



Regulator Charge!

Defending the Final Frontier



June 2015

NCC-2009

Volume 12 Issue 06

Crew Meetings & Activities 2015

2015

Jul 18 Regular Mtg

Aug 1 Perot Museum

Aug 15 Regular Mtg

Sept 19 Mirror Mirror Month

Oct 17 Klingon Dinner Thing

Nov 7 Walk Out for Diabetes in Grand Prairie

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

What a great month we had in June! Game days at Pizza Hut, A fantastically attended meeting at Shady Oaks and a movie night. We are a special bunch. In our daily lives we are all very different. Jobs, hobbies, politics but when we get together we are one. We put it all aside to focus on things we love and enjoy. It really is the Roddenberry dream.

Normally I would list all the activities and who attended but I'm not sure anybody really reads that anyway. It is in the Captain's Blog and the XO's blog if you really want to know. I do want to thank Perry for putting together the game days. Hopefully we can find someplace a little more central for future game days and have an even better turn out. We might try a visit to the New Sci Fi Factory location and see how that works out.

Don't forget to keep inviting friends to the meetings. It is really working out well and people seem to enjoy hanging out with us. I think we even gained a new member.

Short and sweet this month. Live long and prosper!

LLAP

Captain Michael Cross

XO

First Officer's Report

First, I'm still looking for people who want to be on the next Promotion Review Board (see Article VI of the Ship's Constitution, part of the Ship's Articles, available on our web site at <http://ussregulator.weebly.com>) The Captain appoints four members to this board, but it would be nice to give him a list of people who'd like to help us out. Please let me or Captain Cross know if you're interested.

Second, we still have an open Department Head position: Ship's Services. It is the duty of this department to promote and coordinate social activities. As the Ship's Articles state, "This includes the Christmas Party, picnics, and birthday celebrations." Again, let me or the Captain know if you're interested in taking on this role.

Thirdly, I want to encourage all of you to take advantage of the STARFLEET Academy. There's a lot of fun classes on a huge range of topics. For example, most recently, I have taken some on Shakespeare, wilderness survival, identification of small arms (weapons), episodes of *Star Trek: The Next Generation*, *The Mummy* (the one with Brandon Fraser), and Charles Shultz. They have courses on math, language, history, and engineering. It's part of your STARFLEET membership, and a fun part at that. Point your browser to <http://acad.sfi.org/> and join in the fun!

Respectfully,
Brigadier Tank Clark, SFMC
First Officer, USS *Regulator*, NCC-2009

Communications

We had a great turn out this month and everyone seems to be very busy. Along with the eleven members, we had three guests and a junior (under a year old). Melissa – our scientist gave us information on going to the Perot museum possibly in August. She just got back from Africa and hopefully she will write up an article on her trip.

Alan and I gave a brief report on our trip to Summit 2015 down in San Antonio. Next year's will be in Midland.

And we discussed upcoming away missions like the Tarantula train trip this summer. And of course various movies that are coming up we all want to see. You really miss a lot if you don't make these besides all the good fellowship we share.

Liz Goulet, R.Admiral

Communications Officer, USS *Regulator*, NCC 2009

MEDICAL ALERT!! MEDICAL ALERT:

Many years ago my grandmother Frances was diagnosed with Dementia (It wasn't called Alzheimer's at the time). We watched helplessly as she forgot who she was, who we were, and everything else about her entire life. In 1999 she passed away due to complications of this disease. I always think about this when I forget which horizontal surface I left my keys on, or what the name of my cousins or their children are.

As a last minute thing (Thursday afternoon prior to our Saturday meeting), Stonegate Senior Living sent out an email to ask for our support for The Alzheimer's Association. An organization dedicated to research and hope for a cure. So, at our last ships meeting I asked for donations for this good cause. Together we raised \$40.00. Pretty good for a last minute thing.

On Tuesday the 23rd, Stonegate corporate office held their 2 hour fundraising and walk registration breakfast. In that 2 hours, the company raised over \$1100.00 and had 103 people register to walk, with the CEO and COO of Stonegate as our team leaders. To me an amazing feat, since there are only 220 some-odd people at the Stonegate corporate headquarters.

While there is no known cure for Alzheimer's today, there may be a cure someday if enough people cared enough and become involved. Thank you all for contributing to something that may later directly benefit you or a member of your family.

If you are interested in walking, you can sign up and get more information at www.alz.org/walk. The local walk is on September 26th at the AT&T Plaza American Airlines Center.

