

# ISS Regulator Charge!



## Conquering the Final Frontier

### Volume 13 Issue 10

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#### **Crew Meetings & Activities 2016**

**Nov 5 Charity Event (see below)**

Nov 12 Build a Bear Grapevine Mills Mall

Nov 19 regular meeting

Bring your shirt and \$11 so Glen can get logos

Dec 17 Star Wars movie premiere

#### **2017**

Jan 21 Christmas/NY Party

Feb 18 mtg

Mar 18 Mtg

Apr 15 Aurora Fest (first alien in TX) mtg

May 20 mtg

Jun 17 mtg

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.)

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### From the Ready Room

October is over already? The holiday season has begun. I know that makes us all on the busy side. The Nov. Meeting will be at Shady Oaks as always on the 19<sup>th</sup>. If you can bring your polos and \$11 to get them embroidered. Our October meeting had a small but lively bunch as we handed out awards and promotions. Since we had such a small crowd we will be doing awards and promotions part II at the Nov. meeting.

I do want to mention we did hand out one special award in October and would like you all to congratulate Alan Goulet on being named Member of the Year! Alan has worked hard all year on the pop top drive and has attended almost every meeting. Great job Sir! (As a Non-Com I am sure he will not like me calling him Sir...)

The other big award went to our beloved Executive Officer Thomas (Tank) Clark who is this year's recipient of The Un-named Smarty Pants Award. Congratulations on a job well done.

### October 2016

Don't forget the charity dinner Nov 5<sup>th</sup>. I'm sure Tank will have details elsewhere in this newsletter. Good food, good company and a good cause. (Apologies if you are a fan of the oxford comma.)

Election time is just around the corner. I mean the ship not the country. We will need a new Captain, new Executive Officer and three Department Heads. Please consider if you have the time to serve and let it be known if you are interested.

Thanks again to the best crew in Starfleet!

LLAP

Captain Michael Cross

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### XO

#### **So, I went to a pet store to buy ten bees...**

... and, after I paid for them, the clerk hands me a jar with twelve bees in it. I pointed out to the clerk his error – that he'd given me too many bees – and he told me not to worry about it. Apparently, those two were freebies.

#### **November Charity Dinner**

On Saturday, 5 November, we're having a \$40/plate (\$70/couple, \$25/child) dinner to raise money for our charities, the Wise County Committee on Aging (WCCA) & CARE (Center for Animal Research and Education). We'll be holding an auction as well; please contact me with your donations. The registration for this event is LIVE: send folks to <http://ussregulator.weebly.com/charities.html> for info (there's a link at the bottom of the page), or you can go to <https://goo.gl/forms/aqMfELUrbfay9cjT2> directly. I have a PDF hard-copy form, as well, but to pay, customers must go to the PayPal link (<https://www.paypal.me/VMFA333>), write a check, or give cash... and if they do one of those last two options, you'll need to get the money to me. More info as it comes; please plan on attending, if not helping. Dinner will start about 6:30.

### Build-A-Bear Landing Party/ Game Day

On 12 November, we'll be visiting a Build-a-Bear workshop to build Trek (and other) bears! Currently, we're looking at the Grapevine Mills Mall location, starting around 1100 hours.

Following, we'll be going to Irving to play games & watch videos with Perry, starting around 1300 hours (that's one in the afternoon, for those of you who don't know the military-style clock). This will be at 1825 W Walnut Hill Ln, Suite 104, Irving, TX 75038-4402, XPERTEK's current digs. I hope to see ya'll there!

### Ship's Meeting: 19 November (Stardate 11611.19)

In October, we had a fun meeting, but we didn't have a lot of you there. We'll be giving out those awards that we hadn't yet, promoting some deserving people, talking about upcoming events, eating great barbecue, and having fun.

### Star Wars: Rogue One

17 December is opening weekend for the latest Star Wars movie... but you knew that, didn't you?

At the April meeting, we'll be electing the next term's Captain, and the new Division Officers (Red, Blue, Gold.) Nominations open in February and March for those positions, and we're hoping to enjoy lots of friendly competition for them.

All this and regular ship meetings, too! Pretty awesome, eh? Come out & join us!

Respectfully,

Commodore Tank Clark, SFMD

First Officer, USS *Regulator* NCC-2009

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## Communications

I want to encourage everyone to try and attend our Charity Dinner this coming Saturday. Tank has all the information in his XO article just above this one. And this isn't just for the crew but bring your friends and relatives. We will be having lasagna, salad, tea and dessert. And the money goes to two good causes. And after dinner, there will be an auction of some hand-make items and other things. Hope to see you there.

