

Communiqué

The Starfleet logo is a circular emblem with a blue field containing white stars. The word "STARFLEET" is written in yellow, stylized capital letters across the center. The emblem is flanked by two golden laurel branches that curve upwards and outwards.

Issue #204

July - September 2020



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Front Cover: Screen shots of D. C. Fontana and Rene Auberjonois being remembered at the Emmys on September 20.

Back Cover: A photo of the region of space called NGC 6357 where, according to NASA, "... radiation from hot, young stars is energizing the cooler gas in the cloud that surrounds them." According to NASA, "This composite image contains X-ray data from NASA's Chandra X-ray Observatory and the ROSAT telescope (purple), infrared data from NASA's Spitzer Space Telescope (orange), and optical data from the SuperCosmos Sky Survey (blue) made by the United Kingdom Infrared Telescope."

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From the Editor's Desk

Dennis Rayburn

Greetings all!

You have before you the October issue of the STARFLEET Communiqué. I hope you will find the contents entertaining, informative, and enjoyable.

In this issue, Dean Rogers takes us on two interviews, the first with Michael Dorman, Sarah Jones, and Jodi Balfour, three of the stars of Apple TV's amazing series, "For All Mankind." The premise of the series is simple. What if the USSR had beaten the US and landed on the moon first? What would have happened next? If you are like me and a fan of alternative history, you will find this an amazing series and an enjoyable interview. I hope to have a review of the series in a future issue of the CQ. With the release of the second "Top Gun" movie on the horizon, Dean's second article is an interview with an actual former Top Gun instructor.

I had the honor of interviewing Doug Drexler, Oscar, Saturn, BAFTA, and two-time Emmy winner, recently and in this issue, you will read part one of that interview. Doug is an amazing individual who I found to be very enjoyable to talk to and especially to interview!

We also have a special article regarding a YouTube broadcast that features some familiar faces from Star Trek and other science fiction shows, sponsored by the Museum

of Science Fiction in Washington, DC. I'm running this because I believe it will be of interest to our members. I would appreciate your thoughts on the article. Please send them to cq@sfi.org or starfleetcq@gmail.com

I believe these articles, along with many others and some short stories, makes this a most entertaining edition of the CQ. Enjoy!

Before I close, a personal word. I'm writing this on September 20th, after getting word of the passing of one of my friends that I made in STARFLEET. Fleet Captain Jimmy Whatley (retired) was one of those special people who could be friends with anyone. He had a smile that was always bright around Jill and me and was a good friend and advisor over the years. He served under me as STARFLEET Morale Officer and did a bang-up job. Right now, it is hard to imagine a world that he is no longer on. This world is just a lot less to me today because of his passing.

On behalf of everyone with the CQ and all of us who knew him, I send our thoughts, prayers, and love out to his family at this sad time.

Second star to the right, and straight on till morning my friend.



It's STAR Trek not
STARE Trek!***

Editorials

Science Fiction and Science Fact

by LT JG David R. Lyons, *USS Ronald McNair*, Region 1

I guess I'd have to say that I'm picky about science fiction that is not Star Trek related. But at times I do find films released by the major studios that get me absolutely hooked.

Two examples of this are *Passengers* and *The Martian*. Of *Passengers*, I truly enjoyed the way the movie was done, in a very Star Trek fashion. They thought through many details and presented the life aboard the *Avalon* similarly to a Federation Starship. Jim Preston served as the Scotty of the movie, saving it just in time, too!

The Martian was also presented in a very realistic and believable manner, just like Trek has traditionally always been treated. I could easily picture that happening in the near future. Very well thought out and without silliness or extreme fantasy to make a viewer roll their eyes in disbelief.

The movie also captured my attention about what Mars is really like. In many ways, Mars is similar to Earth. On Earth, a single day lasts 24 hours, while on Mars, a single day is 24 hours plus 39 minutes and 35 seconds. Not too far off, eh? That's how long it takes for one Sol to occur. A Sol describes the length of time it takes for an observer on Mars to see a complete successive return of the Sun to the same place in the sky.

Now, if you're thinking that a year on Mars would be just like Earth---sorry, but thanks for playing!

Where we experience a year after 365 1/4 days on Earth, it takes 687 Earth days for Mars to completely circle the Sun. Let's break it down further!

One second on Mars is 1.027 Earth seconds, and one minute is 61.62 Earth seconds.....and 1 hour on Mars is 61 minutes and 36.9 Earth seconds.

The problem for exploring Mars is accurate timekeeping when everything available is based on life on Earth: all our watches and clocks won't be accurate on Utopia Planitia.

NASA has commissioned custom watches that run slower so that the hour hands make two full cycles per one Sol.

As you have noticed, my articles come with homework. Sorry, fellow officers, but this time is no different!

Pull out your tricorders and calculators and figure out this answer:

If the average person on Earth lives to be 79 years old on Earth, what would his/her numerical age be if they lived for the same period of time but measured in Sols? (Remember, they will only have a birthday every 687 Sols)



Region 7 'Fleeters and Marines were quick to don Star Trek-themed masks during the coronavirus state of emergency -- thanks to people like Sam Miller, a hardcore Star Trek fan who made masks for herself only to get so many requests that she started selling them online (check out her Facebook page, "Make It Sew").

The Question of Virtual ICs

by VADM Ralph F Planthold, *USS Dark Phoenix*, R12

(Editor's Note: The author wrote the following in response to questions asked on the Internet, [1] Question for all - did you participate in the virtual mini IC? [2] If so, how was it? And [3] whether or not this is where we should go? The following represents the opinion of VADM Planthold and does not necessarily represent the opinions of the CQ nor its staff)

Ten of my crew, including Command Staff, attended this first Virtual IC; that was almost as many of our crew as who attended IC19 in St. Louis!

We could have done without the Zoombombers during the opening minutes; but after they were curtailed, things went smoothly and professionally for the chapter roll call, awards, and Final Mission ceremonies.

We understood the need for changing the Zoom meeting number and password for the STARFLEET breakout sessions and the Marine Muster. Unfortunately, none of us were as Facebook savvy as to know where to find the posts with the new links. The result was that none of us were able to participate in those follow-up sessions.

On that issue, since we can be certain that there's a high likelihood of such happening at Virtual ICs in the future, I have a request: Dedicate at least one person to monitoring an "IC Helpdesk" email address during the IC. They would be there to receive and promptly answer queries from the folks whose knowledge span the internet techie spectrum.

For most of its history, STARFLEET ICs have been held in the US, with the occasional venture north into Canada; still an exclusively North America-centric event for an International organization. While we've had a few hardy souls, with passports and the money to burn on international airfares, to attend the occasional IC in North America, we've automatically eliminated consideration of hosting an IC outside of North America because many/most Americans had neither the passports nor the money to burn on international airfares. Also, the thought of visiting countries whose first language isn't English simply paralyzes many Americans; and since STARFLEET membership is still overwhelmingly American, if you can't attract the Americans to your IC, it's not likely to break even.

It took a virus to challenge the status quo; without the COVID-19 pandemic, we likely would have simply gone along just as we always had, wondering why our ICs didn't attract more international members yet zealously hosting them inside North America to ensure greater attendance. It. Took. A. Virus.

I know we already have the IC21 booked for Tallahassee, FL, in the brave but still uncertain hope that this pandemic will be just a bad memory by next summer. If we can change that to a Virtual IC (and not just a mini), I recommend we do so promptly. If we want to charge a (lower) price for admission to it, we can sell tickets internationally on Eventbrite or other similar services.

Yes, people would sacrifice the "rubbing elbows with" each other, the banquet(s), the parties, the booze, the occasional hookups, etc. But consider what we stand to gain from making the switch:

- Substantially greater attendance (not only internationally but also domestically) by members who have never attended and would never attend an in-person IC due to the above-mentioned limitations. This, of course, assumes an event schedule that can take into account the large time-zone differences involved; it also assumes that Zoom (or any other video conferencing platform) is capable of supporting large-scale attendance numbers.
- ECAB meetings would have fewer (possibly no) substitutes in attendance (occasioned in the past by financial or travel limitations upon the incumbents).
- We could still hold the Live Auction that has become a fixture of every IC (although Auction winners would now have to bear the additional cost of postage to ship their winnings to them).
- We could for the first time have a realistic chance for a non-North American (possibly even {shudder} non-English speaking) Commander, STARFLEET.

Finally, if we do continue in-person ICs, may we prohibit piggybacking them onto private, for-profit conventions? IC2020, which was recently canceled by the CS, will not have its already-paid registrations applied to IC2021. This should never be allowed to happen again!

Trek: Past vs Present Series

by RADM Lowell Whitaker, USS Columbia, R1

We are halfway through the new season of *Lower Decks* and it is becoming my favorite series of Star Trek! Since 1966 we have 10 series:

1. *TOS*
2. *TOS Animated*
3. *TNG*
4. *DS9*
5. *Voyager*
6. *Enterprise*

Then after a long break—way too long—we now have:

7. *Discovery*
8. *Short Treks*
9. *Picard*
10. *Lower Decks*

Most of the fleet's chapters support TNG era vessels and believe that Trek needs to always move forward. There are still some fans I talk to that will continue to support the Classic era and turn their noses on any NEW Trek. As we celebrate Star Trek day we should honor all the series and give any new idea our attention. Did I like the JJ films? Not really, but they did help the franchise and I had my issues with *Enterprise* as well. but I liked the crew.

We can have our favorite ship, our favorite crew, and favorite era yet at the end of the day they are all Star Trek. I give credit to Fan Films for the creation of *ST: Discovery* and *ST: Picard*. And now we have *ST: Lower Decks*. We

needed a series about the younger crewmembers although *ST: DS9*, *ST: Voyager*, and others have junior officers. This show takes you off the bridge and down into the ship. I wonder if the *ST: Prodigy* series will be as fun. Another new series that has been announced is the Section 31 series (no title available). An additional new series is the Capt Pike show, *ST: Strange New Worlds*, which is the 3rd new series officially announced. That should make the classic fans happy as there will be Trek around for both New and Old fans.

The one thing about redoing old series similar to what JJ did with the movies is you have a history with past episodes. With new projects, you have to create a whole new canon and that's where the new season of *ST: Discovery* begins in October. With other planned projects like *Starfleet Academy* and the *Khan* series, which I think would be better as *Short Treks*, we have no drought in the series. Yet my crew is worried that we may burn people out as we did back in the day with franchise fatigue. I hope not, yet time will tell.

As I always said enjoy now and analyze later. As for Trek now doing the DOCTOR WHO model, I rather have 10 great episodes than 26 with some unbearable as when you go that way you are going to make mistakes.

So this is a great time to be a Fan and I can only hope that the new shows bring back some of the excitement we enjoyed in the Glory decade of the 90s. For all the chapters whatever ship you have, whatever uniform you wear—Be proud!



USS Stella Pirata CO Maria Dutilly shared her coronavirus message on Facebook.

Ship News

SAPPHIRE SUPERSTAR

by Captain Eugene Sanford, *USS Goddard*, R7

Captain Geraldine Sylvester-Parsons, Executive Officer of the *USS Goddard* has reached her 45th year in fandom. She is a 19-year veteran of STARFLEET International. Her first convention started her on the road to fandom. On Saturdays and Sundays for the past five years, she has been at the Student Union of the University of Maryland in College Park. In September 1997 at the Statler Hilton Hotel, she competed in the costume contest, just as Leonard Nimoy walked in from off the street. In March of 2001, Geraldine enlisted in STARFLEET and became a part of the *USS Highlander* as the Morale/Welfare/Recreation Officer, and later Commanding Officer. Her Academy courses include OTS, OCC, HAZMAT Studies, Law Enforcement, VIP Protection, and a series of STARFLEET Marine Corps Academy Courses.

She is the proud recipient of various awards, including Boothby Award, SFMC Comet Award, Disaster Relief Award, and STARFLEET Cross. Geraldine is an avid fan of *Star Wars* and *Battlestar Galactica* and was a part of the bidding process at the WorldCon's Washington Science

Fiction Club. Her fondest memories of past conventions include the friendships she has made and the camaraderie, being well taken care of, and getting together with longtime close friends. In 1991, Captain Parsons appeared as one of the Romulan delegates in the movie, *Star Trek VI: The Undiscovered Country*. Several years later, she was chosen to be the Executive Officer of the new Sovereign Class Starship, *USS Goddard*. During the first six months of the *Goddard's* Shakedown Cruise, Geraldine made history by attending her 20th plunge at the annual Polar Bear Plunge event in Annapolis, Maryland. This historic event was added to the list of awards and accolades given to her as a highly-decorated STARFLEET Marine Corps Officer.

Colonel Parsons' other awards include Initial Entry Training Award, Shield of Valor, Shield of Honor, STARFLEET Cross, the Wilderness Challenge, the Commandant's Campaign Award, Embassy Duty Award, Mecha Wings, and Brigade Muster Award. She hopes to one day be the head of STARFLEET.

USS Essex First Get Together Online

by Captain Lorna Bergin, *USS Essex*, R20

On the 9th of September at 8 pm GMT, the *USS Essex* (a newly formed chapter within Region 20) had their very first get together online with a Zoom chat hosted by the CO / XO.

Attendees: Ensign Sue Turner, Fleet Captain Matthew Bergin, Captain Lorna Bergin (that's me), Ensign Marie Smith, Lt. Commander Clarissa Hodge (our Ambassador

from the *USS Alba*), XO Commander Claire Meade, and our CO, Fleet Captain John Hardy.

We chatted about how we got into Star Trek, conventions we've been to, future things the chapter has planned plus much, much more. I was able to get a photo of 5 of the 7 of those of us who turned up for the meeting. Hopefully, more will join next time and this will become a regular thing.



USS HEIMDAL WORKS WITHIN PANDEMIC RESTRICTIONS

by ADM Linda Smith, *USS Heimdal*, R1

Starfleet's "meeting chapters," like most businesses, organizations, and citizens have taken a huge hit with the advent of the COVID-19 crisis beginning in mid-March.

The USS Heimdal in Region One, making the safety of our members the top priority, began canceling monthly meetings, events, and fundraisers in early March. The Heimdal's newsletter and Facebook page have been the primary connecting link in keeping the chapter of 62 members connected during the pandemic. As people began staying home, the newsletter that has always been large, doubled in size as members had much more time to contribute submissions. Like pets that have flourished during the quarantine time with owners staying at home, the Heimdal's newsletter has prospered during these uncertain times.

As states began to reopen, Heimdal CO, Linda Smith with help from her Command Staff and Executive Committee have begun exploring innovative, yet safe ways for Heimdal members to continue to thrive.

Retired Baptist minister and Heimdal's Second Officer, Carl Davis had been conducting "drive-in" services for his church and suggested to the CO that the Heimdal might consider doing something similar. Because the main thing necessary to hold an event like that is a parking lot, Linda contacted her minister and asked if the Heimdal might use the church parking lot for a "drive-in" Heimdal meeting. Having recently received rules for "drive-in" services from the district bishop, her minister was more than willing to allow the Heimdal to use the parking lot for a meeting as long as church 'pandemic' rules were strictly adhered to.

Linda got in touch with musician and phenomenal guitarist, Tommy Cox and asked if he would be willing to entertain at the Heimdal meeting. He was more than happy to be there.

On June 22 from 5-7 pm., the Heimdal held her first "in person" (kind of) meeting since February in the parking lot of Monroe Methodist Church. Second Officer Carl Davis and XO Willy Smith provided parking cones and reflective vests and the two directed parking ... one empty parking spot between each car with staggered rows. Musician, Tommy Cox set up his guitar and equipment in the church pavilion. And so began the USS Heimdal's June 2020 "Drive-In" meeting.

