

# FLEET CHANNELS

**Vol. 22 - Issue 4**

**• Fourth Quarter - 2013**



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Send submissions via email to [fleetchannels@region3.org](mailto:fleetchannels@region3.org)

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## Regional Coordinator COMM Reed Bates, Ark Angel Station

Since the last time we were in the Holodeck together...

September was a fun-filled month. The anniversary of the first Star Trek episode airing is always a time for pinball tournament for my chapter at Pinballz Arcade. We're on our 4<sup>th</sup> year celebrating this special day this way. Also, in September, the Region went to the Space Center Houston. This trip was even more special because of the Shuttlecraft Galileo Seven being brought to the fair state of Texas, and the Space Center Houston, as its home. After a day of exploring the center and riding tram rides, the group met at a local restaurant to help the USS Zavala celebrate their second anniversary. The following day, several members went to visit the Battleship Texas in La Porte, Texas.



Ham it up at the Space Center Houston. Pictured from left to right: Reed Bates (me), Lloyd Bates (Ark Angel Station), Sarit Carsten (Battle Born), and Jeremy Carsten (Battle Born).

Chapter Anniversaries during September: the USS Zavala turned 2 years old on September 17, 2013 (commissioned in 2011).

October was not the best month, and there wasn't much Region activity, except for a Region 3 staff meeting. I was plenty busy doing other things for the Fleet and some follow-up for the IC 2013.

Chapter Anniversaries during October were: (1) the USS Regulator turned 21 year old on October 1, 2013 (commissioned in 1992); (2) the USS Lafitte turned 2 years old on October 11, 2013 (commissioned in 2011); and (3) the USS Diamondback turned 2 years old on October 22, 2013 (commissioned in 2011).

November began with a bang and ended the same, too. It was a blast. Starting with the Region 3 Game Day by Zone. I attended Zone 4's game day, and it was fun and well attended with 49 folks. I hear other Zone Game Days were just as fun and social. The Ark Angel Station also hosted a STARFLEET recruiting table at Austin Comic Con. Although other chapters were there to represent – the USS Joan of Arc and the USS Zavala – I chose to put our name down on the table as STARFLEET instead of our chapter name. I really think that helped get the name out. We had many folks stop by looking for us, including a former Regional Coordinator from way, way back. There are many plans in the future for our local chapter to do some great things, and we really appreciated making contact during the convention with so many diverse fans from around the world.

Chapter Anniversaries during November: (1) the USS Crockett turned 1 year old on November 17, 2013 (commissioned in 2012).

Our Regional CCO met in early December to revise the Awards descriptions and qualifications, two staff billets' job descriptions (Chief Of Communications and Senior Enlisted Advisor), and to discuss other Regional business, including the transition of many of the staff to the Fleet level. Wayne Killough (R3 ShOC) and myself are not the only ones moving on. It's sort of sad, but also exciting to see what will come of the Region next. Stay tuned to your regional discussion lists for RC election information, calls for new regional staff, and other changes coming your way.

Chapter Anniversaries during December: (1) the USS Tejas turns 20 year old on August 31, 2013 (commissioned in 1993); (2) the USS Firebird turns 11 years old on August 31, 2013 (commissioned in 2002).

**HAPPY ANNIVERSARIES to all of Region 3's Chapters.**

Future: Region 3's Summit for 2014 will be in Houston, Texas. Check back on our website and Regional Calendars for more information and how to sign up.

Until the next time we're in the Holodeck, be well.

**Vice Regional Coordinator**  
**GEN Aaron Murphy**

Greetings Region 3,

I would like to take this opportunity to wish you all a Merry Christmas, Happy New Year, Joyous Holiday Season, or whatever other pleasantries might be appropriate. It has

been a long, often eventful year. We've seen the return of the International Conference come back to Texas and our triennial election for the Commander- and Vice Commander-STARFLEET. I would like to take the opportunity to recognize two of our own, CS-elect Wayne Killough and VCS-elect Reed Bates on winning the election and being appointed to lead the organization for the next three years. Congratulations or

Condolences (whichever is appropriate) to the two of these fine officers. May God have mercy on your souls :)

With Reed's transfer orders to report to the Vice Commander's officer, I receive a temporary bump in billet to Regional Coordinator, Interim. It will be my job to hold down the fort until the special election process can be completed to determine who will lead and represent the Region going forward. With that in mind, I would like to state my intention to seek nomination and election to the RC's Office on a more permanent basis. Sometime after the beginning of the year, the Inspector General, STARFLEET should begin the nomination phase. I hope that each of the Commanding Officers in R3 will have enough faith in my abilities and track record that they will submit their nomination for me to continue in the role.

Again, I thank each of you for your support and friendship over the past year and look forward to serving you in the coming year. I wish each one of you a safe, peaceful, and prosperous holiday season.

## **Chief of Staff COL Jeremy Carsten**

Ahoy Region 3!

As you all probably know by now, we've had quite the election, and our very own Wayne Killough and Reed Bates will be our next Commander STARFLEET and Vice Commander STARFLEET, respectively! Now I've already had several people ask "What does this mean for the region/staff?" So that will be the focus of my article here.

First, Reed, as RC, has until the 1st of Jan to continue being RC – so the rest of this year is business as usual; which is to say enjoy the holidays, don't worry. No later than 1

Jan, the IG will begin the nomination phase of the election process for a new RC. During that time GEN Aaron Murphy will step up from VRC to Interim RC. From there it's a normal election cycle – 30 days of nominations for candidates to run for RC, and after that we vote. Chapter CO's, of fully commissioned chapters are the only ones that can nominator or vote for the RC. If, during the nomination phase, any one candidate gets over 50% of the eligible nominations, then the voting phase is skipped, as it's the same folks voting as nominating.

The new RC will have some work to do. There might well be a few holes on the staff to fill, and they might have some ideas of their own. Basically until a new RC is seated, we're wait and see. The staff is built to provide continuity through RC transitions, and even with a few holes in the ranks, we'll make it as smooth as possible.

