



Status of The Newsletter

After some time away, I wanted to take a moment to reconnect and share a brief update. This newsletter has always been a personal project of mine, something I've taken pride in shaping and sharing with you. From September 2020 through 2022, it found a steady rhythm as a monthly publication. Since then, however, life and work commitments have made it increasingly difficult to maintain that consistency.

In 2024, there was a renewed effort to bring it back on a quarterly basis. While that goal was well-intentioned, we ultimately only managed to publish two issues. I had hoped that over time, others might step in to help carry it forward, but it's become clear that, for now, this remains something I need to own and guide myself. I'm recommitting to this for 2026 with quarterly releases. Thank you for your patience.

- Ray (StarDuster)

State of the Fleet

As of the end of June 2026, Theta Fleet is home to 54 simulations and games in various stages of development and operation. While many are fully active, several are still preparing for recruitment, and a number of applications remain under review by Fleet Administration for possible admission into the fleet. There are a few currently evaluating going on hiatus or repackaging. It is encouraging to see continued interest from new and prospective members who wish to become part of our growing community. We wish them continued success on their writing endeavors.

This year also marked the successful completion of Theta Fleet's organizational restructuring. Our fleet now operates under three distinct task forces: Task Force 23, Task Force 42, and Task Force 51. At present, the majority of our simulations are assigned to Task Force 51, though we are excited to see continued expansion within Task Forces 23 and 42 in the months ahead.

This Volume

State of Theta Fleet **P.1**

The Lounge **P.2 – P.3**

Fleet Operations **P.4**

Command Staff & Support **P.5**

From the Admiral's Desk **P.6**

The Galley **P.7**

Community Connections



About

Charlene "Charlie" Harmon



Admiral Kathryn Burke
Fleet Commander

Charlie was born and (mostly) raised in Utah.

She has a BA in English Teaching and Spanish with a minor in History.

Her husband likes to tell people he made her graduate because he went into Marine Boot Camp shortly after they got engaged and she had to graduate to go with him when he got his first station.

She is a lifetime book lover. Most of the walls in her home have bookshelves on them. She mostly reads fantasy and cozy mysteries.

She also has a degenerative eye disease and was legally blind by the time she became a teenager. Now she is "mostly blind" and listens to a lot of audiobooks. She still collects print books—although she hasn't been able to read them for over 20 years—and loves to give signed books to friends for Christmas.

She's been a sci-fi and fantasy fan for as long as she can remember. She watched the original Star Trek in syndication, the original Battlestar: Galactica, Wonder Woman, Batman, Dr. Who, and Red Dwarf, and many, many more.



The Lounge: Getting to know the faces of the fleet

An Interview with Kat Von Koenig, long-time writer and Theta Fleet member.

Reporter: Do you have a favorite character of yours in your simming that you used to write or are currently writing for and why are they a favorite of yours?

Kat: OH MY GODS could you have started this with a more difficult question. I love all my characters but okay if I had to pick I have three that stand out as equally being my favourite.

Sabastian Walker - USS Arcadia: To be honest he was supposed to be an NPC that I sometimes use to advance the storyline of my PC but for some reason I became attached to him more so then my PC. I found that he stole the show. When Sab came into the picture all my other characters just became annoyances to me. Sab was it. I guess because he's a character that loved so innocently and was betrayed so much by the people who supposedly loved him but he always bounced back. He's changed and scared by his pain but he just comes back and somehow maintains that innocent spirit.

Xavier, USS Ontario: I love him so much because he's unapologetically himself. Even if others see him as strange and funny or just weird he

examines that and just shrugs and says, "Meh, I'm me." This is something that I personally find hard in RL. Like Xavier I am on a journey of the self so it's nice to write a character who is on a path to self discovery. He's this loud half Vulcan and half Romulan and he accepts both sides and uses both his cold, distant, logical side and his passionate emotion filled Romulan side. There are times when he feels out of balance but he works with it. His personality is so multifaceted and fun to write.

Then there is an old character I played on a sim long ago that is no longer active. Axel Pelkaat. Half Cardassian, Half Bajoran, raised on Vulcan in a monastery. He was the character that stayed with me the most. I would bring him back if I could find a place for him. He was someone from whom I learned a lot about crafting characters and I think the character that I like the most. I played him about 18 years ago and I still read his bio and story arc every month just cause he made such an impression on me. In fact all my characters from Soral, to Xavier, to Sabastian, Fang, Zai, Poe, Del they are all blossoms from the Axel tree.

