



Volume 14 Issue 08

August 2017

Crew Meetings & Activities 2017

September 23,

October 28 25th Anniversary (BoBo Chinese in Grapevine)

November ?, Dec ?

All above meeting are subject to change. Normally we meet at Shady Oaks BBQ at 3:00 p.m. on the dates above (unless otherwise mentioned.)

COMMAND DIVISION (GOLD)

CO REPORT

Ship's status

The leadership posts for Red Division and Gold Division are still vacant at this time. We need volunteers!

Next meeting is on 23 SEP, at Shady Oak BBQ. Uniform of the day (for those of you who are interested) is Class B; Officer of the Deck is Commodore Tank Clark.

Recruiting Drive

Our ship's membership drive continues, so I would like to encourage "all y'all" to "spread the word" about the USS *Regulator*, and to bring a guest! Please also do your part to positively increase awareness of the chapter.

The Chapter's 25th Anniversary

The Fort Worth Chapter of STARFLEET – that's us! – will celebrate her 25th anniversary in October. To be different, we're planning on a dinner at BoBo China restaurant in Grapevine, TX, at 4pm. Just dinner and a celebration, no meeting as such. BoBo China doesn't take reservations more than 3 weeks in advance, so we'll have to wait to finalize these plans, but Save the Date! We'll be inviting people from all over the Region... dust off your "dress uniforms!"

The Name Game

Discussion continues about possible name changes for the chapter: whether to change the name of the ship, the class of the ship, both, neither...

We spent quite a bit of time at the August meeting discussing this, and I want to thank those of you who were present for expressing your views.

A few months ago, when we first started discussing this possibility, I mentioned several of my favorite ship names. One of these was from the movie *Operation: Petticoat*, which starred Cary Grant and Tony Curtis as officers of the *Baleo*-class submarine USS *Sea Tiger*. It pleased me to no end to see the results of the survey conducted by Byron Flynt at the meeting – where *Sea Tiger* was the most popular of the names listed, with *Nathan Hale* in second place, and *Bowie* in a distant third. (No one at all selected *Regulator*, which makes me feel that the time is right for a re-naming/re-branding.) Visit the Intelligence Center (the Marine report) for more information about the movie and the submarine *Sea Tiger*. There's a lot of fun to be had with this very unique name.

I would like to propose that we take a vote on the name change at the September meeting, so that we can become whatever we choose to become at the October 25th Anniversary party. Those of you who are unable to be at the meeting, please send your votes to the ship's email address, at ussregulator@gmail.com

(By the way, I have already reserved starshipnathanhale@gmail.com, ussbowie@gmail.com, and ussseatiger@gmail.com, just in case.)

As far as the class of ship is concerned, the Excelsior-class remains the compromise ship of choice. The fact that it runs from the Original Series movies all the way through the end of Deep Space Nine, the huge hangar bay from which we can deploy sensor probes, a towed sensor array, and all sorts of intelligence-gathering gear, not to mention the mission-specific adaptations possible with the Enterprise-B variant (which our ship is) – and the facts that we all enjoy the Excelsior, and that we only changed to it a couple of years ago – leads me to believe that whatever the new name will be, the ship will be the same, with the same hull number (NCC-2009). We'll just have to send someone out with a paintbrush to put the new name on.

Meanwhile... it's time to make plans for what we'd like to do. Is it time for another trip to the Fort Worth Zoo? (Especially with the weather being cooler!) Movies? (There's a new Star Wars in December!) Bar crawl? Museum trip? If you have an idea for something you'd like us to do, please share it with us. You can email us at ussregulator@gmail.com, or post a thread on Facebook (I *strongly* encourage joining us on Facebook!). Any and all ideas are welcome.

Respectfully,
Commodore Tank Clark
Captain, USS *Regulator* NCC-2009

XO REPORT/Communications Report

As Tank stated above, it appears everyone wants a name change and considering we have only done this once before in our 25 years; it's about time. If you can't make the meeting in September please make sure you submit your preference. We want everyone to have input on this matter since this is YOUR ship.

Respectfully,
R. Admiral Liz Goulet
First Officer, USS *Regulator*, NCC-2009

SCIENCE DIVISION (BLUE)
Ship's Services



Practice Kindness; it's healthy for you!