CO Linda had her briefest meeting EVER ... 4.47 minutes ... followed by the wonderful music provided by

Tommy. Attendees stayed in their cars with windows mostly rolled up listening to the music from outside but primarily on FM channel 87.7 on their car radios. The FM channel was rigged by Second Officer Carl and live-streamed through Facebook by Carl and his wife, Bonnie at a "Watch Party."

Because of COVID-19, there were no refreshments and the meeting was only 2 hours long because the church bathroom facilities were unavailable, but it was still a meeting and we got to see each other. Well, MOST of each other. We were wearing masks. It was a delightful experience.

The Heimdal's Command Staff wants everyone to know that you can move mountains if you're innovative enough and willing to adapt to living life during a pandemic.



Directing the parking



Tommy Cox

Region 7 Keeps Connected During Pandemic

– Capt. Christopher Pike Shows Up for a Zoom Chat –

by ADM Bob Vosseller, USS Challenger, R7

Talk about a temporal loop; doesn't it seem that since mid-March when things first started happening that time is passing very differently? Days turn to weeks; weeks turn to months. It certainly has been a surreal time for all of us. Within STARFLEET and our region, we've been coping with how to stay connected to each other while mourning the loss of some of our favorite events like SHORE LEAVE, toy and collectible shows, and various local comic book shows. We also saw the SF International Conference turn into a virtual event.

It hasn't been easy, but to supplement communication and contact, we've had virtual "Cocktail Chats" hosted by my chapter's XO and R7 Chief of Staff Adm. Jeff Victor. We were surprised to have one Zoom crasher in the form of Anson Mount who stopped by one Friday evening for the chat. While he told us that a series about the early voyages of the USS Enterprise was probably not in the cards (we found out about two weeks later that it was now confirmed to be happening), he made for a fantastic guest. He was friendly, engaging, and very candid. It was a delight to have him join us.

Jeff at first wasn't sure if this was in fact the noted actor from *Hell on Wheels* who plays Capt. Christopher Pike on *Star Trek: Discovery*. None of us knew he'd be showing up. USS Stella Pirata XO, Allison James, passed along a message through a site connected to his podcast and so he took her up on it. He surprised us by telling us he wasn't interested in directing but had a production company and was moving ahead with some of his projects. He said some post-production work could be done but that many

productions were put on hold by the pandemic restrictions and joked that in a few months we'd be watching reruns of "The Dukes Of Hazzard" which some of us replied wasn't the worst thing to be watching.

Some weeks, our chats have had themes, like *Star Wars*, *Stargate*, *Star Trek* star/guest star, and other topics. Many chapters have been utilizing Zoom to hold their meetings as they could not hold them live, and most groups have reduced the business portion of their meetings because there isn't a whole lot of business to discuss. But we have talked about what we've been binge-watching, how we can do other types of events, and generally checking in on how we can cope with things as the pandemic situation continues.

The Captain of the USS Stella Pirata, Maria Dutilly, and my ship's Asst. Comm Chief, Krystle Raspa, have been hosting watch parties each Saturday afternoon and one included the Space X live launch. Films included *Star Wars*, *ST II: The Wrath of Khan*, and *Logan's Run*, among others. I've been visiting other chapter Zoom meetings such as *Avenger*, *Osiris*, and *Justice* to see how other chapters are adapting to this virtual meeting format. My chapter, the USS Challenger, has also been meeting through Zoom.

It has been a crazy time, but things are gradually heading back to a safe reopening of the country and our respective states within Region 7. We all want everyone to be safe and to kick this pandemic and to get back to our lives and fun in fandom.



Actor Anson Mount during Region 7's "Cocktail Chatter" on Zoom, and as Captain Christopher Pike in *Star Trek: Discovery* (CBS photo).



Members of the U.S. Congress and Star Trek fans alike were promoting the Vulcan greeting over the common handshake in March. Then Texan Mark Reyes put up this billboard near Houston, TX.

USS GODDARD: YEAR ONE

By Captain Eugene Sanford, *USS Goddard*, R7

So begins the voyages of the Starship Goddard. Her ongoing mission: To explore many new worlds within our world. To seek out new members from all walks of life and continue to go where no other chapter has gone before. The United Starship Goddard, registry number, NCC-75023, is an award-winning Sovereign Class Chapter of STARFLEET International, based out of our nation's capital, Washington, DC, known as the District of Champions. After launching from our mothership, the USS Challenger, led by Admiral Bob Vosseller in 2018, the Washington Capitals won their first-ever Stanley Cup Championship, and the Washington Nationals won the World Series for the first time. We are a multi-genre Sovereign Class chapter, which means that although *Star Trek* and *Star Wars* are at the top of our list, we are also fans of other sci-fi/fantasy shows such as *Babylon 5*, *Stargate*, *Andromeda*, *NCIS*, and the Arrowverse (*The Flash*, *Arrow*, *Supergirl*). We are also the proud recipient of the 2019 Region Seven *Shakedown Chapter of the Year* award. That covers the ship, now comes the crew. Let's start with yours truly, me. A lot of you know me from past conventions such as Farpoint and Shore Leave, as well as CreationCon, GalaxyCon, etc, but here is a short resume of my tenure in both the fleet and in real life: I've been in STARFLEET for over 25 years, and have successfully served aboard five ships: the late great starships *Alpha Centauri* and *USS Highlander*, then later *USS Top Gun*, *USS Frank W. Ault*, and now the *USS Goddard*, as a first-time CO. I served as Chief Historian aboard *Alpha*, *Highlander*, and *Top Gun*, but later wore two hats as Executive Officer/ Chief Historian aboard the *USS Frank W. Ault*. I began my career in Operations aboard the *Alpha Centauri*. I took and passed Officers Training School, and rose from Petty Officer Third Class to Ensign at age 25. After climbing the ranks, I made Lieutenant, and later took Officers Command College, where I became Lieutenant Commander. I have attended such conventions as Vulkan, Novacon, Farpoint, Shore Leave, GalaxyCon II, CreationCon, etc.

Since 1997, I've attended four international conferences and ten regional conferences, along with various meetings and missions. My Executive Officer/Officer In Charge of

the 769th MSG, Captain Geraldine Sylvester-Parsons, is a 19-year veteran of STARFLEET as well, having served as CO of the *USS Highlander*, and as their Morale/Welfare/Recreation Officer. She has extensive knowledge of Law Enforcement, Ship Operations, Court Proceedings, Policies, STARFLEET Marine Corps Training, etc. Over six months ago, Captain Parsons made history by taking her 20th plunge at the annual Polar Bear Plunge in Annapolis, Maryland. Both Captain Parsons and I, along with our newest members, SSGT Anita Hutchins, took part in this event, then had lunch at the Double T-Diner. The Goddard has its own newsletter known as *Altitude*, paying homage to the late great Robert Hutchings Goddard, for his work in liquid-fueled rocketry and patent work.

We have our own Facebook page and chatroom, along with our own *Discord* page, manned by our Chief Intelligence Officer, Lieutenant Joseph Zeranski. Continuing with my crew is our Chief Medical Officer/Deputy Officer-in-Charge of the 769th Marine Strike Group, Captain Michael Balewitz, a former EMT and father of two. Commander Lashanna Brooks is our Chief Engineering Officer, and a former colleague of mine from Target in Largo, MD. I am pleased to have two members of the Weaver family, who are now my Lieutenants: First, Lieutenant Mark Weaver, and Lieutenant JG Jonathan Weaver, Assistant Chief Medical Officer/CONN Officer, both of whom are sons of Commodore Shirley Weaver and Captain David Weaver. From my local church, I have two Chiefs who are a part of Fandom itself: Chief Petty Officer Michael Turner, who is our Chief of Security, and Chief Petty Officer Paris Rossiter, our Ship's Chaplain. Along with some new blood, we have a crew complement of 20 officers and counting (more are on the way). As we approach our second year, we are determined to be the best Starfleet chapter in Region Seven. This November will mark year two of our service to the Seventh Fleet, and we already have several major missions on the table. We are ready to warp out of this global pandemic and engage at warp speed into the year 2021, where we can all live long and prosper. Peace and long life.

READING



CHALLENGE

by *USS Commonwealth*

Last month the USS Commonwealth put forth a fun challenge to the Klingon Assault Group — to read as many books as each could within a six-month period. Members from both groups sent the Commanding Officer of the *USS Commonwealth* their name (Persona name is fine), their chapter (if their chapter is not wanting to do the challenge they can still the individual can still join in on the challenge), and the book's title, author, SBN number, and the-page count.

Eligible Materials: Books in the genres of fiction, non-fiction, mystery, sci-fi, thriller, romance, etc... are eligible and can be either in printed or electronic form (Kindle, Nook, PDF, etc...). Materials such as newspapers, magazines, comic books, cookbooks, and other such books are not eligible. Audiobooks can only be used if the participant has a physical impairment or condition (blindness, dyslexia, etc...) which prevents them from reading a printed book. Those using audiobooks must include the same information as a printed book. Page count for an audiobook is determined by using the page count from the latest printed edition of that audiobook.

Eligibility: Any member in good standing in the *USS Commonwealth*, Imperial Klingon Vessel, or member in good standing of either STARFLEET the International Star Trek Fan Association Inc, or the Klingon Assault Group may participate.

Contest Winners: Determined by adding up all an individual's reported number of pages read.

Current Prizes: Certificate with your name and Chapter/KAG ship name on it showing the total number of pages read during the challenge time. For those that helped out with the reading challenge and are not a part of either the USS Commonwealth's membership or that of the KAG Ship will receive a certificate as well with their name on it and the number of pages they read.

All the above-mentioned criteria should be sent via email to the Reading Challenge Coordinator at usscommonwealthco@gmail.com. Since we started in the middle half of August the USS Commonwealth has read a total of 1,733 pages and the Klingon Assault Group has read a total of 1,216 the USS Commonwealth and those individuals who joined to help us out have out read the Klingons for August by 517 pages.

With a new month here, the Klingons have taken the lead in the reading challenge by reading a total of 3,470 pages. Will the Commonwealth catch up to them? Or will they seize the day and the glory in the name of the Klingon Empire! Kahless only knows!

Summits/Conventions

How to Have Fun When Your Favorite Convention is Canceled

By ENS Kathy Peck, *USS Wernher von Braun*, R2

Dragon Con is a large sci-fi/pop culture convention held every year in Atlanta, GA. Typically topping off at 85,000 people, it is the largest con in the southeast. The con organizers decided to go virtual this year, due to the Covid-19 pandemic. It was called “Virtual Dragon Con”. Even though the con went virtual, my husband Ryan & I decided to go to Atlanta during the weekend that Dragon Con would have been, and what an adventure we had!

The fan film “First Frontier”, made in Atlanta, was to be shown at DragonCon this year. The film focused on Robert April, captain of the Enterprise before Pike. The prop-builders for this film, Scott Lyttle & Matt Green, showed us a model of the shuttle bay used in the film. It was just about big enough to fill a whole dining table. The model was super cool, with four walls with numerous openings allowing peeks inside. There were two shuttlecrafts that fit inside. Keeping in line with the naming convention of Trek’s shuttle Galileo, the shuttles were named “Tyson” after Neil deGrasse Tyson & “Sagan” after Carl Sagan. Scott & Matt also made an 11-foot Enterprise model for the same film that was displayed at Dragon Con 2016.

Next, we visited Ares Studios, the home of the Axanar set. Trek fans may remember the fan film “Prelude to Axanar”, which was filmed in California. The set was

moved to Atlanta in 2017. Alec Peters, the creator of Axanar, took us inside the studio to see the bridge set. We got to sit at all the stations, touch the displays (which actually lit up!), and take pictures! The LCARS displays were full of Easter eggs, such as “Ludicrous Speed!” Being Trek collectors, we were able to acquire quite a lot of Axanar merchandise as well.



During the times we got a break and got back to our hotel room, we watched Virtual Dragon Con (which everyone can subscribe to via www.dragoncon.org). A panel that we submitted, “The State of Modern Star Trek on CBS All Access” was part of the programming. We watched a few classic panels, like the one with Carrie Fisher & the one with Stan Lee. The new “Orville v. Trek” panel was a joy to watch. One of the most popular Dragon Con events, the parade, was also virtual. They asked fans to submit a video for the parade a month before. We had submitted a video of ourselves in Star Trek: Picard uniforms. Viola! The whole parade was very cool with eye-popping costumes!

There was lots of fun to be had in Atlanta, both virtual and real!

Region 4 Virtual Summit

by COMM Ronald Coleman, *USS Wessex*, R4



Dealing with the restrictions associated with the COVID virus, an actual face to face Regional Summit is just not practical or safe.

As many have done, ADM David Nottage, Region 4 Regional Coordinator, decided to hold a virtual summit using ZOOM. The USS Wessex hosted the event which was held on 29 August 2020.

A majority of the 19 chapters from Arizona, California, and Nevada were in attendance. It was also a pleasure to have LCOL Paul Ortiz, DOIC 4th Brigade, 3rd MARDIV, 21st MSG take the time to attend. Since many chapters in the region have embedded SFMC units, LCOL Ortiz used

the event to get acquainted with the chapters and offered an opportunity to better support the chapters and their Marine Units. We look forward to having the SFMC attend future events.

The platform enabled everyone to communicate as a group to exchange information, ideas, or address concerns. ADM Nottage provided updates from the Admiralty Board and several chapters offered how they conduct meetings or events while still being mindful of maintaining social distancing. The highlight of the meeting was the 2019 Regional awards. Many chapters submitted nominations and the following are this year’s winners.

Interviews

A Chat with Doug Drexler

by LGN Dennis Rayburn, *Station Nikola Tesla*, R1

I was recently watching the first episode of one of the best fan productions ever made of *Star Trek*, *Star Trek Continues*. In the opening scene, the camera fades in and we see the image of a Colt 45 being aimed at the face of James T. Kirk. The camera then pans over to the holder of the gun, a man with a thin black mustache, black shirt, black jacket, and black hat with silver decorations on the hatband. Fans of TV westerns of the 1950s to 1960s (as I am) would instantly recognize that the gunslinger is the man with the distinct business card inscribed, “Have Gun



Doug Drexler as “Paladin” – from *Star Trek Continues: Pilgrim of Eternity*.

Used by permission with our thanks!

Will Travel,” Paladin. Now if seeing two characters connected to Gene Roddenberry facing each other (Roddenberry wrote 24 episodes for HGWT) isn't cool enough, imagine my shock when I discovered the man portraying the famed gunslinger was the man I had interviewed a few days before, Doug Drexler.

If you look at his IMDB.com page, you will see what diverse skills Doug has, ranging from prosthetic makeup artist to computer graphics artist. Both of these abilities helped him to be honored with an Oscar, a BAFTA, two Emmys, and a Saturn Award.

During the interview, the first thing I asked was how he was doing in light of the current pandemic. “The COVID is unfortunate. But it's really given me time to ... you know when I'm working at a job, it can be hard to learn new programs because you are in a hurry. I haven't worked

since the end of March so I can just sharpen my toolkit. I've made a lot of progress adding a lot of new capabilities which is always terrific as you never know what you are going to be hit with.”

I mentioned his diverse skill set to which he first jokingly said, “Yeah I can't hold a job” laughing afterward. “I started in makeup but for me, my interests were always very wide-ranging. I owe the Gene Roddenberry era of 'Star Trek' a lot as I got to go work for Mike Westmore on *Next Generation* and got to know all the department heads as I spent a lot of time on the Enterprise-D stages. When you are a makeup artist, you live on the set. I've always been a graphic designer and was wowed by Michael Okuda's graphics. They always made sense, which is hard to do in science fiction if you aren't really into it. You just bring in a graphic designer who isn't really into it, they are not going to come up with anything that feels real. When I got to study Mike's graphics in person, I went, 'Oh my God, this is like really thought out. It's all here and no filler...no bologna!’” Later in the interview, he mentioned getting to meet and know Mike and his wife Denise was one of his favorite memories of his time with the show.