Liz Goulet, R.Admiral

Communications Officer, USS *Regulator*, NCC 2009

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## MEDICAL ALERT!! MEDICAL ALERT:

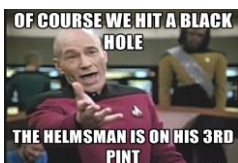
Time caught up to me. Busy working on the food for the Charity dinner. Hope everyone can come.

Commander Tracy "GleeK" Clark, SFMD

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

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## HELM



"I can't even count how many pints by now."

## After Action Reports:

### A Look at Where We Are :

#### Upcoming:

November has two Landing Parties on the same day. In the morning of Saturday 12 Nov, around 1100 hours, we'll assemble at the Build-A-Bear Workshop at the Grapevine Mills Mall for a bit of creature building and fun. Afterwards, we'll enjoy playing games and watching videos at XPERTEK's offices in Irving, starting around 1300 or so.

December, of course, is apparently Star Wars Month – in 2015, we joined together to see *The Force Awakens*, and this year we'll see *Rogue One: A Star Wars Story*.

### The Helm Department

We're fast approaching the end of the year, and the new Ship's Articles are scheduled to take effect in January. Like all the other Departments, the Helm will be folded into a Division; in this particular case, the Gold Division. In this article, I'm going to mention my thoughts about the new Gold Division, and to give sort of an "after-action report" of the Helm Department.

To quote from the 2017 Articles: *"The Gold Division is responsible for the ship's Newsletter ("Regulator Charge!"), the ship's online presence (both web sites and social media), and for managing Landing Parties. (A "Landing Party" is any activity the ship participates in other than ship's meetings, Region summits, and International Conferences. This includes trips to museums, movies, sporting events, train rides, etc.)"* (Section 4.02(b))

I do not know who intends to run for the Gold Division Leader position, but I'm hopeful that whoever it is will draw upon the talents, knowledge, and experience of the entire membership of the USS *Regulator*. Communications, both within the Ship and to those outside, is a difficult job by itself, but it is an important part of the Away Mission process.

First, one must determine what Missions the crew would enjoy experiencing. We have a diverse crew, with equally diverse interests. Hopefully, the Gold Division Leader (or his/her designated helper) will find out from the crew things they would like to do, like our trips to museums, zoos, C.A.R.E, train rides, air shows, and the proposed "Phaser Practice."

Next, one must schedule the Landing Parties, and then let everyone know about them. This has been a rather haphazard process to date; as the Helm Department Head, I apologize. Usually, the person responsible for the Landing Party simply picks a date, and then lets everyone know about it – and that's a sticking point.

We don't all communicate the same way. Some of us rely on email; others, Facebook; still others, the ship's web site; the ship's newsletter – mailed -- remains the only dependable

source of information for yet others. The Gold Division must determine, with input from the rest of the crew, the best way to get information to everyone. It'll probably be a combination of methods. This has been my failure, in that I don't always use every media, and I don't do it as well as I could. One of my issues is that I don't make Events in Facebook every time – mainly because I don't think about it. Perhaps a way to improve is to make a list of all the communication methods desired by the membership of the USS *Regulator*, and use that as sort of a checklist: Newsletter Article, check; Facebook Event, check; Facebook post in the Regulator group, in the Region group, in the Brigade group, and so on, check; etc.

While I'm on the subject, After-Action Reports are a good idea. Knowing what we tried to do, how we tried to do it, what worked and what didn't, will help us do better; keeping a record of this, somewhere, will enable us to keep this knowledge as a chapter long after we (as individuals) may have moved on (passed on?). The Region is developing an After-Action Report process to share this information with other chapters, too... so we may learn from the USS *Lollipop* (she's a good ship), and the *Lollipop* (she's a good ship) can learn from us.

I welcome all your feedback. Call me, text me, e-mail me, hit me up on Facebook, Google Plus, or just grab my elbow at a meeting (or whenever you see me.)

Releasing the parking brake!  
Commodore Tank Clark, SFMD  
Helmsman, USS *Regulator*, NCC-2009

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## BOSUN (Chief in Charge)

### Flip Top Totals

Goulet Family is in the lead, so get those tabs to me at the next meeting.

**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.

Alan Goulet, MCPO

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

Take a knee, Marines.

As I mentioned last month, Tracy and I enjoyed the one-week delay of the ship's meeting to attend the Alliance Air Show at Alliance Airport in Fort Worth. We brought our sunscreen and our chairs, and had a marvelous, if windy, day. The USAF Thunderbirds were the headline act, and as such, ended the flying part of the day wonderfully.