Extra – Increase your Brain Power

Petula has decorated her bedroom with pictures of her pets. She has 5 framed photos on the wall, each showing a different pet (gerbil, hamster, parakeet, rabbit and turtle). The dimensions of the picture frames are 6x5, 6x6, 7x5, 7x6 and 7x7 (height and width). On the basis of the following, can you find the size of the frame used for each photo?

The hamster's photo is in a square frame.

The turtle's frame is not as high as the gerbil's.

The parakeet's frame is wider than the hamster's.

The rabbit's frame is six inches wide

CDR Tracy "Gleek" Clark, STARFLEET

Chief Medical Officer, USS *Regulator*, NCC-2009

HELM

As requested by LT Brulotte, the ship sent another landing party to the Decatur (TX) Pizza Hut starting at 1600 hours on Saturday, 13 Jun. Tracy, Alysia Strickland, Perry, and I played Zombie Flux, Star Flux, Superfight,

and Cards Against Humanity. They also made a mistake on the pizza I ordered (left out the mushrooms), so they made me another one (that included the mushrooms) and gave me the mushroomless one for free! A great place, if quite a bit far away for some of you.

A Landing Party was sent to see Jurassic World after the meeting on 20 Jun. Captain Cross, Commander Clark and I enjoyed the movie very much, and highly recommend you go see it, if you haven't already.

We have discussed, as a ship, possibly sending a landing party to ride the Tarantula train from Grapevine to Fort Worth and back. A question was raised about air conditioned cars: Yes, they have them. Unfortunately, the cars with AC don't have wheelchair access. There are lots of options on the trains, though. One option is to wait until October, and take the "Grapevine Fun Train" instead of the "Cotton Belt Route". It's cheaper (\$10 each, flat fee), it takes less time (a one-hour return trip), and in October it runs on Saturday morning, leaving the station at 10:00 AM. This means we'd be back at the Grapevine Depot around 11:00 AM, a good (if a bit early) time for lunch! On the other hand, the "Cotton Belt Route" that goes to the Stockyards and back also has a "train robbery" during the summer. Options, options, options.

Before then, of course, is the ship's Landing Party to the Perot museum, tentatively set for the first weekend in August. This is being organized by Crewman Melissa Brulotte of the Science Department, and I'm sure more information will be available soon. I'm looking forward to it!

We still would like to arrange for Landing Parties for a trip to the Ripley's Believe It or Not in Grand Prairie, and the Boyd big cats sanctuary.

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

Navigation Department

I want to take a moment to mention my new business. Actually, my wife and I run it. Our logo (ad) is at the end of this newsletter. We do professional heat transfer vinyl on to any kind of shirt, vest, etc you might want something on. We can provide the shirts or you can. These transfers last longer than most transfers and they really look great. You might have noticed the last few meetings I've attended, the shirt was wearing was one of ours. I designed it myself and can do the same for you. We also do vinyl decals that can go on just about anything also.

I'd like to encourage each of you to visit our web site and see what we can do. We are located at www.laurawashburndesigns.com or look us up on Facebook.

"Second star to the right, and straight on 'till morning..."
Sean Washburn, Lt jg
Navigation, USS *Regulator*, NCC 2009

BOSUN (Chief in Charge)

I would like to let you know that the Flip Top contest was a big success. I am hoping that more people will participate in the contest this next year starting this month. I have come up with a couple of options for those who do not drink soda, beer, or any other type of drink in a can.

Option One: Have your friends collect the flip tops for you, if you don't drink the type of drinks that qualify.

Option Two: if you are working with a group that is collecting them, ask if they will count them for you and bring me the count.

Option Three: Put a container out where you work and have them fill the container with their flip tops.

The contest will start this month and run thru next May of 2016. I hope these options will give you a way to participate in this contest this time.

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"

T
Take a knee, Marines.

We're famous.

First, a well-deserved "Bravo Zulu" to all, for becoming the newest winners of the Legion of Valor. This ribbon is awarded to the Marine unit judged to be the best unit in the Brigade. I've always said it, and now we have proof! (This is the second time our unit has been awarded the Legion of Valor. The last time, we also were awarded the Legion of Honor, the award for Best Unit in the STARFLEET Marine Corps. It's possible that we'll get it



again!)

Secondly, we were also awarded a Letter of Commendation for our contributions to the Brigade's newsletter, the *Cry Havoc*! We've sent an article in to the *CH*! almost every issue, not including the ones sent in from me personally as the Brigade S-1 (Admin & Personnel Officer). If you haven't read the *CH*! recently, take a look at 'em. Point your web browser to <http://3bde.org/cry-havoc/>.

