



## Contents

Editorial .....	1
Academy News .....	2
Fleet Roundup	
USS Discovery .....	2
USS Columbia .....	3
USS Apollo .....	4
Inside The Academy	
Tip Of The Month .....	4
Command Courses .....	5
Outside the Academy	
Personnel Department .....	5
Fleet Six .....	6
WeBB OOC Area .....	7
Word Search .....	7

## Graduations

### USS Apollo

Katy Borough  
Harley Cartee  
Alexander Hazell  
Harry Matthews  
Ryan S

### USS Challenger

Michele Blair  
Hjortur Ingi  
Peter Lockwood  
Mary O'Donnell  
Maxx Turwick

## Exam Passes

### Counselling Course

Dolores Fuller (4 Aug)

### Medical Course

Harry Matthews (25 Aug)

### Science Course

Michael Lavigne (17 Aug)  
Tara Rice (21 Aug)  
Clint Brill (25 Sep)  
Ben F (28 Sep)

### Gamemaster Exam

Liz Caro (27 Sep)  
Helen Hosick (27 Sep)  
Ian Kerby (27 Sep)

# Editorial

## Jack Dipper - Academy Commandant

Well here we are, the very first Starfleet Academy newsletter. Its aim is very simple; to inform both new and old members of what resources there are both within the Academy and outside, and to improve the integration of the Academy with the rest of STF. Oh, and it also allows cadets the opportunity to show off their talents with the articles they write for the Fleet Roundup.

I have to admit, it has been a bit touch and go as to whether this newsletter would go ahead. It has been on the books for some time, however real life has always cropped up. That said, the positive response I have received in articles from around the club, as well as the quality of the work received from the cadets leads me to believe that this newsletter will be staying around.

There are, of course, some words of thanks that I would like to say. Firstly to all of those who discussed the newsletter proposal in the Academy HQ; not all of the ideas were implemented in this edition, however as we start to gain momentum, these will be included. As for individuals, I would like to thank Harry Matthews, who has done fantastic work as the editor collector in the articles. Then there is Helen Hosick whose artistic talents cannot be beaten; although I'm sure an eyebrow was raised when I asked her for a Klingon/Ferengi/Talaxian hybrid! And finally down to those who wrote those articles, without knowing how it was going to look; your faith that this newsletter would go ahead is much appreciated. I am also impressed by the quality of the work produce by the three cadets (Sharon Miller, Ben F and Ty Napier) for this month's Fleet Roundup.

Of course, the newsletter is as only as good as what we, the members, make it. To that end, I'll shamelessly plug for your thoughts, comments and suggestions and, most importantly, any articles that we could use; in particular, articles about ships, fleets, departments and resources. If you have submitted articles, and they are not included in this month's issue, don't panic; they will be used in future issues.

I hope you enjoy reading this newsletter as much as I have enjoyed reading the articles whilst pasting them into Publisher!

Many thanks,

*Jack Dipper*

Academy Commandant

# Academy News

## Jack Dipper - Academy Commandant

It has been another quiet month in the Academy, however we have had a fair few changes around the place. Firstly, I would like to welcome onboard the two new Academy Fleet Liaison Officers: Harry Matthews and Helen Hosick. I would also like to welcome the new Command Staff of the USS Challenger: Jen Herr (CO), Emily Stephenson (XO)

and Sidney Parker (CNS). I wish you all the very best of luck in your new posts!

The Academy is also looking for a new Security Course tutor; if anyone is interested please send us an email at [academy@star-fleet.com](mailto:academy@star-fleet.com).

# USS Discovery

## Ty Napier - Security Cadet, USS Discovery

Ty Napier tugged at her gold security uniform shirt. She stood in front of the mirror on the locker door and examined her reflection. Her brown eyes twinkled mischievously back at herself. Running her hand through the top of her marine style high and tight haircut, she then extended her right index finger, leaving her thumb pointed towards the overhead and made a clicking sound. "The Ty machine. Zero defects."

So many things had happened since she had boarded the USS Discovery. Ty had made a lot of friends and had adjusted to calling the Disco home. At first, she had not liked being on the ship and had really hated Captain Maxwell Caruso. He often came across as an uptight Marine who could be cold and distant. But since the captain had not thrown her in the brig or out an airlock for all the stunts she had pulled, Ty had grown rather fond of him.