He went on to share that when one is in a company like that for a time, you get to know everyone and it is very easy to slide sideways from makeup to design to graphic special effects. He did share that he does miss the interaction he had with stars when he did makeup. “Actors can be very unusual people as it takes a very unique person to want to be an actor. You might get one to work with that is very passionate and explosive, but part of being a makeup artist is kind of being a psychiatrist. You have to know when to give them a shoulder rub, give them feedback as they love feedback ... I think they get nervous if you don't give them feedback ... It's really funny. When you are going to do a big makeup on somebody, in the beginning, they hate you. Some of them, not all of them but some believe they are being held prisoner...that they can't eat whatever they want because it could ruin the prosthetic. But after a while, they realize you are Mommy. You're going to wipe their nose, bring them something to eat, ask them how they feel, and after a while, they just enjoy it!”

One of the most notable things in Doug's resume is his work on the Warren Beatty film, *Dick Tracy*, for which he won an Oscar and a BAFTA for his makeup work on the likes of Al Pacino, Dustin Hoffman, Paul Sorvino, and James Caan. When I asked him about that he shared, "In



Doug during the interview. Photo taken by the author.

that movie, Warren Beatty had called in favors from all of his friends all over Hollywood. Most of them did that show for scale. They didn't get big dollars to do it, they did it because Warren asked them to. It was a makeup artist's dream come true. We worked with every actor that was a big actor at the time." We also joked about having, somewhere in our collections, the \$15 t-shirt that was your ticket to the first screening of the film at a theater.

I asked him about his favorite memory about working in "Star Trek." Along with getting to know the Okuda's as I noted earlier, he told me, "To come and work on 'Star Trek' was one giant, favorite thing. It was 'Star Trek' that got me into the business. It was there that I read call sheets, production memos, learned about how they scheduled stuff ... it was an eye-opener."

If you ever ask Doug his thoughts on the Kelvin Universe (JJ's Trek), he'll give it to you plain and simple, "I saw the first movie and was crushed by it. I was so upset, and I've not been able to watch any of them since then, it was so painful. It squeezed all of Roddenberry clean out of it. There are people who think that was a good thing, but not for me." I then asked him if he would be a fan of the rumored film being developed by Quentin Tarantino. "He has been known to be brilliant when he makes a movie so who knows," Doug said. "I would give him a shot and look at it because of who he is. You never know what he might do. We'll have to see what happens."

In our next issue, I'll have part 2 of my interview with Doug where we will talk about *Battlestar Galactica*, touch on his upcoming work on Season 3 of *The Orville*, and some other topics. See you then!

THE INTERVIEW

– All Mankind, Part 1 –

by COMM Dean Rogers, ISS Olympus, R7

Hello members of the Fleet, welcome to the latest edition of THE INTERVIEW!

In this edition of the *CQ*, we are taking a page from The Rogers Revue archives to bring back one of his favorite interviews.

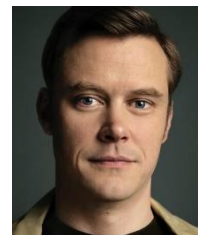
On November 1, 2019, Apple TV+ brought a new sci-fi series to the streaming service for our viewing pleasure. For *All Mankind* dramatizes an alternate history depicting "what would have happened if the global space race had never ended" after the Soviet Union succeeds in the first crewed Moon landing ahead of the United States.

With a second season set to release later this year, I had the unique opportunity to not only preview the series but also talk to the cast and crew about their participation in this amazing series. In the first of two parts, I sat down with stars Michael Dorman (Gordo Stevens – an Apollo-era astronaut), Sarah Jones (Sarah Stevens – Gordo's wife, Tracy) & Jodi Balfour (Ellen Waverly). If you want to know how it all went down, READ ON!



So, let's get started by asking the obvious question: What drew you three to the project?

Michael Dorman (MD): For me, it was more the relationships, and the relationship, this love affair. What happens in the trajectory of this love affair, less about space and more about the human element, which comes out throughout the season.



Sarah Jones (SJ): To be honest, having the opportunity to work with Ron Moore was really exciting because I was only given the first couple of scripts so I didn't really know where that was going to go with Tracy, but after speaking with Ron and having a really thorough lovely conversation, it only made me want to work with him more, and I got very excited about what Tracy was going to do.

Hell, who *doesn't* want to work with Ronald D. Moore?

DR, MD, SJ, JB: (laugh)

SJ: I know, I know!

Jodi?

Jodi Balfour (JB): Yeah, similarly to Sarah, it's tough to fully answer this question in detail without giving any spoilers away, but I was honestly quite ignorant about "space stuff," as I like to call it. That's really professional. Hashtag "space stuff." (laughs) So, I had a lot of learning to do, so that in and of itself really interested me, so that really draws me to the craft of acting is how much any given role forces us to learn, forces us to research and get to know an area of interest that we might not have beforehand.

So it's a combination of that major learning curve I knew I'd be taking on in the role itself, which gets super complex as to all the characters on the show, which makes it so wonderful. But I was really invested in who this woman was and the kind of exploration we were going to do, not only on the moon but also in her personal life.

SJ: I have to say what I love about the show is truly an ensemble show, and that's how I prefer to work in storytelling or that there is more of the whole body community as opposed to—it's not an easy feat, but as we know, Ron knows how to tell those stories very well. He's an expert in storytelling in that way, so it was really exciting to be a part of a team and an ensemble cast.



Sarah & Jodi

Excellent. And now just walking in, we have Wrenn Schmidt, ladies and gentlemen! She plays Margo Madison. Alright, I'm going to continue the question with Wrenn here, and I want to know what drew you to this project.

Wrenn Schmidt (WS): The writing.

The writing? Awesome. Alright. Short, sweet, and to the point!

DR, MD, SJ, JB & WS: (laugh)

My next question goes to Michael and Sarah. Tell us about the dynamics of the Stevens, because it was a very interesting arc that I saw for seven episodes at least between your two characters.

MD: It was. I don't know what you're asking.

I want to talk about the dynamic, how you prepared for the roles, playing husband and wife.

MD: Right, right, right. So, you want to talk about relationships?

SJ: Sure, we can talk about relationships.

MD: Any role that I've played, there's tiny pieces of me in every role and then you just embellish whatever is needed for the role. In this instance, I've been a husband. So, I know what that's like, so all I have to do is shift what I was doing as a husband in this environment in being. Gordo is an infidel. And then from there, it's almost like it's uncovering a layer of what's happening with him mentally. He uses speed as being cars, rockets, whatever it is.

Oh, yes.

MD: Ladies, drinking, anything like that to sort of hide from looking at himself in the mirror, and then the way that sort of manifests in the relationship, which is not conducive, you know? He's not forthcoming with is truth. And then he's got this wonderful woman who's supporting him and he can't see that because he's blind to himself, first and foremost. And then he's blind to the beauty of what's actually around him; his kids and his wife.

SJ: Well, I will say that—everything Michael said I agree with. But Tracy is a bit of a reluctant housewife in that her dreams certainly weren't to be the housewife of a hotshot astronaut at NASA, but living vicariously, in a sense, through her husband because they share a lot of similar passions and they're both very passionate people individually enables her to see the big picture and take one for the team, if you will, and support her husband's career, which yes, he does take advantage of.

But when the tide turns and things start to shift, it enables them to sort of see another side of the street on their lives and in their partner's lives—but the unique thing the Stevens' do have, which I loved, is that despite their challenges, and even their shortcomings, they're really quite close. They really are best friends, which I think is very unique to that time period, in a way. And certainly in contrast to the Baldwins' relationship, which I also like.

MD: Yeah, yeah. What a relationship is, what it could be, or what it should be.

SJ: Right, but they live in the fire. That's where they live. The Stevens live in the fire.

Absolutely. Ok, I'm going to take it to Joni and Wrenn. Same question. What is the most fun aspect of playing your characters? Especially you, Margo. You have one of the best story arcs I've ever seen on television in space exploration.

WS: How many episodes have you seen?

Seven.

WS: Ahhh! And

SJ: We've got a hell of a show review. So, we're excited about that.

WS: There are so many, that I'd say it's hard to choose. I feel like the kind of thing that initially was exciting to me is that she's a character full of opposites. I feel like she's both one of the most brilliant people in NASA. She's also socially inept. (laughs) So, you put genius and a woman at that time who's also not good at the social "P's & Q's." I don't know, she steps on it a lot. So, for all the things that she does brilliantly and all her talents, she kind of undercuts herself in a really humorous way, so that was really fun to play. I love research. I was a history major in college, so any show like this for me is like...I get really excited about it to the point that all of these people are tired of me being like, "did you guys know that you can..."

DR, MD, SJ, JB & WS: (laugh)

WS: ...there are three stages and the third stage is actually two stages." So yeah, I get really excited about that. And then I feel like the writing that I mentioned, we have such a great cadre of writers who give us all amazing storylines to play. And then last but not least, least, people. Margo's really fun to play, but you can't play a character in a vacuum, and we have an amazing cast, so all of the recurring characters in mission control, all of the actors are so much fun. And then as Margo kind of went further into mission control and I got to do some scenes with these guys. That was really fun. And seeing that—and now I'm just rambling—yeah, she's a really, really fun character. And the whole von Braun relationship was...I don't know. You get handed that as an actor and you go, "oh my God, this is Thanksgiving dinner. The Thanksgiving dinner buffet. How many times can I go back?"

SJ, MD, JB: (laugh)

WS: It's like, maybe shooting episode six with Colm (Feore). I would say in those two days we did like,

20 pages, and I felt that for me, they were two of the most exciting days for me in the whole season. Sorry... Blah! I hope some of it makes sense.

JB: Um...what she said? No.

DR, MD, SJ, WS & JB: (laugh)

JB: You know, again, I don't know how much I can say, but for me as an actor, I think it's a giant gift when you get given a role in which you have to conceal certain aspects of yourself or be really good at compartmentalizing the sort of living dual lives in a way, whether that's where you come from and you don't want people to know that, or what you want and you don't want people to know that. It's really fun to play with guarding something. I really can't say too much at all. I'm probably toeing the line very steeply right now. (laughs)

But yeah, it's really, really wonderful to play somebody who's deeply complicated and three-dimensional within this context, within specifically NASA in 1969 and 1970, all the way through where the shows go to in Season One. And those are real constraints. That was a very specific place to work and a very specific time in history, particularly to be a woman and one of the first women in a very male-dominated environment. So yeah, all those things are like restraints and then to try and flesh out who this person is in those constraints is for me, anyway as an actor, a dream. Hilarity, and then yeah, like Wrenn said, you do that with an incredible script and wonderful actors and it's like, it's nothing not fun about that.

WS: I don't mean to butt in—

SJ: Butt in!

WS: I can't remember the last time I got to work with this many female actresses—that's redundant. These many females and all of us be roughly the same age. Usually—it's not like I haven't worked with an actress on a television show, but it's usually, "oh, I'm working with this young actress who's playing my daughter," or "I'm working with a woman who's playing my mother." It's so rare that you have four actresses that are all around the same age getting to work on a show together, but also with each other. That's rare and really exciting.

SJ: I agree.

As you probably know, one astronaut in Apollo 17 drew his daughter's initials on the moon's surface. My

question to all of you is, if you could leave one personal item on the moon to be your legacy what would it be and why?

MD: That's a tough one. I hadn't even thought of what I'd leave regardless. But if you were on the moon, what would you leave?

JB: I don't have an answer. I'm just going to say Burning Man rules. Leave no trace. I don't know. Does the moon need more stuff that isn't from there originally? That's a lame answer but...

It's not a lame answer. It's a good answer.

JB: It's in my mind. I feel like Schmidt over here has goody waiting to come out of her mouth.

WS: I don't know. I always liked the mantra, "this is the process." So, I don't know maybe something, but it wouldn't be writing out "this is the process." Just some token...I'm still wishing I drank some coffee this morning.

DR, MD, SJ, JB & WS: (laugh)

WS: I'm trying to get my brain...I just need some fuel to get back.

Alright.

MD: My eyes. I think I'll leave my eyes up there. I've got to lose something.

SJ: You'll need those to get back.

MD: No, but the thing is if you're leaving something it's like, "if I have to lose something, I'm going to leave myself through my eyes."

Well, this is what I would leave. I would leave my Space Camp pins.

MD, SJ, JB, WS: Aww!

These are from 20 years ago.

MD, SJ, JB, WS: Ooh!

I bring these because every space interview I do, I bring these for good luck.

JB: Aww, that's a *great* answer!

So, my final question is this. What was your favorite episode that you enjoyed of your series? Your favorite episode?

SJ: That we enjoyed participating in or watching?

Shooting, watching, whatever.

MD: I haven't watched much. I haven't seen very much of it.

SJ: You've seen more than us.

Ok, what about a favorite scene?

WS: I can answer that. Well, I have two. Episode 6, The von Braun stuff. I call it the von Braun Ice Capades.

DR, MD, SJ, JB & WS: (laugh)

WS: That and there is something Michael and I worked on in Episode 10, and there was kind of cool stuff with Jodi and with Sarah, although we didn't actually get to shoot it together.

SJ, JB, WS, DR: (laugh)

WS: It was the day we all showed up to the trailer and we're all like, "I don't know if we're going to do it. I don't know if I can do this."

SJ: It was an insane day!

WS: It was like having to shoot a short play over and over and over again. It's like 12 minutes, which in television shooting a 12-minute scene. I just remember at the end of it I was like, "we did it! We did it! We did it!"

DR, MD, SJ, JB, WS: (laugh)

WS: We're leaving on time! We did it!

JB: There are air high fives happening currently.

SJ: Those are our favorites.

(laughing) Ok.

JB: No, it's so true. Often the days that are the most daunting end up being the most satisfying, because it really does challenge what you think you're capable of. I think my answer came to me while you were saying it. I can't remember actually what episode it was, but there is a scene that I just loved doing so much. In fact, I'm not going to finish this because it's too spoiler-y, but similarly at the same time, what Wrenn is talking about the final two episodes were really physically and emotionally demanding and similarly, I would go to work with my body extremely tired and have to do a whole bunch of more exhausting things and it was some of the most creatively fulfilling and satisfying stuff. So yeah, the final two whoppers.

SJ: Well, in terms of just enjoying a shoot day, which came as a surprise to me, but now looking

back I shouldn't have been that surprised, because I love being outside. Actually, I loved shooting the desert stuff. I loved it!

I loved that scene!

MD, JB, WS: Yes!

SJ: It was such a great shoot day! I loved it!

JB: The whole crew hated those days, but I think all of us loved it.

SJ: We were climbing on mountains, we were climbing up rocks, hence why the crew hated it. Because they had to haul all the equipment up, but we didn't have to. We got to enjoy the hike. But that was nice just to be out in the fresh air. But what I'm really looking forward to seeing: I'm really looking forward to seeing Episode 7 and see what Joel, Chris, and Michael have in store for us. I'm really looking forward to that. Yeah. Very excited.

MD: If I'm honest, I'd have to say the first read-through was my favorite. I mean, the show itself was amazing, the experience was amazing, great people. I've made some good friends. But the first read-through—I'd never been to a read through like that. When I walked in, I had no idea what to expect, but I knew something special was about to happen. And

from there, it's gotten better and better. The scripts I'm reading at the moment just go from strength to strength and I'm really, really happy to be a part of it.

SJ: Yeah, I think there was this collective of relief after the first week. We're like "Oh! This is a great group of people. This really makes a lot of sense now. This is going to be fun." And it was. It didn't disappoint. I don't know, everyone else isn't speaking up, so maybe it wasn't fun for the rest of them.