Third, and something I just found out about last night... we're so awesome, we're in TWO universes! The first episode of the second season of Star Wars: Rebels, on Disney HD, featured some nifty looking a-wing fighters attacking Imperial TIE fighters, and supporting the *Ghost* on a raid on an Imperial convoy for military supplies.

Please keep sending me your information for the Marine Reading Challenge. That's the title, author, ISBN, and page count, for each book you finish, by the end of each month. (I send in my reports by the first day of each even numbered month, but it's easiest for me to do my bit every month.)

Carry on!
Never Give Up, Never Surrender!
Brigadier Tank "Bazinga" Clark, SFMC
OIC, VMFA-333 "Phoenix Squadron",
3BDE S-1 Personnel & Administration

From the Deck 15 Horde: Known as the Klingon Krew



I have BEEN taking lots and lots of courses at the STARFLEET Academy. One college I'm enjoying is the College of William Shakespeare, which includes CWS-104, "Shakespeare in *Star Trek*." (I got an Honors on this one!)

As General Chang said, "You haven't experienced Shakespeare until you have read him in the original Klingon." Wil'yam Shex'pir is a very popular playwright on Qo'nos, you know. Oddly enough, although the name of that Star Trek movie ("The Undiscovered Country") comes from a line in Hamlet, and General Chang keeps

quoting Hamlet throughout the movie ("taH pagh taHbe" - "to be, or not to be?"), in Klingon culture, Hamlet is both a subversive and cautionary story. After Hamlet discovers that Claudius murdered his father, the only proper Klingon reflex would be instantaneous revenge. A good Klingon would immediately confront and kill him. Instead Hamlet whines, he vacillates, he

sacrifices his Klingon heritage, and drives poor Ophelia insane for no good reason. Honestly, *Hamlet* is seditious, because it sends the wrong message to the Klingon youth.

If you're interested in reading Shex'pir, check out *The Klingon Hamlet*, ISBN 978-0671035785, available through Amazon.com at http://www.amazon.com/The-Klingon-Hamlet-William-Shakespeare/dp/0671035789/ref=pd_bxgy_14_img_v, or *Much Ado About Nothing: The Restored Klingon Text*, ISBN 978-1587155017, available through Amazon.com at <http://www.amazon.com/Much-Ado-About-Nothing-Restored/dp/158715501X>.

For the Empire!

Kai the Klingon Krew! Qapla'!

Have Phaser, Will Travel!



"Pn'nglui mgw'nafh Cthulhu R'lyeh wgah'nagl fhtagn."
(*"In his house at R'lyeh, dead Cthulhu waits dreaming."*)

Digging into another Role-Playing Game (RPG) that I've never played before, this month I'm looking at the d20 version of *Call of Cthulhu* (CoC), by Wizards of the Coast (WotC) in 2002. This was an attempt by Chaosium, the role-playing game company with rights to publish games based on the Cthulhu Mythos as written about by H. P. Lovecraft, to introduce the game to those players who were stuck on D&D.



Chaosium has been publishing *Call of Cthulhu* for years and years. CoC was one of the earlier RPGs on the shelves. I think I first saw it at my local Waldenbooks in the early 1980s, but I never picked up a version of the game until 2002, when I picked up WotC's d20 version. I knew, and enjoyed, the d20 system, having played both D&D and the WotC's *Star Wars* RPGs. I've been a fan of Lovecraft's work, and his stories of ordinary people

encountering Things Beyond Our Ability To Understand. If you haven't read Lovecraft, I highly recommend you do so. Weird, horrifying, freaky stuff.

WotC's CoC RPG uses a variation of the same "engine" that they used for D&D (3.0 & 3.5), *Star Wars*, and *d20 Modern*. Characters are weaker than they would be in all three of the other games. In many respects, the average CoC player character (PC) is on par with a non-player character (NPC) class from D&D. This is on purpose – the heroes in CoC are regular people, thrust into situations they may not be able to handle. Many parts of the system have been simplified, too. For example, for characters to go up a level, they simply need to survive two adventures. Easier said than done, but it's also easy to keep track – much easier than using the standard Experience Points (XP) most d20 games used.

Character creation isn't too difficult. As usual in d20 games, a player generates basic abilities (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) by rolling dice, getting a score between 3 and 18. The "Ability Modifier" table is the same as in other d20 games, with these modifiers affecting skills rolls, combat rolls, hit points, and so on. All PCs are human. PCs start with 6 hit points (HP), modified by their Constitution (CON), and roll d6 (+ CON modifier) for HP after first level. Each PC gets 8 skill points, modified by their Intelligence (INT) modifier, getting four times that at character generation for first level. As humans, PCs start with two feats, and gain a feat at third level (and all levels divisible by three: 6, 9, etc.)

