



ISS Regulator Charge!

Conquering the Final Frontier

Volume 12 Issue 10

October 2015



Crew Meetings & Activities 2015

2015

Nov 7 Zoo Trip to Fort Worth

Nov 21 Klingon Dinner Thing in Decatur

Dec 19 Movie premiere Star Wars with SciFi Factory

2016

Jan 16 regular meeting

Feb 20 regular meeting

Mar 19 regular meeting

Apr 16 regular meeting

May 21 regular meeting

Jun 18 regular meeting

Jun 26-29 Odesa Region 3 Summit

Jul 16 regular meeting

Aug 20 regular meeting

Sept 17 regular meeting

Oct 15 regular meeting

Nov 19 regular meeting

Dec 17?

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

Let me start by apologizing for being so absent as of late. The new job requires me to work weekends and will do so for a while but there are things in the work to remedy that. I will be unable to attend the Klingon Dinner Thing and awards and that makes me truly sad but as always Tank with step up and handle things as the true officer and gentleman he is.

Excitement for the new Star Wars movie seems to be building to a fever pitch. I know Tank will be attending the Sci Fi Factory screening and I hope some of you will be joining him and Tracy. Even though we are a Star Trek club I think we are all Star Wars fan as well, and Comic book fans and gaming fans and pretty much all things nerdy and pop culture. It is one of the things that makes our ship so much fun is the wide variety of interests we share. In July we will get a new Star Trek movie and I know we are rather split on the subject off J.J. Abrams I am hopeful since Simon Pegg has been involved in the script. 2016 will mark the 50th anniversary of Star Trek and I hope we get a movie that will show the best of Trek and help us as both a ship and an organization. If it is really good we might even get a new Star Trek TV show. I think the long form of a TV series is the best format for Star Trek since it allows for more exploration of Roddenberry's vision of the future.

While I can't give away any secrets I do want to wish all of the award winners my congratulations and again I really wish I could be there to award you in person. I remember how proud I was when I received my first award as a

member of the Regulator and hope you all feel the same pride and excitement.

Speaking of pride I can't tell you how proud I am of our ship and her members. We are active, friendly and I couldn't be happier.

Plans have not been made for a holiday party yet but I am sure it will be discussed at the Klingon Dinner Thing. If anyone would consider a midweek event I would love to attend...

Live Long and Prosper

Captain Michael Cross

XO

If you missed the Mirror Month Meeting, we missed you. (Those of you who attended, I may or may not have hit you.) For details, check the Blog entry on the ship's website: <http://ussregulator.weebly.com/captains-blog>

We still have an open Department Head (DH) position. SCPO Michelle Goulet stepped down as Ship's Services DH in May. The duty of this department is to promote and coordinate social activities. As the Ship's Articles state, "This includes the Christmas Party, picnics, and birthday celebrations." Let me or the Captain know if you're interested in taking on this role.

Our Second Officer and Navigator, Lt Washburn, mentioned at the last meeting that he and his bride are planning to move out of state, and will probably transfer to another ship shortly thereafter. I personally will miss the Washburns, but I'm hoping for the best for them. Meanwhile, I would like to get someone into the "Third Officer" position – to take over when Wash transfers out. The Ship's Articles (Article V, 4.) state that the "Second Officer is third-in-command and serves in the absence of both the CO and XO. The Second Officer is appointed by the Department Heads." After Wash leaves the ship, we'll have to have a Department Head meeting to appoint a new Second Officer, but if you are interested in the position, let Captain Cross or me know, and we'll put someone in as "Third Officer." (Otherwise, according to the Ship's Articles, the position would devolve to the highest ranking Department Head. *cough-cough* Rear Admiral Goulet *cough-cough*)

In my Ranger Report, I've been encouraging the Rangers to take the required courses at STARFLEET Academy to move up in SFSO Grades, but I highly recommend taking ANY courses at the SFA. To me, it's one of the most fun parts of being a member of STARFLEET. There's a lot of fun classes on a huge range of topics. They have courses on survival; Star Trek episodes, aliens, technology, and miscellany; 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!

