

November 1, 2010



# The Worlds of Havraha

Progress:  
United Space Federation's Website

Chatroom Choices -  
IRC vs. AOL/AIM

Dream Job

Too Close for Comfort?

Photoshop Tutorial

"Garid" by Heath Rowell

# From the Editor

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Greetings one and all!

I can't even begin to express how grateful I am for all the help, all the contributions, all the ideas and input that have been tossed around to make this issue happen. I can only say: "Thank you from the bottom of my heart to all of the [staff and contributors](#) that put such hard work into this. May this be the beginning of an evermore enjoyable and inspiring teamwork."

With that said, dear readers, I hope you'll all enjoy reading the product of our labor. "Progress" is the word that came to my mind when I thought about this issue, particularly in line with adding the new web-mag format of the *PADD*. You will find that many articles echo that word in one way or another.

There should be something for everyone. We have news briefings for those who like to stay informed, technical and science articles for the inquisitive mind, log writing tips to help you draw more readers, a graphics tutorial for those that like arts, fan fiction, recipes, comics, gossip, and other entertaining tidbits that call on your feedback.

Talking about feedback, please don't hesitate to give it. You can use the [feedback](#) link at the bottom of the *PADD* website's main navigation page - all you have to do is fill out the blanks - or you can always send your responses to [usfpadd@sector001.com](mailto:usfpadd@sector001.com) via email.

Ideas, input, and praise are always appreciated. - We'd love to hear from you!

*Lorí*

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# Briefings

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## USF Fleet

### “Ad-Lib”

Lost in translation:

**CaptainCrain:** Costa? Statto molto bene? You are molting? Get a grip man.

- *Commodore Booker in his alter ego as Captain Crain on First Lieutenant Costa's attempt to bring some Italian culture to the Lothlorien*

Typical male:

**USFDiell:** Are you suspecting spy devices in there?

**RydekkLhidan:** You never know, sir.

**RydekkLhidan:** We don't even know what exactly it is, or even the size. For all we do know, it could be hidden inside a phaser.

**USFHavraha:** (Could be worse. You could be holding her spare bra as she asks that.)

- *during a USS Ares sim*

Impeccable logic:

**Lt\_Katel:** Do denibian slime devils use spores to reproduce?

**CaptSHawks:** No....they go to a motel like the rest of us.

- *after a USS Federation 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.

# Promotions and Appointments

## August 2010

- First Lieutenant **Kaysen Jarv**, *USS Agamemnon*, was promoted to Lieutenant Commander on 201008.31.
- Lieutenant Junior Grade **Jethro MacIntyre**, *Starbase Everest*, was promoted to Full Lieutenant.
- Cadet **Maxx**, currently working in the Engineering department of *SS Nigala* while also doing his academic studies, was promoted to 4<sup>th</sup>-year Cadet.

## September 2010

- On 201009.03, Commodore **Shane Booker** was reassigned and Captain **Cay'Leb Crain** took command of the *USS Lothlorien*.
- Ensign **Air of Din**, *USS Agamemnon*, was promoted to Lieutenant Junior Grade on 201009.07.
- In addition to her responsibilities as Chief Medical Officer on the *Roddenberry*, First Lieutenant **N`alae Leónsbanner** took on the responsibilities of Ship's Counselor.
- First Lieutenant **Rhuann**, *USS Roddenberry*, was appointed to serve as the Acting Chief Engineer on 201009.14.
- Lieutenant **Amira Starr**, *USS Agamemnon*, was promoted to First Lieutenant on 201009.14.
- Lieutenant Commander **Simon Trent**, *SS Nigala*, was appointed to serve as Second Officer on 200909.15.
- Private **Uriel Veltrin** (Marine), *USS Agamemnon*, was promoted to Second Lieutenant on 201009.07.

## October 2010

- Commander **Briana Santori** was promoted to Captain and appointed Commanding Officer of the *USS Agamemnon* on 201010.12.
- On 201010.26, Lieutenant Commander **Simon Trent** was appointed as Operations Manager for the *USS Agamemnon*.

**Congratulations to everyone!!**

**Been promoted lately? Let us know, so we can announce your milestone here!** Please submit your promotional information using the [feedback](#) link (select "Promotions"), or send it to [USFBooker@aol.com](mailto:USFBooker@aol.com).

## **Intel**

*reported by*

*Cadet Malachi Styles, First Lieutenant Solik, and First Lieutenant Leyva Torosi*

### **Outpost Phoenix**

**Recruiting:** Engineering Officers, Science Officers, Medical Officers, Civilians, Entrepreneurs, Shop Keepers, and more colonists!

### **Space Station Nigala**

**Simming:** The crew boarded the *USS Trieste* to respond to a distress call from the Alpha Quadrant, finding the *USS Huntington* under attack by two factions with which we have a treaty. The *Trieste* is now caught in the cross-fire, but manages to mount a rescue operation to the *Huntington*.

**Recruiting:** All departments.

### **Special Operations Group**

**Simming:** At last report SOG was busy maneuvering a dangerous minefield and a cluster of possibly hostile ships.

**Recruiting:** Existing USF members with a desire to participate in the USF's premier specialty sim.

### **SB Everest**

**Simming:** Everest been busy wrapping up a mission in the Beta Quadrant assisting the Rinic resolving issues with their new astronomical facility, helping them with repairs and offering medical assistance.

**Recruiting:** All departments.

### **Starfleet Academy**

**Simming:** The cadets of *Starfleet Academy* are all gearing up for the 2387- 88 school year. Already they have experienced a murder, and the abduction of one of the Lagier cadets.

**Recruiting:** Cadets to train in almost all fields of study.

### **USS Agamemnon**

**Simming:** The crew of the *Agamemnon* has been stranded on a planet in the Gamma Quadrant after forcing to abandon the ship after an assault, resulting in a fake warp core breach. Every day, the crew has learned more about the planet than simply what's on the surface.

**Recruiting:** All departments.

### **USS Aldrin**

**Recruiting:** Helm, Operations and Security/Tactical.

### **USS Ares**

**Simming:** The *USS Ares* received a faint distress signal and managed to find the source at the opposite end of an unstable wormhole. The wormhole led to an area of space where no stars are visible, where the *Ares* also found itself - facing itself - although forty-two years older and with an unfamiliar crew, claiming to be the children of the original *Ares*.

**Recruiting:** Helm, Security/Tactical, Engineering, Science and Medical.

### **Columbia**

**Simming:** The *Columbia* experiences a molecular deterioration of her anti-matter injectors and was forced to deliver an important ambassador to Starfleet command before blowing up the ship. They hoped to get some shore leave in then.

**Recruiting:** Science, Engineering, Security, and Medical.

### **USS Darmok**

**Simming:** The *Darmok* is heading for a non-Federation planet called Yotaga III in response to a distress call. The Yotagan's have requested help with a natural disaster from anyone in the vicinity.

**Recruiting:** Engineering, Security.

### **USS Eclipse**

**Simming:** In an alternate universe, the *Eclipse* is involved in a mission to covertly obtain a Romulan cloaking device without alerting the target to their presence.

**Recruiting:** Engineering and Medical officers.

### **Excelsior**

**Simming:** The command and crew of the *Excelsior* have been chasing after some portal jumping ships, which have a power beam that deteriorates their enemies' ships and buildings. Thus far the crew have not been able to see the "face" of these mysterious ones, just their ships.

**Recruiting:** Engineering and Science.

### **USS Federation**

**Simming:** The *USS Federation* is investigating strange readings coming from a planet at the Federation/Klingon border. An away team is on the surface, checking out an underground mine and running into trouble.

**Recruiting:** All departments.

### **Hermes**

**Simming:** The *Hermes* is assigned to escort the crown prince of Beximil back home because his father, the High King has passed away. Beximil is applying for Federation membership, and keeping the prince happy and comfortable is paramount.

**Recruiting:** Medical and Helm.



## **Independence**

**Simming:** The recently cloned crew of the *Independence* is now finding themselves with double of everyone, after they had to disable the Keeper, an automated bot, who had started cloning them. It had not counted on the myriad of different species populating the ship, and the clones actually had started breaking down to puddles of ooze, but the crew were able to revive all of them.

**Recruiting:** All Departments, as well as an Intelligence Liaison Officer.

## **Lexington**

**Simming:** The *USS Lexington* is marooned in low orbit around K'nonax Hydra III. They have been offered assistance from the inhabitants, but for a price... to get involved in a local scuffle with another race, but the *Lexington's* captain refused.

**Recruiting:** Security and Science officers, and anyone willing to play random civilian Science team members.

## **USS Lothlorien**

**Simming:** The *Lothlorien* is the forerunner in an exploration and expansion operation. It's currently three months away from Federation space in the Alpha Quadrant, exploring uncharted space. So far, they've found planets for the Federation to send colonization projects too, as well as opportunities for first contact encounters.

**Changes:** As the Nova-class *USS Lothlorien-C* was destroyed, the *Lothlorien-D* is reborn as an Intrepid-class starship, on 201009.03.

**Recruiting:** Medical, Engineering, Security/Tactical and a Counselor.

## **USS Odyssey**

**Simming:** The *Odyssey* crew recently participated in a holodeck training simulation in which they retook control of their hijacked shuttle and succeeded in beating the scenario.

**Recruiting:** Engineering, Tactical, Security, Science, and Medical.

## **USS Potemkin**

**Announcement:** The *Potemkin* Sim strives for a sim filled with action, mystery and yes drama (The good kind as "acting" is "drama"). Our focus is on in depth role-playing, where character development is not only encouraged but the name of the game. The only limits are the ones you put on yourself. We explore the far reaches of space, heal the diseased, rescue people, and kick butt when it's called for. For all this and more join the *Potemkin*!

**Recruiting:** The *Potemkin* has just returned from a summer hiatus and is now recruiting for positions in all departments!

## **USS Roddenberry**

**Simming:** The *Roddenberry* was recently commandeered by Captain Heath Rowell, who also implemented several re-assignments for the duration of a secret mission, of which the entire directive has not been made aware to the crew. After dealing with



Pakleds to retrieve information, the ship is now headed for Cardassian space.  
**Recruiting:** Helm, Engineering, Science, Security/Tactical and Medical.

## Announcements

### New Feature for the USF Core

Need a quick character description or want to put your character's picture up? We've got just the page for you. Presenting the newest addition to the USF Core: the Character Stats page!

For more information:

- <http://core.sector001.com/cgi-bin/board.cgi?thread=506&post=12>

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# Star Trek

## Memorable Quotes

"Let me dream."

– Gene Roddenberry

Acting is easier - writing is more creative. The lazy man vies with the industrious.

– William Shatner

## Intel

*reported by Ensign Knomic Brott*

### Nimoy's Photo Exposition

Any Star Trek simmer knows Leonard Nimoy as Spock, but some may forget he is an accomplished photographer. His one-person photo exposition, titled "Secret Selves," is on display at the Massachusetts Museum of Contemporary Art through January 2, 2011. It features twenty-six color photographs of people who, through his encouragement, revealed their inner selves: a painter looking like a wood sprite, a leather-clad rabbi, a teenager dressed as a shark, and an advertising executive dressed as a wizard, among others. Of particular interest to simmers is Nimoy's inspiration for this exhibition: a section of Plato's "Symposium" in which humans are split apart by gods, destined to chase after their lost other halves. Sound familiar to any simmers out there who, week to week, chase their alter egos across the galaxy?

For more information:

- <http://www.nytimes.com/2010/07/29/arts/design/29nimoy.html>
- [http://www.rmichelson.com/Artist\\_Pages/nimoy/pages/video.html](http://www.rmichelson.com/Artist_Pages/nimoy/pages/video.html)

### Nichelle Nichols answers Fan Questions

When you think of an interview with a Star Trek legend the names Nimoy, Shatner and Stewart come to mind; their post-Trek activities are well known. But a two-part interview with another legend is worth a read as well. Nichelle Nichols answers question from fans at [startrek.com](http://startrek.com) on a variety of topics, from her talks with

J.J. Abrams and Zoe Saldana on the set of *Star Trek (2009)* to her resigning from *The Original Series* stopped only by Dr. Martin Luther King Jr. himself.

For the complete interview in two parts visit:

- <http://startrek.com/article/nichelle-nichols-answers-fan-questions>
- <http://startrek.com/article/nichelle-nichols-answers-fan-questions-part-2>

## **Christopher Lloyd Interview**

Sci-Fi fans may remember him best as Doc Brown from *Back to the Future*, but real Trek fans will know him as Klingon Commander Kruge from *Star Trek III*. In a rare interview before Creation Entertainment's Chicago Star Trek Convention Mr. Lloyd recounts the enduring popularity of his science fiction characters and speaks of current projects.

Catch the entire interview here:

- <http://startrek.com/article/christopher-lloyd-interview>

## **These Ain't No Space Westerns**

Before Gene Roddenberry propelled our living rooms to the stars, the stars of the original series had more down to earth roles. In seven episodes from shows like *Bonanza* and *Outlaws* catch Spock, Kirk, McCoy and Scott before they began their Starfleet careers.

Saddle up cowboy and find out how you can wrangle up a copy:

- <http://tvshowsondvd.com/news/Site-News-Trek-Stars-Go-West/14555>

## **Kicking the Sequel into High Warp**

Though the next Star Trek film is still two years away, the writing team of Kurtzman, Orci and Lindelof are busy crafting the next chapter in the venerable franchise. They reached a milestone in the movie's development by breaking the sequel's story recently.

Read about how they deal with noise of the outside and more:

- <http://www.nbcconnecticut.com/blogs/popcornbiz/Star-Trek-Sequel-Writers-Ready-to-Go-to-Warp-105364818.html>

## So you want to fix the Enterprise yourself?

Are you the fix-it-yourself type? Are you a chief or budding engineer in Starfleet? Have you lost your three copies of the TNG Technical Manual? Your wait is finally over. Haynes, who produces multitudes of auto repair books, propels itself into the 24th century with the *U.S.S. Enterprise Owners' Workshop Manual*. They cover the NX-01 up to the 1701-E in 160 pages of colorful glory. (Not available in Romulan or so aligned sectors.)

Order at:

- <http://www.haynes.co.uk/webapp/wcs/stores/servlet/ProductDisplay?catalogId=10001&storeId=10001&productId=51713&langId=-1>
- [http://www.amazon.com/Star-Trek-U-S-S-Enterprise-Haynes/dp/1451621299/ref=sr\\_1\\_1?ie=UTF8&s=books&qid=1288152167&sr=8-1](http://www.amazon.com/Star-Trek-U-S-S-Enterprise-Haynes/dp/1451621299/ref=sr_1_1?ie=UTF8&s=books&qid=1288152167&sr=8-1)

## Event Calendar

Upcoming Star Trek and Star Trek related conventions.

**November 7, 2010** – Norwich Sci-Fi Festival, University of East Anglia, Norwich, England

**November 12-14, 2010** – OryCon 32, Portland, Oregon, USA

**November 13-14, 2010** – EXP-CON, Honolulu, Hawaii, USA

**November 26-28, 2010** – Starbase Indy, Indianapolis, Indiana, USA

**December 3, 2010** – FREE Sci-Fi Market Place, Honolulu, Hawaii, USA

**December 4, 2010** – Official Star Trek Con, Honolulu, Hawaii, USA

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# Star Trek Online

by Captain Havraha cha'AAnikh

A lot of USF simmers have taken an interest in the latest Star Trek video game, Star Trek Online, including myself. I'm the head of our guild inside the massively multiplayer online roleplaying game – if you're interested in joining up with your character, IM me at USFHavraha on AIM, or catch me in game at Havraha@Havraha! But enough of that, I'm here to tell you about the latest news pertaining to the game. Certainly there's a lot of news you could find on the website, but those people who listen carefully to even the tiniest mumblings and posts of the developers can catch the kind of information we catch here in STO News! So without further ado...

## Intel – New Releases

### Nebula Class Starship Released

by Qaylan Furlong

The iconic Nebula Class of the late 24th century has been retrofitted to give it everything an Admiral needs to battle the Borg or face down a Breen armada! The Advanced Research Vessel Retrofit is a science vessel with six weapon slots (3 fore, 3 aft), seats for five Bridge Officers (Lieutenant Tactical, Lt. Commander Engineering, Commander Science, Ensign Science and Lieutenant Universal), space for 8 console modifications (2 Tactical, 3 Engineering and 3 Science), 3 device slots, and a crew of 750 officers. It also features Subsystem Targeting and a Tachyon Detection Grid that will increase Starship Sensors as well as Stealth Detection. When the grid is active, it also increases the Starship Sensors and Stealth Detection of all nearby allies. Those allies, in turn, can extend those benefits to allies near them, thereby extending the overall size of the grid. The Tachyon Detection Grid is not modified by Stats or Auxiliary Power.



Note: This ship may only be purchased by Federation Rear Admirals. The Advanced Research Vessel Retrofit may be obtained in game per character by spending Marks of Exploration. Purchasing the ship from the C-Store unlocks it for all Rear Admiral characters on an account.

## Sehlat Cub Released

When Star Trek Online and ... more so to the point, its sister-MMO Champions Online, hit the scene ... it was promised that items that would be added to the C-Store, Cryptic's store for tiny microtransaction on additional content, would only offer things that were "fun", and "goofy". The last thing anyone wanted was for the store to add items that gave players an advantage over people that chose NOT to pay additional money for the game. Star Trek Online has kept pretty close to that initial view, but the things that have been added lately, like alien species and retrofitted ships, also have a very strong practical purpose to them that make them useful in the game.

