

Communiqué

Issue #203

April - June 2020



SPACEX



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Front Cover: Launch of the Crew Dragon Demo Two*

Back Cover: Pic 1: International Space Station taken from Crew Dragon upon its approach. Pic 2: On final approach...Looking Good*

*Photos courtesy of NASA & SpaceX

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Editorials

TWO STRIPS OF LATINUM – America Slips the Surly Bonds of Earth Once Again

LGen Dennis Rayburn, SFMC, *Space Station Nikola Tesla*

Launch Complex 39A – just the mention of this place brings back memories to anyone who has followed the United States Space Program. It has been the site of history and heartbreak: moments of historic accomplishment, and the place of catastrophic failures. It was there that Apollo 8 started its historic flight to orbit the moon on Christmas Eve in 1968, and a few months later Apollo 11 launched from there on its historic flight landing men on the moon. It also was where Space Shuttle Columbia began its final flight from which it would not return.

The last manned launch at 39A was on July 8, 2011. Since that day, there had been some unmanned launches; but no Americans have set off for space from the historic Kennedy Space Center for almost nine years... until this year.

On Saturday, May 30th, a new proud chapter of this historic launching pad began with the flight that returned America to the age of space travel after a very long absence. On that day, SpaceX launched its first crewed mission of the Crew Dragon spacecraft with two NASA astronauts, Douglas Hurley and Robert Behnken, aboard.

The excitement of Americans lifting off from the US was exhilarating in itself, but the Crew Dragon spacecraft was a cause for excitement as well. Instead of a rehash of the old crew capsule designs of the past, loaded with switches in a ship designed for single-use, SpaceX has introduced a reusable spacecraft with a touchscreen control system, the ability to carry a seven-person crew, and a completely new design that looks like what one might imagine a 21st-century spacecraft to be. When you add all of the above

along with the use of the reusable Falcon 9 rocket, SpaceX has created a very economic way to continue manned space flights from Kennedy Space Center which makes them a lot more affordable.



After the successful launch of the Crew Dragon, the spacecraft had a flawless flight to the International Space Station, arriving at the station about 18 hours after launch and then docking with the ISS at the 19-hour and 5-minute mark. Current plans are for the crew of Crew Dragon to remain on the ISS until sometime between late July and early August when they will undock from the ISS and return to Earth, splashing down in the Atlantic Ocean just east of Cape Canaveral, Florida.

With the return to spaceflight from Kennedy and the continued development of other flight systems to take Americans back to the Moon, Mars, and beyond, the future is truly bright for space exploration. In this case, the sky is no longer the limit.

Think about it...



Ship News

USS Yorktown Show & Tell of Collectibles

by VADM Kimberly Donohoe, *USS Yorktown*

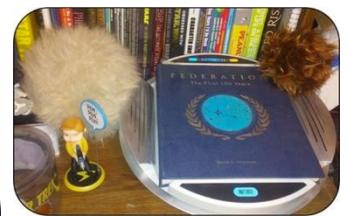
As many other ships are doing, the USS Yorktown is having its meetings online. For our June meeting, we tried something a little different, a Show & Tell session. Once the general business was out of the way, crew members who wanted to participate brought out some collectibles to share. Naturally, most were Star Trek-related; but a few others made their way in.

Ops Chief and R1RC Jason Williams shared a PADD he constructed, a Platinum Tribble, his Starfleet Academy ring, and a TOS hypospray. Ray Linkous, our helmsman, showed off his book and stand, *Federation: The First 150 Years*, and some of his Tribble collection—he's always on the lookout for more. An avid military memorabilia collector, Chief of Security Eddy Jones shared some of his swords, including an NCO one and a Mameluke. CO

Kimberly Donohoe and XO Thomas Donohoe showed a variety. She showed the Saurian brandy props she made many years ago, both TOS and DS9 versions; and he presented LOTR's *The One Ring*. Also shown were Morgan Kirby's Salacious Crumb and Matthew Brooks' two Starfleet Academy rings.

Everyone told something about their collectibles, and we all enjoyed sharing so much that we will be doing this again soon.

USS YORKTOWN'S Show & Tell



HOW TO HAVE A GREAT CAREER AND HAVE FUN AS WELL

by RADM Lowell Whitaker, *USS Columbia*

Greetings, Starfleet! I am Rear Admiral Lowell Whitaker, senior advisor on the USS Columbia. I was the chapter's second officer and Public Relations officer until I took ill in 2018. After a visit to the ER and 3 surgeries to keep what's left of my bad heart working, I decided to step aside to allow a deserving good officer to advance; she did, and she's now the chapter's CO. Starfleet has many paths to advancement. It's up to each member to set goals and work at making them a reality.

There does come a time when members get bored or burned out in that situation. Say you're a security or medical officer, and a new chapter needs members and has openings in either field. What better way to learn how to be a leader! I suggest any member spend a lot of time as a department head, as I did.

Many say it's too hard to do the Academy...I heard that. However, as Admiral Hanson told Captain Picard about Riker, "There are a lot of young hotshots out there on the

way up!" Or as Shelby told Riker to get out of the way if he couldn't handle it. Leadership is a demanding and hard role to handle. Running a chapter is not as easy as playing a game. You have responsibilities, and many fail as they not ready. Those of us with some Military training Active duty or ROTC use that to help us run our ships or bases.

As I always said, the 4 steps for a successful career are:

1. Decide on your path—what you want to do. If you want to be a warrior, then MACOs / Marines are for you.

2 Pick a chapter in which you would enjoy your love of Trek. Say, a Voyager fan would love to be on an Intrepid Class ship.

3. Set a rank goal. I once wished only to be a Security Chief, at least Commander rank. Wow, look what a transfer to Ops did!

4. Are you in it for the long haul? I've been in 14 years officially, 4 as a non-member. As we say, you get out what you put in. With my bad health, I will try to put in for another tour in 2021. A lot of fun can be had in online

chats, gaming projects, and posts. All of these can help. I went a long way. I only hope there are many young Ensigns and Cadets out there who can as well.

HEIMDAL RECOGNIZES “ESSENTIAL, FRONTLINE WORKERS”

by ADM Linda Smith, *USS Heimdal*

The USS Heimdal based in Madison Heights, VA in Region One has 13 “frontline essential workers” among her members. They include 3 grocery managers, a Walmart employee, an RN, a power company employee, a master electrician, an EMT, a patient assistant specialist, 2 ministers, a pharmacy technician, and a speech therapist. Since the onset of COVID-19, the Heimdal’s newsletter, The Rainbow Connection, has done a Spotlight article on one of these special individuals each month.

Heimdal member Julie Witcher wears a lot of hats. We love her because of her delightful sense of humor when she spends time with us at meetings, at events, and as a runner at our auctions. Julie is a pageant queen who won the title of Ms. Virginia several years ago. Julie is also a speech therapist and is one of the essential frontline workers during this COVID-19 crisis.

When we think of speech therapy, I believe most of us think about a therapist who visits people in hospitals and their homes, helping them to straighten out a speech impediment or to retrain themselves following an accident or illness that interferes with the ability to speak. All that is true, but the job includes so much more.

Speech therapists help patients with speech and language disorders, including hearing and oral disorders. They coordinate patient care with physicians and home health care nurses. They work with a variety of patients of all

ages. One of the largest groups of people speech therapists work with is patients who are elderly residents of nursing homes and who are with compromised immune systems. Stroke victims struggling with swallowing and speaking difficulties are among the most frequently seen patients by speech therapists.

As a local Speech Therapist, Julie is on the front line, continuing to work with her patients, especially those in nursing homes, because continuity of care is vital to those patients if they are to have the possibility of being able to speak and communicate again. Determining which patients with swallowing difficulties may improve with therapy or may need a feeding tube is also a huge part of what a speech therapist does. Because of that, Julie has not been able to quarantine at home. Her patients depend on her, which has put her in daily contact with one of the highest risk groups of people during the COVID-19 crisis: the elderly with compromised immune systems and secondary health problems.

The Heimdal salutes Julie for her dedication to her job and her patients, and for her passion for educating the public about wearing masks, social distancing, hand washing, and complying with the strong suggestions that will help us get through this viral crisis with the least loss of life possible.



Julie

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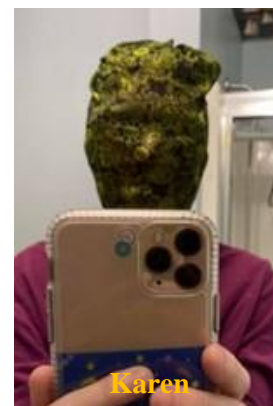
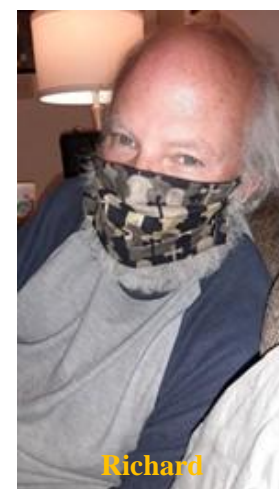
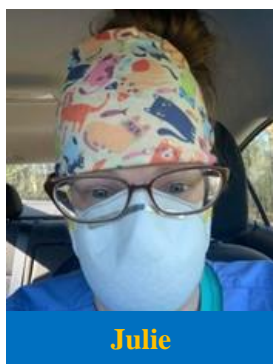
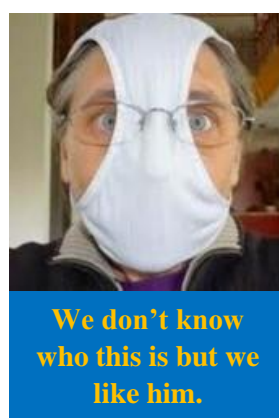
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“Mask” photos were taken by:

Joe Arnold, Carol Arthur, Julie Witcher, Linda Smith, Willy Smith, Karen Delano, Angie Arnold, Richard Arnold, Darrell Millner, Barbara Millner, Nikki Lemmer, Carl Davis, & Weston Webb

USS HEIMDAL'S 'MASK' GALLERY





Marine News

Attention on Deck

by LGEN Rey Cordero, SFMC, *USS Liberator*



Greetings members of the SFMC & SFI,

I hope everyone is doing well and is safe. Most cities are opening up, but the virus is still here; so please follow your conscience and take precautions. Please be respectful to your fellow Marine/Fleet members.

You may have noticed that some of the award ribbons that had names are not named at this time. I am issuing a new order on the naming of the ribbons. Going forward, the SFMC ribbons, if they are to be named, are for those Marines who have done so much for the Corps but who are no longer with us. It's a way always to remember those in our 38 years in existence. The GS staff will be accepting nominations for consideration. Please review the MFM or the SFMC website for which award you wish to nominate for renaming, and forward it to the DepDant and me.

The Quartermaster store is open!!! Many thanks to INFOCOM and the Quartermaster. But if you need to purchase ribbons for your uniform please reach out to Quartermaster Linda Olson so she can help.

Manual revisions are still ongoing. Please visit our SFMCA for additional information: <http://sfmca.sfi.org/>.

The SFMC Moodle page is back up and online for your SFMC Academy needs <https://academy.sfi.org/>. At the moment, we have a few courses in there and will be uploading up more courses once they have been converted

to the Moodle standard. In the meantime, if your course isn't loaded yet, it can still be requested via email to the respective branch director.

Many jobs are still available in the SFMC, especially in TRACOM and INFOCOM. Now is the time to step up if you wish to volunteer and be part of this organization. Please visit the new HR website for job listings: <http://hr.sfi.org>.

The final day for receiving Honor Awards nominations is July 15, 2020, for consideration in this year's International Muster.

Speaking of the International Muster, because of the cancellation due to this ongoing health situation, the GS has been speaking of alternatives which may include a virtual IM or making announcements via our SFMC YouTube page. Yes, we do have a page. I sent out a message this past February using it and posted it on the SFMC Facebook page.

If you have any questions or concerns, please remember to use your chain of command, from your Unit OIC to Brigade OIC, who can then forward it to a specific command or to the GS itself. We will try to keep providing updates so that every Marine is informed on the latest in the Corps and Fleet.

Until next time,

FORCECOM

by MGN Tom Guertin, SFMC, *USS Constitution*, COFORCECOM

The status of the Corps from a personnel standpoint is as follows. As of the date of this writing and according to the database, the SFMC is made up of 1,211 Marines: 584 active duty and 627 reserves. At present, there are 109 units and 13 Brigade Commands active.

We are now within what ordinarily would be Summit and Muster season. While the current

environment has caused conventions and other large in-person events to be canceled or postponed, many of our musters and summits are taking advantage of video conferencing technology in a variety of forms and are being held virtually. Requirements for the Brigade Muster Award have been modified to allow for attending a muster virtually. Please bear in mind Marines are not limited to attending their home brigade's muster and may attend as many virtual

musters as they would like. That said, Marines may be issued the Brigade Muster Award only once per year, regardless of how many they attend.

