



Blue Alert

Excellencia in Defero - Excellence in Communication



Volume 3, Issue 7

July 2011

Letter from the Editor

by **CDR SF Warp**

Internal PR Section Leader / BA Editor

Online Starbase now has three fantastic writing competitions. The first, the OSB Fiction Writing Contest, was initiated in March of 2010 by, then, Commander Marshall Crockett. Each month, a few sentences are presented in the Blue Alert as a starter for the writer to expand into a complete story of up to 800 words in length, due on the 8th of the following month. The winning story is to be published in the Blue Alert.

Captain Matt Foard on 1 March 2011 announced the PR Project, Beyond Orion's Belt. Up to three Star Trek genre (TOS, TNG, DS9, VOY, ENT or OSB) stories may be written by each writer ranging in length from 3500 to 10,000 words, due on 31 August 2011. First, second and third place winners will be announced by 31 October 2011 and their works will be published as PDF by 31 December 2011

Commodore Daxino Joel announced on 12 June 2011 the Recreations Department's Fortnightly Writing Competition. Each two-week period, one story up to 550 words long may be written on any genre. Details and due dates are in "From the Mind to the Padd."

A few OSB officers have partaken of some of these competitions. Too many have not! OSB is full of talented writers: *you!* So put *your* pen to paper and grab onto us with *your* spellbinding words!

INSIDE THIS ISSUE

- 1 Letter from the Editor | Breaking Trek News
- 2 Officer Profile: CDR Melissa S. O'Connell
- 3 Voyager History - Part V | Federation Planets - Azati Prime
- 4 Promotions, Awards / Trivia | Ships of the Line / A Nugget
- 5 Captains in Review - Part IV
- 6 Kirk Facts | Alien Species: The Borg - Part VI
- 7 Teen Trekking | Trek Tech: The Brig - Part I
- 8 Command Relationships
- 9 Recreation's Fortnightly Story Competition Winners
- 10 Crossword Puzzle
- 11 Word Search | Sudoku
- 12 BA Staff | On Command

Breaking Trek News:

Star Trek XII in the Makint

by **CDR Kira Marys**

Feature Writer

Oh yes my Trekkie friends. REJOICE! Star Trek XII's totally coming your way!

WHEN?

Here are the official release dates:

June 29, 2012:.....USA, UK, Canada
 August 1, 2012:.....France
 August 17, 2012:.....Norway, Sweden
 September 13, 2012:.....Australia

However, these dates may be subject to change. To cite top producer J.J Abrams, the "worst thing we could possibly do is to put something into production in order to make a release date rather than a great movie." (June 2011) To tell you the truth, they are behind schedule and some people think that June 2012 is overoptimistic. So I'd go with 2013 if I were you... to avoid the sobs and all, you know.

WHO?

Chris Pine as James T. Kirk
 Zachary Quinto as Mr. Spock
 Karl Urban as Leonard "Bones" McCoy
 Anton Yelchin as Pavel Chekov
 Zoe Saldana as Nyota Uhura
 John Cho as Hikaru Sulu
 Simon Pegg as Montgomery "Scotty" Scott

HOW?

Alex Kurtzman Screenplay
 Damon Lindelof Screenplay
 Roberto Orci Screenplay
 J.J. Abrams Producer
 Bryan Bur Producer
 Alex Kurtzman Producer
 Damon Lindelof Producer
 Roberto Orci Producer
 David Baronoff Associate producer
 Scott Chambliss Production Designer
 Ramsey Avery Supervising art director
 George Streicher Post-production assistant

Continued on Page 5

Officer Profile

CDR Melissa S. O'Connell
External PR Section Leader

Interviewed by **CDR Kira Marys**
PR Feature Writer



Name: Melissa S. O'Connell

Age: 30

Position on the Starbase: External Public Relations Section Leader

Location: Sheboygan, Wisconsin USA and, of course, OSB
Hobbies: Drawing, Writing Fan fictions, Collage making, Painting, Reading, Enjoying the outdoors (I live near Lake Michigan.), Singing.

Enjoys: Writing fan fictions, Drawing, Collage making, Making plastic Canvas artwork

Hates: Cruelty to animals

Guilty Pleasures: I have this book I have been reading over and over again called Phoenix: A Fateful Journey By John Textor. Its a true story about my Dutch ancestry's coming to Wisconsin/Sheboygan County from Holland through Lake Michigan. I have read it about 12 times already and still reading it.

CDR Kira: How did your Star Trek Journey begin?

CDR O'Connell: 1987 when Star Trek The Next Generation first Premiered

CDR Kira: Please state the nature of your addiction to Star Trek.

CDR O'Connell: I'm not a full Trekkie per Se, but I collect articles, books and whatever I can about Star Trek.

CDR Kira: In all the episodes of all the series, which Star Trek character is your favorite and why?

CDR O'Connell: I have many favorites and I can't choose. If I had to choose, one of my favorites is Captain Kathryn Janeway. Her strong sense of moral right and wrong while in the Delta Quadrant shows strength and wanting to get her crew as well as the Maquis crew home. I also thought that putting a female captain in charge was awesome.

CDR Kira: Entering the wormhole to the Star Trek Universe, which race would you morph yourself into and why?

CDR O'Connell: I would stay human. I wouldn't change myself at all. Second choice is maybe Betazoid.

CDR Kira: Peering into the Orb of Philosophy, what is the most valuable lesson that the Prophets taught you?

CDR O'Connell: Humility, Self control. Also to be kind and help others out when they need it.

CDR Kira: Resistance is futile. You will share one of your personal Star Trek experience with the Collective!

CDR O'Connell: I really do not have a personal Star Trek story to tell. Haven't had too many experiences. But I can tell you one thing, Star Trek made me fall in love with Science Fiction in General. I have so many shows that I love now that my favorite channel on cable is the SyFy Channel.

