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February 2022, Issue #13

*Established in 2009, Theta Fleet prides itself in its “Mayberry” like community and continues to be a beacon of hope for Commanding Officers and writers in search of greener pastures, an alternative to high-pressure and polarizing fleet atmospheres.*

*2018 Simming Prize Laureate*



# About Us - More Than Words

Theta Fleet has long history of fostering a simming community that serves as refuge for those looking for something different – a place that cares about who *you* are, not what rank you hold or how many posts you can produce in a month. It will always be quality over quantity in Theta Fleet.

Whether you are just starting out and completely new to simming, or whether you have decades of experience, our doors are open to *everyone*. The foundation in which the fleet was built upon remains the same – people above politics. This is *your* fleet, and Admiralty just keeps the lights on.

This fleet was created to be different than the fleets of its time, and even more than a decade later, it still is. We are a community where strangers become neighbors, neighbors become friends, and friends become the family you find along the way. We aren't perfect, but we hope to be a beacon of hope for those looking for a safe and creative place to call home.

## **What We Do?**

We collect things...things to make us go. This is somewhat true, but really what we do is provide a home for wonderfully creative writers within the broader simming community.

## **Why Do We Do It?**

Theta Fleet stands as "The Other Sim Choice," and is an alternative to the high-octane politics of other fleets. We offer shelter from the storm and you and welcome to stay indefinitely.

## **Won't You Be My Neighbor?**

We are the "Mayberry" of the simming community which means you can always knock on a neighbor's door for help or to burrow some sugar.

## **Services Offered?**

Theta Fleet offers hosting services to all sims in the fleet completely free of charge. Alternatively, Split-World Alliance provides their hosting and additional support services to any sim regardless of fleet affiliation or independence. There is also Anime Trek Avatars at your service.

*"At the end of the day, Trek is about the family you find along the way!" - LeVar Burton*

# Community Engagement

The broader Simming Community has a lot currently going on with what feels like *awards* season. OnGoing Worlds has taken nominations for the Squiddies, the Tournament of Sims, and presently we await additional announcements pertaining to The Simming Prize.

In regards to all of these awards, stay tuned as information will likely be coming over the next few weeks. Theta Fleet wishes all nominees for these awards the very best! This community is made up of some wonderful individuals and we are proud of each of them.

The Squiddies have recently announced their list of nominees and we are delighted to acknowledge that several notable names and organizations were nominated including:

- Kimberly Finney – Posthumously nominated for her incredible commitment to the simming community which extended far beyond Theta Fleet as she wrote for several sims over her many years of writing. Within Theta Fleet, she had served as a First Officer aboard the USS Musashi, First Officer for the USS Wolff, a writer for the USS Katana, USS Pandora, and USS Standing Bear.
- Jamie Slingsby – As an outstanding TGCO in Theta Fleet, Jamie has been the Commanding Officer of the USS Wolff for several years now and continues to operate a stellar sim.
- Starbase 400 – A recent transfer to Theta Fleet, but a highly decorated sim spanning service for over a decade as part of various fleets. It is a well established sim with a dedicated bunch of writers past and present.
- USS Standing Bear – With an excellent crew behind it, the USS Standing Bear continues to endeavor to carve its narrative in the new and exciting environment of the Star Trek: Picard era.
- A special shoutout to our friends at Split World Alliance and RPG Writing on their Squiddie nominations, and good luck and continued prosperity to all of those in the simming community!

*" The past is written, but the future is left for us to write, and we have powerful tools... Openness, optimism, and the spirit of curiosity." – Jean-Luc Picard from "Broken Pieces"*

# Updates & News

- Theta Fleet Deputy Commander Aric Barclay – Phil (Aric Barclay) had been with Theta Fleet for several years. From 2010 to 2011, he was Theta Fleet's JAG before being made Theta Fleet Deputy Commander in 2011 where he fulfilled the duties of being the fleet's second in command until February of 2022. Over the years, Phil has had to take a few steps back to focus on his own life and the fleet has respectfully placed Aric Barclay into retirement. We wish Phil the absolute best going forward.
- There are several exciting new Star Trek books slated to be released over the next coming months of 2022. Have a look through them and see if something strikes your fancy. April 23<sup>rd</sup> is World Book Day after all. [2022 Star Trek book list.](#)
- As February's Black History Month transitions into March's is Women's History Month in the United States, a special live long and prosper to all within our community and the broader simming community!