Here's where things get different. CoC has no classes. Instead, a player decides at character generation whether the PC is "defensive" or "offensive". Defensive characters use one set of Base Attack Bonuses (BABs) and saving throws, whilst Offensive characters use another. There's an option that also gives Defensive characters higher bonuses to their Armor Class (AC), and Offensive characters lower AC bonuses. Players also choose a

background for their character ("Blue Collar Worker," "Parapsychologist," etc.) with this background determining which skills are Core Skills and which are Non-Core Skills. (A Core Skill costs one skill point to gain one rank in the skill; a Non-Core Skill costs two skill points per rank. If you play any other d20 game, think class skills vs. Cross-class skill)

On Memorial Day, Tracy and I rolled up a total of four characters and played one of the two adventures included in the core rulebook. Character creation wasn't hard, and it wasn't too time consuming. We decided that the PCs belonged to a quasi-governmental organization, one that keeps its existence quiet: "Department 13," tasked with investigating and countering the paranormal. This made keeping track of equipment & money somewhat less of an issue, as we assumed that D-13 sent us tools, weapons, a vehicle, and gave us office space in which to do research. The team consisted of a medical doctor, a parapsychologist, a detective, and a former criminal. The whole process of making four characters took around two or three hours, sharing only one core rule book. The prices in the equipment list for "modern" times are in dire need of being updated, but if you set the game in the past, you're good to go. (If you want something in today's pricing, just do a Google search for it. No big deal.)

Game play was fast. Both of us are very familiar with the d20 system, and it was easy to play. Many of the tasks the PCs had to do were resolved with simple die rolls, using the "Research," "Computer Use," and "Gather Information" skills.

The unique portion of this game, the Sanity rules, made it great. Any time I said "make a Sanity check", you could feel the tension going up around the table. By the time of the final encounter, one of the PCs suffered temporary insanity (and spent the remainder of the encounter standing still and screaming), three of the four PCs had lost at least some of their Sanity, and the detective had been shot a few times by one of the bad guys – she was down to about a third of her starting hit points. If we play again, the parapsychologist will have to deal with the Book he picked up, which contains spells & rituals of an aspect of Yog-Sothoth... and he'll have to lose some more Sanity, because of it.

I think this game would make a great zombie apocalypse game, or even a "Buff the Vampire Slayer" type adventure game (substituting normal people for the Slayer, of course). If I were to run one of these games, I think I would give all player characters the "Melee Weapons" feat for free, in addition to their standard two feats, and increase their hit die to a d8 instead of a d6 – or maybe even a d10, as there is no magical or special healing in the game, just natural healing.

Overall, I'd give the game 8 out of 10. It's fun. I wish there had been more published adventures – although, my "Google-fu" seems to indicate there are/were LOTS of accessories, including adventures, for Chaosium's own editions of the game.

Fleet Captain Tank Clark, SFSO

Team Leader, 33rd STARFLEET Rangers ("The Paladins")

Have Phaser, Will Travel

Ship's Services

July birthdays are Michelle Goulet July 11 and Lora Weems July 30, Also, the following need to renew their Starfleet Memberships soon:

Sean and Laura Washburn expires 6/18/15

Nicholas Villarreal expires 6/29/15

Katelyn Barnett expires 7/31/15

Tank and Tracy Clark expires 8/1/15

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.

Engineering Department

Engineering is running smoothly with routine problems on the ship. There is an unusual amount of power being directed to Security. I have investigated and determined that someone has been using the agony booth recently. I have sent a report to Security about this matter. Excessive use of power could create problems during an emergency if we need to escape an enemy ship or power up phasers. Please do not use power to excess.

Roone Machart, Maj,

Chief of Engineering, USS Regulator, NCC 2009

Science Department

We are looking into a strong possibility of going to the Perot Museum in Dallas hopefully the first part of August. Attend the July Meeting and find out.

Colin Gabbert, LT jg and
Melissa Brulotte
Science, *USS Regulator*, NCC 2009

SECURITY! SECURITY!!

No one in the brig and all firearms accounted for. It has been brought to my attention that someone has been using the agony booth again. I have my suspects but no proof as of yet. If whomever is using it will stop, no charges will be brought against them. However, if this continues, serious charges will have to be leveled as the agony booth is off limits and excessive use of power can drain the ship of necessary reserves. You have been warned!

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.