Reporter: Are there any characters that you are a fan of in simming that you don't write that you enjoy reading or admire?

Kat: I've been so lucky to write with amazing writers. I think that currently there are two that stand out. On the Ontario Doc Marcus is so fascinating to me to read. I wish he did more personal log posts because he's just bloody amazing. He writes his grumpy character so well! I think that his writing is really inspiring.

Also on the Arcadia there used to be a character called Adrianna and that writer, Scarlet, just blew my mind. Her storylines were so interesting and I think she was one of the writers who truly put their characters through a lot of story wise some things believable and some so not believable that they were believable if that makes sense. She wrote family dynamics so well and her characters had accents and spoke another language it was just fascinating to watch her write Adrianna's humour and interactions. I miss reading her stuff.

She writes poetry and short stories and has been published in a number of anthologies and magazines. She is also working on longer fiction. Her father was a clinical psychologist and interviewed several serial killers. She publishes his five True Crime books. As hobbies, Charlie spent 30 years helping to organize and run science fiction, fantasy, and horror conventions and a decade acting in community theatre. She didn't start Theta Fleet, but she was on two of the three ships that did. Less than a month later, she became the Deputy Commander while the commander was at sea with the Canadian military for most of the year. Jordan stepped down in June of 2011 as his military duty prevented him from having time for simming. She's still here.

Reporter: Outside of simming, are there any particular books or authors that you enjoy or that have influenced you as a writer?

Kat: Well if I had to pick authors who I would never miss a book from and who are inspirations to me I would say. Jay Kristoff, JJ Mulder, Jae, Ashley Herring Blake, Sabrina Bowen (only her hockey romances), Lynn Burke and Rachel Reid. To highlight a few:

Jay Kristoff (somewhat controversial) but the writer is amazing. He paints with his words, the description, the fantasy elements, the twists in the stories and his humour is absolutely devastating and funny. He was so meta that he made fun of himself as an author in the footnotes of a fantasy book he wrote (A trilogy that I took three days off work to read. The books were like 600 pages + each and I swear for three days I ate, drank coffee, and read and I had like 0 hours of sleep. The books were that good.)

In terms of character development I was most influenced by Jae along with JJ Mulder, Lynn Burke, Sandra Bowen and Ashley Herring Blake all of whom are the queens of character development and emotional stories that just make you ugly cry, laugh, sigh, bite your nails on a non stop basis and some times all at the same time.

I tend to like books that have morally grey characters that create these antihero stories, villain redemption arcs, and that just leave you changed in the best possible ways.

Reporter: In Star Trek, do you have any characters that you are a huge fan of for any reason?

Kat: *TOS* - Spock (forever will be the character I most relate to) and McCoy;
TNG - Data and Worf;
DS9 - Dax, Kira, Garak, Bashir, Gul Dukat, Legate Damar, Quark (Yes I love me some morally grey characters);
Enterprise: T'Pol, Malcolm;
Discovery - The Romulan Warrior Nuns, Philippa Georgiou the empress of course not the captain, Dr. Hugh Culber, Commander Jett Reno, Commander Paul Stamets, Spock;
Strange New Worlds - Captain Pike Yes, I know. I left out Picard and Voyager...cause no...just no. I accept the hate for saying that but yeah no.

Reporter: What got you into simming or collaborative writing?

Kat: I was starting university, loved Star Trek, was going through a rough time and writing just helped me get through it all.

Reporter: Are there any types of characters that you find most challenging for you to write?

Kat: My favorite ones, Anti-heros. I just love reading stories with strong Villain redemption arcs but I have trouble writing them. I had Zai on USS Arcadia and I totally failed at that one.

Reporter: Do you have a favorite genre or sub-genre that you like writing?

Kat: Poetry Fantasy/Sci Fi, Romance. I'm partial to Hockey Romances what can I say?

Reporter: Do you have a favorite story arc, sim, or post that you wrote or were a part of?

Kat: I just love any of the story lines on the sims. Even if my character isn't a part of it I love to read all the different stories. I think that maybe one I found fun to play was XO Soral on the USS Standing Bear. Stoic Vulcan / Intergalactic Hussy who seemed to have kids on every planet. I just...He was so fun to write and one of those characters that you're like really? Seriously? How the heck did he get himself into that?! I was asking that and I wrote the man!