So it's kind of funny to me that the C-Store has, at least temporarily, re-embraced its "totally useless item" mantra. A new item that harks back to that "entirely useless, but totally fun" mentality the original items on the C-Store had is the Sehlat Cub Pet. –



As diehard trekkies are aware, sehlat's are a wild and dangerous animal from the planet Vulcan that are often tamed by Vulcan children as pets. The Sehlat Cub C-Store item is a pet in all its glory – it offers no advantage on the field of combat. It neither attacks enemies, nor does it even work like a Tribble and buff you temporarily – all it does it appear and follow you around in an utterly ridiculous and adorable fashion, and disappears as soon as combat starts. It appears to be a slight reskin of the Klingon's pet targ item which has been available since the game's launch, but while the pet targ is exclusive to Klingons, the sehlat cub can be used by Federation characters and Klingons alike. I named mine Cheeto, by the way. The sehlat cub is available for 120 Cryptic Points.

## Vor'cha Class Variant Costume Pack, the Tor'Kaht Class Released

It's a simple fact that the Klingons haven't gotten the same amount of love as the Feddies have when it comes to STO. Even though I don't describe myself as being attached to the Klingon faction all that much (I do have a Gorn named Slakk), I do smile when I see new Klingon stuff added to the game, and this is one of them. The



Vor'cha class is one of the most popular Klingon vessels, popular enough to warrant a refitted version for Tier 5 players. This Costume Pack adds the pieces for the new "Tor'Kaht" class variant as options to pick from on your Vor'cha class vessel, whether retrofitted or not. And I don't care who you are, that sucker is mean looking!



The Tor'Kaht costume pack is available for use by Klingon characters only (obviously) on the C-Store for 160 Cryptic Points.

## Intel – Missions & Content

### The Return of Gozer and New Klingon Missions

The Cryptic Studios developer that goes by the forum handle "Gozer" has returned from a long hiatus. What does that mean for Star Trek Online? Quite a lot! Gozer's job at Cryptic is "Content Designer" for STO, which means that it's his job to come up with and build new mission types. The return of Gozer means that the super-hard, end-game missions known as the Special Task Force (or STF) missions will receive overhauls, particularly the mission "Terradome" which has received countless complaints for being nothing more than overwhelming players with enemies. Tweets from Gozer's Twitter account reveal other new things in the work for Klingons, such as

–  
*"First new KDF mission type created, how many freighters can you disable and pillage before they all warp out to safety? J"*

*"Second New KDF mission type done .... J Time to go destroy Starfleet Ships in drydock for repairs J Muwahahahahaha"*

*"Hmmm... how about a daily KDF mission that lets you hijack a fed ship and cause havoc??? What do you guys think?"*



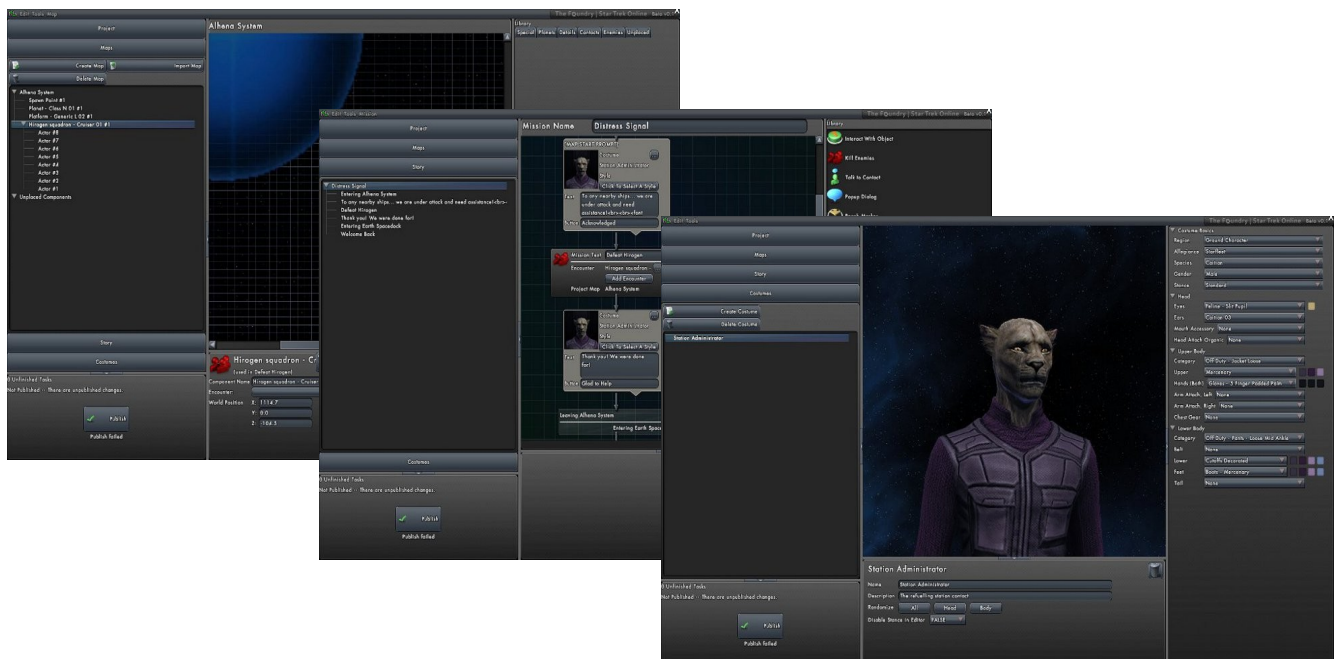
While in the forums, Gozer has mentioned that he is now reviewing ways to open up a previously Fed-Only Sectorblock in the game for Klingons to explore. He plans to re-work several planetary systems and locations already there, but give a decidedly Klingon-twist to the missions.

All of these will be welcome additions to the Klingon Faction of STO, which is still widely criticized for lacking content that people want to play.

## Introducing The Foundry – STO's User Generated Content Engine!

MMORPG's come in a lot of shapes and sizes. Some of them are open-world games that entirely revolve around players running around, meeting up, and making their own destiny. Titles like Second Life revolve around players joining up to build new levels and items in game. Star Trek Online is a very story driven MMO, involving you making a Captain and joining friends as you play through the various missions and stories that lead through the Federation-Klingon War of 2409. But what happens when two of these genres combine? That's precisely what's happening now to Star Trek Online!

Ever since Dan Stahl (known by the handle "dstahl" on the forums) has taken over for Craig Zinkevich as Executive Producer of Star Trek Online, his primary goal has been to address faults players have found with the game – the most common fault being that "there's simply not enough things to do!" Very wisely, in my humble opinion, Stahl has concluded that it would take the developers too many resources to get the content level up to the level players want, and it would take too long to satisfy them to boot. Hence, Cryptic has been working very hard on building what they've now decided to call "The Foundry", a toolset that will be built into the game for the players themselves to be able to build their own missions, environments, and stories ... and share and rate these creations throughout the universe.



This bold new move now puts Star Trek Online in a weird gray area of the MMO landscape – is it a story driven MMO, or is it a User Generated Content MMO? Will it appeal only to Star Trek and space battle fans, or will it attract the same creative crowd that populates games like Minecraft? Only time will tell, as the beta version of The Foundry will be introduced in the “Season 3 Update” for Star Trek Online due out sometime near December 2nd. For those of you who absolute can't wait, beta testing will be available sooner than that on the Test Shard, more formally known as the Tribble Test Server, sometime in November. Until this, here are some screenshots of the toolset in action (seen above).

### **The Return of Episode Replay, and Confirmation on the Bridge Officer Alt**

One bummer of Star Trek Online is that because it's so story based, some of the best missions you can play are the story missions.... which ... unfortunately ... can't be repeated once you've beaten them the first time. The only way you could do it would be if you teamed up with another player who had the mission available, and he shared the mission with you. Imagine my delight then, when at the launch of Season 2 the developers announced the Episode Replay function would be added to the game. Also, imagine my frustration when it was revealed that Episode Replay, along with “sitting-in-chairs tech”, would be put on hold while development resources were piled into making the User Generated Content engine.

Well now that The Foundry is nearly completed, development resources have been freed-up, and Episode Replay is now back on the development schedule. Also confirmed in this is the Bridge Officer Alt; an idea conceived by a player on the forums that the developers pounced on as genius – the ability to promote one of your bridge officer crew on one account, to Captain so you can play as him as another full fledged character. So if you ever get attached to that science officer, or have an exclusive Breen bridge officer that you want to play as, your chance is coming!

### **Overhauls, and More KDF Content**

Dan Stahl has hinted at several things coming down the pipe. On the forums, he's revealed his idea that –

*“...includes a massive discussion about end game rewards and the economy which need an overhaul in my opinion.”*

Interesting. I'm not sure how he plans to overhaul end game rewards, or the economy for that matter, but I hope he doesn't take Star Trek's rather communistic approach to currency to heart. It may be the way it works in the show, but it would never work in the confines of a player-driven economy MMO.

Going on, he touched on the crafting elements of the game which are found

on the planet Memory Alpha, and even more planned additions for Klingon content –

*“And don't think I've forgotten about Memory Alpha because I haven't - that is going to be continuing to get love in upcoming updates. You'll also notice that Klingon patrol dailies (any level) are being added for Season 3 release, which coincides with allowing the KDF to craft items and gather anomalies (in their own special way).”*

Well they're certainly earning their subscription fees with all the updates they've been going off on this past month. Heres' to them!

## Intel – Sneak Peeks

### Non-Klingon Ships Coming to the Klingon Faction, and We've Got Pictures!

By the year 2409, the Klingon Empire has annexed several surrounding species as members, including the Nausicaans, the Orions, and the Gorn. Although their clothing and technology has been with the NPCs forever, players have ... however ... been forced to wear strictly “Klingon” clothing and fly “Klingon” style ships. All of this is being remedied, as Orions and Nausicaans have already received new species-specific clothing options, and the Gorn options are on their way (see below), but some of the best news of all is the addition of 4 new vessels, 3 of them in the style of non-Klingon vessels, and we have pics to show them off! --



Nausicaan Ship



Orion Ship

Lots of rumors are going off about these ships as well, including that the scary

Nausicaan spider-lookin-ship will feature a harpoon attack. Wiiiickkeedd!! We'll keep you updated as more comes out!



*Gorn Ship*

### **The Gorn are Getting More Than Clothes**

I don't nerd-rage much on the forums. Despite the temper I'm known for in the USF, I usually keep a pretty level head when it comes to problems pertaining to STO. But I have to tell you, I about lost my mind in anger when Cryptic advertised "new non-Klingon clothing for Klingon faction characters!" and the Orion and Nausicaans got clothing, but NOTHING came in the way of new Gorn stuff. Well, turns out that's because they're giving Gorn a little more attention than they did the others, and this test shot, released by one of the art devs on the forums, reveals an early model for a completely new skin option for the Gorn! –

Now this looks SHOCKINGLY different from the default Gorn, which looks extremely similar to the TOS Gorn, just with spikes on its head. This new Gorn texture





option that's in the works looks like a take on the American Godzilla movie, honestly, and I'm confused as to how they're going to offer both of these looks in the game and state that they're still the same species. They look ENTIRELY different. But alas, that's what they plan to do. The look may be drastically different by the time it hits the shelves, who knows. More as more comes out.

### **NX Class Starship in the Works, and a Possible Contest to Design the Next Enterprise?**

Cryptic's very good about adding content to the C-Store when they can pitch it to CBS as making money. So when fans told them they'd pay for the chance to fly around in the ancient NX Class starship from Enterprise, Cryptic had no problem selling the idea to CBS.

Here's a test shot of the ship, released by a dev on the forums –



However, Cryptic did plan on also releasing the Enterprise-J vessel, only seen for a short second in an episode of Enterprise. That's not coming to fruition, because CBS changed its mind on letting players fly around in ships from THAT far in the future. However, Dan Stahl has announced plans to see if CBS would support and promote a contest for fans to make up for it – the contest would be to design a new class of starship from the near future, sometime between 2409 and the Enterprise-J, which would then be used as the next Starship Enterprise. Nothing concrete has come out of CBS yet, but if this takes off, the winner of the contest will have designed an official, canon Star Trek vessel that will be added to Star Trek Online! And not just that, the next ENTERPRISE! How cool is that!?

## Sexyprise Suits

Let's face it – Star Trek isn't Star Trek without the sexy. From girls in short skirts on TOS, to not-so-shamelessly-implied love scenes in episodes, Trekkies love the sexies, and that's been a ratings point for several of the series in the past. Now STO is giving you the option to sexy up your officer by wearing two of the most iconic get ups ever seen in Star Trek.

### 1.) Seven of Nine Jumpsuit Released on the C-Store!

Fan of Voyager? Fan of big boo... brains? What better way to show it than laying down a few C-Store points on the 7 of 9 jumpsuit! The jumpsuit comes with Borgish face implant and hand-doohikey too! ... impressed with my terminology? You should be. I didn't spend years in the Academy for nothing! Now quit reading and gaze at those beautiful brains!



### 2.) T'Pol Uniform on the Way

Although 7 of 9's classic jumpsuit has already been released to the C-Store, those of the pointy-eared persuasion (or those who just like their fashion sense) will be able to don T'Pol's catsuit soon, too! Unfortunately it's her uniform from the later series, and not the much more skin-tight early series outfit that I prefer, but hey ... beggars can't be choosers, right? Check out this picture released to the forums for a sneak peek!

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# Sciences

## Intel

### Potentially Habitable Planet Discovered

In a news article featured on NASA's website on September 29, 2010, it was reported that a team of planet hunters announced the discovery of a potentially habitable planet in a nearby star system called Gliese 581. The team has been observing the red dwarf system in the constellation Libra for some 11 years, collecting data via precision radial velocities. Their observations indicate six planets orbiting the system's sun, though only the last one, GJ 581g, lies squarely within the habitable zone of the star. It has a minimum mass of 3.1 times that of our Earth and an orbital period of 36.6 days.

For more information:

- NASA article - [http://www.nasa.gov/topics/universe/features/gliese\\_581\\_feature.html](http://www.nasa.gov/topics/universe/features/gliese_581_feature.html)
- Original paper in the *Astrophysics Journal* - [http://search.arxiv.org:8081/paper.jsp?r=1009.5733&qid=12860566731899a\\_nCnN\\_1401828043&q=compelling+case+gliese](http://search.arxiv.org:8081/paper.jsp?r=1009.5733&qid=12860566731899a_nCnN_1401828043&q=compelling+case+gliese)

### Icy Tsunamis

On October 6, 2010, *National Geographic* magazine published a news article about a discovery that might solve a mystery that has puzzled scientists for some 30 years. Current observations have found that the gravitational pull of Saturn's largest moon, Titan, seems to be causing enormous tsunami-like waves in the ice particles of its inner C ring. The waves apparently are in resonance with the moon, moving at the same speed, and so large that they at times block the view to the inner ring. Speculations of this phenomena had first been made after pictures taken of Saturn's rings were contradictory, at times showing a large gap and at other times not.

For more information:

- *National Geographic* article - <http://news.nationalgeographic.com/news/2010/10/101007-saturn-rings-titan-tsunamis-space-science-nicholson-nasa/>

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# USF Features

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## Progress:

## United Space Federation's Website

*a collaborative article by*

*Commander Loriaarra and Cadet Malachi Styles*

Visualization has always been a major part of story telling, from simple cave drawings and rituals dances, through eloquently descriptive novels and engaging theatrical performances, to monumental movies with ever inceasing graphic effects. Creative minds have long made use of what we see, hear and read to draw our attention and fire the imagination. At USF we all are creative minds!

Simming is quite a different medium than simply playing an electronic game. Instead of taking on the predetermined role set up by the game developers, we choose our own. We breathe life into something that has not existed before. Something unique to us. Our character(s).

We create background information, plot out intricate story lines to develop our characters in more detail, and interact with others in an imaginary world of our making. All of that calls for the ability to help others visualize who this fictional person is and what the environment looks like in which the character lives. For that purpose we gather information in biographies, personal and duty logs, simulation logs, and other data files on the USF website's message boards, making it readily available to our fellow simmers.

From its humble beginnings - [sector001.com](http://sector001.com), created in 1997 by Admiral Clements, followed by [usf.for.net](http://usf.for.net) (later changed to [core.sector001.com](http://core.sector001.com)), created around 2001-2002 by Ambassador Arronax with the help of Captain Quixar - the USF website has come quite a way. Noticeable, it does not rely on cookie-cutter website layouts but uses a customized format that has transformed with time to reflect more functionality and ease of use. Particularly in the last few years, several updates, improvements, and additions have been made; the most recent of which is the [Character Stats](#) page.

Not long before the release of this latest upgrade, one of our correspondents had the chance to talk about website progress with our webmaster who, like many of us, volunteers his time and efforts in behalf of the USF.



*Example of Character Profile Page*

# Interview with Vice Admiral Jonathan Anders

by Malachi Styles

Behind every quality computer site, is (hopefully) a quality webmaster. In the case of the USF, quality easily describes our webmaster. In my interview today, I was able to tackle Vice Admiral Anders and ask him some questions about the Core, and its future.

