



# Regulators Charge!

## Defending the Final Frontier

Volume 12 Issue 01

January 2015

### Crew Meetings & Activities 2015

Feb 21 Regular Mtg (Nominations begin)  
Mar 21 Regular Mtg Dinning Out  
Apr 18 Regular Mtg (Elections)  
Main Event Grapevine? (Nominations cont)  
May 9 Regular Mtg  
May 15-17 Regional Summit  
Jun 20 Regular Mtg  
Jul 18 Regular Mtg  
Aug 15 Regular Mtg  
Sept 19 Mirror Mirror Month  
Oct 17 Klingon Dinner Thing  
Nov 21 Regular Mtg  
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

We've got a lot going on this year... and the next few months are going to be busy ones.

First, the new year means that everyone's dues are due. Remember, you must be a dues-paid member to vote in any ship elections; dues are \$2.00/year, and the money goes to pay for the small amount of postage the Communications Department requires, as well as to help cover costs of activities like the Klingon Dinner Thing.

#### Paid members:

Brigadier Tank Clark, Rear Admiral Liz Goulet, Cmdr Cynthia Crouch, Cmdr Tracy Clark, Major Roon Marchant, Lt. Cmd Michael Cross, Lt. Perry Brulotte, Lt Katelyn Barnett, Lt. Amanda Fralicks, Chief Warrant Officer Glen Wilkerson, MCPO Alan Goulet, CPO Michelle Goulet, POC 1<sup>st</sup> Nicholas Vilarreal, POC 2<sup>nd</sup> Karen Chaffin and Crewman Melissa Brulotte.

#### Not-yet paid Texas members:

Rear Admiral Robyn Winans, Lt Cmdr Scott Cornatzer, Lt Sean Washburn, Lt JG Colin Gabbert, Crewman Alysia Strickland and Crewman Laura Washburn.

#### Not-yet paid Pennsylvania members:

Cmdr John Erb, Lt Col John Kraly II, POC 3<sup>rd</sup> Eugene Connolly, and Pvt Matthew Arment.

Those of you who are unable to attend a meeting here may send your dues via PayPal ([lordaelfhelm@yahoo.com](mailto:lordaelfhelm@yahoo.com)) or by snail-mail (T. Clark, 729 CR 4421, Rhome, TX, 76078). Remember, you must have your dues paid by 21 March 2015 to be eligible to vote in the Department Had election, Marine OIC election (for those of you who are members of the 333<sup>rd</sup> MSG), Ranger Team Leader election (for those of you who

are members of the 33<sup>rd</sup> STARFLEET Rangers), Klingon Leader election( for those of you who are members of our Klingon Horde) and Commanding Officer election. This vote will be held at the Aril meeting on April 18. Nominations for these elections will be accepted at the February and March meetings, (or you may nominate via email or via the Facebook group.) As noted in the Ship's Articles you may not nominate yourself and Department Heads, the Marine OIC, the Rangers TL and the Klingon Leader are all automatically nominated for return – unless they decline to return in that position.

The ship's calendar thru May was discussed: 21 Feb & 21 Mar are both standard meeting dates at Shady Oak's (at which nominations for CO & Department Heads will be made), and 18 April will be the Spring Thing/Promotions/Elections meeting, possibly at the Main Event in either Grapevine or in Arlington. The May meeting -- and official Change of Command --is rescheduled to 09 May, as Region 3 Summit/3BDE Muster is on the weekend of 15-17 May. If you can go to Summit, you should... they're always lots of fun, and this year, it's in San Antonio. ([www.r3summit2015.org](http://www.r3summit2015.org))

At the meeting, I made a motion:

*"Subject to STARFLEET approval, to change USS REGULATOR, ACHILLES-class, NCC-73337 to become USS REGULATOR, EXCELSIOR-class (ENTERPRISE-B sub-class) NCC-2333. If seconded, I propose this be voted on at the March meeting (21 Mar 2015), and that it require a 2/3 majority of dues-paid members to pass.*

*Votes may be submitted via e-mail to [ussregulator@gmail.com](mailto:ussregulator@gmail.com) no later than midnight 20 Mar 2015."*

This motion was seconded by LT Brulotte, and passed with no nay votes. I encourage everyone to vote as early as you can. (Remember, you gotta pay your \$2 dues for your vote to count!).