Finally, we're working on our bid for Region 3 Summit 2017. A few of you have asked to help out on finding the hotel, and I've sent you the requirements per the Region. If you also want to help out on looking for the hotel, let me know & I'll send you the file with the bid requirements. As a reminder:

- Theme: "Wagon Train to the Stars" (*This is how Gene Roddenberry sold Star Trek to the network, as a Western-in-space. This means we can do everything in a TV Western style. Kinda fun, I think.*)
- Friday night there will be a Marine Mess; Saturday night there will

be an Awards Banquet.

- Saturday morning: Opening Ceremony, then break out into panels.
- I'd like a "Jail" at which people donate to the charity to have someone "arrested." "Arrested" people must sit out for 15-20 minutes, or may "post bail (donate more money to the charity)" to get out.
- Voting jars: "Tank wears the skant"/"Tank DOESN'T wear the skant", counted before the Awards Banquet on Saturday, and revealed by what I wear to the dinner.
- Charity: may be CARE, an animal-rescue location in Bridgeport, TX (large cats, mostly).

Still looking for other ideas for a charity.

The bids for this are due by May, 2016.

Brigadier Tank Clark, SFMC

First Officer, USS *Regulator*, NCC-2009

Communications

We had a small group this month. Several of our members were attending away missions. Hopefully they will provide reports on them. We had a total of 18 show up for Mirror, Mirror Month. Only one person provided a story this year. But we had fun reading Capt Cross' memorials (check out the end of the newsletter). We have checked off several things from our ship's list of things to do – Tarantula train trip, Perot museum, etc. And it seems as we check off one, we come up with another to go to. It has been suggested to take a trip to the "Rabbit Hole Brewing Co." It is in Justin and gives tours of their factory on Saturday's from 12-4. They have 10 varieties of beers and other things to purchase. You can check them out at www.rabbitholebrewing.com. They look interesting even if you don't like beer.

News Flash!!!!

The SciFi Factory will be hosting a showing of the new Star Wars movie. It will be on Dec 19 at 11:00 in Lake Worth. Tickets are \$10 each and all proceeds go to Juvenile Diabetes. As far as I know Tickets will be sold only at SciFi Factory store on North Beach or possibly through their website.

Liz Goulet, R.Admiral

Communications Officer, USS *Regulator*, NCC 2009

MEDICAL ALERT!! MEDICAL ALERT:

I was looking through the medical archives, and *found* references to ancient Earth experiments in re-vivification – the re-animation of dead tissue. The most famous researcher in this field was apparently a man named Frankenstein (sometimes Bofort, sometimes Victor, or Heinrich (Henry), or Wolf, or Frederick). The Historical Documentaries are sometimes conflicting, and the written books on the subject likewise conflict with each other.

Universal has recently released a collection of all of their Frankenstein movies: *Frankenstein* (1931), *Bride of Frankenstein* (1935), *Son of Frankenstein* (1939), *The Ghost of Frankenstein* (1942), *Frankenstein Meets the Wolf Man* (1943), *House of Frankenstein* (1944), *House of Dracula* (1944), and *Abbott and Costello Meet Frankenstein* (1948). If, like Tank and I, you are a fan of "Young Frankenstein" (starring Gene Wilder, Peter Boyle, *Star Trek's* Teri Garr, and Marty Feldman), and you haven't watched *Bride of & Son of*, you really need to do so at the earliest opportunity. Young drew so much inspiration from those two movies, as well as the 1931 *Frankenstein*, that it surprised us watching these "historical documentaries." Although *Bride* is considered to be the best of the series, *Son* has the most wonderfully creepy sets. I, for one, would NEVER eat in the Frankenstein's dining room.