Being Muster season, it's also the time of year for brigades to be making their selections for Valor Awards. The winning Valor Award nominations from each brigade are to be submitted to Forces Command no later than July 15th to be considered for this year's Honor Awards. Each brigade has its timeline for Valor Awards based on their usual muster schedules. Marines should engage their chain of command with questions on Valor Awards for their brigades.

The database has been a topic of conversation for a while and especially recently, as we look forward to migrating to the new database. Marines are reminded that maintaining copies of their records is their

responsibility. As COFORCECOM, I strongly recommend that all marines keep a printed copy of their record from the database, printing a new copy periodically as things change. I always recommend this regardless of the status of the database, just because it is a computer system and, let's face it, stuff happens.

As I've been reading the reports incoming in recent months, I've been encouraged to see how our Marines have been finding ways to remain active during these uncertain times as well as finding ways to have a positive impact on their communities, both during the pandemic and during uncertain and uneasy times around the world. Keep up the great work, and be good to each other.

INFOCOM

by GEN Mark "Slayer" Anderson, SFMC, *USS Victorious*, COINFOCOM

Greetings, STARFLEET.

First, good news. The new QM shop on the SMFC site is ready to start taking orders. I have set up an auto-forward from the old site to the new one, so it will not be taking orders. Going forward, please use the new QM shoop at <http://sfmc.sfi.org/shop/>. Let me know if you have any questions.

It has been reported there may be some email delivery issues for the SFMC. If you send an email to any of the General Staff or Brigade OICs and don't get a response after a couple of tries, please let me know; I'll do what I can to see if they are getting delivered.

Did you get promoted? Do you have your name and old rank listed on the SFMC or SFMCA website? If so, send me an email, so I can update your rank on the website.

That is all I have for now. As always, if you have any questions, please let me know. I'll get back to you as soon as I can.

PS. On a personal note, I'm still making it through the pandemic. As far as I know, I have not had any exposure to COVID-19; and I feel good. So far, so good. Stay safe out there.

TRACOM

by MGN Shane Russell, *USS Orion*

Greetings, Marines.

It has been a challenging month for SFMCA. We are currently working on bringing more Schools onto the Moodle platform. We also have been working hard on continuing to revise our Manuals and Materials. We are especially looking at MECHA, which has been an ongoing work in progress. We are hoping soon to bring this into the light.

Please utilize the Moodle platform for the SFMCA courses. I am working hard with both the CES and the Webmaster to continue to get more schools onto Moodle. I

ask everyone to check Moodle first before requesting courses on the SFMCA Website. I have been seeing both exams and requests coming through my email and on the website. Tracking these has been a bit of a challenge for me.

Open Positions in SFMCA and TRACOM: I am working on revising the postings that we have out there on the <http://sfi.org/humanoidresources> website. Some that are out there that should be revised, removed, or updated as needed. Please stay tuned to the website. We are looking for illustrators, Cadre, and Assistant instructors for the

various schools. I also would like to ask that if anyone has ideas or topics of interest that they would like to see reviewed for additions to the SFMCA, please reach out.

We have a few directors who are moving to different roles within the SFMC TRACOM. John Brice Jr. has been

appointed Professional Development Assistant Director, and Michael Timko has been appointed SFMCA Infantry Director.

Thank you for all your hard work.

COVID-19 and Wilderness Challenge Bidding

by FCAPT Dona Rozelle, *USS Moebius*

Putting in a Wilderness Challenge Bid in the middle of a Pandemic is challenging. One has to make plans A, B, C, and D to make sure that all possible conditions that can be encountered have plans in place as precautions for the wilderness challenge to take place.

In the 1st Brigade, this October 9th - 11th, 2020, a plan has been put in place. Campsites are reserved, shelters are retained, and a day lodge is rented for a bid for this year. It has not been submitted yet to the Wilderness Challenge Committee due to concerns about the pandemic we are facing. Hopefully, over the next week or so, the bid which includes plans A, B, C, and D will be ready for submission to the committee.

Each plan limits the number of interactions, from wide open and group camping with an inside day lodge, to an outdoor shelter with groups of 3 tents and 6 people per site

next to each other, to camping in sites with fewer people at each site and using the shelter for food prep and watching premade videos of our challenge goals without having “at-risk” presenters being there in person, to camping at individual sites with fewer people near each other, with each group making their own food, but still going out to hunt for fossils and cook with Dutch Ovens in a cookoff of presentation and smell rather than taste.

We are doing our best to have a Wilderness Challenge Bid Proposal. We will have some camping and virtual parts of the Bid happen, even if we are apart and camping in our backyards while using video calling to show we are there.

Please contact Dona Rozelle at ruachandrasfi@gmail.com if you are interested in attending this event, even if it is a virtual Wilderness Challenge.

Thank you.

IC News

IC 2021

by Gen Linda Olson, *USS Relentless*

Ladies and gentlemen of STARFLEET, do you want to party like it's the 1920s all over again? If so, plan to be in Tallahassee, Florida next June 18-20, 2021 for the International Conference “The Roaring 20s.”

Early Registration for IC 2021 was \$42 per person through June 30, 2020. Starting July 1, 2020, and through December 31, 2020, the cost is \$47 per person. January 1, 2021, through March 31, 2021, the cost is \$52 per person. On April 1, 2021, the price increases to \$57. At the door, the cost will be \$60. (half price on all these prices for children ages 6-12). The first 25 people to sign up will be placed into a drawing for \$10 off the Saturday night banquet.



Friday night Marine Mess will be \$40 per plate, and children's plates will be \$20. Each entree will come with Chef's choice of fresh vegetables and starch, house salad, fresh-baked rolls and butter, Chef's signature dessert, freshly brewed coffee, and iced tea.

Your choices of an entree are:

1. Sliced beef medallion with mushroom and peppercorn sauce
2. Lemon Butter Grouper
3. Poblano pepper stuffed with a blend of quinoa and brown rice (vegetarian).

Saturday night banquet will be \$50 per plate, and children's plates will be \$25. Each entree will come with Chef's choice of fresh vegetables and starch, house salad,

fresh-baked rolls and butter, Chef's signature dessert, freshly brewed coffee, and iced tea.

Your choices of an entree are:

1. 8 oz. Filet Mignon, charbroiled, served with tarragon and tomato flavored Bearnaise sauce.
2. Wild Salmon Picatta, fresh filet lightly seasoned and sautéed, served with white wine sauce, butter, and lemons.
3. Mediterranean Portabella - Grilled and piled high with a medley of spinach, brie, and Parmesan polenta served with a diablo sauce (vegetarian)

We will be at the Four Points by Sheraton in downtown Tallahassee. You can get a look at the hotel and rates at our web site ic2021.com, and even book your rooms now. The hotel is offering the reduced rate for the dates of June 17th-21st, but you might get that rate for more nights if you ask nicely. The cutoff date for reservations in our room block will be May 31, 2021. The types of rooms available are Traditional Double, Double, and Traditional King. The entire hotel is scheduled to be refurbished in 2020, so it

should be a brand-new venue for us. Room Rates are \$119 + state and local tax. Ask about suites if you are interested.

The hotel has multiple bars and a fine restaurant; it is in the middle of downtown Tallahassee. There are many fine restaurants and fast food places nearby if that is your preference. The hotel is also located close to many wonderful tourist locations. More about that shortly.

The IC Committee is planning a special experience for the attendees. There will be games and puzzles; panels and discussions; and two costume contests, one for period costumes (1920) and one for Science Fiction (your choice). So, plan to make this a weekend to remember for years to come.

Please consider this as an opportunity to vacation in Florida. Tallahassee is 4.5 hours from Orlando and Disney, 2 hours from Panama City Beach. St. Augustine (oldest city in the nation) is 3.5 hours away. Wild Adventures Amusement Park (Valdosta, GA) is 1 hour and 15 minutes away from Tallahassee. Florida Caverns are within 2 hours, and the Battleship USS Alabama (Mobile, AL) is 3 hours away.

Summits/Conventions

USS Stella Pirata and Region 7 Utilizing Resources During COVID

by CAPT Maria Dutilly, *USS Stella Pirata*

Hello, I am Maria Dutilly, the CO of the USS Stella Pirata. We are in Pittsburgh, PA, part of Region 7. For the past couple of months, the chapter has been adjusting our activities to keep in compliance with local and state regulations brought on by the recent COVID pandemic.

Back in March, before businesses shut down in the Pittsburgh area, we had scheduled a movie day event to see the movie *A Quiet Place, Part 2* at a local movie theater. When the shutdown occurred, we made a quick adjustment and held a movie day event online, inviting other members of Region 7 to participate. This started the pattern of online activities in which our ship has.

Over the past couple of months, we have expanded the type of online activities within Region 7. New activities include participating in online chats with fellow members of Region 7, playing games online with other fellow Starfleet members, and streaming movies online.

Our fellow Western PA chapters are the USS Solstice and the USS Venture. During this time, we have increased

interaction between the three ships. We have created online activities that are held weekly. One of these activities is playing *Dungeon and Dragons* on the Roll 20 platform with CO Mark Adams of Venture acting as the Dungeon Master. This activity has members from all three Western PA ships participating. Another game that members of all three ships participate in is *Cards Against Humanity*. Amy Kristina, from the USS Solstice, hosts this activity, which is held every Monday. Another member of the USS Solstice, James Zimmerman, has created a weekly chat night on Wednesdays using Discord. These activities helped develop and foster friendships between the Western PA chapters during this difficult time.

Another positive impact of this pandemic is the increased interaction of Western PA members with the rest of Region 7. Due to the geographic distance of the Western PA chapters from the rest of the Region, it has felt, at times, that we were detached from the rest of the fleet. With the development of online activities, I am happy to report that this distance does not feel far at all now. Jeff Victor of the

USS Challenger created a weekly zoom chat for Region 7 on Friday nights. This has been a great way for the rest of the fleet to get to know Western PA members and vice versa. One Friday night, my XO, Allison James, was able to get Anson Mount to participate in our zoom chat. She follows him on Twitter, and he asked his fans to send him a zoom link so that he could chat with them.

Another positive aspect of this pandemic, Region 7 is coming together and sharing resources. The sharing of the resources allows current activities to be more accessible for others to participate in. When Stella Pirata first started online movie events, it was required that you had a personal copy of the movie to participate. Krystle Raspa from USS Challenger has allowed members of Region 7 to use her zoom account to stream movies. This way, everyone can watch the movie together. The movies are voted on weekly by members of Region 7. I create the poll from four movie options that were decided on by fellow Region 7 members. We have the Stella Pirata 10 Forward movie day event every Saturday at 2 pm. We have watched a wide variety of

movies from Spaceballs, Logan's Run, Star Wars, Star Trek, Galaxy Quest, and many others.

As I mentioned earlier, there have been positives with the current pandemic with increased interaction between Region 7 members. The positive impact has been felt on a couple of levels, first with the immediate Western PA area. We have developed activities that allow us to interact more with each other. and with other members of Region 7 which allows us to develop friendships with other members of Region 7.

I have been working throughout this pandemic, and I greatly appreciate and am very grateful for these activities. I work as a child protective service worker in Pittsburgh and deal with a wide variety of concerns daily. With the current pandemic, my job has become more stressful. These activities allow me to have a break and unwind from the daily stress of my job. I hope these activities continue, for I feel that they offer a great opportunity for people to interact with each other. I am proud to say that I am a member of the best fleet in Starfleet, Region 7!

We're Going On A Bear Hunt

by CMDR Ross Manuel, *USS Animus*

There is a movement popping up around the planet, and the USS Animus is participating.

Scattered around our ship, in viewports from Goulburn to Canberra, teddy bears are popping up to let the young of our patrol area know that as a community we are all in this together. While it is a little scary right now, things are going to get better. So much so that I tasked the Travelling Trekkies, Lt Commander AnnaZey thas-Nan and Lt Commander Mistrey ses-Var to join our Ursine companion outside my day cabin, to let the locals know that while we may not all be Starfleet, we are all in this together and that as a community we will overcome this.

While our white-furred companion stands vigil outside our captain's quarters, deep within the heart of the Animus, our Chief of Operations' and Chief Science Officer's quarters have been regularly rotating various plush



characters to excite and entertain their passersby. The one thing we haven't had is a bear in a Starfleet uniform. Hopefully, we'll have one soon.

We know that the current situation has put the initial purpose of the Travelling Trekkies into drydock, but I am happy to inform you that they are still travelling the planet (while adhering to local quarantine laws and social distancing), and I still want to them to meet each one of you if you'll let them.

