



Regulators Charge!

Defending the Final Frontier

NCC-2009

Volume 12 Issue 03

March 2015

Crew Meetings & Activities 2015

2015
Apr 18 Regular Mtg (Elections)
May 9 Regular Mtg Main Event Grapevine
Command Changes
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

From the Ready Room

Ladies and Gentlemen, I'd like to welcome you aboard the USS *Regulator*, NCC-2009, an *Excelsior*-class Heavy Cruiser. As you may know, the *Regulator* NCC-73337 was an *Achilles*-class ship, and resided in that part of the Star Trek time line immediately after the Dominion War. Our new ship is set not too long after the events of the first part of *Star Trek: Generations*. The Federation and the Klingon Empire are exploring peaceful interactions, thanks to the events at Khitomer (which we see in *Star Trek VI: The Search for Shakespeare* *The Undiscovered Country*.)

As we move into our new ship, I'd like to remind everyone that we have updated our Ship's Articles (http://ussregulator.weebly.com/uploads/1/3/0/5/13055239/regulator_articles_2015.pdf). Not much has changed, but we have modified the Department structure quite a bit.

We've closed the Bridge Specialist Department, renamed the Ship's Councilor Department (to Ship's Services), added the Helm and Navigation Departments, and adjusted some of the real-world duties of each Department. The new Helm Department is in charge of coordinating Landing Parties; the new Navigation Department is supposed to direct recruiting efforts as well as coordinate crew retention. I can't stress enough how much it would help the next Captain to have someone remind everyone when their STARFLEET memberships are approaching time to renew. The Medical Department is now supposed to coordinate the chapter's charitable activities. (So, since the Engineering Department has always been in charge of fund raising efforts, the Chief Medical Officer (CMO) will have to work with the Chief Engineer (CE) in developing and executing ways of raising funds for charities. The Ship's Services Department promotes and coordinates social activities, like the Christmas party, picnics, and birthday celebrations. The Deck Department is no longer a single-person department; its Department Head (DH) is still the Bosun, but any Cadets the ship may have now report to him (or a future deputy he may have serving as the Cadet Corps

Commander), and any enlisted members who do not choose to be in any other department are by default part of the Deck Department.

There weren't any nominations for Department Heads other than sitting DHs, with the exception of the new Helm Department (to which I was nominated.) The Navigation Department is open... and I encourage anyone who's not currently a DH to think about it.

I've done quite a bit of research on our new ship, and I've discovered quite a bit of information on the class is (at least, online) contradictory. Designers of the various Trek role-playing games apparently don't talk to each other. I've decided to go with info from Memory Alpha and Memory Beta.

Here's a bit of information about the *Excelsior*-class ship:

History

The *Excelsior*-class was initially constructed during the early 2280s at Starfleet's San Francisco Fleet Yards orbitingEarth. (*Star Trek VI: The Undiscovered Country* dedication plaque) Starfleet had high hopes for the first ship of this class, the prototype USS *Excelsior*, which was equipped with transwarp drive, and was regarded as that century's "Great Experiment." (*Star Trek III: The Search for Spock*)

Despite the failure of the "Great Experiment," Starfleet forged ahead with employing the *Excelsior* design. After remaining in the Earth Spacedock until at least 2287, the prototype *Excelsior* was subsequently recommissioned for active service by 2290. (*Star Trek IV: The Voyage Home*, *Star Trek V: The Final Frontier*, *Star Trek VI: The Undiscovered Country*)

In 2293, the fate of the *Excelsior* design was sealed when Starfleet passed on the name of a legacy. The launch of the USS Enterprise-B opened the door for the *Excelsior*-class to become one of the most widely used designs in all of Starfleet, a design lasting well into the late 24th century. (*Star Trek VI: The Undiscovered Country*; *Star Trek Generations*; *TNG: "Encounter at Farpoint" – VOY: "Endgame"*)

According to the *Star Trek: The Next Generation Technical Manual*, the *Enterprise-B* was launched from Starfleet's Antares Ship Yards. The Technical Manual further explained that "Although the decision to model [the *Enterprise-B*] on the failed original experimental *Excelsior* was at the time controversial, the economics of using the existing (and otherwise successful) engineering of the basic spaceframe were compelling."