First, of course, we saw the static displays, which included several F-5's (Tiger II's), F-4's (Phantom II's), F/A-18's, F-22's, F-16's, and a B-52, as well as some WWII vintage planes, like a Corsair and a Mustang. We then found ourselves a good spot (with an ant bed some four or five feet in front of us, so no one would want to sit there), and enjoyed the flying aircraft. This included the Jack Link's jet-powered biplane as well as several prop-driven biplanes, and some jets that we don't often see over Fort Worth, like a pair of F-5 Tiger IIs and a Navy F/A-18. The previously-mentioned Corsair and Mustang demonstrated how awesome they were, as well as a Bearcat. Nothing there that day could beat the Thunderbirds in their F-16 Eagles, though. Their act reminded me quite a bit of last year's show by the Blue Angels. Awesomeness with wings.

Thank you all, and Carry on!  
Brigadier General Tank Clark, SFMC, SFMD  
Officer-in-Charge, VMFA-333, "Phoenix Squadron"  
Never Give Up, Never Surrender!  
greenlantern(dot)pirate (at) gmail(dot)com

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## From the Deck 15 Horde: Known as the Klingon Krew

nuqneH!

The Lone Star Warrior's Association, a loose affiliation of Klingons (and people friendly to Klingons) held a Good Day to Dine on Saturday, the 29<sup>th</sup> of October. Unfortunately, Kalamity and I were unable to attend, as were several of the regular Klingons – I understand that FCAPT Liz Hazlewood of the USS *Trinity River*, and Chief Warrant Officer Glen Wilkerson of the USS *Regulator*, were the only ones there. I feel confident that the *tera'nganpu'* of Grapevine were suitably cowed. The next GDtD will be in 2017.

Although the Klingon Krew of the USS *Regulator* are not a Department, (nor a Division) of the ship, and are therefore not a part of the current Department Heads (see the current 2015 Ship's Articles) nor the future Leadership Committee (see the 2017 Ship's Articles), the Klingons do function in many ways as one. One of the ways the Klingons are like the future Division Leaders, is that we elect the Klingon Leader. Per the 2017 Articles, Section 4.02 (g),

*"During Division Leader Elections (each even-numbered year), the Klingons will hold an election for their Leader. The procedure for this election is identical in nature to the one for a Division Leader, except that in order to run for, or vote for, the Klingon Leader, one must be a member of the Regulator's Klingons for at least six months prior to the election."*

To make this completely clear: In April, we Klingons will elect the Klingon Leader for the period of May 2017 through May 2020. If nominated, I will accept the nomination, and if

elected, I *will* serve; however, if someone else is nominated and elected, I *will fully support that person in his role*. I'm not asking to step down, but I'm not insisting that I be re-elected, either; also, if I am returned as Klingon Leader, I will ask for someone to become my Deputy.

For the Empire!  
Klark, son of Konald

## Have Phaser, Will Travel!



As always, the monthly reminder: You should, when and as possible, be taking Ranger courses from STARFLEET Academy. You can get the lists of what you should take for each Grade (1 through 10) from the Publications page of the SFSO web site: <https://sfisfo.wordpress.com/publications/> There's a lot of stuff to learn, and it's fun. Do it! When you complete a grade, notify me, letting me know the dates you completed each course within the grade. I'll send it up through my chain of command, and get you certified. Easy-peasy. Completing Grade Two earns you the Major Hayes ribbon.

Secondly, let's talk about the upcoming elections under the new 2017 Ship's Articles. Per Section 4.02 (f):

*There may be a team of Rangers on the USS Regulator. The Rangers do not technically constitute a Division, and members of the Rangers will also be part of one of the three Ship's Divisions (Gold, Blue, Red). They will maintain their own ranking and order of command where it pertains to STARFLEET Special Operations business. However, if a situation involves crew members who are not Rangers then it becomes a matter for the Command Staff. Rangers will receive the same respect and privileges as anyone else on the Regulator. Any International member of the USS Regulator may become a Ranger. A Ranger may be in any Division, at his own discretion.*

*During Division Leader Elections (each even-numbered year), the Rangers will hold an election for their Team Leader (TL). The procedure for this election is identical in nature to the one for a Department Head. In order to run for, or vote for, the Team Leader of Rangers, one must be a member of the Rangers for at least six months prior to the election. The TL may call for the election of the Assistant Team Leader*

*(ATL), or he may appoint his ATL, at his discretion.*

This means that, in February and March of 2017, nominations will be asked for Team Leader for the 33<sup>rd</sup> STARFLEET Rangers ("The Paladins"). Nominees must be members of the Ranger Team, since at least October of this year (2016) – so, the people eligible to become TL are: Tank, Tracy, Liz, Cynthia, Scott, and Roon. If nominated, I will accept; if elected, I will serve, but I will exercise the option to call for election of my Assistant Team Leader. This term, like the terms of the initial Division Leaders, will run from May 2017 through May 2020. (The term of the ship's Captain will run from May 2017 to May 2019)

## Now, on with the game stuff...

As October is traditionally a "spooky" month, let's examine one of my older, "spooky" RPGs: *Beyond the Supernatural* (4<sup>th</sup> Ed, 1991) by Palladium Books.