MD, JB, WS, SJ: (laugh)

SJ: It was fun for me.

Thanks for joining me for the first part of our For All Mankind interviews. In the next CQ, we revisit Part 2 as I interview actor Joel Kinnaman, Shantel VanSanten, and the creator of FMK and Star Trek & Galactica alum Ronald D. Moore!

If you like what you read in the CQ and want more entertainment news, reviews, and interviews, head to therogersrevue.com – LIKE @therogersrevue on Facebook and FOLLOW US on Instagram & Twitter @therogersrevue

Until then, See you.... out there!

THE INTERVIEW

– Leadership Lessons from a Top Gun Pilot/Instructor, Part I –

by COMM Dean Rogers, ISS Olympus, R7

Hello all, welcome to THE INTERVIEW!

On today's edition, we are about to get some leadership lessons from a man who has had an extraordinary career, on the ground and in the air!



I want to ride the mighty wings across the sky with our next guest. During his twenty-year career in the U.S. Navy, he served as an FA-18 Super Hornet pilot, a Top Gun instructor, and a Commanding Officer including a combat tour in Iraq & two tours of duty in Japan. He also served as a speechwriter to both the Chief of Naval Operations as well as the Director of Communications.

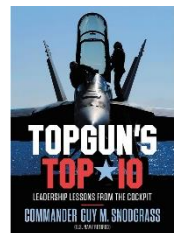
He wrote *Holding the Line: Inside Trump's Pentagon with Secretary Mattis* which was published in October 2019 and now he reveals the lessons he learned at the Navy's Fighter Weapons School (TOPGUN) for the first time in his new book, *TOPGUN's Top 10: Leadership Lessons from the Cockpit*.

Let's stand and give a salute to CMDR Guy M. Snodgrass, USN (Ret.)

Commander, it's nice to have you here on The Interview!

Thank you for having me.

Once I picked up your book, I knew that I was going to learn a lot of lessons that I am going to take with me for life. I could not put it down. It's been less than a year since your last book *Holding the Line* was published to rave reviews. When did you realize that you wanted to write a book about leadership?



Probably around 2014 or 2015. This book has been six or seven years in the making overall. I look back on my childhood. I look back on my college or when I was starting off in my career as [a] US Navy fighter pilot. The biggest game-changing benefit that I felt like what I got was not just friends or the mentors who were very generous of giving me their time but it was the books read. It was the ability to go to a library or get online and find a book for basically

anything you wanted to learn and that was such a big help in my career.

So I found myself as I was getting ready to become a commanding officer, I gave a lot of thought of leadership and what it means to me. I knew at some point that I wanted to take those lessons that I created six years ago and turn them into a book that I can share with men and women across America.

Absolutely. One of the things that I like about your book is that every chapter has a deep lesson to follow from your experience. How did you determine what were the important lessons that needed to be told?

You know this is an interesting one because the lessons are very similar to what I have created in 2014. I sat down and put pen to paper and I was getting ready to go to Japan for the second time. I was going to be a fighter pilot out there but I was also going to be a leader for a squadron. I was going to have two hundred twenty men and women who I worked with, who are going to be looking to me for leadership and guidance. What do I want them to know?

At that point, I simply created a list of ten of what I was calling them, axioms, ten lessons I thought were incredibly important, but there was something behind them. So, I took this information for this book. The book was heavily based on what I have thought then and what I did was pair it to these lessons and an anecdote. Something that had happened in an aircraft or you know as I was dogfighting or going through Top Gun and becoming an instructor. Where did I learn these lessons from? That's where the genesis came from.

That's excellent. I would like to talk about some of those lessons with you for I felt they were noteworthy. The first chapter impressed me as it states "Focus on talent, passion, and personality." I cannot tell you how many times that I always tell my team members if you focus on these key things that you will go far in life. I am glad that you put this as your first chapter. One of the quotes that caught my eye was "Remember, none of us wins 100% of the time. Your credibility is far more important." I would like you to emphasize that lesson in the book.

You're right, I mean so many times in life we can get really distracted by things that we think will make us successful. It's your talent, it's not "Are you the very, very best in what you do?" but are you

credible. Are you someone who when you speak that you can speak with authority?

Passion; are you truly passionate about it just like you and *The Rogers Revue*. You've been doing this for eleven years. You put your heart and soul to it. Obviously, the passion is there. So that applies for Top Gun instructors as much as it would apply to a Starbucks barista or anybody. I'm sure you have to be passionate to get to the top level of performance.

And the last one, personality, that was so incredibly important to Top Gun because we realize that you can have talent, you can have passion, but if you're a jerk then no one's going to learn from you. So you have to be relatable. You have to be someone that people want to work with. That's why those three things are critically important not only for Top Gun instructors but for any walk of life. I think that's just the truth as even before because people want to work with people that they like. They want to work with people whom they find credible and respectful.

Amen to that. Another quote that caught my attention is "Make talent, passion, and your personality your calling card." What I gather from that is when you make those three things your calling card, you created that great impression. It could be the first thing that people see about you. One of the things that I always learn from doing customer service to being the leader of TRR is that when you leave that happy lasting impression when you first and last meet people, they know that they can trust you. They can work with you.

That's right and that's where you are developing that rapport. You're developing that trust. It's back to that whole issue of credibility. If you have talent, passion, and personality, if it comes through cleanly then people would say—and I like to use you as an example—"Wow, Dean, He's got the talent, the passion, and the personality. He's very credible at what he does. So when I need that kind of assistance and when I want to work with someone, I pick up the phone and the first person that I call is Dean." Because they know that you are very good at what you do, and you can get it done. So, that's why you want to make it your calling card because that's the kind of reputation you develop, and that reputation will carry you forward for a long period of time.

Speaking from my personal experience, going through NJROTC and leading various teams, I observe some people are natural leaders and others can be leaders in

time. Why do you feel that leadership can be a difficult trait for some people?

I think it's based on your life experiences. I, for example, would say that I was not a natural-born leader. I was very shy when I was growing up. I was very shy during middle school and into high school. I remember coming back to the Naval Academy that I was really coming out of my shell. I was really feeling comfortable. I was being exposed to really amazing opportunities like jumping out airplanes with a parachute, flying gliders, going to sea. It was such a big change from where I was growing up in Dallas/Fort Worth Texas. I remember when I was coming home and met a few of my teachers that I visited at the high school to say "Hello!" and I also saw some friends and almost unanimously they thought that "You are a completely different person. Where did you come from?" I feel that sometimes people find it earlier in their lives and they are very

comfortable in themselves. They are very comfortable with their confidence level. Then there are others like me who watch a lot of really good leaders. They are always taking lessons and thinking about how they would do it but they are not yet quite ready. As you reach that point in your life where you are really ready to step up and turn it up a notch that you have all the background to be a success you need just that commitment and willingness to say that "You know, I am going to do it and no one is going to stop me."

Stay tuned for Part II of this amazing interview with Cmdr. Snodgrass in the next issue of the *CQ. TOPGUN's Top 10: Leadership Lessons from the Cockpit* is now available wherever books are sold!

Until then, see you... out there!

Trek Actors and Other Sci-Fi Stars Support Science, Technology, Engineering & Math Through Escape Velocity Extra, an Interactive Monthly Online Program From the Museum of Science Fiction in Washington, D.C.

by Steve Winter

Editor's Note: I was contacted by Steve Winter of Brotman|Winter|Fried concerning web broadcasts they are working with for the Museum of Science-Fiction. I am including this as I think members will be interested in them.
- DR

In *Star Trek* the original series episodes *The Naked Time* (S1, E4) and *The Deadly Years* (S2, E12), Dr. McCoy played critical roles in developing serums to first reverse the intoxicating effects of a deadly pathogen and later to reverse a rapid aging process. His experience and resourcefulness essentially solved ailments that, left untreated, would have certainly resulted in the deaths of all personnel aboard the USS Enterprise-1701.

Oh, how we could use that good ol' country doctor today.

But with no Leonard McCoy around to save the day, the Museum of Science Fiction in Washington, D.C. needed to develop another forum through which to deliver their message when the arrival of COVID-19 forced the cancellation of their annual sci-fi and technology fair called Escape Velocity.

"For the past three years, the Museum has hosted a combination fan-con-and-science-fair celebration in the Nation's Capital area, built around the concept of using science fiction to support a focus on Science, Technology, Engineering, Arts and Math ... or STEAM," said the

Museum's Executive Director, Greg Viggiano. "The mission of the museum is to use popular culture to support public interest in these fields in order to get America's youth interested in these exciting and dynamic industries." With programs that featured sci-fi actors and TV movie writers alongside authors, educators, scientists, and astronauts, Escape Velocity drew thousands of attendees annually to their event which combined museum-inspired exhibits and panel discussions with trade show-style exhibit booths and TV/film memorabilia.

But when the pandemic hit and the realization that their May 2020 event would – by necessity – required cancellation, the museum quickly changed course.

"We knew, as early as March, that we needed a new approach, which led to the creation of Escape Velocity Extra," Viggiano said. "Several entities, including most of the major Comic-Cons, were already offering online panels featuring sci-fi actors; but we wanted to do something just a little different – something that would truly reflect the overall mission of the Museum."

That "something different" turned out to be an online hybrid interactive program, ranging in length from 90 minutes to two hours, that explored a specific element of a sci-fi TV show or film supported by a real-world conversation focusing on that same theme, the concept of

which was based on the nature of the celebrity guest the program secured. “For our pilot program, we were fortunate to land three actors from the CW Network hit TV Show *The 100*,” Viggiano said. “For that program, we had Richard Harmon, Ty Olsson, and Christopher Larkin talk about their roles and the overall nature of their show at a key point in time when the program was still airing live. And since the focus of *The 100* centered on life after an apocalyptic event, we opened the show with a one-hour conversation with scientists and sci-fi authors discussing various elements of a dystopian world.”

In their third episode, *Escape Velocity Extra* featured *Star Trek* actors Tim Russ and Garrett Wang, along with Peter Macon from *The Orville*. The focus of the program was race and resistance in science fiction, where Russ, Macon, and Wang related scenarios they encountered as minorities, both during their time in Hollywood and earlier throughout their lives. The opening session featured a conversation with a panel of science fiction authors, who are also university professors focusing on English, the humanities, and in one instance, science-fiction literature.



“This was a very important message for our time, especially given what we are experiencing right now, present day, in this country and where things might be headed,” said Russ, who in addition to his starring role as Tuvok on *Star Trek: Voyager*, also appeared on *Star Trek: The Next Generation*, *Star Trek: Deep Space Nine* and the movie *Star Trek: Generations* in addition to several fan films and video games. “To me, science fiction is a standout. It’s one of my favorite genres and one of the reasons is because you can tell any kind of story within that framework; you’re not restricted to the contemporary setting and environment and relationships that you have. Science fiction – and *Star Trek* in particular – has always been able to do that.”

Wang, an American of Chinese descent, referenced the *TOS* episode *Let This Be Your Last Battlefield* (S3, E15) as a perfect example. “The original series always had episodes that were very race-conscious,” he said. “One of the earliest I remember was a show from the original series where there was a war on this planet between these two races, one of whom was black on the right side of their face and white on the other while the other individual was

reversed. They look identical, they’re like mirror images of each other, and they hated each other. They took that war with each other into space for no reason other than that, only to find out that when they returned to the planet, they were the only two beings left – one from one race and one from the other. Still, they continue to fight. “Like I said, *Trek* has always been very good about portraying issues like that.”

Subsequent programs have focused on Klingon Culture, featuring J.G. Hertzler (Martok) and Robert O’Reilly (Gowron) and a chat with Andy Weir, author of *The Martian* and *Artemis*, for a look at the 2024 NASA Artemis mission to land the first female astronaut on the moon in preparation for an eventual mission to Mars in 2030.

Conceived in 2013 toward the ultimate mission of becoming a physical bricks-and-mortar institution, the Museum of Science Fiction has launched much of its programming remotely and virtually. Through workshops, panels, presentations, and physical events such as their annual *Escape Velocity* celebration over Memorial Day weekend, the museum has served as an educational catalyst to expand interest in the science, technology, engineering, art, and math, utilizing such tools as mobile applications and wifi-enabled display objects to engage and entertain. For their onsite event, the Museum has showcased hundreds of artifacts and memorabilia, including an eight-foot-long full-scale replica of the USS Enterprise from *Star Trek: The Motion Picture*. Actors, writers, producers, and luminaries from such legendary properties as *Star Wars*, *Alien*, *Dr. Who*, *Farscape*, *The Expanse*, and others, have also participated in the programming.

With no real end to the Coronavirus nightmare ostensibly in play – thanks in part to Dr. McCoy’s seeming unavailability – the Museum plans to extend its online programming through at least the first half of 2021 with future programs planned for a discussion with female engineers, *Mission to Mars* and a look at the upcoming release of *Dune*, among other features.

“For us, it’s important that our events go beyond merely providing our fans with access to actors,” Viggiano says. “We want our programs to provide a narrative that connects the genre of science fiction with the real world, which is why we often open our programs with conversations with scientists, novelists, TV and film producers, educators and researchers. As science fiction is often credited with serving as a catalyst for young people to truly learn to love science, we wholeheartedly embrace that effort as part of the overall mission of the Museum. If we can help contribute to the next generation of ‘rocket scientists,’ we know we will have done our job.”

Reviews

Taking Space Force Way Too Seriously & Not As A Comedy

by ADM Mike Stein, *USS Justice*, R7

Hi, I hope everyone is still safe and healthy as they say in these new normal times. After almost six months, I'm more than ready for everything to go back to the way things were. Be that as it may, I'm sure that's not going to happen any time soon. During the past several months, I've been participating in Region 7's Cocktail Chatter Weekly Zoom meetings. During one of these meetings, the topic of the new Netflix series *Space Force* came up.

I couldn't resist discussing everything that's wrong with this series from a One Star General acting like a secretary to a known Russian agent dating the underage daughter of the Four Star General who is Commander of the US Space Force. For those that don't have Netflix, I'll take a step back for a moment and explain a little about this show. Steve Carell, from *The Office*, plays a Four Star General, Mark Narid, who is promoted and takes over the command of our sixth branch of the armed forces, the US Space Force. He's also charged with getting "boots on the moon" by 2024, although I think that part of the mission belongs to NASA. But never mind the details here.

Another key character that does very well in this series is John Malkovich. He plays the head scientist, Dr. Adrian Mallory and appears to be over General Narid although at times the General does whatever he wants. The series was set up just as the US government announced plans for this new military branch. Therefore, the logo used in the series isn't correct as that was just unveiled recently.



The real logo of the US Space Force

One other interesting point is that members of this branch are referred to as spacemen although the real US Space Force hasn't figured out yet what to call their own members. Although it does make sense since we already have airman and seaman, why not spacemen. However, I don't know yet if that will stick in space sort to speak.

According to TV Guide, the series was designed as an "Irreverent, laugh-out-loud workplace comedy." I get that, although having been in the US Air Force I can't help but look at and see everything that's wrong with this show. The series is sort of like *McHale's Navy* depicting Navy life. When I saw *McHale's Navy* as a kid, I thought it was very funny but even then I knew it wasn't how the Navy really was. I just hope people don't think that the US Air Force and the US Space Force are in any way correctly depicted in this series. Another interaction that's way off is the way the US Air Force Chief of Staff treats General Narid as it's not nice in the least. In fairness, there were many funny parts to this series and having finished all the episodes I'm glad I did see them all. Near the last few episodes, I finally *got it* and enjoyed what I was watching



TV Guide highlights Space Force

I hope everyone continues to stay safe and if you have some time, give *Space Force* a chance. I can't guarantee you'll like it but it's entertaining as it was intended to be.