Practicing kindness in your everyday life will make you feel better about yourself and others; and...surprise! Studies show that being kind and helping others is also very good for your health. People may vary in appearance, customs and beliefs; but kindness is a value that most people's share. Taking care of each other is a humble task, but the rewards are priceless.

There are endless ways to show kindness to family, friends, shipmates and peoples that cross our path. When you get involved; you'll meet like-minded folks, enhance your social life, increase your social support network and reduce some health risk factors. Whatever kindness you show, you're bound to learn from your experiences and will often receive more than you give.

Helping hands tend to those in need with thoughtful gestures. A short note, a gentle hug or a batch of cupcakes can be reassuring in troubled times. Pitching in; whether sorting donations or manning a crisis hotline can feel good and strengthens your sense of community. Planning fun events like neighborhood barbeques, service projects or charity drives; shows your kindness to others all while getting to know them better.

On that note and in light of Hurricane Harvey, here are a few chances to offer that helping hand and show kindness. (wink, wink)

Donate to the Dallas Foundation, designating funds to the Harvey efforts.

Donate to the American Red Cross at redcross.org or call 1-800-RedCross.

Donate to the Salvation Army online or call 1-800-SAL-ARMY.

Or you can donate items at the Dallas Convention Center drop off sites. All new packages of underwear, t-shirts, diapers, baby clothes, personal care products and gift cards

Commander Tracy "Gleek" Clark, SFMD

Blue Division Leader & Chief Medical Officer, USS *Regulator*, NCC-2009

Birthdays for next month:

September birthdays : No birthdays in this month that we know of.

Movies Upcoming

Murder on the Orient Express

Nov 10

Blade Runner 2049

Oct 6

Star Wars

Dec ?

Science (NASA)

Cassini's Grand Finale

NASA's Cassini mission will come to spectacular close on September 15, 2017 at 5:07 a.m. PDT after almost two decades in space since its launch in 1997. The spacecraft has been orbiting Saturn and studying that system for 13 years. It's now checking off items from a daring bucket list as it makes the most of its final months.

Since its arrival at Saturn in 2004, Cassini's stunning observations of Saturn, its rings and moons, and the surrounding space have produced a series of extraordinary discoveries. Cassini confirmed

the presence of huge lakes on the moon Titan's surface containing liquid methane and ethane. This makes Titan the only body in the solar system, other than Earth, that has bodies of standing liquid on the surface. Cassini also caught the moon Enceladus spewing plumes of water vapor, icy particles, and organic compounds through fissures in its frozen outer shell known as Tiger Stripes. In addition, the mission showed that Saturn's rings are an active and dynamic system that can serve as a 'laboratory' for scientists to study how planets form.

The spacecraft has finished a series of 20 pole-crossing orbits between the gas giant's outer F and G rings, making new discoveries about the rings and the moons that orbit in the outer rings. Cassini is now in the process of executing 22 daring 'Grand Finale' dives that are bringing it closer to Saturn than any spacecraft has gone before – in the 1,200 mile gap between Saturn and its innermost ring. Initial orbits have already produced a surprising discovery – that it's relatively empty between the planet and its rings.

The images and data gathered during these maneuvers will add to the knowledge Cassini has already provided about how giant planets – and planet families throughout our universe – form and evolve. Researchers will be able to map Saturn's gravity and magnetic fields near the planet in detail, revealing new clues about the planet's internal structure. They believe that it's not as simple as a core of ice and rock with a huge envelope of hydrogen/helium on top. These final data will also greatly enhance what Cassini has already shown us about the age and origin of Saturn's rings and how much dust and ice they consist of.

The conclusion of the "Grand Finale" comes when Cassini performs an epic final plunge into the gas giant's upper atmosphere. The spacecraft will transform into a fiery streak in Saturn's skies, removing the chance of a contaminating collision with any of Saturn's icy moons – and bringing a long, rich mission to a dramatic close.

Provided by science.nasa.gov

ENGINEERING DIVISION (RED)

ENGINEERING

Red Division

The Red Division Leader position is still open at this time. Please apply to the Captain if you are interested in filling this important leadership role.