One of my personal goals for staff in the coming year was to eliminate any one person holding more than one billet on the region 3 staff. I myself am guilty of this, so I know how hard it is to juggle hats! But with the transition hitting, that may get pushed to the back burner for a bit, as we simply need to press forward first. For myself, I know I really need to give at least one of my R3 staff posts up to some new blood. Which, is probably dependent on the incoming RC (who knows if there are two people nuts enough out there to want me as their Chief of Staff?!).

So please, go have lots of (safe) fun this holiday season, but be ready to stick your hand in the air when the dust settles, a new RC is at the helm, and the call goes out to fill some billets. Your Region needs volunteers to make it run not just effectively, but amazingly well. The new RC, and new staff will have some mighty big shoes to fill



– but this is Region 3, and I have no doubt people will step up to the challenge!

## **Chief of Operations** **CAPT Brian Landry**

Greetings,

Current membership in the Region has fallen slightly to 597 members.

Monthly Status Reports (MSR) for the past few months have been going well, but there is room for improvement. In August twenty-six (26) chapters reported on time and two (2) failed to report for only 93% on time. In September Twenty-two (22) chapters reported on time, four (4) chapters reported late and two failed to report for only 79% on time. In October twenty-six (26) chapters reported on time and two (2) chapters reported late for only 93% on time. Please remember that the MSR is due beginning the 1<sup>st</sup> of the month and is considered late if submitted after the 5<sup>th</sup> of the month. Let's see if we can bring those numbers up over the next few months.

The USS Ray Harryhausen, which was still on its shakedown cruise, decided to combine with the USS Corsair. All crew transferred and the Harryhausen has been decommissioned effective November 6, 2013. Bringing our current number of chapters to 27.

Our Bi-Annual trip to Space Center Houston was held on September 21, 2013. We had 47 members of the Region in attendance representing 8 chapters and 1 MEU. It was a great time seeing friends and enjoying all the exhibits, including the original series Shuttlecraft Galileo.

We are still looking for a new Zone Leader in Zone 3; we currently still have a vacancy

there. This position can be filled by **any member** of the specific zone willing to volunteer their time and apply for the position. Meaning you don't have to be a CO to hold this position. If you are interested in serving the members of your zone in this role, please contact the Chief of Staff and myself directly.

Lastly, I would like to congratulate Wayne and Reed on their successful election as our new CS and VCS. May you both have smooth sailing on your new adventure.

## **Chief Administration Officer** **RADM Marian Murphy**

The awards season is only a month away. The Awards Committee worked hard during 2013 to revise and clarify many of the Region 3 awards. The Committee made a proposal to the Regional CCO and on December \_\_, 2013, the CCO made a few changes and now we have a revised set of awards for the members to turn in for their friends, family, and crewmembers. Take a look on our website for a full listing of all the [Region 3 Awards](#).

## **Chief of Communications** **CPT James Trainham**

Hello!

As your quartermaster, I made a proposal to the CCO about some new merchandise, but it was referred to STARFLEET as it related more to STARFLEET's 40<sup>th</sup> Anniversary celebration, which is coming up in 2014.

If you wish to purchase some Region 3 merchandise, please visit our website at:

<http://www.region3.org/store>

Or you can email me at: [qm@region3.org](mailto:qm@region3.org)

## **Zone 1 Leader BDR Tank Clark**

CCO Report.

## **Zone 2 Leader RADM Trisha Tunis**

Greetings Zone 2!

Thank you to the USS NEW ORLEANS for hosting our Zone Game Day. Everyone had a great time playing games, and we raised over \$300 for the New Orleans Children's hospital. Rumor has it, they are gearing up to do it again in mid June.

Our next Zone get together will be at New Orleans Wizard World Convention February 7-9, 2014. Several of the local chapters will be getting their own tables, however, the USS CORSAIR this year will be staffing a STARFLEET table, rather than a chapter specific table to allow those chapters who just may not have the numbers to run a table all weekend, but still want to recruit. If you'd like a slot at the table (or to send chapter flyers to put on it) please contact me at [pirate.trisha@gmail.com](mailto:pirate.trisha@gmail.com). I'll be working on Zone flyers again with updated chapter information to have at all tables so we can cross promote.

In chapter news, the USS RAY HARRYHAUSEN has decided to merge with the USS CORSAIR. The CORSAIR will be increasing its online offerings and actively taking part in Louisiana Science Fiction and Costuming Convention in April. We're continuing to reach out to the Lafayette area to start a shuttle there, and the USS NEW ORLEANS is striving to start a chapter in Covington.

This will be my last communication as your Zone Leader. Never fear, I'm not going anywhere, I'll still be around! It's just time

to turn over the chair to someone else and let them build on what has started here in Louisiana. FCAPT Brian Landry will be announcing the opening and the process for applying for the position. It has been a pleasure leading you all for the past several years!

Signing off...

## **Zone 3 Leader WAS VACANT Now FCAPT Penelope McFadin**

We have a new Zone 3 Leader, FCAPT Penelope McFadin. She is so new that she was only announced at the time of publishing this edition. We welcome Penelope to the Regional Staff and cannot wait to hear from her in future editions of Fleet Channels.



Click the above triangle to take some Academy Courses. <http://academy.sfi.org/>



## Zone 4 Leader COL Jeremy Carsten



### Greetings from Zone 4:

We just had Thanksgiving, Austin Comic Con, and Region 3 Game Day. November has been a busy month! October before it wasn't lacking either. We've been busy, and it's been great to see the chapters out and about. Now in December, even more will be going on – several local chapter like to get their charity on during the holidays. Me personally, I like to avoid the crowds, shop on Amazon (they even do gift wrap!) and pretend I am a hermit – but hey, that's me.