It's A Brave New – But Old – World

by LTJG Keith McNeil, *USS Moebius*, R1

Brave New World is an episodic TV show with a first season of 9 episodes that premiered on NBC's new streaming platform Peacock. It is a Peacock original, so it is only available to subscribers.

It is based on a novel by the same name by Aldous Huxley published in 1932. Since it is based on an 80-year-old novel, traditional dystopian tropes exist in the story.

The story's plot revolves around two categories of people. The Somas live in a seemingly utopian society that is based on genetic profiles and are "happy" with the way things are. The Savages, who live in a society reminiscent of

modern conditions and ideals, strive for equality with the Somas.

Everything is fine in both societies until the Savages begin to rebel and the Somas' way of life is interrupted by John the Savage who is genetically a Soma. This tension, caused by John, erupts in a rebellion between factions of the Somas, and that is where the viewer is left at the end of the season.

I had some issues getting into the story during the exposition stage, however, once the inciting incident happened and they started building up to the climate, I got

more into the story. Sure, due to the episodic nature of television, the falling action seemed rushed and a bit underwhelming.

Overall, I found it visually interesting, but the story is a regurgitation of other movies and TV shows. It is worth a

watch if you like dystopian stories, but I'm not sure it's worth the subscription price otherwise.

I rate *Brave New World* 3 out of 5 combadges (▲▲▲▲▲).

7th Fleet Is Picard Pumped

by COL Robert Stronach, *USS Invincible*, R7

Like a speeding celestial body, *Star Trek: Picard* sent waves of excitement through the 7th Fleet. Ships got together for watch parties for the latest series in the *Star Trek* franchise featuring Sir Patrick Stewart.

“So far I’m loving it,” posted FADM Les Rickard. “I hate to see each episode end.” “Incoming transmission from the *USS Stella Pirata*,” Maria Dutilly wrote on Region 7 Facebook. “We had a damn good time with our watch party for Picard tonight. We had Earl Grey tea and had a Picard trivia game afterward. My crew won prizes which were Picard themed. Good times had by all.” “The crew of the *USS Boudica*, launched from *USS Challenger* all the way

to London, gathered to watch the premiere of *Star Trek: Picard* on Amazon Prime,” Coridan Kendrick Miller posted on R7’s Facebook page.

Individual members were promoting *ST: Picard* on social media. For example, Amanda Donaldson, *USS Banneker*, donned a Picard shirt to spread the word on Facebook. “It’s casual Friday and I’m rocking the Picard swag!” she announced. Others were already showcasing Picard-style uniforms – like Robert Piazza who announced on Facebook that the *USS Sovereign* crew was now modeling the new look. Perhaps Amanda Donaldson summed it up best: “It’s a good one!”



The *USS Stella Pirata* crew gathered for a Picard watch party and trivia game.



The screen at the *USS Stella Pirata*’s watch party.



Robert Piazza models the new Picard uniform that the *USS Sovereign* is trying out.



Amanda Donaldson likes *Star Trek: Picard*.

Scale Modeling, Why (Part 1)...

by Colonel Mike Calhoun, *USS Darksabre*, R12



My scale modeling adventures started at the age of nine. I had the flu (or something) and my Dad brought me home a Don Prudhome Snap-Tite™ dragster model (Skill level 1). I put it together in a few hours and had the decals on in another. I. Was. Hooked.

In the coming months and years, I progressed through increasingly more difficult models. I built more F-4U Corsairs, F-4 Phantoms, and P-38s than I had time for – challenging my own painting skills and learning the intricacies of decal-ing (more on these later). It was when I was about 12 that I did my first Skill level 3 model: a USS Constitution with full rope rigging, miniature crew, cannons, and a moving anchor of all things! It took me months to complete and was my first real exercise in patience. After all, it was a \$50 model, and at 12 years old in 1976, that was a lot of driveways to shovel. After that one, I found girls awesome and really fell in love with playing football, so my modeling waned a bit. I did one here and there, but my artistic talents were focused on drawing and painting until I joined the Marines.

Fast forward to my early 20s – I saw a 1:48 scale F/A-18 Hornet with not only my squadron's decals on it, but my actual first XO's name and an Instructor from my A-School's name on the nose gear wheel well. I had to buy it. It was the greatest model I ever built! I worked on these bad boys; I knew the weathering, the salt-air corrosion points, and the exact colors and status of the avionics in the cockpit. My soon-to-be ex-wife ran over it, and that was the end of that for almost 30 years.

In my return to Science Fiction fandom with the USS Valiant of SFI in 2014, I bought a model of the USS Defiant, the Valiant was a Defiant-class starship and I wanted a centerpiece for events. I was amazed at how quickly it came back, and the quality of paints and other materials was so superior to anything I had ever worked

with before. I found custom decals in whatever scale I wanted and ways to make them look *painted on!* My USS Valiant went over so well that I started to buy other kits and really take my time building them. With all of the new techniques and supplies available, satisfaction at the end product is unmatched, and it is good for me in more ways than one.

I asked at the end of the title – “Why”? Here are just a few answers. First, every fan I know likes memorabilia, and what is better than the Ships Of The Line lining your shelves or display cases? The scales available range from the 1:2500 lovingly referred to as “Tinyprise”:



AMT Models 1:2500 Scale USS Enterprise

To the massive 1:350 Polar Lights™ version which is fiber and LED-lit and nearly three feet long! (Believe me – if I had somewhere to put it, I would have already done it). I like the 1:1000 scale AMT kits, they're a nice display size, big enough to get really nice detail (and even light if you wish), and come in all skill levels from AMT Snap-Tite™ to Level 3. The second *why* is therapy - mental, emotional, and physical therapy. As we grow older, our minds will lose the ability to focus if we do not exercise them. Modeling, at whatever skill level gives us that mental exercise. Emotionally, who hasn't been in a funk for whatever reason and needed a distraction or a clear head for a while? I lost my Captain, three parents, and a stepsister over the course of three years and scale modeling gave me something to ease the burden on my heart. It didn't go

away, but it sure helped me work through it. Lastly, physically we also lose some dexterity as we age. Many studies have shown that practicing fine movements (sensorimotor plasticity¹) will help retain them through muscle memory, improved brain activity, and helps coordinate hand-eye coordination through the mental exercise I mentioned previously. Nothing replaces physical exercise in importance for health, but these fine motor skills will help. They've helped me a great deal – and I have a table full of quality models for a bonus!

The Good, the Bad & the Ugly

by Commodore MarkAdam Miller, *USS Hephaestus*, R2

There are 750+ episodes of Star Trek and 13 movies. Some are good, some are bad, and some are right down ugly. Let us take a look at some of these stories from *Star Trek*. First up – three episodes from *The Original Series* (TOS).

The Good:

The City on the Edge of Forever
(Rate: ★★★★★)

This is one of the most popular episodes of *Star Trek*. I recommend this episode if someone asks me what episode to watch. Time travel episodes can be problematic but this one keeps it simple. It has the plot point of 'do I let someone die to keep my history or save the person that will change history'. The episode does a good job of showing the consequences of the decision and puts you on the edge of your seat to see what Kirk will do. I think this episode is good because it works on character development. You really get to know Kirk, Spock, and Edith Keeler. The plot lets you get close to Edith and feel Kirk's struggle when he watches her die. This is one of the defining episodes of *Star Trek*. It is not as dark as the original script by Harlen Ellis which was about drug use which the studio wanted to shy away from. You can read the original story in IDW's graphic novel.



The Bad:

Spock's Brain
(Rate: ★★★★★)

The premise of a brain stolen to run a computer sounds good, but the episode goes downhill from there. I don't know which is worse: Robotic Spock body or split-gender

Well, that's it for part one of the series. Hope you got something from it, and if you ever have any questions – reach out to me through the R12 FB page or email me at sfiasttcomply@gmail.com. Next month – What and How - The kits and tools of the hobby.

¹ Seidler, R.D., et al. (2011). Motor Control and Aging: Links to Age-Related Brain Structural, Functional, and Biochemical Effects. Retrieved from <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC2838968/>

Society. The numerous plot holes in this episode make it very hard to watch. I was especially troubled by one plot hole—how can the woman who stole Spock's brain keep that knowledge from the time she went to get his brain until she installed it in their computer but McCoy can't keep the knowledge long enough to finish the surgery. An answer is that her brain was suited for the download, but McCoy should have been able to keep some of what he learned because of his medical knowledge. The only thing this program is good for is a drinking game where you take a drink every time 'brain' is said (e.g. 38 times which calculates out to about every 45 seconds.)



The Ugly:

Turnabout Intruder
(Rate: ★★★★★)

How does a group of writers put out a sexist episode when they wrote great episodes about race problems (e.g. *Let This Be Your Last Battlefield*)? The whole episode is about how a woman cannot be in command of a starship because she is too emotional. Where did this come from? We had a First Officer in the pilot episode who was a woman. Yeah, it was thrown out because brass at Desilu thought it unbelievable but that is what Star Trek was about—show how the unbelievable can be believable. This episode throws that completely out the window. This episode should have been how a woman can be just as good as a man. The only good thing about this is William Shatner did try his best to portray a woman in a man's body, but it was not good enough. It fell flat because he had to resort to stereotypes to pull off the performance. Good luck trying to watch this train wreck.



Science

Citizen Science Project Ideas Online

by Fleet Captain Michael Lewis, *USS Heimdal*, R1

Citizen Science Projects, especially those that members of the entire fleet can help with, interest me. I participate in the International Coastal Cleanup as many of you may know. I also participate in Astronomical-related projects as a Delegate for the International Dark Sky Association (<https://www.darksky.org/>).



There is a website, *SciStarter* (<https://scistarter.org/>), where you can find online projects, like *AstroQuest* (<https://astroquest.net.au/>) for example, where you work with images of objects in the night sky. There is *Globe At Night* (<https://scistarter.org/globe-at-night>) where you can measure the brightness of the night sky in your area and make people more aware of light pollution.

As a member of *USS Heimdal*, I also participate in medical-related projects like The *All of Us* Research Program (https://allofus.nih.gov/?fbclid=IwAR13nMo_E7ZlXJuc_QD3x3lRsKAm_HXlIjn-BE5fjleoUxwrljTDdHQiTqcl). There are biology-related projects on *SciStarter* like Smithsonian Transcription Center (<https://scistarter.org/smithsonian-transcription-center>). There are ecology-related projects like *ISeeChange* (<https://scistarter.org/iseechange>).

I post links to many science-related activities on Pinterest here (<https://www.pinterest.com/starfleetsfi/science-related-events-by-region/>).

Please feel free to view other SFI Pinterest boards (<https://www.pinterest.com/starfleetsfi/boards/>) for links to several sciences.

The CQ Needs YOU!!

The STARFLEET *Communiqué* is in need of three copy editors. Their job will be to proofread and make necessary corrections to submitted articles and to prepare them for layout.

Skills Needed

Good Grammar & Spelling Skills required
Knowledge of Dropbox is very helpful but can be trained
Experience in newsletter production is great but not required

Training Requirements

Officer Training School (OTS)
STARFLEET Data Protection Policies (SFDPP)
is recommended but not required for this position

Age Requirements

Over 18

Additional Comments

Application period closes 22 October 2020.
Questions about this position can be directed to Dennis Rayburn at cq@gmail.com.

How to Identify and Treat Heat-Related Illnesses

by Commodore James Cecil, Region One Assistant Surgeon General

While Summer is here and the temperatures are on the rise it is time that we all get to know how to acknowledge heat-related illnesses and how to render aid to those that suffer from heat exposure.

Heat stroke, the most serious form of heat-related illness, happens when the body becomes unable to regulate its core temperature. Sweating stops and the body can no longer rid itself of excess heat. Signs include confusion, loss of consciousness, and seizures. **"Heat stroke is a medical emergency that may result in death! Call 911 immediately.**



Heat exhaustion is the body's response to loss of water and salt from heavy sweating. Signs include headache, nausea, dizziness, weakness, irritability, thirst, and heavy sweating.



Heat cramps are caused by the loss of body salts and fluid during sweating. Low salt levels in muscles cause painful cramps. Tired muscles—those used for performing the work—are usually the ones most affected by cramps. Cramps may occur during or after working hours.



Heat rash, also known as prickly heat, is skin irritation caused by sweat that does not evaporate from the skin. Heat rash is the most common problem in hot work environment.

The chart below shows **symptoms** and **first aid measures** to take if someone shows signs of a heat-related illness.

Illness	Symptoms	First Aid*
Heat stroke	<ul style="list-style-type: none"> Confusion Fainting Seizures Excessive sweating or red, hot, dry skin Very high body temperature 	<ul style="list-style-type: none"> Call 911 <p>While waiting for help:</p> <ul style="list-style-type: none"> Place worker in shady, cool area Loosen clothing, remove outer clothing Fan air on worker; cold packs in armpits Wet worker with cool water; apply ice packs, cool compresses, or ice if available Provide fluids (preferably water) as soon as possible Stay with worker until help arrives
Heat exhaustion	<ul style="list-style-type: none"> Cool, moist skin Heavy sweating Headache Nausea or vomiting Dizziness Light headedness Weakness Thirst Irritability Fast heart beat 	<ul style="list-style-type: none"> Have worker sit or lie down in a cool, shady area Give worker plenty of water or other cool beverages to drink Cool worker with cold compresses/ice packs Take to clinic or emergency room for medical evaluation or treatment if signs or symptoms worsen or do not improve within 60 minutes. Do not return to work that day
Heat cramps	<ul style="list-style-type: none"> Muscle spasms Pain Usually in abdomen, arms, or legs 	<ul style="list-style-type: none"> Have worker rest in shady, cool area Worker should drink water or other cool beverages Wait a few hours before allowing worker to return to strenuous work Have worker seek medical attention if cramps don't go away
Heat rash	<ul style="list-style-type: none"> Clusters of red bumps on skin Often appears on neck, upper chest, folds of skin 	<ul style="list-style-type: none"> Try to work in a cooler, less humid environment when possible Keep the affected area dry

* Remember, if you are not a medical professional, use this information as a guide only to help workers in need.

Final Mission

Alvina Bryant, Lieutenant Colonel
USS Crockett, 3rd Fleet

Anne Miller, Fleet Captain
USS Missouri, 12th Fleet

James Monroe, General
USS William O Darby, 4th Fleet

Steven Sidelinker, Captain
USS Constitution, 15th Fleet

Carl Casteel, Staff Sergeant
USS Missouri, 12th Fleet

Sam Phillips, Commander,
Station Robert de Bruce, 1st Fleet

John Wagner, Colonel
USS Matrix, 7th Fleet

Ben Charles Holshouser, Chief Petty Officer
USS Corsair, 3rd Fleet

Elizabeth “Dusty Trellis” Rahuba, Lieutenant
USS Chicago, 1st Fleet

NOTABLES

Chadwick Boseman – Black Panther (Marvel movies)

Rene Carpenter – last of the original Astronaut Wives Club, formerly married to Scott Carpenter

Gerald Carr – NASA Astronaut, Commander, Skylab 4

Ben Cross – Sarek (*Star Trek* (2009)), *Chariots of Fire*

Susan Ellison – widow of science-fiction writer Harlan Ellison

Galyn Gorg – *ST: Deep Space Nine*, *ST: Voyager*

Ian Holm – *The Lord of the Rings*, *The Hobbit*, *The Fifth Element*, *Time Bandits*,
The Day After Tomorrow, *Chariots of Fire*

Grant Imahara – *Star Trek Continues*, *Star Trek Renegades*, *Mythbusters*, *White Rabbit Project*

Maurice Rooves – *ST: The Next Generation*, *Doctor Who*,

1 of only 24 actors to have speaking roles in both *Star Trek* and *Doctor Who*

Norm Spencer – *Earth: Final Conflict*, *X-Men the Animated Series*, voice Cyclops

Awards/Citations

Region 4 Awards for 2019

by COMM Ronald Coleman, *USS Wessex*, R4

Chapter of the Year:

USS Wessex, NCC 74207

Flag Officer of the Year:

COMM Ronald Coleman, *USS Wessex*

Officer of the Year:

CAPT Jennifer Coleman, *USS Wessex*

Commanding Officer of the Year:

COMM Boyd Harmon, *USS Stormbringer*

Enlisted Member of the Year:

PO2 David Shorey, *USS Wessex*

Junior Member of the Year Award:

CDT Ayla Macassi, *USS Kepler*

Newsletter of the Year Award:

USS Angeles

Website Awards:

The Vanguard Award (This is the best overall website):

USS Angeles, <https://ussangeles.org/>

Best Chapter Website:

USS Kepler, <https://usskepler.org/>

Most Trekkish Website:

USS Golden Gate, <http://ussgoldengate.org>

Best Under Construction Website:

USS Wessex, <https://www.usswessex.org/>

Best SFMC Website:

49th Medical SAR (Marine Strike Group),
http://ussgoldengate.org/USSGoldenGate/San_Francisco_Task_Force.html





Vice Commander

ADM James Herring, *USS Missouri*



Show Us Your Ship's! — Insignia that Is!

