



# *Ten Forward*

**The Theta Fleet Newsletter**

**Editors: Charlene Harmon & Raymond Dale**

## **Table of Contents**

- Cover
- Pg. 1 About US
- Pg. 2 Admiral's Office
- Pg. 3 Task Force Treasures
- Pg. 4 Task Force Treasures
- Pg. 5 The Galley
- Pg. 6 The Galley (cont.)
- Pg. 7 Ready Room
- Pg. 8 Ready Room (cont.)
- Pg. 9 Ready Room (cont.)
- Pg. 10 Ready Room (cont.)
- Pg. 11 The Lounge



October 2020 / issue 2

## THE OTHER SIM CHOICE

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.

## 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.



2018 Simming Prize Laureate



## From the Office of Admiral Kathryn Burke

### Director of Fleet Operations

Always Waiting For the Great Pumpkin

Few Admirals have as mysterious a history as Snu'Pi, the Chief Fleet Ops for Theta Fleet.

He is a cananoid who was born on Daisyhill 3 and raised on earth where he fell in love with World War I and II history. . He most closely resembles a bipedal beagle and spends his time flying a replica of a WWI Sopwith Camel. He especially likes to

fly it for Remembrance Day, special parades, and military anniversaries. On occasion, he will drop bags of candy with tiny parachutes for children.

No one really knows what he does for the fleet, as he rarely attends meetings, and when he does, he has to leave early. He was once caught unbuttoning his shirt as he ran out of a commanders meeting muttering something about having to save the day. The person who saw him swears he had some sort of undershirt with the letter U on it.

Besides flying, his hobbies include dancing, talking to birds, celebrating holidays, helping Santa, and following Will while he works on his train. He aspires to becoming a writer, but he can't get past "It was a dark and stormy night..."

He has been a part of Theta Fleet since shortly after Admiral Burke took command. When asked about his qualifications for the job, she smiles and says, "No one manages to get around the fleet as well as he does. Did you know he's managed to fly his plane at warp 5? We tried to find him to get a comment for this article, but he doesn't seem to be anywhere at all. Starfleet Command denies any knowledge of him or his actions. There is, however, a strange paw print on a photo of a masked humanoid named Underdog.

## From the Office of Recruitment & Community Engagement

- The [USS Crazy Horse](#) is seeking a qualified individual with technical prowess for Chief Engineer!
- Six time gold medalist in their former fleet, the [USS Standing Bear](#) needs a Chief Flight Controller
- The distinguished [USS Wolff](#) is looking for fresh blood to join the pack.
- Ready take a step up into command? [USS Missouri](#) is looking for an Executive Officer.
- Looking for a space station to call home? [Deep Space Five](#) has plenty of room.
- Set during the Earth-Romulan War, the [SS Ceres](#) needs you!
- The newest addition to Theta Fleet, [Doom of Demona](#) stands out.



## **Task Force Treasures**

### **Highlighted Sims of the Month**

#### **Task Force 23**

Deep Space Five Deep Space Five, a celestial II class space dock, is a city in space. On a direct line from Sol to edge of known space closest to the galactic core, DS5 was almost forgotten in terms of interstellar politics, until the event known as The Emergence, when an entire star system crossed realities, leaving DS5 the guardian of a new world, filled with doorways to other times, other places, and other realities.

Sounds like a good premise to start a sim on doesn't it? But no, this is but the latest in a long line of plot developments for a sim that has been in existence for at least fifteen years. DS5 has been running for so long that its origins have been lost as players and COs drop in and out. Whenever the game originally started, it was on yahoo groups, as a play by forum sim, by 2005. In 2008 it moved to SMS, and then in 2015 to the NOVA II platform. It was part of Obsidian Fleet originally and moved to Theta Fleet in 2018.

There has been at least four CO's and three players have been here for over ten years. However, we're a friendly group and over the years have made room for all sorts of characters, from bounty hunters, to archeologists, wronged Starfleet officers to Alien ambassadors. As a station sim we are reliant on trouble coming to us, so prefer to take proactive writers who create characters with active stories to tell.