I would like to take a moment to point out how amazing Zone 4 Game day was. Thank you to John Halliday for letting us invade his beautiful home! We had near 50 bodies show up, eat great food (home smoked brisket and pork, and a ton of sides!), and every flat surface not offering up food was offering up a game of some sort. We had console games, Artemis Bridge simulator (in its own room!), more board games than I knew what to do with, cards (even the kind against humanity), and things I didn't quite understand, but looked fun! My only regret is 25+ hours seems to not be quite enough to try them all! We did however learn that my

cell phone can host 5 Artemis clients, and a server, but not well enough to connect to Zone 3's game reliably (the connection dropped just before our ships got within weapons range of each other...). I also managed to complete a game of Axis and Allies in one sitting – I haven't done that since I was an Airmen in the dorms! All in all, game day was a big hit, and we learned some things to make the next one even better!

Chapter wise, we have one here in the zone below manning (might be fixed by the time this is published) – it is easy to let the holidays take over, and little things like renewing SFI membership gets lost in the chaos. I encourage all Skippers out there to gently prod your people. I know I am!

Its hard for me to even keep up with what each chapter has going on - that's how awesome Zone 4 is (yup, I'm bragging, get over it)! The Ark Angel Station was at Austin Comic Con with a table, the Crockett has a bunch lined up for December, as does the USS Bexar have their normal workload, to include Elf Louise. I'm certain the USS Texas crew has somehow turned the holidays into a table top war game sim by now, and will gladly show us all how to methodically destroy our to-do lists. The USS Battle Born has folks going about their holidays in their respective areas of the world, and the USS Serenity is as Serene as always.

I hope everyone has a safe and happy holiday season, and I look forward to hearing about all the things the chapters were up to. Now to find my candy cane, hot coco, and play hermit!

Zone 4 out!

## **Zone 5 Leader FADM Lisa Pruitt**

### *MUSINGS FROM THE WESTERN FRINGES*

September started on a low note. Zone 5, Region 3, and all of Starfleet lost long time (20+ years) member Admiral Pat Spillers. A very touching memorial service was held that included both tears and laughter liberally sprinkled with lots of hugs. October brought the USS Diamondback's Anniversary. The Diamond back crew do know how to host a party. November led off with a new incarnation of Region 3 Game Day! Zone 5 celebration was held in Odessa—the closest location to the center of the zone. The fun was held at the MCM Grande Fun Dome. Not only did it have traditional meeting amenities, a great restaurant, it featured a great play zone, including an indoor miniature golf course, ping-pong, huge jungle gym with rock climbing wall, indoor/outdoor pool, and hot tub. As the holiday season approaches chapters in Zone 5 will be busy with holiday traditions and fun. More on Zone 5 happenings next time.

### **Ask the Chief from the Desk of the Senior Enlisted Advisor; Region 3 CPO Steve Sardeson, USS Battle Born**

This has definitely been an interesting time. Congratulations to Wayne Killough and Reed Bates on their election win to Commander STARFLEET and Vice Commander STARFLEET respectively. It was definitely a hard fought election win and close too. If my memory serves correctly, the difference was 19 votes out of roughly 1300+ cast. This is indisputable evidence that every vote does, in fact, count.

If you were active on the election list, then you saw plenty of interesting issues to discuss as well as some down right nasty dialogues.

This brings me to one area that I know I need some improvement in. All of us tend to be fairly passionate folks when it comes down to a myriad of issues, with each having priorities in some more so than others. As such, it's not uncommon for those passions to translate into our emails and online postings. There is some inherent risk in engaging in discourse through these various forms of media. Most of these forums are absent from tone, which we all pick up fairly quickly when conversing face to face. The lack of tone creates a situation where intentions can be misinterpreted beyond the intent of the writer. One thing we should all keep in mind is that what we intend to communicate may not be received in such a manner. This then becomes a hazard of irritation or down right hostility. I haven't seen much to raise the concern, but it was something that came to mind over following those discussions. One thing to always strive for is respect, which everyone deserves and should be afforded.

Back on track to the happenings in the Region, I thought the Region 3 Game Day was a resounding success. I participated in the Zone 4 event, and my wife and I had a really great time and met many great folks. As far as I could tell from lurking various forums and facebook, it was obvious that this was not uncommon. Several zones had gaming marathons conducted by the cadets that raised money for several wonderful charities. To the folks who put these events together, Bravo Zulu for a job well done. To the cadets who fought the spectre of sleep deprivation, I commend you. Not only did our members have a great time, I am sure many folks are going to benefit from the charities supported.



Finally, as the holiday season is upon us, let us not only be grateful for all that we have and is good in our lives. Let us also be mindful of those who are not as fortunate. I would encourage everyone to get involved with local charities to help those who are hungry or otherwise just need a little bit of help. I'll end this on the note that I do serve the membership and am willing to assist in any way I am capable. All you need is ask.

### **Shakedown Operations Officer ADM Wayne Killough**



Greetings from the Desk of the Region 3 ShOC:

Welcome to another exciting issue of *Fleet Channels*. We have had some minor changes within the last quarter, so here's the latest "ShOC Stats":

The USS *Ray Harryhausen* has agreed to end their shakedown cruise and merge back into their Support Ship, the USS *Corsair*. Sydney has taken on the position of XO onboard the *Corsair* and both crews have come together nicely as one unit.

The USS *Midessa* is still with us in Shakedown Operations. They are working on their holiday plans and working on finalizing everything to where they can commission. We will hopefully see this in the very near future.

The crew of the USS *Artemis* has been keeping busy the last few months. They have their website uploaded and are actively working on events for their chapter. They have been scheduling fundraisers and charity events and role playing missions and a multitude of other events and activities! I am definitely looking forward to attending their Commissioning Party!

This will be my last article as the Region 3 Shakedown Operations Officer, as I will be spending the rest of 2013 transitioning into the position of Commander, STARFLEET. I have enjoyed the time I have served in this position, and have been honored to have helped commission some fantastic chapters here in Region 3. I am looking forward to continuing to serve our membership. As always, please feel free to contact me if you have any questions.