# Fleet Command Office

## Retirement of Vice Admiral Aric Barclay

Phil, the player behind Admiral Barclay joined Theta Fleet in January 2010 and became the first JAG. He served in that position until Admiral Brent McGinley stepped down as Commander-in-Chief in June of 2011 to become Deputy Commander to Kathryn Burke.

He ran a variety of sims, including a Star Trek sim, a SFMC sim, a Federation Marshal Service sim, a Stargate sim, and a political sim about the President of the Federation and their cabinet.

He also wrote the Fleet Constitution (now a Charter) and the template for the monthly commanders meeting (now defunct).

In real life, Phil spent six years in the USMC and then joined the Army National Guard where he attained the rank of Warrant Officer. He holds a degree in Political Science and currently works in law enforcement.

He's a role-player and a LARPer in the Society of Creative Anachronism, a Live Action Medieval Roleplaying organization.

His life experience and his love of roleplaying games made him an ideal member of the fleet.

He was Burke's sounding board and helped develop the fleet into what it is today.

Due to COVID and his current involvement in law enforcement, he hasn't been around much. He's now a husband and father. His time is now limited and he has had to step back from his simming in Theta Fleet.

The fleet is not going to be the same without his wit, his insight, and his ability to look at all sides of a situation. At the same time, we wish him all the best for a bright future. He will always be one of a kind.

# Task Force Treasures

## *USS Cavalier*

Have you ever thought about writing the life of a Starfleet cadet, but have a difficult time finding enough to do on a sim? You may just be in luck aboard the USS Cavalier, one of Theta Fleet's more recent sims. The Cavalier is a unique sim in that writers are tasked with creating a character that is a Starfleet cadet serving aboard a Steamrunner class starship, a cadet cruise that goes anything but planned.

Set in 2395 in Theta Fleet's Task Force 23, the USS Cavalier's plot will see the cadets aboard have overcome a crisis situation that causes them to have to step up and take charge. Will they be able to use their instincts and academy education to overcome the obstacles and challenges ahead? Find out by signing up for the USS Cavalier and etch your name into academy history as part of the crew.

## *USS Myogi*

The year is 2395, and the Federation teeters on the brink of chaos: Former Admiral Tanaka Miyahara has been stoking the flames of a smoldering fire that has been burning since the Dominion War concluded 20 years prior, and tensions are fast reaching a flashpoint:

Boldly standing in the breach is the New Orleans class USS Myogi; Miyahara's former command, now under the command of his executive officer, Commander Maho Takahashi. However, the Myogi has been understaffed since Miyahara was relieved of command and Takahashi instated, with multiple departments being improperly manned. Several officers have been screened but have proven to be not up for the challenge. But no officer, no matter how prepared, could possibly be ready for what's about to happen next.

The USS Myogi is an 18+ (222) Play-by-Nova Star Trek roleplaying game set in the year 2395. If complex political thrillers are your thing, consider checking us out, as we are still seeking several key positions, including:

- Third Officer' • Chief Medical Officer • Asst. Chief Counselor, and more!



# The Galley



**Featured dish:** Okonomiyaki お好み焼き (Savory Pancake)

**Food for Thought Factoid:** Now widely found throughout Japan, Okonomiyaki is often attributed as a regional dish of the Kansai region of Japan and is commonplace in Osaka and Hiroshima. The name loosely translates to 'grilled how you want' which makes this dish very customizable with ingredients.

**Recipe provided** by Raymond Dale (StarDuster)

## Common Ingredients

- 2 cups flour
- 1 cup [dashi broth](#) at room temperature
- 1 teaspoon salt
- 1 teaspoon baking powder
- 2 teaspoons sugar
- 1 pound cabbage, coarsely chopped (about 10 cups)
- 4 eggs
- 1/4 cup toasted sesame oil
- 8 ounces fresh pork belly, thinly sliced

## Toppings

- Okonomiyaki sauce (Otafuku is a common brand name, you may also find it called Japanese BBQ Sauce)
- Japanese mayonnaise (Kewpie is a good brand, but yes, you *can* use standard mayonnaise)
- Aonori (powdered nori seaweed)
- Dried, shaved bonito flakes (katsuobushi)
- Pickled red ginger