Ty winked at herself, sighed, and plopped down onto her rack. She felt a little guilty for not keeping better contact with her best friend Llakar Harrell. They had met at the Academy and had become family for each other. After playing a prank on an instructor that didn't turn out so well, Llakar and Ty had not been allowed to serve on the same Academy ship. The separation had been difficult for both of them and also a growing experience. Llakar had excelled on the U.S.S Apollo and recently been promoted to COS.

=/\= Computer begin recording subspace message to Lt. Harrell, USS Apollo. Good morning, sir! I am so proud of you. Congrats on your promotion. It's been awhile since my last transmission. I miss you, but I know you have been busy chasing green chicks and all. I am sooo jealous of that by the way. No naked Orion girls to rescue on my away mission, just a cranky old man to deal with. I can't blame Professor Kincaid for being fussy. We woke him up from stasis, drug him down to a strange planet into a dirty cavern, and then yelled at him for not being able to close an Iconian gateway that we opened up. Oh yeah! I forgot to tell you. We found a real Iconian gateway. Cadet Jeremy Ryan XO Harn found a console on this planet we were exploring and accidently turned on an ancient abandoned gateway. It keeps turning to different places like earth, DS9, the Delta Quadrant, and places that have not been charted yet. It set off a huge energy reading that attracted three ancient Iconian ships. The ships started

flying towards the gateway. We couldn't get a scan on them and they would not answer hails. The captain ordered the ship to separate. The COS Lt. Ned Koats went to the battle bridge. Then the Federation sent two ships to help out. Meanwhile, me, Cadet Jonathan Steele, Cadet Jeremy Ryan, Cadet Michael Woods and the CSO, Lt. Kailen Csenge were on the planet trying to shut down the gateway. Steele and the XO set antimatter charges and were getting ready to blow up the whole planet, when the Captain ordered us to stand down and let the ships fly through the gateway. The professor was able to download some info from the Iconian computers. I will have to tell you about the rest when we get it translated."

During Ty's rant about the away mission, she had become excited and was pacing around her quarters. She caught herself making demonstrative hand gestures and sat down at her desk.

"I think I might have gotten myself and some other cadets into trouble. Ryan, NE Tylenol, Woods, and maybe the Willis brothers played a little (she held her forefinger and thumb close together) prank on the captain. I broke into Koats's computer and stole some security codes. Then Ryan, Woods, and Tylenol went into the captain's ready room and reprogrammed the replicator to dispense blue pills and batteries. They also programmed the chime to play 'I'm a good ship lollipop' and changed the lights to red district lighting. Can you come visit me in the brig?"

Ty banged her head onto her desk. Not until this moment had she realized how much trouble she and her friends might be in. They had been told at the Academy that there would be a lot of down time. The counselors had told the young cadet to use her time constructively and not to get into any more trouble.

"After that, I decided to spend some time on the holodeck. Cadet Doctor Ellix made a beach program. She and I have become good friends. Something weird happened and her program got crossed with one of my training programs. We got beat up by some half Klingon, half Ferengi gender crossed, Australian accented Talaxians. I'm just glad I talked her out of bringing her cat. That feline of hers gets loose on the ship enough as it is. I spent a whole afternoon chasing it all over the ship. Can you believe she wouldn't just let me shoot it, him?"

Ty made a face of total disbelief and threw her hands in the air.

"After that disastrous program, we have been playing on set on old earth, about the old west period. I'm a sheriff, Ellix is my deputy, Steele is a Texas Ranger, and Woods is a bounty hunter. I made the characters look like the senior officers. The captain is an obese Madame, the CSO, and the CMO are prostitutes, and the XO, COS, and CE are outlaws. Oh, and the CNS, Commander Monique Lambert is the beautiful lady we are going to rescue from the bad guys. It's a lot of fun when you can get a bunch of cadets tighter to play. I think the captain's nephew, Daniele, Cadet Snow, and Cassie are getting ready to play one about Tolkien's Middle Earth. It's a little too nerdy for me, but I'm sure they will have fun."

Ty stopped talking for a few minutes. She wasn't sure if she should gossip about her crewmate's love lives. What the heck? It was a private message only Llakar would hear.