### **340<sup>th</sup> MEU CPT Sarah Hays**

The 340th Marine Expeditionary Unit attended the 20th Anniversary chapter meeting of the USS Regulator in Decatur, Texas, at the annual Klingon Dinner Thing. That landing party consisted of Captain Kelly Hays and Captain Sarah Hays, and represented the first landing party mission following the loss of our Officer in Charge. As a result of the kindness and hospitality shown by the USS Regulator's OIC (SFMC Brigadier Thomas "Tank" Clark) and crew, the 340th's representatives felt strongly welcomed back to the SFMC and Starfleet. We thank the USS Regulator, along with the USS Rachel Garrett and Adm. Marian Murphy, for their hospitality and welcome, and also along with VADM Robyn Winans for their inquiries about our NCOIC, MGST Gene Spillers.

Our next planned landing party will visit the USS Tejas Christmas event and anniversary



Dec. 14th in Vernon, Texas. We plan to continue our mission of Aerospace-focused Temporal Surveillance in the coming year.

## **USS New Orleans CAPT Randolph Allen**

As conventions go in the New Orleans Area, is not large or popular by any means. But it does have a steady support of local fans and local fan clubs getting together for the event. For the USS NEW ORLEANS this small, fan-run convention is the home port for our little ship. Not only that but it is the convention where the crew not only recruits, but also serves in some capacity for the convention.

Guests. From the roster was CPO James Butler (aka Brandon Black) and ENS (THE) Rob Cerio who were local author guests for New Orleans by Gaslight an anthology of Steampunk stories set in New Orleans proper.

CAPT Randolph Allen who also ran seven panels for Star Trek and STARFLEET through out weekend. Popular ones were Star Trek after 2400 and the Klingon Close Combat Demonstration with Commander Denzil Miracle of the Klingon Assault Group (KAG). There is rumored to be video of the event forthcoming.

Service. One can not forget CONtraflow's dedication to literacy. Unlike most science-fiction conventions which capitalizes on star power of the guests. CONtraflow focuses on the authors who write excellent books specifically Hugo and Nebula winners. In fact, the Artist Guest of Honor was John Pacacio a two time Hugo Winner for his art.

This year the convention served as a springboard for 1632 Mini-Con which served to network fans of Eric Flint the Guest of Honor. As a result Tactical

Specialist Petty Officer Second Class Michael Scott successfully ran a game from yesteryear based on the books. Uptimers and Downtimers from Grantville were scouting locations near the Ardenne for an airfield.

But the conventions has strong connection to the Friends of New Orleans Public Library. The Friends were behind the effort to get the libraries up and running after Hurricane Katrina in 2005 and continues to this day to help the New Orleans Public Library raise funds for a variety of events and function. This year the charity did about \$1000 dollars from the Charity Auction and Book Sales at the convention.

What is not know about the CONtraflow and the Friends are the numerous members of the NEW ORLEANS crew who are part of Staff and Volunteers. Seven members of the crew serve in this capacity helping to make each CONtraflow the charities it supports a worthwhile venture.

Recruitment and Information. This year the Chapter had decided to forgo the Club room in favor just a Fan Table. LCDR Keith Rombach, the Second Officer manned the fan table for most of the convention and was able to secure a number of leads to follow up on.

CONtraflow III is also bittersweet event. This will be the last year where the convention would be run at the Hilton Doubletree. Next year it will be a newer, larger hotel as the convention has already out grown out of this location.

What does the future hold for this new convention? CONtraflow staff has been working hard for several things to get science-fiction conventions back to the city of New Orleans. Already for 2015 CONtraflow V will also be the home for Deep South Con 53. There is rumored to at

this event a Star Trek Programming Track with the USS NEW ORLEANS taking lead (so far) and hopefully other Chapter from the area.

### **USS Regulator Report COMM Liz Goulet**



Well, we've been busy again. In October, we had our Klingon Dinner Thing in Decatur and members of three other ships joined us for food and celebrations. We handed out awards both for the ship and from IC. Then the next weekend several of our members went to see the Airshow at Alliance Airport and got to crawl into some vintage planes from past wars. And the weekend before Halloween, our Klingon captain and his wife attended the Museum of Science and History's Halloween celebration. They even participated in a custom contest but a bought outfit won over theirs. (Don't quite understand that one.)

In November we started off the month with a Game Day at the Science Fiction Store in north Fort Worth. It was a Zone 1 events but only a handful of people showed up. Still, those who were there enjoyed themselves and purchased items. The store said we could come back anytime.

We followed this with several of our members participating in the Diabetes Walk in Grand Prairie. We raised more money this year than we did last year. Afterwards, we

held our monthly meeting and discussed things for next year.

In December we will have our yearly party the weekend before Christmas and will have our annual Ferengi gift exchange. Instead of invading someone's home, we elected to just meet at our regular spot. They really like us showing up.

That about covers what's been happening on the Regulator. Still doing lots and having fun doing it. If you are in the area, all are welcome to come by. Just check our website for events.

### **Ark Angel Station FCAPT Lloyd Bates**



It's been a bit crazy around the station the last few months, several events have kept us busy as a crew, monthly meetings, starting a new D6 Star Trek roleplaying campaign, region 3 Game Day, and Austin Comic Con are the highlights of this quarter.

As a meeting chapter I'm sure you know we gather to conduct our normal old and new business like usual. Our calendar is posted on the station's website <http://www.arkangelstation.com/Bridge/StationCalendar>. After meetings we like to do something fun and lately we have been participating in Mary Webb's D6 Star Trek campaign game. Our first few sessions have gone like this...