CDR Kira: *bangs her head on the desk for she does not have the SyFy Channel in Canada*

CDR Kira: Under what circumstances did you join the omnipotent Online Starbase?

CDR O'Connell: I just stumbled upon it one evening. Thought it was interesting so I joined. It was called something different when I joined, so I've been on the starbase a while.

CDR Kira: What do you like most about Online Starbase?

CDR O'Connell: Making new friends, enjoying the conversations on the message boards, and also being among other Star Trek fans.

CDR Kira: Why did you make the decision to join a Department?

CDR O'Connell: I wanted to help further the Starbase. Also I needed to join a department for my promotion.

CDR Kira: What is it like to be a Section Leader in the Public Relations Department?

CDR O'Connell: Keeps you hopping. I have to make sure that all new recruits are welcomed, make sure that they have everything, and also make things to promote the starbase. Other than that, I enjoy being a part of the PR department.

CDR Kira: What was your childhood dream?

CDR O'Connell: My childhood dream is still to become a Christian singer.

CDR Kira: What is your current situation?

CDR O'Connell: My current situation is looking for a permanent job in the field that I went to school for (Admin. and Office assistant), and to help my family with things around the house.

CDR Kira: What are your aspirations for the future?

CDR O'Connell: Just to live life to the fullest and hopefully get a job.

CDR Kira: Any other information or thoughts you'd like to share with us?

CDR O'Connell: I volunteer with a local Theater company in my area painting sets, doing props/running crew for shows and also sound. I help with a church youth group called AWANA at my church. I am a leader for the 3-6 grade group. If you need to contact me for anything related to External PR or just want a friendly chat, I'm on MSN, Yahoo and AOL messengers. Just check my profile on the OSB or send me a PM.

CDR Kira: Thank you for your time Commander O'Connell. Live long and prosper!

History of USS Voyager – Part V

Contact with Starfleet

by CDR Tre'gok of Mirtak

Senior PR Correspondent

By 2373, Starfleet had officially declared Voyager to be lost. Fourteen months later, Seven of Nine detected a large communications network whose sensor capability reached to the outskirts of the Alpha Quadrant. Also detected was a Federation ship in range of the farthest relay station. In light of failed attempts to contact the vessel via standard hails, the Doctor was transmitted directly to it in order to make contact since his program wouldn't degrade in transit. Upon boarding the USS Prometheus, the Doctor found all the crew dead and the ship in Romulan control. With the help of the Prometheus' EMH the Doctor was able to return the ship to Starfleet custody and he was finally able to report on Voyager's situation. Once Starfleet Command had knowledge of everything that had happened to the Voyager's crew, the Doctor returned to the ship with a message for the crew: "You are no longer alone." (VOY: "Message in a Bottle")*

After learning about this, Starfleet began the Pathfinder Project. A division of Starfleet was set up with the goal of establishing contact with Voyager and finding a way to bring the lost Vessel home. The team was led by Commander Peter Harkins and was overseen by Admiral Owen Paris, but the driving force behind the project was Lieutenant Reginald Barclay, formerly assigned to the USS Enterprise. Thanks to the efforts of Reg, first contact was established in late 2376 and regular contact was maintained for the duration of the vessel's journey. The project revolutionized long-range communications. Major milestones included monthly transmissions and eventually they managed to establish two-way live visual communication at a distance of 30,000 light years even if only for 11 minutes a day. (VOY: "Pathfinder", "Life Line", Author, Author")*

In 2376, Voyager responded to a Federation distress call from the Starship USS Equinox, commanded by Captain Rudolph Ransom. That Vessel had been stranded in the Delta Quadrant by the Caretaker as well and had been suffering attacks by an unknown nucleogenic life form. Unknown to Voyager's crew, the Equinox had been performing illegal experiments on the aliens in order to enhance their warp drive and shorten their journey home. After discovering this, Janeway had the Equinox crew arrested, but they soon managed to escape. Janeway began a manhunt for Ransom, much to Chakotay's dissatisfaction, who believed that Janeway was overstepping the line. He convinced her to negotiate a cease fire with the aliens, but was relieved of duty for opposing her harsh attitude towards Ransom. Eventually, Voyager caught up with the Equinox. Ransom, in a sudden, last minute change of heart, decided to surrender to Janeway. Unfortunately, his first officer, Lieutenant Maxwell Burke, had other ideas, and relieved him of duty. However, Ransom and his Chief Engineer, Ensign Marla Gilmore managed to beam all of the Equinox personal to Voyager, but they were unable to save Burk and the rest of the Bridge

Crew. After dropping the shields around the warp core, the aliens caused a warp core breach that destroyed the Equinox, including Ransom. The five remaining crew members, were stripped of rank, and ordered to serve as crewmen on Voyager, under close supervision, with limited privileges. (VOY: "Equinox", Equinox, Part II)*

In 2378, Voyager was given its first Official assignment since having been trapped in the Delta Quadrant seven years earlier. Voyager's orders were to locate and retrieve an old Earth space-probe, Friendship 1, that had been launched in 2067 with the directive of contacting new species. Unfortunately, Starfleet had lost contact with the probe around 2248, but its last known location and heading placed the probe somewhere near Voyager's current location. The Probe was located on a highly irradiated world, whose inhabitants had taken advantage of the probe's information, with disastrous results. The survivors held Voyager and its crew responsible for their planet's and people's current condition and killed Lieutenant Joe Carey during a hostage situation that arose when an away team was sent to retrieve the probe. After rescuing the away team and repairing the planet's atmosphere, Voyager took the Probe's remains into its cargo bay, and resumed a course for the Alpha quadrant. (VOY: "Friendship One")*

Good ole' Starfleet, never giving up. Well that's it for this month. Join me next month, when I'll be telling you all about Voyagers attempts to shorten their journey home. ♦