Until this situation has been resolved and landmarks, events, and gatherings are available to all again, we will start showcasing whichever group, chapter, or individual that shows us around on the Travelling Trekkies Travel Blog.

Live long and Prosper.



STARFLEET NEEDS YOUR OLD CQs

Do you have old CQs lying around collecting dust? Or old ones hanging out on your computer? If so, we need them. Starfleet is looking for old CQs in order to preserve our history, as some have either never been online or files have been damaged. If you can help, please contact vice-comms-pub@sfi.org. You could be a key part of Starfleet history.

The Maxwell Squadron: Still Soaring, Still Serving

by VADM Kimberly Donohoe, *USS Yorktown*

The Maxwell Squadron was formed many years ago in honor of Commodore Sidney Maxwell, founder of the Quad Squad. His ship, the USS Aries, was the flagship of both the Quad Squad and the subsequent Maxwell Squadron, so named after his passing. The squadron was an effort to get ships in the area to work together on various projects and for socialization. As time went by, the squadron and the reasons for its formation ended, and it was disbanded.



Squadron Operations Commander: RADM Judith Durall

Squadron Council: Consists of each participating ship/station Commanding Officer, or their executive Officer as a proxy.

Motto: Strength in Unity

Mission Statement: To bolster each other up and not tear each other down, and to promote fun, friendship, and fandom.

Rules:

- Any ship or station can petition to join.
- The Code of Conduct is the same as for STARFLEET International* and is expected to be followed.
- Any violation of said conduct will be brought before the council for immediate disciplinary measures.
- Religion and politics have no place within the squadron.
- Diversity will be respected.
- Meetings and activities will be online, and in-person when possible.

For further information, you may contact Mike Wilson at viceadmiralwilson@gmail.com.

*The Maxwell Squadron is not an official group within STARFLEET International

Maxwell Squadron logo by FCAPT Jason Williams and VADM Kimberly Donohoe

In August of 2018, I broached the subject of reforming the squadron with Michael Wilson and Judith Durall, Commanding and Executive Officers of the USS Aries. They too felt it was needed in our area and liked my idea for the motto. We thought it was only fitting the USS Aries would be the flagship since it was the only remaining ship of the original squadron. VADM Wilson is the longest-serving Commanding Officer in Tennessee.

Since this rebirth, the squadron has grown from two chapters to fourteen. We reached out to former squadron members, fellow commanding officers who we thought would be interested; and the word spread. It isn't just for chapters nearby anymore; there are ships and stations across the USA, in South Africa, and Europe.

Squadron Commander: VADM Michael Wilson

Squadron Acting Vice Commander: LGN Dennis Rayburn

Greetings From the USS Columbia

by FCAPT Charlotte Gordon, *USS Columbia*

We are hoping that everyone is staying safe and well as each state starts to reopen. Also, for our sister Regions, we hope you and your families are safe as well.



The Columbia has started a new chapter in our history. I as the CO have started a "Captain's Log" series. I will try to upload once a week. There have been two released already. I am currently working on #3. I could not have done it without the most awesome advice from everyone. They endured my never-ending questions and helped me to increase my quality. My heartfelt thanks to everyone who helped/is helping. So, with that being said, here is the YouTube link <https://youtu.be/6LKU8x3XsO8> for our

show. I am hoping to start a live stream in the future. Please stop by and watch us. As with all of SFI.org, these videos are kid friendly.

I have enjoyed participating with the CS on FaceBook Live: STARFLEET AMA (Ask Me Anything) and STARFLEET After-Dark. I have to say that I truly enjoyed myself and was able to meet other members. I encourage you, if possible, to join in, watch, and ask questions. The AMA is very laid back and fun. The After-Dark is even better (geared for the adults of course). The more viewers, the better the show is!

The launching of the Falcon 9 rocket was AWESOME!! We held a special Watch Party on Discord so we all could

watch it. Such a proud moment for us. We as a country needed that. #whenweworktogether

We are still moving forward with our social media; if you do get a chance, please stop by and say “Hey!” The Columbia has also created a special Channel on our Discord for anyone from any chapter. If you want to join and have some great conversations, come on by, <https://discord.gg/4uyDShF> (Link never expires).

Last but not least, something must be said about the chaos that is happening all around us.

Please, remember we are all human, and we all make mistakes. The point is to learn from our mistakes, so we do not repeat them. That is the mark of enlightenment.

LLAP everyone



Region 20 and the Virtual Summit

by VADM Richard Sams, *USS Merlin*

What do you do when conventions, chapter meetings, and life in general are being put on hold due to a worldwide pandemic? Well, for Region 20, the answer was to organize and run our own virtual convention – 2020Con.



Over the weekend of 22-24 May, we ran a full convention programme that included opening & closing ceremonies, quizzes, breakout panels, cosplay, and model competitions – we even had a guest speaker!

The event launched on Friday evening with an opening ceremony where the programme for the weekend was confirmed – it was also the first time we were able to confirm our guest speaker for our Saturday night “an audience with”. But that wasn't the only thing we did on Friday.

Immediately after the opening ceremony, we went straight into the largest brigade muster the 20th Brigade has ever seen. Over 70 Marines from eight different brigades as well as the ‘Dant, COFORCECOM & COINFOCOM were present, with 20BDE OIC MAJ Robbie O’Brien hosting. But that still wasn’t it for Friday, as we then hosted a really geeky edition of ‘Name That Tune’, a fun music quiz put together and hosted by FCAPT Erica Smith.

Bright-eyed and bushy-tailed the next morning (yeah right), VADM Richard Sams, R20 RC, rallied the Troops with a morning message laying out the activities for the day. Saturday saw people taking part in ‘Trek Quizzical’, a Star Trek-themed quiz hosted by LTJG Cheryl Caine.

After lunch, LTJG Kirk Macrae, R20 Chief of Staff, hosted an hour-long uniform chat with Karan Robinson, a self-taught seamstress who is well known to many R20 members. Our 3rd event for Saturday was a chance to ‘meet the brass’ as LT Mark Gill, R20’s ENH (Emergency Newsletter Hologram) met with some of the COs & XOs of R20 for some (not so) quickfire questions! The main event

for Saturday, however, was a 2-hour live chat with Doug Drexler, who regaled everyone who attended with some fantastic stories of his many years working on Star Trek.

Sunday saw that cheerful RC rallying the troops again – and reminding them that the charity raffle, cosplay, and other competitions were still running. We chatted with Kirk again, as he led a session on ‘the art of Star Trek’. We also had a great session from the USS Cuchulain’s ‘Maker Chat’ guys.

Straight after this, we closed all the competitions. We had 2 Cosplay categories – Best Trek & Best Non-Trek, with separate competitions for adults and cadets.



The Cadets had their own competition to build a Starship from cardboard. So that the adults didn’t feel left out, they had a creative challenge too – using only implements found in the kitchen to recreate “The Death of a Redshirt”!

Just before the closing ceremony, Robbie came on to announce that the chosen charities for 20BDE (which would benefit from the profits from the raffle) were mental health charities based in the 5 countries that make up R20.

We then came to the closing ceremony, where we were joined by the Commander, STARFLEET. Competition winners were announced, the raffle was drawn, and the huge number of people who had worked so hard to make the event happen were thanked.

Was it a lot of hard work – hell, yes! But was it worth it – HELL, YES!! It brought together the chapters of R20, and family from across the length and breadth of SFI at a time when physical interaction just isn’t possible; and it was truly heart-warming to see the huge number of positive comments and thank you’s received.

As I said earlier, there were a massive number of people to thank, but without the help and support of MAJ Robbie O'Brien and FCAPT Erica Smith, I really could not have done it. If you're thinking about doing something similar – then go for it! You'll have an awesome time.

PS – we had these patches commissioned for the event, and profit from them is being used to offset some of the costs of posting the raffle prizes to the winners. We still

have some left – they are £12 each, incl P&P. To purchase, simply send your money via PayPal to 2020con@20thfleet.org.uk – please make sure you put your name and address in the comments section.



Ten Questions in Ten Minutes with Author Keith DeCandido

by ADM James Herring, *USS Missouri*

I want to thank Keith DeCandido for answering my questions. I appreciate him taking the time.

Author Keith DeCandido is a science fiction and fantasy author who has worked on comic books, novels, role-play, and video games. Besides *Star Trek* books, he has written books for *Buffy*, *Sleepy Hollow*, *Supernatural*, and many others. A list of his *Star Trek* works appears at the end of the interview.



So here goes...Ten in Ten.

1) How did you get into writing *Star Trek* books?

It was a two-part process. The first was knowing the right person: I'd met John Ordovery when he was an editorial assistant at Tor Books in 1990. By the late 1990s, he was one of the people in charge of the *Star Trek* line at Simon & Schuster. However, that alone didn't do it—John didn't invite me to pitch a *Trek* novel to him until after I'd had four novels published by other folks, which happened between 1998 and 1999. So I sent him a pitch, which he rejected—then he turned around and said, “Hey, I just got the script for *What You Leave Behind*, the *DS9* finale, and it ends with Worf becoming Federation Ambassador to the Klingon Empire. Wanna write a story about what that's like for him?” I said yes, and that's how *Diplomatic Implausibility* happened, which was the first *Trek* project I was hired to write (though two more projects, the comic book *Perchance to Dream* and the eBook novella *Fatal Error* both came out before *DI*, I was signed up to do the novel first). It was all downhill from there.

2) What was the first book that you wrote that was sold commercially? Was it an original idea or one that was given to you? How long did it take?

It was a collaborative *Spider-Man* novel with José R. Nieto called *Venom's Wrath*. I think it took us six months to write it, but I honestly don't remember now, more than two decades later. The basic idea was mine, and José came

up with a lot of the structure of how the villains of the piece would actually work. I'm still quite proud of it 22 years later.

3) Where do you get your inspiration for your books?

Everywhere. Seriously, I'm inspired by all kinds of stuff, from the world around me to other stories to things in the news, to weird stuff I learn about history to any number of other things. There's nothing I *don't* take inspiration from.

4) What other worlds/genres besides *Star Trek* have you written for?

In terms of other licensed universes, I've written novels, short fiction, and comic books in the worlds of *Alien*, *BattleTech*, *Buffy the Vampire Slayer*, *Cars*, *Command & Conquer*, DC Comics, *Doctor Who*, *Dungeons & Dragons*, *The Executioner*, *Farscape*, *Firefly/Serenity*, *Gene Roddenberry's Andromeda*, *Heroes*, *Icarus*, *Joe Ledger*, *Kung Fu Panda*, *Leverage*, *Magic: The Gathering*, Marvel Comics, *Night of the Living Dead*, *Orphan Black*, *Resident Evil*, *Sleepy Hollow*, *StarCraft*, *Stargate SG-1*, *Supernatural*, *World of Warcraft*, *The X-Files*, *Xena/Hercules*, and *Zorro*. I've also participated in several shared worlds: *Pangaea*, *Limbus Inc.*, *Tales of the Scattered Earth*, *V-Wars*, and *Viral*.

I've also created several milieus of my own that I write fiction in: the *Precinct* series that blends epic fantasy and police procedure (five novels and dozens of short stories); the *tales of Cassie Zukav*, weirdness magnet, urban fantasy stories set in Key West (more than a dozen short stories); *The Adventures of Bram Gold*, urban fantasy stories set in New York City (one novel, with another in process, and two short stories); the *Super City Cops* stories about cops in a city filled with superheroes (one novel, two short stories, three novellas, with more novellas to come); the Shirley Holmes & Jack Watson stories, updates of Conan Doyle in modern New York City (two short stories); the *Connie de la Vega* stories about a brilliant young woman on the moon in the nearish future (two short stories).

5) What to date has been your favorite story/book that you wrote?

Oh, geez, what a hard question. Since this is for STARFLEET, I'll answer with my favorite of my *Star Trek* stories, which is the 2005 novel *Articles of the Federation*. Mostly it's my favorite because it proved to be so influential—the Federation governmental structure that I created for that novel has continued to be used, and that novel's protagonist, President Nan Bacco, went on to be a major supporting character in the *Trek* fiction moving forward. Fellow novelists were telling me how much they loved writing her (in particular, David Mack, David R. George III, and Kirsten Beyer told me several times how much they loved writing her).

6) I know this might cause some discussion, but what is your favorite *Star Trek* period; Original, NextGen, Voyager, etc.?

Deep Space Nine. I grew up with the original series, *The Next Generation* was during my college years and early 20s; but *DS9*, building on what came before beautifully, quickly became my favorite. It just did *so much* with the world, with the characters, and with storytelling.

7) Your favorite *Star Trek* character?

A three-way tie among Worf, Kira, and Kestra (Riker and Troi's daughter).

8) What do you like to read for your own enjoyment? Do you have a favorite book you like to re-read? What is it?