We have all just finished the academy and are posted to our new assignment's aboard Ark Angel Station (convenient eh?). We boarded a cruiser that took us to meet up with a shuttle for our final leg out to the triangle where the station resides. Once in the shuttle, two Andorian passengers pulled concealed weapons to take over the vessel and steal a satchel of documents from a diplomat that was also aboard. Well, as brand new ensigns we couldn't allow that! The engagement ended with the death of a passenger (anonymous gold shirt) and us failing to stop the two apparently Andorian men as they had surprise and a support ship that beamed them off and warped away. This failure and subsequent loss of life led to debriefs by station security and the Station CO (I get the privilege of playing my ensign character and the CO, since I am the CO. LOL, It's good to be king). Our little band of newbies were then given 48 hours to acquaint ourselves and decompress from the ordeal. While this little R&R was available we all tried to find out about the men that had attacked us and started us all out with a bad mark right off the bat. This of course for new ensigns was intolerable, and our combined curiosity wouldn't let us leave it to security to find out what this was about. While following the clues we found out that the documents that were stolen had the secret location of a cache of Borg technology that was hidden on the station. Also we found that there were currently some Andorian diplomats had just arrived on the station. So our newbie party set ourselves about the task of surveillance, following them about as covertly as we could. We weren't really covert at all apparently. We were confronted by Andorian security when we broke into their quarters to search for anything that might have connected them to the men that stole the documents. The ensuing scuffle led to my character stunning them both on wide

beam, and upon subsequent search finding they were not Andorian but made to look like the race. They were both Romulan! We then found the documents that had been stolen along with some others. Our party had uncovered a conspiracy...Romulans were going to try to take over the station!

Well, this is just a taste of what we have been going thru in our adventures...

I could go on for quite a while as it's been a good game so far.

On to region 3 Game Day in Zone 4, I will say it was tiring, and really fun. The Cadets had coordinated with Extra Life to do a 25-hour video game lockdown for donations to the Children's Miracle network and we had the Artemis simulator going, although I heard it had some technical problems getting setup with other zones in the region. I got to play Axis and Allies and Eclipse (for you old school video gamers, it is Masters of Orion II on a board.) and I got to sneak in some spades and a little Minecraft with the kids. I and the R3RC also were tasked with judging the Minecraft (Creative setting) building competition. All the participants were to be judged on their creativity, and use of materials within Minecraft, and were given 6 hours to complete their builds. Let me tell you it was tough to judge, all the creations were excellent, but the final creation that took it was a block Tardis that teleported you when entering the booth to the internal machinery of the Tardis, it was very creative indeed!

The Crew with the help of the R3RC got a table at Austin Comic Con to recruit in the name of STARFLEET and we spent all three event days at the convention center talking to folks that happened by our table. It was tiring but rewarding getting to see that there are still fans of Trek that don't know us and got excited when they heard what we



had to offer. I think we might get a few new members of fleet over all, though my chapter may or may not, we'll see...

So like I said, a busy time for the Ark Angel Station and now we enter the holiday season, and 2014! I'm sure it's going to be at least as busy I'll try to keep you in the loop. [=D].

**A message from the Incoming  
Commander, STARFLEET  
Wayne Lee Killough, Jr.**

As the 2013 STARFLEET Election has come to a close, I would like to take this opportunity to thank everyone that supported our team throughout the election. Your support kept us going and you are the reason we are here today.

I would like to thank Les Rickard and his team for their dedication to STARFLEET and for helping prove that STARFLEET can have an election that consists of debating ideas, learning from each other, and working together for the betterment of STARFLEET for our members. I was honored to have been in the ring with you. I value the friendship we have and the experiences we shared during the election.

I want to thank Reed Bates for being my second and for being there for me through all of the craziness during the election. I would like to thank Robert, Peg, and Larry for joining us on this adventure as EC candidates. I would also like to thank those that are coming into Staff positions. It takes a village to raise a child...and it takes an entire team to run STARFLEET. I may be in the center seat...but we ALL have jobs to do and I appreciate everything you have done so far, what you are currently doing, and what you will be doing for the next three years!

I want to thank Liz Woolf and Jeff Victor for their work during the election. The Election Coordinator and IG have extremely busy jobs during an election, and both performed their duties incredibly.

I had a core group in the early (EARLY) stages of designing and preparing for this election. These individuals were my sounding boards, my stability, and my ears (to scream into) and shoulders (to lean on). Denine Sanders, Reed Bates, Justin Donovan, and Marian Murphy, I will never forget the support, love, and dedication you have shown me during this time. Words cannot describe how much you all mean to me.

Dave Blaser, I want to thank you and your team for everything you have put into STARFLEET. We look forward to working with you for a smooth transition.

To all members:

It's going to take all of us working together to take our organization into the future. We have two gigantic events coming up in the next three years to get through together! I need your critiques, your comments, and your advice. This is how we grown and how we learn.

I am not perfect. I will make some mistakes. But I promise I will do my level best and give my all to YOU.

Here's to the next three years...an adventure in the making!

**A message from the Incoming Vice  
Commander, STARFLEET  
Reed Bates**

I most definitely would like to take this opportunity to thank everyone that supported our team throughout the triennial Starfleet election, and especially to Region