The Red Division is in charge of membership recruiting and retention, as well as the ship's social activities (like parties) ... so, if you complain that I'm not doing an adequate job in reminding you to renew your membership, or if you think you can plan a better party, that's almost like volunteering! :-D

Roon is the next to need to re-up, on 12 Sep 2017. It's only \$5/year now... so, tell your friends!

Red Five, standing by...

BOSUN (Chief in Charge)

To the Crew

Thanks for the participation in last year's contest. We have started out slow this year, but I expect it to pick up. Get your friends and co-workers to help you collect. Suggest they might want to join our ship if they enjoy any SiFi subjects.

Special Note: Please put your name and what group you want your flip tops to be counted for on your bag with the tops. If you **do not** put your name on it, you won't get credit- I will.

Alan Goulet, MCPO

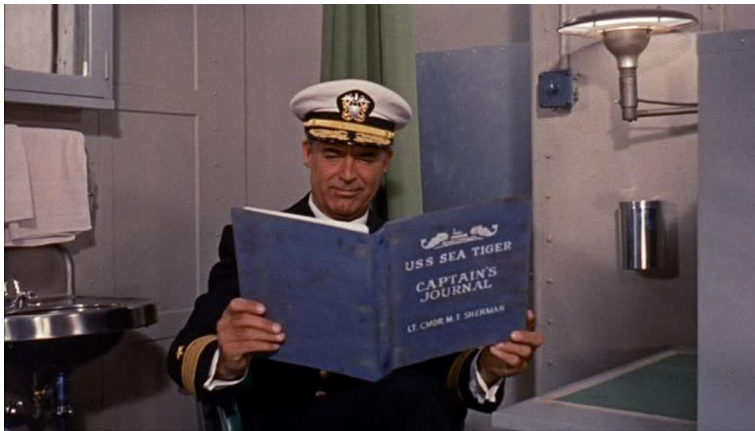


The Yellowjackets: 333rd Military Intelligence Group

For the **historical marker** challenge, I have located a website that can help you find these without going all over the place. It's www.stoppingpoints.com/texas/countygenerator.cgi?cnty=tarrant or put in parker county or whichever county you are roaming around in. You get a map with them marked and listed. If you go to each one and click on it – they give you a picture and location as well as some history.

Greetings, Marines!

Your intelligence-gathering mission: using a digital camera (like the one on most cell phones), capture an image of as many different **historical markers** that you can. These all have to be within the State of Texas, and you should include the location of each marker, as well as the date & time you took the image. Email these to me at the ship's email address (ussregulator@gmail.com). Mission end date is 23:59 Central time, Friday 27 October 2017). The prize is to-be-determined.



This month's intel is in reference to another possible ship name: *USS Sea Tiger*. There was no US Navy submarine nor ship named the *USS Sea Tiger* – it was a fictional ship, and the central focus of the 1959 movie "Operation: Petticoat," one of my favorite films.

The film tells, in flashback form, the misadventures of a fictional American submarine, the *USS Sea Tiger*, during the

opening days of World War II.

United States Navy Rear Admiral Matt Sherman (Cary Grant), ComSubPac in 1959, boards the obsolete submarine *USS Sea Tiger* prior to its departure for the scrapyard. Himself having been the first commanding officer of *Sea Tiger*, Sherman begins re-reading his personal logbook, starting a flashback...

Three days after Pearl Harbor, the sub is damaged during an enemy air raid in the Philippines; rather than abandoning her, Sherman and his chiefs refloat the boat. He's forced to accept the services of Lt. Nick Holden (Tony Curtis), who has no sea experience. Sherman appoints Holden — a born conniver, deal-maker, and scrounger (his motto: *"In confusion, there is profit"*) —



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as supply officer, and through a series of burglaries and petty thefts he gets the *Sea Tiger* seaworthy again.

The *Sea Tiger* puts to sea ahead of the Japanese with a quintet of stranded army nurses aboard. The film shifts to a new level of humor as the officers and crew try to cope with living in close quarters with five attractive women in their midst. Grant gives a very witty performance as a man who is both exasperated by the situation he is in, having to adjust his masculinity to keep it from clashing with the feminine sensibilities of his guests, and also trying to control the mating urges of his men.