"Ok, so I have to tell you this ship should be renamed the USS Love boat. It's worse than the Academy. Promise you won't tell anyone, but this is too juicy to keep to myself. It seems that the CSO and the CNS both have a thing for the COS. They both showed up at his quarters at the same time for a date with him. They got into a big nasty fight. After that, I saw the CNS and the captain kissing on the turbo lift. Then I had to meet the CNS in her quarters because I said something and got into trouble. Imagine that. Me in trouble. When I showed up at her quarters, she had been drinking. So I got drunk too. Well, I'm not in trouble with her anymore. We kinda had a brief romance.



"G'Day, Mate!"

We both care about each other, but we know it's not meant to be. Besides, I think she is in love with the captain. I am sooo glad he didn't kill me for messing in his Kool-Aid. He is really a good man. So now the COS and the CSO are dating. And the CMO is dating Cadet Woods, I think anyway. Yep. There is a lot of down time. But it's a great life. I wouldn't trade it for anything in the universe. Hey, can you hook me up with the Orion chick?"

=/= Napier out. Computer send transmission.=/=

# USS Columbia

## Ben F - Science Cadet, USS Columbia

Pyotr entered his quarters and sighed. It had been a hard and stressful day and he had only just gotten off shift for a few hours' rest. He looked at his computer. For a long time, he had been meaning to write home, and now seemed like as good a time as any, since he may or may not be getting out of his current situation alive, and of course because it would give his papa something to talk about. He smiled wearily at this and sat down at his terminal. He turned on his computer and opened the UFP mail service. He switched his keyboard over into Russian.

He typed: "To: Sergei and Natalia Karosov, Ulan-Ude, Russia, Earth." He then tapped down to the message section. Where to begin?

"Dear mama and papa. What a first assignment it has been! I don't know where to begin, so I suppose I will start from the beginning.

"We were sent out to track a ship, the Mayweather. So much has happened that I don't remember all the details, but this ship had been carrying an archaeological team and they had lost contact with the Federation. We were sent, with yet another team, to the planet which they had been sent to investigate to find them. When we got there, the planet was cloaked. As we approached it, a ship flew towards us and exploded, damaging us severely. We had

a hard time finding a way around the cloak, but we eventually got an away team down to the planet, and that's where things got interesting.

"They had been searching the surface for the Mayweather, when we discovered something about the gas giants. There was a certain chemical in them that meant that when they aligned, the planet would be poisoned. There were ion storms over the planet also. We were bringing them up in shuttles, when a huge vessel - a pirate ship, we think, - came out from around the planet. It took one of our shuttles. I just got off shift recently (we're waiting to see what they'll do next), but I don't know how this will come out; I certainly hope for the best. I'm going to sleep now, as I've only got a little while to rest. Please write me back and tell me how all is at home.

Ya zhyelayu vsega nalushyeva vam.

S lyubov,

-Pyotr"

Pyotr sent the message and switched his terminal off, and went to bed.



# USS Apollo

## Sharon Miller - Engineering Cadet, USS Apollo

Well, it's been an eventful month for us all aboard the USS Apollo.

Firstly, we have some sad news to report in that recent events resulted in us losing one of our best engineers, Cadet Williams. Williams died in the call of duty. He was a great asset to our ship and will be sorely missed. Our condolences go out to his family at this difficult time.

In happier news, we have welcomed some new faces aboard this month. Cadet Wolfgang LaRue joins our medical team, Cadets Jason Gallagher and Naveen Narvak expand our security team, Cadet Zarquon joins the science division, and Cadet Gemma Harrison adds to our engineering team. We have also welcomed a new ship's Counselor, Lt. Cmdr Mirai Jacks. I am sure we will all be glad of her assistance in the weeks to come.

Now some of you may have heard over the Academy grapevine of our escapades on the planet Janus IV, where we ended up getting into a battle with some Orions. We have managed to escape the planet finally, but now find ourselves home to an Orion woman, who is keeping some of our crewmembers (especially the men) very busy questioning her.

And also a Horta. It may be of interest to the scientific community that we are attempting to establish communications with this creature, and in a joint effort by

science and engineering are looking to develop a rudimentary communications device to assist in this process. We will be sure to make any further information regarding this available as and when we can.

Currently most of our staff are busy making further investigations into the situation on Janus IV, and the current activities of the Orions we encountered there. Again, as soon as we know more we will be sure to pass that information on.