Reporter: A lot of writers in simming eventually seek to start their own game as a CO, but you've always stuck to writing on sims, being the XO, or part of an administrative team. Do you prefer supportive positions?

Kat: I will never (EMPHATICALLY) be a CO. I am just not cut out for it. I love to be a supportive player who causes headaches IC and sometimes OOC for the CO. I spend a lot of time causing my characters grief and writing them in and out of all sorts of zany adventures. Also, I don't think I could do all the things a CO does and I'm lazy to learn the website coding system. Too old for that. My ambition is not for command but for becoming a better writer.

Reporter: What advice would you have for someone that is just starting out or is new to this kind of collaborative writing?

Kat: Keep writing. It takes time to find your voice. It evolves. Give yourself grace when blocked. When you write with others learn to let go. Compromise is key. Learn from every writer you encounter. Simming shouldn't be about drama. Find a good group, stick with them. Sims can become a second family.



Fleet Operations

TASK FORCE CO: Stuart

Oh My! If you love trekking through the old times alongside the NX-01 through the NCC-1701-E then you may want to look into joining a sim that is part of Task Force 23 where our "legacy" Trek of the Roddenberry-Berman era games exist.



TASK FORCE CO: Kat

The continuing mission to explore strange new worlds and seek out new life and new civilizations of the 2390s and beyond the stars. Join a sim in Task Force 42 where the torch is passed onto new Captains as they carve out their own future.



TASK FORCE CO: Howie

Why use two nacelles when you can have three? Activate the cloaking device or use *Wingardium Leviosa!* Task Force 51 is for Star Trek sims rooted in "New Trek" or tied to Star Trek Online. You'll also find sims a little outside of the box and non-Star Trek.



Task Forces

TF-23

Nothing too new here in Task Force 23, our "Legacy" wing of Theta Fleet Operations where old school classic Star Trek still is seeking out new life and new civilizations from years past. We market it as the 'Roddenberry-Berman universe' because the sims placed here are All Star Trek sims and root themselves in periods ranging from *Enterprise* to *Star Trek: Nemesis*, and slightly over.

TF-42

Brushing off the dust is Task Force 42 which previously existed years ago before being dissolved and shelved. With its resurrection, this Task Force is home to sims that pay homage to classic "Roddenberry-Berman" Star Trek, but who's adventures are set in the 2390s and beyond, but have carved their own paths and do not reflect the new era of Star Trek television. They take a Neo-Traditional approach.

TF-51

Previously known as Area 51, this Task Force is home to creative sims rooted in the "Abrams-Kurtzman" films, television series', and is home for Star Trek Online and Non-Star Trek sims. This Task Force is for the Avant-garde explorers operating in a new starscape that may include the hobus incident or the burn.

New to the Fleet

USS Eventide

Theta Fleet is pleased to announce the upcoming opening of recruitment for the **USS Eventide**, a **Bonaventure-class** starship joining **Task Force 23**. Set in the years following *Star Trek: Enterprise*, the simulation will focus on exploration at the dawn of the Federation, sending its crew into the unknown of space to uncover ancient mysteries, encounter new civilizations. If you're looking for a character-driven adventure, don't miss out!





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 levelheadedness in order to collect information, examine evidence, and make a determination 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.

Contact Information:

Email: bolgoz@yahoo.com

Discord: [vozvanhelsing](#)

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 prior to that. All day to day operations of the fleet is 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 often 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, Kat, and Stuart are our Task Force Commanding Officers and are the faces of 23, 42, and 51 respectively. They each have years of experience between them. Their primary focus is being a wealth of knowledge for game managers to tap. They each oversee several Task Group COs and help offering suggestions and recommendations to Fleet Command. Kat was recently promoted to Task Force Commanding Officer officially as of this 'printing' of the newsletter.

• Fleet Resource Specialist(s)

An auxiliary support position, these are experts in creating wacky and vibrant characters and knowledgeable in coding with the ins and outs of Nova, they are here to provide game managers with someone to assist them when they need assistance in their respective areas of expertise.

At this time, we are asking everyone to kindly seek guidance and advice from fellow COs, your TGCOs, TFCOs, and the Deputy Commanders or Fleet Commander as our Fleet Resource Specialist is busy with personal matters.

