



Ten Forward

The Theta Fleet Newsletter

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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

Behind the Curtain

The player behind Kathryn Burke

Charlie spent thirty years helping organize science fiction, fantasy, and horror conventions and a decade acting in community theatre. She is an award-winning poet and writer with works in ten anthologies and several magazines.

She has been simming for eleven and a half years. She was a player on the two sims that left Obsidian Fleet to begin Theta Fleet, and quickly joined the new starbase that formed the third sim. A month later, she was asked to be the Deputy Commander of the fleet as the player behind Admiral Brent McGinley was in the Canadian Navy and would be on a naval ship for most of the year. For the next year and a half, "Kathryn Burke" ran the fleet while Jordan was away. He would be gone for three or four months, come back for two weeks, and leave again. In June of 2011, he realized he was not going to have time to run the fleet and handed over command.

"Kathryn Burke" does not consider herself an "Admiral." She much prefers to be "Nobody." She's the administrator, webmaster, janitor, and cat herder. She generally asks others for opinions before making a decision. She is proud of the growth Theta Fleet has experienced over the years, and is grateful for the friendships she has made along the way. She knows that this is and has always been a group effort and is well aware that she cannot and does not run the fleet by herself—and wouldn't even try.

From the Office of Recruitment & Community Engagement

- The [USS Eidolon](#) is actively seeking new writers to join their crew as they prepare to launch!
- The distinguished [USS Wolff](#) is looking for fresh blood to join the pack.
- Feel ready to climb into the XO chair? Check out the [USS Missouri](#).
- Scientifically minded? The [USS Crazy Horse](#) is may be the place to saddle up!
- Looking for a space station to call home? [Deep Space Five](#) has plenty of room.



Task Force Treasures

Highlighted Sims of the Month

Task Force 23

It seems fitting to start off with one of the three sims that founded Theta Fleet—and the current flagship—the USS Calypso. The Calypso began in August of 2009 as the USS Orion in Obsidian Fleet under the command of Commander James Montgomery. He was also the Fleet Personnel Manager. However, shortly after joining Theta, Tom stopped tagging.

From the beginning, Samantha York, the Chief Science Officer, and Damon Raine, the Marine CO, kept things afloat. In February of 2010, Tom officially resigned and gave the sim to York as the XO was in command of Starbase Typhon and had no interest in another command. In March the Orion was infested by conduit-eating rodents and mothballed. The ship name and class changed to the USS Calypso, a Galaxy II class starship.

The ship is science based and explores along the fringes of known space. The crew is eclectic and doesn't always get along in character, but that just adds to character development. The sim just celebrated its 11th anniversary and plans to be around for a while to continue exploring the unknown and creating a little chaos along the way.

Area 51

While Task Force 23 has the oldest sims in the fleet, Area 51 has the craziest. That is not a bad thing—especially when it comes to the USS Hera. The sim came to Theta Fleet from Bravo Fleet several years ago and has gone through several changes since arriving. The most recent is a complete refit from a normal Bonchune series Nebula class to an Intel version of the venerable class, complete with a pod from a decommissioned Section 31 ship, obtained after the dismantling of the organization after the Dominion War, as per Fleet Lore. Posting is crazy.

The Hera often completes a mission -the equivalent of 2-3 novels a month and has several story lines going on at the same time as well as pre-planning for an entire season in the works. One of their secrets to their success for this is practically writing two missions at once—a 'plot' mission and a 'personal' mission that highlights a crew member or two just like the show episodes used to and keeping a planning document, posting the completed posts in order as they come up in the queue.

The former pirate Queen, Captain Enalia Telvan has been at her helm from the beginning and has an amazing crew, several of which have assisted the fleet and community as a whole in multiple ways. The CO of the Hera also runs the Split Worlds Alliance and offers technical services, graphics work, and hosting when asked. She's helped not only Charlie, but many others out on multiple occasions and strives to build positive relations with all those she works with. The fleet loves having the USS Hera as one of the family and we look forward to seeing what the captain and crew of the Hera come up with next.

FROM THE GALLEY



Deep space exploration is sometimes a harrowing adventure into the unknown, but rest assured that should your replicators stop working, our well-seasoned culinary crew have your backs by offering you essential recipes to keep you from airlocking your Operations personnel.

