



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 The Galley
- Pg. 5 The Galley
- Pg. 6 Ready Room
- Pg. 7 Ready Room (cont.)
- Pg. 8 Ready Room (cont.)



Ten Forward

The Theta Fleet Newsletter

May 2021 / issue 9

OUR LITTLE PIECE OF PIE

Since 2009, Theta Fleet has opened its doors to the downtrodden folk who had a rough go elsewhere, and to new writers seeking a more “Mayberry” like community, where having fun matters and respecting one's *neighbor* is the law of the land. When you choose Theta Fleet, you are choosing to be part of something bigger than all of us.



2018 SIMMING PRIZE LAUREATE

Our Roots?

Theta Fleet was established in 2009 as more than simply a simming fleet; Theta Fleet was built upon and prides itself in being a community, fostering creativity and providing a neighborhood feel to writers and game managers (Commanding Officers).

Why It Matters?

We playfully label ourselves as the “Other” sim choice out there but hope to be right choice for many. With fleets shifting gears away from classic Trek simming and writing, or becoming embroiled in power struggles, we stick to what matters: having fun and building upon collaborative creativity. We do it because we care.

Building a Better Neighborhood?

We are the “Mayberry” of the simming community which means we are open and accepting to anyone looking to settle down, or to someone who just needs a fresh start, an escape from high octane fleet politics.

How Can We Assist?

Theta Fleet accepts general players and COs (old and new) with any level of prior experience. We offer 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. Worried about your intellectual property and creative rights? Fear not, we do not believe in claiming anything that is not ours. What is yours and yours whether you stay with Theta Fleet or decide to set sail one day, but we will certainly leave the light on for you should you wish to return in the future.



From the Office of Admiral Kathryn Burke

Theta Fleet's Deputy Judge Advocate General

Voz has been in the fleet for nearly ten years. He came to Theta Fleet after writing with several TF players on a Pegasus Fleet sim. He first joined the USS Calypso as a former intel-turned-security officer. For a while he still did the occasional undercover assignment for covert operations. Now, he's more focused on keeping the crew—and his family—safe. Since joining the fleet, he's been on—and commanded—a number of sims. Voz is particularly fond of creating conflicted, damaged, difficult characters who grow into loyal friends and good officers. For him, it's the journey that matters as much as playing an officer on a starship. He also loves writing characters with a sense of humor, including a Slytherin student's snake with an obsession with muggle TV shows and movies, a Capuchin named Kirk who is the pet of a pirate captain, and a short, grumpy Intel officer.

Over the years Voz has been nominated for—and won—a number of writing awards because of his complex characters and detailed story arcs. He sometimes gets caught up in RL, but when he's needed as Deputy JAG, we just need to send him a message, or put out the "Voz Signal."

Outside of simming, he works nights in a local casino and loves to play—and talk about—video games. He is also a fan of professional wrestling and Batman. Recently he joined Discord and has demonstrated his dry and acerbic sense of humor. (We admit that it comes across much better when you can hear him than when you only read the words—which can be said of all of us.)

As JAG, he is passionate about hearing both sides of an issue and going with evidence over accusation. In spite of his jokes, he feels his job is to protect players and keep the fleet the inclusive, friendly place we strive to make it.

Need to talk to him? Just send him an email or a DM and "raise the Voz signal."

From the Office of Recruitment & Community Engagement

- The Century class [USS Albright](#) is seeking crew embarking on a mission of science and diplomacy
- We proudly welcome the transfer of the [USS Cygnus](#) an early Ambassador class prototype
- Decloaking as part of the fleet is the [IRW Valkis](#) a Romulan sim serving the empire!
- Check out the former Cardassian Station, Empok Nor now operating as [Deep Space 13](#)!
- If you are a Discord lover and have a passion for simming, try our three Discord based sims! [USS Hermes](#), [USS Hawkeye](#), and our latest addition, the [USS O'Neill](#).