* shudder *

If you are a fan of Frankenstein and his Creature, I can also recommend *Van Helsing* (2004), *Mary Shelley's Frankenstein* (1994, starring Robert DeNiro, Kenneth Branagh, Tom Hulce, Helena Bonham Carter, Aidan Quin, Ian Holm, and John Cleese), and of course, the above-mentioned *Young Frankenstein* (1974). Tank is also quite fond of *Hotel Transylvania*, but then again, he's weird.

Ygor, throw the switch!!!

Rolling the bandages,

CDR Tracy "Gleek" Clark, STARFLEET

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

HELM



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

Before I mention anything else, I'd like to get a Helm Department Assistant DH. We are a busy, busy ship, and it would be good to have someone help me in planning and research.

After Action Reports:

Stardate 11510.10 (10 Oct 2015): Grapevine Vintage Railroad.

The Landing Party, consisting of Fleet Captain Tank Clark, Commander Tracy Clark, Lieutenant Perry Brulotte, and Major Roon Marchant, rendezvoused at the Grapevine Depot on Main Street, Grapevine, TX, around noon. We arranged for tickets and eagerly boarded the train to begin our journey to the Fort Worth Stockyards. Unfortunately, the Railroad crew discovered a fault on the steam locomotive that was scheduled to pull the train, so it was replaced by a Diesel locomotive. We were in one of the two 1927 open-air touring coaches, as they were both less expensive and wheelchair accessible. The other coaches on the Grapevine Vintage Railroad are four luxurious 1925 day coaches. All four day coaches have been restored to their full Victorian-era glory and the two open-air coaches are extremely popular in the spring and fall months.

After they traded out the locomotives, we were on our way. Our tricorders indicated an average speed of approximately 17 miles per hour, with a top speed of 33 mph. Several other passengers stopped by to talk with us about Star Trek, as did many of the Railroad's employees. The scenery was wonderful, and the weather was pleasant -- a bit warm for October in North Texas, but clear & beautiful.

Upon arriving at the Fort Worth Stockyards, we wandered around looking at the sites. Commander Clark was persuaded to pose whilst on top of a very tame bull, and Fleet Captain Clark found himself an inexpensive, nice looking cowboy hat. We had originally intended on eating lunch in the Stockyards, but every eating establishment was very full, with a very long wait to get in. Instead, we did a bit of shopping and wandering around.

We boarded the train around 4:00 pm to return to Grapevine. Along the way, we had to sit and wait for a while, as a train was stopped on the same tracks in front of us. It finally moved, and we traveled the remaining distance without incident. At the Grapevine Depot, Lt Brulotte separated from the rest of the party to return to the ship, whilst Maj. Marchant joined the Clarks at Bo-Bo China, a fantastic Chinese restaurant in Grapevine for dinner.

A wonderful time, a great trip, and a couple of fun rides. The USS *Regulator* was well represented, and interacted with the public with our typical friendly aplomb.

Upcoming:

In November, the Science Department is planning a trip to the Fort Worth Zoo. Sat, 07 Nov, 1300-1600; meet @ 1200 at Ol' South Pancake House, 1509 S. University; will carpool from there. Tickets \$12/ea. Zoo address: 1989 Colonial Pkwy, Ft Worth

In December, *Star Wars: The Force Awakens (Episode VII)* comes out. Sci-Fi Factory will have a private showing; tickets are available at either Sci-Fi Factory location for \$10/each. Get 'em while you can, and we'll see you there!

We usually have a Holiday Party, in either December or January. Stay tuned for details, as soon as we have 'em!

In 2016, the Rangers will be hosting a few more Game Days (again!), the Marines may be hosting a bar crawl, a Marine Mess, or something. Other things people have requested we send a Landing Party to:

- either the Boyd Big Cat rescue facility, or the CARE animal-rescue facility in Bridgeport
- the Cavanaugh Flight Museum
- the Wax Museum in Grand Prairie
- Rabbit Hole brewery in Justin
- Winery tours, in Grapevine
- Lazertag

Again, stay tuned, but if you have suggestions, feel free to fire 'em at me!

