



Ten Forward

The Theta Fleet Newsletter

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A FLEET INTERWOVEN WITH INTEGRITY

Established in 2009, Theta Fleet prides itself in its “Mayberry” like community warmly welcoming writers new and old. The Fleet’s rules are in place for cooperation and are reasonable. The Fleet places emphasis on good story telling and community. In Theta Fleet, we believe in you.

What We Do?

Why Do We Do It?

Won't You Be My Neighbor?

Services Offered?



2018 Simming Prize Laureate



From the Office of Admiral Kathryn Burke

Behind Area 51

From the Office of Recruitment & Community Engagement

[USS Ontario](#)

[USS Resolution.](#)

[USS Heyerdahl](#)

[USS Wolf](#)

[USS Standing Bear](#)

[USS Pandora](#)



Task Force Treasures Highlighted Sims of the Month

Task Force 23

The USS Yamato, one of Theta Fleets Sovereign Class Starships is not your average vessel. She is commanded by Commodore Kaede Kayano, a green haired half El-Aurian who is obsessed with tea. As the flagship of Task Force Twenty-Three she has recently as of February 4th celebrated her fifth year as an active sim. However, the ship has had an interesting history in those five years being in service. Here's a brief in character history of the ship, supplied by Commodore Kayano.

Originally the vessel served in another fleet and had an eighteen-month shakedown period due to the sheer amount of new experimental technology packed into the design. The Yamato eventually entered service under command of Captain Kaede Kayano. The ships first mission was to track down the source of brutal and violent Gorn attacks on Federation ships. After investigating Captain Kayano discovered that the Gorn had been experimenting with Augmentation which had led to further aggressive tendencies. Kayano chose to take out their ability to attack others rather than destroy the colony an act which she considered to be Genocide.

The first mission on the Yamato was a huge success and set a successful theme for the ship. Captain Kayano coming from a medical background would often think more of a doctor than a starship commander and became the 'mother' to the crew. However, she was captured and tortured by Romulans in the next mission. This was mainly due to a rogue Romulan commander who wanted revenge on the Captain as in the Dominion War, she had failed to save his sister in time before she died of her wounds.

Then the Yamato entered into a mission which would not only be its longest, but would change the entire course of the sim. New Starfleet brought back the Dominion to the negotiations table. However not all went to plan when Commander Kablam, the Yamato's First Officer whom happens to be a changeling entered the fray. The Dominion was taken aback and attacked the station. Captain Kayano led the defence from the Yamato alongside several other ships. However, the Yamato was badly damaged, and she attempted to ram the crippled vessel into to Dominion Flagship after ordering her crew to evacuate. She was stopped by Kablam and they managed to survive the battle, the Yamato however did not.

One year later, a new USS Yamato was launched. Captain Kayano had been promoted to Commodore and was the Commander of Task Force 23, making the Yamato the Task Force's Flagship. The ship managed to rescue the survivors of the long-lost USS Repulse which had been lost over 25 years ago through a temporal anomaly. However, the crew couldn't predict that the wounds and scars from the battle against the Dominion would surface again as Commander Kablam became unstable and very ill.

The crew then were stranded on a hostile alien planet, all apart from Commander Kablam who for some reason stayed aboard the Yamato. This mission was a very different style of the mission for the crew. They had to survive with nothing but the clothes they had on them. Not even comm badges, tricorders or phasers came with them. The crew grew closer as a family as they tried to survive. Commodore Kayano became increasingly concerned with the welfare of her crew and held herself responsible for everything that happened. However her main concern was that Kablam wasn't with them, his whereabouts unknown. She feared the worse, however he managed to rescue them after getting the Yamato which had been left adrift operational again.

This came with consequences as Kablam lost the ability to hold his form. Commodore Kayano blamed herself, as well as blaming herself for the losses in the battle against The Dominion. Therefore, she decided to find a cure. Currently the Yamato is heading deep into the Gamma Quadrant to locate the Changeling Homeworld, the only people who can help save the ships XO. We'll see what happens soon and if the ship returns at all.

The Yamato has plenty of space for progress and interesting stories, this is only a little scratch of the surface of the ship's long history.

USS YAMATO



Area 51

The USS Wolff has had a long history, first beginning as part of Obsidian Fleet in late 2010 under Captain Denevre and continuing steadily to this day despite a hiatus of a few years.

A change to Theta Fleet in 2014 followed by a soft reset and a change of CO has led to the current iteration of the Wolff, which enters its fourth year under Captain Tigran, who began on the sim back in 2010 as the ships chief operations officer. Thanks to a diagnosis of PTSD related to the ships encounters with the Mirror Universe, her counselors unusual methods to help her through it and an unexpected pregnancy mean that Tigran can be a somewhat eccentric Captain.