**VAdm\_Anders:** ::nods:: Can we sit down for this or is it one of those hard-hitting stand up interviews?

**CadetStyles:** Well, Admiral. You have been in charge of the Core for how long now?

**CadetStyles:** And yes, please have a seat.

**CadetStyles:** ::indicates the nice comfy chair::

**VAdm\_Anders:** Mr. Styles, I've been dabbling with the Core for... well, since 2004, I believe it was.

**CadetStyles:** That is over a half a decade, sir. In the past couple of years, what would you say have been the more important changes to the core, for the USF members?

**VAdm\_Anders:** ::leans back:: I think My Sims page is easily the biggest addition and probably the most important -- centralizing the information for each sim in one easy to access location.

Some others might include better management of characters and automated crew email lists. And finally, I think the Webchat, including M-5 Bot, were huge additions to the USF Core.

Finally, perhaps more transparent but still important, was the message boards (a true change and not an addition) where navigation and accessibility were greatly improved.

**CadetStyles:** What was your inspiration for the "My Sims" page?

**VAdm\_Anders:** Heh ::laughs:: completely selfish -- I hated having to manage a roster and also manage characters on the Core. As Commanding Officer of Excelsior it seemed better to put it all in one place. (And it seemed silly to not share it with everyone)

**CadetStyles:** ::Nods and chuckles:: I do agree that the MySims page has become quite useful. So, what other improvements do you foresee for the Core?

## My Sims Page



## Old and New Message Board Look



**VAdm\_Anders:** I'd like to see even better character information, to help inspire and provide information more quickly. I'd also love to see the ability to look up a sim timeline, see all the logs of a single character or even (eventually) a message board search.

I'd like to have an AIM Bot where USF members could quickly look-up Memory-Alpha & Memory-Beta articles, even while they're simming, or other USF Characters.

The USF AIM Bot is actually in beta testing right now, members are free to give it a try though it may not be completely stable yet. The readers can just try giving Screen Name USFCore an IM and try it out for yourself.

**CadetStyles:** An AIM bot for the Core seems quite an endeavor. Do you envision it becoming a reality in 2011?

**VAdm\_Anders:** Absolutely, and I think it will be a great addition to not just USF but anyone who sims. If you are already on AIM and you need to know what a transphasic warp drive is, you can just have USFCore bot look it up and IM you the answer in a flash.

No opening a new browser window.

**CadetStyles:** Now for our readers, would you like to mention the one true stipulation for using the USF Core bot?

**VAdm\_Anders:** Absolutely -- no hurting its feelings.

**CadetStyles:** ::Chuckles:: Not quite the one I was referring to, though it is a good point.

**VAdm\_Anders:** One thing that will really hurt its feelings is not adding it to your Buddy List. Because it can only send IMs to people who add USFCore to their Buddy List, since it is a Bot program.

**CadetStyles:** So, readers, make certain to add USF Core to your buddy list.

In closing, Admiral, I would like to thank you for your hard work and dedication to the USF. I know, personally, what you do is not always easy. Is there any parting words of wisdom for our readers, concerning the Core?

**VAdm\_Anders:** Absolutely -- please complain.

My very first improvement to the USF Core system was actually fixing a persistent annoyance I always had. It was small but the change really helped me. If USF members have issues, especially the small ones, speak up. Use the feedback option and let me know.

The Core has really evolved with many small changes to make it better -- so I hope I get more complaints, more suggestions and more "could we...?" messages.

**VAdm\_Anders:** ::smiles::

**CadetStyles:** ::returns the smile:: Excellent, sir. Thank you for taking time out to talk to our readers.



**VAdm\_Anders:** My pleasure, Cadet Styles.

And there you have it. A quick interview with the talented man in charge of the Core. He wants no spotlights on himself, but I can tell you this: He works hard to make your (and my) simming experiencing that much enjoyable.

I, for one, say: "Thank you for your time, Admiral."

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## Chatroom Choices – IRC vs. AOL/AIM

*a collaborative article by*

*Commander Loriaarra and First Lieutenant Solik*

### **Edited excerpt from a SS Nigala sim:**

**drsolik** (10:52:26 PM): One last thing...

**mhiatrrrhio** (10:52:36 PM): ::raises brow::

**drsolik** (10:52:44 PM): ::moves closer to her and kisses her lightly on her lips::

**mhiatrrrhio** (10:53:18 PM): ::is totally surprised, but not unpleasantly::

**drsolik** (10:54:11 PM): ::backs away slowly:: Thank you...for everything, Mhia. Good luck. ::slowly backs out of the shuttle::

**mhiatrrrhio** (10:54:43 PM): ::still a bit stunned, slowly sits, looking out the hatch at him:: Jolan'tru... Solik.

**drsolik** (10:55:22 PM): ::nods with a smile and closes the hatch once he's out::

**mhiatrrrhio** (10:55:39 PM): ::sighs heavily, and finally turns to the LCARS panel and the task at hand::

**drsolik** (10:56:15 PM): ::walks to the door and opens the outer door::

**mhiatrrrhio** (10:56:28 PM): ::takes the shuttle out of the bay and into space::

**drsolik** (10:56:54 PM): ::closes the outer door as a single tear drips down his face::

The use of chatrooms is essential for live simulation role-playing games like the ones the [United Space Federation](#) provides. For the most part, sims take place in AOL/AIM chatrooms, but from the time the *USS Lexington* came into existence, USF has also tried to cater to those that are either unwilling or unable to make use of AOL/AIM chatrooms by widening out into the realm of Internet Relay Chat, also known simply as "IRC".

Though both mediums are used for group communication, there are several differences which lead people to choose one over the other. First, one of the main dissimilarities is that in order to use AOL/AIM chatrooms, you must download the AOL internet browser or the AIM chat client, or a compatible third-party chat program like Pidgin or Trillian; while in order to use IRC channels, you must be able to access the internet and know the URL of a desired chatroom. Second, both mediums require you to log in, one way or another, but AOL/AIM requires you to create a unique, password-protected user name which cannot be changed, while IRC offers the

creation of a user name which can be registered with a password but is changeable at any time.

There are also some similarities. One, for example, is the ability to eject those that are being disruptive from the chatroom; though even that is handled slightly different in both mediums. In AOL's public chatrooms an AOL member can take room ownership if they are first in the room. This will allow them to eject anyone coming in after them. In IRC chatrooms those with specific modes, such as operators and higher, can eject and even ban others as long as they are equal or below their level of mode. This function does not depend on when one enters the chatroom.

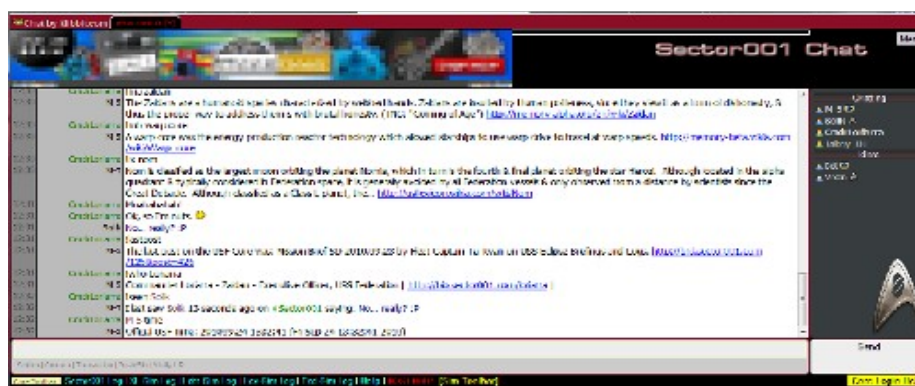
The *Lexington* mentioned previously eventually began simming in an AOL/AIM chatroom, but issues that developed with AIM Screen Names having trouble entering or staying in those rooms caused the USF's webmaster to look into alternatives to that medium, which led him to [Mibbit.com](http://Mibbit.com), a web-based chat interface that uses the IRC protocol. In time, the [Sector001\\_webchat](http://Sector001_webchat) room was set up and officially put into service on May 11, 2009. A couple of month later, the M-5 bot was added to enhance the channel's overall functionality.

M-5's specialized features not only enhance the usability of Sector001's webchat room, but his interactive properties make it a lot more fun as well. Aside from his quick-witted humor and sometimes downright sassy responses when addressed, M-5 also provides the ability to look up information on such things as Memory Alpha and Beta articles, "[Lexicon](http://Lexicon)" articles, various data on the core pertaining to crew members, logs, and briefings, dictionary inquiries, and much more.\*

For simming purposes, M-5 supports a sim logging function, as well as a minisim logging function for writing Joint Logs, which are both then made available on the core. Finally, there are also numerous simming-specific alias commands based on already existing Mibbit commands that make situations such as Red Alerts much more "colorful".

*\* As mentioned in the previous article, the AIM bot, USFCore, mimics some of these functions and is currently in beta testing. Don't forget to try it out and give the webmaster feedback on it!*

## Sector001 Webchat Room





Now that USF members had a chance to use the webchat room for over a year - which includes four sims that permanently started simming in various channels set up in connections with the main chatroom - we ran a poll to see which medium, IRC or AOL/AIM, was preferred by simmers.

Out of the 19 people that gave us responses to the poll - all of which have used or are currently using both IRC and AOL/AIM for simming - 13 preferred the Sector001 IRC-based webchat room and six the AOL/AIM chatrooms.

A specific reason cited for favoring IRC over AOL/AIM is the preference of using the aforementioned alias commands. One of those polled stated they "like the room commands, like /axn and /ra\*\* which are not available with AIM". Another mentioned that "with AIM I gotta download their software" and "it's loaded with ... ads". It was also noted as a positive that one does not have to create a specific, password-protected Screen Name, but "just click the webchat link on the USF page" and type in a desired name, which makes "rank changes super easy". "More versatile, more stable", "easier to show emotions", and "by far, a lot cooler looking" were a few other reasons those who prefer IRC indicated for their choice.

A universal response from those that prefer AOL/AIM over IRC was "familiarity". One of those polled noted that they "rarely have problems staying logged in on AIM chat room, but have issues staying logged in on the IRC room at times", which was echoed by another one mentioning that the Sector001 IRC "chat room doesn't play nice with Internet Explorer and even gives ... trouble with Mozilla sometimes". "Ease of use, private logging function, more customization options", and "easier to manage multiple characters" were some other reasons cited by those favoring AOL/AIM.

As noted at the outset, most of USF sims take place in AOL/AIM chatrooms, but despite the Sector001 IRC room being comparably new, it is continuously evolving. We, the authors of this article, can only echo the words of one of those polled when they said that they "appreciate the efforts of all involved with working to make (the Sector001 webchat room) user friendly and USF friendly".

All in all, there were those who were very detailed and clear about why they made their choice for either, while others had rather simple reasons for their preference. Either way, the USF has both mediums available for simming. If you haven't tried one of them, as they say, there is no better time than the present!

*\*\* /ra is the alias command for initiating Red Alert*

Note: Thanks goes to Fst. Lt. Adrenna Darz for helping with gathering the information.

For all those out there that are thinking of trying out simming, the [United Space Federation](#) has choices, whichever one of the two chat mediums you prefer. - **Come try it out!!**

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# The Worlds of Havraha

a collaborative article by

Cadet Malachi Styles and First Lieutenant Leyva Torosi

In every galaxy there are some stars that shine brighter than others. Recently, the *USF PADD* had the chance to have a chat with one of our very own bright stars: Captain Havraha cha'AAnikh, currently the commanding officer of the *USS Ares*. Captain Havraha, also called Hav, has been simming with the USF for many years. Along with his discovery of simming, Hav also discovered a talent for creating computer graphics—several of them in the form of planets—and has been honing his skills creating those and other interesting graphics for quite some time.

So without further delay, let's hear from Captain Havraha himself as he answers the *USF PADD*'s questions and offers his insight into his "worlds"....

**USF PADD:** I'll get right to it then! Can you start by telling us a little bit about your history with the USF for the benefit of those who may not have had the privilege of meeting or simming with you?

**USFHavraha:** Oh wow. Uhh ... you know, I can't tell you how long I've been simming with the USF. Through most of my teenage years, I suspect. I found the site by searching for "Romulan Names" on Google and being brought to the Sector001 website where I started a character who was a Romulan named "Carnin" on the *Lothlorien*. Over time and after a name change, I've become Captain Havraha of the *USS Ares*.

**USF PADD:** That's actually pretty interesting! Most of our questions are in regards to your graphics.

**USFHavraha:** Ah, right.

**USF PADD:** How long have you been working with graphics and what got you started?

**USFHavraha:** Years upon years. Shortly after I moved from the *Lothlorien* to the *USS Federation*, I met a simmer there with the character Jen Lee Ciani who was good friends with Captain Quixar. Quixar was teaching Ciani how to use Corel Paint Shop Pro and, hence, Ciani gave the program to me. I started playing with it and then when Quixar started going to school for graphic design, he started using Photoshop exclusively so I too switched to Photoshop. I think it was at that point where I made some space artwork in Photoshop by following a tutorial I found online and when Quixar saw it, he stuck a starship in the picture with it. I was absolutely floored by how realistic it looked, and I was hooked. I knew that THIS was what I wanted to do.

**USF PADD:** So do you create your graphics exclusively in Photoshop or do you use other programs?

**USFHavraha:** At this point, most of the heavy lifting people see in graphics I use is done almost entirely within Photoshop CS5. However, I do use Photoshop's sister program, Illustrator, when I'm inking line art. I'm also proficient in a couple of other



Adobe programs that don't directly result in graphics. However, I'm also teaching myself how to use GIMP so I can include that program in the new USF Photoshop Tutorials.

**USF PADD:** Oh? That's the first I have heard about USF Photoshop Tutorials. Is that something you are working on for the site?

**USFHavraha:** USF Photoshop Tutorials is an article series that will be featured in the PADD.

**USF PADD:** Oh that's excellent, I am sure a lot of people will be interested in learning from your expertise! I for one!

**USF PADD:** You have been pretty ..... vocal about GIMP in the past. Why use it now?

**USFHavraha:** Vocal about GIMP is an understatement. Honestly, I absolutely despise GIMP as a program, but many people who want to do graphics work simply can't get Photoshop. So I use it to make the article series more pertinent to people who would rather use a free program.

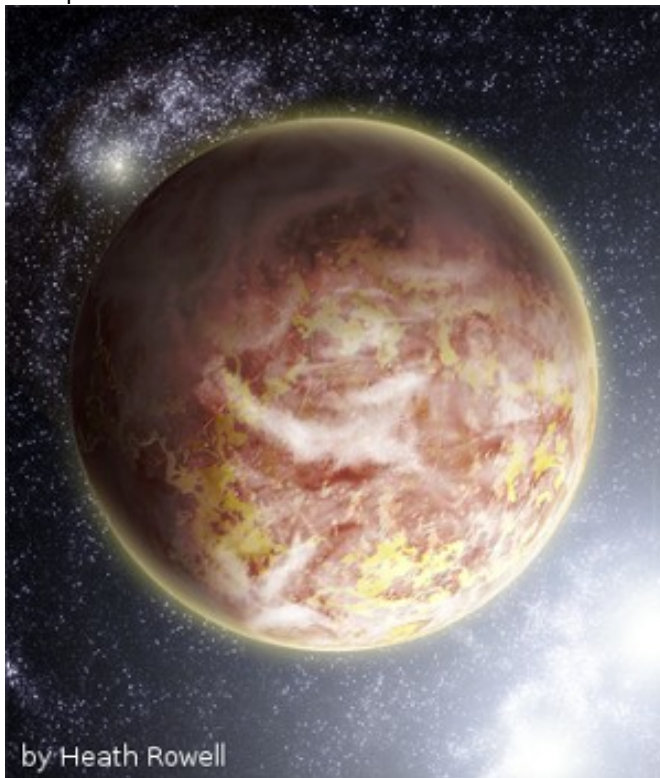
**USF PADD:** That's a very good point since Photoshop is pricey.

**USFHavraha:** Yep.

**USF PADD:** What types of subject matter do you prefer to work with in your graphics?

**USFHavraha:** My favorite thing to do is bio images, meaning pictures of people's characters, which they then send out in email along with their bio. There's something very fun about bringing a character to "life" so they're no longer just text on a screen. Beyond that, in recent months and years, I've gotten interested in making planets using Photoshop.

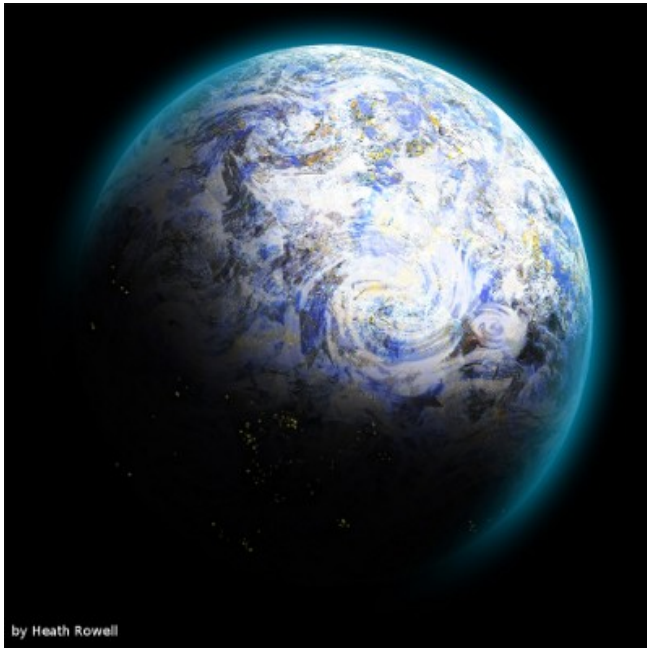
**USF PADD:** What advice would you give to someone who wants to "create" their own bio-picture?