I mostly like to read mysteries and books about baseball, as well as superhero comics, though I haven't had time to do much leisure reading lately.

9) Do you go to Cons as either a Pro or just an attendee?

As a pro. My convention schedule (prior to the pandemic, anyhow) was up to around 25 conventions a year, everything from tiny conventions of a few hundred people like HELIOSphere and Treklanta to bigger media shows of a few thousand like Shore Leave and the various GalaxyCons to the gigunda cons like New York Comic-Con and Dragon Con that have hundreds of thousands.

10) What advice would you give aspiring writers?

Just put your ass in the chair, put your fingers on the keyboard, and *write*. Don't worry if the words aren't perfect—and they won't be, at least not initially. The first draft is allowed to suck. Just power through to the end of the story. It's much, much, much easier to revise and fix a

completed work of fiction than it is a fragment, and the most important step is to finish what you start.

Check out his website at DeCandido.net

***Star Trek* Novels**

- [*The Next Generation* - Diplomatic Implausibility](#) (2001), ISBN 0-671-78554-0
- [*Deep Space Nine* - Gateways: Demons of Air and Darkness](#) (2001), ISBN 0-7434-1852-2
- [*The Brave and the Bold*](#) (2002), ISBN 0-7434-1922-7 (Book 1), ISBN 0-7434-1923-5 (Book 2)
- [*The Lost Era* - The Art of the Impossible](#) (2003), ISBN 0-7434-6405-2
- [*I.K.S. Gorkon* - A Good Day to Die](#) (2003), ISBN 0-7434-5714-5
- [*I.K.S. Gorkon* - Honor Bound](#) (2003), ISBN 0-7434-5716-1
- [*The Next Generation* - A Time for War, A Time for Peace](#) (2004), ISBN 0-7434-9179-3
- [*Ferenginar: Satisfaction Is Not Guaranteed*](#) in *Worlds of Deep Space Nine* Volume 3 (2005), ISBN 0-7434-8353-7
- [*I.K.S. Gorkon* - Enemy Territory](#) (2005), ISBN 1-4165-0014-6
- [*Articles of the Federation*](#) (2005), ISBN 1-4165-0015-4
- [*The Mirror-Scaled Serpent*](#) in [*Mirror Universe* - Obsidian Alliances](#) (2007), ISBN 0-7434-9253-6
- [*The Next Generation* - Q&A](#) (2007), ISBN 1-4165-2741-9 (nominee, Best Speculative Fiction Novel, [Scribe Awards](#))
- [*Klingon Empire* - A Burning House](#) (2008), ISBN 1-4165-5647-8
- [*A Gutted World*](#) in *Myriad Universes* - *Echoes and Refractions* (2008), ISBN 1-4165-7181-7
- [*A Singular Destiny*](#) (2009), ISBN 1-4165-9495-7 (nominee, Best Speculative Fiction Novel, [Scribe Awards](#))

***Star Trek* novellas, short stories, comic books, etc**

- [*The Next Generation* - Perchance to Dream](#) (four-issue comic book miniseries, art by Peter Pachoumis and Lucian Rizzo, with Scott Benefiel, February–May 2000) - collected in [*Enemy Unseen*](#) (2001), ISBN 1-61377-131-2, alongside "The Killing Shadows" and "Embrace the Wolf"
- "Horn and Ivory" in [*Gateways: What Lay Beyond*](#) (2002), ISBN 0-7434-5683-1
- "Broken Oaths" in [*Deep Space Nine* - Prophecy and Change](#) (2003), ISBN 0-7434-7073-7
- "Revelations" in [*New Frontier* - No Limits](#) (2003), ISBN 0-7434-7707-3
- "The Ceremony of Innocence Is Drowned" in [*Tales of the Dominion War*](#) (2004), ISBN 0-7434-9171-8

- “*loDnIpu’ vavpu’ je*” (“Brothers and Fathers”) in *Tales from the Captain’s Table* (2005), [ISBN 1-4165-0520-2](#)
- “Letting Go” in *Voyager - Distant Shores* (2005), [ISBN 0-7434-9253-6](#)
- “Four Lights” in *The Next Generation - The Sky’s the Limit* (2007), [ISBN 0-7434-9255-2](#)
- “Family Matters” in *Mirror Universe - Shards and Shadows* (2009), [ISBN 1-4165-5850-0](#)
- *Alien Spotlight: Klingons: Four Thousand Throats...* (comic book, art by [JK Woodward](#), 2009; winner, Best Single Issue of a Comic Book, [TrekMovie.com](#)) -- collected in *Alien Spotlight Volume 2* (2010), [ISBN 1-60010-612-9](#), alongside *Q*, *Romulans*, *Tribbles*, and *Cardassians*.
- “The Unhappy Ones” in *Seven Deadly Sins* (2010)
- *Captain’s Log: Jellico* (comic book, art by JK Woodward, 2010) -- collected in *Captain’s Log* (2011),

[ISBN 1-60010-887-3](#), alongside *Sulu*, *Pike*, and *Harriman*.

- *The Klingon Art of War* (2014), [ISBN 1-4767-5739-9](#)

Star Trek eBooks

- *S.C.E. (Starfleet Corps of Engineers)* series (2000–2006)
 - *Fatal Error* (2000)
 - *Cold Fusion* (2001)
 - *Invincible* Books 1-2 (w/[David Mack](#), 2001)
 - *Gateways* epilogue: *Here There Be Monsters* (2001)
 - *War Stories* Books 1-2 (2002)
 - *Breakdowns* (2003)
 - *Security* (2005)
 - *What’s Past* Book 6: *Many Splendors* (2006)
- *The Next Generation - Slings and Arrows* Book 6: *Enterprises of Great Pitch and Moment* (2008)

Science

Exploring NASA

by LTJG David R. Lyons, *USS Ronald E McNair*1

The last edition of the Communiqué had a wonderful article written about Katherine Johnson, from the crew of USS Katherine Johnson. It was a pleasant surprise to find out a few facts about her that I didn’t know.



When *Hidden Figures* debuted to theaters, it was released at the AMC Towne Center 24 theater in Hampton before anywhere else. As I always end up attending movies alone, I found a seat near the front in a very packed theater. I didn’t know how lucky I was about to be.

At the time, there hadn’t been much news coverage about the ladies and the film, so I didn’t know what Dr. Johnson looked like in real life. When the movie ended, the elderly lady seated next to me exclaimed, “Oh what a nice story!” I shall forever go to my grave knowing I was seated next to that special lady and just didn’t realize it.

In today’s NASA, everyone knows the Space Center in Alabama, the launch pad in Florida, and the Mission Control center in Texas. But these locations are not where America’s start into space truly began.

If you’ve seen the movie, you know the events take place in Hampton, VA at NASA Langley Research Center. The Center, the oldest operating facility NASA has, had a full Open House event in 2017 for its 100th birthday. All the history-making events that put America into space were pioneered at NASA Langley, including the incredible work by Dr. Johnson and all the ladies of the team.

Should you ever drive along Wythe Creek Road which leads into Poquoson, after you pass the gate entrance, you’ll see the huge gantry which has stood the test of time. It is the same gantry that was used to teach astronauts how to go into space and get back home again. It is still used today for aeronautical research.

Huge, round white structures visible through the fences are the many wind tunnels that date back just as many decades. These are the tunnels that were used to

determine the flight characteristics of every military jet and many civilian planes over the last 100 years. My grandfather worked in the tunnels and shared many stories about testing planes, right up through the F-15 Eagles. Work on the Space Shuttle was also part of their work.



It was long after Kennedy's assassination that the push was made to move Mission Control from Hampton to Texas, where LBJ was from. But important work continues in Hampton every day. The NASA base sits right next door to the Langley Air Force Base...but if you're thinking about the CIA, that is a different Langley, which is located in northern Virginia.

If you've flown on an airplane lately, you've noticed the winglets at the tips that typically bend upwards. Runways at airports are grooved horizontally, as are many highways, to help give additional traction to tires in wet conditions.

Both of these inventions were created at NASA Langley and are now the standard worldwide.

Yes, once again, I'm giving you some homework,

www.nasa.gov/langley.

Feel free to explore the origins of our Space Program, which Star Trek played a critical part in inspiring thousands to get into space and engineering!



Men's Health Month

by MCPT John Brice Jr, *USS Freedom*

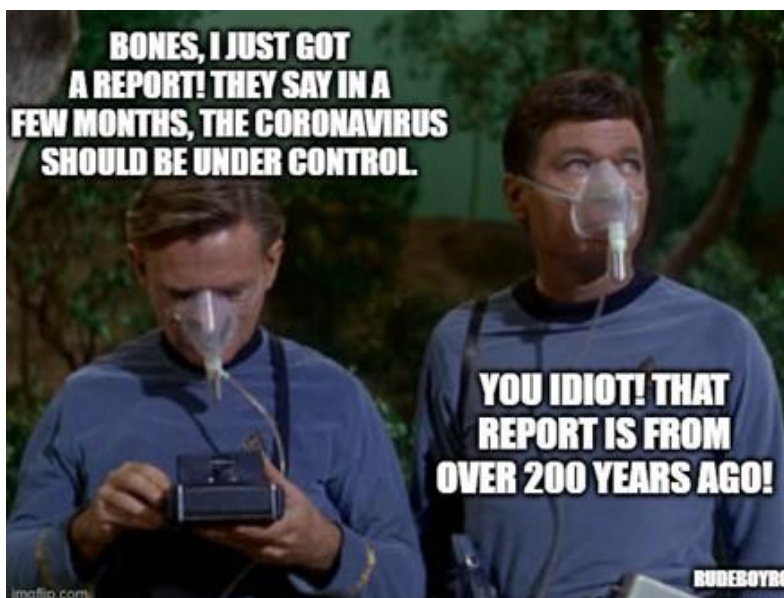
Hello, fellow STARFLEET International Members! I would be remiss as a medical officer aboard the USS Freedom and OIC of the 11th MSG, which focuses on Medicine, to remind you that June was Men's Health Month. I hope for Father's Day that everyone wore your favorite blue shirt, shorts, jeans, or other wear in honor of all the men we love and cherish this year. Although the designated month is past, it is not too late for our male friends and family to get their yearly health examinations with their primary care providers. It is also a great time to remind men to get their yearly skin check with a primary care provider or specialist dermatologist. Two to three million cases of non-melanoma skin cancer are diagnosed every year across the globe, according to the World Health Organization.

Men's Health Month is also an important reminder to men under the age of 30 to get checked for possible testicular cancer. Over 9,600 cases of testicular cancer are diagnosed every year; and of those cases, 440 men will die, according to the National Cancer Institute. Men over the

age of 55 should have their yearly prostate exams as well. According to the Prostate Health Guide, (<http://www.prostatehealthguide.com/>):

- Over 50% of men in their 60s and as many as 90% in their 70s or older have symptoms of an enlarged prostate or benign prostatic hyperplasia (BPH).
- Each year approximately 220,000 men will be diagnosed with prostate cancer, and about 30,000 will die from it.
- Prostatitis is an issue for men of all ages and is the most common prostate problem for men under age 50.

Please consider checking in on your male family members this coming month and remember that health and medicine are an aspect of service with any STARFLEET member. We should all be concerned with our physical, emotional, and psychological health, so please take this time to say "Live Long and Prosper" for all our male members.