Once fully integrated into the fleet, the *Excelsior*'s sister ships were used for a variety of mission profiles, ranging from deep space exploration and terraforming missions, to patrol duty, to courier and transport runs. (*Star Trek VI: The Undiscovered Country*; *TNG: "Tin Man"*, "*The Drumhead*", "*Brothers*", "*Allegiance*"; *DS9: "Homefront"*, "*For the Uniform*", etc.) The *Excelsior*-class was also frequently used by the Starfleet flag officers for use as a personal flagship. (*TNG: "The Offspring"*, "*The Best of Both Worlds*", "*Chain of Command, Part I*", "*Descent*", "*Preemptive Strike*")

The *Excelsior*-class was present in several major Federation engagements, including the Borg invasion of 2366-2367, where it participated at the Battle

of Wolf 359, as well as the engagement against the Borg sphere that entered the Sol system in 2378. (DS9: "Emissary"; VOY: "Unity", "Endgame") They were also present in numerous Dominion War battles, seeing action during Operation Return, the First and Second Battles of Chin'toka, and the Battle of Cardassia. Many Excelsior-class vessels were stationed on the front lines near Deep Space 9 during the war. (DS9: "Sacrifice of Angels", "Tears of the Prophets", "The Changing Face of Evil", "What You Leave Behind", etc.)

Details of this class would be retained well into the 31st century, when Captain Jonathan Archer and Lieutenant Malcolm Reed viewed schematics on the class in the 22nd century while accessing the database belonging to temporal agent Daniels. (ENT: "Shockwave")

Armament

The initial Mark I design of the Excelsior-class included 16 phaser banks (8 FH-11's, 8 FH-5's) and 4 photon torpedo launchers. The two varied phaser types was to make sure that all weapons arcs were covered by both long-range and short-range weapons. However, the evaluation teams decided to replace the 8 FH-5 banks and replaced them with two further FH-11 banks, which meant that the Excelsior's only had ten phaser banks, but the field of fire overlapped more effectively.

The improvement in torpedo launchers technology allowed two further launchers to be incorporated into the Mark II design (the Enterprise-B variant, like the Regulator) and remained in place through further models. (FASA RPG module: Federation Ship Recognition Manual)

By the 2370s, the Excelsior design had been outfitted with improved phaser emplacements, quantum torpedoes and other tactical improvements which brought it into line with later starship designs and proved necessary during the conflicts with the Borg and the Dominion. (DS9 episode: "Paradise Lost")

Defenses

The deflector shields of the Excelsior-class were an improved version of the quadri-transducer shield that was in use in the late 23rd century, and was found to deliver more deflective power. (FASA RPG module: Federation Ship Recognition Manual)

By the mid-24th century, Starfleet began to allow civilians to travel aboard Federation starships and allow an officer to have their families with them as they traveled. While the newest starship designs such as the Galaxy-class and Nebula-class were built to accommodate civilians, the older Excelsior-class ships weren't designed to carry them. In fact, one of the administrative reasons for family accommodations on exploratory vessels was often cited as the attempted disciplinary action against an officer of the USS Excelsior itself, who had to demand a leave for an important family matter. (FASA RPG module: Star Trek: The Next Generation Officer's Manual)

However, minor refits allowed for some accommodation of families. The presence of civilians also made their safety a top priority, as the larger Galaxy-class vessels were equipped with a facility to separate the saucer section and allow civilians to escape from a field of battle. With this procedure in mind, several Excelsior-class vessels, such as the USS Excelsior, USS Yorktown and USS Hood were equipped with the same ability to separate the saucer. (TNG novelization: Encounter at Farpoint; TNG novel: Ghost Ship; TNG novelization: Generations)

Source:

- http://en.memory-alpha.org/wiki/Excelsior_class,
- http://memory-beta.wikia.com/wiki/Excelsior_class)

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

With my compliments,

Brigadier Tank Clark, SFMC

Commanding Officer, USS Regulator NCC-2009

XO/Communications

This has got to be one of the longest newsletter to date. Just a reminder that we have elections this next month. We have two good candidates so it won't be easy. Also, if you want to change to a different department and maybe be responsible for that department, now is the time to say so and get on the ballot. We have two new departments Helm and Navigation that we need people for. Tank has expressed a desire for Helm but Navigation is open. Also, if someone would like to try their hand at communications, I would consider

stepping down. But if no one steps up, I'll keep typing. See everyone at the meeting. Same place, same time.