While primarily a scientific explorer, the Luna class ship has had its fair share of scrapes and calamities. Multiple encounters with the Mirror Universe and spending so long trapped in a vast time dilation temporal anomaly, of which the crew had no idea they had entered meant that they were listed as presumed dead, all gave the crew something to get their teeth into.

The current iteration of the Wolff began where the original left off, the ship ready to resume its adventures after undertaking major repairs and refit after a climatic battle with forces from the Mirror Universe.

Operating mostly around Starbase 54, close to Breen and Tzenkethi space since her refit, she has rescued a cargo ship from a group of mercenaries, raced at top speed far outside federation space to help mediate peace talks between two warring factions, explored a very unusual planetary system until a small Tzenkethi fleet forced them out and claimed the system for themselves.

Now, she is now hunting down more mercenaries from the same group that have attacked a federation research base all while trying to discover who is paying these mercenaries and what dastardly scheme they have planned.

USS WOLFF



DOUBLE APPLE SALAD



Trying to avoid those Starfleet Doctors? Stop by the mess hall and grab yourself a Double Apple Salad!

Double Apple Salad

From Lori's Recipes

SERVINGS

INGREDIENTS



LORI'S RECIPES

Commanding the USS Hawkeye, a unique sim to Theta Fleet as the Hawkeye is entirely Discord based. The Hawkeye is part of Theta Fleet's Area 51 and is one of the sims assigned to Task Group 51-A.

DIRECTIONS:

Kawaii Captains

An Exclusive Interview with the CO of the USS Tokyo and the man behind the Kawaii captains.

"Don't call me tiny!" – Commander Hikaru Sulu

Reporter: The USS Tokyo has the distinction of being in Theta Fleet for a while, how has it been being the CO of a sim for several years?

Will: Well, running a sim long term is always a good experience. You can develop complex storylines and develop your characters as well as your own little canon. In regards to the Tokyo for example, Captain Aisaka who is a whole five foot, one and a half is known as a little hothead who loses her temper easily. However, she has a soft side, especially when it comes to what she wants from life. Over the last five years I have developed into her storyline that she has always wanted a family with her partner, but it hasn't happened yet because they're having difficulty conceiving.

Will: This is actually a very common problem for many people. I wanted to bring a very real-world life issue into my writing to make my characters more realistic and this is an issue that I have personal connections with, not of my own but of close friends and family. Long time subplots can run throughout missions and arcs for years, much like they did on Star Trek Voyager, the episode of the week was "Solve this" but all in all they were trying to get home. Basically, I enjoy writing stories long term as multiple characters and I've enjoyed every moment of it on the Tokyo.

Reporter: As part of the fleet's tech department, you have worked a lot on tech and specs. What made you choose Armitage class for the USS Tokyo?

Will: It looked cool? No in all seriousness, the idea for the Tokyo originally came from the video game Star Trek Online. The Armitage Class was their idea of a vessel inspired by the Akira Class but as a Carrier. I thought it would be fun to take that concept and to adapt it for simming. So, I actually purchased the ship on the game itself and started to study it. I counted windows to find out decks, worked out its lengths, how many weapons it could carry etc. I then decided to create the USS Tokyo from that. The ship is named after the

ABOUT THE SHIP

A mainstay in Theta Fleet for several years, the USS Tokyo is always roaring up for another adventure!

Site: [USS Tokyo](#)



city of Tokyo, and I was at the time applying to work aboard in Japan at the time as an English language teacher. I had to choose several choices of area for where I wanted to go, the second choice being Tokyo. So that's how she got her name. I did manage to get to the interview in the Japanese Embassy in London, however, didn't make the final cut unfortunately. However, the Tokyo reminds me of those times and I still aspire to go to Japan in the next few years. (When I do, if I don't come back, don't worry. You'll find me somewhere in Akihabara somewhere...)

Reporter: For anyone surfing through sims, your characters tend to stand out because of your anime style avatars. Where does that love for anime come from?

Will: I knew you'd bring this up somewhere! Have you seen my house? Anyways, I could literally write an entire essay on why I have such love for Anime and Manga. However, to keep things short and simple and to not bore the entire fleet. I use avatars from Anime because I enjoy making them, I also enjoy the creative freedom I have when it comes to uniform design. For example, I can make variants of different uniforms from short sleeved variants, to skirted variants to whole new uniform designs. I have in the past received actual complaints about them, however the whole genre of Anime & Manga is becoming more common in Western Countries and many people do not understand that it originates from a

different culture who has different values and ways of doing things. Basically, don't judge a book by its cover.