Whilst we hold to a typical mission structure, it's not unusual to have several plot threads open at once, with other plots often being driven by players, such as recent trouble with a member world ceding from the federation and taking their dilithium sources with them; the symbiosis committee hunting a rogue symbiont that changes hosts on a regular basis; and a corrupt Starfleet Captain being brought down.

Our new mission is about to start; Cardassians are coming to take control of Pangaea's doors. War with the Union is coming!

## Area 51

Welcome, Gentle Beings to SB109, jewel of the Federation's outlying defenses. Here you can find work, if you like to bury yourself in that sort of thing, or you can find distractions without number, if that's what you want. We have more variation than many a planet, and plenty to do for everyone. I'm sure you understand that we can't tour the inner workings of Starfleet offices, but rest assured, they are here and functioning at full capacity to keep our city of more than 200,000 safe and enjoyable.

Our first stop on the tour is the Promenade. With over 100 decks of shopping, entertainment, and diplomatic embassies and consulates, you can find just about anything produced in the Federation, and many things from outside trading partners, as well. Food of all kinds, live entertainment, sports, holovids, you name it, we have it. See our ticket booth in the arrival hall for a tour of Promenade attractions.

If you're looking for a home away from home, we have plenty of options on SB109. There's Perry Gardens, for those on a limited budget, Tivoli Gardens for those with no limits, and a selection of apartments available in other areas. Throughout all the living areas, you'll find small shopping centers, entertainment and beautiful parks for the local citizens.

Speaking of Tivoli Gardens, here we are now. A river runs through it, including a waterfall! There are paddle boats, river boats, fishing, and many other habitats found here. We have a desert region, snow-capped hills, Olla Podrida Mall, vineyards and villas, as well as businesses and galactic corporations. Disney has a theme park and a major office building on one of the Tivoli Gardens decks. In fact, there is so much to see on those five decks, alone, there's a guided tour just for that!

Most species of Federation citizens are represented somewhere on the base, even if only by a few. Scattered around are enclaves of a variety of galactic citizens, from the Besm who modified two decks to suit their environmental needs, to Bajoran and other refugees who have several decks in the Brown Sector and Zodiac. Wonderful shopping opportunities there for unusual arts and products such as weavings and brass pots, but you might want to take a guide with you.

There's plenty to see and do. We hope you'll engage one of our guides or tours to help you make the most of your stay on Starbase 109!

## FROM THE GALLEY



Visiting the icy cliffs of Andoria? Stuck serving time on Rura Penthe? Warm your bones and keep your pointed ears from frosting with this unique Vulcan drink.

## Vulcan Mocha

by Azmaria Dei Post

As the weather cools, many turn to warmer drinks, and what better way to warm you in the cold reaches of space than a delicious Vulcan Mocha? According to Zephram Cochrane, they are the perfect cure for a hangover as well!

So, fire up that mocha pot, dig out that chocolate, replicate some cow juice, and make this nice morning beverage to wake you up. Replicate your own!

### SERVINGS

2 medium sized mochas for you and your T'hy'la.



### INGREDIENTS

- 1 cup brewed coffee, quite strong (extra dark or espresso is preferred)
- 1 cup milk
- 50g / 1.7oz chocolate pieces are preferred but I use organic powder)
- 50ml / 1.7oz boiling water
- 2 teaspoons sugar (optional, to taste)
- Chocolate flakes for garnish (optional)

## AZMARIA DEI POST

A recipient of Theta Fleet's Dedication Cross, TGCO of 51-A, CO of the USS Hera, and owner of Split World Alliance!

Need Sim hosting? Try the Split World Alliance. With our uptime and support, we've got you covered.

**Split Worlds** - We bring all worlds together.

**Accel Sims** - Writing at the speed of Imagination!

<https://split-world.com>



## DIRECTIONS:

Start by brewing your coffee - whatever type and method you want to use is fine. I tend to use a K-cup machine these days, but any method is fine.

Place the chocolate in a small bowl and cover with the boiling water. Stir well until the chocolate is completely melted into the water and no lumps remain.