Liz Goulet, R.Admiral, XO/Communications Officer

BRIDGE REPORT

Exciting times for The Regulator. Elections are upon us, promotions season is here and we are about to get a new ship.

Our new ship will be an Excelsior Class. Memory Alpha has this to say of the Excelsior Class Ship: The Excelsior-class was a type of Federation starship used by Starfleet from the late 23rd century through the late 24th century. It was the backbone of Starfleet for nearly a century, making it one of the longest serving starship designs, and one of the most recognizable ships in the fleet. A ship built to last is a good choice for the Regulator. We have a 21 year history and a long time to go. The new Regulator should serve us well for a long time to come.

Nominations for Captain are still going with two names already in the hat. Have I mentioned what a fine upstanding young officer Scott Cornatzer is? With our new ship there are some new departments and we will be starting to associate real world duties with each department. Captain Tank has done a great job reorganizing the Ships Handbook to reflect the changes. He has distributed copies and is looking for suggestions. If you have any ideas now is the time to speak up.

Promotions and Awards! The fun stuff! There are ships awards, regional awards, Starfleet Awards. If you think somebody has done an outstanding job be sure to nominate them. Lists of available awards can be found on the ships webpage, the regions webpage and the Starfleet webpage. If you have any questions just ask any of the senior staff. (You can find their email addresses on this message)

Dues are due. Remember you have to have your dues up to date to be able to vote in the election. Be sure to check on your Starfleet membership while you are thinking about it.

Hope to see lots of you at the next meeting!

Live long and prosper.

LCDR Michael Cross

MEDICAL ALERT!! MEDICAL ALERT:

So, we've moved into this big, new ship, and you're having a bit of trouble sleeping. Well, lets talk about sleep aids.

These days there is a wide variety of OTC medications filling pharmacy shelves that are advertised as sleep aids for those struggling to drift off at the end of a long and stressful day. However, the active ingredient in many of these drugs is one that will be familiar to people with allergies: antihistamines. The only difference is often marketing, according to sleep medicine experts.

Looking at the label, one can see that the active ingredient in ZzzQuil is diphenhydramine, which is more commonly known as the active ingredient in Benadryl, according to Shalini Paruthi, M.D., a fellow of the American Academy of Sleep Medicine and the director of the Pediatric Sleep and Research Center at Cardinal Glennon Children's Medical Center. In other words, the antihistamine that has helped relieve us of sneezing and itchy, watery eyes for decades is also being used to address our disturbed sleep.

"We do know that antihistamines can certainly make people feel sleepy, and so we do find diphenhydramine in a number of over-the-counter medications that advertise as helpful for people trying to fall asleep at night," said Dr. Paruthi. "But it's important to know that when we use something like diphenhydramine to help us sleep at night, we're actually using it for its side effect – not its treatment, which is to fight allergies."

Little long-term research exists on the risks associated with continuous use of OTC sleep aids, but Dr. Paruthi said the main concern among physicians and sleep specialists is the potential for dangerous drug interactions with other medications. But for a person in good health who does not take other prescription medications, this risk is much lower. Instead, the danger for this

group is that they'll experience drowsiness that lasts longer than the amount of time they intended to sleep.

Trying an over-the-counter solution to get through a particular rough patch can be fine, said Dr. Paruthi. "After a couple of weeks, if they aren't experiencing better sleep, that is a good time to see their physician or consult a sleep medicine expert."

In addition to diphenhydramine, the most common active ingredients in OTC sleep aids include melatonin (a synthetic version of the naturally-occurring hormone that signals to our bodies that it time for bed) and tryptophan (the component commonly associated with Thanksgiving Day turkey). Herbal remedy alternatives typically include valerian, chamomile or kava, according to Dr. Paruthi.

At the end of the day, the most important question people considering using an OTC sleep aid can ask themselves is: "Do I really need it?"