Final Mission

DJ Powers, Commodore
USS Ronald E McNair, 1st Fleet

Yvonne Kettering Jennings, PO2
USS Jeanette Maddox, 12th Fleet

Himilce Jackson Alvarez, Captain
USS San Juan, 2nd Fleet

Gene Spillers, MCPO
340th MEU, 3rd Fleet

John Wagner, Colonel
USS Matrix, 7th Fleet

Mickey Charles Bishop, Colonel
USS Asclepios, 9th Fleet

Jane Fisher, Captain
USS Kitty Hawk, 1st Fleet

Stephen Gill, Lieutenant
USS Neptune, 2nd Fleet

Robert DiMatteo, Captain
USS Moebius, 1st Fleet

Brandt T Heatherington, Fleet Admiral
USS Potomac, 1st Fleet

Robert Chin, Vice Admiral
USS Hood, 15th Fleet

Max Triola, Sr, Crewman
USS Zavala, 3rd Fleet

Gibson, Chris, Lt Colonel
was on a shakedown returning to
active duty

Lee McClendon, SCPO
USS Kepler, 12th Fleet

David Roberts, Commander
USS Aries, 1st Fleet

USS Aries mourns the loss of its Chief Engineer. On June 5th, he passed away very suddenly. David Allen Roberts "Dar" was a long-time member of the USS Reprisal and then USS Aries. He lived and breathed Star Trek and thought of his crewmates as family. He has been posthumously promoted to Captain, awarded the STARFLEET Star by the CS, and the Dearest Blood award by Region 1. Our engine room will never be the same without him, and he will be forever missed by all who knew him. – Admiral Mike Wilson, USS Aries

NOTABLES

Annie Glenn – Wife of John Glenn, Advocate, and Inspiration to many

Richard Herd – Admiral Paris, Star Trek Voyager and Star Trek Renegades; L'Kor, Star Trek the Next Generation – A true gentleman and great friend to many

John Winston – Lt Kyle in TOS (and his evil twin in "Mirror, Mirror), Star Trek II: The Wrath of Khan; Captain Jefferies in Star Trek New Voyages "Come What May"

Anthony James – Sub-Cmdr. Thei, Star Trek the Next Generation

John Patrick Mahon – Adm Gardner, Star Trek Enterprise

Geno Silva – Senator Vrax, Star Trek Enterprise

Gene Dynarski – Cmdr Orfil Quinteros, Star Trek the Next Generation; Ben in Mudd's Women, and Krodak in TOS

Mel Winkler – Jack Hayes, Star Trek Voyager, "The 37s"

EDITOR'S NOTE: In this issue, we are attempting to acknowledge some passings that we cannot confirm were acknowledged in a previous issue. After this issue, only passings that occur in the three months between issues will be run on this page. – DHR

Remembering a Friend

by LGen Dennis Rayburn, SFMC, *Space Station Nikola Tesla*

As many of you know, Jill and I had the honor of being writers for Roddenberry.com for a few years. We had the pleasure of meeting several Star Trek actors during that time; one of them was actor Richard Herd, who played Admiral Owen Paris in STAR TREK: Voyager and who returned to the role for the pilot of Star Trek Renegades, which was one of his many roles in his distinguished career.

Richard was not one of the folks that many call “the Hollywood type.” He was an amazingly down-home type of guy who enjoyed meeting his fans, getting to know them and making sure they left having enjoyed getting to meet him.

What is not commonly known is that Richard was an artisan. He could create some beautiful things with metal and wood. On the wall in our living room hangs a Cross that he made (shown below).

I have to tell a funny story that involved Richard. A few years ago, he called me hoping I could help him reach Rod Roddenberry. Now, I had a number for Rod, but I had given my solemn word not to give it out without his permission. That is something engraved in my brain by my late mother regarding her phone number, which was kept unlisted. When Richard called, I apologized but explained I’d have to call Rod and get permission first. He chuckled and understood. When I called Rod to ask his permission, he also chuckled about the situation and gave permission. I then called Richard back, we both laughed about the matter; then he said that it showed my parents had raised me right.

His acting skills were amazing. He could play a good guy that you’d swear was a saint, and in another film, play a

villain who you would no doubt believe was Satan incarnate! You knew it was him; but he could convince anyone that he was truly the character he was playing, be it a priest, a labor leader, a corrupt businessman, a police captain, or even a Klingon named L’Kor on *STAR TREK: The Next Generation* (although that Klingon makeup made it hard to tell it was him). His was one of those faces and voices you would see in so many television shows and movies, the ones who are referred to as character actors. After getting to know Richard, I can see why they get that handle.



He was also a musician, playing the instrument called the gutbucket (or better known as the Washtub Bass) for “The Enterprise Blues Band.” The band performed at the Las Vegas convention several times and was always great entertainment! If you own one of their two CDs, you own some great music.

Richard left us for the Final Frontier on May 26, 2020, at the age of 87. He leaves behind his wife, Patricia, two children from a previous marriage, one step-daughter who was Patricia’s, and many friends and fans from all over the world. He also leaves a legacy of work that will be around as long as there are movies, television shows, and fans who love him.

Vaya con Dios my friend! You will be missed.



Awards/Citations

Orders of Merit

by VAdm Pam MicHaud, *USS Ronald E McNair*

Each Order of Merit has three classes — First, Second, and Third. Generally, an Order of Merit, Third Class recognizes significant achievement at the chapter level, Second Class recognizes significant achievement at the regional level; First Class recognizes the highest level of achievement to STARFLEET.

The following members have received STARFLEET Orders of Merit:

Order of Axanar

Mediation or Problem Resolution,

Jeremy Carsten, *USS Battleborn*, 2nd class

Order of Babel

Recruiting

Peggy Eubanks, *USS Star League*, 3rd class

Tamara Smith, *USS Star League*, 3rd class

Jennifer Yourchak, *USS Star League*, 3rd class

Order of Cochrane

Technology

Jeanne Baston, *USS Star League*, 3rd class

Benjamin Hartwell, *USS Vector*, 3rd class

Ingrid Warden, *USS Star League*, 3rd class

Order of Darmok and Jalad

Outreach

Glenn Smith, *USS Solstice*, 2nd class

Arlene Henriques, *USS Antares*, 2nd class

Steven Kristrom, *USS Marie Curie*, 3rd class

Jana Sandarg, *USS Star League*, 3rd class

Arlene Henriques, *USS Antares*, 3rd class

Victoria Lemen, *USS Vector*, 3rd class

Sarit Carsten, *USS Battleborn*, 3rd class

Order of Gaea

Ecology or Preservation

Donna Pellegrin, *USS Vector*, 3rd class

Grankite Order of Tactics

Event Planning

Erica Smith, *USS Appleton*, 2nd class

Robbie O'Brien, *USS Cuchulain*, 2nd class

Cheryl Caine, *USS Merlin*, 3rd class

Rob Crane, *USS Appleton*, 3rd class

Jonathan East, *USS Cuchulain*, 3rd class

Anthony Raythorn, *USS Cuchulain*, 3rd class

Lee Raythorn, *USS Cuchulain*, 3rd class

Morgan Deane, *USS Cuchulain*, 3rd class

Alan Hutton, *USS Cuchulain*, 3rd class

Mark McQuillan, *USS Cuchulain*, 3rd class

Sarah Goodyear, *USS Appleton*, 3rd class

Mark Logan, *USS Merlin*, 3rd class

Ian Struthers, *USS Alba*, 3rd class

Alan O'Shea, *USS Cuchulain*, 3rd class

Jack Wilson-Smith, *USS Appleton*, 3rd class

Rachel Wilson-Smith, *USS Appleton*, 3rd class

Arty Smith, *USS Appleton*, 3rd class

Patrick Finn, *USS Merlin*, 3rd class

Order of Roddenberry

Star Trek

Jamie Knowles, *USS Star League*, 3rd class

Jules-Pierre Fournier, *USS Vector*, 3rd class

Russell Camp, III, *USS Battleborn*, 3rd class

Order of Samaritan

Volunteerism

Arlene Henriques, *USS Antares*, 2nd class

Mary Demiter, *USS Antares*, 2nd class

Michael Mann, *USS Star League*, 3rd class

Hector Gutierrez, *USS Antares*, 3rd class

Leanna Morgan, *USS Antares*, 3rd class

Susan Mahaffey, *USS Ronald E McNair*, 3rd class

Order of S'harien

Inventiveness or Craftmanship

Patrick Fillinger, *USS Vandalia*, 3rd class

Order of Surak

Scholarship

Heidi Yergin, *USS Marie Curie*, 3rd class



Vice Commander

ADM James Herring, *USS Missouri*



Diplomatic Corps

CAPT Aaron Himes, *USS White Eagle*
Fleet Ambassador



Greetings from the newly formed Diplomatic Corps. This has been something a few others and I have been discussing and working on for the last few years. My thanks to Captain Erica Smith for her input. Also, to those who added ideas and suggestions on our group pages. We have a lot of plans and goals for the Corps. Our top two goals right now are making a fleet-wide sistership program and opening diplomatic ties with various Star Trek and Sci-Fi groups out there.

Sistership Program:

Several ships in the fleet already do this, working with other ships for events, communications, and support. We intend to help all ships interested in participating to get in contact with a sistership. We want to use this as a cultural exchange by pairing ships from different regions and countries. We want there to be an exchange of ideas and culture, to help expand the understanding of each other, and to further the idea of IDIC. One major issue I have seen from our chapters outside the US is that they feel left out, as most of our members are in the US. I want to use the sistership program to include them in more fleet activities. Those ships already doing this are welcome to join this program officially or keep the course of what they are

already doing independently. We have no wish to dictate to them what they should be doing.

Diplomatic Corps:

The Diplomatic Corps' major goal is to improve the image of STARFLEET to other Sci-Fi organizations. We will accomplish this by opening official diplomatic relations with them. This will then be used to arrange functions and events with various chapters and ships of all the organizations we have ties to. While we will initially start with Star Trek-based organizations, we will expand to others such as Star Wars, Babylon 5, Battlestar Galactica, and any others we come across. We can become one big family in our love of science fiction and what it represents to many people.

Our goal is to make things fun and exciting again, to bring more options for our members to do various things around the world.

We look forward to serving the members of SFI by reaching out to all in friendship and love of Star Trek and Science Fiction.

I look forward to representing STARFLEET and its members to the rest of the Sci-Fi community and opening doors for cooperation and understanding.

With regards,



Chief of Communications

ADM Jeff Higdon, *USS Black Hawk*



Greetings and Felicitations.

The due date for submissions for the next issue of the Communiqué (Number 204) is September 15, 2020, before 11:59 pm. You may submit articles, poems, pictures, stories, cartoons, etc...



In a related item, I know that most Chapters and Regions have Historians. It is important to know where you came from to set a course to where you're going. The reason I mention this is to encourage our Historians to submit

articles about their chapter, a member of their crew, or crew activities that they have been a part of. You could submit these articles, as well as photographs and any other relatable items to cq@sfi.org or starfleetcq@gmail.com. The latter address is preferred as we know that we can get attachments at that one although I believe we can now get attachments at the sfi.org address.

We are requesting that our seasoned members look through your files for old Communiqués. We are missing quite a few of them and would very much like to put them

in our files, which you can find on the STARFLEET Database (SFDB). The issues of the STARFLEET Communiqué that we are missing are: 1, 3-9, 13-25, 27-29, 31-41, 44.

We would appreciate your help very much in this effort. Please remember that these CQ's are hard copy and will need to be scanned and sent to us. If you cannot scan and you wish to either contribute the CQ in question or loan the CQ to the association, please contact our Vice-Chief In Charge of Publications and Manuals, Lieutenant T J Feldman at vice-chief-pub@sfi.org to make arrangements. Again, we would appreciate it if you would search through your records to see if you have the CQ's in question.

We are in search of any manuals, forms, or publications whether they be current or from past times. These publications (which we'll call them) can be out-of-date and are usually no longer in circulation. If you have such STARFLEET publications, please contact Lieutenant Feldman at the email address given above. It will be very much appreciated!

Our social media service staff have been busy with approving and moderating our Official Facebook and Mailing Lists. However, they have the added duty of checking membership status for our association. You must be a current member of STARFLEET to be a member of either the STARFLEET Facebook pages.

It has come to our attention that there are individuals who are no longer members of our association but are still members of our media platforms.

Those whose membership in SFI ended more than six months ago will be removed from the social media pages. To return as a member of the groups, you will need to renew your membership in STARFLEET and reapply to become a member of those social media groups. Remember that you will need to respond to all membership questions for our social media platforms: permit to access your information on the STARFLEET Database (SFI DB); give your SCC number, and give the name that appears in the SFI DB. If you give an incomplete application, the group access will be denied.

Those whose membership has expired within the last six months will be contacted by a member of our Social Media Staff and given 24 hours to respond to the communication.

If you do not respond within that timeframe, your membership in those accounts will be deleted. However, if you respond in that timeframe and say that you're having trouble or need some time with renewing your

STARFLEET membership, you will be given up to 60 days to renew. After the 60 days, your membership within the social media accounts will end.

Under the direction of Vice-Chief of Communications, Social Media Services, Rear Admiral Eric Johannson, all Approvals, Denials, Deletions, and Responses to Questions and Comments will be done by the Social Media Team. If you have any questions RADM Johannson may be contacted through FB messenger or emailed at

comms-vice@sfi.org. Please allow no less than 24 hours for a response.

I am pleased to announce the creation of a new division within the Communications Department. The division of Video & Audio Services will oversee the production of all official STARFLEET Video and Audio Efforts. This includes the current productions, Commander. STARFLEET AMA, and the ever-popular, STARFLEET After Dark. There will be more announcements concerning other video and audio efforts in the upcoming month.

I am pleased to announce the appointment of Marine Captain Russell Camp as the Vice-Chief of Communications, Video & Audio Services. He will oversee the production of all videos and audios that is an official part of our association. Congratulations, Captain Camp, and may the winds be at our backs in this effort!

In response to the Newsletter Awards that are usually given during the International Conference, we will be making an announcement concerning those awards within the next month. Until then please be patient with us.