## Preparation & Cooking Instructions

1. To make the batter, mix together the flour, dashi, salt, baking powder, and sugar in a large bowl. Add the cabbage to the batter and mix well for at least 30 seconds, until all the cabbage is coated. Add the eggs and mix, lightly this time, for about 15 seconds, or until the eggs are just combined with the cabbage.
2. Preheat a nonstick or cast-iron skillet for at least 5 minutes on medium-low heat. Add 1 tablespoon of the sesame oil, making sure to coat the entire surface of the skillet. Cook the okonomiyaki in batches. Spoon the cabbage and batter mixture into the skillet to form a pancake about 6 inches in diameter and about 1 inch thick. Don't push down on the cabbage; you want a fluffy pancake. Gently lay about one-fourth of the pork belly slices on top of the pancake, trying not to overlap.
3. Cook the pancake for about 3 minutes. Use a long spatula (a fish spatula is ideal) to carefully flip the pancake, so the side with the pork belly is now facing down. Gently press down on the pancake with the spatula (don't push too hard, you don't want batter spilling from the sides). Cook for about 5 more minutes, then flip the pancake again, so the side with the pork belly is now facing up. (If the okonomiyaki comes apart when you flip it, don't worry; use a spatula to tuck any stray ingredients back into the pancake.) Cook for about 2 more minutes. When it's ready, the pancake should be lightly browned on both sides, the pork cooked through, and the cabbage inside tender.
4. Transfer the pancake to a plate, pork side up, and add the toppings. Squeeze about 1 tablespoon of okonomiyaki sauce onto the pancake, in long ribbons. Squeeze about 1 tablespoon of mayonnaise onto the pancake, also in long ribbons. Sprinkle about 1 tablespoon of aonori over the pancake. Sprinkle about 1 tablespoon of dried, shaved bonito over the pancake. (Add more or less of any topping, to taste.) Cut the pancake into quarters and serve immediately.
5. Repeat with the remaining 3 tablespoons oil and pancake batter.



# The Ready Room

**Reporter:** The USS Myogi as a sim is set in 2395, but you chose to go with a New Orleans class starship. What caused you to select the New Orleans?

**Michael:** The design looked cool? No, seriously! I love the fact that it's a mini-Galaxy (okay, micro-Galaxy if you consider the Nebula a "mini-Galaxy") with these sweeping nacelle pylons and Schwann Stabilo Boss highlighter marker mission pods: No, seriously; it's true! I wonder if they still make Stabilo Boss highlighter markers in the 24th century and some genius at Utopia Planitia took a look at one and was like "Yeah, why don't we scale this up like 1,000 times for the new ship design?"

**Reporter:** You and your brother both have sims now in the fleet. What got you interested in simming?

**Michael:** If you can believe it; the Google Images algorithm! To bring you and the readers up to speed; I like anime. One day, I was bored and decided to look up images on Google of a character from one of my favorite anime series, and I stumbled across an image of said character in a gold DS9/Nemesis uniform. I got curious and followed the link on the image to the sim the avatar was a part of (I think it was the Pathfinder if memory serves.) took a look around the sim, considered applying there, but decided against it and instead decided to further investigate Theta Fleet, since I noticed that Theta Fleet was in the site's URL and I believe it was mentioned in the site as well. Upon further investigation of the sims that were part of the fleet at the time, the USS Tokyo really stood out to me, and after further deliberation, I decided to pull the trigger and apply as Takeshi Nakazato; and the rest, as they say, is history!

**Reporter:** Do you have a favorite Star Trek series, and if so what about it really appeals to you as a fan?

**Michael:** I would probably have to say DS9 as far as that one goes: My folks really love that show, so naturally their bias towards it is going to rub off on me as their son. But, nostalgia aside, DS9 really stands out to me in that it provides a "reality check" to Roddenberry's utopia, and dabbles in issues not expected of a Star Trek series, including a whole war! Not to mention it tackles issues the original series only wished it could face more head-on. In addition, the series is host to some great episodes that can make you forget you're watching Star Trek. (edited)

**Reporter:** How about Captain? Sometimes, people will have a favorite Captain that is different from their favorite series.

**Michael:** I hate to disappoint, but I'd probably have to say Sisko is my favorite captain. He's just such an all around badass and I really love the sound of his voice for some reason (that's not supposed to be an innuendo or anything! Sorry to disappoint anyone with that mindset.) I am of the belief that they really couldn't have gotten anyone other than Avery Brooks to play the role the way he did.

**Reporter:** Commander Maho Takahashi. She's 28 and Human. What can you tell us about her character and the sort of Commanding Officer she is?

**Michael:** Well, she's married to the love of her life, the Myogi's 2XO, and she's pregnant with his child. Morning sickness has certainly not been kind to her. Yet despite all this, I've yet to find a CMO who wants to deal with a pregnant captain. I can't imagine why!