3. Your support kept us going and you are the reason we are here today.

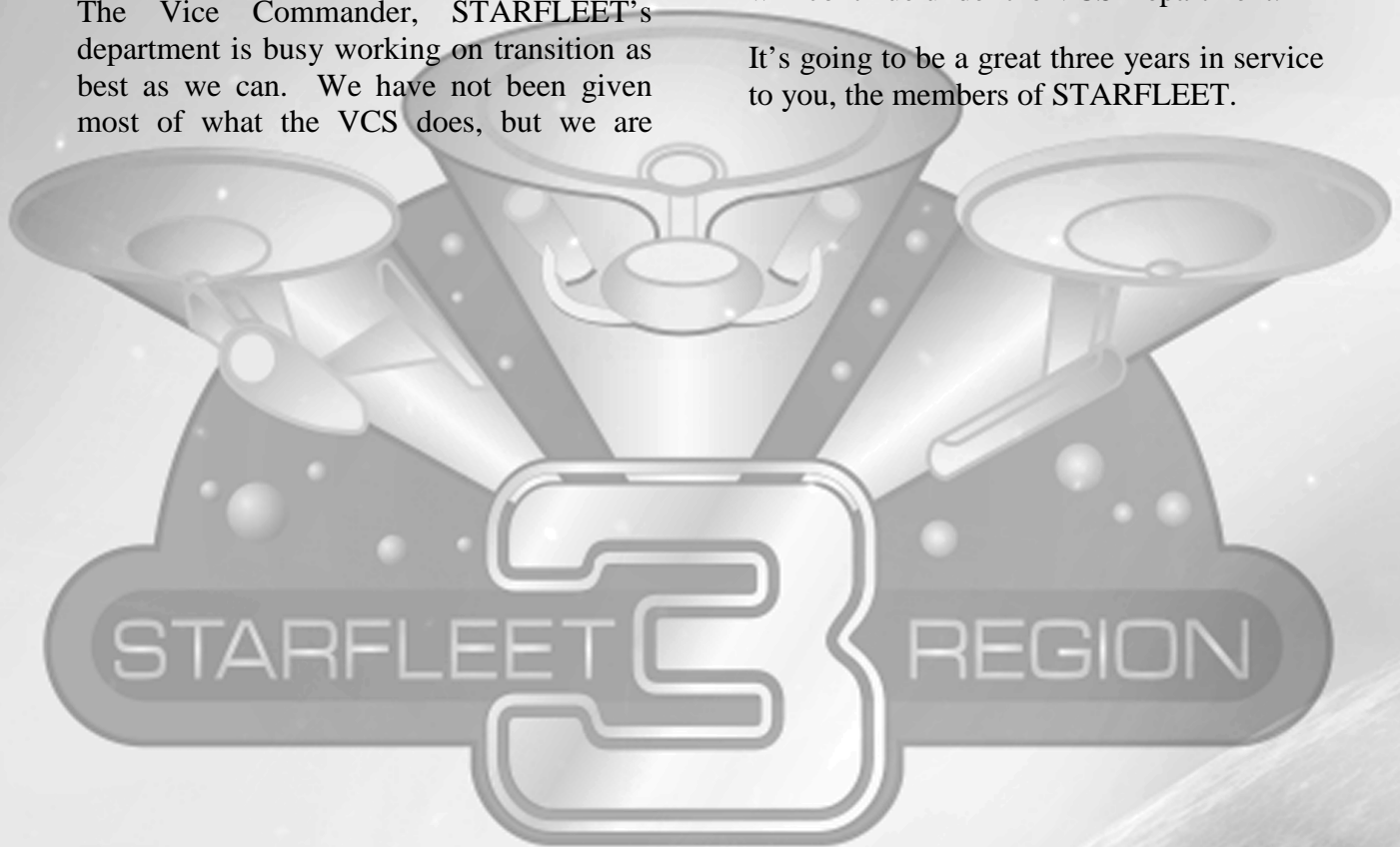
I want to thank Wayne Killough for thinking of me and believing in me that I can do this job! The rest of our Team is gearing up to work for you, the members of STARFLEET.

I also want to thank Liz Woolf and Jeff Victor for their hard work and dedication to STARFLEET during the election.

The Vice Commander, STARFLEET's department is busy working on transition as best as we can. We have not been given most of what the VCS does, but we are

making due with what we can. In the meantime though, Jeremy Carsten will be the Assistant to me. He is doing a great job so far, juggling the various moves, changes, and whatnot to the VCS Staff. During the election, the VCS Department was rather bare; however, after the election, Wayne decided to make some further changes, so the VCS Department is reaching out to the old Holodeck programs to make a go at brining that back, plus membership services will continue under the VCS Department.

It's going to be a great three years in service to you, the members of STARFLEET.



## FASA Trek - A Return To Yesterday

### Jeffrey Webb, Starship Texas

Howdy, Region Three friends! I'd like to share with all of you an article I recently wrote for my blog, The Old Dragoon, over at [theolddragon.blogspot.com](http://theolddragon.blogspot.com) I don't blog as often as I'd like, but lately my thoughts have been turning more and more back to Star Trek, and Star Trek gaming. The article below is a recent post I thought might resonate with some of you who played the old FASA Star Trek RPG back in the 80s, or who might be interested in Trek gaming in the future. If you like what you read, hop on over to The Old Dragoon. I'll be posting more Trek goodness soon.

It's 1987, and I'm in the seventh grade at Chisholm Trail Middle School in Round Rock, Texas. This school and the friends I had there are responsible for putting me on the path to being an unrepentant gamer for the rest of my life. From my first D&D books in 1986 to my rapid acquisition of FASA's Star Trek : The Roleplaying Game and Robotech from Palladium, it's just gone nuts from there. I stopped counting my book and game collection when I got over 1,000 books. Now, this counts multiple copies and things like 32-page adventure modules and GM screens, but it's still about 70 shelf-feet of "active" library of books in my game room, with 60 shelf-feet of games and that's not touching the archive boxes. But I digress.



I've been a Star Trek fan as long as I can remember. Somewhere, out there, my mom has a picture of toddler me in a Mr. Spock t-shirt - like, a small Trek uniform with stripes

on the cuffs and the arrowhead insignia on the breast. Like every other child born in the mid-70s, I had Star Wars figures. A lot of Star Wars figures. That said, one of my



favorite toys (until my uncle Jon sat on it) was a Star Trek : The Motion Picture Enterprise toy that made sounds and could be taken apart and converted into several different re-arrangements of hulls and nacelles. My Mammaw (East Texas for “Paternal Grandmother”) hand-embroidered an Engineering arrowhead on a sweat shirt that I wore as a uniform shirt throughout middle school. I was a huge Trek nerd. I had the story records and comics - you know, the ones where Sulu is black and Uhura is a blonde? I had the films on VHS, I watched the TOS re-runs every afternoon after school. As an aside, did anyone ever notice that if Star Trek was shown in another TV show or movie the episode being shown was always “Spock’s Brain?” Also - my personal experience growing up was that if I ever missed TOS re-runs, or if I happened to tune in in another town, the episode being shown was ALWAYS either “Devil in the Dark” or “The Apple.”

