



History of The Newsletter

What a surprise it may be to some of the game managers and players who have been with Theta Fleet for the past few years to see a new newsletter being released! From September 2020 until December 2022, Ray (Starduster) worked on assembling content for a monthly newsletter. A few months were missed and unfortunately, the newsletter went into a deep slumber as Ray became Deputy Commander of Theta Fleet and accepted a second job full-time job in his personal life.

A New Era

This marks the beginning of a new era for what was the Newsletter. Ray's employment is changing and is actively working to revive the newsletter in a new form with a different format. The Mayberry Mailer will act as a newsletter for the fleet; however, the plan is to release it each quarter.



Fleet Overview

Sometimes referred to as The Other Simming Choice or playfully suggested as the Mayberry of Simming, Theta Fleet was founded on December 10th of 2009 and has been operational ever since. We have always presented ourselves as an approachable bunch, offering an alternate choice from fleets that have had a higher profile.

Though we may no longer be considered small when it comes to the number of sims we have, our community maintains a small town feel where COs assist one another and everyone comes together to lend a helping and supportive hand.

In Theta Fleet, there is no problem to small or question to simple to bring to Fleet Command. Our administration is accessible to all members of the fleet from COs down to the newest of writers. You won't get turned away or bounced around.

This Volume

- Overview of Theta Fleet **P.1**
- The Lounge **P.2 – P.3**
- Spotlighting Sims **P.4**
- Command Staff & Support **P.5**
- Important CO Information **P.6**

Community Connections



Theta Fleet is a 2018 and 2020
Simming Prize Laureate

Charlene is a 2022 Laureate

About Ray (StarDuster)



M.A. | B.A. | A.S.

Always a student and never giving up on acquiring more knowledge, Ray is sizing up his next challenge in starting a Ph.D. in Indigenous Studies. He's passionate about politics, culture, and environmental conservation. An avid reader of science fiction and fan of the horror genre. When Ray is not pursuing a degree, he's teaching literature or other subjects at colleges and universities.

He's also interested in the paranormal and cryptids, a bit of a side avenue of his love for Psychology and Anthropology. If he's not CO or XO on a sim, then you will likely catch him causing chaos in the science department or being the ship's counselor.



My journey into simming stretches way back to when I was only twelve years old. As you can probably tell I was rebellious going into my teenage years because everything was at the minimum 13+ age requirement. To 'date myself' a bit, simming was still mostly done through forums and online chats, or play by email. I'm sure some were switching over to collaborative writing through shared edible documents, but I primarily stuck with forums.

Naturally, I had a sour taste in my mouth when it came to fleets. I had lurked around their group chats and IRCs (Internet Relay Chat) only to find them generally uninviting and cliquish. So, I mostly kept to myself and only joined a handful of sims that were not affiliated with any fleets. I can delightfully say I avoided the fleet life for several years.

It was probably around 2009 that I was a member of a little independent sim called the USS Interceptor. It was a great place to be because I met some awesome people. Most of them I am still friends with. Eventually, I ended up becoming the First Officer for the Interceptor because it needed one. The writers generally liked me, but this also became a bit of a problem. The CO of the sim was becoming less active, less involved, and more aggressive with their interactions with the writers.

The Interceptor became less fun. All of the writers were at the point of wanting to give up and leave. I did not plan on being "the guy" but I became "the guy" which meant the one everyone rallied behind and chose to follow. They wanted a sim that was welcoming, inviting, and engaging. We built it together but I was chosen

The Lounge: Getting to know the faces of the fleet

How I as an independent
young simming writer goes
from 'lone wolf' to simming
fleet administration

- Starduster

To be CO. I kept the sim going for a few years and looking back I'd say it was a moderate success, especially for an independent sim.

I joined a fleet around 2010 that had been around for several years. It was supposed to be 'the best,' and I ended up assuming command of a sim because the CO of it wanted to command a different sim when he became a TFCO. Because it was his 'baby' even though he asked me to be the CO, I felt like it was an everlasting battle for creative control. I couldn't do anything without the TFCO approving it.

My attempts to transfer to another Task Force were blocked until the Fleet Commander stepped in and overrode it and transferred the sim to a different task force much to the chagrin of my former TFCO.

Eventually, I decided to cut my losses because the aforementioned TFCO was still doing whatever he could to micromanage and control every decision of the sim from applications approved/rejected to mission planning and development. I resigned my command and became XO on the sim belonging to his TFXO. The two of us got along well until she eventually got frustrated with him and with being a TFXO and CO, resigning from both.

I saw this as a clear sign that I did not necessarily want to be involved with fleets or fleet administration (ironic now). Nevertheless, I took command of a new sim and it was arguably one of the most active and successful sims in the fleet at the time. At least enough so that I was snagged by a different TFCO to become his TFXO. Begrudgingly, I accepted (against better judgment).