I also made a second motion, to form a Committee of the Whole to review the Ship's Articles (the Handbook, General Orders, and Constitution). This was seconded by LCDR Cross and passed by acclamation. I posted a potential draft of revised Articles in the Facebook group, so that's available for your perusal, and comments and recommendations are welcome either there or by direct email to [ussregulator@gmail.com](mailto:ussregulator@gmail.com). The current version of the Ship's Articles are available at the ship's web site, [www.ussregulator.weebly.com](http://www.ussregulator.weebly.com).

The last two election cycles have seen updates to the Articles, so it's a good time to make sure our governing documents are up-to-date and reflect the way we want to run our ship. In the draft that I posted, the only section that was changed was the Handbook -- and it was changed under the assumption that the ship will indeed vote to change class & hull number to *Excelsior*-class NCC-2333. (I changed one thing in the Constitution, twice: the hull number was adjusted to NCC-2333 vice NCC-73337.) Please note the real-world areas of responsibility each department has, and the new/re-organized departments in the draft handbook. A brief summary: Bridge Specialist department closed, Helm and Navigation departments created, Counselor's Department renamed & re-imagined as Ship's Services Department, Boatswain's Department becomes Deck Division, and there's some adjustments of the real-world responsibilities of each department.

Please read the draft & compare it to the 2013 version. Send any suggestions, comments, etc to [ussregulator@gmail.com](mailto:ussregulator@gmail.com), or post it on the Facebook group, and we'll talk about it. I'd like to finalize this by the end of the March meeting, to be published by the April meeting/Spring Thing/Elections/Promotions/Awards, so the new Captain can take over without having to deal with this.

With the Summit, Muster, and our own promotions & awards coming up so quickly, please be thinking about people you'd like to recommend for R3 awards (see [www.region3.org](http://www.region3.org) for descriptions), 3BDE awards (see the Marine Forces Manual), and ship awards (see the ship's web site.) We've got a few officers that only STARFLEET can promote -- a couple of flag officers as well as some Commanders (who really need to take Officer's Command College so they will be eligible for promotion.)

One more thing: we've decided to re-schedule the May meeting, as our regular meeting date would be during Summit. Instead of 16 May 2015, we'll meet on 09 May 2015, still at the Shady Oaks BBQ. This will be the official Change of Command meeting, and I'm looking forward to the next stage in the glorious adventure that is the *USS Regulator*.

Meanwhile, keep having fun. That's an order.

With my compliments,  
Brigadier Tank Clark, SFMC  
Commanding Officer, *USS Regulator*

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## XO/Communications

As the CO said in his report we have had a busy month. I want to thank Cindy Crouch for having the Christmas/New Year's Party at her apartment complex. Though only 9 members attended, we all had a great time.

And it was good to see all the members who could come to the regular meeting on the 17<sup>th</sup>. We have elections this year, so if you want to vote for who you want to be CO and Dept Heads, make sure you get your dues in.

Those eligible to be nominated for CO are:  
Michael Cross, Roon Marchant, Scott Cornatzer, Robyn Winans and Liz Goulet.

Please make sure they are willing to run before nominating them. Nominations will be taken starting at the February meeting and the March meetings. Hopefully, we will have a posting of who has been nominated in the March newsletter so you will know who to vote for by the April meeting.  
Liz Goulet, R.Admiral, XO/Communications Officer

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## BRIDGE REPORT

Another year has passed on the U.S.S. Regulator. We have met new friends, lost old friends but continue on our journey. The New Year is a time for reflection. Looking back I see we did a lot. Our monthly ships meetings have been well attended and always a source of fun. The Spring Thing and the Klingon Dinner Thing were both a success. We saw LTJG Gabbert get married. (The Question is will we ever see him again with the new job and wife.) There were lots of promotions! All in all a great year for the Regulator!

The coming year will bring new challenges and changes. We will get a new Captain. Looks like we will get a new ship. With a new year coming I want to talk about StarFleet membership. StarFleet is the framework that this ship was made of. It is the organization that gave the Regulator its start and the source of most of our new members. You don't have to be a StarFleet member to belong to the Regulator but it does give you some extra perks.