Dr. Paruthi explained that it's much better to check in with your current lifestyle habits before resulting to a chemical solution. Waking up at a consistent time, eating a balanced diet, exercising, and setting a healthy bedtime routine can often alleviate the insomnia-like symptoms so many people experience in our "constantly on" society. It's also important to rule out serious sleep conditions as the potential cause of your inability to rest. Dr. Paruthi recommends visiting a physician or a board-certified sleep specialist to test for problems like obstructive sleep apnea if insomnia is a persistent and serious problem for you. Those conditions left undiagnosed can wreak far more havoc on your health than ZzzQuil. (Source: Alena Hall, The Huffington Post, 23 Mar 2015)

Yours in Service
CMDR Tracy Clark

HELM



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

"This department is responsible for planning and coordinating "Landing Parties" – that is to say, events and activities other than meetings. This includes trips to museums, movies, sporting events, and entertainment facilities (like "Main Event".)" – Ship's Articles (Handbook Section)

Although I've enjoyed being Captain, I'm looking forward to becoming the Chief Helmsman of the new USS Regulator NCC-2009. In many ways, I've been filling this function for years as your Captain. We've been to movies, to baseball games, to museums, to airshows, and to a few conventions. Additionally, there have been several "we'd like to do this" things on our list, like a trip to the Big Cat sanctuary in Boyd. I'm hoping to have at least one Landing Party a quarter – maybe more if there's interest. I'll have to coordinate with the Chief Science Officer for some trips (like one to the Perot museum.)

Officially, I can't be the Helmsman until I'm no longer Captain. (Really. Read the Ship's Articles.) Anyway...

My first offering is a long-delayed trip to the Texas Civil War Museum at 760 Jim Wright Fwy, Ft Worth 76108. We've been talking about this since back when we met at Spring Creek BBQ off of Las Vegas Trail (which feels like it's been a very long time ago, now).

I'll be looking into Fort Worth Cats games, as well as taking a trip on the Tarantula train between Grapevine and Fort Worth, and maybe a trip to the Fort Worth Zoo.

Of course, I'm also open to suggestions.
Releasing the parking brake,
Brigadier Tank Clark, SFMC

Navigation Department

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

"It is the duty of this department to be responsible for Recruiting efforts, and for assisting new members "find their way." New perspective members are guided by members of this department through the first few months, and should be guided through the process of joining STARFLEET, the ship, and the department the new member might wish to join. The Navigation Department also coordinates crew retention efforts." – Ship's Articles (Handbook Section)

The Navigation Department is unmanned at this time, and therefore the duties thereof return to the Captain. If you are interested in becoming the Senior Navigation Officer, please contact me. If you have ideas about recruiting new members, or about retaining more crew in STARFLEET, let me know that, too.

The table below is sorted by expiration date. This is a list of all the crew who are members of STARFLEET, The International Star Trek Fan Association, Inc. (SFI), and when their membership expires. Please take a note, and try to renew at least a few weeks before your SFI Membership expires.

Course laid in,
Brigadier Tank Clark, SFMC

RANK	MEMBER	SCC	EXPIRATION DATE
CWO2	Wilkerson , Glen	72051	04/29/15
LCDR	Comatzer , Scott	69341	05/26/15
CMDR	Crouch , Cynthia	50540	06/04/15
CRMN	Washburn , Laura	72286	06/18/15
LT	Washburn , Sean	70979	06/18/15
PO1	Villarreal , Nicholas Adam	69469	06/29/15
LT	Barnett , Katelyn Alyssa	69539	07/31/15
BDR	Clark , Thomas	66166	08/01/15
CMDR	Clark , Tracy	66569	08/01/15
MAJ	Marchant , Roon	68555	09/12/15
PO3	Connolly , Eugene Gary	72999	12/27/15
LTC	Kraly II, John	65277	01/03/16
CRMN	Brulotte , Melissa	73126	01/23/16
LT	Brulotte , Perry J	70232	01/23/16
CPO	Goulet , Michelle	51103	03/17/16
MCPO	Goulet , Alan B.	51102	03/17/16
PO2	Chaffin , Karen	69061	03/17/16
RADM	Goulet , Elizabeth K	46040	03/17/16
LCDR	Cross , Michael Graham	69330	05/22/16
LT	Fralicks , Amanda Nicole	69602	05/22/16

BOSUN (Chief in Charge)

"It Worked for Me In Life and Leadership" Colin Powell
This is his second book he wrote since he left government. The book is about things he learned in life and in his career. It talks about some of the people that influenced his life and career. He tells some stories about things that happened to him in the military and in government. He also explains some of his politics – some he agreed with and some he did not. The book is well written and a joy to read. You really find out things that you would not have figured out on your own.