*Source: Memory Alpha

Planets of the Federation

Azati Prime

by CDR Tre'gok of Mirtak

Senior PR Correspondent

Azati Prime was a planet in the Azati Prime system, one of two planets colonized by the Xindi in that system. The planet was covered mostly by water, with the few small landmasses containing no life at all. All the Xindi facilities were underwater, including the construction yards for the Xindi superweapon.*

Degra visited this planet shortly before travelling to the Calindra system to test a prototype of the Xindi superweapon in December 2153. In February of 2154, Enterprise located the Xindi Superweapon on Azati Prime. Once the Xindi realized the humans knew where they were hiding the weapon, they had it relocated to the Xindi Council Planet.*

Being almost completely covered in water, unless your swimming is supergood, or you enjoy fighting of masses of Xindi guards, then I'd recommend that you stay far away from this planet, 'cause on a scale from one to ten, I'd give it a minus 30. ♦

*Source: Memory alpha



Azati Prime Underwater Superweapon Facility

CONGRATULATIONS

Hip, Hip HOORAY to all June OSB Promotees
(Effective: Stardate 300611)

To COMMANDER

Hana Diosas

Kira Marys

Erin O'Connor

To LIEUTENANT

D'Ess of Khan'Nagh

To LIEUTENANT JG

Alex Munro

Starunner

CONGRATULATIONS ALSO

Grand HOOZAHs to all June OSB Awardees
(Effective as Indicated:)

Service Award: TWO YEARS

Captain Foard [Stardate 260211]

Captain Yu'Wanna [Stardate 160611]

Service Award: ONE YEAR

Commander Kira Marys [Stardate 240611]

Commander Erin O'Connor [Stardate 010711]

Posting Award: 2500 POSTS

Captain Yu'Wanna [Stardate xxxx11]

Commander Kira Marys [Stardate 070711]

Calendar of Events

Article Submission for Blue Alert Newsletter

Place: PM to CDR SF Warp
Time: 2359 OST, 8 August 2011

Anyone wanting to be published in our newsletter must submit their articles by the 8th of each month.

OSB LIVE TRIVIA

July 16th, 2011
1400 OSB Time!

Come test your
Star Trek knowledge!

Ships of the Line

USS Melbourne

by CDR Logan Kale

Senior PR Correspondent

The USS Melbourne (NCC-62043) was an Excelsior-class Federation starship that was in service during the mid-24th century.

The Melbourne was one of three ships docked at Starbase 74 during the USS Enterprise-D's upgrade there in 2364. When the Enterprise was hijacked by a group of Bynars, the Melbourne was unable to pursue due to her repair status. The station's CO, Orfil Quinteros, initiated a rush repair schedule to get the vessel ready for pursuit, but the situation was resolved before the Melbourne was flight-ready.

In late 2366, Commandder William Riker was offered command of the Melbourne. While Captain Jean-Luc Picard described her as "a fine ship," Riker decided not to pursue the commission at that time, choosing instead to remain aboard the Enterprise-D.

Soon after, the Melbourne formed part of the forty-strong Federation task force that stood against an invading Borg cube at the Battle of Wolf 359, and was destroyed in the battle. Lieutenant Gregory Bergan was among the Melbourne's crew at that time.

When the Enterprise-D arrived in the system a few hours later, the wreck of the Melbourne was one of the vessels recognized by Commander Shelby. ♦

Side Note: According to the Star Trek Encyclopedia, the Melbourne was named after the Australian city of Melbourne (the Capital City of the State I live in).

Source: Memory Alpha

A Nugget from CDR Logan Kale

In the DS9 Episode "Rivals," Quark brews a cocktail for Bashir. When Bashir examines the ingredients, he notices that it contains a sedative. On the top of the list we find "Dilithium flavoring extract oz. 435".



Breaking Trek news

(Continued from page 1)

RUMORS:

Although the reemergence of Leonard Nemo as the "elder" Spock was a terrific idea in Star Trek XI, I am completely shocked to learn that they are assessing the possibility of bringing back - as in waking from the dead - the "old" Kirk in this "modern" sequel. I mean... Will you please leave the past behind and come up with brand new ideas with the amazing cast you have now? Between you and me, what are the chances that Kirk would resurrect... a second time around? Dah! I've seen it in Star Trek Generations! Do something else!!! Fortunately, William Shatner doesn't want to be part of a cameo in this twelfth movie. Here are his thoughts on the Calgary Expo in Canada: "I've become an acquaintance of J.J. [Abrams] of late...But, I'm afraid no, no I will not be in Star Trek 2." Glad that it's settled (crossing my fingers behind my back).



With the timeline alteration, the possibilities are endless. J.J. Abrams said it himself: "The idea, now that we are in an independent timeline, allows us to use any of the ingredients from the past - or come up with brand-new ones - to make potential stories." Surprise me then!

On the other hand, it leaves the writers wondering what the famous crew will be up against; old enemies with new scenario, entirely new villains or - like Roberto Orci said - an "exploration sci-fi plot where the unknown and nature itself is somehow the adversary."

DID THEY START ANYTHING YET?

Yes! The work has begun. To quote BrentJS in one of his articles, "As of last month (Mai 2011), the screenwriters — Roberto Orci, Alex Kurtzman and Damon Lindelof — had only completed a 70-page outline that they were waiting for Abrams to approve."

READERS:

I'd like to hear your comments about this upcoming movie. Please post them in the "Star Trek XII" thread in the "Star Trek feature Films" section of this forum. ♦

Sources:

www.imdb.com
www.reelzchannel.com
www.slashfilm.com
<http://tvseriesfinale.com>

Captains in Review - Part IV

Benjamin Lafayette Sisko

by LCDR Two Wolves
PR Correspondent



Captain Sisko

"So you're the Commander of Deep Space 9. And the Emissary of the Prophets, decorated combat officer, widower, father, mentor and oh yes, the man who started the war with the Dominion. Somehow, I thought you would be taller." (Senator Vreenak 2374 – In The Pale Moonlight)*

He wasn't tall enough??