The StarFleet Academy is one of those perks. If you have not taken an academy course I really suggest you try it. It is a lot of fun and learning something new is always good for you. The courses are only available to StarFleet members and there are Awards to be earned by completing the courses.

There is the StarFleet Newsletters. I know they are way behind but there is some great fiction to be found in them and it is great to see what other ships around the universe are up to. They are available online to all members. If you get a chance check them out.

These are both nice extras you get from membership in StarFleet but to me there is a more important one. History. StarFleet has been around for 40 years. There is a pride in belonging to something that has a history. There have been many Star Trek fan organizations that have come and gone but StarFleet is still here. If not for StarFleet it is doubtful that the Regulator would still exist for 21 years. It has its problems. Things don't always get done as fast as we would like them to be. There are politics and power struggles that occur. The thing to remember is none of these people get paid. They volunteer their time to keep this organization flying on course. There are things that can and hopefully will be improved. It is an ongoing process. For that to happen StarFleet needs members. When your membership comes due this year think about that 40 years of history. For as little as \$10 a year you can help it last another 40 years. History is important even if you are looking to the future.

Live Long and Prosper,  
LCDR Michael Cross

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## MEDICAL ALERT!! MEDICAL ALERT:

We have no one in sickbay. Inventory is all done. Just catching up on paperwork.

Yours in Service  
CMDR Tracy Clark

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## BOSUN (Chief in Charge)

### Last Words by George Carlin

This book is about the life of George Carlin and his understanding of language. George was fascinated by the English language. His belief is that the seven dirty words should not be bad to use in broadcasting, due to the First Amendment. Due to his belief, he has to do his stand up comedy on cable TV because of the broadcasting rules. His early life is full of drug use and conflict. If you want to read a book about a fascinating individual, then I suggest this book.

Alan Goulet, MGSgt

### ATTENTION: Rules for the contest

Starting at the June meeting, we started a Flip Tab challenge to everyone on the ship. There will be two groupings – families and individuals (you can NOT participate in both groups). Each month you attend – bring your flip tabs from your soft drink cans (or beer if you prefer) in a baggie with your name on them. I will count them up and give either the family or individual credit for them. **No name, no credit.** At the end of June 2015, I will total everyone's count and there will be awards handed out at the July meeting for the family who brought in the most and the individual who brought in the most.

The tabs will be donated to the Ronald McDonald House associated with Cooks Children's Hospital. I hope everyone accepts this challenge – the more the merrier.

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## From the Flight Deck: OIC, VMA-333 "Phoenix Squadron"



Ahoy, Marines!

Take a knee and listen up.

As you probably know, the chapter is considering changing our timeline (from post-Dominion War to sometime between *Star Trek VI: The Search for Shakespeare* *The Undiscovered Country* and the first part of *Star Trek: Generations*) and our ship class (from *Achilles* to *Excelsior*). I've been asked what that would mean for our Marine Strike Group.

"Would we stay an Aerospace unit?" Well, I don't see why not. The *Excelsior*-class ship has two shuttle bays, not unlike the much later

*Achilles*. The main bay is in the lower section of the secondary "engineering" hull, and according to some of the deck plans floating around the internet, it's huge. I think a *B'rel* Bird-of-Prey might fit in it. The other, often labeled as a "cargo bay," is at the stern end of the fantail. It's unclear, but it may even be a double-ended bay, with doors at both the forward and aft ends, which would allow simultaneous launch-and-recovery operations not unlike a modern aircraft carrier.

Of course, we don't have to remain Aerospace. I would like to, but if enough of the Marines on board wanted to change into a different branch unit... well, I'm open to discussion..

The other big thing coming up is the Ship's Elections in April. I'll be stepping down as the Ship's Captain (as, according to the Ship's Articles, I'm required to do), but I may be re-elected as the Officer-In-Charge of the 333rd Marine Strike Group. The Articles state that just like a Department Head, the OIC is considered to be automatically nominated. The voting for the Department Heads, Marine OIC, Ranger TL, and Klingon Leader will be held at the April meeting, just prior to the Commanding Officer election. To be eligible to vote in a Department election, or in the Marine, Ranger, and Klingon elections, one must be a paid member of the ship and a member of the Department or group in question.