So that's our news for this month. Good luck and good fortune to all our fellow Starship crewmembers.



*Meatballs and pasta anyone?*

## Tip of the Month

### What is in a Bio?

#### Symon Silvester

Bios, a big buzzword in roleplaying, but what are they? A bio is basically well presented information on your character. It is a summary of who they are, what they have done, and give everyone clues to be able to imagine what your character is like. Creating a believable character is hard enough, but fleshing out a character's background to make them more realistic can be a lot of hard work.

So why have one? Well, the first reason is for everyone else to see your character details. It will allow them to create a mental image about them, to understand them a bit better, to roleplay more convincingly with you. It will allow people to work out potential back ground stories that might involve your character. It will also help everyone know what skills your character has and could allow the CO and Gm to utilise your character better. It is great for a GM to be able to look at your character and be able to use your skills or background in the sim. Sometimes it might even lead to a challenging story line whether the GM entrusts you with a secret you have to RP to.

The second reason is for your own benefit. It is easy to only focus on what a bio does for other people, but it can also be vital for you too. It can remind you of details about your character, prompt you for background stories and make the character more real in your own mind. When you have multiple characters it can sometimes become easy for an RPer to play them all the same, but a good bio can help get you in the mind set of that character and make them unique and believable. Over the years you might have loads of characters and it can become very easy to forget details about older characters, a bio can help you remember that too. Just remember to back the bios up!

Time and effort invested into making a decent bio means that you have a realistic, well grounded character. It can only serve to amplify the RPing experience and who knows, it might even open some doors for you.

# Command Courses

## “Either Lead, Follow or Get Out of the Way!”

### Symon Silvester - CO Command Course Tutor

One thing is always certain in STF, if you show talent and ability, and happen to be in the right place at the right time then you will always be offered a chance for some form of responsibility. Everyone looks to the rank of Captain and being a CO as the ultimate responsibility, but what about being an XO or even a DH? What are the responsibilities and requirements for those roles?

Whether you are a newbie, a graduate, been around for a while or experience then the Command Courses will give you pointers! The STF Command Courses were created and designed to be a hands on, applicable tool that helped you understand and be prepared gradually for the responsibilities for each of the major three positions on any ship, the backbone that is the chain of command that this club thrives and survives upon. Whatever policies and edicts are passed on the Command Ship, the basic work of the club never stops, and that is role-playing!

Although the courses have never been obligatory, those passing the courses are generally given preference for positions as well as having proved that they know what they need to do to succeed in a role.

The DH Course introduces the Role-player to the requirements for being the best Department Head there is. Why would you want to settle for second best? It is easy to forget that good DH's not only make a ship, but it is in this role that makes a reputation and gets you noticed!

The XO Course helps a potential or new Executive Officer find their feet in what is the right hand role to any good

CO. What advice should you give? What is the limit of your powers and responsibilities? What do you do if the CO is on LOA? How do you deal with arguments between role players? Find out right here. If the Guardian Educational Supplement knew of this course, then they would have said “Outstanding! This is recommended for all want to XO’s!”

So that Centre Chair beckons and sparkles in the distance? You want to command adoring masses? Run the best ship in the club? Wear the spankly sparkly Captain's pips? You want to pose heroically on the transporter platform? Want to learn how to say “Engage” and actually get the ship to move? Welcome to the ultimate Command Course....the CO Course. All the other courses have led you to this point. This is where you learn what you actually need to know to prove yourself ready to hold the big office and to do what every CO needs to, run a first class RP environment. You'll learn leadership, people management, how to give orders and what regulations and edicts that a CO has to know. In the Dippington Estates Review Magazine this course was awarded 5 Stars....and the critics simply said “unmissable”.

The courses exist to help you, not to hinder. The basic rule of each command course is that passing it shows you know how to do the basic job of that course. From there it is down to you to develop your own unique style.

Can you afford not to check the courses out?

<http://www.star-fleet.com/acad/courses/>

# Personnel Department

### Brian Olinski - Personnel Director

The Personnel Department, or PDept, is actually one of the very first that is encountered by new applicants and prospective members. New applications, member account management and mentor requests all take place in the PDept.

When a new application is submitted, the PDept staff evaluates it for completeness and begins the process for determining ship placement. The first step in this process is to consider the applicants request for either an Academy or mainstream fleet ship position. The deciding factor in this step is vacancy and space in the requested department. The first choice is given preference, but occasionally the second or even third choice must be utilized.