Captain Benjamin Sisko is largely forgotten because, unlike the two Star Trek shows before it, Deep Space Nine did not have a ship as a central character or base of operations.

The majority of the show's activity was centered around and on a deep space station which had been built by the Cardassians and named Terok Nor.

Unlike Pike, Kirk and Picard, Captain Benjamin Lafayette Sisko did not have command of a vessel. So if the previous Captains led Wagons Trains West in Space, Deep Space Nine was the Wild West or the Untamed Frontier. Indeed, Benjamin Sisko was the new sheriff in town, taking over the mess the Cardassians had left behind.

Captain, Sisko also had the disadvantage of not having a ready-made crew waiting for him. Most of his crew/associates were selected from people who were already residents, former officers on the station. Major Kira, Odo, Rom, Nog and Garrick. Factor in the addition of Dax, O'Brien, Bashir, and visits from Worf, Picard and much of the Enterprise's crew. And let's not forget the antagonist Gul Dukat and his ilk.

This meant that Sisko had to do his own brand of political and diplomatic arm twisting to keep things in check. In my opinion he handled things with aplomb, even while raising a young son.

I regret the following directions they decided to take the great Captain Sisko in: 1. He never really had his own vessel to command (except the Defiant for a few brief times); 2. He ultimately became incorporeal and went to dwell with the Bajoran Prophets.

Benjamin Sisko was an excellent Captain! He quite certainly had tremendous potential for another series or a movie. ♦



USS Defiant

Source: Memory Alpha



Deep Space Nine

Little Known Facts

About Captain Kirk - Part VII

...or Why Kirk is Better than Picard

Contributed by LCDR Andrew Conlan
PR Correspondent

Kirk looks distinguished in reading glasses -- and nobody dares to call him "four eyes."

Kirk can infiltrate Gangsters, Nazis, and even the Pentagon -- easily.

Kirk never gets his command codes locked out by some wimpy acting-ensign.

Kirk doesn't test the engines -- he just fires them up.

Three Words: Flying Leg Kick.

Kirk traveled through The Great Barrier, met God, and wasn't even impressed.

Kirk would never let his Chief of Security wear a ponytail.

When Data died, Picard had a funeral. When Spock died, Kirk reconstituted the body and forced it's soul back in.

Kirk only requires thirty-two minutes of sleep a day.

Sources:

<http://forums.startrekonline.com/archive/index.php/t-4329.html>

<http://www.asandler.com/jokes/lists/kirksex.shtml>

OSB Fiction Writing Contest

By: CDR SF Warp

Internal PR Section Leader, Blue Alert Editor

Created by: CAPT Marshall Crockett

OSB Vice Commander

The Public Relations Department is always looking for creative writers. Contest Submission Guidelines are:

Maximum Length: 800 Words

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

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? Cmon! Seriously?"

July TOPIC: The ship achieved orbit above the uncharted class M planet. The weary crew needed some R and R and this seemed an ideal place. A survey team was first to beam down. The team leader soon reported back excitedly, "Captain! You're not going to believe..." He didn't finish.

THE WINNER WILL BE PUBLISHED IN THE NEXT ISSUE!!!

Alien Species: The Borg - part VI

By CDR H. Diosas

Entertainment Correspondent

Borg technology was a combination of technologies assimilated from other cultures and technology developed within the Collective in order to overcome obstacles to its goals. When confronted by a problem it could not solve with its existing resources, the entire Collective would work in concert to consider all possible solutions and implement the one determined to be the most efficient. By applying the unique skills of each drone to a task, the hive mind could engineer new technologies at a pace that would astound an individual. (TNG: "Q Who", "The Best of Both Worlds, Part II")*

Spacecraft

Borg vessels were highly decentralized, with no distinct bridge, living quarters, or engineering section. Each ship was collectively operated by its complement of drones, under the general direction of the hive mind. Owing to the Collective's disregard for aesthetic considerations, the architecture of Borg ships took the form of basic shapes such as cubes and spheres and they were made from Tritanium alloy. Borg ships were capable of regenerating from damage. (TNG: "Q Who"; VOY: "Endgame")*

Each Borg spacecraft was equipped with a vinculum to interconnect its crew, which was in turn connected to a central plexus that linked the ship to the Collective. (VOY: "Infinite Regress", "Unimatrix Zero")*

In addition to warp drive, vessels were fitted with transwarp coils that could achieve even greater speed by opening transwarp conduits. (TNG: "Descent"; VOY: "Dark Frontier")*

When critically damaged or otherwise compromised, a Borg ship would self-destruct to prevent outsiders from studying Borg technology. (TNG: "The Best of Both Worlds, Part II"). However, USS Voyager encountered several damaged Borg vessels, notably including the cube carrying Icheb, Mezoti, Azan and Rebi, and a sphere carrying a transwarp coil, which Voyager stole. (VOY: "Collective", "Dark Frontier")*



Borg Transwarp Hub

*Source: Memory Alpha

Recreations Department News!!!

We have begun a *Fortnightly Story Competition!* So get your creative juices flowing, write your stories and post them in the latest "Stories Competition" thread under "From the Mind to the Padd."

We have staff position openings as well! So if you wish to join the recreations department, message me and, together, we'll sort out the best position for you!

We're having another Live Trivia soon! It'll be a blast as usual! So be there and join in!

Commodore Joel

Teen Trekking

by CDR Kira marys
Feature Writer

My journey to Toronto Trek filled my mind with souvenirs and my camera with pictures! Once developed, I brought the photos to high school to show them to my Spanish teacher; a small woman with infinite wisdom and a Trekker at heart. As I was displaying and explaining the photos to her, a student walked behind us.