McCoy's Southern Baked Beans

by Azmaria Dei Post

This dish is of course an old McCoy family recipe, and I can see why it was passed down through the generations. While the film it appears in concentrates on more grand questions (“What does God need with a starship?”), the camping scenes remind us of the core of Star Trek such as friendship and camaraderie. Many baked bean recipes use canned beans - this recipe uses dried beans that you soak overnight, which is something Bones would certainly do. After all, all good things come to those who wait, do they not? The recipe is not difficult but will take a long time to cook, so bear that in mind when considering your timings.

SERVINGS

4 (more if paired with a side dish)

You will need to start the night before to soak the beans.



INGREDIENTS

500g / 1lb dried navy/haricot beans
300g / 2/3lb ground beef/beef mince
200g / 1/2lb bacon, cut into small pieces
1 large onion, diced
1-2 green capsicums, diced
½ cup brown sugar
1 can diced tomatoes
2 tablespoons Worcestershire sauce
1 teaspoon cayenne pepper
3 tablespoons Dijon mustard
½ cup molasses or golden syrup
2 cups beef stock or water
1 teaspoon salt
1 teaspoon black pepper
1 cup Tennessee Whiskey, divided into two ½ cups

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

The night before you want to cook the dish, place the dried beans in a large bowl. Pick them over and remove any discolored or small, extra hard ones. Cover the beans with enough water so they are all submerged and leave to soak overnight.

The next day, drain the beans and rinse them through. Set them aside while you prepare the rest of the dish. Start by chopping all your vegetables and measuring out your ingredients and preheat your oven to 150°C / 300°F.

In an oven-safe casserole dish or large cooking pot, place the diced bacon and cook gently until the bacon has released its fat and has started to crisp up. If you have a lot of fat you can drain some off - I didn't, so I left it all in there.

Add the beef and break up, cooking it in the bacon fat until it is browned. Add everything to the pot with the bacon and beef: the drained beans, onion and capsicum, brown sugar, diced tomatoes, Worcestershire sauce, cayenne pepper, mustard, molasses/golden syrup and the beef stock / water. Stir it gently together.

Add ½ cup of Whiskey and stir in. Cover the pot either with the oven-safe lid or with aluminum foil, and place in the oven for a minimum of 2 hours.

After the 2 hours is up, take the beans out of the oven and test for flavorings. Add the black pepper, and if required, the salt. Take the lid off the pot and return to the oven for another hour or until the beans are tender and the sauce has thickened.

To serve, stir in the remaining ½ cup of Whiskey and ladle into bowls. Best eaten around a campfire with good friends.

ABOUT THE SHIP

The Luna class USS Wolff has been a steadfast sim for Theta Fleet for quite some time. It has undergone a little bit of everything including a change in Command when Drew stepped down from his position of Commanding Officer and Jamie Slingsby (Mimi) took over.

<https://www.usswolff.com>

A Command of Their Own

An Exclusive Interview with The Wolff's CO

"There are three things to remember about being a starship captain: keep your shirt tucked in, go down with the ship... and never abandon a member of your crew" – Capt. Kathryn Janeway

Reporter: Tell us about the USS Wolff and how it came to be. You were not the original Commanding Officer, correct?

Slingsby: The original CO was Drew Kay and to the best of my knowledge he started the sim a little over ten years ago. From the start the Wolff was a Luna class explorer but we have thought of changing it a few times over the years.

I was one of his first crew after having served with him for a few years on another sim. I was initially brought aboard as Chief Operations Officer to fill that role; however, as the years passed, I ended up taking the position of First Officer.

Reporter: That is an interesting transition to make. How did you come about becoming the Commanding Officer?

Slingsby: After the sim stalled for a considerable amount of time Drew and I came to the decision to all but close the sim, after being with the sim through thick and thin over nearly its entire existence I decided to ask Drew if he would be happy with me taking over the sim and attempting to restart it, that was over 2 years ago.

Reporter: That is some history with you and the Wolff, climbing the ladder and ending up in the Captain's chair. Was the Wolff your first command?

Slingsby: Yes, I had been XO on other sims, but the Wolff was my first command. To say that I was nervous would be an understatement!

Reporter: Your character is a joined Trill. That is an interesting choice. So, why a Trill?

Slingsby: well... lets preface this by saying at the time I was an 18 year old single guy who had a thing for Trills.

Reporter: Ohhhh Myyyy.

Slingsby: Yeah, we can remove that if it feels inappropriate.

Reporter: No, let's keep it. Go on, tell me more.

Slingsby: Jadzia Dax was my favourite character from Ds9 with Ezri being a close second. My first ever character Nilani and my CO character are both really cute female Trills, both joined with a couple of previous hosts. Joined Trills are an interesting character to create, having to balance what you want to portray alongside potentially being overpowered through the knowledge and skills of the previous hosts.