At the time, I was not going by the moniker of StarDuster. I was going by MoonChildJames which often got misconstrued as me being into werewolf things.

In actuality, I took that moniker because James is one of my middle names. The 'MoonChild' portion of it was because I'm a fan of the singer Kerli who's fan base is often addressed as moon children.

When I say I was TFXO, it ended up being de facto TFCO because he would task me with all his fleet chores and responsibilities that were tedious or not fun for him, and he'd frequently be on LOA. It ended up being a positive experience because I learned a lot from it. However, I think what I learned the most was what the COs and writers on sims cared about and what concerns they had with the fleet. Any time I tried to express these concerns with the fleet, it was always brushed off with the general "they are just members, not admiralty" which has always rubbed me the wrong way.

I was eventually moved to another Task Force as TFXO for a very brief period before poor communication between my TFCO and the fleet command resulted in my "ban" and ending up searching for a new home.

I found that home in 2013 with Theta Fleet. Aside from venturing out once with a second command in another fleet where I became a TFCO, I have remained with Theta Fleet. Starting as just a happy to be here CO to becoming Deputy Director of Recruitment. I eventually became a Task Group CO and took over as Director of Recruitment.

2021 was when I took some ambitious swings in Theta Fleet. Seeing the Fleet was formed in 2009, the old Fleet Constitution did not reflect our administration or our style. It was constructed in a traditional old fleet sense. I worked to propose an overhaul of the constitution and with help, it became the Fleet Charter that we use today.

From there on out, it was just a decision that made sense for the Commander of Theta Fleet to add another Deputy Commander to assist her. I accepted the position and eventually, the other Deputy Commander retired from the fleet. Soon, I was joined by Ieuan. It has been great!

Spotlighting Sims

USS Cavalier

Does getting stuck in the mysterious gamma quadrant interest you? How about writing a young cadet still in Starfleet Academy? These two opportunities converge with the Cavalier set in 2391. The Cavalier is part of Task Force 23.

Unicorn NX-151

One of Theta Fleet's distinctive sims is the Unicorn. Set in 2151, this sim addresses war with the Romulans in the Star Trek: Enterprise era. Featured in Task Force 23, the Unicorn has earned recognition within the fleet for its creativity.

USS Astrea

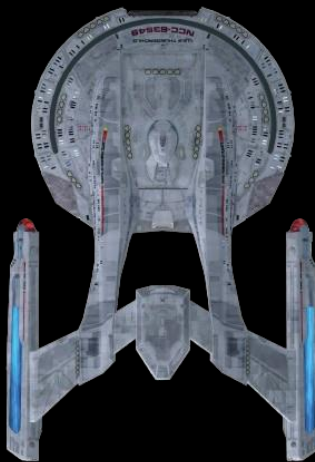
Two nacelles are good, but perhaps three nacelles are better. If you are looking for an exciting adventure aboard a Galaxy II class starship set in 2389 with the Romulan Empire in shambles, then the Astrea may be the sim for you. It is housed in Area 51.



New to the Fleet

USS Thunderbird

Task Force 23 has recently welcomed a brand new sim with an Akira class starship fresh off the assemblyline. In fact, with the sim set in 2369 (during the first season of Star Trek: Deep Space Nine), the USS Thunderbird is one of only a very few Akira class starships in service. Designed with combat in mind to defend against another Borg invasion, the USS Thunderbird is presently getting ready for its first mission during an uncomfortable era of Bajoran freedom and complicated relationship with the Cardassian Union.



Task Forces

TF-23

Are you an old-school classic Star Trek enthusiast? If so, you should check out Theta Fleet's Task Force 23. We market it as the 'Roddenberry-Berman universe' because the sims placed in Task Force 23 are (a) All Star Trek sims and (b) root themselves in the television series and films from The Original Series through Enterprise.

The sims in Task Force 23 may be set during any era or set ahead of canon, but they stay true to the universe created by Gene Roddenberry, Rick Berman, and others.

A-51

In Area 51, you will find a little of everything. It is like a sock drawer of sims full of fun and exciting variety. Sims that are not Star Trek and part of other fandoms or Star Trek sims that seek to embrace the new and modern era of Star Trek such as *Lower Decks*, *Strange New Worlds*, *Prodigey*, *Discovery*, *Picard*, or have established a sim, rooted in the universe



Judge Advocate General

The current JAG of Theta Fleet is Voz aka JAG of Borg on the fleet Discord server. JAG has a very important role in the fleet that often does not get the recognition it deserves. Always on call for 24/7 emergency meetings, Voz provides a resounding even-keeled approach to collecting information, examining evidence, and deciding about potential bans or lifting of previous bans. Though JAG has no power to vote in fleet matters, they assist in keeping the community a safe and inviting one.