"AAAAARRRRHHHH!!!! STAAAAR TREEEEEEEEK!!!!", he cawed to the top of his lungs, unconcerned that his big mouth and owl's eyes would attract tittle-tattle from his fellow "normal" comrades. He was a freak. Hence I liked him already. ^_^

Jay soon became my best friend. He introduced me to my soul-sister Erin O'Connor, currently assigned to Online Starbase. Along with a bunch of friends, we would end up in someone's basement watching Star Trek episodes. Then we'd move the couches around and build ourselves a bridge. Jay and I were totally into the act.

- Captain! Romulan Warbird decloaking off our starboard bow!, I warned.
- Ready phasers and photon torpedoes.
- Aye Sir! Weapons ready!

We all shook from the Romulan weapons exploding on our outer hull. All except Jay, who literally flew across the room to crash like a redshirt.

- Weapons are down Captain! Unable to return fire!
- Houston, we have a problem! says Jay, making me roll on the floor laughing.

On one special evening, our group of five decided to push the role play to the next level. We'd actually go on an away mission! So we filled a backpack with food and carried our flashlights into the dark of a tiny French Canadian village. The narrow streets were dead silent. They led us to a field which we boldly crossed until we reached some railroad tracks. We stopped by the tracks right under a wooden bridge built on top of a small ravine. It was a cool place to hang out. And a spooky one. The earth began to tremble under our feet. We all looked at each other in dismay. Could it be? I stretched my head out... A train was coming!!! No way! We stomped out of there like the world was about to crush us. And I felt like it nearly did!

Beyond the railroad tracks was a dirt path severed by a fissure. Would we let a crack put an end to our journey? Nah, of course not! Well... Erin's sister disagreed. Poor girl. We had to convince her to jump. It was risky but we all made it safe and sound to the woods. In order to cover more ground, we split our away team into two groups. We honestly didn't know what we were looking for nor why we were doing it but we knew we had to cover more ground!

Jay and I decided to spice up the story. We halted by a



stream where I covered myself with mud. We made it look like I had been attacked. Jay hid in the bushes nearby while I lay motionless by the brook. We waited... Waited... Nothing happened. No one came. Not even the mosquitos! Disappointed, we rose up and took the direction in which our friends had disappeared. We met them on a trail, coming our way.

- Where have you been? asked Jay.
- We've been hiding to ambush you but you never came!!! explained Erin.

DAH!!!! @_@ ♦

Trek Tech:

The Brig - Part I

By CDR SF Warp

Internal PR Section Leader, BA Editor

A brig or holding cell is a type of prison on board a starship, space station or planetary facility. These are heavily-guarded rooms that employ either gates or force fields to keep those incarcerated segregated from the general population of the vessel. These areas are used to contain criminals, fugitives, and others who pose a security risk and must be detained. They are also used as a means of punishment within the Starfleet ranks. (VOY: "Thirty Days")*

Prior to the Xindi incident, *Enterprise* NX-01 was refitted with a brig. It contained a single bunk-bed and was nearly soundproof. While designed to hold two occupants, the brig was capable of holding three prisoners. It was redesigned following the Xindi mission, with the single cell being split into two. (ENT: "Stratagem", "Affliction")*

In 2266, Kirk and Spock attempted to lure Charlie Evans into the *Enterprise's* brig so as to neutralize his destructive proclivities. This detention facility was no match for Evans' mental abilities, as he simply dematerialized the bulkhead containing the circuitry powering the force field. (TOS: "Charlie X")*

Members of the ISS *Enterprise* landing party were incarcerated in their counterpart brig in 2267 while Spock determined a way to return them to the mirror universe. In this instance, instead of a force field, a solid (yet transparent) substance denied the mirror Kirk egress from the brig. (TOS: "Mirror, Mirror")*

The brig on board the USS *Enterprise-A* was tested by Spock during the design and therefore caused him, Kirk and Leonard McCoy a problem when they needed to escape from it when Sybok took control of the *Enterprise* in 2287. Starfleet brigs included facilities such as a sink and toilet hidden behind a panel in the wall. (*Star Trek V: The Final Frontier*)*

In a Xindi-Reptilian brig, the prisoner is chained to the ceiling while soldiers punch the captive. (ENT: "Azati Prime")*

*Source: Memory Alpha

Command Relationships

Captain Archer vs. Subcommander T'Pol - Part I The Broken Bow Incident

by **CDR SF Warp**

Internal PR Section Leader, BA Editor

Jonathan Archer had known since childhood that, without Vulcan intervention, Humans would already have been flying at warp five in his father's day. He has thus had an inherent distrust of the Vulcans. Now, in 2151, Archer is a captain in Starfleet, and an incident in Broken Bow, Oklahoma has placed an opportunity squarely in his grasp.*

Klaang, the pilot of a Klingon scout ship, has crashed in a farmer's cornfield. After killing two aliens who were pursuing him, he is severely wounded by the farmer in whose cornfield he crashed. Subsequently, a meeting is held where high ranking Starfleet officers, including Admiral Forrest and Captain Archer, discuss Klaang with several Vulcan dignitaries, including Ambassador Soval and Subcommander T'Pol. Starfleet decides that Enterprise will launch a mission to return Klaang to Qo'noS, the Klingon homeworld. The Vulcans strenuously disagree; they perceive the Humans as having a provincial attitude coupled with a volatile nature which could adversely affect contact with the Klingons. Nevertheless, the mission to Qo'noS will proceed.*

Captain Archer, in selecting his crew, finds himself obliged to assign Subcommander T'Pol as executive officer and science officer in exchange for the Vulcan star charts that will guide Enterprise on its mission. At best, Archer views her as a Vulcan "chaperon." There is an immediate lack of trust.*

ARCHER: While you may not share our enthusiasm about this mission, I expect you to follow our rules. What's said in this room and out on that Bridge is privileged information. I don't want every word I say being picked apart the next day by the Vulcan High Command.

T'POL: My reason for being here is not espionage. My superiors simply asked me to assist you.

ARCHER: Your superiors don't think we can flush a toilet without one of you to assist us.