The next step is then to actually roster the character and subscribe them to the ship. The following step is to notify those involved. The ship's captain is emailed, as is the mentor, if one was requested, and finally a Welcome Mail

is sent to the new member, containing all of the pertinent placement details.



To find out more about the Personnel Department, what role it plays in the club and it's other services, drop by the PDept ship and say, Hi!

<http://www.star-fleet.com/webb/command.pd/>

# Fleet Six

## Symon Silvester - Fleet Commander, Fleet Six

Originally Fleet 6 was commissioned in 1998 and during its history, has been home to many famous role-players and ships. For many years in its history, Fleet 6 did not have a nickname, however in the fullness of time it became the 'Renaissance Fleet' until in December 2007, it was rechristened 'The Outback Fleet'.

In 2009 rumours abound that it will be rebranded and re-launched once more with a new fleet identity and banner. Fleet Six is moving forward into a new and exciting age where it will lead the way in STF. Currently the Fleet Commander is Commodore Symon "Bunny" Silvester, ably assisted and rescued by his ever faithful Fleet Captain Russell "Tribble" Watt.

Fleet Six has always sought to provide all of its ships and crews with the best possible experience and support in terms of Star Trek role playing. A succession of long serving Fleet Commanders and Captains has led to Fleet 6 being one of the most recognised, most active and most creative fleets in the club. In fact Fleet 6 has won a lot of STF Awards over the years and the unique OEDV has won an external award for role-playing.

We believe in being supportive, welcoming and active. If you have ideas, suggestions and comments, then Fleet 6 wants to know about them! In the coming months as part of the re-launch of the Fleet 6 identity there will be opportunities to get involved in contributing to the Fleet history, background and to be immortalised in the history of STF.

Fleet 6 believes in recognising the contribution of players with awards for services to individual ships (Pom-Pom Award) and for the contributions of players to the fleet as a whole (Golden Carrot Award).

<http://www.star-fleet.com/webb/stf6>



Currently Fleet Six contains:

Oed V: Commanded by Russell Watt as Governor and Bob Spicer as Lieutenant Governor, Oed V is STF's self sim, planet based rping environment. A truly unique environment in STF, creative, whacky, but at the same time the most original RPng environment there is. If you think you have talent, this is where to prove it.

<http://www.star-fleet.com/webb/stf6/oedv>

USS Europa: Commanded by D Grisham and with Jason White as XO, this Discovery Class vessel is one of the newest ships in the Fleet. A small ship with a crew of quality posters, the Europa provides a close and intimate environment with regards to role playing. Excellent support is always given here.

<http://www.star-fleet.com/webb/stf6/europa>

USS Genesis: With Jen Herr as CO and Elizabeth Caro as XO, the Victoria Class Genesis is well and truly at the forefront of action. Boasting a full crew and a CO who regularly acknowledges the achievements of her crew, the Genesis is a ship that is always popular. If you are looking for activity, excitement and a challenge, then the Genesis is for you.

<http://www.star-fleet.com/webb/stf6/genesis>

USS Merrimack: Join CO David Fergusson and XO Robert Archer on this Mariner Class vessel as they take you to the time of the TOS movies. Set just after the events of Star Trek 6: The Undiscovered Country, get ready to go back to a time when shooting to kill was standard and holodecks were decades away, Counselors didn't exist and our alliance with the Klingons was very tenuous. This is where the adventure starts!

<http://www.star-fleet.com/webb/stf6/merrimack>

USS Olympic: Symon Silvester is the CO of this Viking Class vessel, and he is joined by Alasdair Sutherland as XO. The crew believe in working hard and yet having a close knit bond and a sense of humour. Featuring some of the best newcomers in STF as well as some of the finest experienced role players the Olympic is proving her reputation as the enshrined Flagship of Fleet 6.

<http://www.star-fleet.com/webb/stf6/olympic>

USS Vanguard: Modified to carry fighters, this Maverick class ship is captained by Alasdair Sutherland. Join him and XO Kendra Kerr as they take the Vanguard and its crew on a brand new adventure that will test your abilities In Character and Out of Character.

<http://www.star-fleet.com/webb/stf6/vanguard>



