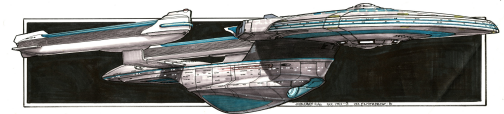




NCC-2009

Volume 12 Issue 08

Regulator Charge!



Defending the Final Frontier
August 2015

Crew Meetings & Activities 2015

2015

Sept 12 Alliance Air Show

Sept 15 Articles for Mirror Mirror Kill the Captain are due

Sept 19 Regular Meeting

Oct 10 Tarantula Train Ride from Grapevine

Oct 17 Mirror Mirror Month (XO presiding)

Nov 7 Zoo Trip to Fort Worth

Nov 21 Klingon Dinner Thing in Decatur

Dec 19?

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.)

From the Ready Room

Everyone is doing really good on the ship. We have a lot of activities coming up. The Helm report lists most of them. Hope to see everyone on Sept 19.
LLAP

Captain Michael Cross

XO

Check out the Helm report.

Brigadier Tank Clark, SFMC

First Officer, USS Regulator, NCC-2009

Communications

Boy are we busy till the end of this year. Check out the Helm report as to all the activities we have planned. This is why you need to attend the monthly meetings so you find out all the ins and outs. If you are interested in the **Alliance Air Show on Sept 12** contact the XO – they are carpooling (possibly from SCIFI factory) to save on car cost. Also contact him about riding the **Tarantula train** from Grapevine on Oct 10.

The **Mirror, Mirror** month has been moved to October. We will meeting at our regular place but the XO will be presiding as the CO will be on the east side of the metroplex. Make sure you get your short stories, Poems, etc in to the CO by Sept 15 to show us all how you would eliminate the CO in our alternate universe. There will be prizes.

Melissa is planning a trip to the **Fort Worth Zoo** in November and we are having our annual **Klingon Dinner Thing** on November 21 in Decatur as we have for the last three years. And we still haven't decide what to do for Christmas this year.

Liz Goulet, R.Admiral

Communications Officer, USS Regulator, NCC 2009

MEDICAL ALERT!! MEDICAL ALERT:

Tank wakes up all the time. Every few hours, he wakes up. What's up with that?

Honestly, what's the deal?

First of all, understand that waking up in the middle of the night is completely normal and part of our human DNA, says Jose Colon, MD, founder of Paradise Sleep and author of The Sleep Diet.

"Nobody sleeps through the night," Colon says. In fact, he says even 4 to 6 nocturnal awakenings is considered normal. "This goes back to our caveman days where one would wake up, scan the environment, make sure there are not tigers, and then go back to sleep," he says.

That last part is key: You should be able to go back to sleep. If you can't, one of these 5 sleep stealers may be standing between you and a good night's rest:

- **"I gotta pee!"**

Nocturia (nighttime urination) has many triggers. But if you find yourself waking up 2 to 4 times a night to pee—even when you limit your evening drinking—you might want to try sipping more water before bed. Just add a pinch of salt, says Jonathan Steele, RN, executive director of WaterCures.org. Our bodies try to maintain an internal balance of water and electrolytes, Steele says. Too much water without enough salt, and your body may try to jettison some H2O, which may explain why you're waking up in the middle of the night to pee.

Sleep Solution: About 30 minutes before going to sleep, drink a small glass of water with a pinch of unprocessed sea salt, Steele suggests. "Unprocessed salt helps the water to get into all of our cells," he says. You need to take the salt with H2O to ensure your body retains both, he adds.

- **"It's too bloody hot!"**

[According to](#) the National Sleep Foundation (NSF), feeling hot can make it hard to stay (and fall) asleep. "The temperature of the room, what you wear or don't wear to bed, the sheets and blankets—all figure in to keeping your body at the right temperature," says Marc Leavey, MD, a primary care specialist with Mercy Medical Center in Baltimore.

