



Letter From the Editor

By: CDR Marshall Crockett
Chief, Dept of Public Relations

Indulge me. What are you getting out of your OSB experience? I ask this of most who serve in the Public Relations department and, for the most part, the answers usually revolve around the members' service in the department. That being said, I believe it is safe to surmise that each member of OSB will get *more* out of their respective experience in this community if they get involved in a department.

With three departments on OSB, each with very different responsibilities, goals, tasks and styles, there is most certainly something for everyone. From Public Relations to Recreations to Forum Security members are making a difference each and every day. Take the Blue Alert for example: a publication done by the PR department for the betterment of the base; the Caption Contest and Trivia Contest: events created and hosted by the Recreations department to give each member something cool to do while they await the next Blue Alert (okay, maybe not...I'm just saying...); and the moderation undertaken by the Forum Security department that keep us all safe from spammers and other who would do this base harm. Get involved!! ♦

The Captain/First-Officer Relationship

Part III: Captain Picard & Commander Riker Continued

By: LCDR Yu'wanna
Sr. Correspondent / Feature Writer

Another moment that endangered the relationship between Picard and his first-officer was The Pegasus incident, which took place in 2370. Pegasus was a prototype vessel, and it was lost in the region twelve years earlier after what was reported to be a warp core breach.

Captain Pressman (currently Admiral), the young ensign Riker, and seven others survived the ship's destruction. Although she was declared destroyed, three days earlier, an operative in the Romulan High Command reported the discovery of debris from the Pegasus in the Devlin system, and a warbird was dispatched to search for the rest of the ship. Since the Pegasus was carrying experimental technologies, Starfleet could not risk the ship falling into Romulan hands. The Enterprise must either find the ship first and salvage it, or destroy it. What Pressman omitted saying was that the crew revolted against him when they found out that their captain was experimenting with some sort of a cloaking device.

Since things were not exactly clear concerning Pegasus, and with Admiral Pressman not willing to divulge more information, Picard tried to investigate the circumstances surrounding the ship's disappearance, but ran into many dead-ends. Most records had been classified, and he had to use many favors in Starfleet Command to even get a look at the findings of the board that convened to investigate the loss of the Pegasus.

Thus, Picard asked Riker about it, an officer who would not divulge further information, under the orders of

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Officer Profile

CDR Marshall Crockett, Chief of Public Relations

By: LCDR Yu'wanna

Sr. Correspondent / Feature Writer



Name: Marshall Crockett

Age: 34

Position on the Starbase: Chief of Public Relations

Location: Las Vegas, Nevada, USA

Hobbies: Baseball, Golfing, Fiction Writing, Poetry

Enjoys: Acting, Watching Movies, Serving in the USAF

Hates: Beets, Cranberry Sauce and Misspellings

Guilty Pleasures: Cheesecake

First Encountered Star Trek: 1982, watched STII at a friend's house...was totally hooked!

Other Interesting Facts: I'm a 12-year veteran of the US Air Force and have served in 7 countries

How did you and Star Trek meet?

When I was 6, I watched the Wrath of Khan at a friend's house and it was an outstanding movie. I made it a point to watch as much Star Trek as I could. When TNG came out in 1987 I was intrigued by Worf. It sorts went counter to what I had 'grown up' with in the Star Trek universe.

Which is the most valuable thing you've learnt from Star Trek?

That really ANYTHING is possible...and Roddenberry thought of it all first!

What is your favorite Star Trek race and why?

Klingons. Because they basically ROCK!

Any plans for the future you wish to share with us?

Aside from looking forward to retiring from active duty...nope.

The things you like and dislike most about yourself and about other people?

I don't like continually fighting my weight. But, my wife is such a good cook I deal with it. When it comes to others, I just don't like those who would tear our country apart from the inside out.

What do you like most about Online Starbase?

The uniqueness...nothing like it on the internet!

As the Chief of PR, what are some of your most critical responsibilities and what challenges have you faced leading the Department?

Responsibilities include publishing the Blue Alert, recording OSB history and recruiting. Challenges include publishing the Blue Alert, recording OSB history and recruiting! ☺

What future plans do you have for PR?

