



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.

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Community Connections



Theta Fleet is a 2018 and 2020
[Simming Prize Laureate](#)

Charlene is a 2022 Laureate

Voz



Judge Advocate General

Within the simming community, the position of Judge Advocate General (JAG) was common for fleets to have. Unfortunately, many fleets made decisions to eliminate the position for a plethora of reasons ranging from fleet leadership clashing with their JAG, a JAG with too much authority, or a JAG with no authority.

Voz has been Theta Fleet's JAG since November of 2021, and was Deputy JAG prior to that. In Theta Fleet we believe strongly in having a JAG and Voz fills the role carrying out the duties and needs with finesse.

It is not Voz's duty to carry out what the Theta Fleet Commander or Deputy Commanders want. It is Voz's responsibility to collect



Command Office: What to Know About Theta Fleet

While Theta Fleet is not as strict as some fleets, we do have rules, and we do try to enforce them when necessary.

Mostly, if a player causes problems that affect multiple sims, or to a point that it reaches a fleet level, admin will take notice. That doesn't mean any action will be taken, but we often look into it.

We consider how the issue affects the fleet as a whole, not just one sim. Quite often, we will leave it up to the CO to deal with. But when admin does get involved, we examine the evidence available—both within and without the fleet. Most problem players have been kicked out of other fleets and we can find a pattern of behavior.

If we feel it's warranted, we pass the information on to JAG. Occasionally, he is brought in at the beginning. His job is to look over the information provided, at any first-hand accounts, and decide if a ban is warranted or not. JAG prefers evidence whenever possible, but personal accounts from multiple sources and multiple places will be considered.

A player who is banned is put on a list, along with the reason for the ban. They are also banned from the Theta Fleet Discord. Basically, they are removed from the general fleet population.

Banned players have done something to warrant being removed from the fleet and its Discord. They have done something or behaved in a way that we feel may negatively affect the fleet or its members. They are those we recommend you not allow on your sim or in your Discord channel.

However, we do not check manifests or player lists. We don't insist that banned players be kicked off a sim. We currently have several banned players on sims in Theta Fleet. What we do is isolate the banned player to that one sim and its Discord. We make the list available to COs in the fleet forums. But in the end, we leave it up to each CO to decide for themselves.

The fleet does give second (and third) chances to a player who's been banned. The player needs to show that the actions or attitude that got them banned has changed and they need to be able to show evidence of it. Then they can ask JAG to review the ban. If they agree, the ban is lifted. This reason, they outside the chain of command.

Information and examine the details that come his way. Sometimes this means going through chat logs, looking over screenshots, listening to arguments, and always coming to a decision that strives towards the betterment of the community and the safety of others.

The Theta Fleet Commander and the Deputy Commanders are only able to serve the community as well as they can with the effectiveness of an impartial Judge Advocate General. Voz was entrusted with this important position in 2011 stepping into the shoes of his predecessors as Theta Fleet's third Judge Advocate General.

While fleet admin can ban people from the Discord, or kick them for a few hours, only JAG can actually ban a player from the fleet. Their decision is not dependent on the opinion of fleet admin, nor does he answer to them. For this reason, they outside the chain of command.

Problem players are those who have done something to warrant getting kicked off a sim, or have caused trouble, but not enough to get banned. It's a "buyer beware" list to let COs know what to expect if they accept this player on their sim. Problem players are not necessarily problems on every sim they're on. We simply want COs to be aware of what happened in the past.

This list is also in the forums and COs can add players to it if they wish.

We rarely remove sims from the fleet or ask a sim to leave, but it has happened. Our guidelines are reasonable. We want plausibility. Yes, there are sims in the fleet now that stretch the limits of plausibility (and sometimes break them for a mission). But when we think the sim has gone too far, we are within our rights to give them their database and files and suggest a few places they might find more welcoming to their ideas of "Trek." If they host themselves, we will simply remove their command access and take the sim off our website.

We will reach out to the CO first and see if we can come to an agreement before taking any action. Sometimes it's simply a matter of not being aware there's a problem. If we can't come to an agreement, we will suggest places that might be a better fit. Not all sims fit with this community, and not all COs will be comfortable with our guidelines.

