

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 we look ahead to this year, Theta Fleet approaches an exciting milestone! Our 17th anniversary (founded December 10th, 2009). Seventeen years is no small feat for any simming community, and in true Star Trek fashion, that practically means we're old enough to pilot a shuttlecraft (with proper clearance, of course).

Over the years, Theta Fleet has grown, adapted, and modernized, embracing new ideas and platforms while staying firmly rooted in what has always mattered most: fostering a welcoming, supportive, and collaborative environment for all who choose to write and create with us. That commitment remains unwavering, and it continues to define who we are as a fleet.

Our longevity is no accident. It's a testament to the strength, resilience, and consistency of this community. Theta Fleet has endured not because of the administration, but because of all of you. We appreciate your continued support as we navigate the future together for many years to come.

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THETA FLEET
FOUNDED DEC. 10, 2009

About Iuean Phillips



Rear Admiral Curzon Bennett
Deputy Commander

A native of Wales, Iuean is a longtime and passionate fan of Star Trek with a particular fondness for *Enterprise* and *Deep Space Nine*.

Among his favorite episodes are “Far Beyond the Stars” and the spirited “Take Me Out to the Holosuites,” both of which reflect his appreciation for character-driven storytelling and thoughtful themes. Outside of Star Trek, Iuean enjoys assembling model planes, a hobby that speaks to his patience, precision, and eye for detail which is often reflected in his writing.

Within the Theta Fleet simming community, Iuean serves as the Commanding Officer of the USS Hecate and currently holds the role of junior Deputy Commander of the fleet. His leadership is built on years of dedication,



The Lounge: Getting to know the faces of the fleet

A Casual Interview with our
Newest Task Force
Commanding Officer, Jamie
Slingsby (Mimi).

Reporter: So, you're back in the hot seat, Jamie. It was the very first newsletter I did for Theta Fleet in September 2020 that I first interviewed you. How are you doing?

Jamie: Well, I recently turned 34 and I've never felt so old before. If anyone has seen me discussing it on the fleet discord they'll know I've had a recurring back problem for many years now and an issue with one of my feet is driving me absolutely nuts but I'm alive, still have all my marbles, and can still do the things I want to do even if it takes a bit longer to recover afterwards now.

Reporter: Speaking of longevity, Jamie. Let's talk about your sim, the USS Wolff. Back in our 2020 interview, you were about two years into being its CO after taking over for Drew.

You're still going strong with the Wolff. You've had several XOs over the years too. I remember Azmaria, Kim Finney, myself for a bit, and now you have Anne. Tell us more about that journey and the longevity.

Jamie: That first year was tough, but I had a distinct advantage in that the majority of the writers that were originally on the Wolff before I took over. They decided to resume playing their characters so I could mostly get straight into writing the first mission without having to do too much recruiting and introductory posts.

Now I'm in my 9th year as the CO of the Wolff. There have been ups and downs of course, and long periods where my interest in writing dropped to basically nothing. It had me feeling at times like I didn't want to do it anymore but I gradually worked my way back into it with a lot of help from the more recent of the XOs I've had.

My XOs have been people I've written with before on other sims or had been recommended by someone I've written with before and trust enough to make those recommendation. They've been my rocks, confidants and sometimes the only thing keeping me going as a writer and a CO.

Reporter: I think that truly embodies what Theta Fleet is, Jamie. We help one another out in this community. You and the Wolff have been through a lot. Can you tell us about a favorite mission or plot going on there?

Jamie: The Wolff has a recurring story that began when I first took over the sim from its original Co, a group of mercenaries have been attacking ships and stations, stealing oddly specific items and otherwise causing trouble around the local area.

They had attacked a small research station and stolen some prototype sensor equipment, we arrived too late to stop the hostile ships but one remained disabled nearby a great firefight was had between the mercenaries and the ships security team.

Eventually we found out where the ships had come from and attacked a base built into a rather large asteroid, we were winning until the mercenaries decided to blow up the entire asteroid trying to kill us.

including prior service as Task Force Commanding Officer for Task Force 42.

An avid reader and writer, Ieuan has devoted much of his creative energy to storytelling within Theta Fleet since its founding, helping shape the community through his consistent contributions and passion for collaborative writing.

Reporter: Ah yea, and you have in the past several months gained a recurring 'face' involved with these mercenaries, but his identity has been mostly unknown, an individual behind a mask. How is that going for you?