**USFHavraha:** My main advice is to toy with the program and learn what each tool can do. Also, don't be afraid of layers. I was when I first started but, honestly, they're your best friend.

**USFHavraha:** Okay, well in these pictures, you can see a bit of an evolution in how I created planets.

**USF PADD:** To someone like me they actually all look pretty amazing. What steps did you take to refine your skills?



**USFHavraha:** The first planet shown is very much possibly the first planet I ever made... it's Vulcan, and you can see it on the [Lexicon](#)'s page for the planet. At this point I was following a very fantastical tutorial that made stars look a little bit too good to be real. I was also using filters to make all the land and water, and I was painting clouds into existence with a brush.

The steps I took were, essentially, get better equipment and find better methods to achieve what I'm trying to do. In the second picture, I'm trying new things like rings and whatnot and I'm trying to make the planets larger.

In the third image, I reached what I call the "apex" of my fantasy planet phase where I was using a second texture rendering program to make the surface of the planet and I was going in and painting all the little city lights on the planet in the dark zones.

The fourth planet is my most recent planet. I tried to move to a more realistic approach to planets. I studied pictures of Earth to see what made them look "real" and then adjusted what I was doing accordingly. I also started using cloud maps for the clouds instead of painting them by hand which increased the realism by a lot.

**USF PADD:** I was going to ask if you had a favorite tutorial or resource but you've already told us you're developing a series of tutorials. Will the first one be ready for this

issue of the *USF PADD*?

**USFHavraha:** Yes. And it'll be on the topic of the basics of making planets in Photoshop and GIMP. Readers ought to be able to scroll through this *PADD* now and find it. But if others are wanting a head start, I recommend they visit the *USF PADD*'s archives. The most recent additions will have the original USF Photoshop Tutorial series at the end of each edition of the *PADD*.

**USF PADD:** Excellent! Do you have anything you'd like to add before we wrap it up?

**USFHavraha:** Just a plead that if anyone would like to submit questions about Photoshop or GIMP, email me at [Havraha@sector001.com](mailto:Havraha@sector001.com) and they'll be addressed in the next edition of the USF Photoshop Tutorials!

**USF PADD:** Excellent. Thank you very much for the information.

**USFHavraha:** No prob!

**USF PADD:** I appreciate you giving your time for the interview and look forward to seeing your tutorials!

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## Dream Job

by First Lieutenant Leyva Torosi

Currently simming with the *USS Excelsior* as Lieutenant J.G. Vivien Valdore, Kelly Rowles has been with the USF since 1996. Her most well-known persona is probably Captain Lyra Rose of *Starbase Everest*, but among various other guises she may also be recognized as Candace Darign Glack, one of her first characters, who served on the *Eclipse*, *Roddenberry*, *Lothlorien* and with *Outpost Phoenix*.

A lifelong Trek fan, Kelly has recently written an article ("[How Star Trek Changed My Life: Kelly Rowles](#)") that is being featured on [StarTrek.com](#), detailing how her love of Star Trek and her experiences with the USF have influenced her life. One of the most fascinating aspects of her story is how she has parlayed her experiences into a part time job that is sure to be the envy of many a fan. And while the pay for her efforts is modest, the rewards are great - Kelly works as a member of the press who goes to various conventions reviewing them, plus she gets to interview convention guests – including Star Trek stars!

I have recently caught up with Kelly and chatted with her a bit regarding her gig as a representative of the press.

**Torosi:** Attending and reviewing conventions and getting the opportunity to meet/interview Star Trek actors could be described as a Star Trek fans dream job. Exactly how did you make the transition from being just a fan to making money doing



this?

**Rowles:** Well, I should preface this by saying there is virtually no money in it. You sometimes get in for free, and there's a certain monetary value there. But mostly it's pocket change.

As for the transition, I started writing a conventions blog for a site that was paying \$1 a post plus traffic. I had some articles get picked up by some big geek news sites, and my traffic exploded. I started getting recognition, and started getting invites to conventions. Other sites started asking me to contribute to their sites as well. I started moving up the ranks and doing editing for them too. The bigger the site, the bigger the convention, the greater the access to the celebs. It's taken about two and a half years to finally get to here.



I'm now the managing editor of Voyages magazine, the official magazine of the International Federation of Trekkers. Hopefully it just keeps getting better!

**Torosi:** I am sure it will! What is your favorite part of this gig?

**Rowles:** Oh, that's a hard one. I mean, getting to interview and talk to these actors, people I grew up watching on TV every day is so incredibly cool. But an even better feeling is when someone comes up to me at a convention and recognizes me, and tells me they read my blog every day.

**Torosi:** Yes, I imagine that would be wonderful to know that you've become a Star Trek celebrity in your own right.

**Rowles:** Heh. I wouldn't say a celebrity. But an recognized individual in fandom perhaps, heh.

**Torosi:** That's a good description And on the same topic, what is your least favorite aspect of the job?

**Rowles:** I wouldn't say "least favorite" but perhaps, "most disappointing" is when a celeb guest turns out to be not so friendly.

**Torosi:** Ooooh....

**Rowles:** I try not to idolize. I also recognize people have off days. But when someone is consistently not friendly, it can be really disappointing. And there are some celebs who just don't seem like they enjoy cons anymore, and it shows. Not gonna name names though!

**Torosi:** LOL I've heard that conventions in general, Star Trek conventions included, are on the decline. Have you found that to be the case?

**Rowles:** Well, yes and no. There have been a few major convention collapses that made the news and even resulted in charges of fraud against the organizers, the most well known of which is JumpCon. So fans and celebs are being extra careful with new and small conventions these days as a result.

On the other hand, Creation Entertainment has dozens of convention each year, and is even going to new cities. I see cons like Shore Leave in Baltimore with

attendance caps in place. I see Creation cons selling out still. Not all of them do, but they are obviously turning some kind of profit. What I am seeing less of are cons that are Star Trek only. Most Trek cons have branched out to involve Stargate, Battlestar Galactica, etc. That is a survival mechanism for sure, and I think it has helped keep some in business that might have otherwise faltered.

**Torosi:** And I'd venture to guess that there is a lot of cross-over in the fans of those series....making it a more fulfilling experience for all.

**Rowles:** Exactly. Rather than hold a Stargate con and a Trek con, you hold one general sci-fi con and get one guest from each show your fans are there for. Shore Leave has done a good job with that, as has Farpoint.

**Torosi:** If a Star Trek fan could only make ONE convention a year...which would you recommend they attend?

**Rowles:** Oooo. That's tough. I can't pick one, but I can offer a top selection. Creation's Vegas con is certainly the place where you can meet the most Trek celebs in one place, so that has to be on the list. Another con that is a must-see for 2011 is TrekTrax Atlanta. It has a full programming track for all things Klingon, which is just cool. Plus, it's run by Eric Watts, who did Trek programming for Dragon\*Con for 17 years.

And finally, there's Dragon\*Con. They usually get close to a dozen Trek guests per year. But they also have 30+ other genre programming tracks and some 400+ celeb guests. You just can't go wrong with Dragon\*Con. How's that for a long winded avoidance of your question?

**Torosi:** Actually it's a great answer thank you! Which of the Star Trek series is dearest to your heart? And which character do you like the most?

**Rowles:** Oh I am a huge Deep Space Nine fan. I love that show like no other. As for favorite character, that is so hard. I love Martok. I love J.G. Hertzler, who plays him. I also think Marc Alaimo (Gul Dukat) and Jeffrey Combs (Weyoun) are so incredibly talented, and their characters were so good. And Garak. That's a top four for you.

**Torosi:** I'm going to wrap up by asking if you have a favorite story you'd like to share about meeting any of the Star Trek stars or about something interesting/funny that happened to you at a convention?

**Rowles:** Hmm. I have a lot of stories, but I will say that there are a few actors who left a wonderfully positive impression on me. George Takei, Cirroc Lofton, Avery Brooks, Wil Wheaton, and Garrett Wang are all incredibly nice.

**Rowles:** Oh wait! I do have a story. And I can give you a killer photo to go with it.

**Torosi:** Oh wonderful!

**Rowles:** Okay, so it's the DS9 panel at Dragon\*Con. It's Rene Auberjonois, Armin Shimerman, Avery Brooks, J.G. Hertzler, and Robert O'Reilly. And this little kid comes up to the mic to ask a question, and Avery insists the kid come on stage, sit on his lap, and say it into HIS mic. Adorable. I don't even remember what the kid asked.

So, the next person to ask a question is a guy in



his 20s. And he tells them he's kinda jealous of the kid before him. And J.G. tells the guy to come sit in HIS lap. And everyone laughs. And then J.G. insists. So... reluctantly, this 20-something goes up there, and sits in J.G.'s lap.

**Torosi:** ROFL!

**Rowles:** And then Robert starts rubbing his shoulders. And then Armin jumps in Rene's lap. And Avery is just dying with laughter. That just goes to show you how crazy and funny J.G. is. Avery is sweet. J.G. is a riot.

**Torosi:** That's terrific! Do you have anything that you'd like to add?

**Rowles:** Final thoughts... I guess for those who maybe have never gone to a convention, I really encourage them to go to one. Start with a small local con if you can. You get to meet so many wonderful fans and people involved in the shows.

**Torosi:** Thank you very much for taking the time for this interview.



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# Science & Technology

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## Too Close for Comfort?

by Lieutenant Yahleksi Ra-Teahguay

*"Those Asteroids that hit this morning – those were nothing – the size of basketballs and Volkswagens. This new one we're tracking is the size of Texas, Mr. President. It's what we call a Global Killer – the end of mankind. Half the world will be incinerated by the heat blast, the rest will freeze to death in a nuclear winter. Basically, the worst parts of the Bible!" – A quote from the movie **Armageddon**.*

**September 8, 2010** - Two asteroids passed within the distance from the Earth to the Moon. Neither of these hurtling space rocks were even detected until just three days before their closest approach to the Earth.

Is the Earth safe? Or is it in the crosshairs of a cosmic world killer? Would we even know it was coming?

*An Asteroid near Earth*



When questioned on how often something like that event occurs, Lindley Johnson, a program executive of the Near-Earth Object program at the United States' National Aeronautics and Space Administration (NASA) said, "This is the first time we've seen (two) combined within a 24-hour period, but that's probably because we don't know everything that's out there." He went on to say that single asteroids have been known to make such close passes. He even said an occurrence like this might happen every day, and that they usually go completely undetected!

NASA has estimated that there are upwards of 50 million unknown asteroids. That's 50,000,000 pieces of rock and metal hurtling through space with any one of them on a collision course with Earth!

## Background

Ever since the earliest Humans first gazed skyward at the twinkling fires in the night sky, mankind has been fascinated with the heavens. They saw patterns in their groupings and named them after various gods and heroes and called the groupings "constellations".





*Ancient depiction of  
Constellations*

When attentive sky-watchers began to note that the lights moved over time they began charting their paths. Most moved slowly in a circling pattern around the North Star that matched the seasons and the year. They noted how their sky-gods moved and called the path the “zodiac”.

Some of the sky lights they found weaving complex zig-zag patterns across the heavens. These they deemed “wanderers”. It was many centuries before they learned these were the other planets that orbited their own sun and that their apparent “wandering” was merely due to the visual shift caused by the fact they were viewing them from

their Earth-based perspective.

But of all the night-time lights in the sky, it was the “shooting star” that brought the most awe. These fast-moving projectiles in the sky streaked across the heavens in real-time, leaving a brilliant streak of fire behind them like the lightning bolts thrown from the hands of the gods themselves!

As mankind evolved and his technology improved, Humans learned about the various bodies that orbit their Sun. The planets were charted and observed with powerful telescopes and later with space probes that floated past or even landed, exploring the surface of the planet.

They also began to turn their attention to the “shooting stars”. Tiny hunks of rock, metal, and ice, these comets and asteroids were hard to locate due to their diminutive nature and their extreme distance from Earth. At first, they discovered a band of asteroids clustered between the orbits of Mars and Jupiter. They named the region “The Asteroid Belt” and felt safe that all those random pieces of space debris were far from their home.

They tracked many comets and found that most hurtled past the sun and returned to regions far beyond the distant proto-planet of Pluto. They named this distant home of dirty snowballs “The Oort Cloud” and shrugged them off as occasional interlopers into the Inner Solar System.

But their technology continued to improve, enabling them to put their telescopes in orbit, beyond the blurring affect of the atmosphere itself. These new eyes in the sky brought them unsettling news: there were objects hurtling through space much closer than they'd ever imagined.

## **Near Earth Objects**

As mankind's technology advanced and they began to explore space, various governments instituted agencies to conduct their exploration and to catalog their observations. One such agency instituted by the United States of America is the

National Aeronautics and Space Administration (NASA).

As NASA's abilities to explore and observe grew, they began tracking asteroids and comets that came close to the orbit of the Earth. They coined a new term, "Near Earth Objects" (NEOs) which they used to describe any space object that passed within a distance of 1.4 Astronomical Units (AU). One AU is the nominal distance from the Sun to the Earth, about 150 million km (about 93 million miles, or around eight Light Minutes).

### **The Spaceguard Report**

In 1992, the United States Congress ordered a study called the "Spaceguard Survey Report". This report focused primarily on impact risks of asteroids and how to address such risks. In the executive summary, the report stated: "Although the annual probability of the Earth being struck by a large asteroid or comet is extremely small, the consequences of such a collision are so catastrophic that it is prudent to assess the nature of the threat and prepare to deal with it."



*NEO on approach*

Having stated that the potential damage would be "catastrophic", the report concluded with, "As a first step toward significant reduction of this hazard, we need to identify potential asteroidal impactors larger than 1 km (about 2/3 mile) diameter. In addition, attention should be given to the inherently more difficult problem of surveying as many potential 'new' cometary impactors of similar equivalent energy as is practical."

This report eventually led to a congressional mandate for NASA to locate at least 90% of any large NEOs within 10 years of that date. Several other countries joined in the search, eventually forming the International Spaceguard Foundation (and other groups).

### **Discovered NEOs**

As of September 6, 2010, NASA and the other members of the International Spaceguard Foundation had discovered 7,251 NEOs with a diameter of 1 km or larger. Of that number, 1,137 have been classified as Potentially Hazardous Asteroids (PHAs).

These PHAs are defined by measuring the asteroid's potential of making a close approach to the Earth itself. A close approach is further defined as within 0.05 AU (a little more than 4.5 million miles). They must also have a diameter above 150 m (500 ft.).

Each detected PHA is carefully studied and observed so that its calculated orbit can be further refined. Usually this refinement ends up removing the asteroid from the PHA list as it is discovered that its orbit is beyond the "close approach" limit or its diameter falls below the size limit.

## Close Approaches

Even with professional astronomers and amateur sky-watchers from all over the world peering into the sky with all sorts of telescopes, from small optical lenses to massive radio and X-Ray observatories, many NEOs go by every day undetected.

NASA says that every 100 years, on average, an asteroid of 50 m (150 ft) diameter would be “expected to reach the Earth’s surface and cause local disasters or produce the tidal waves that can inundate low lying coastal areas.” NASA’s History Office stated: “Meteorites the size of a basketball strike Earth about once a month, with nearly 75 percent landing in water.”

NASA also says that every few hundred thousand years an asteroid of 1 km (0.6 mi) “could cause global disasters”. They say that if that were to happen, “the impact debris would spread throughout the Earth’s atmosphere so that plant life would suffer from acid rain, partial blocking of sunlight, and from the firestorms resulting from heated impact debris raining back down upon the Earth’s surface.”

## Historical Impacts

It is now widely accepted that an asteroid possibly 10 km (6 mi) wide impacted the Earth in the Yucatan Peninsula some **65 million years ago** and eventually caused the Mass Extinction Event that wiped out the dinosaurs.

The famous Barringer Meteor Crater near Winslow, Arizona (one of the best preserved impact craters in the world), was formed **some 50,000 years ago** when a mostly iron asteroid about 50m (160 ft) wide crashed into the planet. The crater is 1.2 km (0.75 mi) in diameter and 175 m (575 ft) deep.



*Barringer Meteor Crater*

**In 1490** in Chiling-yang China, an estimated 10,000 people were killed when an asteroid exploded overhead.

On **May 14, 1864**, some 20 stones fell out of the sky over Orgueil in southern France, covering an area of over a half-dozen square kilometers (several square miles).



*Artist rendering*

**In 1908** over Tunguska, Siberia, an asteroid estimated to be only 50 m (160 ft) across exploded in the air before striking the Earth. The force of the explosion has been estimated at 20-40 megatons of energy and created a fire that burned for weeks. It leveled over 2,000 square kilometers (770 sq. mi.) of forest. Fortunately, this part of the world is sparsely inhabited and no people were killed.



*Tunguska event aftermath*

## Recent Near Misses

On **March 23, 1989**, an asteroid with a diameter of nearly 0.5 km (0.3 mi) passed within 690,000 km (430,000 mi) of the Earth. It was not detected until AFTER it had passed its closest point to the Earth, and even then only after its orbital path was calculated backwards did they know how close it had come.

On **October 8, 2008**, an asteroid likely to have been about 10 m (30 ft) in diameter entered the Earth's atmosphere over Indonesia. It eventually detonated in the atmosphere with an explosion equal to about 50 kilotons of TNT. The blast was visible even during the daylight hours and was recorded by the local media.