*Beyond the Supernatural* (henceforth abbreviated *BtS*) was one of those games set in a world of mystical cults, demons, vampires, zombies, Things That Man Was Not Meant to Know, Elder Gods (like the Cthulu mythos of Lovecraft) and so on. As the game was written by Palladium Books, it uses a version of Palladium's mostly-standardized game engine. Palladium had lots of RPGs back in the day, starting with their *Palladium Fantasy Role-Playing Game* and including *Teenage Mutant Ninja Turtles*, *Rifts*, *Ninjas & Superspies*, *After The Bomb*, the *Robotech* RPG; newer games by Palladium include *Dead Reign* RPG and *Nightbane* RPG. These share a standard set of game mechanics including character design methods, combat system, abilities, and so forth. As this particular book was published in 1991, the publishers made sure we all knew that this was JUST A GAME, to be taken no more seriously than Monopoly or checkers. To quote:

*"If you find yourself turning out lights and lighting candles, wearing a robe, casting spells or seeing spirits, toss this book out the window and talk to somebody quick. Talk to your Mom or Dad, a friend, a priest, a psychologist or someone who cares, because this isn't normal. Remember, it's just a game."*

As was typical of RPGs of this time (goodness, twenty-five years ago!), *BtS* included a section on "How to play a role-playing game." This discussed how to imagine the scene, how to interact with the gamemaster, how to interpret your character, and so forth. The book then launches into the RPG engine's requirements (2d4, 4d6, 2d8, 2d10, and 2d20, plus the character sheets, pencils, and paper), a glossary, and then a step-by-step guide to creating a character.

Character creation is not too difficult, but it is a fairly long process. One generates ability scores for eight abilities, then determines hit points and SDC (Structural Damage Capacity); next, you select a Psychic Character Class (PCC), occupation, education & skills, equipment & money, and finally you round out the character. Almost all of this is contained in various tables. Each PCC requires a different amount of Experience Points (XP) to increase in level, and each PCC has a very different outlook on the world – both of the “normal” world and of the supernatural world. There are even optional rules for “normal” (“ordinary”) people to be player characters, to replicate those types of stories where “Joe Blow” stumbles into something pretty bizarre. Choosing your PC’s PCC and occupation, then equipping the PC, is probably the most time-consuming part of character creation in *BtS*.

Some characters (and creatures, and bad guys) use magic, and they do so in diverse ways... spells, rituals, natural abilities, etc. (The book continuously points out that magic isn’t real, just in case we don’t know that.) Others use various psychic, or anti-psychic, powers.

Adventures in this game are fairly familiar to anyone who likes *Buffy the Vampire Slayer*, the *X-Files*, the stories of H. P. Lovecraft, *Kolchak the Night Stalker*, or other scary, weird, bizarre tales. Anything may happen, and the “bad guys” might be evil cultists, “Things From Beyond”, classic monsters like vampires or werewolves, or even Scooby-Doo type “monsters” (people disguising themselves as scary things in order to get away with being naughty). As in the Lovecraft stories, insanity is a constant threat – as is physical injury and/or death.

As with many of the games in my RPG horde, I haven’t played this (even though I’ve owned the game for a quarter of a century). There are many reasons, in this particular case, but the primary two are (1) the system isn’t the easiest in the world, and (2) the genre has never been popular amongst the gamers in my RPG circle.

Grab some dice, and let’s start killin’ some goblins – er, I mean Mind Slugs ...

*Sum non Satis?*

Commodore Tank Clark, SFMD

Team Leader, 33<sup>rd</sup> STARFLEET Rangers (“The Paladins”)

“Have Phaser, Will Travel

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### Ship’s Services

Nov birthdays : None

#### Upcoming Movies:

Fantastic Beasts and Where to Find Them Nov 18

Dr Stange Nov 5

Rogue One Dec. 17

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### Advertisements



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Go to: [www.etsy.com/shop/LauraWashburnDesigns](http://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 Capt Michael Cross

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.