At the time of me writing this, the Marines consist of the following personnel. Marines marked with a (\$) have paid their dues for 2015.  
OIC: BDR Clark (\$)   
Alfa Flight: MAJ Cronatzer, MAJ Cross(\$), GST Goulet(\$), Sgt Chaffin(\$)  
Bravo Flight: MAJ Marchant(\$), MGN Goulet(\$), SGM Goulet(\$),  
Charlie Flight: MCPT Brulotte(\$), MCPT Fralicks(\$), MCPT Barnett(\$), 1LT Gabbert,  
Delta Flight: LTC Clark(\$), MGN Winans

Meanwhile, carry on smartly.

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

At the January meeting, the crew of the Regulator joined in a Death Howl in honor of our fallen comrade, Brigadier General Mark A. West (SFMC, ret).

Here's more information about the Klingon view of death, and the Klingon afterlife. Before the *Star Trek* movies, and long before *Star Trek: The Next Generation*, all we knew about Klingons was based on the Original Series (and Animated Series) episodes, the (noncanon) novels, and the FASA role-playing game. In my opinion, the best of the novels was *The Final Reflection* by John Ford. This novel was written from the Klingon viewpoint, and in it we learn about the Black Fleet, where Klingons who died honorably in battle went to fight forever -- it reminded me of the Norse Valhalla.

"The Klingon death ritual was a [Klingon](#) rite performed during, or directly following, the death of a warrior. The Ritual involved opening and staring into the eyes of the dying individual, then bellowing loudly at the sky. The latter served as a warning to the dead (presumably in [Sto-vokor](#)): "Beware, a Klingon warrior is about to arrive". Once the Ritual was completed, the body was unceremoniously discarded in whatever manner was most convenient. It was considered to be "only an empty shell" which should be treated as such."

"If an individual dies in a manner that does not ensure entry into Sto-vokor, his or her relatives may fight a great battle in the deceased's name; a victory will allow him or her to enter Sto-vokor. (DS9: "[Image in the Sand](#)", "[Shadows and Symbols](#)")"

Those Klingons who die without honor are sent to Gre'thor, which is ruled over by Fek'Ihr.

In the Original Series episode "Day of the Dove," Kang tells Kirk that Klingons have no devil... but in a way, Fek'Ihr might be considered to

be a devil. Certainly, he makes sure the dishonored dead are punished. For more details about Gre'thor, and the Barge of the Dead, I refer you to the *Star Trek: Voyager* episode, "The Barge of the Dead." Glory and Honor!  
qlarq

## Have Phaser, Will Travel!



Hoohah!

This month's Role Playing Game (RPG) review is on another old game, *Tunnels & Trolls*. My copy is the Fifth Edition, © 1979. If you don't like polyhedral dice, but you enjoy rolling lots and lots of standard six-sided dice (d6), this may be the Fantasy RPG for you. It's very basic, and there's not an awful lot of rules, so the Game Master (GM) will have to come up with his own systems for quite a few things.

Tracy and I have played it several times, and it is fun, but in my opinion the sheer quantity of dice in combat made the game a bit unwieldy. Character creation is similar in many ways to other games. Roll 3d6 for each of the prime attributes: Strength, Intelligence, Luck, Constitution, Dexterity, and Charisma. Weapons are rated by Strength and Dexterity -- if the PC isn't strong enough, or nimble enough, he can't wield it. Oddly, Strength is also the attribute that "powers" spells. When a mage casts a spell, it reduces his Strength temporarily... which means that powerful wizards also need to be fairly strong. This makes a character race that should be wonderful magic-users, the Fairy, much less powerful (as their initial Strength score is divided by four). Luck is the other weird attribute.

It's used for saving throws, as well as for things like picking locks & avoiding traps. There are only a few classes: Warrior, Wizard, Warrior-Wizard, and "Rogue" (which is more like a magicuser that doesn't belong to a Wizard Guild -- not a thief.) There are no thief-types in the game.