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..."

Be sure and read the "touching" tributes to our CO at the end of the newsletter.

Sean Washburn, Lt jg

Navigation, USS *Regulator*, NCC 2009

BOSUN (Chief in Charge)

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.

At the October meeting, I mentioned how wonderful it is that the ship has been so busy. If the Science Department doesn't have an activity for us to join in on, the Helm Department does. We've been going to the Alliance Air Show every year as a Phoenix Squadron mission, and of course the Klingons have the Klingon Dinner Thing each year, too.

I'd like to add another Marine-sponsored event to the ship's calendar, and I'd like to open it up to the whole Brigade. (Obviously, all non-Marines would be welcome to attend, as well.)

The first thought that I had was to hold a "Pub Crawl" – but this isn't London, and pubs are few and far between. There is a great pub on the square in Denton, and a few pubs scattered here and yon, but the United States just doesn't have the "pub" culture. That being said, I have found a few "Bar Crawls" that sound worth looking into. (My "Google-fu" is strong!) When opportunity permits, I'll be making a few reconnaissance trips to check out the bars on the more likely routes, and I'll be looking for a nearby STARFLEET-discounted hotel, too.

The mission would be like this:

- In months leading up, Marines register & pre-pay for the Bar Crawl T-Shirts

- Marines rendezvous at Hotel "DZ"
 - Check in. (Always have a safe place to sleep it off, and don't plan on driving long distances)
 - T-Shirts issued & put on
- Transport to restaurant for supper. (always eat before you drink)
- Transport to first bar via designated driver(s). These drivers will not be consuming alcohol at all – safety first.
- After enjoying at least one round at first bar, Marines proceed on foot to second bar.
- Repeat until everyone (except designated drivers) have consumed at least one beverage at each bar on the route.
- Return to vehicles, still parked at first bar.
- Return to DZ, and enjoy social activities with everyone. At this point, the DD s can drink at the hotel bar (if it has one, and of course providing they're staying at the hotel). This may also just be a "room party," with conversation and maybe some games.

It's not a complicated mission, and (of course) the only real goal is to have fun.

An alternate event was suggested at the meeting: a Marine Mess, but not a Dress Mess. This would be a Mess in Class C uniforms (BDUs, Flight Suits, or Vehicle Crew Garments), preferably outdoors (in a park, under a pavilion or tent). Oddly enough, this is more complicated than the Bar Crawl, as some of the steps are more difficult to lock down.

This mission would require:

- A location, which would have
 - a large enough pavilion & tables for everyone, or space for a large enough pavilion type tent.
 - Restroom facilities
 - the location would have to be accessible for everyone
- Food. Either cooked on site or catered.
- Because of the food issue, we'd have to pre-register attendees, and they would have to pre-pay.
- Most "Field Messes" (meaning a mess or meal held in Class C's and outdoors) have some sort of activity before/after the meal. Paintball, water balloon fights, orienteering, PT (ugh), or even just basic drill (for most people, this means learning the basics – Attention, Parade Rest, how to form up into a formation, facing maneuvers, flanking maneuvers, column maneuvers).
- This would have to be held starting in mid morning (0930 or so), with the mess as a lunch around noon or so.
- Weather considerations make this difficult.
 - Too hot, nobody wants to do it.
 - Too cold, same thing
 - Precipitation is a serious issue – few people will do anything outside in the rain, and if the form of precipitation is snow, ice, sleet, etc, just forget about it. Unfortunately, we STARFLEET Marines are too comfortable.

Your thoughts and suggestions are eagerly desired.

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

Saturday, November 21 is the *Regulator's* annual Klingon Dinner Thing. This is our fall promotions & awards meeting, and we encourage everyone to attend in Klingon garb, or Klingon-ish uniform or clothing. It will be held at the Decatur First United Methodist Church's Wesley Center, the same place we've held it in the past. The festivities will begin at 5:30 PM. I know there's a lot of people on the Promotion List, and no one wants to miss that!