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 you 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.

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



Ahoy, Marines!

Well, we've moved over into our new ship... *Excelsior*-class USS *Regulator*, NCC-2009.

The new *Regulator* has two shuttle bays. The main bay is located on the lower section of the secondary (or "Engineering") hull, under the fantail. On top of the fan tail is a smaller bay, designed to be used as a cargo bay. We've retrofitted it for use by our three flights of La-Matya craft; the medical evacuation ships used by our Delta Flight will be using the main bay.

I've been asked how one can earn SFMC pilot's wings. It's not too difficult. First, go to the SFMC-Academy, at <http://sfmca.sfi-sfmc.org/>. To earn your wings, you have to first take PD-100, "Marine Basic Training". This is a very easy course, but you have to pass it before you can take any other SFMC-A course. When that's finished, you need to take courses in the Aerospace school (which is in the War College). I recommend taking all of them, but at a minimum, you have to take AE-100, AE-201, and AE-291 or AE-301. The manuals are available in the Library, at <http://www.library.sfi-sfmc.org/>; to request Aerospace courses, go to <http://sfmca.sfi-sfmc.org/request.php?course=ae>.

If you need help, don't hesitate to contact me.

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

Last month, I asked y'all to come up with a good fictional reason for the USS *Regulator* NCC-2009 to have Klingons aboard. I mentioned the DC Comics *Star Trek* comics of the '80s that had a Klingon serving under Kirk's command.

I'm still waiting to hear from any of you with your ideas, but here's what I've put on the ship's web site on the Klingon tab:

Ever since the ENTERPRISE-A and the EXCELSIOR's instrumental actions at the Khitomer Conference, members of STARFLEET and the Klingon Defense Force have made small but important steps in working together. The REGULATOR holds a yearly party in October, called the Klingon Dinner Thing, at which we give out awards, promotions, and celebrate All Things Klingon!

Kai the Klingon Krew! Qapla'!

I know we have creative people aboard... I'd love to hear from you on YOUR ideas!

For the Empire!

Glory and Honor!
Qlarq

AER: Klingon Ball 2015

We had a record number of visiting organizations. The overall number of guests was still about average. But, the number of guest organizations was a new record. Not in any particular order...

Fleet31, USS Joshua, IKV Logh Veng, USS Artemis, USS Regulator, the DFW "V" mothership, and Amtgard

There were many others whose honor is their own.

This was the second Ball at a venue other than the Lake House. The venue was much larger and we finally had elbow room. The decorations were great and fit the idea of alternate universe very well. With greek columns and Ship's Banners, there was a lot of "alt decor".

The theme of an alternate reality sprang from the Mirror Universe, Bread and Circuses, and thus the idea that Kahless lost to Molor at the river Skrall.

As usual it was a great feast with much good food.

There were various games to entertain.

The costume contest was a tight one. There was a tie that had to be broken. The awkward item was that both in the tie were made by Squeeze.

Vixen, best female costume
Q'lu, best male costume
Drogen Best in Show for costume

The Kulinary Kontest almost was "not" as a lot of the entries were nearly eaten up before the judging started.

Sarah, 1st place
Vixen, 2nd place
Mirakel, 3rd place

There was the Bloodwine Ceremony. The Shelter did a presentation.

There were many door prizes, auction items and raffle items. There were some awesome commercial items donated for the auction. So were there some interesting home-made / home-forged items that got attention, too.

The event raised \$537.27 plus 341 pounds of goods for the Safe Haven of Tarrant County.

The IKV Melota survived hosting another great night with friends.

Strength and Honor,
Salek
Ship's Brewer, IKV Melota

Have Phaser, Will Travel!



Hooah!