The Saving Roll (SR) is one of the more clumsy mechanics. The more difficult the peril, the higher the target number. The formula is: (Level x 5) + 15 = <number to shoot for>. For example, a 3rd Level SR is 30. One subtracts the PCs Luck score from the target number, and attempts to roll higher than that number on 2d6. When rolling a SR, and the dice are doubles (two "3"s, for example), one adds the total and rolls again (so in this example, one would roll 2d6 again and add the six one already rolled to the new total... and if the new roll were doubles again, the process continues.) Regardless, any unmodified SR roll must be at least a 5, or the attempt fails.

Combat is crazy. Each weapon gives the wielder a number of dice and adds, which are added to his own adds (based on Strength, Dexterity and Luck) to give the character a total number of dice to roll, as well as a number of adds -- for example, a heavy mace has 5 dice and 2 adds. Normally, I'd write this as 5d6+2. The character receives one add for each point of ST, DX, and LK over 12, and a "negative add" for each point of ST, DX, and LK under 9... so if a character had a ST of 13, a DX of 6, and a LK of 10, his personal adds would be -3. If instead his ST was 14, his DX was 11, and his LK was 13, his personal adds would be +3. In combat, one rolls the dice and adds for the weapon used and modifies it by his personal adds -- so the last person mentioned would roll 5d6, add two, and add three more. All members of the party would also roll dice for their weapons and modify the results by their weapon & personal adds.

The party's rolls are totaled. If a member of the party is casting a spell that does damage, that amount of damage is added to the party's total, as well. The GM then rolls damage dice for the opponent(s), and the two are compared. The difference is applied to the side that had the lower total, reducing their hit points (and, in the case of monsters, their ability to fight), and combat continues until one side or the other dies, gives up, or runs away. It's simple, but it can take a long time to complete a combat encounter, and it requires a fairly large quantity of d6s.

That's the basics of the game. There are more details -- spellcasting, for example, as well as things like equipping the characters, creating monsters, and so forth -- but the basics are pretty much straightforward. Overall, the game play was "okay." I'd give it six out of ten. Most modern RPGs, and for that matter most of the older RPG systems, are more enjoyable. The best part of Tunnels & Trolls is the rules-light nature of it -- the creator of the system was well aware that the first thing a group of players would do, would be to create a bunch of house rules for it. Roll the dice, and play on!

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

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## THE LOUNGE

The lounge will closed due to the passing of our fellow crew member and Bartender -- Mark West who left us to explore that last frontier on Dec 24. He will be missed.

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## Cadet Counselor

February birthdays are Michael Cross on Feb 19.  
Michelle Goulet, Chief Petty Officer

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## Engineering Department

Engineering is running smoothly with routine problems on the ship.  
Roone Machart, Maj, Chief of Engineering

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## Science Department

### The Yin-Yang of Polar Sea Ice

Dec 4, 2014 The world is getting warmer.

It comes as no surprise, therefore, when researchers announced as they did this past September that Arctic sea ice extent is still below normal, continuing a years-long downward trend, covering less and less of the north polar seas with a frozen crust. On the heels of that announcement, came another, a little more puzzling. While Arctic sea ice is melting, Antarctic sea ice was at an all-time high. In 2014, sea ice surrounding Antarctica covered more of the southern oceans than it has since satellite record began in the late 1970s.

Is this also a sign of global warming?

"There is no doubt that climate change is real," says Walt Meier of NASA's Goddard Space Flight Center. "The two poles are just responding in their own unique way to the same global phenomenon." He points out that Earth, taken as a whole, is losing sea ice. According to satellite measurements from NASA and the National Snow and Ice Data Center, the Arctic has lost an average of 20,800 square miles of sea ice a year since the late 70s. Meanwhile, the Antarctic has gained an average of 7,300 square miles per year -- not enough to balance losses at the other end of the planet.

But why do the Arctic and Antarctic behave in different ways?

"The increase we've seen in Antarctic sea ice is a little bit of a mystery," allows Meier. "We're still trying to figure out how a warmer global climate leads to these regional increases in ice cover."

The culprit could be weather. Climate change is altering weather patterns around the planet, and one of those changes is an increase in windiness around the continent of Antarctica. Cold air blows from the ice-covered continent out over the sea, freezing the waters and pushing sea ice outward to cover record-setting areas.