Task Force Treasures Highlighted Sims of the Month

Task Force 23

A tale of two wars and worlds in turmoil. The Galaxy class USS Resolution has been refitted with state-of-the-art technology to protect the worlds of the Federation from the growing hostilities outside their borders. Peace is but a reminder of better times, a hope for the future.

Aboard the Resolution, an untested crew must come together under the command of Captain Xavier Carey, an intrepid officer who suddenly finds himself in the center chair and a seasoned scientist and counselor in her first position as executive officer to face one of the darkest chapters of Federation History.

Tensions with the Klingons and Romulans are growing, and the Cardassians refuse to accept defeat. In the midst of these turbulent times, a new foe, the Dominion, and their allies threaten to destroy all that the Federation has built. The year is 2373 and war is just over the horizon.

USS RESOLUTION



Area 51

With the recent escalations of violence and unrest within the Alpha and Beta Quadrants, Starfleet recognised the need for a fast ship that can be deployed as a rapid response attack carrier, capable of high-speed deployment of fighters and auxiliary craft as well as special operations in deep space.

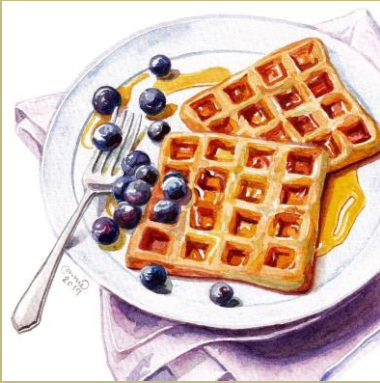
The USS Tokyo is currently commanded by Captain Taiga Aisaka, a young officer with a lot of potential. The Tokyo's main mission is to patrol the Neutral Zones and shipping lanes, and to protect the security of the Federation. From managing civilian traffic to engaging potential invasion forces the Armitage class is built to handle most problems that arise and defend the borders of the Federation.

Recently exonerated from an accusation of genocide against a Romulan colony, Captain Aisaka must now escort the Romulan Ambassador back to the homeward and protect him from those who still want war. And lurking in the shadows is a new threat, a new species ready to aid the Tal'Shiar in their goal.

USS TOKYO



FROM THE GALLEY



Whether you are in a cabin in the woods in autumn or out in the patio in the summer, blueberry waffles are wonderful!

David Carey's Blueberry Waffles

Perfect for those who love blueberries and have a handy waffle iron. Make yourself a fresh and fancy breakfast with David Carey's fantastic blueberry waffles!



INGREDIENTS

2 cups flour
3½ teaspoons baking powder
½ teaspoon salt
3 quarter cup sugar
1½ cups milk
1 cup salted butter
2 eggs
2 tablespoons vanilla
1 Cup fresh blueberries

DID YOU KNOW...

For the 2020 Tournament of Sims conducted by Ongoing Worlds, an incredible 64 sims across various fleets and independent were entered?

Of those 64 sims entered, only several winners were chosen as Outstanding, Excellent, Great, and Star Trek Gameplay?

Theta Fleet had **five** sims recognized as winners, the most of any fleet for the 2020 Tournament of Sims.

DIRECTIONS:

1. Combine ingredients to make batter.
2. Add blueberries.
3. Pour batter into waffle iron and follow iron/maker cooking directions.
4. Serve and enjoy.



EZRA

Ezra was practically born with a book in his hand and words in his soul, a creative individual with a mind driven to world build and character create. He has been involved in the simming community for many years. Former XO and co-creator of the USS Musashi, the Albright is his first command as Game Manager.

[USS Albright](#)

Science in the Federation's Yard

An interview with the CO of the USS Albright

USS ALBRIGHT



"It's never easy...but if we turn our backs on our principles now, we stop being human" – Captain Kathryn Janeway, *Star Trek: Voyager*

Reporter: You are taking a bit of an uncommon and interesting approach as a game manager by having your primary character be the Chief Science Officer and keeping the character of the Captain as PNPC. What was your reasoning behind this?