In **November of 2009**, an asteroid, only about 7 m (23 ft) in diameter, passed within 2 Earth radii of the surface of the planet. This is only 45,000 km (28,000 mi).

As mentioned in the opening paragraphs of this article, on **September 8, 2010**, two asteroids passed within the distance from the Earth to the Moon. The closer of the two passed within 250,000 km (50,000 miles). The larger one was some 10 to 20 meters wide (30-65 ft).

## Impact Risk

NASA maintains a table of NEO's ranked according to the potential of impact and damage. This automated "Sentry Risk Table" (available online at <http://neo.jpl.nasa.gov/risk/>) continually scans the asteroid catalog and analyzes the potential of impact and compares this probability with potential damage from an impact. It calculates orbits for various asteroids up to 100 years in the future.

The greatest probability of impact known to your humble contributor at this time is Asteroid (29075) 1950 DA, which has a "significant probability of impact" on March 16, 2880.

Could this date be the end of all life on planet Earth?

The current probability for this asteroid to impact the Earth is listed as "less than 0.33%", but the calculated orbit is still hundreds of years away. Who knows where this Potentially Hazardous Asteroid will be hundreds of years from now? Gravitation perturbations are known to change an asteroid's orbit continuously.

Still, we remain watchful.

## References:

- NASA
  - Near Earth Object Program – <http://neo.jpl.nasa.gov/neo/>
  - NASA History, Cosmic Impacts - <http://www.hq.nasa.gov/office/pao/History/impact.html>
- Wikipedia Articles
  - Near Earth Object – [http://en.wikipedia.org/wiki/Near-Earth\\_object](http://en.wikipedia.org/wiki/Near-Earth_object)
  - Spaceguard – <http://en.wikipedia.org/wiki/Spaceguard>

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# Fan Fiction

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## Mc-A-Prise

by Lieutenant J.G. Peter McMillian

The time, 26th century. The place, a crowded auditorium at Starfleet Academy. A young man stands at the side of the stage. Like most Starfleet cadets of his time he is significantly younger than the cadets of the previous centuries. While his brown hair and hazel eyes make him look like any other cadet from Earth, his ancestry is only 1/4 Human. Skown McCallister is the first graduate of the Academy to be a hybrid of Human, Vulcan, El-Aurian and Betazoid. Those who know him well know that he has incredible control of both his telepathic and empathic abilities. The only drawback, he is unable to contain his imagination and is prone to frequent day dreams.

Admiral McMillian's voice echoes through the hall, "Today we gather here to acknowledge all the graduates of 2575. First up, Skown McCallister, one of our most promising cadets and this year's Valedictorian." He turns to the young man and favors him with a smile. "For your excellence in tactical situations, we congratulate you and present you with this diploma."

Skown ascends the stage and strides proudly to the podium, where he shakes the Admiral's hand and accepts his diploma. Admiral McMillian returns the shake and moves over, allowing Skown to address the gathering. The Cadet takes a deep breath, looks out over the crowd, and begins.

"Five hundred years ago our ancestors were recovering from a war that decimated almost all of Earth. However, from great violence came an even greater peace. It was made possible because we committed ourselves to seeking out new life and new civilizations. At first it was rough. Humans and Vulcans didn't really trust each other, but Captain Jonathan Archer made it his mission to treat everyone he met as a potential ally instead of an enemy. Today, I, – no I'm sorry **WE** – stand here as proof that peace must be our continued goal in the Federation. There is much more to see and much more to learn. I believe one day the Federation will consist of species from all quadrants, but until that day comes it's up to us to be the peace keepers of the universe, and we must remember where we came from so we know what never to go back to being."

Row by row the gathered cadets, brass, and civilians alike stand and clap vigorously as he finishes. On their feet now, his fellow cadets stomp their feet, cheer and whistle.

Grinning widely, Skown gives the audience a wave and exits the stage. He reaches the last step and turns to return to his place when his commbadge chirps. As the cheering ebbs around him, he raises his hand reflexively and taps it, but it



continues to beep.....

Skown blinked and looked around. The cheering was gone, and instead of standing in a crowded auditorium, he was standing alone in his dorm room. Instead of his uniform, he was wearing pajamas, and the incessant beeping was not coming from his commbadge but from his computer terminal.

He frowned as he pressed the incoming message button. "This is Cadet Skown. How can I help you?"

A very stern looking woman with her hair in a tight bun glared out from the screen. "It's about time you answered, Cadet. I'm Ms. Melano from Admiral McMillian's office. I was asked to contact you and tell you to report immediately to the Admiral in the communications room."

"Tell the Admiral I'll be there as soon as I can." Skown answered politely. He knew this was reality because if it were a daydream, the woman would be much less frightening.

He dressed quickly then walked the short distance to the comm room. Skown knew that transporting would have cut seven minutes of his arrival time but he still had not gotten used to the new wormhole-transporter system.

He spotted the Admiral sitting at the head of the conference table as soon as he entered.

"Cadet Skown reporting as ordered," he announced, standing at attention.

*....to be continued*

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# Simming

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## Log Writing: The ABCs

by Commander Lorianra

"Logs. I'd like to see more logs."

Have you ever heard that, or something similar, said by your CO or XO? Most likely you have, and there is a good reason.

Logs aid character development tremendously. They help players reflect on sim events. They fill the gaps in between live sims, or expound on details you could not include in sim. Last, but not least, logs get your character promoted!

So, why does log writing sometimes feel more like work than fun? It could be your own mindset. Some people excel in recounting sim events, but dread writing a narrative. Others love story logs, but can't bring themselves to write reports (maybe it reminds them too much of school). Still others might not feel so confident in their writing abilities.

Fear not! This is where I come in as your personal tutor to help you expand and enhance your ability and joy in writing logs.

In today's lesson we'll only touch on a couple of basic matters:

- the different types of logs commonly employed by simmers in the USF, and what formats can be used to write them
- "bad formatting", or some common mistakes in presentation that might keep your logs from being read

## Types of Logs

There are commonly three types of logs found on the message boards: 1) Duty Logs, 2) Personal Logs, and 3) Joint Logs.

**Duty Logs** (DLs) are usually written in a report-type format or as if one is recording events into a computer database (first person perspective), as shown in many Star Trek series. However, in a broader sense, DL can mean any log that takes place while one is "on duty", which means narratives (third person perspective) about what your character did on duty can also be considered DLs. (Not all COs agree with that broad definition, and you should therefore check with your hosts before posting such a log as a DL.)

**Personal Logs** (PLs) are commonly written in narrative form (third person perspective) and chronicle the character's personal life. However, as seen in different Star Trek series, at times a person might record a PL into the computer database, or

perhaps use some other form of recording, like writing it by hand (all in first person perspective).

**Joint Logs** (JLs) are a special type of Personal Logs; they involve two or moreimmers writing a narrative together (third person perspective). This calls for consideration on each participant's part, i.e. helping with editing, especially since these type of logs can get quite lengthy. Because they are a fun group activity that drawsimmers closer together, many find JLs to be the most enjoyable kind of logs.

My suggestion, get creative and try exploring some of the formats you might have not used yet.

## **Bad Formatting**

Do you at times wonder if anyone even reads your logs? The reason they might not could have to do with bad formatting.

Some common mistakes in presentation - yes, visual is important - that could make you lose your reader from the first glance are:

### ***Tiny font***

Why a problem? Most of us don't sit at the computer with magnifying glasses in our hands, nor do we commonly look for the computer's button to zoom in the screen. A reasonable font size would be 12, but remember that not all fonts display equally at that size. If it's much smaller than size 12 in Arial, it might be good to dial it up a little.

### ***No capitalization and/or punctuation***

Why a problem? Our normal reading pattern has been formed since early childhood. We rely on visual input that tells us what sort of words we're looking at, and when a sentence begins or ends or when there is a pause. Without it, words simply flow together into a rhythmless goo of letters. No one wants to try and decipher where a seemingly unending sentence should be broken. It's an immediate turn off for a reader.

### ***Not at least running a spellcheck***

Why a problem? It goes hand-in-hand with the aforementioned; it breaks the flow of reading. The eyes and mind stumble over terribly misspelled words as if walking on a rocky road. This is an easy to fix problem though. Every email client has a spellcheck available. All you need to do is use it before you send out your log. The improvement can be tremendous.

### ***Excessive spacing in between lines***

Why a problem? Making empty lines in between written lines (by pressing enter more than once) is also a flow breaker. Granted, at times I've availed myself of it as

well, mostly because for one reason or another I was unable to indent my lines, which - believe it or not - helps the eye to move over text more easily, too. However, indenting is much preferred to spacing lines apart, if you can help it.

### ***Having your logs littered with strange symbols***

Why a problem? This is another flow problem. If there is a strange symbol (like a question mark in a diamond, or any other unusual symbol) where there should be a space or perhaps a quotation mark, it immediately distracts and cuts the flow of reading. Reading the log becomes a chore, rather than fun, no matter how eloquent you expressed yourself. The issue usually comes up due to some formatting forced by certain word programs. You might do well checking on that to try to avoid it.

### ***Using a script font***

Why a problem? Script fonts can be beautiful, looking like handwriting. However, they are harder to read than serif or sans-serif fonts. Just look at how much easier you can read a book than the handwritten letter from your friend. Using script fonts to highlight something is great, but using them extensively in paragraphs can easily make your reader lose their focus.

### ***Copy/pasting your log and posting it as a DL and PL***

Why a problem? Even if you made slight changes in one of them, your reader will soon figure out it's double the amount of reading for the same information and get bored with it. One or the other log will usually not get read then, which means the reader might also miss out on something important you've included in the one that they decided to skip.

### ***Posting Joint Logs as mini-sims***

Why a problem? There is a reason why sim chatlogs get posted as raw data. No one wants to write it all up in narrative form due to the amount of information. They simply serve as records of what took place during the sim. Most simmers never look over them again, unless they are searching for very specific information to extract. To post a collaborative writing project, such as a JL, simply in a record-type form is a shame. It portrays a lack of care for writing. Don't be surprised if the reader shows a lack of care for reading.

### ***Super short log parts and super long logs***

Why a problem? Posting a normal length log in several super short parts is another undesirable way of breaking the flow of a story. Which begs the questions, what is a normal length log? The opinions on that vary greatly. I personally don't like posting anything that will take the reader more than 5-10 minutes to read, and I have posted shorter logs but not super short log parts. It seems utterly unnecessary to break a 5 minute log into three or four pieces. The flow of the story gets chopped up, and the enjoyment of reading wanes. On the flip-side, super long logs can also be hard

on the attention span of the reader. Those might be better off being broken into a couple of parts. In the end, use good judgment to help guide you on log length, and try to see it from the reader's point of view.

All that said, I hope you will take these simple hints to heart and experience an immediate enhancement to your logs and the appeal they have to your audience.

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## Starfleet Academy Abridged Correspondence Courses:

### Computer Systems History

**Course Designation:** Computer Systems and Technology - History 1101

**Lecturer:** Lieutenant Commander Simon Trent\*, PhD, DA\*\*, VSLoH\*\*\*

Over the last 250 standard years, the Federation has seen quite a bit of advancement, new materials in starship design, weapons, and support systems, but the basic systems haven't changed much. For example, impulse drive hasn't changed at all since it was first introduced in the early to mid 2100s. The transporter systems, while getting more efficient, are the same as they were on the NX-Class ships. Even communication systems haven't changed much. However, this lesson isn't about how things have stayed the same, it's about how things have changed, and today we're focusing on Starship Computer systems.

In the early days of the Federation, indeed going back to the United Earth Starfleet, the computer system consisted of a server array about the size of most early 21st century MMORPGs. It worked. It did its job. Over time, as systems became more complex, it was found that the data rates from the array to the rest of the ship were inadequate. However, the next major advancement wouldn't take place for close to 100 years when Doctor Richard Daystrom created the first duotronic computer system. This quantum leap increased the power of the system an unmeasured amount, and it was almost instantly installed into every Federation starship and incorporated into every new design.

The next leap forward was again by Doctor Richard Daystrom and would come 25 years later, the multitronic system. Where the differences begin, that's for a historian to figure out. What I do know is that initially the system contained memory engrams from Dr. Daystrom himself and caused the project to come to a crashing



halt, and the program was stopped. Why I include this is significant. If it weren't for this critical error, it's quite possible that the next step, isolinear computer technology, might not exist or wouldn't exist until much later.

Isolinear technology contains many different parts. However, the principle is the same. It's an internal three dimensional storage system that allows, from a 20th/21st century standpoint, an insane amount of storage and access retrieval. Along with that technology, the LCARS operating system was developed for wide usage across the Federation. The two systems, isolinear and LCARS, allowed other technology to advance and is still in use today. However, it is slowly being replaced.

Isolinear's replacement is the bioneural system. Simply put, data is stored and transmitted through bioneural gel packs, almost like the central nervous system of a living being. Indeed the entire bioneural system has been likened to the human brain. It's operating system is still LCARS, which integrates beautifully with the system, increasing response time and overall performance of the system.

Where the future goes with advancements, who's to say. Who knows what's in development right now? I certainly don't have clearance for that information, but where ever the technology advances, I hope that I'll get to see it.

*\* Lieutenant Commander Simon A. Trent is currently assigned to Space Station Nigala as both her Chief Engineer and as her Second Officer*

*\*\* Daystrom Award*

*\*\*\* Vulcan Scientific Legion of Honor*

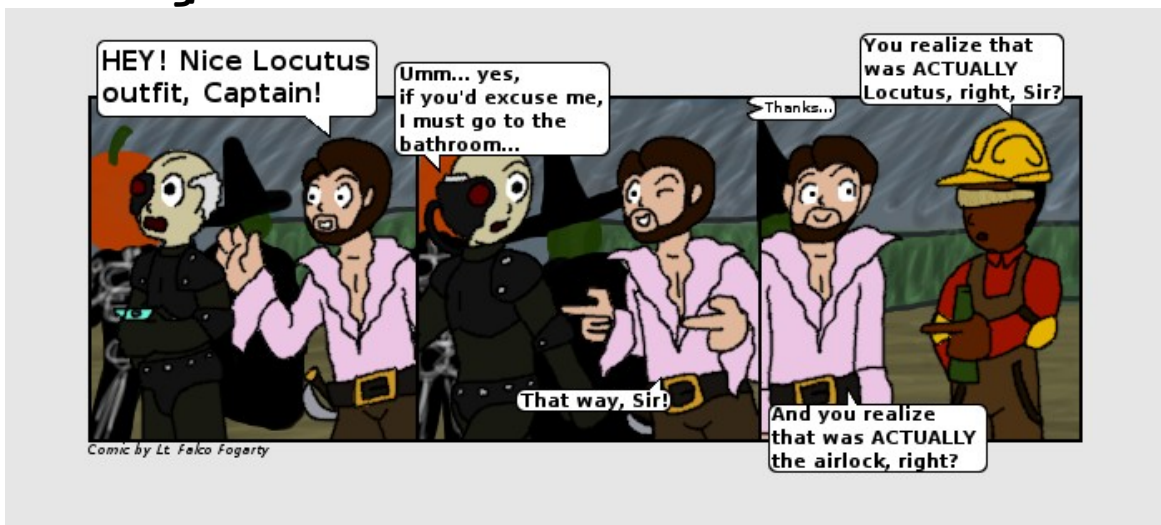
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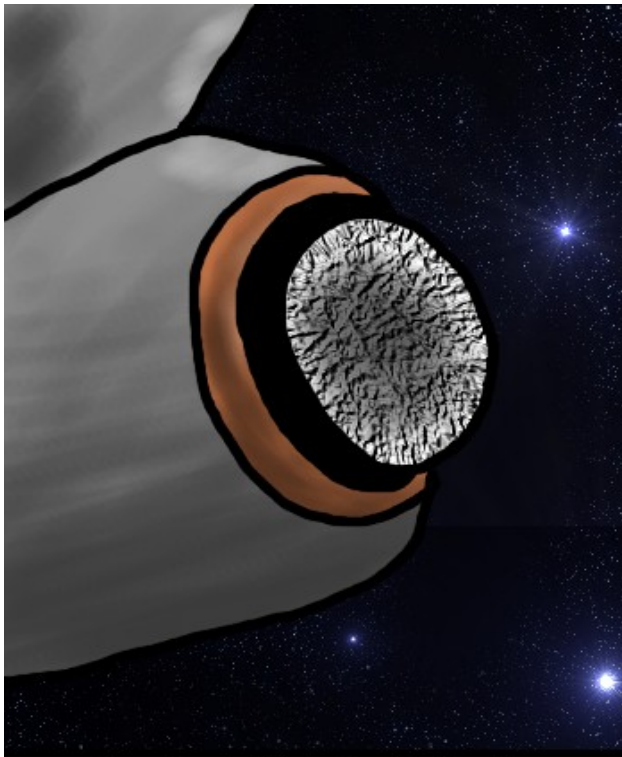
# Comics & Humor

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"That way, Sir..."



Redneck Engineers...



... will not hesitate in the slightest to use aluminum foil to repair the Sensor Array.

*Fred Fogarty*

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# Data Network

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## Trivia

*by Captain Stewart Hawks*

### Anagram Puzzles

An anagram is a word play in which a word or phrase is rearranged to produce a new word or phrase, using all the original letters only once.

See if you can unscramble the phrases below to make the names of Star Trek actors.

