member of this species.)*

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# Comics & Humor

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## USF "Ad-lib"

*Off-the-Cuff Excerpts from USF Sims*

USS Odyssey

Normal is so overrated:

**Fleet Captain Crelak:** ::stands:: Scan the system for unusual activity. ... Contact the colony once we are within range.

**First Lieutenant Jake Markson:** ::Scans the area::

**Commander Jaroline Jar:** I'm leary about this... I'm not liking the fact that we dont know whats going on with our own ship since we have to live on her.

**Lieutenant Turvon:** Scan the system, Ensign.

**Ensign Theseus Mardil:** ::scans the system::

**Lieutenant John Robie:** ::All engineering systems running normally::

**Fleet Captain Crelak:** AXN> The scans show no normal activity.

**Ensign Theseus Mardil:** ((someone set us up the bomb))

**Ensign Theseus Mardil:** Captain, the scans read no normal activity.

**First Lieutenant Jake Markson:** ((LOL))

**Fleet Captain Crelak:** \*\*correction: no out of normal activity.

**First Lieutenant Lisa Sakakino:** ((lol))

**Ensign Theseus Mardil:** (lol)

**Ensign Theseus Mardil:** ((I fail...))

**Fleet Captain Crelak:** (Hey, when are things here ever normal?)

- *I think that should be the motto for all of us, "When are things ever normal?" ::smirks::  
Maybe the questions should also be, "what would we do if they ever were?"*

## USS Aggamemnon

Sex appeal is part of the job:

**Capt\_Alek\_Czajka:** ATTENTION ON DECK

**Lt\_Cmdr\_Amira\_Veltrin:** ::AA@@::

**Capt\_Alek\_Czajka:** (Aww... Amira's got swirly eyes for her hubby)

**Cmdr\_S\_Trent:** (na.. it's for me ;) )

**Uriel\_Veltrin:** "What can I say....I'm sexy and I know it."

**Lt\_Cmdr\_Amira\_Veltrin:** Yes My Uriel is sexy ;-)

**Lt\_T\_Patterson:** Debatable, Counselor.

**Lt\_Cmdr\_Amira\_Veltrin:** If you had eyes for my husband I would have concerns, Mr. Patterson.

**Lt\_T\_Patterson:** Well, I would expect my CO to be at least HALF as good-looking as me, Amira.

- *The question to me is, does that mean Mr. Patterson isn't really good looking and that makes Mr. Veltrin hideous? Or is Patterson saying he's the future Brad Pitt? ::winks::*

All in all, we're just dents in the wall:

**Lt\_T\_Patterson:** ::Banging his head on the brig wall::

**Cmdr\_S\_Trent:** Lieutenant, I would suggest that you refrain from that activity. I would not want you to put a dent in the wall.

**Lt\_T\_Patterson:** ::Stops and looks over at him for a minute:: Why?  
**Cmdr\_S\_Trent:** Perhaps, Lieutenant, that I do not want to have to repair the dent.  
**Lt\_T\_Patterson:** ::Turns back to the bulkhead and continues banging his head against it:: Oh well.  
**Cmdr\_S\_Trent:** You, will heal. The dent in the wall will take more effort. \*looks at Patterson again\*

- *Ok, so that answers the previous question... I don't think banging your head into the wall makes you look like Brad Pitt. Though I must say, the Aggie sure has soft bulkheads if that'll leave a dent. ::grins::*

## USS Excelsior

Getting down and dirty:

**CommanderTrellis:** =/\= ACTION: a large lizard at a full run toward Trellis' teams hits the shielding after Arzin steps through =/\=

**Ltjg\_Arzin:** ::hears the sound of shield on reptile, and trips into a mud puddle::

**CommanderTrellis:** ::shakes his head at the convulsing animal just outside the field::

**CommanderBones:** ::holds a hand out for Arzin::

**CommanderTrellis:** ::grins at Arzin then steps into a puddle himself::

**CommanderTrellis:** ::feels his sock getting wet:: Lieutenant, are you all right?

**Ltjg\_Arzin:** ::face first in the mud, he says into the ground:: Thank you ever so much for bringing me along, sirs. ::he looks up and gratefully takes the offered hand::

**CommanderTrellis:** ::motions for the security team to continue on but t stay within visual range::

**CommanderTrellis:** ::shrugs at Arzin:: I'm sure no one is going back home in a clean uniform today, Lt.

**CommanderBones:** That's true, I wet myself when that dinosaur hit the shield.

**Ltjg\_Arzin:** <<'Join Starfleet.' They said. 'Seek out new worlds and new civilizations.' They said. . .>>

**CommanderBones:** (lol)

- *Welcome to the wonderful world of plothole...uh...mudholes, Mr. Arzin. Take comfort, at least you don't smell like pee. ::looks at Bones::*

"Bein' Green":

(Note: Assault teams were divided by colors.)