Reporter: Dax had several lifetimes of skillsets but both Jadzia and Ezri were into the sciences. However, you yourself have a tendency to be found in the Ops position on sims, and in fact were Ops for the Wolff before being XO and then CO. What is it about Operations that snags your interest?

Slingsby: Someone has to run the less fancy parts of the ship, not everyone can be an engineer or a security officer. While engineers to me represent the heart of the ship Ops people are its central nervous system, deciding where and how the vital energy of the ship is utilised. I've heard some people find Ops hard to write for but it can be a very interesting position, what you see on screen is only a tiny fraction and the more exciting fraction at that of what Ops staff tasks can be.

Reporter: The USS Wolff was really your baptism by fire as far as command goes, you climbed into the seat and have held it for the past few years. Obviously, it has been a learning experience for Jamie the writer. How about with your character? What has being Commanding Officer of the Wolff been like for Captain Taliserra Tigran?

Slingsby: Command has been hard for Taliserra, she has had to contend with nearly losing the ship, losing a lot of the crew and the previous Captain leaving for a safer assignment and that was before she took over officially. After she took over was not much better, with so far no mission having been completed without at least one member of the crew dying, it has hit her already trauma riddled mind hard, always thinking she could have done something more to prevent them dying even when there was absolutely nothing she could have done. Add that to the fact she doubts her ability to command and is finding it even harder to open up and interact personally with her officers and crew now the pressures of command are on her shoulders. Things couldn't be going worse.



Heart of Stone: The Case for Doctor Pulaski

"Scientists believe no experiment is a failure, that even a mistake advances the evolution of understanding...but all achievements have a price." – Dr. Katherine Pulaski

I have delightfully fond memories of Star Trek like many of you do as fans of the franchise, whether you were raised in a Trek loving household like I was or have fallen for it later in life, be you a long time fan or relatively new to the fandom, there is an almost unwritten yet often eluded to commandment: Thou Shall Not Like Dr. Pulaski. Why? For some it is because of her cold prickly personality, others it is their case that she is prejudice towards and is disrespectful towards Lieutenant Commander Data (a character with a huge fan following), or for the simple fact that she is not Dr. Beverly Crusher who was in Star Trek: The Next Generation as the Enterprise-D's Chief Medical Officer for Season 1 and Seasons 3-7 and the films.

Cast changes at the end of Season 1 and behind the scenes drama lead Gates McFadden not to return for Season 2. Therefore, Diana Muldaur was brought in as Dr. Katherine Pulaski. Here is where one problem begins. McFadden was a series regular and in Season one she had a decent amount of screen time, her character had a history with Jean-Luc Picard, and her personality was that of a motherly caregiver. We also were introduced to her as a single mother of a teenage son, widowed when her husband died in the line of duty.

Muldaur; however, was only brought on to make "Special Guest" appearances and essentially Dr. Pulaski was a recurring character for Season 2 and gone by Season 3 for the returning McFadden as Dr. Crusher. Season 2 started with the episode "The Child" and we will not get into that episode (a reworking of an unproduced episode intended for Phase II). *Who the hell is this woman and where is Dr. Crusher?* Was the reaction my ex had years ago when I introduced them to the series. Pulaski as a character had a bar already set for her that she was at a disadvantage to meet. People have made the comparison of Dr. Pulaski to Dr. McCoy, saying they had similar personalities, but where McCoy was a brash male who teased Spock and became a close friend and confidants of Kirk's, Pulaski was a woman. Unfortunately, people especially in late 1980s and early 1990s were not so welcoming to strong brash personalities in female characters.

Though similarities to McCoy are there, I encourage fans to truly look at Pulaski as the unique and distinctively different character that she is. She will certainly not be everyone's cup of Earl Grey, and she is no Dr. Crusher; however, that does not make her a bad character and she is most definitely not a bad physician. Some argue that Pulaski's character lacks emotion, especially warm positive ones. I; however, counter argue that she has an abundance of positive emotions and truly cares about the well being of others. One of this character's best episodes is Season 2 Episode 07 "Unnatural Selection" in which a starship crew is infected and has died, a research station is battling the unknown which has lead to immediate accelerated aging resulting in death by "natural causes" and it is a scientific race against time.