T'POL: I didn't request this assignment Captain, and you can be certain that when the mission's over I'll be as pleased to leave this ship as you'll be to have me go. If there's nothing else?

ARCHER: That'll be all.**

Klaang is brought on board and the mission gets underway. Sometime into the flight, while Archer, Hoshi and Dr. Phlox are trying to interrogate Klaang, the ship loses main power. Suliban soldiers board Enterprise and abduct Klaang. After inquiring as to why Enterprise's sensors didn't detect the Suliban, T'Pol advises Archer to consult the astrometrics computer in San Francisco, believing that he has no hope of finding Klaang. He in turn forbids her from contacting Starfleet.*

With Sato's translation of Klaang's words as well as T'Pol's reluctant assistance with the sensor logs, Archer learns where Klaang had visited just before his scout ship crashed on Earth. The captain contacts the bridge and orders their course to be set for Rigel X.*

After landing on Rigel X in Shuttlepod 1, Archer meets with a renegade Suliban woman named Sarin who tells him of the Suliban Cabal's part in the Temporal Col War, of Suliban efforts to provoke internal strife within the Klingon empire, and

that Klaang was taking evidence of this back to Qo'noS to prevent a civil war. Sarin offers to help Archer find Klaang but she's killed by agents of the Cabal. Archer, wounded while on the run, manages to escape in the shuttlepod. T'Pol contacts Enterprise and announces that she is taking command of the ship. Captain Archer soon loses consciousness.*

Six hours after Shuttlepod 1's return to Enterprise, Archer regains consciousness. He is surprised to learn that T'Pol has not ordered a course back to Earth*

T'POL: We're currently tracking the Suliban vessel that left Rigel shortly after you were injured.

ARCHER: You got their plasma decay rate?

T'POL: With Mister Tucker's assistance, I modified the sensors. You now have the resolution to detect their warp trail.

ARCHER: What happened to this is a foolish mission?

T'POL: It is a foolish mission. The Suliban are clearly a hostile race with technology far superior to yours, but as acting Captain, I was obligated to anticipate your wishes.

ARCHER: As acting Captain, you could've done whatever the hell you wanted to do.

T'POL: I should return to the Bridge.

ARCHER: Dismissed. (she leaves)**

The Suliban ship is tracked to a gas giant where a helix comprised of hundreds of Suliban vessels locked together by magnetic seals is discovered. Archer and Tucker use a captured Suliban cell ship to travel to the helix. When they find Klaang, Archer orders Tucker to return the Klingon to the Enterprise aboard the cell ship, then return for him later. Tucker complies, Archer activates a magnetic device to disrupt the locking seals, and cell ships begin to scatter and collide.*

Back onboard the Enterprise, T'Pol orders a course set for Qo'noS, but Tucker convinces her to retrieve the captain first. So, with Enterprise unable to dock with the helix, Captain Archer is beamed aboard, and then Klaang is returned to the Klingon home-world.*

Later, in his ready room, Captain Archer tells the crew of the response to the message he sent Admiral Forrest regarding their mission. Their mission of exploration can continue and a Vulcan ship will come for T'Pol. Then, as the crew starts to leave, he addresses T'Pol.*

ARCHER: T'Pol, would you stick around for a minute? Ever since I can remember, I've seen Vulcans as an obstacle, always keeping us from standing on our own two feet.

T'POL: I understand.

ARCHER: No, I don't think you do. If I'm going to pull this off, there are a few things I have to leave behind. Things like pre-conceptions, holding grudges. This mission would've failed without your help.

T'POL: I won't dispute that.

ARCHER: I was thinking. A Vulcan Science Officer could come in handy, but if I asked you to stay it might look like I wasn't ready to do this on my own.

T'POL: Perhaps you should add pride to your list.

ARCHER: Perhaps I should.

T'POL: It might be best if I were to contact my superiors and make the request myself. With your permission.

ARCHER: Permission granted.**

Will Captain Archer and Subcommander T'Pol remain at odds with each other? Stay tuned... ♦

*Source: Memory alpha

**Source: <http://www.chakoteya.net/>

Recreations Department's Fortnightly Story Competitions

11-25 June 2011

26 June – 9 July 2011

Time Out

by Proicator Warp

Young Warp loved traipsing the desert. He'd been a desert rat ever since he saw those UFO's from his back yard in 1957 when he was 15. He trod the barren terrain by day observing lizards, horned toads, tortoises and the occasional sidewinder. At night, he would lie on his back and gaze at the myriad stars of which the sky was literally ablaze. He favored the desert above all places precisely because of the clarity of the night skies there. Nevertheless, on those occasions he was able to make the trek, he never again saw any opaque discs, or any other signs of extra terrestria for that matter. Still, he remained undaunted.

Shortly before he turned twenty-one, Warp finished college. To celebrate, he went to the desert for a three day excursion. Arriving in late afternoon, he camped out in a small canyon. When night fell, he gazed at the starlit sky in utter awe. This night was fortuitous, for he saw three very bright meteorites, about one each hour. He still saw no UFO's, but he took the meteorites as a good sign. He slept well.

Waking early, he ate some beef jerky, drank a little water, and began his usual slow amble across the desert floor, keenly alert for fauna on the move. Barely ten minutes had passed when he saw it! A glint of...something...something floating just above the ground. The bubble-like apparition was heading straight for him. He stood transfixed as it drew closer and closer. About six feet in diameter, he reached up when it was close enough and gently touched it with his fingertips. A nanosecond later, he was inside...the object was slowly carrying him off...and, for Warp, time ceased.

* * * * *

"Admiral Jade, sensors are picking up something unusual."

"What is it, Commander MacGyver?"

"It appears to be a void in the space-time continuum. There's something inside...something human!"

Well, bring it on board, free the human, and send that...that thing on its way!

Young Warp, soon back on his feet, was full of questions.