Sleep Solution: People can sleep comfortably at a range of temperatures. But a room temp between 60 and 65°F is ideal for most, the NSF [reports](#). Also, try a bath before bed, Leavey suggests. "Taking a warm bath raises your temperature in the tub slightly, while exiting the tub triggers a slight drop in temperature—a signal that your brain associates with sleep," he explains.

- **"Did I just get a tweet?"**

If your bedtime routine involves scrolling through Twitter and Instagram, your updates may be messing with your sleep. "Exposing eyes to light during the evening stops the body from making melatonin, the sleep hormone," explains Richard L. Hansler, PhD, of John Carroll University. From tablet screens to smartphones, electronic devices are light sources people tend to hold close to their faces, which may make them potent sleep disrupters.

Sleep Solution: Dim your room lights and aim to make your last hour before bed screen-less. Too hard? [Research suggests](#) the blue light emitted from smart phones is the most problematic. But if you dim your phone or tablet's light, and try to hold it at least a foot or two from your face, it shouldn't mess with your slumber.

- **"How about a nightcap?"**

While that second cocktail may make you sleepy, it can also disrupt your restful night's sleep. "Alcohol has a sedative effect that, if you drink enough, can put you to sleep quite easily," Leavey says. "Over the first few hours, you metabolize that alcohol, with the alcohol producing a form of sleep that can prevent the healthy rapid eye movement sleep that is most restful." This lack of REM sleep will make the second half of your night restless and fragmented.

Sleep Solution: The "best" cocktail to drink before bed? It doesn't exist, Leavey says. "If you are going to drink, you may not be able to sleep," he adds. (There's a reason "happy hour" and "cocktail hour" are early in the evening.) Take it easy on the booze and quit drinking a few hours before you

go to bed, and you'll give your body time to metabolize the alcohol before you try to sleep.

- **"STRESS? WHAT STRESS?"**

Whether it's a demanding boss or a troublesome toddler, stress can rob us of a good night's sleep. "[Stress-reduction](#) interventions, such as mindfulness meditation and progressive relaxation, have demonstrated some effectiveness for sleep disturbances, including frequent awakenings from stress," says Lekeisha A. Sumner, PhD, a board-certified clinical psychologist at the University of California, Los Angeles. Sumner says meditation and similar practices may help decrease worry and improve mood, which supports sounder sleep.

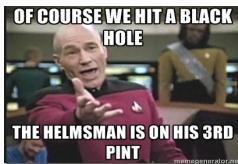
Sleep Solution: While practices like meditation or [yoga](#) may help, Sumner says people with serious stress-sleep issues may benefit from psychotherapy. For example, [cognitive behavioral therapy](#) can enhance sleep quality by helping your brain get control of the stress-based thoughts that rob you of ZZZs.

Source: <http://www.msn.com/en-us/health/wellness/5-reasons-you-keep-waking-up-at-night/ar-BBm34ui>

Rolling the bandages,

CDR Tracy "Gleek" Clark, STARFLEET
Chief Medical Officer, USS *Regulator*, NCC-2009

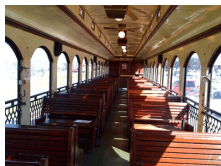
HELM



"Mr. Sulu, you may... indulge yourself."

Lots of things on our schedule:

- Alliance Air Show, Sat 12 Sep. Like last year, we'll meet at the Sci-Fi Factory parking lot and carpool. Gates open at 9:00 AM, so let's meet at 8:00 AM. There's an Event for this on our Facebook group, so please sign up there so we know who's coming.
- The FENCON convention this year on September 25-27, at their new hotel, the Westin DFW Airport in Irving. The convention rate is \$99/night, single thru quadruple occupancy (tell them that you're with the FenCon group) Adult Memberships to FenCon are \$40 for a regular membership (you get a program book, a convention guide, and the standard welcome packet, as well as admission to the con) or \$55 for a "Friend of the Fen" membership (you get everything the regular members get, plus a FenCon XII t-shirt or totebag, your name in the program book, and a special autograph session with the Guests of Honor). I've been to FenCon before, and it's a lot of fun. I won't be able to go this year, but if you can, I recommend it!
- Tarantula Train Ride, Sat 10 Oct. I think most of us wanted to do the longer ride, from Grapevine to Fort Worth and back. We'll meet at the Grapevine depot (705 S. Main St, Grapevine) around noon, and purchase tickets as a group at 12:15. The train boards at 12:30, and leaves the station at 1:00 PM. The return train boards in Fort Worth at the Stockyards station at 4:05 PM.
- In November, the Science department has tentatively scheduled a trip to the Fort Worth Zoo; Crewman Brulotte will have all the details for this.
- In December, the Sci-Fi Factory will probably be doing a private showing of *Star Wars Episode VII*, and we'll most likely be sending an away team for this.



Releasing the parking brake,
Brigadier Tank Clark, SFMC
Helmsman, USS *Regulator*, NCC-2009

Navigation Department

"Second star to the right, and straight on 'till morning..."

Sean Washburn, Lt jg

Navigation, USS *Regulator*, NCC 2009

BOSUN (Chief in Charge)

I hoped we would collect 10,000 flip tops this year. That means we will set a new record for this year because we have already collected that and even more. I would like to congratulate Melissa for setting a new one month record of over 10,000 flip tops. The rest of you have your work cut out for you if you want to keep up.

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.

BONUS: For those who recruit somebody whether you are an individual or family, they may assist you this year only in the flip top contest. This is to encourage you to get somebody to join the ship.

Alan Goulet, MCPO

From the Flight Deck:

OIC, VMA-333 "Phoenix Squadron"

Take a knee, Marines.

I want to share with you what I wrote, when I recommended our squadron for the Legion of Valor award (the award for the Brigade unit of the year.) The winners of the Legion of Valor are nominated for the Legion of Honor, the SFMC's Unit of the Year.



The 333rd is one of the most active and most fun-loving group of Marines in the Brigade, if not in STARFLEET. In addition to getting together every month at the Ship's meeting, and participating in challenges like the Marine Reading Challenge, our Marines are active in every aspect of fandom. From conventions (A-Kon, Fen-Con, DFW Fan Fair, Dallas Comic-Con) to museum trips (Texas Civil War Museum, National Museum of the Pacific War, Fort Worth Museum of Science & Technology), our MSG goes everywhere & does everything.

This evidence is based on accounts in the newsletter and personal experience with other marines in the brigade. The 333rd openly invites participants from other units, not just to game day or Brigade events but to its own regular meeting events. Outside Marines have attended several Regulator / Phoenix Squadron gatherings with delightful results that note-worthily included different members of both crew rosters.

There is absolutely never a negative comment on or by the unit's leadership regarding its operations... So the morale and discipline are so integral to their esprit de Corps as to be virtually invisible. There has never been heard a derogatory comments from the 333rd about any person or group with whom they associated.

Their ability to walk the walk and talk the talk sets an inspirational bar for the whole Brigade ; The number and scope of events speaks strongly in favor of the service and outreach performed by the 333rd.

This year, at STARFLEET International Conference, the 333rd Marine Strike Group, a.k.a. VMFA-333, Phoenix Squadron, was awarded the Legion of Honor, for the second time since I've been a member.

From the Marine Force Manual, 2012:

LEGION OF HONOR (a.k.a. SFMC Unit of the Year)

Issuing Authority: Commandant

Frequency: Annual (one award issued to one unit each year)

SFMC Ribbon Name: Smith-Weber Ribbon

Cadets Eligible for Award: No, but can be awarded if, and only if the Cadet is not a member of a MTU.



This award is given to the SFMC unit that most exemplifies the spirit, image and attitude of the Corps. This unit should set the standard for conduct, appearance, motivation and activity for which all STARFLEET Marine units strive. Normally, the General Staff selects the top three candidate units for this award from among the Legion of Valor recipients in the various brigades, and passes those units on to the Commandant for his selection of the final recipient.