1. I'm only a drone
2. Low age in 'Trek'
3. Sleek or deftly
4. Sane jam hood
5. Slim alien wrath

*(Answers can be found at the bottom of this issue.)*

**Who would have thought?!** - The study or collection of trivia is known as **spermology**, which literally means "collection of seeds".

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## Did You Know?

*by Captain Rosanna Severine*

There are many things that you pick up over the years from watching the shows, reading about them in magazines, and attending conventions. The actors especially love sharing different stories and experiences at the conventions. For this first issue, I've just picked out a few bits of knowledge from the memory banks.

### Crazy Fans:

Did you know that Brent Spiner (Data from *The Next Generation*) saw someone leaving his yard after they had stolen some of the roof tiles off his home? Insane.

### Uncredited Actors:

Did you know that there are quite a few actors uncredited for their roles in the series' from TNG on up? A lot of actors didn't want to be listed in the credits as much

as they just wanted to be a part of the show—a part of Star Trek. A lot of times they were in a lot of makeup, too. So you never know just who has shown up on a Star Trek show in disguise.

### **James Marsters:**

Did you know that James Marsters almost won a major role in the movie franchise? Better known for the role of Spike on the series *Buffy: The Vampire Slayer* and a slew of other characters, James Marsters was actually one of the final actors in the running for Shinzon in the movie *Star Trek: Nemesis*. Don't believe me? I've seen the actor's test screening that he did opposite Patrick Stewart. So I know for sure that it isn't just a rumor.

### **Kate Mulgrew:**

Did you know that Kate Mulgrew was not the first woman to be cast as Kathryn Janeway? Another actress actually won the part and then decided that she didn't want to be Kathryn Janeway. Kate Mulgrew has said before that she's thankful that the actress gave up the roll. She enjoyed playing Kathryn Janeway.

### **Actors are Fans Too:**

Did you know that even though several of the Star Trek actors had no idea what they were getting into when they joined the franchise, there were many other actors that were already fans of Star Trek before their roles were won in later series?

Well, that's all for this edition of "Did You Know". I hope that you will check out further issues of the *PADD* for more. I'm open to hearing your thoughts about what characters, actors, shows, etc. you want to learn about. You can send your questions/requests to [rosanna.padd@gmail.com](mailto:rosanna.padd@gmail.com). If I don't have the answer, I am more than happy to look it up. I do have several sources I can draw from other than my own memories.

\\// Live Long and Prosper \\//

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## **"The Forum"**

Welcome to *The Forum*, where everyone gets a say!

In this section of *The PADD*, I will be asking each of you to give your opinion on several popular, obscure, and nonchalant topics. The main point of this is to allow people to get their opinions heard without a rebuttal shooting them down.

For example, one topic might be, "Who is the best series Captain?" In this context, the term 'best' is subjective, seeing as how there is no way to measure which Captain is 'the best', so that is where *YOUR* opinion comes into play. An appropriate answer might be, "Captain Janeway because she carried herself as a tough, independent woman who was not afraid to show her sensitive side when it was necessary," as opposed to, "Captain Janeway because she's hot."

*(To clarify: 'series Captain' means, the Captain who was a main character throughout the series, like Captain James T. Kirk and Captain Benjamin Sisko, but not secondary characters like Captain Christopher Pike and Captain Rudy Ransom.)*

With that in mind, please submit your opinions on The Forum Topic of the Month using the [feedback](#) link (select "The Forum"), or send them to [Solik@sector001.com](mailto:Solik@sector001.com) with the following:

- In the Subject line, use the words "**PADD**" and "**Forum**".
- **Your opinion** (Please use proper spelling and grammar.)
- **Your name**, as you would *like* to be credited. (I know for some like myself, having multiple characters, it is just too hard to choose only one identity!)
- Finally, **your sim**, if applicable.

The latter two are completely optional, only if you want public credit for your opinion. I do encourage everyone to be as open as you want when submitting, but please keep it rated PG-13. Submissions will be presented in each issue of *The PADD* in the order that I receive them. Also, please make sure submissions are sent in by the **15th** of each month prior to the next issue. Any submissions received after that date can not be guaranteed to be included.

All that having been said, the topic for discussion for the December issue of *The PADD* is:

### **Best Science-Fiction Series Besides "Star Trek"**

I am looking forward to reading every submission!

Solik

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# Photoshop Tutorial

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by Captain Havraha cha'AAinkh

Another *PADD*, another Photoshop Tutorial. When I passed the *PADD* torch over to the new editor, I was asked if I could continue my Photoshop tutorial series. No problem, I said. I was then asked if I could help make my Photoshop Tutorial series more relevant by showing how to do everything I do in GIMP. Big problem, I said.

GIMP, in case you're unaware, is a free graphics editing program that you can download online. It's often jokingly referred to as "the poor man's Photoshop", and I think, personally, this is too much of a compliment. GIMP is, in my opinion, a rather unwieldy program that, yes, can do quite a bit, but can't do that bit very easily. It's got a complicated user interface, an inexplicable "floating windows" layout that is more at home on a Macintosh than a PC, and on top of that, its filter effects are "destructive", which is simply a term that means "once you apply them, they're applied, and there's no turning them off".

But, that being said, if you really ... cannot ... find yourself a copy of Photoshop anywhere, I suppose GIMP is your best alternative.

In the past, the USF Photoshop Tutorials have never really crossed over to be applicable to GIMP before. Since I found that Photoshop can save you so many steps, and GIMP needs so many steps extra, it's a bit like comparing apples to oranges. Alas, the current Editor of the *PADD* is right – for all of your toying hobbyist who just want to get out, have fun, and make a couple of pretty pictures, perhaps adding a GIMP section is a good idea.

That being said, I braved the storm, wasted a day of struggling, consulted the Editor herself, slammed my head into my desk, and ultimately lost brain cells in an effort to convert my Photoshop abilities into GIMP abilities for this latest version of USF Photoshop Tutorials. So now no one has an excuse not to try some photo manipulation!

And what is today's project? Why, I'm going to teach you how to make planets. And not just any planet – we're going to start small, and then later go big, by making a water world.

## Making a Water World - GIMP

Back when I was the editor of *The PADD*, I liked to make the opening image of each issue an individual planet. I made these planets with Photoshop, and I used rather advanced techniques and doohikeys I'd gathered from around the internet to help make them.

One thing I struggled with, however, was that most of the planet art you see on the internet doesn't necessarily look real. It seems to follow a stylized fantasy kind of

look – it's prettier to look at than the real thing, maybe, but it doesn't necessarily fool you into thinking that maybe you're actually staring at a distant world that a satellite snapped a picture of.

For that reason, studying other tutorials online isn't always the best approach. Pretty much all of these space artists learned or were influenced from one another in their style, so to really break from the mold, especially when making planets in GIMP, I felt I needed to come up with my own way to do this. Very difficult, considering I don't know GIMP inside and out.

For this first tutorial on how to make planets, we're going to make a water world. We won't even mess with clouds yet, as we will handle that in future tutorials, after we've added land to our water world. But the biggest hurdle we'll have to pass is the fact that we know really so little about what planets look like. It's not like we see planets every day, for instance. So you're probably wondering what a water world looks like yourself. Well wonder no longer.

Earth is a water world, for the most part, and what you see before you (courtesy of NASA) is the most recent and detailed picture of our planet to date.



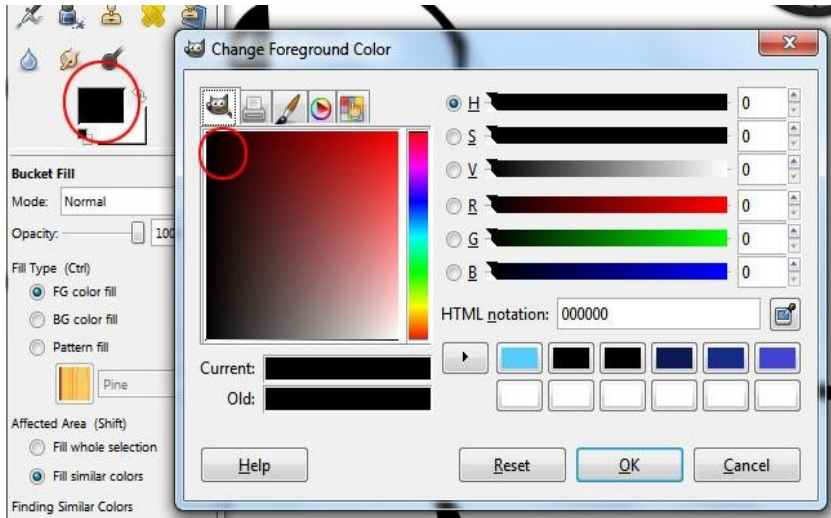
Honestly, I consider it a humbling picture. It shows that, in reality, there's nothing out there. There's no frills, no double stars in the background glaring into the lens, no nebulae for cinematic backdrops. Earth is alone out there, in space.

The metaphorical marble for the visual has never been more striking than here, her edges blur into the surroundings from the haze of the little atmosphere we can see, and for the most part... the planet is sinking into the darkness from where it emerged. There's no stars... Earth itself is too bright for the camera to detect the stars behind her.

And most important to us, there's no detail in the water. It's simply a canvas of gradient hues: deeper in the middle, lighter towards the edges. It's this we'll try to master in our current tutorial.

First things first, we're going to go to **File > New** and create a new image. When the new dialog box pops up, we're going to specify our dimensions to be 800x800 pixels.

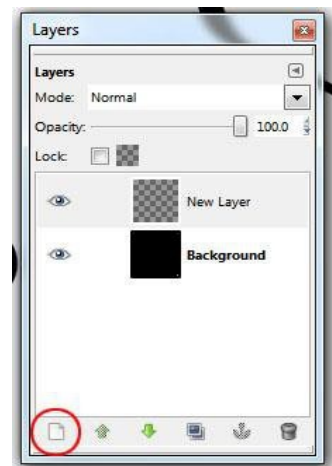
Some of you may consider this a massive picture – remember, that's all relative. When someone's monitor's native resolution is like mine, 1680x1050, 800x800 is just "large" and not necessarily "supermassive". If you feel like you need to work on a smaller scale for some of your more personal work, feel free to change the size of what we're doing yourself, but for the purposes of this tutorial I'll be working at this scale.



Now you'll have a blank, white canvas. Next, you'll need to go to your Toolbox window and grab the paintbucket tool. This ought to be a fairly easy thing for you to find if you have the toolbox window open. Double click on the foreground color box just below the tools and select a nice deep black (black should be in the color box by

default, but in case it is not, you need to click on it and change it), and we'll be good to click on our canvas and drop a whole bunch of black paint on it for our backdrop.

With a black canvas now, we'll need to make a new layer again, and then we'll be able to begin making our water world. We'll do this by finding the Layers window and clicking on the new layer button, circled in the picture here.

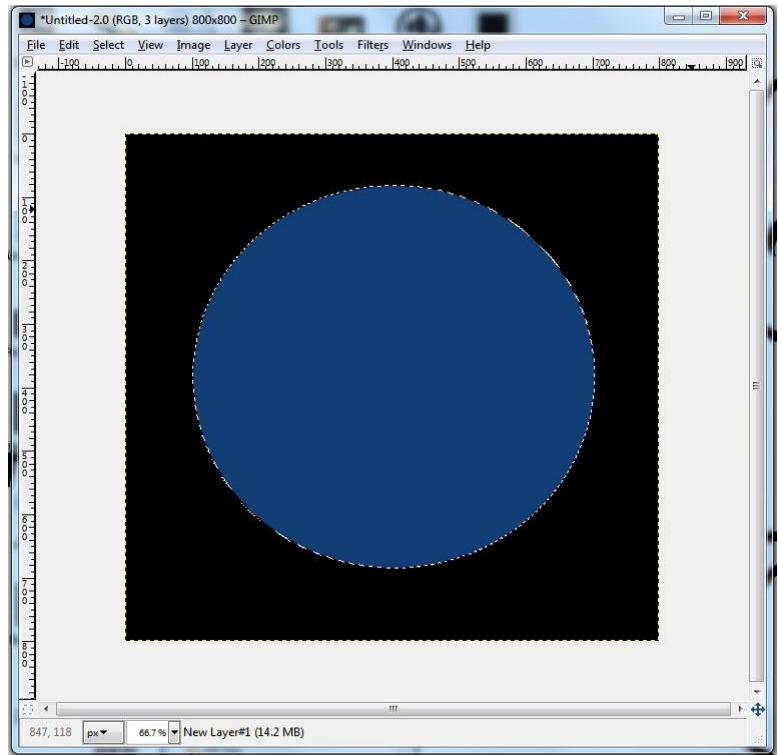


If you don't see this window open anywhere for you, you'll need to go to **Windows > Dockable Dialogs > Layers**, or just press **CTRL + L**.

Next, grab the "Ellipse Select Tool" from the toolbox, or just press **E** on your keyboard, click on the center of your canvas, and start dragging the circle out. While you're dragging, hold **SHIFT + CTRL** to do two things – constrain your proportions so what you're dragging stays a perfect circle, and make the circle grow from the center of where you clicked. This should insure you have a good circle in the middle of your canvas.

This is where my tutorial gets different from what a lot of people might use to make the watery gradient. The Blend Tool, the tool that some may use to achieve a radial gradient in GIMP, puts too much emphasis on the second color's dominance over the first, and it's not really controllable like it is in Photoshop. If you don't understand what I'm talking about, don't worry about it, because it's really not important. What I'm getting at is, we're going to do this differently.

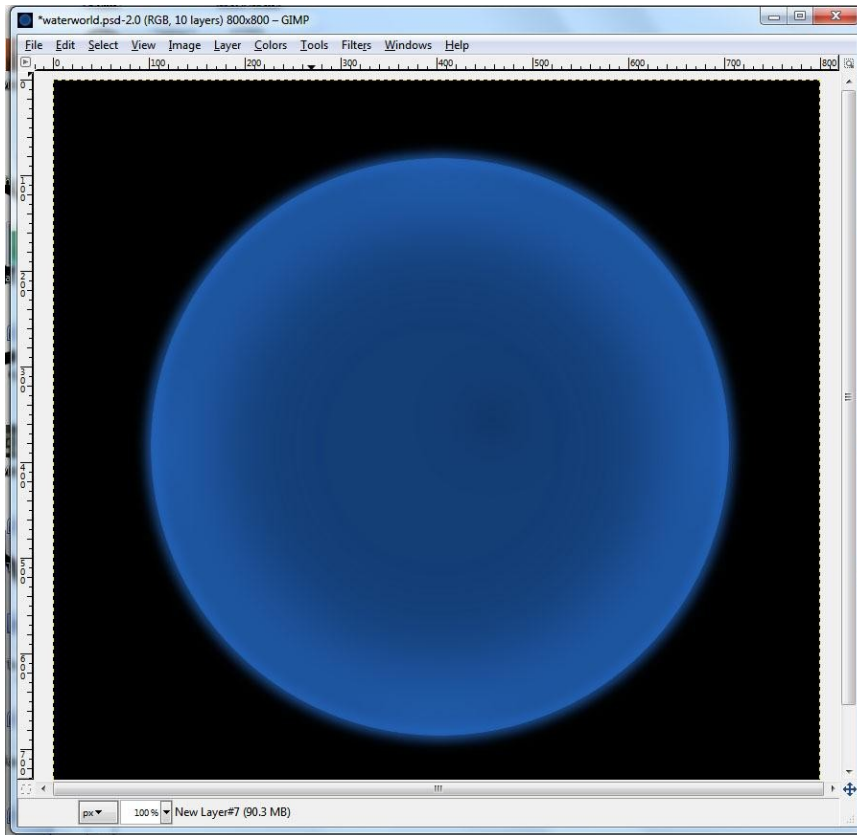
Get the paint bucket tool again, select a dark blue color of your own preference, and fill the circle with it. What you're probably thinking is "That doesn't look like much of a gradient", and you'd be right. We're half done here.



Now we're going to select a much lighter shade of that same blue we used first, and again make a new layer. Then we'll go to **Select > To Path**, followed by **Edit > Stroke Path**, and set the line width to 100 pixels. Then press the button that says stroke. What'll happen is we'll have a giant light blue stripe inside our dark blue ball.

Now, we'll go to **Filter > Blur > Gaussian Blur**, and set the radius to 150 pixels. You may be confused because technically there is both a horizontal and vertical radius, but as long as they're linked, they'll match each other even if you only enter one of the values. These steps will make a nice gradient blue ball with the middle a deeper and darker color than the edges.

After that, we'll make another new layer, and then go to **Select > None** to deselect the circle. Now we'll stroke the patch once more by doing **Edit > Stroke Path**, but this time around we'll set the width to 7 pixels. Because of this, we'll get a little line right around our planet here.