Introductions were made, then commander MacGyver spoke. "You were trapped in a void where space exists without time. That's why you didn't age. You are now in the latter half of the twenty-fourth century. Welcome to Online Starbase!"

"Wow! I was born on Earth in 1941 and graduated from the university in 1963!"

"We can arrange transport for you back to earth or you can stay. If you stay, you'll become a member of Starfleet and be granted the rank of ensign."

"I'll stay," Warp exclaimed.

"A toast," Commander MacGyver pronounced. "Here's to our newest ensign!"

"Aye," Ensign Warp added, "and to the oldest ensign in Starfleet!" ♦



Online Starbase

Chance Encounter

by Proicator Warp

The young cavalry officer watched as his men, many with tears in their eyes, stacked their arms in front of Wilmer McLean's home at Appomattox, Virginia. When Union General, Chamberlain saluted the defeated confederate soldiers who were there, Captain Chance Munro snapped to attention and proudly returned the general's salute. The War Between the States had come to an end.

"Where will you go, Captain Munro," the boarding house matron asked as she watched him throw his saddle bags over his right shoulder.

"California, ma'am. I'll be workin' my way west with a wagon train. Maybe I can strike it rich when I get there." He tipped his hat to Mrs. Guthrie, climbed onto Shiloh's back, and began an epic voyage.

His journey across the southern American expanse was slow, steady and, for the most part, uneventful. On one hot day in late August, however, Munro spotted a small band of Indians shadowing his group from atop a ridge to their right as they negotiated a shallow canyon. The Indians, he surmised, were probably just curious, as they soon rode on.

Once in California, they were nearing a desert settlement called Barstow. The hills off to his right caught Chance's eye and his interest. He arranged to leave the wagon train and was given water, provisions and coin as payment for his services. He fitted Shiloh with a litter onto which he loaded his supplies and set out for those hills. When he found a spot he liked at the base of one of the hills, he set up camp and bedded down for the night.

Chance Munro was up before daybreak. He began climbing a south facing hill. The rocks he found contained high grade silver ore. His heart now racing, he ventured over the hill and down the other side. He nearly tripped over the seemingly lifeless form before he saw it: a man, unconscious, lying on his back, badly burned by the sun, leg broken and feverish.

The man's clothing was foreign to Munro and the language he spoke in his delirium was stranger still. Back at his camp, out of the sun, Munro set the man's leg and applied moisture to his forehead and lips. He awoke the next day.

"I'm Chance Munro. Don't try to get up! You're leg's broken. Here." Munro offered the man water.

"I am called Brack; I am an explorer. Thank you for coming to my aid." The man took a sip. "I am in your debt."

"Where did you come from? You don't have a horse. And your accent..."

The man laughed. "It's hard to explain where I came from. I shall simply have to show you. Assist me."

Carrying Brack piggyback, Munro was directed to a well hidden canyon. The sight he beheld there literally took his breath away. What he saw was a circular, metallic object some forty feet across and perhaps 18 feet high. "What is it," he gasped.

"Bring your horse and join me inside. You will see."

Munro entered with his horse and watched as Brack began fiddling with some buttons and levers. The space craft began accelerating upward and Chance Munro watched absolutely fascinated as the Earth receded. ♦

Online Starbase's Blue Alert Crossword Puzzle

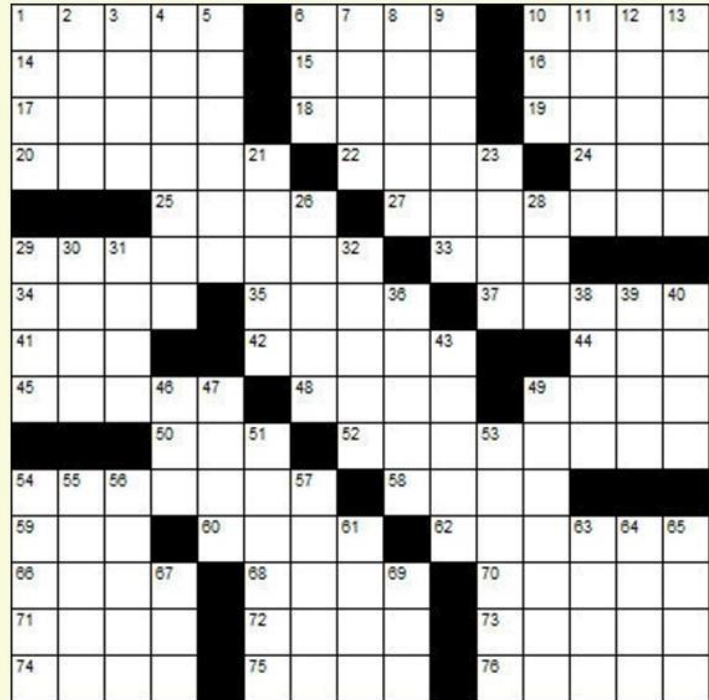
*Firefly - Edited by SF Warp - July 2011

- ACROSS**
- *The feds messed with her brain
 - Take pleasure
 - "When it's ___" (old riddle answer)
 - Prenatal bassinets
 - Eastern poohbah
 - "Nobody doesn't like ___ Lee"
 - Euripides drama
 - Sacred
 - Song of praise
 - Greenwich Village jazz club
 - Hair goops
 - Holiday quaff
 - Auditory
 - Spicy hot
 - *Boss of 52A
 - "Dig in!"
 - Like a bug in a rug
 - Jog
 - Kind of jar
 - TV control: Abbr.
 - Unwavering
 - Blood-typing system
 - Skirt fold
 - Dessert ___
 - Western blue flag, e.g.
 - Blue
 - *It's owned by 29A
 - Computer too big for a lap
 - Kind of race
 - Thrilla in Manila boxer
 - Sound rebound
 - Mistreats, as an animal
 - Poetic foot
 - Hit the bottle
 - Miss Oyl
 - Ancient colonnade
 - Burden of proof
 - Detox organ
 - Longings
 - Sit a spell
 - *She's a professional
 - Slender and long-limbed
 - Fine-grained sediments
 - Junk e-mail
 - Kind of drive
 - "Harper Valley ___"
 - Invitation letters
 - Carbon compound
 - Christmas season
 - Undersides
 - Skin problem
 - Rani's wrap
 - Final notice
 - Like a busybody
 - Guinea corn
 - "Don't ___!"
 - "Soap" family name
 - Diabetics need this
 - *56D's title
 - Blood flow blockers
 - Donald's dearest
 - Fill with joy
 - *He engineered a slick drug heist
 - Call
 - Sonata, e.g.
 - Part of the Hindu trinity
 - "Did you ___?!"
 - "Buona ___" (Italian greeting)
 - ___-relief
 - "C' ___ la vie!"