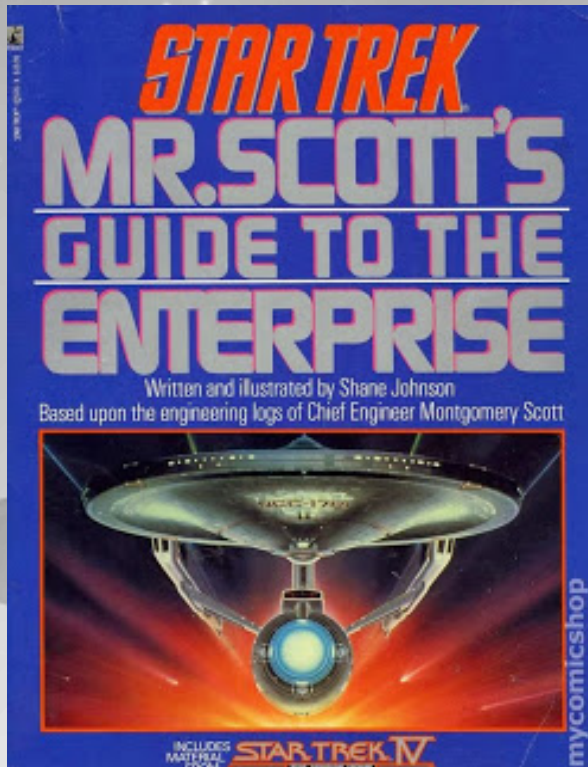


Enter the two Trekker bibles of my youth. Now, being born in 1975 I remember a time when Star Trek was just Star Trek. There was no TNG, DS9, VOY or Enterprise and certainly no Abrams reboot. Up until I was in Middle School, there was naught but the original series and Treks up to Search for Spock. The Voyage Home came out my sixth grade year. In those days, there was a rabid and prolific fan publication community. Problem was, this was pre-Internet, dear readers, and a kid like me had no way of knowing what was out there. I received as a gift a copy of the Star Fleet Technical Manual

This book opened my imagination in a way that I’m not sure a book had before. Sure, by that time I’d read “The Hobbit” and played D&D and was well on my way to being the creative mess I am today- but Star Trek was something that I had grown up with, something that I identified with and that held a great deal of fascination for me. Inside the cover of this plastic-bound tome I found a wealth of brain fodder from the fonts used in the show to the Articles of Federation to the actual rank and insignia charts to patterns for the uniforms. There were schematics of phasers and tricorders and the flags of Epsilon Eridanii and... more ships! In the original Star Trek we only see *Constitution*-class ships like the Enterprise. Here we were introduced to the Scout, the Destroyer, the Transport/Tug and the mighty Dreadnought. I felt a bit like the culture from “A Piece of the Action” that read *Chicago Mobs of the Twenties* and decided to live their lives the way the book told them to. Like the Iotians, I was, shall we say, imitative. We founded our first Star Trek club at Chisholm Trail. We forged passes into the Apple II-equipped computer lab to use Bank Street Writer to make crude manuals and schematics of starships. We started to devour everything we could about Star Trek - and I was the ringleader. Enter

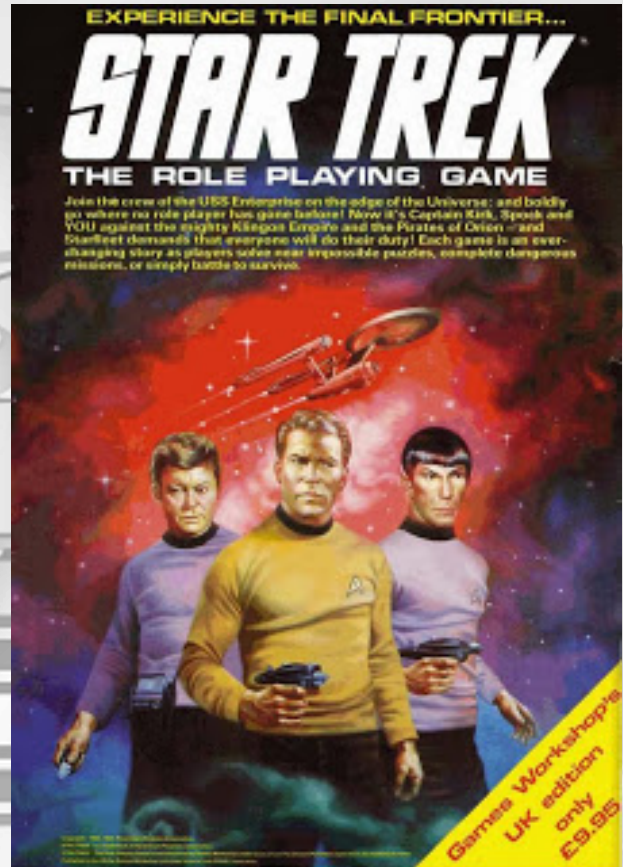


*Mr. Scott's Guide to the Enterprise* by Shane Johnson. Now we're talking!