Develop a correspondent's training course, publishing OSB history and developing a cool way to tackle the 2010 ST Convention!

If someone wanted to join Recreations Dept., what type of person are you looking for and what process would they undergo to apply?

First, PM me. I am always looking for creative, motivated and self-starting members to add value to the department. Second, be sure you want to do this...PR officers are held to task each and every day.

What words of wisdom do you have for new members to OSB that would help them get integrated?

Spend your first month getting well acquainted with the site. Post regularly and learn the ropes. Then, apply for department service. Take a leadership position. Transfer departments, gain breadth and be creative. We are always looking for solid leaders and the next OSB commander may be an Ensign today! ♦

*Visit our Public Relations Website
by going to:*

<http://osbpubrel.webs.com/>

The EMH

By: LTJG Nero
Correspondent

The Emergency Medical Holographic program, or the EMH, was a sophisticated hologram deployed in the early 2370s by Starfleet and used on most Federation Starships in the 24th century. It was designed to provide short-term advanced assistance during emergencies in sickbay, to the extent of replacing a starships medical officer. The formal name of the program was EMH Program AK-1 Diagnostic and Surgical Subroutine Omega-323 Doctor Louis Zimmerman wanted to call his creation the 'Holo-Doc', but Starfleet requested that it be named the 'Emergency Medical Hologram' instead.

The first Starship to be equipped with an EMH was the USS Voyager although the Equinox, commissioned earlier that year, also had an EMH program installed. Deep Space Nine did not have an EMH installed as it was incompatible with the stations Cardassian technology, although an EMH was installed in 2373 as a way of transferring data to the 'Long Term Medical Holographic Program' or 'LMH'.

As of 2376 there were four versions of the EMH, called the Mark I, II, III and IV. Starfleet commissioned the brilliant Hologrammer, Dr Louis Zimmerman, at the Jupiter Hologramming Center as the embodiment of modern medicine. The EMH Mark I was first activated on Stardate 48315 and was programmed with 5 Million possible treatments from the collective information of 2000 medical references and the experience of 47 individual medical officers.

The EMH was also supplemented with contingency programs and adaptive programs to learn while serving as a supplement to regular medical staff personnel in cases of emergency. It contains 50 million gigaquads of computer memory which is "considerably more than most highly developed humanoid brains."

Dr Zimmerman was so proud of his creation that he decided to program it with his own physical and psychological likeness. The resulting hologram was arrogant and irritable. This resulted in nicknames like 'Emergency Holographic Hotheads'. Dr Beverly Crusher swore she would never use one, but had to in order to provide a distraction to escape the Borg.

Voyager's EMH, A Mark I, most notably served for years and was forced to expand his programming extensively. A unique ability possessed by 'The Doctor' was the ability to leave sickbay thanks to a mobile emitter. He was even given the responsibility of commanding the ship as the Emergency Command Hologram (ECH) if the ship's commanding officers were not present, incapacitated, or even dead. ❖

History of the Federation

Part I: Humble Beginnings

By: LCDR Kai-EI
History Section Leader

We all know of the United Federation of Planets (UFP), commonly called the Federation, as a major power in the Star Trek universe, though it was not always so. Never heard of it? The Federation was a coalition of planets (much like the United Nations, only better) located primarily in the Alpha Quadrant. Have you ever wondered how or why the Federation was started? Let's take a look.

The beginnings of the Federation can really be traced all the way back to that fateful space flight by one Zefram Cochrane in 2063. Of course this led to First Contact with the Vulcans on April 5, 2063. The Earth was a wreck after the Third World War, and Cochrane's flight drew in the Vulcans, who were instrumental in the establishment of the United Earth Government in 2150 and the overhaul of Terran culture and society as a whole.

With the launch of the USS Enterprise (NX-01) in 2151, Terrans began meeting myriad species, many of whom would become allies and members of the Federation; though some would become enemies. Through the early stages of the Federation, allies included notables like the Vulcans, Andorians, and Tellarites; enemies were exemplified by the Klingons.