"That's one theory," says Meier. "I think that winds are definitely playing a substantial role. But other factors could be at work, too." For instance, he points out that glaciers melting around the edges of the continent could, ironically, produce more ice in the surrounding ocean. "Fresh meltwater from glaciers is easier to freeze than briny seawater," he explains.

Snowfall could be important, too. Snow landing on thin sea ice can weigh the ice down and push it just below the water. Cold ocean water seeps up through the ice and floods the snow -- leading to a slushy mixture that freezes and thickens the sea ice.

Some scientists feel that these processes could simply be due to the natural variations in the Antarctic region's climate. While it is clear that global warming is playing a significant role in the loss of Arctic sea ice, the trend in the Antarctic is small enough that it could be explained simply due to natural variations in the region's climate. "Ultimately," says Meier, "we expect that continued warming will take its toll, and even Antarctic sea ice will begin to decline."

What we are seeing, he suggests, is the quirky regional way Earth responds to a global stimulus. Earth's climate system is complex, and climate change will continue to have fascinatingly unpredictable consequences in the years ahead.

Science@NASA  
Lieutenant JG Colin Gabbert

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## SECURITY! SECURITY!!

No one in the brig and all firearms accounted.  
Scott Cornatez, Lt.

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## GAME MASTER REPORT

Games put together by "That Game Place". Get a jump on Christmas gifts for next year.

Games in order of price for the most part:

**Marvel Dice Masters:** uncanny X-Men - \$15.00 for starter - \$.99 for booster, if you already know a player boosters are good stocking stuffers

**Ogre Pocket Edition** comes in at the big price of \$2.95.

At \$10.00 we have 2 games one is **Letters to Santa** and **Kismet**.

**Star Wars: Empire vs. Rebellion** comes in at \$13.00. Good 2 player game for that Star Wars fan.

At \$15.00 **Ultimate Werewolf** and **Munchkin Holidazed** (is an expansion).

**Holiday Fluxx** comes in at \$16.00.

Now a game that came out this week after the list was made is **Doctor Who Trivial Pursuit**. This is a game for all Doctor Who fans for all Doctors as well. The oldshows as well as the new shows. This comes in at \$20.00.

All the games above are Stocking stuffers. Now we move on to bigger games you know, the ones you put under the tree.

"**Choose One**" comes in at \$30.00.

If you are into the X-Wing Miniature game new ships are out. **YT-2400 Freighter Expansion Pack** at \$30.00 and **VT-49 Decimator Expansion Pack** at \$40.00.

**Sheriff of Nottingham** comes in at \$35.00.

This next game comes in at \$40.00. **DC Comics:Deck Building Game Forever Evil** this time you are playing the villains beating up the good. Have you ever wanted to beat on Batman or Superman, well here is your chance. Be as evil as you want and be the bst villain you can be.

**Firefy Yahtzee** is \$50.00.

For the **Settlers of Catan** fans comes **Catan:Ancient Egypt** at \$75.00.

Last of all is **Ticket to Ride: 10<sup>th</sup> Anniversary** ...\$100.00. Is a must for your train game players. (Yes I got mine months ago).



Prices are for the most part rounded to the closest dollar amount. DC: Forever Evil is not an exact price because it is not released right now.

#### EXTRA ADDITION

Hi All,

Not a lot has been coming out after Christmas but a new game I have just seen over the last 2 days that looks good to me. it is a Deck Building Game called Star Realms. It is a 2 player game(there are rules for a 6 player game but you need more then 1 game to play that one.)

For \$15 you get everything you need. You battle to control an area of space by buying ships and stations and destroying the other player. Now one of the completes I heard was not much depth to the game. All I have to say to that of course not they want to sell expansions for depth of games, and they are the Crisis set 4 different expansions for the game. Only need 1 of the 4 packs to change the game. Each expansion has its own thing to change the game. They are; Fleets & Fortresses, Heroes, Events, and Bases & Battleships. This game states it takes 20 mins. to play.

Sentinels of the Multiverse has expansions coming out very soon. If you are in a hurry for them you can buy them now through the web site. I'm going to wait for the game store to get them myself.

Thanks All,  
Eugene  
Game Master

PS, DC Deck Building Game Forever Evil is out(you are playing the villain in this one) an expansion or stand alone game.

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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 Col. Tank Clark

at  
[regulator@region3.org](mailto: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.