Among the many things that I love about STARFLEET are the insignias, patches, etc for units, ships, departments, etc. Over the years I have seen some very fine patches and shirts; remarkable artwork, play on words and could feel the pride that the ships had for them. The latest department to get a logo is All-Access, STARFLEET. I want to thank Gerhard Pretorius for designing it, in consultation with its director, Jason Schreck.



The logo for the All-Access
STARFLEET department

If you look around Fleet you will see many ship patches, logos, emblems, etc. I think this is especially important as it gives that unit, ship, department; a sense of identity, and a way for people to quickly identify who is part of that group. Everybody knows the Star Trek delta, which of course was the original Enterprise's emblem.



The *USS Missouri* delta shield
logo, using the silhouette of the
state of Missouri –
Compliance approved



The ship logo of the
USS Missouri



USS Missouri
name badge

I remember aboard the old *Horizon*, before the ease of getting color copies and the like, my Chief Fabrications Officer came up with our logo, silk-screened our name badges, the cover to our handbook, and the color covers to the Region 12 Summits that we did. He also silk-screened our ship t-shirts to save us money. He had his degree in graphic design from the university, so obviously he knew what he was doing and made sure our ship 'look' was perfect. He now works for a mouse in Florida and helps out on some fan-run movies. He is still with me as my Chief Fabrications Officer aboard the *USS Missouri*,

Also, Region 12 had Summit shirts for the old summits we conducted, along with plenty of different ship shirts making appearances. They were always worn at Summits and ICs as a way to show ship pride. They were more cost-efficient for crew members. It was also a way to raise some money for the ship.

The old logo for the newly commissioned: *USS Horizon*. The man to the right was the Regional 12 Coordinator at the time, VADM Lee Schmidt!



I can't stress it enough that as a ship, unit or department establish a logo, emblem, etc. to give your people something to be proud of belonging to. But, before you start ordering name badges, shirts and patches, make sure you run it by the Compliance Department of STARFLEET, headed up by Dennis Rayburn, to make sure there are no copyright infringements. It would suck if you had patches or t-shirts made and found out that you were overstepping. Also, if you use any graphics or pictures you might want them to look it over also, just to be safe. And make sure the logo IS something you would be proud to say you are associated with. Make it professional looking. There are plenty of artists around and who knows what talents might be aboard your ship. And again, if you do get a logo, make sure you can use it. If you have questions on what you can use, talk with the Compliance Department.

The portable display
that the old
USS Horizon had as a
recruiting tool.



If your ship, unit, or department, has a patch or something with your logo on it, please let me know and how much it would be to purchase that patch or t-shirt or whatever. You should have extras that you can sell to people who like to collect that stuff, like me! I am working on a ship shirt for the *USS Missouri*, so if anyone is interested, please let me know. See how easy that was to let people know you are interested in what they have, and also what you will have to offer to show off your ship.



Greetings everyone! From STARFLEET Diplomatic Corps (SFI DC)



The S.F.I. D.C. is writing this article to ask for your assistance in promoting STARFLEET. This brave new world of SFI will be one that reaches out to all sci-fi organizations groups – big and small. We will be starting with an open line of communications between STARFLEET and all other organizations.

So if you have contact information about another organization, please send it to sfifleetambassador@gmail.com, Captain Aaron Himes, STARFLEET's Chief Diplomat Officer

I know what you're asking. "What is the Diplomatic Corps?" The short answer is: We promote peace and cooperation throughout the SCI-FI universe. You may ask, "How do they do that?" My reply is, "I like using a phaser myself, but..." – and there is always a but – my CS wants a more peaceful way. Go figure.

So sometime early this year, when the new CS was installed, his new administration started ramping up. Many mind-numbing responsibilities were dropped on him and his staff and still many appear in Fleet today. And yes, there are a lot of them.

He also wants to promote a new generational STARFLEET, one that promotes I.D.I.C. Given that STARFLEET International is the largest and longest-running Star Trek fan club, you can imagine that we have a lot of history that is pretty extensive. One that tries to reach out to any other fan clubs and try to formalize a working, unified front. After all, the black hole known as CBS is not going to help us! Well, not without some kind of fee, I am sure. So with that being said let us begin anew.

I am going to start with introductions. Our first person is our Chief Diplomat, Captain Aaron Himes, CO of the *USS White Eagle*. He has been with Fleet for over ten years.

For the last three years, he has worked to get the Diplomatic Corps started. He received advice and help from several members. Luckily, he was given a chance to start it.



Our second person up for introduction is Senior Ambassador Ensign Amanda J. Phillips. She is a member of the *USS Southern Cross*.

When asked about her reason for joining the Corps she stated, "I decided to join the Diplomatic Corps as I wanted to help make a difference between SFI and other organizations, as well as other franchises, in order to make SFI a much more interesting place to be part of, as together we can all make a difference in how we go about things. Together we can achieve so much."



Sr. Ambassador Phillips lives around/in Guildford, England. She will also be going to DTS Comic Con 2020. (We hope!)

And at last, it is time for me. I am Commodore Brian Murphy Schreur, Vice Chief of STARFLEET Diplomatic Corps. I am the CO of the *ISS Pegasus* in Las Vegas, NV. Like a bad penny, I keep turning up! So this is the team that will be the start of our future together.



STARFLEET will always endure.

STARFLEET always strives to improve.

History will be made with all of us pulling together for the common goals.

Remember Infinite Diversity in Infinite Combinations!

I am Commodore Murphy and this is SFI DC reboot!

And now it is coffee time!



Chief of Communications

ADM Jeff Higdon, *USS Black Hawk*



Greetings and Felicitations!!!

Reporting would be ~~such sweet sorrow~~ if I didn't have to report that the divisions of the Communications Department are running smoothly. But I do want to report that we are running *very smoothly*! However, Social Media Services reports that there are still people not following the guidelines set to admit members to our Facebook, Mailing Lists, and other social media outlets we oversee.

Remember, that any Commanding Officer who invites members of their chapter to subscribe to either our Facebook pages or mailing lists should make it known to their members that information requests need to be made out in full without exception. These requests for information comply with the GDPR regulations of the European Union and our own STARFLEET Data Protection Policy (SFDPP). These points must be emphasized in your invitations for your membership. Failure to do this will result in denying those memberships to our social media accounts and attempts to contact you about those denials will be made by our Social Media Representatives. It will be up to you to communicate this to your membership.

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 archives, which you can find in 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 a CQ in question or loan a CQ to the association, please contact our Vice-Chief In Charge of Publications and Manuals, LT TJ 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.

Additionally, we are in search of any manuals, forms, or publications whether they be current or not. 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 LT Feldman at the email address given in the last paragraph. It will be very much appreciated!

Articles, reports, photos, cartoons, graphics, and anything else you would like to see in the next issue of the STARFLEET Communiqué (Issue 205), the first issue of 2021, will be due by 11:59 PM Central Daylight Time on Tuesday, December 15th. We appreciate all submissions to the CQ, so keep those items coming in!

And the new Division within the Communications Department, Audio/Video Services, is still making headway and growing. During the Virtual IC2020 held on August 4th, I had the honor to announce the launch of a new video show that will cover the news of our Chapters, Regions, the Fleet, and especially our members, called "STARFLEET @ LARGE". It will be formatted like the news shows seen on TV and initially will be hosted by yours truly. We will be accepting video reports (and articles). Watch for the date in which you can start submitting videos and articles for this awesome program

Also watch for announcements from both Major Russell Camp our Vice Chief of A/V, and Humanoid resources for your opportunity to help in the making of this program!

The current situation of the world at large is still precarious as a cure for the COVID-19 is still being developed. This means new still means we all need to take necessary precautions in order to keep us all safe. The prayers and good thoughts of the entire Communications Department got to the family and friends of those who pass on into the final frontier after contacting

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



Chief of OPERATIONS

ADM Johnathan Simmons, *USS Stormbringer*



Ops Report

The following information has been received from Ops:

ShoC reported the following in the month of July:

The following is the SHOC report for 7/15 through 8/15:

7/17 – Commissioned *USS Firebird*

7/26 – Commissioned *USS Omnus*

7/22 – Launched *USS Excalibur*

7/30 – Launched *USS Gallifrey*

From 8/16 to 9/15 ShoC reported the following:

8/17 – Launched *USS Essex*

8/29 – Commissioned *USS Katherine Johnson*

8/31 – Launched *USS Septarian*

9/09 – Commissioned *USS Genesis*

9/10 – Commissioned *USS Chimera*

Here are the numbers for August.

14 Chapters and 2 Regions failed to Report. This number is about average for non-reporting. Ops is adhering to the policy of placing chapters on standby if they miss three reports.

Turning to ShOC...

8/17 – Launched *USS Essex*

8/29 – Commissioned *USS Katherine Johnson*

8/31 – Launched *USS Septarian*

9/09 – Commissioned *USS Genesis*

9/10 – Commissioned *USS Chimera*

And lastly, we are in the final stages of updating the START Manual. Look for it to be released soon.



Chief of Educational Services

MGN TJ Allen, *USS North Carolina*



From the Desk of the CES

We have released the SFDPP (STARFLEET Data Protection Policy). The courses are going very well. These courses cover more than GDPR. It covers Policies from around the globe.

We are working hard on getting courses reviewed and updated. It may seem slow but that is because of the large

number of courses being reviewed. We have people assisting but we have more than 3400 courses we are going through.

The ES Staff along with the SFA and SFMCA staff are working hard to make it easy to request courses via Moodle. Keep up the work and requests.

The College of Charmed

by ADM Debbie French, *USS Britannic*, R7

Are you into Magic or Witches? What about the Supernatural or Demons perhaps? Would you love to have a magical power or be able to use a spell on a Demon? If you can answer yes to one or more of these questions, then Charmed College is the college that is for you.

The original *Charmed* began its 8-year run on October 7, 1998, and ran until May 21, 2006. The story follows three sisters, Prue, Piper, and Phoebe Halliwell, and later Paige Matthews, who find out that they are modern-day witches

each with their own unique powers. These sisters were prophesied long ago by one of their ancestors to become the most powerful witches that the world has ever known and that they would become known as The Charmed Ones. They would fight for the greater good against evil and protect the magical community and innocents from evil creatures such as Demons, Warlocks, the Triad, and the Source just to name a few.

The Charmed College is located in the Institute of Fantasy, Horror, and Supernatural. We originally opened the college in 2010. After a brief closure, the college was revamped and opened back up in July 2020 with rearranging some courses and creating new courses for the students to take. You can take anything from what ingredients are in potions to different characters that are in the Charmed Universe to the different locations and what types of powers that witches have in this universe. There are even some funny quotes that were used throughout the series.

The first three seasons dealt with Prue, Piper, and Phoebe learning that they were modern-day witches from a long line of witches that started with their ancestor, Melinda Warren during the Salem Witch Trials. They live in San Francisco, California and their Grams had just died. They would go up against various demons such as Piper's boyfriend, Jeremy, who turned out to be the first Warlock (and demon) that they would battle and vanquish. They try to balance their Wiccan lives with their personal lives and try their best to keep them separate from each other. There is always going to be sibling rivalry but, in the end, they always come back together to do what is right. They are guided by their Whitelighter, Leo, who was a medic in his former life during WWII and died in battle and became a Whitelighter. He helps them along with their journey as witches along with their Grams, Penny, and their mother, Patty. They come in the form of ghosts when a spell is cast to summon them.

When we start with Season Four, Piper and Phoebe are learning to deal with the death of their older sister, Prue at the hands of Shax, the Sources' personal assassin. They then learn that they have a half-sister by the name of Paige Matthews on their mother's side. Like the others, Paige learns that she is also a witch from the Halliwell line of witches and has to learn her craft rather quickly to go up against all sorts of evil incarnate. Not only does Paige have to learn to be a witch, but she also has to learn to be a sister as she is used to being an only child and adopted as her Mother was a witch and her father is a Whitelighter. In the rest of the remaining seasons, Paige comes into her own as half-witch, half-whitelighter and joins her sisters in the fight against evil for the greater good. We see boyfriends come and go, babies being born and new friends and allies joining the sisters in their fight.

We even see the sisters in different costumes, such as Superheroes, Goddesses, and even Valkyries. They travel into the past and the future in a few episodes. My favorite episodes are "That 70's Episode", "Pardon My Past", and "Show Ghouls", just to name a few. My favorite sister is

Piper and her power of Molecular Combustion, Immobilization, and Acceleration. My favorite demons are Barbas, Cole, and Drake De Mon. My favorite boyfriend for each sister is Andy Trudeau for Prue, Leo Wyatt for Piper, Coop for Phoebe, and Henry for Paige. My favorite non-magical person is Daryl and some of my favorite spells include To Call a Lost Witch, The Vanishing Spell, To Exchange Power, The Truth Spell, and To Find Good Luck just to name a few. My favorite potions are the Animal Transformation Potion and the To Separate a Witch from her Powers. My favorite locations are Halliwell Manor, Magic School, Quake, and P3. My favorite term is The Prophecy of the Twice Blessed Child.

Each season introduces new characters, whether it be a new boyfriend for one of the sisters, new allies, or a new enemy to vanquish. Do you want to learn about spells? Then take Spells 124, 125, or 126. Are you new to the Charmed world and want an introduction to the Charmed Universe, then please take Wicca 100. With each course that you take, you will learn about the different characters, powers, spells, terms, locations, and quotes. If you have taken any of the old Charmed courses, and want to brush up on your Charmed knowledge, retake some exams and reawaken your love for this television series. Do you have a favorite character or power that you like? Which spell would you cast all the time? Each course is packed with the knowledge for you to learn all about the Charmed universe.

Each sister has a magical power that has been passed down thru their ancestry and increase as the years that go by. They each navigate the world that they have been thrown into after receiving their powers. The greatest power of them all is the Power of Three. Their symbol is the Triquetra, which represents the Power of Three. All in all, the magical world will always be in capable hands with the sisters and their legacy fighting for the greater good. Follow along with the sisters' journey as they fight against evil incarnate by taking courses in the College of Charmed.

Charmed was rebooted in October 2018 and continues today. It has not been determined when the courses for the rebooted Charmed will be offered. This reboot of Charmed follows the same agenda as the original but with new sisters, along with a new set of allies, boyfriends, locations, spells, terms, and demons. So far, two seasons have aired and Season Three will be airing in the fall of 2020. The new sisters are Macy, Mel, and Maggie along with their whitelighter, Harry.