Jamie: Yes, he gave us quite the fight but we eventually sent him running with his tail between his legs. Whether he dares show up again is another question entirely.

He may hide himself behind a mask but one day we will find out just who he is, and why he's working with these mercenaries.

Hopefully Starfleet intelligence will get us that information before we have to search out the answers ourselves.

Reporter: Good luck. Masked adversaries always make for interesting reveals.

Reporter: You've been involved in Theta Fleet for sometime now. In July of 2022 I remember we promoted you to a Task Group Commanding Officer in Area 51, taking over for Azmaria.

Now, pretty exciting to say its almost April 2026 and you've been promoted again. Task Force Commanding Officer of Task Force 42. What were your thoughts on that?

Jamie: I was very surprised and a bit drunk when Charlie contacted me to ask me about becoming a TFCO.

I didn't really know what to say at the time... that I had been recommended and was pretty much unanimously approved.

It was great to hear that part of it was because I'm seen as 'nice person' within Theta Fleet who doesn't cause trouble, and who regularly hangs around in the chat and can be a 'good face' for the fleet. Was nice to hear and I hope I can keep that up.

Reporter: I am sure that you will keep that up. You would not have been offered that position if Fleet Administration had any hesitation. You embody the fleet well.

Reporter: The interesting thing about TF 42 is a lot of people in Theta Fleet don't remember or may not even realize, its not exactly new. We're bringing TF 42 out of the mothballs. We used to have it before my time in the fleet. Ieuan was the TFCO back then.

Reporter: So, all these years in Theta Fleet with Wolff, what is it about this Fleet that has kept you and the Wolff here?

Jamie: I joined Theta Fleet a few years before a considerable amount of drama kicked off with several of the other fleets leading to a massive upheaval in the simming community, to my knowledge Theta Fleet has never had any drama in the years I've been around.

I've also seen some of the interesting conditions some other fleets require of their members. Theta has none of those, it's a very relaxed friendly environment, and simple.

Reporter: I think you said in the past Drew had been CO of Wolff for about 10 years when you took over. You're getting closer to that mark yourself, and notably the Wolff was a winner in the 2020 Tournament of Sims.

What advice do you have for some of the newer COs or Sims still getting started that are experiencing growing pains?

Jamie: If you're part of a fleet make good use of the available resources and don't be afraid to ask questions chances are someone has been through the same situation as you have before and can help you through it, I'd recommend using discord or similar and set up a server for your sim, being able to speak to your crew all at once without having to rely on your sites private messaging system is so extremely helpful for arranging joint posts, passing on important information or just generally chatting. Develop a good rapport with your crew, especially your XO but above all enjoy yourself and don't try to do too much too quickly.

Reporter: Thank you for spending some time with me Jamie, and for reintroducing yourself to some of our newer members of the community.



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 Rodenberry-Berman era games exist.

TASK FORCE CO: Jamie

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.



New to the Fleet

USS Helvetia

Task Force has welcomed the USS Helvetia in March. It is under the command of Captain Alistar McKeon, written by Theta Fleet’s Leland. Not new to the Captain’s chair, Leland has been in fleet support positions in the past as well as previously having been a Commanding Officer / Game Manager. The USS Helvetia is set in the years 2385 where the Intrepid II class starship will explore strange new worlds and seek out new life and new civilizations, and of course boldly go where no one has gone before.



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 ‘Rodenberry-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 “Rodenberry-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.



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.

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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 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, Jamie, 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. Jamie was recently promoted to Task Force Commanding Officer officially as of this 'printing' of the newsletter.

• Fleet Resource Specialist(s)

Formerly a Task Force Commanding Officer, Darrell holds an auxiliary support position within the fleet as a Fleet Resource Specialist. 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. With many years of experience simming and have been a presence in Theta Fleet for years, Fleet Resource Specialists are an asset.

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AWARDS

As you all know, we recently changed our posting guidelines. This is because we believe simming should be fun, **not** competitive. That being said, we also believe that people deserve to know their work is appreciated.

We don't want awards to become a contest to see who can get the most posts in a month. The Unit of Distinction awards are more of an "attaboy" to sims to show that we appreciate that the writers are having fun writing together. That's why we like ties so much.