<http://opend6.wikidot.com/>

<http://criticalpressmedia.com/download-mirrors/open-d6/>

From Wikipedia:

*"Star Wars: The Roleplaying Game is a **role-playing game** set in the **Star Wars** universe, written and published by **West End Games**(WEG) between 1987 and 1999. The **game system** was slightly modified and re-released in 2004 as **D6 Space**, which used a generic **space opera** setting."*

The year is 1987. **Margaret Thatcher** is elected as Prime Minister of the United Kingdom for the third time. Fox Broadcasting Company makes its prime-time television broadcasting debut. Robocop was a popular new movie in the cinemas. And me? Well, I'm a young sailor, stationed in London, UK, and playing lots of D&D with my buddies in my spare time. One day, I go into a gaming store and I see this:



I'm very excited. I love Star Wars. I collected the "action figures", saw the movies more times than I could count, and wished they would make more of them.

Obviously, I bought the RPG book. Read it many times, cover to cover. Unfortunately, I couldn't talk any of my RPG buddies into playing it, so it went into a box, unplayed, for many years.

In the late 1990's and early 2000's, after Tracy and I had moved out to Wise County, I attempted once again to play the game with my then-current RPG gang. Fifteen minutes into play, one of the players got so frustrated we stopped, put it away, and never tried again.

First, let me explain why my player got frustrated. This game is NOTHING like D&D, except for the fact that it's a pen-and-paper, dice-based RPG. The system is completely different. It's "Cinematic" not "Realistic."

On the other hand, it's not too difficult in the abstract. Players use templates to build their characters. Each ability score is a pool of six-sided dice. Skills are part of each ability, and may be improved. Unimproved skills default to the ability score. To perform an action, one rolls the appropriate number of dice and compares the result to a difficulty number. Often, the number of dice includes "adds", or "pips", that one also adds to the die roll. For example, if a skill was listed as "3D+2", one rolled three six-sided dice and added two to the total. The first edition was the one I bought; later editions added the "Wild Die." From Wikipedia: *"One of the dice rolled for each skill or attribute check or for damage is considered to be the "wild die", and is treated somewhat differently from the other dice. If a six is rolled on the wild die, then the die "explodes" allowing the roll of an additional wild die. The resulting sixes are added to the total, and the roll continues as long as the player continues to roll sixes on the wild die. If a one is rolled on the wild die during the initial roll (not after a six is rolled), and another one is rolled in the second roll, a critical failure or complication occurs, usually with bad results for the character. If a number other than one is rolled after an initial roll of one, then that die, and the one with the highest number are subtracted from the roll's total."*

The game system is a bit clunky at first, but I think that after playing for a while it would be much easier. The one thing I disliked about the game was the templates – they felt very limiting to me. Of course, there's ways around such things, and in the current version of the D6 rules, there are several ways of making characters from scratch.

More about the game from Wikipedia:

"The game, based on WEG's earlier [Ghostbusters RPG](#), established much of the groundwork of what later became the [Star Wars Expanded Universe](#), and its sourcebooks are still frequently cited by Star Wars fans as reference material. Lucasfilm considered the West End Games' Star Wars sourcebooks so authoritative that when [Timothy Zahn](#) was hired to write what became the [Thrawn](#) trilogy, he was sent a box of West End Games Star Wars books and directed to base his novel on the background material presented within.

In 1992 West End Games published the second edition of the game, in which the title remained unchanged. In 1996 a revision of the second edition saw the light of day, but its title was slightly changed from Star Wars: The Roleplaying Game - Second Edition to The Star Wars Roleplaying Game: Second Edition - Revised and Expanded.^[1]

By the end of the game's run around 140 [sourcebook](#) and [adventure](#) supplements were published for the game during its run through three editions.^[2]

Star Wars: The Roleplaying Game won the [Origins Award](#) for Best Roleplaying Rules of 1987."

WEG declared bankruptcy in 1998, and lost the licence to produce Star Wars games to Wizards of the Coast (WotC). WotC produced three editions of their own Star Wars RPGs, based on the d20 system used in D&D.

Currently, Fantasy Flight Games has yet another Star Wars RPG, with a completely unrelated rule system.