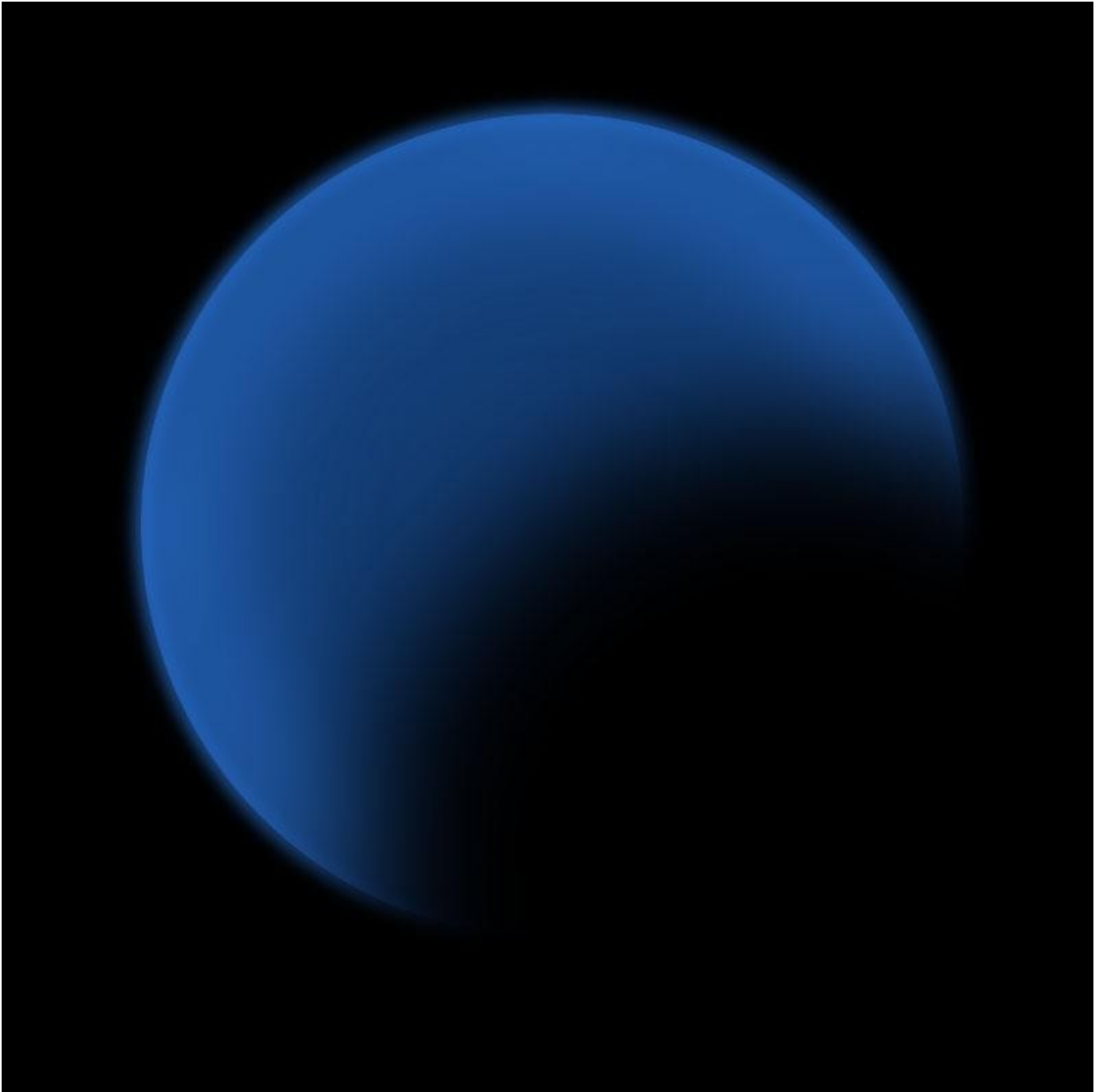
Then once more go to **Filter > Blur > Gaussian Blur** and set the radius to 20 pixels this time around... and the effect of that step will be an even lighter edge that also puts a little bit of a hazy atmosphere on the outside of the ball, as depicted to the left here.

One final step before we're done. We're going to put a big ole shadow on our planet. We'll make another layer, and then go to **Select > From Path** to select our circle again. Now, we'll go to **Select > Grow**, and we'll grow our selection by ... oh ... 50 pixels. Select black as a color, get the paint bucket tool, and fill the circle we have now with black.

That looks pretty anti-productive, right? Wrong! Go to **Edit > Cut**, then **Edit > Paste**, and click and hold down the cursor on the circle to move the selection a bit off kilter ... about so it's only covering maybe two thirds of the planet. Click off the selection to deselect it.

Our final step? **Filter > Blur > Gaussian Blur**, and set her to 175!





And there you have it, a fairly realistic water world in GIMP. Our next section is how to do the same thing in Photoshop.

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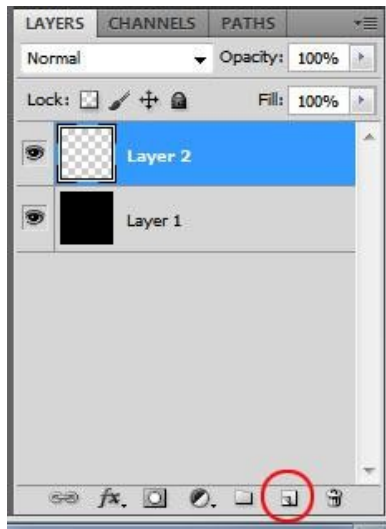
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# Making a Water World - Photoshop

Home Sweet Home!

In this part of the tutorial, I'm going to reiterate what I showed you in GIMP but in Photoshop CS5. Remember, you can basically do anything I'm doing in this tutorial in Photoshop 7 or above. However, it is very unlikely you will be able to do what you see here in Photoshop Elements.

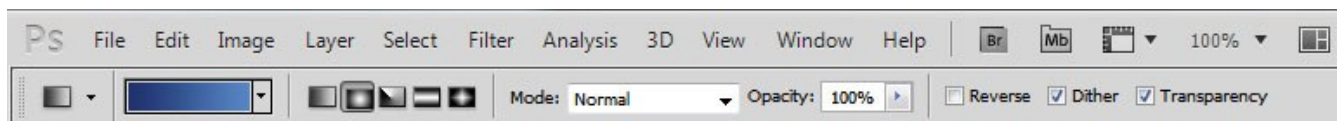
We're going to start the same way we started in GIMP, **File > New** and create an 800x800 pixel image. Select the paintbucket tool; it may be nested under different tools, so hold down your mouse over different icons to see what other tools may be available in the stack. Next, pick a black color from the swatches panel, preferably true black, and fill the canvas with the selected color on the first layer.



Now make a new layer in the layers panel by clicking on the icon (red circle) shown on the left. Next, pick the circular marquee tool. It may be stacked underneath the rectangular marquee tool on the left hand side. Click in the middle of the canvas and hold **SHIFT + ALT** to constrain the proportions and create a circle. From here, we're going to fill the circle.

For the foreground and background colors, which are just the terms we use for the two "selected color" boxes you see on the toolbar on the left, pick one dark blue color, and one more medium blue color. We're going to use the Gradient Tool, stacked under the paintbucket tool, to create our gradient effect.

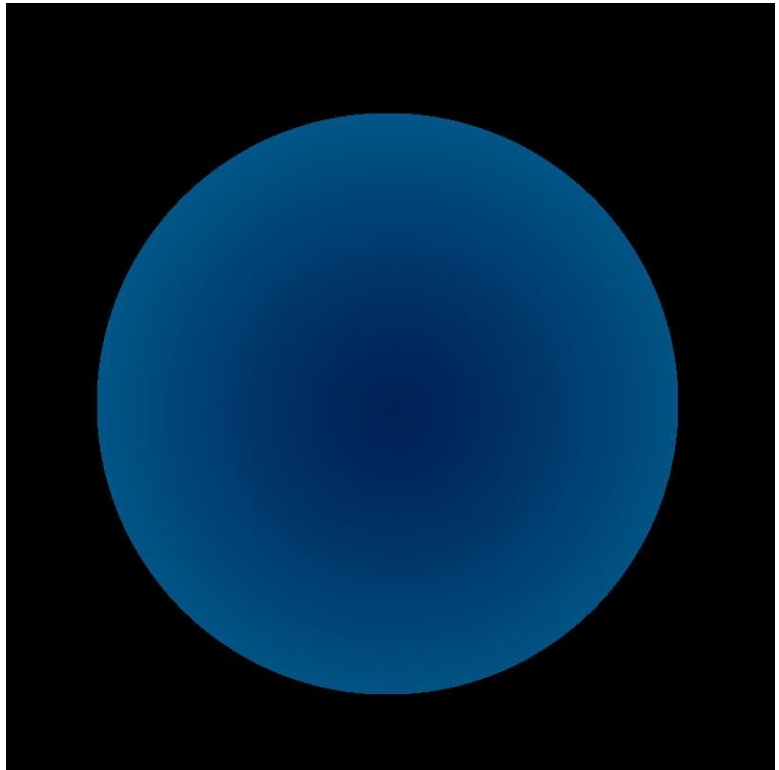
With the gradient tool selected, you'll see a number of options at the top of the Photoshop window. If you don't see them, then that might mean you're using an older version of Photoshop, and you may need to hunt down some Gradient options, whether they will be on the right toolbar or have their own panel. For reference, I'm including a picture of where I'm talking about and what it should look like in CS5, so you can look for something similar if you can't find it in your version.



Once located, hover over the icons until the option "radial gradient" is found, and select it. Now, start from the center of the circle and pull outward. Don't be afraid to go out farther than the circle to get the gradient the way you want it. This will create a much more subtle gradient than what I achieved in GIMP.

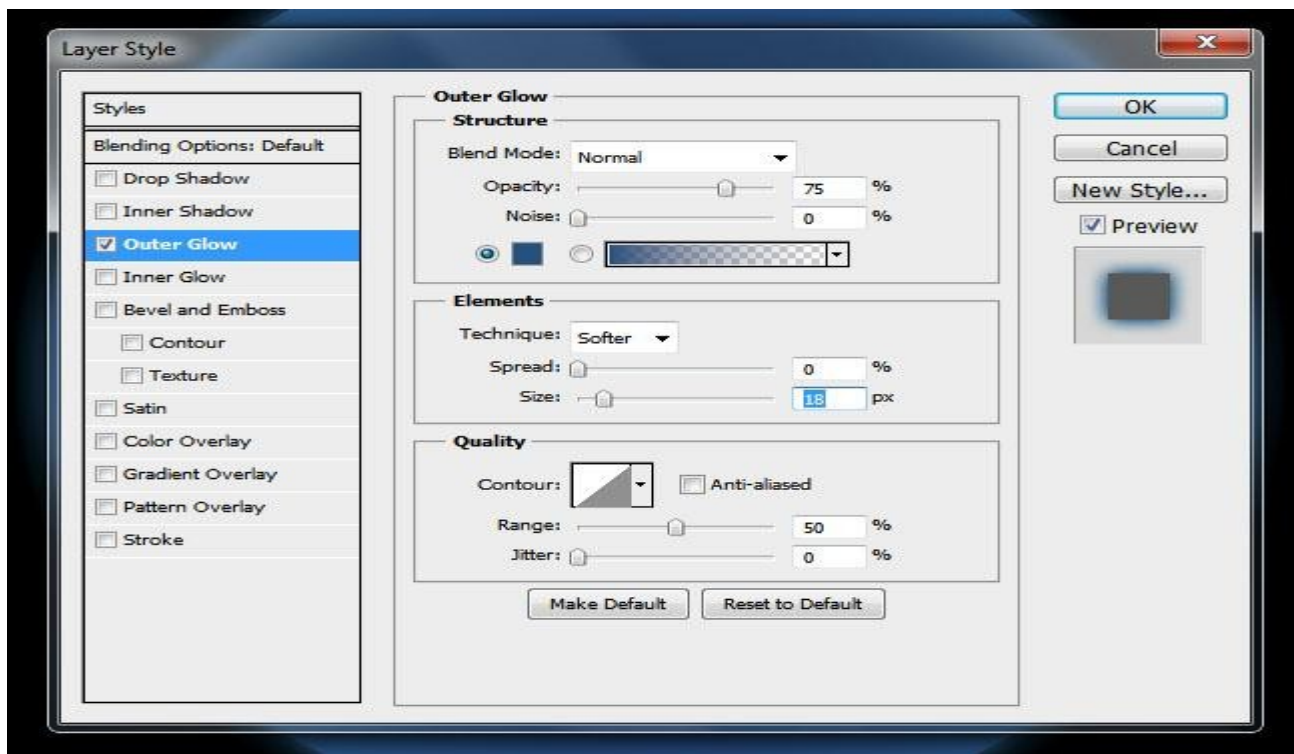
Next, we're going to use some layer effects to create the atmospheric haze on the water world. Duplicate the planet layer by dragging the active layer on top of the new layer icon in the layers panel. You can also right-click on the layer and select "duplicate layer". This will create a new layer with the same elements so we can fiddle with it without worrying about potentially destroying all the work we've done. Next to the first planet layer, you can click the eyeball icon to hide it from view and/or click the lock icon to prevent accidental changes.

Click the newly duplicated planet layer, then click the "FX" icon at the bottom of the layer panel. There will be a lot of options displayed for you, but we will be using the "Blending Options." So, click on the top option which says "Blending Options". A new window will pop up for you that says "Layer Styles".



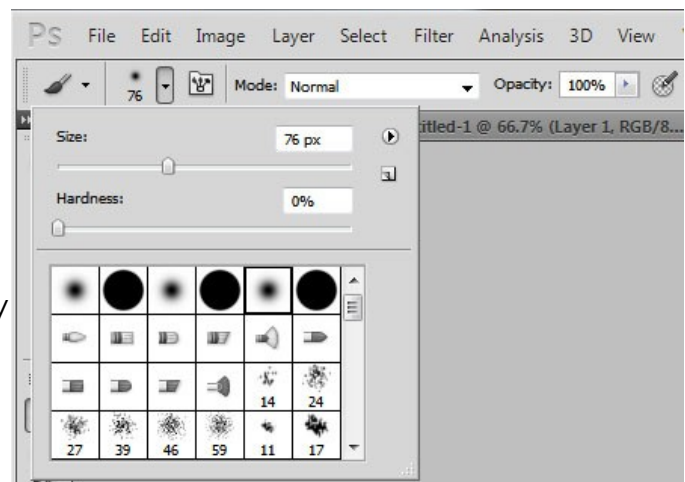
Next, you'll need to click the option titled "Outer Glow", and fill in the options as seen in the picture I've included below. Now you can click on the color box to select the color of your glow, which should be a pale yellow by default. You can then click off screen to select a color anywhere on your canvas; I selected the outermost blue on my planet, to make the glow feel very natural and not so much "glowy" as much as "atmosphery".

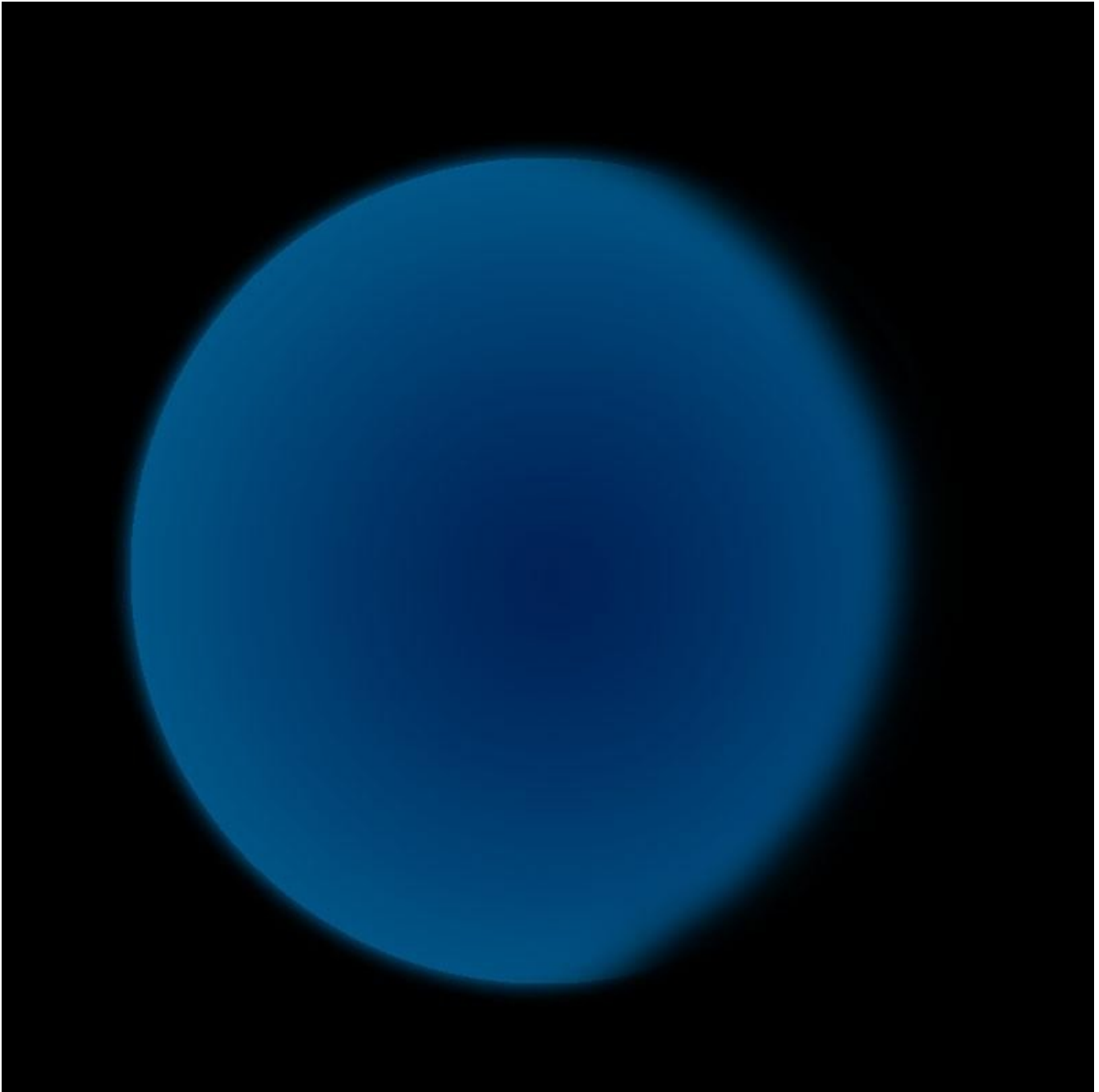
Now we're going to do a trick. Make a new layer above the planet layer you were just working on, and shift-select both of them. Now, right click one of them and select the "Merge Layers" option. What that did was make the outer glow effect we just applied no longer an effect, but an actual part of the paint and pixels in the image, so it can be edited.