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Theta Fleet Command & Support Staff

• Commander of Theta Fleet

Though she often tries to blend in with the rest of us, Theta Fleet has been under the same consistent leadership for several years. Known by many as NinjaDuck or Mama Duck, Charlene has been Fleet Commander since 2011 and was previously Deputy Commander before that. All day-to-day operations of the fleet are on Charlie's plate. She does a lot of the hosting, Nova installations, and organizing of Babel Conference. You may also spot her on several sims as a writer in the science department.

• Deputy Commander(s) of Theta Fleet

Ray aka StarDuster and Ieuan aka Bachwr are the Deputy Commanders of Theta Fleet. Operating an ocean apart in different time zones, the Deputy Commanders assist the Fleet Commander in the everyday operations of the fleet and handle various tasks and chores to keep things running smoothly. Both Ray and Ieuan are active game managers (COs) within the fleet and hold a variety of writing positions on sims.

• Task Force Commanding Officer(s)

Howie and Stuart are our Task Force Commanding Officers and are relatively new faces in their perspective roles as TFCOs, but have years of experience between them. Their primary focus is being a wealth of knowledge for game managers to tap into. They each oversee several Task Group COs and help offer suggestions and recommendations to Fleet Command. They both accepted their new roles as Task Force Commanding Officers in February of 2024.

• Fleet Resource Specialist(s)

Formerly Task Force Commanding Officers, Darrell and Will took on the new positions of Fleet Resource Specialist in a recent reshuffling of Theta Fleet. Experts in creating wacky and vibrant characters and knowledgeable in coding with the ins and outs of Nova, these two gentlemen are here to provide game managers with someone to assist them when they need assistance in their respective areas of expertise. Both have years of experience simming and have been a presence in Theta Fleet for years.

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Important Information for Commanding Officers & Executive Officers

Problem Players | Bans | Command Bans

Small altercations and disagreements happen in any community, especially one that is large. Theta Fleet has dozens of sims, a bunch of active writers, and a Discord server with nearly two hundred users. We do our best to monitor the Discord server and will interject when necessary, usually pulling individuals aside in private to caution them or warn them. Sometimes, we may make a public reminder to respect one another; however, there are times when things escalate and we need to act swiftly and with more severity. This may mean putting someone in cooldown for a few hours or escalating to a ban. It is important for game managers and assistant game managers to know what *we (Fleet Administration)* do and don't do.

- COs/Game Masters have the right to approve or deny applications at their discretion.
- Fleet staff will not dictate how you run your sim, unless what you are doing violates fleet rules or uses someone else's intellectual property without their permission. (This IP does not include using Trek or other universes as a basis for your sim.)
- If Fleet admin have a problem with something a sim are doing, they will reach out to the CO/GM to discuss why they believe is a problem and to facilitate a workable compromise.

Problem Players: There is a section on the Theta Fleet Forums accessible to any CO or XO with an activated forum account with command-level access for listing players who have been problems in the fleet or with other COs. This may be added to by anyone with access. While the fleet does have a standard for what may constitute a "problem player," this will likely vary from one game manager to another. The problem players list may be treated as a 'for your information' or 'be on the lookout' list. Just because someone was added to this as a problem player does not mean they will be a problem for everyone. There may even be past or present COs and XOs that were added at some point. Sometimes it is simply because the player is not a good fit and problems ensue. Some of these problem players have been on the list for years. Generally, if a player is put on this list by one of the fleet admins, more than one sim or game manager likely had the same or similar issue or concern.

Bans: In Theta Fleet, a ban does not mean that the player must be removed from any and all sims. Rather, it is a removal from the public and community areas of the Fleet. Specifically, the Fleet Discord and the Forums. One concern is that Discord is open to anyone agreeing to the terms and conditions of Discord itself therefore, 13+. Another is that we do not wish a player who has been banned for causing trouble to be allowed to continue causing trouble in our public areas. We take any sort of sexual harassment or sexually explicit content seriously and will act swiftly.

There are a variety of reasons why someone may have received a ban. This list is also accessible to command-level accounts on the Fleet Forums. Game managers are not required to remove a banned individual from their sim or their sim's Discord. That decision is entirely up to each CO/GM. These bans are to protect the community as a whole, not to micromanage individual sims.

That being said, individuals **SHOULD NOT** go to other game managers who have the individual on the sim and tell them to remove said writer/player. That is their decision to make. Please respect it. Likewise, individuals should not pop into sim Discords and bad mouth someone because they have a ban. Such actions will result in a ban for bullying or harassment.

Command Bans: Command bans do not affect a player's ability to be on a sim or in public places in the fleet. It is simply a ban by Fleet Admin stating that a player has displayed an inability to adhere to the expectations of being a game manager on more than one occasion we are unlikely to give them or approve of them being a game manager of a sim in Theta Fleet unless they have first shown improvement in another fleet. With all Theta Fleet bans, there can be second chances if a player shows a marked improvement. There are, however, a very small number of individuals who have shown an inability to change, or the problem is serious enough and has continued long enough in multiple fleets that a second chance is unlikely.