This was not the end for the D6 system, though. The rules were made "generic", and a series of D6 games were published: D6 Adventure, D6 Fantasy, D6 Space. These books, and their supplements, are all available for free online as PDFs, at the URLs listed at the top of this article. The system is modular, so it's fairly easy to take what one wants to use from one of the games and use it in another, if one wished. It would not be hard at all to have blaster-wielding elves fighting against Nazi Clowns From Outer Space, if one wanted to do so. (I don't know why one would, in this system. I'd rather use something like *"It Came From The Late, Late, Late Show* for that sort of weird plot, but, your mileage may vary.)

I don't foresee me playing, or running, this game. It was awesome to read, but WotC's game enabled me to do what I wanted. The Revised Core Rules SWRPG by WotC remain my favorite Star Wars RPG. I know that LTC Kraly is involved in a WEG D6 Star Wars game, though, and I think that's great. As long as everyone's having fun, groovy.

On the other hand, I do plan on playing WEG's *Ghostbusters* RPG, and I hope to have an article on that for next month.

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

Cadet Counselor

April birthdays are Timothy Boyte on April 2 and Perry Brulotte on April 13.
Michelle Goulet, Chief Petty Officer

Engineering Department

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

Science Department

Subtracting Gravity and Alzheimer's disease

March 4, 2015: Alzheimer's disease is a global problem. In the United States alone, more than 5 million people have the disease and a new diagnosis is made every 67 seconds—numbers that are just a fraction of worldwide totals. Among medical researchers, Alzheimer's is a top priority.

Researchers working with astronauts on the International Space Station are embarking on a mission to discover the origin of Alzheimer's. Although the details are still a little fuzzy, researchers believe that Alzheimer's and similar diseases advance when certain proteins in the brain assemble themselves into long fibers that accumulate and ultimately strangle nerve cells in the brain.

"They're sort of like the crankcase sludge of the human body," explains Dan Woodard of NASA's Kennedy Space Center. "The fibers are not active, so they'll be around forever because your body doesn't have any way to get rid of them."

These fibers take decades to form and accumulate—hence the link between Alzheimer's and aging. In laboratories on Earth, researchers have figured out how to make protein fibers accumulate more quickly, so they can study the process without waiting so long. On the space station, accumulated fibers do not collapse under their own weight, which makes the station an even better place to study them.

A four-inch cube containing the experiment, which was selected in an ISS research contest by Space Florida and Nanoracks, and built at the Florida Institute of Technology, blasted off to the International Space Station onboard the SpaceX-5 cargo resupply mission on Jan. 10th. The experiment

itself, SABOL, or Self-Assembly in Biology and the Origin of Life: A Study into Alzheimer's, will be fully automated.

However, observations from this experiment alone won't lead directly to the discovery of a cure. SABOL is geared more towards understanding the way that Alzheimer's progresses, not towards creating a pill to stop it from happening. Although this experiment is only the first in what will surely be a series, Woodard is optimistic that it could be an extremely valuable learning experience.

"Everybody wants a cure, but without knowing the actual cause of the disease, you're basically shooting in the dark," Woodard says. "We don't understand the true mechanism of the disease. If we're lucky, then we'll find out whether proteins will aggregate in space. Only in weightlessness can you produce an environment free of convection so you can see whether they form on their own. We expect to learn incrementally from this."

Eventually, projects like SABOL could lead to the discovery of a method to slow down the rate at which the harmful fibers grow, thereby opening a window for a cure. The results of the experiment will be seen after the samples are returned to Earth and are examined underneath an atomic force microscope. Woodard speculates that the cause of Alzheimer's could surprise us by being deceptively simple.

Says Woodard, "There have to be chemicals or processes that hinder or encourage the growth of protein fibers. It may be something as simple as temperature or salt concentration of the fluid in the brain."

Strange but true: The key to unraveling the mysterious cause of Alzheimer's disease may not lie in the recesses of the human brain, but rather in the weightless expanse of space. If an answer is ultimately found, it could very well spring from the microgravity of Earth orbit. The experiment begins soon.

Credits:

Author: Rachel Molina | **Production Editor:** Dr. Tony Phillips

Lieutenant JG Colin Gabbert

SECURITY! SECURITY!!

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

GAME MASTER REPORT

Nothing new to report, keeping on playing.
Thanks All,
Eugene
Game Master



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 BDR. Tank Clark

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