Heat the milk gently in a small saucepan on the stove, until small bubbles appear around the edges. Remove it from the heat at this point - you do not want it to boil and burn. If desired, you can use a stick blender to froth the milk - this won't work as well a coffee machine but should still provide you with a bit of froth you can put on top of your mocha.

## ASSEMBLE:

In a medium sized mug or coffee cup, pour in half your coffee (it should come up about halfway up your cup) and then half the chocolate mix. Stir together. Pour in the milk until it reaches the top of the cup. If desired, add a teaspoon of sugar and stir in.

Spoon your milk froth over the top and use a microplane or small grater to grate chocolate flakes over the top of your mocha. Enjoy while still very hot, so you can get on with the business of establishing interplanetary relationships.

## ABOUT THE STATION

Established in 2005, Deep Space Five is a fine example of excellence in creativity and longevity. Joining Theta Fleet in 2018 and under the seasoned command of Notty, DS5 offers writers an abundance of opportunities and creative avenues!

**Site:** <https://ds5.simmetry.net>

**Discord:** <https://discord.gg/SxAC3nE>

---

### From Crew to Station Commander

An Exclusive Interview with the woman behind the voice that should do a thousand audio books, DS5's CO, Notty.

*"Can you see me? Oh, now be honest, Captain, warrior to warrior. You do prefer it this way, don't you, as it was meant to be? No peace in our time. 'Once more unto the breach, dear friends.'"* – General Chang

**Reporter:** I think it is fair to say that you are a very familiar person around Theta Fleet. So, tell us about yourself a bit and how long you have been simming and what would you say got you started in it?

**Notty:** Well, I started simming in 2010, just before my eldest was born, but I've been writing since I was old enough to hold a pen and roleplaying since my time at university, which was some time ago. I got started because one of my regular roleplaying friends was playing in my Star Wars campaign, and he missed a few sessions, so we tried doing them over email.

I said I really enjoyed it as it allowed lots more in-depth character stuff at which point he revealed to me that he did Star Trek simming, and was playing in the game called Deep Space Five, and that I would really like it. So, I did join and I did like it.

**Reporter:** So, you were part of the crew to begin with and have worked your way up into the Captain's seat? Tell us a bit about that journey.

**Notty:** Actually, I am either the third or fourth different Commanding Officer of DS5. I took over only a few years ago, September of 2015 when the both the CO and XO left at the same time. I was only the Second Officer at the time, and that character was just an NPC.

**Reporter:** That is a remarkable turn of events having the CO and XO leave and taking a seat behind the Station Commander's desk. Let's talk about that a bit. Historically, Star Trek has always had women involved whether people publicly knew it or not. Pioneers like Dorothy Fontana, Anne Crispin, & Jean Kalogridis were involved with Trek on screen or wrote novels.



---

These women used pen names or pseudonyms at the time to mask their identities in the realm of Science Fiction given the times and it being a male dominated industry and market. Melinda Snodgrass got involved rather openly in the second season of *The Next Generation* and stayed with the show for a short while.

It has been alluded by some that the broader gaming community and more specifically the simming community is heavily male dominated and lacks female representation. As a woman in this community, do you agree and what has your experience been like?

**Notty:** Firstly, I am going to reject your premise and interject a bit.

**Reporter:** That is fair. Please, do and provide us with some more insight.

**Notty:** So, whilst in terms of overall players there *may* be a preponderance of male players when it comes to organising and community creation; women are much more represented. This is true of LARP, at least in the UK (I referee for one of the biggest UKLARPs in years when we are not all hiding from the plague).

I have found the same is true for Simming. We did a quick survey of Theta Fleet COs a few months ago, and females COs marginally outnumber male ones, both out of character and in character.

**Reporter:** So, would you say that the demographics have changed or has the expectations of who a simmer is changed?

**Notty:** I would not like to say. Personally, I must admit that with the anonymity of the internet, I have an advantage. At least until you get to know me or hear my voice as my name is reasonable gender indeterminate as opposed to simmers named Dorothy, Charlotte, or Alice. DS5 is presently male dominated; however, that has not always been the case. A few years ago it was even, and another sim that I am on is female dominated in terms of demographics.