In a closing thought, I want to say that the last few months have been tough on all of us. More than a few members of STARFLEET have passed into the FINAL FRONTIER. My thoughts and prayers are with their families, friends, and shipmates in their pain and sorrow. COVID-19 has affected us all in ways that we never thought of. Remember that humanity has gone through hundreds if not thousands of pandemics throughout history and we have made it through. We will make it through this one as well.

All my best to you and your families, friends, and shipmates. Fair winds and following seas!

That is all! We will see you in the STARFLEET Communiqué, issue 204 - be it in the United States, Europe, Australia, New Zealand, or the other regions of our vast association.

"May the winds be at your back..."



Chief of OPERATIONS

ADM Johnathan Simmons, *USS Stormbringer*



DTS Report

by ADM Alex Rosenzweig, *USS Avenger*

Greetings!

DTS activity ticked upward slightly in May, in both chapter-related activities and the department offices. Two new vessel reservation requests were received, both for established classes. One chapter was logged as decommissioned, and its name/registry is in the standard six-month hold phase. One new ship class was approved, the Malachowski-class light cruiser from Star Trek: Discovery. No new shakedown chapters were approved. ASDB submitted its recommendation to approve the Aries-class proposal; interviews were conducted with two potential new staffers, with the results very promising. Liam Smith is stepping in more fully on the Umiak's Alaska-class refit project, and the Bureau is also continuing to pursue the USS Phoenix Restoration Project. OTI responded to an inquiry regarding the Poseidon-class cruiser and is continuing research on new ship classes to be added to the Fleet's list (including classes from Discovery and Picard [notably the Inquiry-class for the latter]). OSA reported mostly quiet, save for continued work on the Alaska-class and its refit, the Umiak-subclass.

Names approved for new vessels (either on shakedown cruises or preparing for same) include:

USS Amelia Earhart, NCC-50005, Cheyenne-Class Exploratory Cruiser

USS Ares, NCC-1650, Ares-Class Assault Cruiser

Name/Class/NCC changes approved for starships/stations include:

[NONE THIS REPORT]

New classes approved include:

Malachowski-Class, Light Cruiser: 162X, 166X (e.g., *USS Sioux*, NCC-1621; *USS Clarke*, NCC-1661)

Names approved for shakedown chapters include:

[NONE THIS REPORT]

The decommissioning/deactivation of the following vessels was noted per the report of ADM Simmons, or from other sources; their names are now listed as on-hold, as per

standard protocol, pending any decision to reactivate those vessels:

USS Odin, NCC-1875, Avenger-Class Heavy Frigate

Names now available following chapter withdrawal from STARFLEET and 6-month waiting period:

[NONE THIS REPORT]

ASDB:

CMDR Scott Melrose reports that the ASDB had a very busy month in May. The Aries-class proposal was finally recommended for approval, following an extensive review period. In other news, staff member Liam Smith has taken on some of CMDR Melrose's duties with the USS Umiak refit. Liam has been in conference with the design team online, during which they have completed another objective, completion of the design profiles for their schematic.

Staffing has seen some substantial progress in May. CMDR Melrose has been going over applications and has interviewed two very promising candidates, David Hines and Justin Donaldson. At this point, he has approved both of them based on their qualifications and has sent the offer to join the ASDB. They are not yet official, but he feels that they will prove to be valued assets to the team.

Work on the USS Phoenix Restoration Project has slowed a bit while getting Liam Smith and possibly other new staff up to speed on the project. Finally, we can get our vintage Columbia-class vessel out of drydock, under CMDR Melrose's command, and start our field testing.

OTI:

In May, OTI responded to an inquiry regarding the Poseidon-class cruiser. Alas, there is limited information on that class, but we're working on it! OTI also has identified the vessel that CAPT Riker commanded in the Picard season finale as an Inquiry-class vessel and is continuing to research for more information. Sufficient information was gathered to add the Malachowski-class light cruiser to STARFLEET's listings, continuing our gradual addition of classes from Star Trek: Discovery. OTI has also been continuing to follow the USS Umiak Alaska-class refit discussion.

OSA - Schematic Artist:

LTC Camidge has returned to reporting, though things were quieter in the OSA; and he spent more time focused on chapter matters. Meanwhile, he has also been working with the design team for the Umiak's Alaska-class refit project. Drafts of the exterior schematics and refinement of the bridge deck have been completed.

Meanwhile, we continue to search for additional personnel to fill positions in this office, so the weight is not all on one person.

And that's the news! □

In Service...

Alex



Chief Financial Officer

Gen Linda Olson, SFMC, *USS Relentless*



SFI Coronavirus CommBadge for Charity

by CAPT Andrea Dee, Region 2

In early May, an advertisement went out by CFO Linda Olson to take orders for a Coronavirus-themed CommBadge pin for a COVID-19 research and relief mission of STARFLEET, with the money raised to benefit Doctors Without Borders. The cost was \$20 per badge with \$5 shipping in the USA. For orders in the UK, they would be sent in a batch to the R20 RC, Richard Sams, and he would then distribute them. PLEASE send an email to dragonladye@wildblue.net with your address and permission to use this method to send. For people outside the USA, but not in the UK, please wait for Linda to get a postage quote.

In addition, there will be yet another design for sale. For the STARFLEET Medical Comm Badge in Blue enamel please click here: <https://bit.ly/2LgZagp> and complete the form.



The response was great, with all badges sold out by June, and a second run of 100 more was placed in mid-June. These will likely be sold soon after the CQ is published, but send an email to dragonladye@wildblue.net to see if any stock is left. Linda says, "Thanks, everyone, for your generosity and for liking my badge idea so much."



Chief of Educational Services

MGN TJ Allen, *USS North Carolina*



News from the Bookshelves

by GEN Jill Rayburn, SFMC, *Space Station Nikola Tesla*

Hello! General Jill Rayburn, Vice Chief of Educational Services and STARFLEET Academy Commandant, here. Since Major General TJ Allen is at Deep Space Nine on one of his cushy recruiting trips, he left me a list of things to do while he is gone. Let's see ...

- Help SFA staff with their revisions and updates of materials. All of the colleges in SFA are being reviewed, revised, and updated. This includes all

manuals and exams. We have a goal of finishing this by the end of the year, and progress is being made. All of our staff members are working hard on this, but we could use some extra help. We are looking for volunteers to help our Directors with this project. These volunteers would not be permanently joining our staff but simply helping us out with this massive undertaking. The work includes duties such as proofreading existing and/or revised materials and

revising files in Word or Open Office. Volunteers should have better than average grammar and spelling skills and be comfortable working with word processing programs. If you are interested, please contact me at sfa-academy@sfi.org; I will match you with a Director who needs assistance.

- Oversee re-integration of MACO Training Center into SFA. As of June 1st, the MACO Training Center was dissolved; and the colleges and institutes from the Training Center were moved back into the offices of SFA. Don't worry... all of your favorite courses and colleges are there. You can find them either in the Institute of Military Operations or the Institute of Military Studies. If you have any questions, the Deans of those institutes will be happy to help.
- Find the missing key to the liquor cabinet. Oh, wait... I don't think I was supposed to tell you that...
- Check on the progress of getting the STARFLEET Marine Corps Academy set up on Moodle. The schools of the SFMCA are being added to Moodle, and the project is progressing nicely, with several schools already available. Currently, all courses can still be requested at <http://sfmca.sfi.org/>. Those that have been added to Moodle are available for download there as well. If you have questions about this project or anything related to SFMCA, please contact Major General Shane Russell at tracom@sfi-sfmc.org and he will be able to assist you.
- Check status of both currently closed and recently reopened SFA colleges. Several of our colleges are currently closed for a variety of reasons. If you don't see your favorite college, please feel free to contact the Dean of the respective Institute or our Academic

Coordinator, Rear Admiral Cher Schleigh (academics@sfi.org), and ask for information. We hope that none of these colleges will be closed for long, and it may be possible that enterprising students can even help us get them reopened faster by volunteering to help if they are closed for revisions and updates. We recently reopened a few colleges, including the College of Superheroes (Institute of Performing Arts and Entertainment), the Bajoran Orientation College (Institute of Alien Studies), the College of Astronomy (Institute of Space Studies), and the College of Oceanography (Institute of Science).

- Order the paint and caution tape for the Chief's office. Oh, wait... I hope TJ didn't see that. Maybe the CQ editors will take that out for me!

Editor's Note – Not a chance!! - DR

- Help our new staff members get settled in their offices and continue to look for new additions to our staff. I am excited to say that since January we have welcomed 16 new staff members to SFA; and we have filled many of our openings, with the help of the wonderful folks at Humanoid Resources. We do still have quite a few openings that we need to fill, and we would love to have more folks join our SFA family. You can find a list of openings at <http://sfi.org/humanoidresources/>. The listings also have information about job duties, skills needed, and training requirements. If you have questions about any of our openings, please contact me.

Well, there are a few more things on the list that was left for me, but I'd better keep those to myself. I suspect I am already in enough trouble when the Chief gets back. I'm going to head back into the bookshelves now. Hope to see you in the halls of SFA!

The College of Engineering

by CMDR Richard Rutledge, *USS Marko Ramius*

The College of Engineering—the proud home of Starfleet's finest. It is the maker of miracle workers and the pride of the Institute of Technology. Do you like taking things apart just to see how they work? Do you like getting dirty and feeling the thrum of a deck under your feet? Are you always dreaming up new inventions or making old ways better? If you answer yes to any of those, then the College of Engineering, part of the Institute of Technology is for you.

The College is the heart of Starfleet. Be one of the few who can proudly claim the title of "Starfleet Engineer"; and if you work hard, you may even be granted the ultimate title of "Miracle Worker." Starfleet is the Pride of the

Federation and its ongoing mission is to "explore strange new worlds and go where no one has gone before." The heart of Starfleet is her wide-variety of spacegoing vessels. The lifeblood of those vessels is her engineers.

Walk the very same halls that witnessed those we now consider immortal miracle workers, names such as Trip Tucker, Montgomery Scott, Geordi LaForge, Miles O'Brien, and B'Elanna Torres. Learn from their very mouths about the wonders they saw, the dilemmas they faced, and the wild ingenuity they used to keep their beloved ships operating.

But the fun doesn't stop there, because Engineering is a time-honored, distinguished profession. It is responsible for

creating the very society we enjoy and many of the myriad innovations that helped bring it about. You will learn about Sir Isaac Newton, James Watt, Archimedes, Benjamin Banneker, and Christiaan Huygens. You will learn about the very principles that drove these men and women, such as Laminar Flow, Hydraulics, Stress, Decaying Orbit, Nuclear Fusion and Fission, and Maxwell's equations. You will learn how these wonder-workers used these principles to build upon one another to create the rockets that led humanity into space.

Then your education will continue with Zefram Cochrane and his dream of expanding upon Einstein's theory to develop a method of Faster-Than-Light travel, resulting in the very first Warp Engine in Human History. And we all know what came about because of his genius and his invention. It led to First Contact with the Vulcans, humanity's first steps into the wider Universe, and ultimately into the United Federation of Planets.

The College then moves into the common era and shows how engineers and their continued wonder and imaginations helped spread the technology and ideas of the Federation out to other planets, species, and cultures. You will learn about the early Starfleet Engineers who had to learn to think and work on the fly, often creating many of the very principles and tools today's engineers can't live without.

You may not become a miracle worker or create any new tools or technology (although you might), but you will be guaranteed a first-class education and an enjoyable and fulfilling career. If you don't want to become a Starfleet Engineer, what is wrong with you? Just kidding; we need computer jockeys and hypospray heroes as well but consider taking some classes from the College of Engineering anyway. You never know when it will come in handy.

So when you are filling out your classes, consider The College of Engineering, where our motto is: "If it isn't broken, take it apart and fix it anyway."



The Gorn Academy

by CMDR Richard Rutledge, *USS Marko Ramius*

The Gorn Academy is your one-stop-shopping home away from home for all things Gorn. Most members of the Fleet have never seen a Gorn, and the odds of encountering one are in the infinitesimal; however, there is always that rare opportunity where one can find oneself face-to-face with an angry Gorn. Just ask Captain Kirk or even Captain Picard. And it would serve oneself and Starfleet best to be prepared for just such an opportunity. That is where your Gorn Academy comes in.

We have been assembling a core of highly knowledgeable, experienced, and enthusiastic scholars and

experts in the field of Gorn history, religion, culture, and government. Most of our staff of researchers, fact-checkers, and writers have spent many years amongst the Gorn, developing a broad and varied range of information about this most mysterious and rarely encountered species.

Inside the walls of the Gorn Academy, the prospective students will find themselves faced with the very heart and soul of this magnificent race. We discuss the entire range of Gorn history, from the very first simple organisms that crawled out of the mud, all the way to the present day (or at least what they have allowed us to know about their

present-day activities). Much of this information comes from the Gorn themselves, gathered from interspecies knowledge exchanges as well as the few Human-Gorn friendships that have happened.