DOWN

- Jamaican exports
- Gossip tidbit
- Sacred Hindu writings
- By and by
- Popular theater name
- "___, humbug!"
- Awestruck
- Lug
- *She wears her heart on her sleeve
- Baseball bat wood
- *He's, cunning, ruthless, and dimly lit
- Knight's "suit"

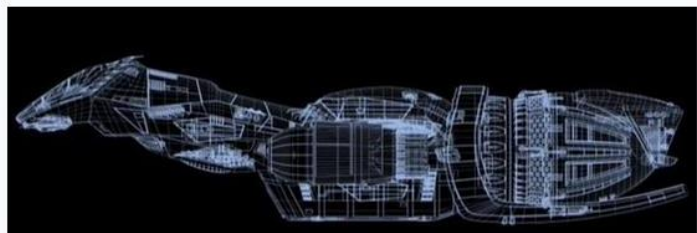


Answers to Previous Puzzle

O	C	H	E	R		K	I	T		S	A	W	S		
R	O	U	G	H		E	R	A		P	O	S	I	T	
C	O	R	R	Y		N	E	B		H	A	P	P	Y	
A	T	T	E	M	P	T		L	O	O	K	S	E	E	
						T	E	A		P	E	R	T		
C	U	M		D	U	A	L		R	O	B	B	I	E	
O	N	U	S		S	C	A	B		N	E	R	V	E	
R	I	F	T		E	N	N	U		D	O	O	R		
N	O	T	E		D		E	E	L	S		S	A	R	I
U	N	I	T	E	D		T	B	S	P		D	Y	E	
						L	O	T	S		U	L	T		
S	H	I	A	T	S		S		P	E	A	H	E	N	S
T	O	N	G	A		R	O	E		C	A	R	O	L	
I	N	C	A	S		P	R	O		E	N	A	T	E	
R	E	A	R			S	E	N		R	E	S	E	W	



SF Warp



Firefly Class Junket Jalopy

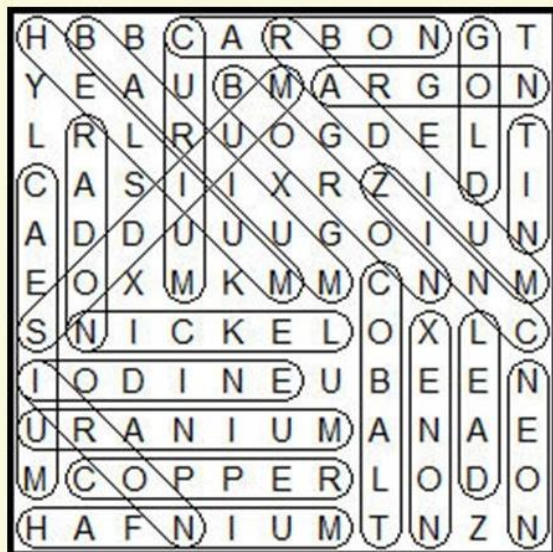
Puzzellary

WORD SEARCH

July's Topic:
Nautical Terms
Look for 24 words



June's Word Search:
The Elements



SUDOKU PUZZLE

July 2011
Level of Difficulty:
Easy

			6	5				9
3					7		2	
		9			4		8	5
8			2					
7		3				9		8
					8			7
9	3		4			7		
	6		5					2
5				1	9			

Solution to June's Sudoku Puzzle

9	6	1	5	4	7	3	8	2
2	5	3	8	6	9	4	1	7
8	4	7	1	2	3	5	6	9
6	2	4	9	7	5	8	3	1
7	9	8	3	1	6	2	5	4
1	3	5	4	8	2	9	7	6
3	8	6	7	9	4	1	2	5
4	1	2	6	5	8	7	9	3
5	7	9	2	3	1	6	4	8

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On Command

By: CAPT Marshall Crockett
OSB Vice Commander

I just watched the movie "Morning Glory" starring Harrison Ford and Rachel McAdams and it reminded me of the power of motivation. In the movie, a down-and-out morning show producer is hired by a company with a failing morning show of their own. Her task is to get the ratings up or the show dies. She is then confronted with a cast of characters including an abrasive former news anchor icon (Ford) who not only teaches her a valuable lesson about herself but ends up saving the show through his own level of, albeit underhanded, creativity. I bring this up since it is an excellent example of the positive impact of a single person and the effect that can have on an organization.

In your departments or within your staffs, taskers are routinely handed out and deadlines are demanded with a product on the line. While it is important to keep to the task at hand, let us NEVER forget to say thank you...to pat on the back...and to motivate all of those who work tirelessly to accomplish the tasks that produce the products that make this site the most unique and creative Stabase on the web. Congrats to those new medal recipients recently awarded and I know there will be many more on the horizon.

Thank you all. Until next time...

ATTENTION OFFICERS!!!!

If you were a staff officer in OSB's past, please contact LCDR Cottingham with your office, dates and historical recollections. The Public Relations Department's History Section needs your input for Online Stabase's newly established Historical Archives.

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