**Reporter:** That is understandable and relatable. The USS *Standing Bear*, another sim in Theta Fleet is comprised of approximately 70% of female writers.

**Notty:** I suspect that the simming community has ebbs and flows, but I would not be surprised if it actually turns out to be female dominated, at least by a small margin, due to the nature of fan fiction and fandom, and the ever increasing proportion of female representation in broader roleplaying.

**Reporter:** So, coincidentally, my previous interviewee is a CO with a joined Trill character. Yours, however, is Maritza Soran and she is not joined. Why did you choose a Trill who was not joined, and what makes them different from say a Human?

**Notty:** I have a general allergy to joined Trill as playable characters. With only a handful of notable exceptions, they tend to be written as know it all power gm-ed munchkins. I wanted to play against that type when I first created Maritza (which was for a different sim, now defunct. She was never originally meant for DS5), so I went with the polar opposite, an non-joined trill, because it was not seen very often.

As for what sets a not joined Trill apart from humans? Much the same thing that sets any of the aliens with minimal prosthetics (Vulcans, Bajoran, Betazoids). It is their culture. Like most of them we have only a few hints about what they are like. Then, I started thinking about joining as a cultural phenomenon, and the more I thought about it, the more I was struck by the elitism involved and wanted to explore that more. Why is joining so prized? What value is long memory for once you invent writing? Given how few symbionts are available, what sort of damage are they doing to themselves psychologically as a culture when some of the best and most brilliant minds are written off as unsuitable?

I also wonder how joining actually was started. Have you seen what a symbiont looks like? What Trill decided sticking that inside a rather personal body cavity was a good idea?

**Reporter:** Inquiring minds want to know...

**Reporter:** So, from Pike and Kirk to Janeway and Georgiou, there have been several Star Trek shows and films over the years, meaning a plethora of characters including several captains. Which captain is your personal favorite and why do they stand out to you?

**Notty:** To be fair, I do not really think I have a favorite among the traditional Captains of the series; however, does General Chang count?

**Reporter:** Certainly! It is an out of the box pick, but let us hear it...why may I ask, Chang?

**Notty:** I have a bad guy fetish.

**Reporter:** Oh? Go on?

**Notty:** Chang was both clever with his plot, and clearly having fun. He was not po faced like the Romulans, and even many of his honour addicted fellow Klingons. I have a soft spot for Khan as well, for largely the same reason. At least the original Khan did. As much as I love Benedict Cumberbatch, his Khan was not having any fun at all. As for other characters, I'm always interested in those who have a good conflict in them, a challenge that their skills don't prepare them for, So Kirk is boring, but Data is interesting. Early Troi is boring, but Nog is interesting (I do like his character arc). B'Elanna (and most of the maquis) were interesting, but the dedicated fleters on Voyager were boring.

**Reporter:** You are in a somewhat of a unique position as a CO and Game Manager because you chose to run a station-based simm, Deep Space 5. What makes running a station-based simm different then a ship-based one?

**Notty:** The major challenge is that trouble has to come to you. It is hard for you go out and find trouble. On a ship it is easy to go to new and exciting places for new adventures. On a station it must be feasible that danger reaches out, or otherwise finds its way to you.

But it is also an advantage the more nomadic games do not have. As you see in say, TNG vs DS9, your lore builds up, you cannot run from consequences as they can always come back to find you, and you can take time developing and dropping hints that is a lot harder on a more peripatetic base of operations. We have a number of plot threads and devices that have hung around for years, and a couple of slow boil situations that have built over a number of missions, such as the declining diplomatic relations with Cardassia, which are about to go very sideways.

**Reporter:** What specifically about DS5 separates you from the pack, makes you stand out from any other station-based sims in Theta Fleet or any other fleet out there?