You will learn more about the Gorn Religion including the origin, the Three (3) Deity structure, and the Three (3) Holy Elements. You will learn how each deity is represented in the Three Holy Elements, and how the deities and elements are used in their religious rituals. One course includes an in-depth study of a few rituals that a few members of Starfleet/Federation have been granted the honor to witness or participate in.

The Gorn Academy covers the Gorn system of Government, which is based on a ruling council of 9 and a Supreme Leader (who is a hereditary figurehead); the Gorn Culture (the 3 castes and more); and the Gorn physiology and biology.

Whether you know a lot, just a little, or nothing at all of any of the previous Starfleet/Federation-Gorn encounters, inside the walls of the Gorn Academy you will learn the complexity of these situations: what brought them about, what happened during them, how they were resolved, and what lasting impacts they have had on Federation and Gorn history.

We may wander off the beaten path at times and speculate on if we have encountered the Gorn in our pre-history and just not known it. There are stirrings in the scientific and academic communities that humanity has encountered the Gorn much earlier than we had previously thought, the present rumor being that our very own dinosaurs are related to the Gorn. The heated part of this debate is: (1) Are the Gorn part of our dinosaurs that were captured by an earlier alien species, or (2) are our dinosaurs Gorn that visited our planet and got stranded millions of years before humanity flourished? I don't know about you, but for me, that question alone is worth signing up for our classes.

Well, I hope this brief description of what we have inside the Gorn Academy strikes some flame of curiosity within you and encourages you to choose us on your next Starfleet Academy course endeavor. Whatever you decide, I wish you luck on your Starfleet Academy tour, your Starfleet career, and your never-ending quest for knowledge.

Until we see you, I leave you with this Gorn farewell wish...

“May your eggs flourish and prosper,
and never boil away to nothing.”

Star Trek Communications & Friendship

by COL Jared K Fielder, *USS Constellation*

The best two Star Trek episodes concerning this subject are *Enterprise: Dawn* (Season 2, Episode 2) and *The Next Generation: Darmok* (Season 5, Episode 2). The two episodes are both very good. They seem to play off each other very nicely in the fact that in *Darmok*, Captain Picard says “...communication is a matter of patience, imagination. I would like to believe that these are qualities that we have sufficient measure”. Then it goes to show the duality of man in *Dawn* when Commander Tucker says “My options are narrowing, and my patience is all but gone.” This is due to his lack of communication from the situation at hand. What I found as comical relief was in that episode when Commander Tucker stood with his arms wide (as a gesture of friendship between him and the Arkonian Pilot). If you have seen these two episodes you will understand what I am talking about.

As I stated above about the duality of man, I meant that it shows how we humans can be both patient and then frustrated at the lack of progress. Both Commander Tucker and Captain Picard are forced to communicate without the

use of a Universal Translator. Both situations made for very interesting episodes. Captain Picard had to figure out a way to communicate with the Captain from the Children of Tama within the El-Adrel system, while Commander Tucker had to communicate with the Arkonian pilot Zho’Kaan. Both of these scenarios would be extremely challenging tasks, yet both these Starfleet Officers excelled within this matter and the situation that they were in, managing to not only communicate but foster a better understanding of each other’s culture while, at the same time, opening the door to pave the way to friendship. How do you think you would respond in a situation like this while in STARFLEET?

I would like to urge you to take courses from both the Starfleet Academy (SFA) and the Starfleet Marine Corps Academy. Why? Because knowledge is the ultimate weapon. When we stop learning we stop living. No matter what we do; or where we go, we are always learning. LLAP!

Fiction

Plague Bound – Chapter 2

by CMDR Ross Manuel, *USS Animus*

Commander Lenore Abernathy, the veteran mistress of the USS Kokoda had to resist the urge to query her helm officer, Ensign Bannon on their ETA to the Animus' reported location for the third time this past hour. She clearly saw the mission clock count down the closer they got to their destination. Instead, she sat in silence, hoping that the aura of confidence that she liked to project when on the bridge overshadowed the growing concern that she felt about what was happening at their destination. Her bridge crew continued their duties to keep the Kokoda operational as its twenty-year-old engines were taxed to maximum. While the Animus' Executive Officer had been disturbingly cagey when it came to explaining just what had happened to warrant their mayday call, he had requested that the Kokoda make the best speed to render that assistance.

Lenore had been in Starfleet long enough to know that space was a dangerous domain, filled with wonders both miraculous and profane and that there were still places in the galaxy where a starship could simply disappear. While it was not something that Starfleet actively promoted in the Academy brochure, it was an inherent risk that all of its members agreed to whenever they donned the uniform.

Pressing the intercom button, she keyed a channel to the shuttle bay. "Commander Krieger, what is your status?" she asked as she saw the mission timer tick down below the hour mark.

"We are good to go, ma'am. We're on track to depart as soon as we are within range," Krieger replied. Behind him, the cacophony of an operational shuttle bay made an effort to drown out his words.

Lenore smiled; she knew that her First Officer-come-Navigator was competent so she felt a little foolish to ask him if his landing party was ready. However, she also had to say something to shift this feeling of unease.

"Excellent news, Commander, we are forty-five minutes out so prep your team. Good luck down there, bridge out. Ensign Bannon, prepare to take us out of warp on my mark. I want us to cut the line as close as we can," she ordered, locking her command chair in place.

"Aye ma'am," Bannon replied as he placed a hand on the warp speed control yoke.

"Engineering, how are we doing down there?" Lenore asked, gazing out at the streaking starscape that passed before the bridge's front viewscreen.

"We are pushing redlines, Captain. Thankfully, you gave us a heads up this time. You have to remember, Captain, this old girl is past her prime. She's not the sprinter she once was," reported the Kokoda's exasperated Chief Engineer.

Lenore placed a loving hand on the scuffed armrest of her command chair. "I'll take that under advisement, Mister Kelly, but I suspect there is still a lot of fight in her, especially with you and your team taking such loving care of her."

There was a brief pause before Engineer Kelly replied, "You always know the right thing to say, Captain. She'll get us there, but I'll need to take some of the safety interlocks offline when we drop out of warp to purge the buffers."

"Understood, Engineering. Hopefully, we can give you that time when we arrive. Helm, approach time?"

Bannon looked over to the mission clock, his hand tensely holding the control yolk in the forward position. "Ten seconds, ma'am. We are crossing the terminus of the Tressis System."

Lenore took a breath and released it on a slow count of ten, looking straight at the viewscreen, she nodded. "Take us out of warp. Shuttle bay, prepare to launch the landing party."

In an instant, the wide viewscreen that took up the entire front of the Kokoda's bridge reverted to the dark void of real space. In front of the ship, slightly off to port, in orbit around a brown world was a starship, its twin nacelles sitting beneath its elongated saucer in a design reminiscent of the venerable Walker Class, but roughly one-third the size. Lenore immediately presumed that this starship was the Animus.

From the intercom speaker on her armrest, she heard the shuttle bay deck officer report. "Landing party is away! The launch was successful. Re-pressurising the hold."

The Captain smiled and turned to her communications officer at a station to her left. “Mister Landry, send a message to the Milne Bay. Wish them luck, and then open a channel to the Animus. I hope their first officer is more communicative now that we have arrived.”

There was a brief pause before a tall, athletic-looking man with a slew of short brown hair appeared on the holographic panel in front of the viewscreen. Lenore was immediately drawn to the black and silver service badge with three silver pips inlaid on this man’s blue and gold tunic. She had to force herself from recoiling at the realization that the sharp-pointed tips at the base of the badge were very different from the stylized delta of the standard Starfleet service badge.

“I am Commander Sharpe. Thank you, Commander Abernathy, for your prompt arrival. We have also detected the launch of your shuttle, and while we regrettably cannot disclose what has transpired on the planet, we do thank you for your assistance in this matter.”

Lenore rose from her command chair and approached the hologram that stood at the front of her bridge. “Always to help out another member of the fleet, Commander. I must ask, what is Office of Naval Intelligence doing this far out in the frontier?”

Commander Sharpe almost appeared to laugh, though Lenore suspected that that chiseled face had not found anything humorous in decades. “Come now Commander, do you honestly think that even if it wasn’t classified, I’d be in a position to tell you? Please remain on station, and refrain from scanning either the Animus or the planet’s surface as there is an ONI operation currently in progress down on there.” The commander turned away, only to look back over his shoulder. “I’m certain that you understand Commander.”

Before Lenore could respond the commander vanished from her bridge in a dissolution of pixels. She looked around her bridge and saw equal parts of confused and concerned expressions of her senior bridge crew and sighed. “My Academy instructor always warned me about getting involved in the affairs of ONI, but those badges were not standard issue. There is something else going on here,” she remarked before returning to her command chair. “Everyone, keep your eyes peeled, I don’t want to be caught unaware when this inevitably hits the fan.”

The Kokoda’s sleek shuttle, the Milne Bay, streaked through the upper atmosphere of Tressis Three, its trajectory buffeted by the heat dissipation of re-entry.

Jacinta looked over to Reena who sat in the jump seat opposite hers in the middle of the shuttle’s rear section as Commander Krieger slipped his arms out of his harness and approached the front of the small craft. While Jacinta had been an infrequent participant in landing parties since joining the crew of the Kokoda, she couldn’t help but feel a rush of excitement and dread as she waited for the shuttle to reach the surface. The young Trill officer closed her eyes. Since joining Starfleet she had been able to avoid transporters and to bypass mandatory physicals to hide her little secret: that she was one of only a handful of Trill who was capable of carrying one of the long-lived symbionts. Even sharing a room with Reena, while a challenge, had been nothing more than a slight inconvenience. She banked on the relative unknowns of the Trill species to hide the Tryne symbiont, only changing in the refresher, or citing cultural or non-existent religious reasons for her sometimes obscure actions or recollections all for the great secret of her very species to be jeopardized because she had developed a fondness of Takarian Electro-synth music. In response to her reflection, the symbiont warmed slightly, as their shared memories reminded her of the importance of keeping the secret.

Jacinta opened her eyes and her gaze immediately locked on Reena’s who was staring at her with a confused expression. “What?” Jacinta asked, finally remembering her voice.

“You’re smiling, you okay?” Reena replied, as she blindly felt around her black equipment vest, checking that pouches and flaps were properly secured as the shuttle shook slightly. Gravimetric pressures occasionally overpowered the shuttle’s inertial dampeners.

Jacinta raised a hand and pressed the tips of her fingers against her cheek to confirm that she was, in fact, smiling. “It’s nothing, just remembering something.”

The armoury officer raised an eyebrow, “Well don’t forget you and I are going to talk when we get back to the Kokoda,” she replied as Commander Krieger returned to the crew compartment.

“Okay listen up,” he said. “We’ve made contact with the landing party; they are held up near the environmental control facility, but as the only viable landing field is right next to their shuttle, we will have to make our way to them on foot. We are wheels down in five so make final checks. T’Fryr, Gordon, you’re on point. No doubt whoever attacked the Animus’ landing party has picked up our arrival so expect an unfriendly welcoming committee.”

The two security officers, the tall blue-skinned Andorian and the ruddy-faced, dark-skinned Human both nodded and

slipped out of their harnesses and moved to the rear of the shuttle. Krieger then turned to Jacinta. "They have also given us a frequency to track their location. Key your tricorder to the beta-three encryption matrix and you should pick up their transponder."

Jacinta removed her tricorder from her equipment vest and entered in the correct sequence. In response, a faint blip appeared on the device's screen with a strength indicator below it. "I have them, sir. It's faint, but I have locked onto their transponder. We'll be able to track the signal strength to their location."

Krieger smiled tightly as he drew his hand phaser from its holster on his belt. "Glad to hear that, Lieutenant."

"Touch down in five," called the pilot from the front of the shuttle. "Get in position."

Without another word the remaining four members of the landing party slipped off their restraints and took up positions at the rear of the shuttle, with Reena and the four security officers in front, leaving Krieger and Jacinta in the rear. With a silent thud the shuttle touched down, T'Fryr and Gordon at once brought their rifles to their shoulders, shared a silent word before Gordon struck the door release with the ball of his fist. The rear hatch fell to the ground with the sound of releasing bolts and a heavy clash. The two officers ran down the ramp and out into the courtyard. Without waiting for an invitation, Reena and the two remaining officers did the same, fanning out into the expanse as T'Fryr and Gordon proceeded towards two imposing looking heavy metal doorways that led into the facility. Krieger and Jacinta followed, with the Trill woman holding her phaser in one hand and her tricorder in the other. For a second the seven-member landing party looked around the courtyard with a feeling of anxious trepidation, as they scanned the periphery for—nothing.