All of our Marines, Active or Reserve, are authorized to wear this ribbon. You may purchase it from the SFMC quartermaster, at www.qm.sfi-sfmc.org. (or directly at http://www.qm.sfi-sfmc.org/index.php?main_page=product_info&cPath=1_6&products_id=43). Please refer to the SFMC's Marine Force Manual for instructions on proper wear, including on which uniforms it may be worn, and how it is to be worn on those uniforms.

By the way, the same source (http://www.qm.sfi-sfmc.org/index.php?main_page=product_info&cPath=1_6&products_id=51) can be used to purchase the Matt Copple Ribbon for the Legion of Valor, if you haven't already acquired yours.

As I've said before, I couldn't be prouder if I tried with both hands. That being said, let's keep it up!

Thank you all, and Carry on!

Never Give Up, Never Surrender!

Colonel Tank "Bazinga" Clark, SFMC OIC, VMFA-333 "Phoenix Squadron", 3BDE S-1 Personnel & Administration

From the Deck 15 Horde: Known as the Klingon Krew

"Pn'nglui mgw'nafh Cthulhu R'lyeh wgah'nagl fhtagn."

("In his house at R'lyeh, dead Cthulhu waits dreaming.")

This is something you need to see: <http://io9.com/5875922/today-is-a-good-day-to-look-at-insane-klingon-fan-art>

On the weekend of Oct 3, the *IKV Melota* is hosting their 22nd Batleth tournament at Purvis Creek State Park. Contact them (their web site is at <http://www.janissaries.net/ikvmelota/>) for more information!

The *Regulator* has annually hosted the Klingon Dinner Thing since 2011 (and had done so before). We have used the Decatur First United Methodist Church's Wesley Center for it, with a "donation" of \$50. This year, we're moving it to November, on the normal meeting weekend: November 21, starting at 5:30 PM. (This is tentative; we are still looking for a location more centrally located, and hoping for a better time so that the Captain will be able to go, too.)

Stay Tuned!

For the Empire!

Kai the Klingon Krew! Qapla'!

Have Phaser, Will Travel!



Unlike my normal selection, this month's pen-and-paper Role-Playing Game (RPG) is one I've played a lot. A whole lot. Ladies and Gentlemen, I present to you *Advanced Dungeons and Dragons, 2nd Edition*.

History & Background

In 1974, Tactical Studies Rules (TSR) published the first version of original *Dungeons & Dragons* (D&D). An amazing success, it continued to expand and thrive for years. Beginning in 1977, TSR released the first edition of *Advanced Dungeons & Dragons*. (AD&D)

Unimaginably (for today's market), they spread the release of the game over three years. The Monster Manual (MM) came out in 1977, the Players Handbook t(PHB) the next year in 1978, and finally the Dungeon Master's Guide (DMG) in 1979. AD&D was a huge change and upgrade. Player Characters now had separate races and classes, the Armor Class (AC) started at 10 instead of 9 (the numbers still went down as the AC improved), there were more, and more interesting, classes (Paladins, Rangers, Illusionists, Assassins) and races (Gnomes, Half-Orcs). Alignment now had two axes: the Law -- Neutral -- Chaos axis, and the Good -- Neutral -- Evil axis, permitting nine alignments (Lawful Good, Neutral Good, Chaotic Good, etc.) Life was good. I played a LOT of AD&D, and around the same time I was also playing and Dungeon Mastering (DM-ing) Basic D&D (updated version of Original D&D, also called "red-box D&D" because the first part of it came in a red box.)