**Notty:** I know a lot of sims can say this, but: A fairly hardcore concentration on characters that can be written over years, a desire to use back story in main plot, and giving people room to develop characters choices and consequences. However, what truly makes DS5 stand out is an example of our current plans.

**Reporter:** What are those?

**Notty:** We are about to go to full scale Interstellar war with the Cardassians. This is not a CO imposed plot, it's something that has been developed out of the actions and reactions of our writers and their characters over probably the last five years. That is largely what drives us. The characters are not in any way interchangeable with any other say, Chief of Security or Head of Engineering, because they get built into the lore more than other games I would say.

**Reporter:** I would say it is safe to say that essentially what makes DS5 stand out is the heart and soul of DS5 from the leadership to the writers involved as crew, the sense of family and unity.

**Reporter:** In the vein of October, how about we end this with something a little light-hearted? If you were any sort of candy or candy bar, which would you be and why?

**Notty:** Hmm...that's a good one. There are so many to choose from. I think I'm going to say I'm a bit like a stick of rock. First impression is that I'm hard and brittle, but lick me hard enough, and I just melt...

**Reporter:** Thank you for taking the time to conduct this interview with me.

**Notty:** Of course! Anytime If you ever need anything, give me a shout.

---



## Uhura's Song: Beauty, Grace, and Fond Memories

"...Uhura was far more than an intergalactic telephone operator...a linguistics scholar and a top graduate of Starfleet Academy, she was a protégée of Mr. Spock, whom she admired for his daring, his intelligence, his stoicism, and especially his logic." – **Nichelle Nichols, *Beyond Uhura: Star Trek and Other Memories***

*I was a child of the 1990s, born on the tail end of the 80s and started on Star Trek before I could walk or talk, propped up on my dad's lap as an infant, and as a toddler, sharing popcorn while The Next Generation and Deep Space Nine were on. It began my love for Star Trek, but my voyages did not end there. I watched it all and I dove into the Original Series, the Animated Series, and the Movie era. One character that always spoke to me personally was Uhura. Partially because Nichelle Nichols is statuesque, but also because even with a character that did not have too many lines each episode, Lieutenant Uhura had presence.*

– Forward by Raymond D. (CO, USS Standing Bear & USS Musashi | XO, USS Crazy Horse)

Lieutenant Nyota Uhura, played by the talented Nichelle Nichols, changed the face of what it meant to be a black actress in the 1960's. Her character Uhura was strong, smart, and was not only a lieutenant but a bridge officer as well – something unheard of in that era of television. Uhura's technical and communication skills rivaled most, and I feel it was officers like her that paved the way for what we know as an Operations Manager. Even though she was considered second fiddle to the main stars of Star Trek, she had a presence on-screen that was commanding. She out-ranked the other female reoccurring characters, and she was no damsel in distress. She never needed to be saved and she wielded a phaser just as good as Captain Kirk.

What has she meant to me as a Trekkie? She meant more to me than most can ever imagine. I saw a strong female character that paved the way for characters like Dr. Beverly Crusher, Lieutenant Tasha Yar, Lt. Commander Jadzia Dax, and of course, Captain Kathryn Janeway and Lieutenant B'Elanna Torres. So many of us who were deemed different, or played second fiddle, saw ourselves in Uhura. We were smart, we were strong, yet somehow, we were cast off into the background (or in my case shoved into lockers). Uhura showed us that we could be more, that we could be anything we wanted in life. We could be engineers, linguistic specialists, pilots, scientists, or astronomers.

Lieutenant Uhura was no James T. Kirk or Spock, but guess what, she did not need to be. Uhura was her own person, she could run with the best of the males in Starfleet who vied for the center seat. Uhura was devoted to Starfleet, she was a kind and compassionate officer and human being. She felt things that her male counterparts seemed to have missed about those they encountered, which made her perceptive, but a good leader as well. Uhura embodied all that was what Gene Roddenberry saw as a humanity at its best and so many Starfleet officers that came after her could look to her for what Starfleet and the Federation truly stood for...

Peaceful exploration. Curiosity. Compassion.

Article by – Ezra H. (Chief Science Officer, USS Crazy Horse)