Recruiting plug aside, Maho was brought up on the principals of the Myogi's former Commanding Officer, Admiral Tanaka Miyahara; and the best way I can describe him is something of a Grand Admiral Thrawn/Donald Trump combo. Make of that what you will, but safe to say, Miyahara was a notoriously harsh officer. But Maho admired him because in her eyes, he knew how to get things done when and where other, more traditionally bureaucratic Admirals were afraid to, and to her; it is

very important that she carry on Miyahara's legacy. Even after her faith in the man gets shaken to its core, she still clings to the idea that this can't be the Miyahara she knows.

I suppose I should probably also mention that Maho has a chip on her shoulder concerning a certain captain of a certain Armitage class starship, and she believes that this individual holds part of the blame for events past and present.

**Reporter:** I suspect it is safe to say you are a fan of anime. Do you have a personal favorite anime series or manga?

**Michael:** Oh, you betcha: I could write a whole essay unto itself on why I love anime and manga, but if I had to name a personal favorite; there are two series that I can place above the rest, but not necessarily above each other; and those are Girls Und Panzer and Initial D. That's why the Myogi power couple is based on characters from both. And also, why I've been writing a crossover novel series based on both for years now.

I actually indirectly referenced Girls Und Panzer earlier when explaining how I got into simming: That character I was looking up images for on Google and I stumbled upon the avatar of? She's from Girls und Panzer; and her name is Anzu Kadotani, for anyone who is curious. That's also why my first character was Nakazato, because in the crossover novel series I'm writing, Anzu takes on Nakazato's role, which was what got me looking on Google in the first place.

Now, to sum up quickly why I like both of them and thus can't place one over another; for Girls und Panzer, it's... For the tanks and historical trivia: I do love me some good historical references, and all the beautiful waifus in it are totally just an added bonus! And as for Initial D, it's the spectacle of drifting and a teenager pushing a crap car to its limits and winning with it. Oh, and let's not forget the Eurobeat: Eurobeat is life, and it's seriously all I ever listen to anymore. I'm amazed I haven't gotten pulled over for Eurobeat-influenced speeding yet!

**Reporter:** If you aren't writing the Commanding Officer or Executive Officer, what is your favorite position to write for and why?

**Michael:** Okay, so I'll be level with you: I was originally going to say security and marines, as the roles typically involve the least babble, and it can be fun to do combat, but then the thought hit me that Flight Control and Fighters are fun to play as well, as they have to do with the flying of things, and it's always been my dream to become a commercial airline pilot. So, it's probably a tossup between those positions.

**Reporter:** Walk us through your character creation process. What goes into your creation of a character, how do you decide their name, personality, etc?

**Michael:** Okay, so if there's a sim I'm looking at joining, for an example, we'll say there's a security position open that I'm interested in filling, and I've checked out the sim and I like the concept and I'm ready to join, generally, I'll generally turn to my anime portfolio and think of a character that I'd like to envision in that role and play as, and I'll use that character as a starting point. From there, I'll inject bits of myself into the character's personality. When I create a character's hobbies and interests, I'll generally turn to the bios of my potential shipmates and give my potential character similar hobbies and interests to create possible talking points.

When creating a character based on an anime character; I'll generally try and keep the anime events in the character's past, and generally have the character joining Starfleet following the events, and I'll usually improvise a Starfleet career to earn the character a respectable rank.

When creating a character from the ground up (which, surprise, surprise, I have actually done) however, things get a bit more complicated, and I'll generally be working the whole character off a certain concept. For instance, on a Harry Potter sim I'm a part of, the character I applied with was a professor who was an Argentinian Falklands War veteran, who also happens to be a wizard. Likewise, on a Walking Dead sim I'm a part of, my character is based on an idea that I wanted to

have a police officer from my hometown in the Zombie Apocalypse of The Walking Dead; and I like to think that she's my most autobiographical character to date.

I'm also a believer in events in a character's past shaping who they are and how they behave, which is why if I want to get a character a certain way, I'll sometimes throw a traumatic event into their backstory. I try to be sparing in that respect, though; because I don't need too many Batman characters running around!

As an addendum; I've actually gotten in trouble for an anime-inspired character that was true to the source material, and sadly, I believe it's because some people don't understand anime, and that it comes from a different country with different values, and that they have trouble applying that context or they just flat out ignore it and impose their own context and values onto me and my characters, which is how I found out that it's sadly far easier to hate something you don't understand than to try and understand it.