“Scotty’s Guide” was a book done to illustrate all the changes made to the *Enterprise* in *Star Trek : The Motion Picture* and it was a more modern, more information-filled book than the original *Technical Manual*. There was a lot of explanatory text that filled in the universe with so much detail I couldn’t help but memorize most of the book. What engine company produced the warp nacelles for the refit *Enterprise*? Why, those are FWG-1 pattern warp drives by Leeding Engines, Ltd. and the *Enterprise* was the first ship to mount them. Little did I know that a lot of Mr. Johnson’s writing would become apocryphal in later years since Paramount basically ignored anything that was never shown on screen. The nice thing is that Mr. Johnson had used the otherwise excellent *Star Trek Spaceflight Chronology* to make sure at least his publication jived with other popular fan publications. I wouldn’t see the

*Spaceflight Chronology* for many years, but reading it now I can see that not only did fandom take a huge cues from this book, but FASA’s *Star Trek Roleplaying Game* used it as the basis of their timeline and technology. Scotty’s *Guide* told us what was available from the food synthesizer units, where the lifeboats were, that there WERE lifeboats, how the decks were numbered, etc.



So there we were, *Star Trek* geeks just exposed to role-playing through *Dungeons and Dragons* (Mentzer Red Box and Blue Box, naturally) and being told there was a *Star Trek Roleplaying game*! By the time I’d gotten my hands on the FASA-Trek basic boxed set, I had played *D&D*, *AD&D*, *Marvel Superheroes*, *Traveller*, *Gamma World* and a few other games. *Star Trek* was the first game I played that resonated with me on a “realistic” level - I know, I know. *Marvel* and *Robotech* were based on



cartoons. D&D, Traveller, Gamma World - great games, but not based on something I'd been steeped in forever. I hadn't yet found West End's Star Wars RPG - but I would in 1989 and it would change the way I looked at game rules. Anyway, here was Trek. It used a percentage dice system that seemed sharp and "scientific." It had a life path method of creating a character - by the time my Science Officer was ready for play I knew how he did at the Academy, what missions he had been on before now (Colonial Operations? Yawn.) and what skills he had. I could even compare his skill ratings to the classic Trek crew. The Cadet's Orientation Sourcebook filled in even more information about the Star Trek universe for myself and my friends. We took it for gospel, married to Scotty's Guide and the Black Book. From this trio of sources we started our Star Trek adventures. The Game Operations Manual had rules for generating planets and missions - and when we saw in *Starlog* and *Dragon* magazines that there was a ship combat game, I saved up my money and went to King's Hobby and bought it. Now we were cooking with gas! The FASA ship combat game came with rules for using your RPG characters to run your ship in combat! Holy crap! Now, by this time we were playing MechWarrior First Edition so the idea of an integrated combat game and RPG wasn't groundbreaking to us - but this was STAR TREK! The Deluxe Boxed Set even came with "consoles" designed so that you could lay them in front of your players and have each player move chits on the console to track damage, power, weapons fire, casualties... It was the closest thing to a live-action RPG I had ever done at the time. And it was wonderful.

Just two weeks ago, some of my friends from the Starship Texas club decided we wanted to play some Trek. Now, the club has fully endorsed Savage Worlds as our

universal game engine of choice, and I've even made a custom SW character sheet with our ship's logo on it. Something called to me from the boxed set shelf, and I turned to see the FASA Trek goodness staring back at me. Yes, it had to be done. Thus were the voyages of the TOS-era Starship *Texas* begun by myself along with Jim Cook - who had been there at Chisholm Trail Middle School when it all began. With us we had Quinn Bratteng, Tony Walker and Cody Wyatt - who hadn't been born yet or were wee lads when our adventures began. We created a crew of stalwart adventurers in Gold, Blue and Red who each had histories and backgrounds that would form the core of future stories. Jim and Tony even came up with a plot hook based on their both having rolled randomly and found that each of their characters had just come off a 5-year tour on a *Constitution*-class starship. Was it the same ship? Did they know each other? Turns out they were two of the only five survivors of the mysterious destruction of *U.S.S. Hornet* - a plot point we will explore as the game goes on. Our Vulcan science officer studies Vulcan martial arts in the hopes that the centering it brings will help him toward the achievement of Kohlinar. Our half-Vulcan security chief is a Chief Petty Officer who served against the Klingons in the Four Years War.



The adventure thus far has been everything I had hoped for - as it turns out, you can sorta



go home again. I say “sorta” because with 27 years of gaming experience under my belt, I know the FASA system is clunky by modern standards. I’ve already started the house rules. In fact, I’ve got an 11-page



document revamping character creation to include enlisted characters, and people who direct-commission from civilian life due to holding degrees in law, medicine or engineering. But screw the rules problems - what about the GAME? The Story? Well - it was GREAT. The crew of the *Texas* take her out of spacedock after an EoSL (extension of service life) refit for her post-refit shakedown, and find themselves stranded on the wrong side of the Klingon

border without warp power. For the first time in decades I had a crew who played Star Trek like *Star Trek* - and not McHale’s Navy In Spaaaaaace. We had a blast. People played in character and acted as one would expect a character from TOS to act. We even had TOS morals and tropes going on that I’d not have imagined this bunch to grok (aside from my fellow grognard Jim.)

Those of you that follow me know I struggle with stress, depression and over commitment to my way-too-busy life and that gaming is the one thing besides playing with my kids that really helps me calm down. Even gaming lately has become more labor than love - and I’ve thought more than once about cancelling what little gaming I get to do here and there to try and reboot my brain. I was starting to lament ever really “getting into” a game again. In the last two weeks I’ve been reintroduced to two of the games that were absolutely seminal to my appreciation of the hobby - FASA’s Star Trek and WEG’s Star Wars. Thanks to the Starship Texas group and my Wednesday irregulars... I’ve gotten my groove back as it were. I’ve been gaming for the sheer enjoyment of gaming, rather than because I’m committed to running a game for people. Too often I carve out precious schedule time to run a game because I feel required to do it to entertain my friends, but then stress out over the game in the exact opposite effect of the one I’m trying to fix. FASA Trek has helped me find the parts of my brain that absolutely love *Star Trek* and gaming. And it looks like I’m going to be able to keep doing both, at least once a month when the Starship *Texas* meets.

Live Long and Prosper!

**Next Fleet Channels Deadline:**

**March 1, 2013**

**Send to: [fleetchannels @ region3.org](mailto:fleetchannels@region3.org)**