Reporter: What was your inspiration for the USS Tokyo, a carrier capable of deep space operations?

Will: Like I mentioned earlier the Armitage Class came from Star Trek Online. However, to make the Tokyo a Rapid Response Carrier was my way of enabling the ship to do what it was designed to do. Also over the many years of simming I have seen many Starfleet ships use Starfighters, but not many of them are pure carrier vessels. This made me think about how naval warfare changed since the attack on Pearl Harbor and the Battle of Midway, two historical events where Air craft carriers potential were used by both sides to do considerable damage and to the enemy. That made me think, we don't see this sort of action in Star Trek much apart from in Deep Space Nine and running a carrier sim sounded like a challenge and a different way of doing things. Plus doing something different is always a selling point for a sim!

Reporter: You've written close to 150 posts with Captain Taiga Aisaka over the years, clearly a character you know well and have rooted her into the Tokyo. What is your favorite part of this character?

Will: Taiga Aisaka is probably my favourite Captain to write and play as. I won't lie, I find her interesting and even sometimes I surprise myself! I think the most favourite part of her for me would be that she isn't your 'run of the mill' Captain type. She doesn't think before she speaks, she jumps to conclusions easily and she had a temper that would make B'Ellana Torres look tame. She isn't afraid to smack someone if she thinks they deserve it, yet she still somehow still keeps four rank pips on her chest. However, I have found over the years of writing her that she had many different sides making her more three dimensional than her avatar picture. She has a soft side, struggling with creating a child with her partner, and she sticks up for her crew. She also has large

opinions regarding right and wrong, sometimes she just doesn't act in the correct way. The Tokyo's previous XO Commander Alora Tau'ri would often threaten to throw Taiga up against a bulkhead and hold her there until she calmed down, which is funny considering that most teenagers are taller than Taiga. Basically to round it off, I love how Taiga has developed and become a marmite character, you either love her or hate her, or a mixture of both depending on what mood she's in.

Reporter: What would you say has been your most difficult challenge as a CO, and how did you overcome it?

Will: I think that the most difficult challenge being a CO is finding the balance between simming and real life. For those who don't know me very well, over the last ten years or so, I have been through college, university and several jobs including jobs in the childcare sector, adult care sector and now I work as conductor on Britain's Railways. I have balanced college and university assignments, falling in love, moving house several times, work shifts and those student nights when I might have drunk too much with simming. I can't always say it was smooth, but I have had the simming community there whenever I need it. Those people know who they are. Balancing life and simming I have more or less got right, but sometimes I do still find it hard to find the balance, as does everyone; however, there's one thing that helped me overcome it and that's the support of the community. The simming community is accepting and knows that I am who I am and I love being a part of it. Oh, and tunnels are annoying, do you realise how many tags I've lost because my train has gone through a tunnel and I lost phone signal?!

Reporter: You are a familiar face around Theta Fleet as well as the broader Star Trek simming community with an abundance of characters, holding three commands in Theta Fleet alone. How do you keep each of your commands distinctively their own with individuality?

Will: This may sound weird, but I like to have a different theme or style with each command. All three of my Theta Fleet Captains are different to each other, but each of them makes up a little section of my own personality. Therefore, each one of them plays differently and the missions reflect that as well. I try and run each ship individually and to keep developing storylines independently to each other as well as developing their own canon. Having very unique characters helps because you never get bored and I enjoy switching from one to the other. Sometimes I want to write as one if I'm in X mood, and vice versa. Also, each of my three ships have very different themes revolving around the Star Trek Franchise and have different crews and ways of doing things.

Reporter: Having been with Theta Fleet for as long as you have, you have undoubtedly seen your share of COs join the fleet. We have several new COs and some returning faces with new commands in the fleet in recent months. What is the best advice you can give to those new COs or COs with new commands in the fleet?

Will: Well, I could sit here and give you every piece of advice I have ever come up with in the 15+ Years that I've been simming. However, one thing I have always said to new CO's is to don't be afraid to ask for help if you need it. Not everyone is an expert in computer coding, or when it comes to managing NOVA. Believe it or not but once upon a time, I didn't know the difference between an FTP Client and Bold HTML Tag. I learnt all that through simming, and even if you're ship isn't the most active there's no need to worry. Simming is a journey and a learning experience. There's no right or wrong way of doing it, as a great man once sang. Do it your way!