This is a potluck dinner – if you can, bring “Klingon” food, or food that is “Klingon-inspired,” or just bring some food. We'll need something to drink, too. If for some reason you can't bring a dish, that's okay... we have always had plenty of food to share. (In years past, someone has even just brought donuts, and someone else brought a bucket of KFC.)

At the October meeting, I mentioned how this is most likely the last KDT at this location, as I am changing churches. Perhaps, whilst we change venues, we might also change the time of year as well. Let's think about moving the KDT to April, and use it for our Spring awards/promotions event (instead of the Fall awards/promotion event, which would be held in conjunction with Mirror Month.)

On Sunday 29 Nov, the Lone Star Warriors Association will be hosting the next “Good Day to Dine.” November's GDTd will be at Bone Daddy's in Plano, and will get under way at around 1600 (4pm). I do not know if I'll be able to attend this, but these are always a lot of fun. If you can go, you should, and you should wear (a) Klingon garb, or (b) Starfleet garb, if possible.

Stay Tuned!

For the Empire!

Kai the Klingon Krew! Qapla'!

Have Phaser, Will Travel!



Rangers, we've got a lot to talk about this month.

Before this month's game(s) review, I've got a bit more to say regarding the SFSO and the STARFLEET Academy.

Go to <https://sfisfo.wordpress.com/>, and click on the Publications link. On the right side of the page, you will see a list of all the individual grades within the SFSO. Start with Grade 1, “Basic Training”. Download this page, print it out, and use it as your checklist for Grade 1. When you complete a course on this, fill in the box for “Date Completed.” When you have completed ALL of the courses for Grade 1, bring it to me at the next meeting, and I'll get you submitted for certification. Tracy's finished four courses of her Grade 1, and has two more waiting for her to work on.

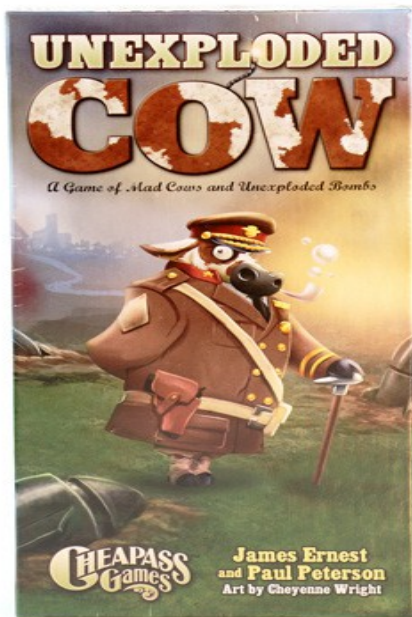
When you finish Grade 1, start working on Grade 2. Follow the same procedures. When you've finished Grade 2, I also get to request the Major Hayes (Ranger) ribbon for you. Groovy, eh?

I'm happy to help in any way I can for you to take these courses. My goal is to have at least half of the Ranger unit certified as at least Grade 2.

Now, on with the game stuff...

At FenCon, one of the things I was looking for was a game for Tracy and I to play, that could also be played by more than two people. Perry and Melissa introduced me to Munchkin, but it really needs three or more; the Settlers of Catan card game (which I love) is a two-player only game. But then, I stumbled across Unexploded Cow, by Cheapass Games.

Europe. Summer. 1997.



You have discovered two problems with a common solution: mad cows in England, and unexploded bombs in France.

In Unexploded Cow, you play a savvy entrepreneur who wants to help solve the world's problems, by blowing up lots of cows. You'll round up a herd of mad cows, give them a stirring pep talk, and march them through the French countryside. In doing so, you will clear fields of leftover ordnance from long-forgotten wars. And you'll make a few bucks doing it.