In the next installment, we will take a look at the forging of those alliances, and the development of enemies. ❖



CONGRATULATIONS

Hip, Hip HOORAY to all OSB Promotees:

Greg Campbell and Richard Boudreau to COMMANDER

Yu'wanna and Kal-EI to LIEUTENANT COMMANDER

Butok and Spock to LIEUTENANT

Hikru Sulu, Nero and SirWilliamDude to LIEUTENANT JUNIOR GRADE

CALENDAR OF EVENTS

ARTICLE SUBMISSION FOR BLUE ALERT NEWSLETTER

PLACE: PM TO CDR CROCKETT

TIME: 8 MAR 2010, 2359 OST

Anyone who wants to get published in our next newsletter must have their articles submitted by the 8th of every month.

Random Thoughts: ST XI

By: LCDR Yu'wanna

Sr. Correspondent / Feature Writer

What I liked about Star Trek XI:

- The characters. With very few exceptions, most of the characters were strong and believable. Spock was the same half -Vulcan trying to solve anything with his logic, but I liked the fact that they focused more on the conflict between his human and his Vulcan heritage. McCoy was also brilliantly played by Karl Urban and Uhura was even stronger and more complex as a character than the original one.
- The relationship between the characters are quite complex. Strong conflicts made the characters qualities and flaws shape better.
- The Enterprise. Not exactly what I expected, but still it had a nice design.
- Good special effects.
- Humor. Though at times exaggerated, the movie still abundantly displayed the same good old Trek humor. Most of the humor came from funny situations and witty dialogue.
- The Old Spock. His presence in the movie was most welcomed as it made a stronger link with the original Trek.

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Admiral Erik Pressman. Picard was very disappointed with his first officer's refusal to tell him the truth and he made it clear to Riker that he hoped he still placed the safety of the Enterprise as his top priority, and if Picard found this to be untrue, he would re-evaluate his trust in his first officer.

At this moment, Riker was torn between the loyalty to his former captain-who forbade him from talking-the loyalty to Picard, who suspected something was wrong with the entire situation and wanted some answers from him- and the loyalty to his own sense of morality-which also told him that what Pressman had been doing was wrong.

Although at that time he thought he did the right thing defending Pressman and following his orders. Now, twelve years later, he'd come to see things in a different light.

As they find Pegasus, deep buried feelings of guilt and remorse towards his dead fellow officers come out to torment Riker and make it even more difficult for him to follow Pressman's orders.

RIKER: And now you want to try it again? How many people will die this time? Fifty? A hundred? A thousand?

PRESSMAN: All right, you don't want to help me? Fine. But you are still under my direct orders not to talk about what you know and I expect you to follow those orders to the letter. I made you, mister, and I can break you just as easily. Do you understand me, Commander?"

Picard reluctantly continued the search. In order to save the Enterprise, Riker finally found the courage to do what he believed he should have done from the very beginning: uncover the truth, confront and stop Pressman once and for all and take responsibility of his own actions.

After the crisis was resolved, Picard visited Riker in the brig and returned him to duty aboard the Enterprise. Will's expression of contentedness shone through; that although he made a mistake in the past, he had the guts to make the correct decisions in the present. Thus, Riker earned Picard's trust and respect once more. ❖

What I didn't like about Star Trek XI:

1. Nero. That Romulan did not look like a Romulan at all, but rather like a prisoner from a 20th century jail, had a name that did not sound Romulan and broke with much canon Romulan tradition.

2. The plot was not at all believable. Just think about it: the Romulan world is about to be destroyed by a natural disaster and a compassionate Vulcan, Spock namely, tries to help prevent the disaster. Unfortunately he fails to do so. So, the big bad Romulan who survived the disaster decides to seek revenge on whom? Well, on none other than the guy who actually tried to help him. And he goes back in time with his mining ship and starts looking for Spock while randomly destroying some planets for no apparent reason. And of course he finds Spock and leaves him marooned on a planet. But Spock cannot just stay and do nothing; he thinks he should warn people, and guess what? There is a base in the neighborhood where he could send his message from, but for totally unknown reasons, he will just wait there for about 25 years, until the young Kirk gets exactly there, by coincidence.