As the security officers patrolled around the courtyard, moving between the two shuttles they kept an eye out for ambushes, Jacinta returned her phaser to its holster and brought up the tracking software on her tricorder trying to familiarise herself with their surroundings, to see which corridor led them to the downed party.

"Lieutenant Tryne, your presence please," Krieger ordered with a solemn tone from the front of the Animus' shuttle. Pocketing her tricorder, Jacinta turned on a boot and headed towards him. The only sound she heard as she rounded the curved front of the shuttle was the crunch of her approach on the loose crushed stone courtyard. She stopped the instant she saw the humanoid body slumped against the landing skid of the Animus' shuttle. She unslung

her field pack and was about to remove the medical kit when she was caught off guard by something.

Jacinta took a breath and crouched beside the wounded officer, and using her preference for a hands-on approach to medicine, placed two fingers at the side of the officer's neck, futilely searching for a pulse before nodding in confirmation to her initial prediction. "Dead, sir," she reported before drawing her tricorder to record the incident.

Krieger swore in his native German before running a hand over his face, "Collect his service badge. There had to be a reason why the Animus' landing party didn't properly secure their dead officer," he commented as Petty Officer Henderson crouched beside Jacinta. They took the dead officer by the shoulders and shifted him so that he was lying flat on the flagstones. Reaching down, the Trill medical science officer plucked the officer's service badge from the front of his equipment vest and stood, clutching the small device as the Petty Officer prepared the body for stowage aboard the Milne Bay. Uncurling her fingers from around the device, she presented it to Commander Krieger, and stopped, her eyes wide. Instead of a standard arrowhead-style service badge in either gold, bronze, or silver, this badge was broader with two winged protrusions and sharp talon-like points at the base of its black and silver coloured surface. "Commander? I've never seen this style of badge before, what branch was he from?" Jacinta asked as she handed the device to Krieger who turned it over repeatedly in the palm of his hand, noting that the badge was bereft of any identifying markings on its reverse side.

"Lieutenant, this is a variant of the badge used by those of the Office of Naval Intelligence. The fact that you have never encountered a black badge before now should speak volumes to your good fortune, but sadly, Lieutenant, everyone eventually meets the black badges. To have one of these on the surface tells me that the Animus' original mission here was not simply reconnaissance."

Krieger looked around and saw that the other members of his landing party had abandoned their patrols and had crowded around him. He acknowledged each in turn. "There is something very wrong about this mission, keep your eyes peeled and weapons ready, I fear we have stumbled onto something we will probably be denying later on."

The landing party nodded. The rustle of equipment vests was the only auditory acknowledgment of his instructions as Krieger placed the dead officer's badge into a pouch on his belt. "Lieutenant Tryne, which way?"

Jacinta withdrew her tricorder once more and panned the device in a half-circle in front of her before she scrutinized the readings. “That way, sir.”

Krieger nodded to Reena who turned to the security detail. “Henderson, Gordon, you’re on point. T’Fryr and Xern you’re on flank guard. Let’s do this by the numbers. We’ve stumbled onto an Intel Op, let’s not try and overstay our welcome,” she ordered to a collective ‘yes ma’am’ from the security detail as they formed up around Krieger and Jacinta.

With eyes continuing to search their surroundings, Jacinta stepped off and headed towards the northernmost doorway with the landing party moving around her. She approached the control panel and immediately noticed the Starfleet issue ‘Skeleton Key’ security override device hardwired into the door’s control mechanism. Smiling at their fortune, she crouched before the device and frowned, the device’s preloaded invasion software was already activated, but it was actively locking the door next to it. She looked over to Krieger for direction. He simply nodded. Jacinta shrugged and deactivated the preloaded invasion software. The status display on the Skeleton Key flashed from amber to red, then green as the door’s physical security bolts retracted. Gordon pressed a shoulder against the heavy metal door and pushed against it. To his surprise, it slid cleanly and quickly across the flagstones. He lost his hold of the door and it slammed against the stone wall behind it.

Cursing, Petty Officer Gordon unslung his rifle and gave Jacinta a sheepish look. Jacinta shook her head, trying to hide the grin that crept onto her face while still trying to maintain the appropriate level of disapproval. Thankfully the only light within the corridor appeared to be from ancient-looking braziers with flickering light sources that served to elongate shadows, giving the facility an appearance that would not have been out of place on medieval Earth.

“Move out,” Krieger ordered as Henderson and T’Fryr stepped through the doorway, rifles at their shoulders, and quickly moved down the corridor. They scanned the passageway, checking alcoves and hatchways, in search of any sign of the Animus landing party or their mysterious attackers. They paused at an intersection, crouching at the corners as the landing party fell in behind them. Jacinta studied her tricorder, panned it along each of the three corridors in front of them, and checked the frequency strength after each pass. She did the mental calculations and pointed to the corridor to her left.

“That one, then down two levels,” she reported and returned her tricorder to her vest. Krieger stood beside her

as the security detail rose from their crouched positions, taking up flank positions around the three officers. “I don’t like this, there are too many unknowns here. Who are these people that attacked the Animus landing party? And where are they? Will they offer us the same treatment or will they be open to talking with us to secure the release of the others?”

Krieger’s answer came from a bolt of green disruptor fire striking the stone archway above him from the opposite corridor that sent the entire landing party scattering towards the presumed safety of the stone archways. Immediately eliciting calls of contact as more disruptor fire zeroed in on the landing party from the protection of the shadows.

“This is not an ideal location,” Reena called over the din and with a series of quick hand gestures, she reorganized the detail into a more defensive position. “Commander, follow the signal, we’ll cover you. Xern, T’Fryr, go with them,” she ordered as she squeezed off a succession of quick phaser pulses towards the opposite wall, sending sparks as electrical conduits were hit with the fire.

Krieger paused only for an instant before turning to Jacinta. “Lieutenant, stay on my hip. Blackford, as soon as we are clear, I want you to disengage and make it back to the shuttle. I suspect we may need air support.”

Jacinta didn’t get to hear Reena’s reply as Krieger grabbed her by the forearm and dragged her behind her, she stole a glance over her shoulder towards Reena who smiled back at her, before the three remaining security officers intensified their fire down the corridor, as the Tellarite Chief Petty Officer, Dvorter, Glov Xern, led the now split landing party deeper into the facility at a dead run. Turning her attention back to the task at hand, Jacinta forced herself to push the dread she felt at the knowledge that that may have been the last time she saw her friend and started running down the corridor.

The doors to the Operations Centre opened to admit an imposing-looking man in an ornately tailored outfit styled in a cut popular in the previous century. Spaced evenly around him, along the exterior walls of the room were tall, armoured figures manning consoles as a low warble of alert klaxons served to remind him that the installation, his installation was under attack.

Approaching the centre of the room, he regarded those around him, each working silently to achieve their combined objective. “Report Commander Mather.”

The lone figure standing on a large rectangular podium within a ring of consoles turned to face the new arrival.

While he was surrounded by computer terminals, he did not appear to be interacting with them. “Lord Davenport, a situation has developed since your last arrival. A second Starfleet vessel has appeared on a vector opposite the first vessel and has landed a shore party. At present we are trying to parse their transponder codes. We have been able to track their shore party. By appearances, they have split off into two separate groups since our patrol was sent to intercept them. One group is heading deeper into the facility, while the other appears to be returning to their landing craft. At present we are still unable to determine the overall status of the first landing party, though we have confirmed that they have not been taken by our forces.”

Lord Tiberius Davenport regarded the Commander with a dispassionate stare while he flicked some collected dust from the lapel of his jacket. “I presume that you have informed the Committee of your failure.”

The Commander appeared to swallow before nodding. Davenport could tell that before he spoke that the news he had was going to be bad.

“We apprised the Committee of the arrival of the first Starfleet vessel, and they reported that they had dispatched a suitable counter to deal with it.” The Commander paused, choosing his words very carefully. “Regrettably, sir, when we informed the Committee of the arrival of the second Starfleet vessel, we were informed that the Novos Foundation does not have the assets available in the sector capable of dealing with both vessels with the degree of success that would prevent either from departing to inform their Command of our activities here.”

Davenport remained unreceptive. “And naturally they recalled the first vessel.”

Mather nodded reluctantly. “That is correct, sir. The Committee was concerned about revealing the strength of our assets in the region with the possibility of one or both vessels escaping. They have informed us that a sanitation team is on standby should we cease transmitting. Regrettably, it appears we are alone in this venture.”

Davenport clenched his hands, before forcing himself to breathe and open his hands, it would do him no favours to become violent at this juncture. “The arrival of this second vessel is certainly an unexpected obstacle in our plans, it is not common for Starfleet vessels to be so well supported. This is also complicated by the fact that you and your ilk seem physically incapable of locating the remains of a decimated landing party who have been running around

unchecked in my installation for four hours. No doubt this second vessel has been sent to retrieve them.”

He turned and surveyed the highly dedicated soldiers that he had at his command. There were few chances that he could truly flex his military muscles. “Track the new landing party, I want them detained and interrogated. As for the first party.” He paused and took a step towards Commander Mather. “Deploy our newest acquisitions to deal with them.”

Mather nodded and carried out his lord and master’s orders as Davenport approached another mute soldier manning a console to his left. “Have all of our research and experiments been loaded onto my personal vessel. We cannot wait for further guidance from the Committee, we must act on our own. It will only be a matter of time before our interlopers breach the lower levels if they have not already.”

“Understood, sir,” the soldier’s electronic vocoder replied as they returned to their task.

A heavy thudding behind Davenport caused him to turn to face the three newcomers that entered the Operations Centre. He noted their blue uniforms, replete with bronze panelling as they robotically came to attention at the opposite end of the room.

He regarded the three, two humans and an abnormally pale, blue-skinned Andorian, Shen. Transparent tubing stuck out from their bloodstained tunics at their neck and waists, pumping brackish red (blue in the case of the Andorian) liquid around obscure bulges set at the joints of their arms and legs. They were gaunt, with pallid, vacant expressions from sunken eyes and drooping faces. They barely seemed to even register Davenport standing in front of them.

The Lord regarded them individually with morbid curiosity, though overall, he didn’t appear completely satisfied. “Not perfect, but for four hours of work, it’ll do.” He turned to see each of the soldiers under his command, each with the same tubing and joint actuators shielded by reinforced power armour and faces obscured by helmets.

Returning to his original position in front of the new trio, he clasped his hands behind his back. “Go, hunt down your former colleagues, and bring me your superior officers.”

They struggled to come to a barely passable imitation of attention before they turned and trudged out of the room.

(To be continued in the next issue of the *Communiqué*)

Ask the Terran

CRM2 Lewis Stockham, Ret. *USS HEPHAESTUS**Dear Mr. Terran,*

My Captain is unusually harsh and ruthless. He has put me in the Agonizer booth 7 times in the last month. What should I do?

Sincerely, Concerned Crewman

Dear Concerned Crewman,

You should amass allies on your ship then kill your captain—and assume command.

*Dear Mr. Terran,*

I am the captain of an imperial starship. My agonizer keeps breaking down and malfunctioning. What is your advice?

Sincerely, Captain of an Imperial Starship

Dear Captain,

Always be sure to calibrate your pain inducer circuits regularly. Also, reset your pain scanners after every use.

*Dear Mr. Terran*

I have recently become captain of a ship. I stabbed my captain in the back, literally. The problem is how I keep from getting the same fate?

Sincerely, Paranoid Captain

Dear Paranoid Captain,

My answer is twofold. First, find yourself 2-3 loyal bodyguards to protect you from the ambitions of others. I recommend those you who helped in your installation as captain. Ensure their loyalty by rewarding them consistently. Second, trust no one! Since all your officers have henchmen, recruit spies among them. However, never trust their information completely.

*Dear Mr. Terran*

Are all events and people the exact opposite(or reverse) in the Mirror Universe from the Regular(or Good) Universe?

Sincerely, Curious Crewman

Dear Curious Crewman

Some people might indeed be opposite in character traits from their good universe counterparts, but no always. I have always found that their personalities tend to vary by shades. Also, their ambitions and passions tend to be unchecked (especially Humans). Now, events tend to be opposite, or rather the outcome is often the reverse of what occurred in the good universe.

*Dear Mr. Terran,*

What is the most efficient way to take control of a planet and subjugate its population?

Sincerely, Wannabe Imperial Governor

Dear Wannabe Imperial Governor,

Find a person or small group willing to betray their own people in exchange for power and wealth. Let them do the dirty work. Then after you have secured the planet....execute them.

*Dear Mr. Terran*

Which side is best to tie your gold sash?

Sincerely, Confused Cadet

Dear Confused Cadet,

Tie your sash on the opposite side of whichever hand you favor. You always want to have quick access to your knife if attacked.



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