Ezra: The simplest answer was this: Kiernan Gallagher (my science officer character) was just not built for command, at least not yet. He is one of the most in-depth characters I had ever written. I was not going to just let him go so easily when the CO of the sim decided to leave without any indication as of why. When I decided to take over the sim, I knew I was going to keep Gallagher, and with that a PNPC Captain was born. I have not been in simming as long as some, but I recognize that role-plays do not need to follow a traditional route. The Captain may have been the focus on the TV shows, but it was really the support cast that made the show work. Simming may not be TV, but it is the support characters that really make the whole sim work. I worked out a plan that would make my PNPC Captain a vital member of the crew, and yet be a background character.

Reporter: Personally, I know your rich wealth of knowledge, a student of theology, but also very passionate about history and government. The USS Albright has a historical namesake in Madeline Albright, a former United States Secretary of State. Why have you chosen Secretary Albright?

Ezra: I chose to honor her due to her integrity, her passion, formability, and her readiness to call out bullsh*t when she saw it. She understood what true democracy, freedom, and equality meant, and having grown up around fascism, she understood how detrimental that could be to a country and its people. The Federation represents so many of the values that Secretary Albright still values to this day. What better name to use for a Starfleet vessel that is flying into the unknown?

Reporter: Now, having chosen to keep Lieutenant Commander Kiernan Gallagher VII, the Chief Science Officer as your primary character, what can you tell us about who Kiernan is and how you see him growing and developing aboard the Albright?

Ezra: As I mentioned above, Kiernan Gallagher is one of the most in-depth characters I have ever had the privilege of creating and writing for. Kiernan represents all of us who are shy, smart, and a little quirky. He also represents those who deal with physical limitations, in this case Kiernan is short and underweight and barely meets the requirements to serve. I have never really delved into his medical history, but no doubt there is something there. He also represents those who struggle and deal with anxiety, mental illness, and self-worth issues. It would be nothing for him to try to go above and beyond just to prove he could do it. I also do not want to give the impression that he is defined by weaknesses, but to be a fully relatable, the weaknesses mostly will outweigh the strengths.

As for growing and developing. Kiernan is entering into a stage of his life where he is in a stable relationship and was recently promoted to a lieutenant commander and second officer. The third pip and position will weigh heavily on him. His career has taken a bit of a shift, and we will see how he handles that.

Reporter: Do you have any specific enemy planned for Albright's storyline?

Ezra: You know, I do not really have one planned out. I may never have one planned out. I have a couple of missions planned so far, but I will see where the wind takes us. I am not so quick to name an ongoing enemy, especially if down the road something naturally forms.

Reporter: Are there any Star Trek episodes that have stood out to you as one that really touched you personally or helped sculpt your personal beliefs or world view?

Ezra: This is an unfair question! There have been so many episodes across the multiple series that have touched me, shaped me, broken me, and saved me. However, with that said, one episode of Voyager stands out and that is the episode from season five, "Extreme Risk." Roxanne Dawson should have won ALL the awards for this performance. I know Torres is not like me in a lot of respect, but the constant storm of anger, self-doubt, self-loathing, fear, love, hate, and all the other struggles is tough to contain in a tiny frame. It is a constant battle, a struggle, and the self-harm was relatable. It was an episode that crossed many boundaries in Star Trek in its frank talk about loneliness, depression, harm, and guilt.

Reporter: I know you to be a Voyager fan and I know you like Captain Janeway. Being a seminary student and a fan of Voyager: "Tuvix" did Janeway make the right decision?

Ezra: I'm glad you asked this question. I know the "Tuvix" episode is one that is still debated among those in the Star Trek circles. For being aired in the 90s, while so much fluff was on at that time, was an extraordinary feat. I admire that; however, it is still a very hard episode to watch, even after seeing it multiple times. Ultimately, I believe Janeway made the wrong decision, for a couple of reasons. The first being that she never had the right to make that decision to begin with. Her Federation values and morality code were easily dismissed when it came to this situation – which is alarming considering how much she held true to Federation values. Yes, she may have struggled with the decision, but again, it was not hers to make. Second, whether the crew wanted to accept it or not, Tuvix was a fully realized individual. I know the counter argument of the whole 'well Tuvok and Neelix had the right to live as well.' It is, in my opinion, not a valid argument, because for all intents and purposes the moment Tuvix appeared on the transporter pad, Tuvok and Neelix were gone.