**LtCmdrDire:** ::glances down to the Romulan at his feet before slipping his tricorder back into his jacket and exits the small room, making a careful glance down the corridor::

**CaptainTashal:** (Dire, you're suppose to be green.)

**LtCmdrDire:** (Yes, sorry. Got dropped earlier.)

**CommanderTrellis:** (I know it't not easy being green, Dire. Some frog said that I think.)

**CaptainTashal:** (::nods:: Just reminding ;-) )

**CaptainTashal:** (LOL)

**LtPeterMcMillian:** ((his name was Kermit))

**LtCmdrLobren:** (LOL, JT)

- *::gets an image in her head about Dire flailing two skinny arms around like Kermit does, just laughs:: Sorry... I think this just speaks for itself. LOL*

**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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# USF Cookbook

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## Meat-za Balls

*(Recipes were taken from the O-magazine.)*

Meatballs are just a smaller variation of meatloaf (discussed in the February 2012 PADD). And just like its big brother, they can be fixed in various ways and served with a host of delightful side dishes. We'll start off with a recipe for the beefy variety and the general preparation for any meatballs.

### INGREDIENTS:

2 lbs. ground beef, 80% lean  
1 tsp salt  
¼ tsp red pepper flakes  
½ tsp ground fennel seed  
½ cup dried bread crumbs  
¼ cup parsley, chopped  
1 tbsp fresh oregano (or 1 tsp dried)  
1 cup fresh ricotta cheese  
2 eggs

### GENERAL PREPARATION FOR MEATBALLS:

- (1) Preheat oven to 450°. Mix all ingredients in a large bowl and stir until combined.
- (2) Grease a 9x13 inch baking dish. Roll mixture into golf-ball-size meatballs, packing them firmly (wet hands to prevent meat from sticking; alternatively, you can use an ice cream scoop). Place meatballs in baking dish in even rows so they're touching.
- (3) Bake until meatballs are cooked through, about 20 minutes for beef and 14 minutes for chicken and pork. Let meatballs rest for 15 minutes.

**Makes** about 24 meatballs.

**Serve** in a sauce if desired, like marinara sauce, pesto, or a creamy mushroom gravy. Besides potatoes and spaghetti or other pasta, try such side dishes as salads, polenta, or a vegetable mixture.

While meatballs made from beef are the norm for many dishes involving the tasty little spheres, ground chicken and pork also make great choices of meat to work with. Try these delightful options.

### Chicken Meatballs:

2 lbs. ground chicken thighs  
1 tbsp salt  
1 tsp ground fennel seed  
1 tsp ground black pepper  
¼ cup white wine  
½ cup parsley, chopped  
1 cup dried bread crumbs  
2 eggs

### Spicy Pork Meatballs:

2 lbs. ground pork, shoulder  
1 tbsp plus 1 tsp salt  
4 hot cherry peppers, stems removed, minced  
¼ cup hot cherry pepper pickling liquid  
4 slices white bread, minced  
3 eggs

**Prepare** both recipes as instructed above in the general directions.

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## Monkey Bread

(Recipe taken from PEOPLE magazine.)

### INGREDIENTS:

4 (7.5-oz )cans refrigerated biscuits  
2 cups sugar, divided  
3 tbsp cinnamon, divided  
1 ½ sticks of butter or margarine

### PREPARATION:

- (1) Preheat oven to 350°.
- (2) Combine 1 cup sugar and 2 tbsp cinnamon in a zip-top bag.
- (3) Cut biscuits into quarters, add to the bag and shake until well coated.
- (4) Transfer biscuits to a greased 12-in. cake pan (bunt or tube).
- (5) Melt remaining butter, add remaining sugar and cinnamon, and bring to a boil. Pour over biscuits and bake until biscuits are puffed and liquid is caramelized. About 35 to 40 minutes.
- (6) Remove from oven and cool completely.
- (7) Invert onto a plate and serve whole, allowing people to pull apart.

*Hmmhmm good! Enjoy dinner and dessert!!*

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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