3. Kirk being thrown off the ship by an over-emotional Spock - one of the most ridiculous things I would expect to see in Star Trek. How cruel do you have to be to do such a thing?

4. Ships design. Nero's vessel is the most ridiculous ship I've ever seen. It looks like a giant bug. Spock's vessel on the other hand, looks like a toy. I can hardly imagine that Geordi would ever design something like that.

5. The motorcycle and the car. You'd think they'd have more evolved means of transport in the future. And yes, they said it was an antique, but still...Not to mention the subtle Nokia advertising...

6. When Kirk met Uhura, she was already a Cadet. He joined the Academy later, yet they graduated at the same time. Right? Why? If Kirk managed to graduate in three years, how come Uhura, who was obviously very competent and much more serious about her job than Kirk, didn't succeed?

7. Fists: Always stronger than any phaser! No matter how sophisticated their weapons are, they always end

up hitting and kicking!

8. Of all the Enterprise crew, the only one that Captain Pike could choose as a first officer is a young cadet, who wasn't even assigned there and who had been grounded at the Academy because he had been caught cheating at one of the most crucial tests! Moreover, he commissions Kirk as First Officer on his way to the shuttlebay, with only Sulu to witness it and without adding the fact in the logs. In addition, at the end of the movie, the young Kirk was promoted from cadet directly to captain????? And he was given the command of the Enterprise which should have been given to Spock, as he was promoted to captain by Pike. In TNG, when Picard was taken by the Borg and Riker was promoted to captain, he had given the command chair back to Picard. And Riker was a commander, not a cadet!

9. The way Scotty got into the plot towards the end of the movie is also a bit ridiculous: in spite of being a transporter genius, Scotty was "exiled" to Delta Vega after beaming Admiral Archer's prized beagle to an unknown location during a transporter experiment. Why would Archer let his prized beagle to be subjected to an experiment?

10. James T. Kirk. It must be very difficult for the young actors to play some characters that have become legends, because they will always be compared with the actors that gave life to the characters from the very beginning. I do not welcome Chris Pine's decision to create a different James T Kirk, who was more like a troubled, conceited and irresponsible teenager than a starfleet officer. Ok, so the timeline was different, but since Spock is the same Spock why can't Kirk be the same Kirk? Furthermore, Pine over-acted and exaggerated, in his efforts to be original and different from Shatner's Kirk.

Conclusions: I realize some of you may not approve of my opinions stated above, as they are seen from highly subjective point of view. I am an old Star Trek fan for whom the Trek phenomenon is embraced by Gene's Roddenbery's visions. From this perspective, this movie is indeed a Hollywood blockbuster and a good quality SciFI box office, and though it does not strike me as real "Star Trek", I cannot deny one of its foremost merits: it revived the franchise and brought more fans by introducing a new audience into the wonderful world of Star Trek. ❖

The Man Trap Review

Part II of III

By: LT Lola Morgana

History Officer

Editor's Note: LT Morgana's first part in this series appeared in Issue 7. Please review that issue to gain a better understanding of where this part is picking up.

Beaming back up to the ship, McCoy discovers something most curious about Darnell's body: there is nothing physically wrong with him, and he should just be able to "get up and walk out of sickbay." However, after McCoy runs more tests, he discovers the unthinkable: Darnell's body has been completely drained of salt.

Puzzled by this stunning development, Kirk and McCoy beam down with two more crewmen (Green and Sturgeon) to investigate. Upon beaming down, he insists that Dr. Crater and Nancy beam up to the ship. Grudgingly, Dr. Crater agrees and goes to find Nancy. As he goes to find here, Sturgeon is found dead. Green is also dead, but unbeknownst to the crew, Nancy is able to shapeshift, and she transforms into the deceased Green moments before Kirk and McCoy approach her. "Green" is questioned, and the three, plus Dr. Crater beam back up to the ship.