There are two decks of cards (a City deck and the Main deck, full of cows and events), a load of counters representing francs (100, 200, 500, and 1000 “notes”) and a six sided die.

You start the game with 5,000 francs and three cards. Each player antes 500 francs, and you determine the first player randomly. (We rolled the die, highest roll wins, re-rolled ties.)

On each turn, you:

- Ante, if the pot is empty. (all players must ante, if this is the case.) If the pot has money in it, skip this step.
- Draw two cards.
- Play as many cards as you want, in any order. Each cow has a cost to bring into play – and you can play a cow into any herd. Many of the Event cards have costs to bring into play, but several of them don't.
- Roll the die. It's a standard six-sider. Count from your right-most cow in your herd, going left. You may have to go into another player's herd to find the “target” cow. If you roll a six, don't do this – just pass the die to your left, and THAT player rolls the die and counts cows, starting from the right-most cow in HIS herd. Some cows have special abilities (like Generals, PFCs, Spies, Mechanics, and Bombers). When your cow explodes, place it in the discard pile, and collect the payment from the pot. (If the pot doesn't have enough to pay you full value for the cow, too bad. Take what's in the pot.) Some cows are bad cows – they have a negative value. This means you have to pay that value into the pot. If your cow blows up on your turn, you get the city, and whatever benefit that city provides.

That's the basics. There are a few other rules, and there's some tactical decision-making involved, of course. Tracy and I played three games of this on Sat 24 Oct (I won twice, she won once) and we had SO much fun. Yes, there are ways you can “screw” the other players, like moving those negative cows into their herd, or taking cows from their herd with only a nominal payment, or even making everyone trade herds (moving to the left)! Even when losing, though, I've rarely had so much fun using only dice and cards.

You can download a “free” version of this game, at <http://www.cheapass.com/node/48>. I say “free,” because in order to use this, you'll have to print out & make your set. The “deluxe” version I bought was well worth the \$25 MSRP, if just for the artwork and the high-quality counters.

When we were done playing Unexploded Cow, we tried a game that I'd been given quite a while ago. “Ascension: The Apprentice Edition”. This is a “deckbuilding” game, in which you start out with just a few cards, and you expand your deck through play. The game set we own is complete, but the instructions are fairly lacking, in my opinion. The instructions were also printed on the back side of the play mat, which meant to look at the rules, one had to remove all the cards and counters off of the mat – poor design, I think. Anyway, we were about halfway through the game before we became confident on everything. We may be playing it wrong, but at least we're fairly confident about the way WE played. Tracy won this game, fairly easily, but it was moderately fun. The version of the game we own is a two-player version... I don't know if there's a version for more than two players, but I don't see how it would work, if there is one.

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

Ship's Services

November has no one with a birthday. December 5th our XO Tank has a birthday.

Engineering Department

Power supplies have been flexuating lately due to an unexplained drain from the Klingon deck. Haven't discovered the problem yet but am looking into it.

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

Science Department

Zombie Ants
By Chief Science Crewman Melissa Brulotte

Zombies are pervasive in today's pop culture and since this issue of the *Regulator Charge* will come out around Halloween they beg to be talked about. While human zombies don't exist (so far as we know), there are some pathogens that infect insects to take over their brains and movements.

One such bug is a fungus called *Ophiocordyceps unilateralis*. This fungus infects *Camponotus* ants – or carpenter ants – that are mainly found in tropical forest regions. The spores of the fungus attach to the ant, and break through the exoskeleton using enzymes and mechanical pressure. Once inside the body, the fungus releases chemicals that affect the brain of the ant.

First, the ant experiences convulsions that force it to fall to the forest floor. Then, the zombie part starts. The fungus forces the ant to march up a plant to a specific height with ideal temperature and humidity for the fungus to thrive. The ant zombie-walks to the underside of a leaf, and clamps down on the leaf with its teeth. The fungus releases other chemicals that force the jaw to lock, causing the ant to be unable to move or drop from the leaf.