The Fleet Administration puts more value on the writer, player, and post of the month awards than the Unit of Distinction awards because these are about quality, not quantity. Also, because there has been some confusion about the awards, here's a little clarification.

Writer of the Month is generally for someone who has contributed to the mission or the story in character. It's for quality of writing, not number of posts they've been part of. It can be for writing with others and getting them involved as well, but it's more about contributions to the story than to OOC contributions.

Player of the Month is generally for out-of-character recognition. Helping the CO or command team in a variety of ways. Or helping other players get involved (this can also be a writer award). It's for contributions to the sim as a whole and not just to the writing of posts.

Post of the Month is harder to quantify. There are four of us that help put out the awards and we all look at different things in a post. It's what each of us thinks is the best post that month. The best written, the best story, the best character development, the best action, etc. And it varies from month to month.

While the Unit of Distinction, Writer, Player, and Post of the Month awards are giving to sims that file their monthly report, we have two awards that are given on merit alone. Those are the TFCO Award and the Award of Merit.

The TFCO Award can be given out by the TFCO each month. But if the TFCO chooses not to, the Fleet Administration picks one sim each month. These are generally sims that have done something noteworthy or exceptional that month. It can also be for a sim that has been slow and is now finding its stride.

The Award of Merit is given to one sim in each task group each month for the same reasons that go into awarding the TFCO Award.

SIM RATINGS and RESOURCES

Along with reframing the posting policy, we've also changed the ratings policy. Our new policy is more on the lines of book ratings than movie ratings. We hope the new policy will be simpler and clearer than the old one.

We've tried a number of times over the years to put together some helpful ideas and resources to help writers have a better idea of how to play different departments—and sometimes positions within the departments. So far the results have been...mixed.

Recently, Howie, the TFCO of Task Force 51, volunteered to take on the task. (He deserves a big thank you.) So far, he has information on playing a Marine in Starfleet and on playing an intelligence officer. Both are available in the Forums under Fleet Resource Center >> Malkfan's Forum. He'll be adding more areas in the coming months.

You can also find the TF Command Academy course in the Council of Commanders area. It has ideas and suggestions to help COs and XOs.

These are only the first of a number of changes we plan to make this year.

THETA FLEET COMMANDER'S OFFICIAL STATEMENT

Effective March 31, 2026, we are (finally) splitting the fleet into three task forces. Stuart is still TFCO of Task Force 23 and Howie is TFCO of Task Force 51. We've brought back Task Force 42 and asked Jamie, CO of the Wolff to be the new TFCO. You can find out more about the different groups at [The New Sim Listing Page](#) on the 31st.

Also this year, we're going to start using the other domain more. That is thetafleet.com. The website works for both the .net and .com.

The website and its contents will be getting another update. Some of the information has been there for years and is no longer relevant. Some needs to be updated. We'll also be cleaning out the forums. We're trying to do better and hope to be more involved and add more content for everyone over the next year or so. Suggestions are welcome.

I've been part of Theta Fleet from the beginning and became the Deputy Commander (and adjunct commander) in February of 2010. I officially became the commander in June of 2011. So, this year marks my 15th anniversary as the official head of Theta Fleet. So buckle up, me hearties, it's time for some spring cleaning!

-- **Charlene (Mama Duck)**
Admiral Kathryn Burke
Theta Fleet Commander



The Galley



Quick and Easy Creamy Chicken Noodle Soup via Charlie's Sister-in-law

Ingredients:

2 cans cream of chicken soup (or 1 family size if you want a bit more)

2 cans chicken broth (15 oz each) or one 30 oz box. (add more if using family size soup)

1 stick butter or margarine

1 lb. chicken breasts (fresh or frozen)

1 package frozen egg noodles (24 oz) (Can use bowtie pasta instead).

Instructions (using Crockpot):

In crockpot, put chicken on bottom.

Pour the chicken broth and soup on top.

Then top that with the stick of butter.

Put the crockpot on low for 6-7 hours.

Take the chicken out and shred. Put back in crockpot.

Add the frozen noodles and cook for 2 more hours. (Stir every 30 minutes until done.)

Stovetop Instructions:

Put the soup, broth and butter in a pot on the stove.

When it comes to a boil, put in the frozen noodles.

When noodles are almost done, throw in shredded rotisserie chicken from Costco or you can cook chicken separately and add.

Takes less than 30 minutes!