Once upon the ship, "Green" begins acting quite strangely. He notices Yeoman Rand carrying a tray of food, and nervously follows her upon seeing a salt shaker on the tray. As he nervously stalks the halls, Sulu and Rand have a brief discussion about botany among Sulu's plants. Finally, "Green" enters Sulu's botany room and hungrily eyes the salt shaker on the tray. Finally, one of Sulu's plants, a lively pink male (or possibly female) plant starts shrieking a warning which seems to scare off "Green."

After sulking back into the hall, "Green" begins to bite his thumb. He notices Lt. Uhura enter in a turbolift. Suddenly, "his" form shifts into that of an attractive African crewman. He approaches her, saying that she just must have been thinking of someone like it, and the two share a brief exchange in Swahili. Before the crewman/Nancy can get its hands on Uhura, she is called to the bridge. Stunned, the crewman/Nancy glances around the hall, looking for its next victim...! ♦

OSB Writing Contest

By: CDR Marshall Crockett

Chief, Dept of Public Relations

The Public Relations Department is always looking for creative ways to bring new life to the base. Beginning in February 2010, we will be offering a writing contest where the winners will be published in the next issue of the Blue Alert. Submission Guidelines are:

Length: 750 words maximum

Deadline: 8th of the following month, 2359 OST; PM CDR Crockett

Topic: Finish the starter at the bottom of this section

Genre: Any Star Trek genre is acceptable

Don'ts: Don't kill off any main characters, have relations between any characters beyond the ones established in ST canon, use foul language, overt sexual innuendo or verbiage, or any other distasteful item not covered here but would make you go, "what? Seriously?"

FEB TOPIC: "The Red Alert sounded and the entire bridge crew jumped. When the captain commanded, 'on screen,' the image displayed before them..."

OSB's Newest Recruiter

By: LT Benson

Chief Recruiting Officer

I'm LT Benson. I have just joined the PR Team, and I must say the people are so helpful and pleasant. I have been a member of OSB for a few months now and I can certainly appreciate how difficult that first month can be; it took a while to adjust to the new OSB regulations, reading the FAQ's, ranks and promotion criteria. I became a Star Trek fan when I was very young, watching it with my dad; well that must have been when Star trek TNG started and still to this day I can't remember some of the episodes. Now I've just been watching Star Trek TOS lately, though most of the episodes I have not watched (yet). I would have to say my Favorite Star Trek series would have to be Star Trek Voyager, but I really enjoy TOS with Kirk and Spock as well.

A little about me. I live with my mother, brother and a cat. I did have one sister but she passed away. I love playing The PS3, Xbox 360 and the laptop all at the same time...fully explains why the fuse box keeps blowing (hehehe). My parents split up a while back

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Trek Tech: Phasers

By: LT James T. Kirk
Correspondent

Phasers are the most common and standard energy weapon in the Starfleet arsenal as well as with many other powers. Phasers fire nadiion particle beams. Based on the intensity and field of the beam, a wide variety of effects can be achieved.

It was possible to configure phaser emitters to fire laser pulse beams, photon pulses and pulse compression waves. In 2233 starships such as the USS Kelvin had different ship-mounted phaser emitters for the bolts and beam blasts. In the alternate reality created by Nero's incursion, phasers aboard the USS Enterprise were used to fire bolts resembling proximity blasts.

The phaser can stun, heat,kill and even disintegrate living creatures. Phasers can damage shields and other systems, or even cut through a hull. Phasers can be used to cut through walls or burrow through rock. The beam can be focused to a single spot or widened to impact a large area.

The Starfleet-issue Phaser comes in three types: Type one, The phaser type one (hand phaser) is small and can be easily concealed. The Type two phaser is larger and hand-held. It has a longer hand grip or pistol grip depending on the model. The Phaser type 3 is also known as the Phaser rifle. It has a longer barrel, a stock, and some even have a second handle. This weapon can fire beams or bolts. Over centuries of use, there have been several models of the lightweight and effective phaser rifle. These main types and technologies are further classified to distinguish the many variations. Hand phaser, phaser pistol, Kzinti phaser, phaser rifle, compression phaser rifle, Regalian phaser rifle, Bajoran phaser, Ferengi phaser, plasma phaser - a proposed anti-Borg weapon, regenerative phaser.