Muscle atrophy quickly sets in for the normally busy ant, and as the fungus spreads its hyphae throughout the insect, the ant dies. In the meantime, the fungus also starts producing a reproductive structure. This stick-like organ contains fruiting bodies capable of releasing more fungal spores from the bottom of the leaf to the forest floor. The creepiest part about it? It grows outward from the neck of the dead ant to protrude downward from the bottom of the leaf.

Perhaps the most interesting thing to note, however, is that while infecting an ant, the fungus releases antimicrobial chemicals that prevent the ant from being infected with other bugs. These natural products have intrigued chemists and biologists alike, who are now isolating and investigating the antimicrobial compounds to see if they will have any benefit to human health. Several studies have been able to identify chemicals that are similar to antimalarial drugs. So while *Ophiocordyceps unilateralis* may be bad news for ants, they may turn out to be good news for human health.



Melissa Brulotte
Science, *USS Regulator*, NCC 2009

SECURITY! SECURITY!!

It looks like some of the Klingons were wanting to participate in killing the CO. They even had it worked out to look like the Security Chief was the one who organized them and let them off of their deck. All parties who were involved were taken care of.

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

Tributes to the Captain as delivered by the Crew

We are gathered here today to celebrate the sad life of Capt. Mike Cross. Our beloved friend met a bloody end inhaling his favorite meal: Live Snakes. Who knew barbequing at a dinner table could be so dangerous? Despite the circumstances of Mike's passing, his memory lives on! Who could forget the time when he slept over a plate of Papius claw. Or the countless number of hours he spent instagramming buckets of blood wine while watching reruns of Voyager. Remember when he shared a bit of gagh with T. G. Herfeller at a Burger King? So it should come as no surprise that Capt. Cross's last words were "Where's the beef?!". Let's raise a targh heart to our beloved friend and remember his grouchy life motto: "Happiness is a plate of Hasparat".

We are gathered here today to celebrate the short life of Capt Mike Cross. Our beloved friend met a gleeful end consuming his favorite meal: gagh. Who knew ruminating at a dinner table could be so dangerous? Despite the circumstances of Mike's passing, his memory lives on. Who could forget the time when he regurgitated over a plate of blood pie or the countless number of hours he spent instagramming buckets of fried chicken while watching reruns of Gilligan's Island. Remember when he shared a bit of beef with Walter Koeing at a Chick-fil-a? So it should come as no surprise that CO Cross's last words were: "Like a good neighbor State Farm is there." Let's raise a Lady finger to our beloved friend and remember his illustrious life motto: "Happiness is a plate of lemons."

We are gathered here today to celebrate the colorful life of Capt Mike Cross. Our beloved friend met a shady end masticating his favorite meal: beetle grubs. Who knew sacating at a dinner table could be so dangerous? Despite the circumstances of Mike's passing, his memory lives on. Who could forget the time when he slet over a plate of gagh, or the countless number of hours he spent instagramming buckets of lard while watching reruns of I Love Lucy. Remember when he shared a bite of rocky mountain oysters with Paris Hilton at a Fat Burger? So it should come as no surprise that CO. Cross' last words were: "Wheres the Beef?" Let's raise a mini-quiche to our beloved friend and remember his unbearable life motto: "Happiness is a plate of scalped potatoes and ham."

We are gathered here today to celebrate the short life of Capt. Mike Cross. Our beloved friend met a splendid end baking his favorite meal: weiners. Who knew basting at a dinner table could be so dangerous? Despite the circumstances of Mike's passing, his memory lives on. Who could forget the time when he faried over a plate of lobster. Or the countless number of hours he spend instagramming buckets of cup-cakes while watching reruns of Rawhide. Remember when he shared a bit of kale with Betty White at a Wendy's? So it should come as no surprise that CO Cross' last words were "Do the Jingle!" Let's raise a French fry to our beloved friend and remember his meaningless life motto: "Happiness is a plate of spinach".

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.