Second Edition

Fast forward to 1989, and the release of the second edition of the AD&D game. Much of the play was streamlined, and several portions of the rules were listed as optional. Classes were grouped together -- the Warrior Group consisted of the Fighter, Paladin, and Ranger classes, and the Rogue Group had the Thief and the Bard classes, for example. In addition to the standard Cleric class, the DM could include deity-specific Priests, each with different special abilities and different access to the spheres of priest spells. Thieves now could improve one thief ability (like Open Locks, Find/Remove Traps, etc) more than others, dividing points among them. The combat system was changed, too. Red-Box D&D and original AD&D used attack matrix tables, but 2nd Ed. used a mathematical formula in which the defender's AC is subtracted from the attacker's THACO ("To Hit Armor Class 0).

Other changes to the game system included the removal of Half-Orcs from the core rules (they were later added back in a supplement); the removal of Assassins & Monks; the renaming of the "Magic-user" class to "Wizard"; the Bard became a normal PC class instead of the multiple-class weirdness they were in 1st Edition; the Ranger was very heavily changed, thematically and mechanically, from the heavy-armored "giant-class" monster hunter to a lightly-armored, dual-wielding naturalist; the initiative die changed from a six-sided die (d6) to a ten-sided one (d10) -- but initiative was still modified by weapon speed and spell casting time, and was still rolled at the beginning of each round; priest/druid spells are organized into themed "spheres," with access to spheres being determined by the priest's class and deity.

A big change was made to the default game coinage:

1 st Edition	200 copper pieces =	20 silver pieces =	1 gold piece	10 coins weigh one pound
2 nd Edition	100 cp =	10 sp	1 gp	50 coins weigh one pound

Commentary & House Rules

Believe it or not, when it first came out, THACO was a wonderful improvement. My first DMG from 1st Edition would fall open to the combat tables, because whenever we played, it HAD to be open to those tables. We couldn't play without the attack matrix for each class & sub-class, and for the monsters (by Hit Dice). THACO used the math from the old tables, but reduced it to a single number, and then required the players to do math

(instead of requiring the DM to do math). "My THACO is 17, the orc is AC 6, I have a 17 Strength so I get a +1 to hit in melee, and I'm a dwarf so I get a +1 bonus against orcs... so I roll a d20 (20-sided die) and add two to the roll, and the result needs to be 11 or better." Yeesh. The good news is, my math skills improved.

A few weeks ago, I found a free RPG called Stars Without Number. SWN uses a similar lower-numbers-are-better combat system, but the way it works is a bit easier to remember, I think, so I'm "stealing" it & using it instead of the THACO. One still rolls a d20, but adds ability score modifiers, racial modifiers, magic modifiers, etc; the attacker then also adds the defender's AC. If the die roll plus all those modifiers results 20 or more, it's a hit. I had to reverse-engineer the THACO to provide a "Base Attack Bonus," but that was fairly simple.

Using the same example above: *my base attack bonus is +3, strength modifier is +1, racial modifier is +1, & the orc is still AC6. The total modifier is 3+1+1+6, or +11, so I roll a d20 and add 11 to the roll – if it's 20 or above, it's a hit.*

The math works out the same, but it's easier for me to just add modifiers together once, instead of adding modifiers to the die roll and subtracting AC from the THACO.

"Back-in-the-day," we always played using the weapon proficiency (WP) and non-weapon proficiency (NWP) rules. Each character class group had a varying number of weapons they would begin play proficient in, and they each added a weapon proficiency "slot" at certain levels. Likewise, they had a certain number of skills – "non-weapon proficiencies" and added more slots at certain levels. To see if the skill check was successful, the player rolled a d20 and compared the result to the relevant ability score (as always, modifying it appropriately). This was a simple enough system, but it did add a new level of complexity to character creation.

This go-round, we decided to leave the WP/NWP system out – it is, after all, optional. Instead, we're using the "can my PC do that"/"Yeah, I think so" player/DM interplay method. The DM has the final say, and he bases his decision on the type of PC. (For example, "Lumpy", the Dwarf priest of Hephestus should be able to fix armor, make an iron pot, or shoe a horse.) As far as weapons are concerned, the PC may use any weapon in his class list. We've also decided not to use the encumbrance system, but the DM reserves the right to remind PCs that they can't carry 400 lbs of loot in a backpack (capacity 50 lbs).