Then we make a new layer on top of that. Find the paint brush tool and select pure black from the swatches. Next, change the paint brush to a fuzzy brush. If you cant figure out what a "fuzzy" brush is, its simply a brush with soft edges as opposed to hard, clearly defined ones -- you can tell which ones are which simply by looking at the thumbnails for each brush. You should see some fuzzy brushes as options in the top left menu bar, but there are other places, like the brushes panel, that you may be able to find the same options in.

You can press the arrow to drop down some brush options (use the brackets - [ and ] - to change the size of the brush). You can do the dramatic shadow that we did on our GIMP planet, or do what I prefer to do, which is haze out one side of the world. You may need to use a fuzzy eraser (made the same way we got ourselves a fuzzy brush, just this time we click the eraser tool) to counter your own mistakes, because we're not using much of anything to control our stroke here. This is truly an artistic process -- we add to and take away from the shadow until we get what we want.





And this is our finished product. If you were going to look at a real water world from space that strangely enough had no clouds, this would be what it would look like. A gradient blue ball floating in the abyss, more sublime than even Neptune.

Next Photoshop Tutorial, we're conquering the great blue sphere and setting foot on uncharted territory. LAND AHOY!

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# USF Cookbook

---

by Commodore Ray Packard

*Though you think summer outing when you hear the word grill, this easy to make treat shouldn't be confined to warm months of the year. Grilling enhances the natural sweetness of the peaches.*

## Grilled Peaches

*(Submitted by First Lieutenant Amira Starr)*

Peaches (1 half per person) rinsed and pitted Honey  
Cinnamon  
Nutmeg  
Butter  
Aluminum foil  
Vanilla Ice cream

1. Pull off a long enough strip of foil to wrap peaches in. Use two strips if needed.
2. Lay the peach halves flat side up.
3. Drizzle with honey, then sprinkle with the cinnamon and nutmeg.
4. Lay a pat of butter on each half, then fold the foil so it does not leak any juices.
5. Place on a heated grill.
6. Cook approximately 8-10 minutes on each side.
7. Remove from grill and open carefully not to lose any of the juices. Serve this with a dollop of vanilla ice cream.

(Note: If using more than two whole peaches, you will want to make more than one packet as this can compromise the foil packets strength.)

*Whenever you can combine comfort food, with time-saving ease, you have a winner.*

## Mac'n Chili-Cheese

*(Submitted by Lieutenant Falco Fogarty)*

1 pkg of Mac'n Cheese Deluxe  
1 15 oz. can of chili

1. Boil Macaroni noodles according to instructions on the package.



2. Heat up chili in a large, deep pan.
3. Drain Macaroni and add to chili, stir well.
4. Turn off heat.
5. Squeeze cheese package over the mixture.
6. Mix only lightly, so that cheese does not completely blend.

*French Toast, like French Fries, was not started in France. It's earliest use was seen in Spain. Originally made with day old stale bread (It's original name was pain perdu, which literally means "lost bread") the recipe still comes together better if the bread used isn't fresh from the store/bakery.*

## **Cinnamon Raisin French Toast**

8 slices 1/2" thick Cinnamon Raisin Bread  
4 T. melted butter  
3/4 c milk  
1/2 c heavy cream  
3 large eggs  
1 T. honey  
1/2 tsp. vanilla extract  
1/2 tsp. salt

1. For the French Toast custard, combine using a hand whisk the milk, heavy cream, eggs, honey, vanilla extract and the salt. This custard can be made well in advance. Give a brisk stir before making the toast.
2. Transfer the custard to a casserole or open shallow dish for dipping.
3. Dip one slice into the custard and turn over after about 15 seconds. Transfer the slice to a plate while dipping another slice into the custard.
4. Place a large skillet on a medium fire. Allow the pan to heat thoroughly before pouring 1 Tablespoon of the melted butter into the pan.
5. Place both slices carefully into the skillet and cook on each side until golden brown or about 2 minutes.
6. Repeat steps 3-5 until all the French toast is cooked.
7. An optional step is to place each finished French toast onto a baking sheet in a preheated oven until all are ready to serve.

*The Holidays are fast approaching, which means pie season! And what says fall, more than Pumpkin Pie?*

## Pumpkin Pie

1 1/4 cups pumpkin puree, canned or fresh  
3/4 cup sugar  
1/2 teaspoon salt  
1/4 teaspoon ground ginger  
1 teaspoon ground cinnamon  
1 teaspoon all-purpose flour  
2 eggs, lightly beaten  
1 cup evaporated milk, undiluted  
2 tablespoons water  
1/2 teaspoon vanilla extract  
1 unbaked pastry shell (9-inch)

1. Combine pumpkin, sugar, salt, spices, and flour in a medium mixing bowl.
2. Add eggs; mix well.
3. Add evaporated milk, water, and vanilla; mix well.
4. Pour into pastry-lined pie pan.
5. Bake at 400° for 15 minutes; reduce heat to 350° and bake about 35 minutes longer, or until center is set.

**Holiday recipes needed for the December issue of the PADD!!** If you would like to contribute holiday specific recipes for December, please use the [feedback](#) link (select "Cookbook") or email them to [USFRay@aol.com](mailto:USFRay@aol.com). Recipes need to be submitted by November 15, 2010.

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# Gossip & Advice

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Captain Alejandra Montoya-Mancuso and Captain Rosanna Severine  
present the first issue of

## "The Tattler"

*The Official Gossip Column for the USF PADD*

We want to thank all the hosts and officers that sent us gossip for their sims, and also thank you for letting us sit in on your sims to observe. Not all sims have gossip, or we weren't able to look at all sims. Each issue will depend on just what news is out there and who is wagging their tongues.

(NOTE: This issue features rumored facts and/or fiction from the *USS Roddenberry*, *USS Eclipse*, *USS Odyssey*, *Starfleet Academy*, *USS Agamemnon*, *Outpost Phoenix*, *USS Federation*, *USS Lothlorien*, *USS Independence* and *USS Columbia*, as well as some really juicy gossip from the *USS Ares*!)

"Well, Rosanna, did you hear the latest about the **Odyssey**?"

"Nope, I haven't gotten to that neck of the woods lately," Rosanna says with interest.

Montoya leans in towards Rosanna, "I heard that their Science officer, First Lieutenant Jake Markson, has the hots for their beautiful ship's counselor, Lisa Sakakino!"

"Wow, that's some good news. It's a lot better than what I have from the **Academy**." Rosanna frowns and sighs. "Word around campus is that a lover's quarrel between two of our Lagiers might have been the cause for a murder of a cadet!"

Alejandra looks shocked, "OMG! Murder! Well, you will have to let me know how that turns out." She shakes her head, then says rather reluctantly, "Well, since we are such good friends, I have a few more good tidbits for you. Please, if anyone asks, you didn't hear it from me! - Rumor has it that B'Layna Jarke, from the **Eclipse**, is pregnant. Rumor also has it that since her boyfriend is a Chameloid, someone else must be the father. Everyone knows it is nearly impossible for a solid to be impregnated by a liquid." She nods knowingly. "Uh Uh!"

Montoya then looks around to see if anyone is within earshot, "Now you know I hate to gossip, but the only reason I'm going to tell you this is because I think you should stay away from the **USS Roddenberry**. I was told that Doctor N'alae Leonsbanner of the *Roddenberry*, along with her associate Doctor S'Jenes Alto, must be mad scientists because they were both trying to control an aging virus accidentally created by Alto. When Doctor N'alae tried to help him stop it, the virus started rapidly mutating. It mutates almost every hour! Being airborne it is very contagious and can cause a ship-wide contamination such as was seen on the *USS Hood*." Montoya reiterates, "Like I said, stay clear of that ship, my friend, or else you

will have more wrinkles on your forehead than a Klingon does!"

"Thanks for the heads up," Rosanna shivers as she speaks. "I met Doctor N'alae when she was taking some Academy classes to work on her counseling degree in addition to her medical degree. Perhaps I need to speak with her academic counselor to see if there is something up. That doesn't sound like too stable of a mind."

Montoya laughs, "Like I said, I ain't one to gossip, but I also just found out that the crew of the **Agamemnon** is marooned on a planet. When First Lieutenant Amira Starr, also known as 'Sista Survival', was asleep, a small creature called a skabbit made a nest in her hair! Uh huh! What a fashion statement, gives a whole new meaning to the term, Rat's Nest!"

Rosanna laughs hard, and it feels good to laugh after everything that they had been going through with the murder investigation at the Academy. "I would pay latinum to see a picture of that. Oh my gosh. That's the perfect prank without being a prank. You have all the good bits this month. I'm jealous. I might have to turn in my gossip queen badge, or pass it on to you." She winks at her friend.

"Nah, I'll let you keep it for now." Alejandra jokes and winks back. "I was talking to Nurse Makkitotosimew Nashota from the **USS Federation** the other day, and she told me that Commander Loriaarra has been in to see Doctor Voss for 'physicals' an awful lot lately."

"I hope nothing is wrong with the commander."

"The nurse has seen them go into one of the private sickbay rooms and spend up to a half hour in there many times a week. I mean, I suppose it could all be for some serious medical reason, but she said the looks they give each other when they come back out ..." Captain Montoya lets the sentence hang there for a few moments before she continues. "It doesn't seem like they've been talking about any grave illnesses, even if they aren't all smiles afterward. Nurse Makki said she never seen Loriaarra smile a lot anyways, but Rosanna, you can't hide what your eyes say. Makki is pretty sure their eyes are saying something naughty."

"There isn't too much privacy on a Starship no matter what they say. There is always someone who observes something. There are only so many places for secret rendezvous' when you are on a ship."

"True. And... Rosanna," Montoya whispered to her friend, "Don't send any unattached cadets from the Academy to **OPX** when they graduate."

Rosanna laughs and playfully punches Alejandra's upper arm. "Why wouldn't I want to send people your way? That's your command, you silly woman!"

Montoya smiles knowingly, "Something don't seem right! Every married man on OPX is MIA except for that handsome David Bonali, and now HIS wife is MIA! What a looker he is. If I were his wife, I wouldn't be gone too long! Uh huh!"

"You naughty girl! Though I always say, there is nothing wrong with looking."

"But if there are any unattached ladies out there, they might want to head to the **USS Columbia**. Right now it's an all male crew that could use a female touch. Might be a good idea for the *Columbia* to take a trip to OPX!" She laughs, "OPX could use a man's touch as much as the *Columbia* needs a woman's touch, if you know what I mean!"

"No matter what anyone says, the best place to be is where there is a happy mix of both. Too much estrogen and we might blow up a planet on a PMS day. Too much testosterone and it is like a galactic war all the time."

Montoya nods. "Did you hear that the **USS Lothlorien** was blown up!?!"

"No way! That's Books' ship, right? Dang. How did I miss that news?"

"It's all turned out for the better though. They got a brand new advanced Intrepid class ship as a replacement. But then, maybe they shouldn't have given them a brand spanking new ship because I heard they lost the new ship in battle shortly after that! Their Chief Engineer, Mr. Andrew Costa, was as mad as a Klingon in a cage full of Tribbles!"

"That wouldn't have been a pretty sight. I've been planet-bound for a while, but even my Chief Engineering instructor gets touchy if someone messes with his 'labs' and mock ups. Engineers are protective of their ships. Sometimes they seem to love their ships more than their own children."

Montoya chuckles, "Rumor also has it that the **Independence** has a lot of action going on these days. Their acting Chief Engineer, Bryan Roberts, was born with no vocal cords. He communicates through a voice enhancement device, which is usually breaking down and saying things he does not want it to say."

"That would be interesting. Although Max, an Artificial Intelligence program used by Cadet Malachi Styles, doesn't do his talking for him ... that thing seems to have a mind and a mouth of its own, too. I've heard several reports, and complaints, from cadets about the strange voice coming from Mal's pants." Rosanna laughs.

Alejandra can't help the laugh that escapes before she chuckled her way through the rest of her *Independence* news. "A new female Ensign security officer came aboard, and Roberts must have said something she didn't like because she did not hesitate to throw him onto the ground and deck him a good one. Gossip on that ship is that someone overheard him talking to himself about how much he likes her now that she has decked him. I think Mr. Roberts likes the rough stuff, if you know what I mean. Uh huh."

Rosanna practically purrs as she thinks about her Lagier Chief of Security Instructor. "Ah the good ole days that I wish weren't gone. I'm starting to wonder if I've lost my touch. I haven't had a date in probably a year."

"No way!"

They are both interrupted by a blinking light that signals a new communication on their private "gossip" channel. Alejandra holds up the PADD to which the data transfers, and Rosanna reads the origination point out loud.

"Hmm ... looks like we have a nice little informant from the **Ares**."

"And they want to remain anonymous, too. Intriguing. It must be really good stuff if they are worried about their identity."

A woman's voice begins to play over the PADD. "I don't even know where to start. There is too much going on onboard this ship. You sure you have the time?"

Both Rosanna and Alejandra look at each other with identical Cheshire cat grins.

"Let's see, there's that Garidian scientist. Ever since she's come aboard I've heard some weird rumors. Supposedly, she has asked several crew members for naked 3D pictures. It seems like she wants to exchange them like someone might do with email addresses. Then, she was seen going to the holodeck with that Bolian Ensign, Brott. Several times. I dunno what they're doing in there, but it takes hours before they exit. It isn't hard to imagine what could be happening. I know for sure she's got his 3D image, cause one of my buddies was working on the bridge when Brott's naked self popped up on one of the console screens."

"Now that would be a delightful treat." The two little gossips agree and nod their heads.

The voice continues, "Then there is the new XO. She's Deltan. Whew! You can imagine the 'reaction' she gets when she walks by. She brought the new Ops Chief with her when she arrived. From what I hear, they had been 'working' together on their former ship for a while. He's Efrosian, and you know how free they are with intimacy. Combine that with a Deltan ... well, you get my drift. I was told that she, Commander Diell, also knows our CO way back from the Academy. They were close 'friends' then. Uh huh."

"Hmm," Rosanna turns her head to Alejandra, "Do you think love might be blossoming or rekindling on the Ares?" Those hopes are dashed somewhat when the anonymous tipper continues with her news.

"Then there is Captain Havraha. I swear the man puts Captain Kirk to shame. I've heard some rumors drifting my way that T'Kiel, the Vulcan Ops/Helms officer, has been spotted visiting his quarters on a regular basis. I can't image the Captain putting much stock into 'Vulcan meditation'. He's a womanizer, I tell ya! There's that vibe between him and Diell, and then the Vulcan, Doctor Swan, and who knows who else. Doctor Swan and the Captain are at each other's throats all the time. Supposedly, she doesn't like Romulans. Ha! I'm theorizing it's all a ruse and a farce to keep us from seeing what's really going on. You know those Romulans ... they like when women are resistant. Mmhmm."

Rosanna puts the PADD back down on the desk. "It sounds like there is a lot of bump and grind going on in several places in the fleet. I think I'm going to dig a little deeper into the other ships and starbases of the fleet. Did someone put something in the last batch of rations ... or maybe a virus got into the computer's replicator systems?"

Alejandra shrugs, "Or maybe people are just how they always are ... good gossip material. That's all I have for now. I'll catch up with you when I have more."

"Always a pleasure old friend."

**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).

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## "Ask Y"

by Lieutenant Commander James Yosay

Got a nagging question or issue which has been pestering you for awhile? Need advice on something you don't feel comfortable asking anyone else about? Looking for relationship help and suggestions? Can't figure out what that little red button on your console is for?

**ASK Y** can help you! I'm James Yosay, or "Yosay" as my friends call me, and well known throughout the USF as being one of the most unique characters to have the pleasure, or misfortune, of simming with. With years of experience in the relationship field, as well as a vast engineering and common-sense knowledge, I'm the man you can turn to.

Recognized as one of the fleet's top engineers as well as a premier shuttle pilot, I gained my experience from simming aboard such famous ships as the *Ares*, *Roddenberry*, and *Federation*. I have spent a good chunk of my career on Bersallis III at *Outpost Phoenix* and did a brief stint back at the Academy as an Engineering Instructor.

I'm also the proud new father of a baby girl, who is part Siren (mermaid) and part Human.

So come and make yourself comfortable on my couch - or for the single ladies my lap, whichever you prefer - and let me pass on a little of that special Yosay wisdom and charm. You certainly won't be worse off with it!

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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### **Trivial Answers:**

1. Leonard Nimoy, 2. Walter Koenig, 3. DeForest Kelly, 4. James Doohan, 5. William Shatner

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