There are so many moments of wonderful comedy... the entire bit with "Seaman Hornsby," who "really makes a pig of himself" when he drinks, is astounding. The reason for the submarine being famously painted pink makes sense – and something like it actually did happen. A sub was painted red (the primer) and then had to run out to sea. Tokyo Rose actually made comments about the "Red pirate submarine."



The best bit about naming a (fictional) starship after this particular fictional sub? The fun we can have with it. From lines in the movie ("Now that's what I call scrounging!"), to the attitude the sailors showed in their work – mission first! – to the other, tiger-related fun we can have, ("They're Grrreat!... a newsletter named "Sea Tiger Tails", etc.) I think *Sea Tiger* is a wonderful, **fun** name to have.

Of course, your mileage may vary... let's talk about it

Any questions, or if you just want to chat about stuff, feel free to email me (greenlantern.pirate@gmail.com), call me (940.255.9445), text me, or find me on Facebook, or whatever.

Thank you all, and Carry on!

Brigadier General Tank Clark, SFMC, SFMD (BFHD, LMAO)
Officer-in-Charge, 333rd Military Intelligence Group, "The Yellow jackets"
"We Know Better"
Greenlantern.pirate@gmail.com

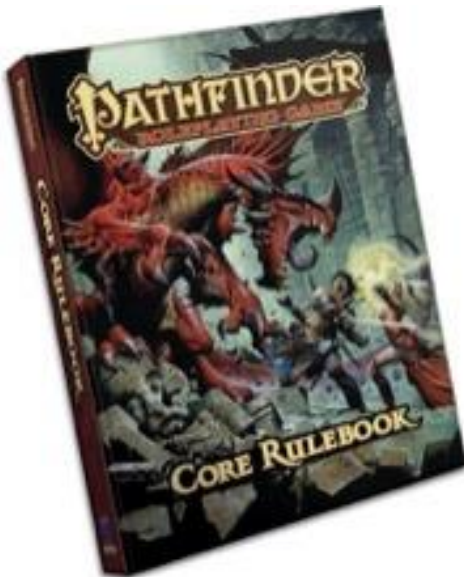
Ranger Report: Have Phaser, Will Travel!

Here's my monthly nagging: Take courses, have fun, earn ribbons and certifications. (It *really* is pretty fun.)

Now, on with the game stuff...

This month, I'm talking about the *Pathfinder* RPG. This game is built on the Open Game License that Wizards of the Coast put out for *Dungeons and Dragons* 3.5, which was an upgrade from *D&D Third Edition*. I owned, and played, both *D&D* 3 and *D&D* 3.5, and when *D&D Fourth Edition* came out, I bought a copy of it... and tried. I really tried hard to enjoy *D&D* 4. It just was such a completely different game, and it was just such a painful experience. Combat went on *forever*... a fight that lasted five or

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six rounds took over an hour to play. Role-play itself was mostly ignored in the rules. (As you may see, I have a very low opinion of the Fourth Edition rules.)

On the other hand, Piazo – a company that had been publishing D&D's magazines "*Dungeon*" and "*Dragon*", as well as adventure modules and other supplements for Third Edition (and later 3.5), decided to give the players what they asked for, and created Pathfinder. This game took what players liked about 3.5, and improved it, and smoothed it out a bit – and boosted the power level of just about everything. You could think of it as D&D 3.7. I waited a long time to pick up the Pathfinder core rules, but after reading them (and now playing a session of Pathfinder), I'm glad I did.

A player of 3.5 could join a game with almost no adjustments. The few "new rules" are things that many people had used as house rules: the cleric's "Turn Undead" becoming a "Channel Divine Energy" feature, doing direct damage to undead monsters, for example. Each class got a power boost, but a logical one. Each race is also a little bit better than their 3.5 equivalents... and the Half-Orc is now my favorite race, because suddenly their negatives aren't overwhelming.

Game play is smooth, and would be smoother still if I didn't have so many versions of D&D's rulesets rattling around in my head. (The way things work in Second Edition isn't necessarily the way things work in Third, 3.5, or Pathfinder, and I have a tendency to remember an old rule instead of the newer one. Hey, I'm old, and so are the rules that I'm used to.)