Other PC creation rules for this: maximum hit points at first level, ability scores are generated by rolling 4d6 (and re-rolling "ones") and putting the scores in any order, and we're using the mythos-specific priests of the Greek pantheon, from the *Legends and Lore (2nd Edition)* supplement. Starting funds were determined by using the maximum possible on Table 43, Initial Character Funds in Chapter 6 of the PHB (for the first adventure – see below). For ease of purchase, I'm also allowing use of the "equipment packs" from D&D 5E – the price is similar enough between the editions. I have a bunch of the AD&D 2nd Ed supplements, but for right now I don't think we're going to use them – except possibly on a case-by-case basis.

We used the optional critical hit system: when a natural 20 was rolled in combat, double the damage dice were rolled and the total added to any damage bonus (for example, if the PC wielding a broadsword had a bonus of 2 hp extra damage due to strength rolled a crit, he'd roll 4d4 – instead of the normal 2d4 – and then add 2 to that, resulting in total damage ranging from 6 to 18.

Character Creation:

AD&D 2nd Ed was not a fast system to generate PCs. TSR had an official character generator for Windows that I used to own; it was very nice, but it did force the WP/NWP rules, and didn't use the customized kits (from the PHBR series of supplements) or the specialized priests described in *Legends and Lore* and other supplements. There are several low-end automated character creators available to be downloaded from the Internet; some of these are really pretty good. Redblade is my favorite among them. For this

experience, however, we stayed "old-school," and rolled the dice on the table.

Like so many things, some PCs are faster & easier to build than others. The basics are the same, no matter what:

- Roll the dice for the ability scores
- Decide what race and class (or classes, if you're selecting a multiclassed demihuman). Place the ability scores as you want for the class, and modify them for race. (Make sure you qualify for the class!)
- Fill in the modifiers for the ability scores.
- Buy weapons, armor, and other equipment. Note that Mages may not wear armor, Clerics may only use bludgeoning weapons, etc.
- Figure your THACO/Base Attack Bonus, AC, and so forth. You might want to note the total bonuses for each weapon, as well as damage, ranges, and so forth.
- Each class has special abilities. Make a note of them. Thieves, for example, need to figure their base Thieving Abilities (Open Locks, etc), as modified by their armor and race, and then need to divvy up the 60 points they get at 1st level (obeying restrictions listed in the PHB). Mages need to select the spells in their spellbook (*Read Magic*, *Detect Magic*, and four others approved by the DM). Priests need to make a note of the spheres to which they have major and minor access, and may want to select the spells they want to load for the first adventure.

PCs generated include:

- Lumpy, Dwarf Priest of Hephestus
- Q'letus, Elf Wizard/Thief
- Goruchon, Elf Fighter/Thief
- Tinchy, Halfling Thief
- Agnes, Human Paladin
- Corsica, Half-Elf Druid/Ranger

Game Play:

The first adventure was a dungeon-crawl, using a randomly-generated dungeon (<http://donjon.bin.sh/adnd/dungeon/>), with a plot added (rescue an Elvish princess captured by Orcs). We started with four of the six PCs: Lumpy, Qletus, Tinchy, and Agnes. The first encounter killed Qletus and Tinchy, so the other two PCs came in (apparently waiting upstairs – maybe securing the mounts?).

The PCs continued exploring, encountering and disabling (most) traps. They rested overnight, regaining hit points & the ability to cast healing spells, then brought their hit points back up to maximum (or nearly maximum.) However, 1st level PCs are still weak, and during a combat with 8 hobgoblins, the dice turned against us. This resulted in a Total Party Kill (TPK) – the first TPK I've been a party to in a very long time. We spent the rest of the day rolling up new characters – four each, so we have plenty of "reinforcements"/"replacements".

Initiative in 2nd Ed was rolled each round, using a d10, and sometimes some modifiers. We found the easiest way was for each PC and the DM's monsters to have a d10 in the center of the table, and the DM roll them all together at the beginning of each round, then sort them in order (low to high) for each one.