Beyond these phasers are usually mounted devices, such as the type 4 phaser, used on starfleet shuttlecraft, and other small vehicles, all the way up to phaser banks and phaser arrays of starships and space stations. Various classes of banks arrays and emitters exist, such as the phaser type 8 and the phaser cannon.

Hand phasers can be made to overload, either deliberately or by sabotage. Phasers in the process of overloading emit a distinctive high-pitched whine. The weapon will release all of its energy in an explosion capable of doing considerable damage to its surroundings. In the alternate reality created by Nero's incursion, handheld phasers of the late 2250s emitted bolts of energy rather than the steady streams of energy generated by phasers of the prime reality. In addition, these phasers had a rotating nozzle which flips when set from stun to kill or vice versa.

The phaser designs commonly used by Starfleet in the 23rd Century and beyond was preceded by phase weapons, including the phase pistol, and the phase cannon, and were immediately preceded by types of laser weapons, such as the laser pistol.

Phaser technology was introduced by starfleet as early as 2233; the USS Kelvin was equipped with ship mounted phasers. Phaser rifles were used as early as 2265, although at this time they were still not a part of ships' standard weaponry, as officers were still armed with laser pistols.

In the 24th century, regenerative phasers were designed to function in the presence of duonetic fields, plasma fields and other environments where a normal phaser would not operate. As a historical note, the weapon was chosen instead of the TR.116 for such operations. ❖



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and I don't really talk to my Dad anymore. I have not heard from him in nearly eight years, even though we live right beside each other. I hope to join the RAF.

As I write this article I'm watching Star Trek Voyager and sipping a cup of tea, music is on at the same time. My mum and brother say they worry about me because all I go on about is Star Trek this and Star Trek that...and of course OBS...who doesn't?

Well, I hope this helps a bit to know me...if you want to know anything more please ask me: Lt. Benson, PR-Recruitment Team. ♦

Editor's Note: LT Benson is the successor to CDR Boudreau as the OSB Chief Recruiting Officer. In the coming months, he will be leading a cross-departmental recruitment initiative to try to find new ways to entice members to join OSB, volunteer for department service and continue the rich legacy of this fine online community. If you have any suggestions for Recruiting, please PM LT Benson at any time.

Blue Alert Staff

RADM Ryan Dean
Commander

CDR T. Kerr
Vice Commander

CDR Marshall Crockett
Editor

LCDR Yu'wanna
Feature Writer

LT Logan
Correspondent

LT James T. Kirk
Correspondent

LTJG Nero
Correspondent

Personnel and Command

By: CDR Richard Boudreau
Starbase Operations Officer

This is my first article as the newly appointed Starbase Ops Officer. I am extremely honored to accept this challenging and rewarding position within the Command Department and I sincerely hope I will meet the highest expectations of Online Starbase.

Over the last few weeks, we have welcomed several new Officers to the Starbase, giving our total Starbase a complement of 229 (which has grown by leaps and bounds from when I first joined in December 2008). At that time, the starbase only had a meager double digit membership. This proves that Online Starbase is quickly becoming a household name in the online world of Star Trek.

One of my main duties as the Starbase Ops Officer is to ensure that the Department Websites meet the high standard of Online Starbase. And I can safely say that the standards are exceeding my expectations by light years. This, too, is proof positive that the Department Chiefs are the best Online Starbase has to offer.

As we ring in 2010, I look forward to speaking with all of the new Officers who will be gracing the hallways of Online Starbase as well as taking part in the many Trivia Contests, Caption Contests, and many of the fun discussions Online Starbase has to offer. I hope all of the Officers have as much fun as I do, and will continue to have, here at Online Starbase. ♦

ATTENTION ALL OFFICERS!!!!

If you were a staff officer in OSB's past, please contact LCDR Kal-El with your office, dates and historical recollections.

The Blue Alert is a publication created and distributed for the entertainment, education and informational use of its members. All statements and articles herein are the opinions of the author and in no way are to be considered official statements of the Online Starbase command staff or the OSB commander.