The thing about Dr. Katherine Pulaski and why she truly is a remarkable character, especially that of Chief Medical Officer is that she embodies the archetype of a scientist. Dr. Crusher is an incredible character in her own right and an outstanding CMO, but Pulaski is a glimpse at a CMO with a passion and drive for science. When Captain Jean-Luc Picard asks Counselor Deanna Troi for her professional assessment of Dr. Pulaski, Troi responds: "I have never met a more dedicated physician. I would say she has a passion for her work" ("Unnatural Selection 00:53-00:57).

What makes the episode "Unnatural Selection" a great example of Pulaski as the scientist is that the episode is focused on her. It places the character in a situation that builds her ethos (ethics/merit) and where she demonstrates a balance between logos (logic) and pathos (passions/emotion) in her decision making. When the USS Enterprise-D discovers the USS Lantree essentially adrift with no life signs, Dr. Pulaski makes an appearance on the Bridge stating that medical is on alert and unlike Dr. Crusher who when on the Bridge would take a seat down in the command pit, Pulaski takes position at a science station as the Enterprise gains remote access to the Lantree to get a glimpse at the starship's bridge and assesses the situation.

When Dr. Kingsley of the Darwin Research station asks Pulaski to identify herself, we learn from Kingsley that Pulaski is the author of *Linear Models of Viral Propagation* to which Dr. Pulaski blushes that an old work by hers is recognized by someone, but she brushes off any further praise. Nevertheless, Kingsley adds: "[It is] still a standard. I cannot think of anyone I would rather be dealing with" (11:43-11:48).

It is important to note that Pulaski does not allow ego to get in the way of handling a serious matter professionally. Even when Dr. Kingsley promises the "children" of the research station are immune to what is happening and makes a passionate plea for the Enterprise to just take the children and save them, Pulaski is steadfast in her professional convictions: "I'm sorry but under the circumstances until we know what's going on, I'm imposing a full quarantine on Darwin Station" (13:01).

This; however, does not prevent Dr. Pulaski from metaphorically speaking, moving heaven and earth. There is a lot of discussion on how to proceed safely and she gains a small victory in taking one child placed in stasis aboard the Enterprise, specially transported and an isolation forcefield put into place. She makes her case that it is crucial she has the opportunity to start collecting data; however, this arrangement does not yield as much as she needs and in a quest for more answers she endeavors to test a hypothesis, gambling that the child is in fact immune and exposure to the child will not harm anyone. She does not; however, do this by placing anyone else at risk. She takes the child, herself, and Lieutenant Commander Data on the shuttlecraft Sakhrov, an isolated and separate place as to pose no risk to anyone else.

Well, crap. The Darwin Station scientist were not entirely accurate in their assessment. The children were their projects, experiments, and they were not actually immune to what was happening; The children were the cause of what was happening and were carriers. Dr. Pulaski was infected aboard the shuttlecraft and her quest for answers, endeavoring to save lives was going to cost her own. In the Original Series, it was Captain James T Kirk that said: "Risk...risk is out business," and that was exactly what Pulaski was doing. It was her duty as a physician to endeavor to save lives and she took precautions not to risk the lives of the crew, but she was willing to risk her own. As she said to Captain Picard beforehand, "I also have a responsibility to humanity" (21:12). If she did not find a way to save the scientists on Darwin station their research with their children would be for nothing, and that research may very well had been the future of humanity.

As luck or creative writing intervention would have it, Dr. Pulaski would not die in this episode as Captain Picard came through at the very end with a deus ex machina (plot device of saving someone or something from a hopeless situation last minute) that involved something Pulaski hated, the transporters. Dr. Pulaski was saved, the research was saved, and the scientists were saved as well though would have to continue their research remotely.

This episode was great for many reasons. Yes, it was great for highlighting Dr. Pulaski as a character, but it also served its purpose of getting Picard to understand Pulaski better and vice versa. Additionally, Chief O'Brien played a significant part in this whole thing and was even seen sitting in with the Senior Staff firing off ideas amongst one another.

Doctor Katherine Pulaski may not be everyone's cup of Earl Grey, but she is a character that deserves another chance. She even has a good scene with Lieutenant J.G. Worf in "Up The Long Ladder" in which Pulaski was able to formulate an antidote in order to partake in a sacred Klingon Tea Ceremony with Worf as the tea used was mildly toxic to Klingons and typically lethal to humans. Love her or hate her, Pulaski is a scientist: "For one brief glimpse at the mysterious blueprint of human evolution, the men and women of the USS Lantree paid with their lives. Their sacrifice is thus noted in this scientist's log" (43:15).