The combat system, using the rules from Stars Without Number, worked wonderfully! Very easy to do the math. There are lots of resources available online for free for *Advanced Dungeons & Dragons, 2nd Edition*, including all of the rulebooks and supplements, in PDF format.

The second adventure, with the new party, was another randomly-generated dungeon (once again, from <http://donjon.bin.sh/adnd/dungeon/>). This time, the party survived intact through the first two encounters. On the third encounter, the party stumbled into a room with eight hobgoblins... who got a surprise round of attacks against our heroes. The hobgoblins managed to get two hits in on the ranger – and one of those was a critical hit. Eighteen hit points are way more than any first level PC has... so, another death... and when play begins again, it'll start at rolling initiative for the first round. (Oh,

look, the hobgoblins have a half-elf – a.k.a., replacement character -- tied up, and they were dividing his possessions between them!) Cliffhangers are great, aren't they?

It's been a long time since we had 7 PCs die in an AD&D game. Perhaps this is the reason the groups I played with back-in-the-day almost always started play out at 3rd level, or with 3,000 to 4,000 XP, or something like that (depending on the DM).

After three more PC deaths in combat with those hobgoblins, ("hey, it wasn't just one guy tied up, it was several!") we added another house rule: each starting PC adds one-half (rounded up) of their constitution (CON) score to their hit points, as a "bump." So, a warrior with a 17 CON would start with maximum hp from his hit die (10), plus 1/2 of 17 (8-1/2, rounded up to 9), plus 3 (from his CON bonus) – a total of 22, instead of his normal 13 (or, if you used rules-as-written ("RAW"), somewhere between 4 and 13 depending on the roll of his d10.) This has made the difference: no more PC deaths (although one character was down to 1 hp when he withdrew from combat... he would have been killed before he could have withdrawn without the hp bump.)

Grab some dice... we're leading the way,

Fleet Captain Tank Clark, SFSO
Team Leader, 33rd STARFLEET Rangers ("The Paladins")
Have Phaser, Will Travel

Ship's Services

MOVIE REVIEW: MISSION IMPOSSIBLE: ROGUE NATION

Your mission should you choose to accept it is to go see MI Rogue Nation. The IMF is in a hotter seat than any of the other missions. The other agencies that we deal with are Secret Service, MI6 and the Syndicate. If I tell any more I will give away too much. Just go see it.
SCPO Michelle Goulet

September birthdays –there are no birthdays in September that we know of. Also, the following need to renew their Starfleet Memberships soon:

Roon Marchant expires 9/12/15

Please take care of these if you wish to help your ship stay a member of Starfleet. And let your CO know when you have done so. However, you do not have to be a member of Starfleet to be a member of the ship – just if you have plans to be the CO or XO.

Engineering Department

Engineering is quiet. There haven't been any more drainage of power to Security. Making normal maintenance repairs as needed.

Roone Machart, Maj,
Chief of Engineering, *USS Regulator*, NCC 2009

Science Department

I am hoping to have information and a firmer date for the trip to the Fort Worth Zoo by crew meeting time.

Melissa Brulotte
Science, *USS Regulator*, NCC 2009

SECURITY! SECURITY!!

All quiet this month. Only a little noise out of the Klingon deck but that's to be expected.

Scott Cornatez, Lt.
Security, *USS Regulator*, NCC 2009

Advertisements

It has been suggested that we might help our fellow crew members by posting ads for their personal business. This day and age starting a business isn't easy and they can use all the free help we can give them.



Custom Vinyl Decals, Gifts, Apparel, Editable Printouts, etc.
Go to: www.etsy.com/shop/LauraWashburnDesigns



Meetings for the *USS Regulator* are held every month at 1500hrs at Shady Oaks BBQ at Sand Shell & Hwy 35. Usually on the third Saturday of every month. For information contact CO Captain Michael Cross

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.