	Email Address	Discord
Charlie	Kathryn.burke@thetafleet.net	_ninjaduck
Ray	stardustercreative@gmail.com	starduster89
Ieuan	ieuanrhysphillips@googlemail.com	cymru_nerdery
Howie	malkfan@gmail.com	hadirpreнар
Kat	Katslingsby@yahoo.com	fussmedammyou
Stuart	stuartcollis@gmail.com	stuartcollis



**From the Office of Vice Admiral Veruka Kitan
aka StarDuster
Senior Deputy Commander of Theta Fleet**

Dear Theta Fleet Community,

I am writing this personally as someone who enjoys collaborative writing, loves to read, and who has spent over a decade in Higher Education as an Instructor for Composition and Literature courses at various universities. I am taking this section of the Newsletter to address a generated elephant in this (and many) rooms: Artificial Intelligence (AI) in the form of easily accessible software and programs such as ChatGPT.

In the university setting, it has become a pervasive problem for my colleagues and myself. It has always been an uphill battle to get our students to do the assigned reading, and though for years we've battled the access of students buying papers and essays online or paying someone else to type them. Now though? Now, we have the issue of students just putting a simple prompt into one of these AI generators and it spitting out an essay or paper on whatever topic. The problem being what gets generated is not their ideas, not their creativity, and simply not their work. In many cases, it is very "surface level" without true analysis.

This problem has entered the world of writing, be that professional literature, hobbies like writing FanFiction, or collaborative writing such as simming. We're finding "Authors" making money off of published work that they generated almost entirely with AI. People are also going on sites for FanFiction and just generating stories by the dozens, having barely written any of it themselves. The same goes for simming. There have been 'writers' who just copy whatever has been going on in a post and ask AI to generate a response for them as their character. Then, they just paste it and save it. Tag answered. Post on its way to being completed. When someone chooses to do this, they are not engaging in collaborative writing.

We encourage everyone to revisit our rules and guidelines from time to time to ensure they remain familiar with any revisions or clarifications that have been made. Specifically, have a look at [our AI Policy](#). We recognize that AI can be an excellent resource when used appropriately. It can help brainstorm ideas, organize character notes, assist with mission planning, or even create character avatars and other visual assets. However, the heart of our community has always been collaborative storytelling between real people. Theta Fleet expects every member to write their own content rather than relying on AI to generate it. Writing together is more than producing words on a page; it is about challenging one another creatively, developing as writers, and building stories through genuine human collaboration. While this is a hobby and intended to be fun, it is one we believe is improved by the unique voice and imagination each writer brings to the table rather than what software and programs with algorithms can generate.

The Galley



Potato Leek Soup by Jennifer Segal

Ingredients:

- 3 tablespoons unsalted butter
- 4 large leeks, white and light green parts only, roughly chopped (about 5 cups)
 - 3 cloves garlic, peeled and smashed
- 2 lb Yukon Gold potatoes, peeled and roughly chopped into ½-in (13-cm) pieces
 - 7 cups chicken or vegetable broth
 - 2 bay leaves
 - 3 sprigs fresh thyme
 - 1 teaspoon salt
 - ¼ teaspoon freshly ground black pepper
 - 1 cup heavy cream
 - Chives finely chopped, for garnish

Instructions:

1. Melt the butter over medium heat in a large soup pot. Add the leeks and garlic and cook, stirring regularly, until soft and wilted, about 10 minutes. Adjust the heat as necessary so as not to brown.
2. Add the potatoes, broth, bay leaves, thyme, salt and pepper to pot and bring to a boil. Cover and turn the heat down to low. Simmer for 15 minutes, or until the potatoes are very soft.
3. Fish out the thyme sprig and bay leaves, then purée the soup with a hand-held immersion blender until smooth. (Alternatively, use a standard blender to purée the soup in batches; see note.) Add the heavy cream and bring to a simmer. Taste and adjust seasoning with salt and pepper. If soup is too thin, simmer until thickened. If it's too thick, add water or stock to thin it out. Garnish with fresh herbs if desired.

Notes:

If using a standard blender to purée the soup, be sure not to fill the jar more than halfway; leave the hole in the lid open and cover loosely with a dishtowel to allow the heat to escape; and pour blended soup into a clean pot.

Freezing Instructions: The soup can be frozen, without the cream, for up to 3 months. Defrost the soup in the refrigerator for 12 hours and then reheat it on the stovetop over medium heat until hot. Once heated through, add the cream and bring to a simmer before serving.