As they say in the Charmed Universe, "Blessed Be".



From the Inspector General

Stephen Stott, *USS Ronald E McNair*



The Importance of Voting

Greetings from the office of the Inspector General. In the United States, it is election season so I thought it might be a good idea to speak to the importance of voting within STARFLEET. In this article, I want to focus on the Regional Coordinator election process.

Every two years Regional Coordinators are elected from the chapter Commanding Officers in their respective regions. Chapter COs whose chapters are not in training, standby, or drydock status are eligible to nominate and vote in these elections. There are many responsibilities that a chapter CO has but I would say two key responsibilities they have are first providing the monthly status report and the other is participating in the Regional Coordinator election.

As the IG I fully understand that Chapter COs don't have to vote in their RC election. But I also wish to convey the importance of voting and why you should participate. Chapter COs serve as the key bridge between the senior leadership of the fleet and the members of the fleet. Your participation in nominating and electing the RC for the region demonstrates your investment in ensuring your voice across the region is heard and represented at the fleet level.

While it remains the responsibility of the chapter CO to vote it should be a part of their practice to solicit input from the members of their chapter. Typically in an election, the potential candidates campaign for their reasons for running for RC. Chapter COs hopefully inform their chapter of who is running and submit a nomination or vote based on their input. Many times members in Fleet that are not chapter COs, have conveyed to me that they were not aware of an election happening. Two reasons Chapter COs do not participate in the process are they don't want to join in anything above the chapter level or they feel that they don't need to inform the members of their chapter about their vote.

Communicating and participating in the RC election process helps us to put the right people in the position that will work not only for the Region but provide a critical voice and vote to the senior leadership of the fleet when it comes to resolutions affecting the entire Fleet. So when the time comes I challenge the COs out there to participate in the process and I encourage members of the fleet to provide their individual input to their CO so the CO can make an informed vote based on the will of the people.



Fiction

Plague Bound – Chapter 3

by CMDR Ross Manuel, *USS Animus*, R11

Commander Krieger led what remained of his landing party down flagstone covered corridors, the heavy slapping of boots echoed through the ancient-looking structure. Jacinta remained on his hip, one hand tightly held her phaser while the other held the strap of her tricorder keeping the device at just below eye level as she continued to track the Animus' landing party by way of their encrypted transponder.

"They are on the move, slowly, but they are two levels below us, heading east," she reported leading the three other members of her team down nondescript corridor after nondescript corridor.

"How do we get down?" asked the porcine Xern as the group continued moving at a fast jog.

Jacinta scrutinised her tricorder as the schematic that was slowly forming while the device's tiny sensor tried to determine its own location within the facility, filling in the blank spaces between them and their target. "There appears to be a machinist's lab fifty meters from our location with a service ladder to the lower levels."

Krieger nodded as they rounded the corner, headed in the direction Jacinta had indicated, and immediately came across a quad of tall figures, their identities obscured by a set of ornately patterned body armour and full-face helmets. Both groups responded almost simultaneously, with the Starfleeters scattering for cover as the quad raised their left forearms, revealing a menacing-looking energy weapon where the hand should reside. They fired into the void left by the landing party, deadly green bolts of disruptor fire splashed against flagstones and walls. The landing party responded with amber pulses of fire from their phasers, which, to their horror, appeared to simply wash over the quads body armour leaving them unfazed. "Their armour appears to have energy-absorbing properties," Jacinta reported, checking the readouts from her tricorder as the landing party continued to pour fire into their steadily approaching assailants.

"Switch to maximum stun," Krieger ordered as he manipulated the power control on the side of his phaser rifle. Aiming the weapon, he gingerly pulled back on the trigger, taking full advantage of the rifle's increased power

reserves, loosing a piercing beam of crimson energy at his closest opponent. The beam struck home, hitting square in the chest. The blast staggered the attacker, the aftereffect crackled like lightning across his chest plate, however, it didn't appear to slow him down as he soon recovered. Three more beams struck their assailants to near-identical effect.

"Keep firing," Krieger yelled as he scanned their surroundings, unwilling to give the order to shift their phasers from stun to the more devastating 'kill' setting. He looked for a way out, as the first of the quad broke through their defense and grabbed Jacinta by the left bicep.

The Trill officer winced as she felt something scrape her through her uniform, holding her phaser sideways, she struck upwards with it, hitting her attacker underneath the chin towards a bulge in his neck. This sudden move sent them tumbling backward, momentarily loosening their grip on her arm, allowing Jacinta to wrest her arm free and get back to the safety of the rest of the landing party.

Her tricorder beeped a warning and she stole a glance at its small illuminated screen, the tiny device's rudimentary pathfinding software had collected enough sensor data to find an alternative route to the Animus' landing party. Stepping away from her attackers, she called: "I've found another way."

Krieger nodded, stood, and signalled the others. "Move out, fall in behind Lieutenant Tryne."

Turning on a boot heel, Jacinta took off at a steady jog, zigzagging to avoid disruptor fire as she led the team towards a closed bulkhead door a moderate distance from their encounter. As she moved, she became increasingly aware of the tingling feeling she had in her bicep. Dismissing the sensation as simply a pulled muscle, she crouched as low as her frame would allow next to the doors' automated control surface, prying its outer case off, she was surprised to see a rather modern-looking duotronic computer system. Finding an appropriate port amongst the sea of cables, she withdrew a cable from the base of her tricorder and orientating it to the port, connecting her machine to the door.

The remaining members of the landing party crowded around her, providing her cover with their very bodies as she worked.

“Report, Lieutenant,” Krieger ordered over his shoulder as the Commander kept a wary eye on the corridor that they had come through and for their mysterious attackers. They had managed to evade them, but everyone in the party knew that that would only be temporary.

“I’m trying sir, this thing wasn’t exactly designed for what I’m trying to do with it,” she replied through gritted teeth as she tried to use the tricorders intuitive translation matrix to force the door controls to respond to her queries. She had been surprised at how similar this facility’s computer systems were to Federation standard, and how her tricorder only had to account for the language set.

She continued to toggle the display on her tricorder, as it completed simple handshake protocols with this apparent alien system. This revelation surprised her, logging this piece of information for future study she began the slow task of turning the security icons on the face of her tricorder from red to green.

The doors beside her hissed before parting. “There, open.”

T’Fryr and Xern stepped forward, took hold of each side of the doors, and muscled them open, to the protestations of the doors’ servos. Once the gap was wide enough, Jacinta unhooked her tricorder and slipped through the gap to get to work, prying the access panel off the controls on the reverse side. She was followed promptly by Krieger who stood opposite T’Fryr and held the door open for the Andorian to slip inside, taking up a position to keep the door open for Xern, whose porcine form squeezed between the rapidly closing doors. Both Krieger and T’Fryr let go of the doors, and they quickly slammed shut once more. Jacinta worked the controls and the doors hissed before unseen bolts engaged, securing the doors in place.

Disconnecting her tricorder, and returning its small toolkit to a compartment in the base, Jacinta drew her phaser and fired at the bundles of circuitry, slagging control boards and frying wires, rendering the door inoperative.

“I hope we don’t have to come back through this way,” T’Fryr remarked sardonically as Krieger turned to Jacinta.

The Trill officer gestured to a gaping void in the centre of the machine shop’s work area. “There is a service ladder inside the hole, it’ll be two levels down before it ends in what appears to be a storeroom.”

Krieger gave her a grim smile. “Very good, Lieutenant. Everyone into the hole,” he ordered as he withdrew his communicator from a pouch in his vest. “Krieger to Kokoda.”

The speaker emitted an ear-splitting squawk before the clearly identifiable voice of Commander Abernathy came through. “We can barely hear you, Commander.”

Krieger gave his landing party a lopsided grin as they made their way down into the shaft. “Likewise, ma’am. We’ve come under attack by an unknown assailant, presumably the same attackers that ambushed the Animus team. We’ve been forced to split up with half the party with me, the other half under the command of Lieutenant Blackford. I ordered her to take her team back to the shuttles. As of yet, we have not been in a position to re-establish contact since disengaging.” There was a noticeable pause before Abernathy replied. “They have also not made contact with us, and we are still reporting the Milne Bay on the surface.”

Jacinta felt her heart sink as she heard the exchange between the Kokoda’s Command Officers as she continued to climb down the access ladder to the lower decks. She had few people in Starfleet that she considered friends, and her human doppelganger was at the very top of that small list. She hoped that the armoury officer was safe as she continued to climb.

“Say, Lieutenant,” Xern asked from his position on the ladder above Jacinta and below Krieger. “Out of curiosity, what do you think this shaft is used for?”

The Trill smiled, appreciative of the unintended distraction as she leaned away from the ladder to see past Xern and Krieger. The shaft continued for several levels above them before it was swallowed up by the void of its own creation. She had also secretly wondered what the purpose of this anachronistic device with its segmented protrusions along the shaft’s inner walls was in what she presumed to be an ancient structure, though, unlike the Tellarite security officer, Jacinta had the luxury of a tricorder that was constantly scanning their surroundings.

“If I had to guess, by appearance, I would say this is a rudimentary anti-gravity elevator, used to transport supplies down from the surface to the warehouse pens below,” she replied as T’Fryr stepped off the ladder and onto a service crossbeam that sat between two separate ladders. He stepped out of the way as Jacinta quickly followed, warily rubbing her left bicep.

“Problem, Lieutenant?” the harsh timbre of the Andorian’s voice seemed to be amplified by their claustrophobic surroundings.

Jacinta frowned as she rotated her left arm slowly, trying to determine the extent of her injury. “I think I’ve pulled a muscle when that thing grabbed me, but I should be fine,” she replied looking over the lip of the crossbeam at the void beneath them, unlike the space above, she could faintly see the outline of storage crates and cargo dollies on the deck beneath them.

The Andorian officer regarded her with a concerned eye, his antennas shifting ever so slightly as he tried to read the situation before he swung over the side of the crossbeam and took hold of the ladder attached to it, Jacinta looked over to Xern who had joined her on the crossbeam, smiled, then followed T’Fryr.

Leda looked down at her tricorder, the small blue blip belonging to a tricorder that had been actively tracking them inched ever closer as she maintained her position nestled between coolant pipes in a makeshift hammock suspended above the floor in the facility's maintenance section. She had managed to tap into the installation's security subsystems, and while masking the presence of her own landing party, succeeded in diverting a lot of the Novos Foundation's patrols away from the Kokoda’s.

She looked around her surroundings, to the clearly post-industrial era machinery that was littered around them, and the black, polished deck panelling that would have been welcome aboard any modern Starfleet ship or top tier research facility.

“I tell ya, this citadel was not made by the Novos Foundation. There is a clear two hundred year difference between the surface layer and the levels we are standing on,” she exclaimed as she deftly disconnected her tricorder from the sea of cables that ran around her.

“Ensign, while you were sating your archaeological cravings, were you able to break into the Foundation's encrypted files?” Azrael called as Leda swung her legs over the side of her hammock. Locking her knees around a narrow, vertical pipe, and with the deft grace of a gymnast, she slid off the cables and made her way down the pipe to the floor.

Making a show of the landing, Leda turned to the remains of her landing party. “When you get to live as long as I do, you pick up odd interests.” She winked at the captain before she withdrew her tricorder that she had tucked into the waistband of her skirt. She checked her stocking-clad legs

as she brought up the required data and gave her captain a mischievous grin. “Didn’t even get a run.”

The Captain gave her an impressed smile before he folded his arms over his chest. “Well?”

Leda pursed her lips before she read off the device's small screen. “I did some digging, it appears that the Foundation has isolated their research to physical media, there is no trace of it on their main computer.” She gestured to the bundles of cables connected to the facility's data centre on the level above them. “I was, however, able to narrow down the location of the Kokoda’s landing party, they are a deck above us, twelve compartments west.”

Azrael smiled appreciatively before looking over to Gutierrez who was keeping a watch on the hatchway leading out into a utility corridor, his attention so focused that he was unaware of the whole situation. ‘His loss’ Azrael thought as the green-skinned Ensign straightened her regulation-short service uniform that had become dishevelled in her descent.

“Shall we?” he asked as Leda retrieved her discarded equipment vest and phaser from a pile of cables on the floor, she slipped the vest over her shoulders before nodding. The pair of officers re-joined Gutierrez at the door, and with a pat on the back, Leda stepped passed the Petty Officer and headed into the corridor.

“If my calculations are correct, they should be emerging from a lift shaft into a warehouse on this level. The issue is, there are forty-two warehouses on this level,” Leda reported as she led the landing party down unmarked corridors, following her own blue blip on her map of the facility.

At that point, Azrael’s communicator chirruped. Removing the device, the Captain flipped open its protective grill with a flick of his wrist. “Go ahead.”

“Captain, we’ve detected burst transmission from the facility, while they are encrypted, they were targeted towards known Novos assets. Be warned, sir, they could be trying to shift their research off-world.” The metallic sounding voice, while distorted, clearly belonged to Commander Sharpe.

Azrael’s expression became grim. “Understood, Commander. Keep us apprised. If you detect any further movement out there, you have full rights to use your discretion.”

“Understood, sir. Animus out.”

Closing his communicator, Azrael returned it to a pouch in his vest, Gutierrez tightened the grip on his phaser rifle, and Leda properly secured her own vest. “Well, we know

what is at stake now people. Our priorities are in this order: intercept the Kokoda landing party and secure or destroy any intelligence in this facility's secured sections. All other concerns are secondary."

The two remaining members of the party nodded grimly before Leda took point once more, headed for where she assumed the other landing party would emerge at a brisk jog.

Jacinta slipped through the tight gap created by the disengaged warehouse door that was being pried open by Krieger and Xern, depositing her onto another bare corridor, this one, unlike the others they had seen in the facility, was a sterile black-panelled covering, not the aged flagstones of the surface.

Taking a moment to assess her surroundings, she once again set to work to override counter-incursion protocols from resealing the door and sounding an alarm. As she worked, the rest of the landing party made their way through the gap and the doors slammed shut once more.

Standing, she brushed dust off of her blue trousers and turned towards the rest of the party. "The Animus party is down that corridor," she reported as she could faintly hear a heavy thudding approach them. 'Here we go again,' she thought as Krieger started down the corridor she had indicated, the rest of the landing party following suit, their expressions failed to hide the mix of grim concern and exhaustion that they all felt.

Jacinta fell into step between Xern and T'Fryr as they headed off at a brisk walk, with T'Fryr regularly turning backwards, keeping an eye on the path they had come from for their approaching assailants. Checking over her own shoulder, she gingerly squeezed her bicep as the pain appeared to spread outward from the initial scrape to encompass her entire bicep from shoulder to elbow.

T'Fryr saw her and sped up to walk beside her. "It wasn't just a muscle twinge was it ma'am?" he asked.

She frowned. "I'm beginning to think. When we get a chance, I'll have a proper look at it."

The Andorian regarded her suspiciously before falling back to his 'Tail-End Charlie' position. Jacinta checked her tricorder and reconfirmed their course, ever reminded of the heavy thudding that seemed to reverberate from the metal deck plates and tried to push the pain she felt from her mind, in response the symbiont tried to help her by releasing endorphins, which only served to ebb the feeling.

"They should be approximately two hundred metres ahead of us," she reported.

"Contact!" T'Fryr called before drawing his rifle to his shoulder.

Behind them, at a four-way intersection, a pair of quads approached the warehouse they had emerged from. It took only a moment for the eight figures to register their presence at the other end of the corridor and the bolts of disruptor fire to fill the space between them.

The landing party broke into a run, with T'Fryr and Xern regularly turning back to trade fire with their attackers.

"We need to keep moving," Jacinta called, unwilling to look back for fear of losing speed as she continued to run.