Why? Because the parameters of Theta Fleet were defined when it was established. What we accept and what we don't. COs are welcome to create their own missions and canon, but we, as fleet admin, are within our rights to decide if a sim does not fit in with the community we're creating. One example is that we don't have 3-3-3 ratings. That rating allows for a level of language, violence, and adult content we don't want here. We'll be happy to help a sim find a new home where that type of writing is welcome.

The same goes for Trek sims that decide to significantly alter the Trek universe (which is varied enough as is) so that it no longer resembles Star Trek. We find that disingenuous. Just create your own universe and call it something else. Or go to a fleet that doesn't ask for plausibility within the universe.

Spotlighting Sims

USS Thunderbird

An anchor of activity in Theta Fleet's Task Force 23, the USS Thunderbird is an Akira class starship with a young new Captain and untested First Officer leading a crew of adventurous souls as they navigate the web of political complexity set prior to the Dominion War.



USS Tecumseh

Welcome in the dawn of a new century, the 25th century with the USS Tecumseh, an Acension class starship with bright future ahead under the command of Captain Mackenzie Lowe. The Tecumseh is part of Theta Fleet's Area 51.



USS Quebec

Everything is a little peculiar aboard the USS Quebec, Theta Fleet's Parliament class starship sim committed to the tone comedic adventure. It is a Star Trek: Lower Decks sim within Theta Fleet's Area 51. If the sim itself doesn't strike your fancy, check out the cooky characters that make up the crew.



New to the Fleet

USS Moore

Since our last Mayberry Mailer, Theta Fleet welcomed the USS Moore to its roster of creative and exciting sims. The Moore itself is a Premetheus class starship with the sim set in the year 2387. The sim is listed within Area 51 and is presently part of the 51-D Yokai Task Group.

A starship designed and constructed for wartime conditions, the Moore can undoubtedly hold her own; however, in 2387, the starship is seasoned and aging with the passage of time and the transition from wartime to a return to peace and exploration bring about new challenges for its Captain and crew.



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

Over the years after its founding in 2009 and continuing forward, Theta Fleet's Command and Support Staff, including our Judge Advocate General have been committed to ensuring that the fleet is a welcoming and inviting place for all individuals. This holds true to members of the fleet who actively write on one or more sims in Theta Fleet, to our amazing game managers who take up the mantle of Commanding Officers on their individual sims, and to our friends from afar across the simming universe, guests who may come from other fleets or simming communities and wish to partake in conversation with our community.

Our 'doors' are open to everyone who can respectfully adhere to our policies in our public areas such as our Theta Fleet Forums, but more directly, our Theta Fleet Discord or other social media platforms that we currently use or may use in the future. We have worked hard to protect our sense of identity as a friendly and inviting place. We understand that many of our members and our guests come in with external experiences with sims, fleets, or organizations they had previously been a part of.

DISCORD Server Rules

1) Be polite. Treat everyone kindly. Be civil. Respect the beliefs, races, and cultures of others. Theta Fleet has members and friends around the world. This should be a safe place for all.

2) While teasing among friends happens from time to time, if someone asks you to stop, please stop. The request should be polite, as should the response. This is not a place for arguing. Harassment and bullying will not be tolerated.

3) Please do not use vulgarity and strong profanity (mild profanity, as long as it is not excessive, is fine). They do not belong in an open chat where anyone can read them. If you slip up, please edit your comment.

4) Avatars and nicknames should not be vulgar, obscene, or overtly offensive. (Basically, if it's offensive to the majority, don't use it. Please don't use nudity in your avatars and graphics.)

5) Everyone is equal in the chat rooms. Staff or command positions do not get special treatment. They may have administrative privileges, but that is for managing the channel and enforcing rules.

6) You are welcome to talk about other sims and fleets in your conversations. However, asking someone to leave a sim in Theta to join another sim, or to take their Theta sim to another fleet is poaching and is not permitted. It is also considered poaching if you harvest names from our Discord channel and send DMs advertising your sim/fleet or invite them to join it without being asked first. (This is not the same as asking them to check out your sim as part of a normal conversation.) (edited)

7) There's been a lot of contention in the world recently over a wide variety of topics, including politics and religion, that contention is not welcome here. We prefer it not to be brought up in chat. If you choose to discuss it in voice, be respectful and agree to disagree when applicable.