Character creation is straightforward, and again VERY familiar to anyone who's built characters for D&D 3.5 (or d20 *Star Wars*, or d20 *Modern*, or any other d20 OGL game, for that matter.) The new way buying skills work is great, and much easier to remember.

Tracy and I both agree that the "luck" rules from *Rangers and Rabbits* would have saved us quite a bit of hit point damage, and we may "house-rule" that rule into our games in future. Right now, we're playing RAW ("Rules As Written") as much as we can, and it works pretty well.

This is a great game, and I highly recommend it. I think my favorite is still *Advanced Dungeons and Dragons Second Edition*... but *Pathfinder's* right up there, now. (And, after playing a *Pathfinder* session, I want to check out *Starfinder* – see the article I wrote discussing it -- even more!)

I may be discussing this game again next month, so let me give you a brief rundown of the party. It's an unusual one for us, as I usually play a Paladin and the rest of the players play characters that get along with Paladins well.

First, Tracy's fighter: Lursa is a half-orc, wearing the best armor she can afford (scale mail), doing the old-fashioned sword-and-board (well, axe & shield) routine. The cleric, Koloth, is Lursa's cousin, and another half-orc. In Pathfinder, half-orcs add two points to any one ability score (of the player's choice); Koloth added his to Charisma. Koloth is a very persuasive fellow, wearing scale mail (again, it's the best he could afford) and swingin' a big ol' great axe. The party's rogue is a gnome, Querk. Querk is by far the smallest party member, and I'm not completely sure of her motivation. Rounding out Our Heroes is our wizard, Hix Nolothomir. Hix, an elf, isn't a typical elf wizard – he specialized in Necromancy (or as he likes to call it, "Post-Mortem Communications and Deceased Personnel Management"). I rolled pretty well, and after being adjusted for Hix's Elf race, he ended up with a Strength of 15, a Dexterity of 19, a Constitution of 14, an Intelligence of 20, a Wisdom of 16, and a Charisma of... 10. I figure he's a creepy, Sheldon ("Big Bang Theory")-like fellow. VERY smart, positive that he knows better, and more, than anyone else, but a severe dead/undead geek, which bothers everyone around him. He has no armor (wizard!), but that obscenely high Dex gives him a

pretty good Armor Class (AC) of 14; casting Mage Armor brings that up to 18 (for one hour per level). Hix is going to be insanely fun to play, I think. I can't wait for the next session!

Grab some dice, and let's start killin' some goblins – ...
Sum non Satis?

Commodore Tank Clark, SFMD
Team Leader, 33rd STARFLEET Rangers ("The Paladins")
"Have Phaser, Will Travel"

Klingons!

Our chapter has always been very Klingon-friendly. However, I do worry if having a dedicated subgroup of Klingons is necessary. If, instead of having the Klingons organize our Klingon Dinner Thing, we instead had the Red Division folks do a Dinner Thing along with the promotions/awards/etc., would that be a good thing, a bad thing, or just a different thing... and is different good, or bad, or neither? (or both?)

So, here's the deal: We're going to leave the Klingon Horde as it is – the names of whoever wants to be considered a Klingon, listed with their Klingon name, as a page on the web site. However, unless someone wants to do something special, I think we'll just leave it as a disorganized sub-group.

Let me know what you think, please.

Qapla!

Klark, son of Konald



Meetings for the *USS Regulator* are held every month
at 1500hrs at Shady Oaks BBQ at Sand Shell &
Hwy 35. Usually on the fourth Saturday of every month.
For information contact CO Commodore Tank Clark
at
regulator@region3.org
or visit our web site

<http://ussregulator.weebly.com/>

Regulator Charge! Newsletter is a monthly publication produced to inform members of upcoming events with the ship, with the region, and with the fleet. As well as things of interest everyone might like to know about. Information in this publication is obtained through emails and internet sites. The *USS Regulator* is a non-profit organization affiliated with STARFLEET. Although we are Star Trek based, this club does enjoy and encourage anything that is SciFi related such as Battlestar Galatica, Stargate, Star Wars, X-Men, Superman, etc. This is an 'on line' publication for all those who have email. If requested a printed copy can be sent to you at your home address.