As you mentioned, I am a seminary student, so this episode has been shaped not only by my own ethical compass, but the one that has been formed by a progressive theological slant. All matter in creation, all were made in God's image. For myself, the covenant God made with creation is we do not harm another. Harming another is a human thing, not a God thing. I believe Janeway, who was a scientist and humanist, harmed Tuvix, she took his life – and she will have to live with that until her last breath.

Reporter: On the flip side of talking about your favorite Captain, who would you say was your favorite enemy in the Star Trek series and films, be it a particular individual or a species?

Ezra: I have two: An individual and a species. The individual is Kai Winn. I wish there would have been a chance to explore her youth, and her more formative years. She suffered from PTSD like so many other Bajorans, and I often wonder what kind of trauma she endured. Maybe she was always conniving and ambitious, which may have served her well in the Occupation, but it certainly did not work outside of that context. I think the most honest emotion and vulnerability we ever saw from her was when Dukat revealed himself to her at the end of the series. You could just see her heart break in two. It was quite an emotional scene and I give kudos to Louise Fletcher for playing such a nuanced character. Despite being in only 14 episodes, Fletcher certainly made Kai Winn a fully rounded individual we all loved to hate!

The species is the Cardassians. I was drawn to them the first time I encountered them. They were not as cookie cutter as the regular 'villains' on the shows – the Klingons were always brutes, the Romulans were always paranoid jerks, the Borg always assimilated, etc. The Cardassians were occupiers and had developed a divide on their planet on what was right and what was wrong. They were a species of artists, academics, and creatives, and the military destroyed all that. Not only were they occupiers of Bajor, but they were also occupiers of their own people on the Cardassian controlled worlds. This mentality to occupy and conquer was their biggest weakness that the Dominion could exploit, and the Dominion did exactly that.

Reporter: You are also a big fan of architecture and starship design. What are some of your favorite Federation starship classes?

Ezra: The Intrepid-class is my first love, to me she has all the qualities I love in a starship! I tend to lean toward smaller starships; this is mostly from a pacifist mentality of not liking the idea of a large starship built for war. For example, despite being small, I revamped the Defiant-class from a ship of war to a ship of science. I like the Nova-class, and I also am quite fond of the NX-class, as well as the Saber-class, the Merian-class, the Luna-Class, and the Olympic-Class. Plus, I love spending hours looking at fan made designs (there are some serious creative people out there).

Reporter: There are not too many fans of Star Trek that dive very deep into Trek off the screen, meaning you don't find too many people with vast knowledge of the hundreds of novels out there. Do you have any particular reading recommendations?

Ezra: There are so many to choose from. I have a few recommendations. The first being the Star Trek Voyager Full Circle books by Kristin Beyer. There were a lot of ups and downs with these books, not all of it worked, but the overall story is a superb one, and more than that, we get to know other crew members and other starship crews.

The next two books I would recommend are by Una McCormack. I have a love/hate relationship with Una in that her consistency is not always the best. But she is the master of the Cardassians, and for that, I love her. Two of the best books that I can recommend are "Enigma Tales" and "The Crimson Shadow." Both are excellent views into post Dominion War Cardassia, in essence a freed Cardassia. A bonus: We get a sassy Dr. Pulaski in "Enigma Tales."

Finally, the last recommendation is a more recent read by James Swallow, "Star Trek Picard The Dark Veil." This focused on Riker and the crew of the Titan, so now some of the Titan crew members are considered canon (Yippese!). I liked this read overall, the premise was interesting, full of twists, turns, and secrets, and I really dug the Romulan part of the story. We saw three different groups of individuals struggle with their own ethical and moral way of doing things – it was well balanced in that way. Also, James Swallow can write a space battle like nobody's business.