"How much further?" Krieger replied as they approached another intersection.

Jacinta allowed herself a moment to check her tricorder's display as she tightly clutched it in her hand. "Their reading has gone intermittent. I'm not certain, but I think they are on the move."

As if to answer Krieger's question, a trio of blue-uniformed Starfleet officers came charging around the corner ahead of them, their weapons at the ready. The two human men reached the Kokoda's landing party first and moved past Jacinta and Krieger to take up firing positions beside T'Fryr and Xern. Bolts of dark red energy erupted from heavily modified phaser rifles, striking their armoured attackers, leaving sparks and electrical arcing to spread out from visible breaches to armour plates. The first quad started to stagger under the unrelenting fire but did not stop their advance.

The third member of the Animus landing party, an Orion woman with short, curly hair stopped in front of Krieger and Jacinta.

"Commander Krieger?" she asked. Krieger nodded. "Ensign Leda, come with me, the Captain will join us as soon as he despatches your followers."

Before either of them could respond, Leda turned on a boot and started running back down the corridor.

Krieger shared a look with Jacinta and ducked instinctively as an errant bolt of disruptor fire struck the ceiling above them, showering the pair in sparks and insulation. Standing, he looked over to both his officers and the Animus members starting to take down their armoured attackers before following after Leda. Jacinta, her mind still trying to process the suddenness of the Animus' arrival stood dumbfounded for a second before her brain registered what was going on around her.

"There is a skirt variant to the uniform?" she exclaimed in disbelief as she also started running.

Leda led the pair down the curved corridor for roughly a hundred meters before skidding to a halt, from this distance the sound of the firefight had devolved into a faint twang of weapons fire. She palmed a control to a nondescript door that slid aside and waved the two officers inside.

The space on the opposite side of the door was little more than a storage closet, with stacks of transfer cables lining the walls, and bundles of cables dangling in bunches from the ceiling. Even with the clutter, the room had the appearance of a Starfleet forward operations base, with small monitors and display screens hardwired into the bundles, showing sensor data in what appeared to be real-time.

Jacinta and Krieger both stood in a pillar of faint light in the centre of the room, as Leda resecured the door.

"Ensign, can you explain to us just what is going on down here?" Krieger asked Jacinta as she stepped away from the door and approached them, a coy smile creeping across dark-coloured lips.

"Sadly, Commander, I don't have the liberty to explain. Only Captain Morganth has the clearance to disclose that information," she replied as she gave both officers the once over, winking at Jacinta as she returned to a display screen behind the two Starfleet officers. "All I can tell you is that we are going nowhere until we shut off that scattering field."

Jacinta was immediately aware of this Orion woman's black service badge, identical to the one worn by the dead Starfleet officer at the Animus' shuttle, save for the single silver pip on its burnished surface. While Leda had holstered her phaser, its presence in a quick-draw holster on the front of her vest gave no illusions that she was not afraid to use it again. Jacinta forced herself to holster her own weapon. The comments made by Commander Krieger once they landed left her with a feeling of unease with all these black badges. In the two hours that the Kokoda landing party had been on the surface of this unnamed world, she had been fired upon, seen dead Starfleet personnel, and now had interacted with more members of the Office of Naval Intelligence than she had ever even seen in her entire Starfleet career.

Krieger regarded the area that they now occupied, taking note of the number of deactivated displays, discarded and drained sarium krellide power packs sitting alongside a pair of empty field ration wrappers. Giving the space the same

eye he would if inspecting the quarters of one of the lower ranks, he returned his attention to Leda.

"You look like you've been down here for a while," he commented.

Leda gave him a knowing smile. "Only as long as it took for the Kokoda to get here, but we have been on the planet for close to five hours by this point," she replied leaning against a collection of cables that seemed to flow around her.

Krieger looked at her with suspicion. "How have you been able to survive down here for that long considering everything that we have seen?"

Before Leda could answer the question, there was a noticeable, repeated knocking pattern on the compartment door. An instant later, it opened, and T'Fryr and Xern entered, both with wary expressions and followed by the two remaining members of the Animus landing party. The last to enter turned to his colleague and handed him his phaser rifle.

"Gutierrez, check the rifles," he ordered before looking over to Leda. "We have enough chipsets to upgrade the Kokoda's rifles?" Leda appeared to do a mental calculation. "I think we do, we'll have to cannibalise one of the Type twos to do it, but we should be able to get all rifles up to spec."

The male officer's appearance was silhouetted by the low light, but it was obvious that he was smiling. "Excellent, Gutierrez get it done."

Krieger cleared his throat after Gutierrez acknowledged the order and set to work field stripping the allocated number of phaser rifles. The unnamed officer turned and regarded him before stepping into the pillar of light. Jacinta had to restrain herself from gasping at the four silver pips sitting on a black service badge that clearly adorned this officer's well-fitted blue and gold uniform.

He looked through Krieger with piercing ice-blue eyes, and a faint scowl tried to force its way through a finely manicured beard. The apparent disdain appeared only for an instant before his expression warmed and he nodded towards the Commander.

"Commander Krieger, I am Captain Morganth. You've already met Ensign Leda, and that is Petty Officer Gutierrez," he remarked and gave the first officer a curt smile. "Welcome to Tressis Three."

Krieger clicked his boots together in a formal acknowledgement of the officer in front of him.

“Thank you, Captain.” His expression became troubled as he appeared to perform a mental headcount, something that the captain clearly noticed. “Your message reported that you were involved in a survey mission when you were ambushed and you required extraction.”

Morganth turned and approached one of the deactivated displays, sliding a thumb across its activation controls. It thrummed to life, showing what appeared to be detailed scans of the planet’s surface and the installation they now took refuge in. “Commander that was only a partial truth. Yes, we were on a survey mission of this system, but it was not for the Vulcan Science Institute. While you will appreciate the delicate nature of our predicament, Commander, there is a great deal that I cannot and will not tell you about as to why we are on the surface. What I will tell you is that we require the assistance of your landing party in fulfilling our mission.”

Krieger stood square footed in front of the captain. “While I can understand your situation sir, and I am fully prepared to assist the Office of Naval Intelligence in this matter, I do require a little more information than your simple request for assistance.” He looked around the room and made a visible notice of looking at both members of the Captain’s team.

Morganth released a slow breath before he nodded. “I’ll buy that, Commander, you do have that right, but time is also not on our side, and my people have suffered to get us to this position.”

The Captain manipulated the display he activated to show a specific series of sensor scans.

“ONI has been on the trail of zealous extremists with some dangerously powerful technology for six months, and our investigations have brought us to this installation where we believe they are constructing a weapon of indeterminate origin that, judging from the chatter that we have intercepted, could cause devastation on a sector scale.” He looked over to Jacinta who had stopped her rumination when she realised that she was the focus of his attention.

“Lieutenant, I presume that you are a science officer?” he asked.

Jacinta came to attention at his inquiry, “Medical Science, sir, I am in the process of attaining my doctorate via distance study.”

Morganth nodded, smiling as if that had been the best news he had received. “Excellent, Lieutenant that will come in handy with the current phase of our mission.”

Leda stepped forward and handed the Trill officer a PADD. “This particular group of people believes that the chaotic nature of sentient life is a plague on the galaxy that needs to be dealt with.” She gave a look that belied how ridiculous she believed it to be. “And as such they have a particular fondness for multi-species neurolytic agitators, which specifically target supposed ‘free will’ sections of the brain, leaving their victim’s mindless zombies.”

Jacinta took the PADD and studied the information it contained. “That is horrible. What is the Federation doing to stop this?”

Morganth looked up at her and frowned. “That is why we are here, Lieutenant. We are the Federation’s response.” Standing straight, he clasped his hands behind his back. “This is also where we require your assistance, Commander Krieger. At present we have two objectives and not enough personnel to accomplish them.” Leda took the cue and moved to the display and activated the relevant information.

“Our primary objective is to locate and destroy any materials used in the creation of these neurolytic compounds and capture any scientists, if possible. To that end, we also need to disable the scattering field around the planet that is preventing a security force from beaming down to deal with the installation.”

Krieger nodded slowly, weighing up each of the pieces of information he had received. “Understood, Captain. What would you have my team do?”

Morganth regarded the commander. “I’ll lead the team to go after the research data. There are protocols that we need to adhere to, to ensure that none of the toxins breach containment. To that end I want to bring the Lieutenant and one of your security officers with me - their expertise will be invaluable.”

Leda took another step, positioning herself within the centre of the briefing. “I have had sporadic access to this installation’s main computer and I have discovered that there is an underlying command frequency that is coordinating all of the guards who we’ve both had the displeasure of dealing with. If we disable the source of those protocols it should make our job easier, thankfully my spelunking through their data has suggested that it is located in the same vicinity as the scattering field. Knock both of those out and it shall make our job so much easier.”

Morganth placed a hand on the green-skinned woman’s shoulder then turned to Krieger. “We also have a task for the rest of your landing party.”

The Commander stiffened. "That may prove difficult, sir, as we have lost contact with the other half of our landing party."

Morganth nodded. "We've noticed the dampening field throughout the facility as well, but we have been able to track their movements. They are currently holding station back at the shuttles. Like you, they have been trying to get back in contact with your ship, but the dispersion field that was placed over the landing zone when we arrived appears to be blocking all external communications. It also prevented us from activating our shuttle's remote access chip."

Krieger clasped his hands behind his back. "Then what would you have them do?" he asked as the remaining members of the landing party started prepping their gear.

"Firstly we need to get a message to them and we already have a plan in place to do that. After that, I want them to secure the installation's launch bay - we need to prevent any trace of this weapon, if they have completed it, from

leaving the planet," Morganth replied, all emotion leaving his voice as Leda and Gutierrez started to break down their makeshift camp. "I wish we had more time for you to formulate a plan or to rest following all you've encountered reaching us, but before we linked up, Leda discovered that the occupants of this facility have moved all research data they have already compiled off of their main computer, which could mean they are preparing to get it off-world, and we cannot allow that to happen."

The Commander, to his credit, stiffened slightly before nodding. "Understood, Captain, my team is ready when you are to move." Morganth gave him a curt nod of acknowledgement as Leda approached and handed Krieger one of the modified phaser rifles.

"Come on, Commander, we have dispersion fields to take out," she remarked as if it was as simple as getting a coffee from a food synthesiser.

Krieger took a breath and nodded. "Okay, let's go."

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

Dear Mom, - A Letter Home

by Private Eric Morang, *USS Grand Petoskey*, R13

Dear Mom,

I'm sorry I haven't been able to write for a long time, but things happen so fast out here. This is the first time I've been able to just sit and think in what feels like months. It seems like every time I get a moment to myself, the Jem'Hadar attack or we receive some distress call or another. But that's war, I guess. A war that never wants to end it seems. How long has it been since I left? A year? I don't even know anymore.

But I don't want you and Dad to worry. The *USS Charlemagne* is a strong ship and Captain Royse knows exactly what he's doing. Sure, she's a clunky old Ambassador-class but she's hard as a rock. You can't break this ship and believe me, we've tried. The Jem'Hadar ships gave us a real beating in our last engagement, we lost several other ships, but we stayed in one piece through it all. Those of us down in engineering worked overtime to keep her together but I don't mind the hard work. I was raised that way.

Way down here, battles are just a lot of shaking and booming sounds. We run around a lot and shout orders to each other. The hard part comes after a fight. Patching up hull breaches and rerouting essential systems, trying to keep a critical EPS conduit from overloading and wrecking an entire deck. But I like hands-on work. It gets boring just tapping a panel all the time. I enjoy getting my hands dirty.

Growing up on a farm gives you a healthy respect for hard work, I guess.

My team makes it easier too. Ensigns Matthews and Kendry are my two best friends aboard. Matthews never shuts the hell up and thinks he's the galaxy's foremost expert on *everything*! He's also a master plasma specialist.

Ensign Kendry is a fellow Michigander. She's one of those sunny, always happy people who always has something nice to say. Since Kendry is rather small, she can shimmy into places you'd never think a human could reach to reroute or clamp off a malfunctioning system. She's also a pretty good handball player.

I'm deeply grateful for their company. Truth be told, it's been hard to make real friends around here. I went out for a few drinks with some MACOs that we were transporting I can't say where. Anyway, those guys are some elite special forces, really scary stuff! Also, cool as hell to hang out with. The next day, all of them were killed during the mission.

But it hasn't been all bad. We stopped at Deep Space 9 for some R&R once. Matthews, Kendry, and me went to this Ferengi's bar. And guess what! Some Klingons were there! I had never actually met any Klingons before, so this was really cool. And I thought MACOs were scary! Even the smallest Klingon looked like he could jam me into the deck plates without breaking a sweat. They were staring at

us with these intense gazes. Like they were sizing us up for the kill. I guess Klingons look at everyone that way, like potential enemies.

But one wandered over and asked us what we were drinking. I gave him some good old-fashioned Tennessee whiskey. He actually liked it! I tried some of his bloodwine. Good God! It was like my throat was on fire! I never tasted anything like it. It was actually pretty good once you got used to it. The Klingon laughed and laughed. He said any Human who could handle bloodwine was welcome with him and his men. So we spent the night drinking with Klingons and swapping war stories. Trust me, you have not really partied until you've partied with Klingons! I regretted it the next day.

I got your letter today. I'm glad you and Dad are doing okay. And I'm glad Benny is still a pain in the ass dog! I miss him terribly. About those eaves troughs though, I don't want you up on that old ladder. it's too rickety. The kid next door will do it for you, just bribe him with your strawberry pie.

Mom, something big is in the works. I can't say what exactly, but the Captain was in a big meeting with some admirals. Then we took aboard loads and loads of heavy munitions, even quantum torpedoes and the like. I woke up for my shift and saw that we had become surrounded by hundreds of starships. Even some Klingon and Romulan warbirds. This was the first time I've ever seen Romulan ships up close. They were extremely powerful looking. Rumors are flying that we're heading for Cardassia Prime. it's going to be a very hard fight, but we might just end this war if we can take the place.

I got to go now; the Red Alert just sounded. I'll write again when I get the chance. I love you all and don't worry. I'll be home soon!

Your loving son,

Eugene.

Singular Plurals

by 1LT TJ Feldman, *USS Roger Williams*, R15

As the non-binary child of a flag officer, Austyn Miles never shied away from an adventure. Today, as Austyn arrived at Starfleet Academy, the future looked bright, though few still understood that non-binary replaced the pronouns he/she with they and him/her with them. In Austyn's mind, the pronouns were not as important as the person; but Austyn still wanted folks to get it right. Some days Austyn felt very feminine and other days very masculine, but it balanced out. They were determined to be Starfleet's first non-binary flag officer, but getting there would be a journey. Austyn checked their uniform and walked briskly toward the Academy entrance.

Austyn entered and approached the registration desk that matched their last name. To avoid bullies, Austyn did not use their dad's last name, but rather mom's maiden name. Austyn wanted to succeed or fail on their own merits and not the fact that dad was high ranking. Austyn collected a nametag and student ID along with directions to the Kirk

Apartments in the building next door and walked toward what would be home for the next several years.

Austyn, the last one to arrive, greeted two young women and a Romulan male who had already selected rooms, leaving Austyn the one closest to the bathroom. Everyone introduced themselves and retreated to the bedrooms where Austyn unpacked and hung uniforms. Most cadets had either male or female uniforms; but being non-binary, Austyn had two of each, which was something new for Starfleet Academy. They changed into the male cadet uniform, and when a bell rang indicating it was time for dinner, followed their suitemates headed to the mess hall.

Tomorrow would be the first day of classes, and the real adventure would begin. Austyn had not intended to be a pioneer, but it looked like that's exactly the path they were blazing, and the uncharted course ahead would be full of successes and pitfalls.

(to be continued)

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