



Blue Alert

Excellentia in Defero - Excellence in Communication



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Letter from the Editor

by **CDR SF Warp**

Internal PR Section Leader / BA Editor

Captain Matt Foard, Chief of the Department of Public Relations, has placed a new ad in the job openings thread for a Blue Alert writer. The position to be filled is for that of a correspondent and is open to anyone of the rank of lieutenant junior grade or higher. If you are interested and you feel you meet the requirements, be sure to send a PM (private message) to Captain Foard. As you, the new correspondent, will answer directly to me, I ask only that you be dedicated and reliable. Your talent will be a foregone conclusion.

The Blue Alert, in my view, is the finest newsletter of any kind on the internet, and our writers (they are excellent in the extreme) are the reason why.

Incidentally, it doesn't matter who you are, what you do, or what your rank is. You don't have to be a bona fide BA Feature writer. You can write anything you like and submit it for publication in the Blue Alert. For that matter, something you write and simply post in a forum could lead to your eventually achieving a position on the Blue Alert staff. One of our correspondents writes an on going series in "From the Mind to the Padd" and was sought after so that she could expend some of her talents on articles for this very newsletter. So, we look forward to making *you* our next PR correspondent.

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Breaking Trek News:

by **CDR Kira Marys**

Feature Writer

Star Trek Sickbay: Fiction or Reality?

An elaborated, £1 million high-tech medical facility was born at the Leicester Royal Infirmary in England. A gigantic leap for the National Health Service since the installation comprises a mix of breakthrough technologies brought to fruition by british engineers, space research scientists, emergency medicine experts and information technology (IT) specialists.

It all started with NASA's endeavor of detecting life-signs on Mars. Indeed, new gadgets have been built to fulfill the ExoMars space mission. Among them, the Life Marker Chip which has been designed to find organic molecule traces under Mars' soil. Then, the desire to apply this state-of-the-art technological knowledge to medical units sprouted into the human mind, leading to the creation of a brand-new, futuristic medlab in the accident and emergency department of the Leicester Royal Infirmary.

This medical unit is able to "scan" the skin, the breath and the insides of a patient in order to determine possible injuries and/or diseases. It also measures the blood-flow and oxygenation level in real time with ultra sound technology. Part of this equipment has been borrowed from space technologies such as the imaging equipment and thermal imager. The imaging system uses infra-red and visible light wavelengths to scrutinize the skin while the thermal imager determines the surface and core temperature of the body.

To quote professor Mark Sims, space scientist at the University of Lancaster: "Ultimately in the longer term we would aim to work towards something like the 'tricorder' device seen in futuristic science series like Star Trek. What we are developing so far is more like a first attempt at the medical bed in the sci-fi series."

Conventions

October 1 to 2: Collectomania London
Location: Earls Court Exhibition Center in LONDON, England, UK

Guests: Amin Shimermann (Quark), Eddie Paskey (LT Leslie TOS), Dan Shor (Ferengi Doctor Arridor TNG/ Voyager)

Continued on Page 6

Officer Profile

CDR Tre'gok of Mirtak
Senior PR Correspondent

Interviewed by **CDR SF Warp**
Internal PR Section Leader, BA Editor



Name: Tre'gok of Mirtak

Age: 16

Position on the Starbase: Senior Correspondent for PR.

Location: A quaint little Dorset town named Sherborne.

Hobbies: Reading, Drama, usual teenage activities.

Enjoys: People who enjoy life, and don't let bullies get under their skin.

Hates: Bullies, people who pick on you just because they think you're weird.

Guilty Pleasures: Harry Potter. I'm addicted to the books, and think the movies are *brilltastic!*

CDR Warp: How did your Star Trek Journey begin?

CDR Tre'gok: When I was about 11, my Uncle, who just loves Star Trek, wanted to go and see the new movie, but had no one to go with, so I offered to go with him because I was bored. So we went to the cinema, and thus I found my newest addiction.

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

CDR Tre'gok: Quite much that I watch it whenever I can, but not so much that you'd have to call the men in white coats, but it's getting there ;-)

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

CDR Tre'gok: Oh Gods. There's so many, but if I was forced to choose. It would have to be James Tiberius Kirk. I fell in love with this man as soon as I watched the Original series. His no nonsense attitude toward enemies, and the fact that he still had the unknown to explore. I thought that the way he approached every situation was just simply magnificent.

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

CDR Tre'gok: Once again, so many to choose from. I guess I would have to choose...Klingon. It isn't just their brute strength that I like, it's also their strict code of honor and rules of conduct that I think are brilliant. (Although brute force is still quite cool ;-))

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

CDR Tre'gok: I guess, it would have to be, learn to except your fellow man, no matter what is wrong with him. You shouldn't judge by Skin color, race or any of that. Get to know the person underneath before you judge.

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

CDR Tre'gok: I can't say I've had very many. The only one that springs to mind, is that a few years ago, my previous school had a dress up day for comic relief, and me and my friends came dressed as our favourite, characters/species. My friends came as, Captian Janeway, Captian Picard and Data. I myself came dressed as a Borg drone. What fun!

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

CDR Tre'gok: I was looking for a place where I could post my personal views on Star Trek, and after searching through numerous sites, I had almost given up hope, but then I found Online Starbase, and I fell in love. I instantly joined up, and haven't regretted it once.

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

CDR Tre'gok: The sense of community and family. You don't find that you get that on many sites, but this one does, and that is what sets it apart from the rest.

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

CDR Tre'gok: I was looking to be more active on the site, and looked at the current job advertisements. I didn't fancy being forum security. The recreations department didn't have much going, and the Correspondent job just seemed to call out to me.

CDR Warp: What was your childhood dream?

CDR Tre'gok: It has been, and always will be to become an actor. Speaking to numerous people, they think that because of my ability to make people laugh (half the time I don't even mean to, I'm just being myself) that I should become a childrens T.V presenter, and I must admit, that does sound like fun.

CDR Warp: What is your current situation?

CDR Tre'gok: I am currently a first year student at Yeovil College, doing a BTEC Level two Diploma in Performing Arts.

CDR Warp: What are your aspirations for the future?

CDR Tre'gok: To realise my dream of becoming an actor/ Children's T.V presenter.

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

CDR Tre'gok: Never be afraid to dream and live. If someone calls you strange or weird, accept it as a compliment. It means you're unique. After all, who wants to be like everyone else.

CDR Warp: Thank you for your time and a most impressive interview, CDR Tre'gok! Live long and prosper!

Planets of the Federation

Cardassia Prime

by **CDR SF Warp**

Internal PR Section Leader, BA Editor

Features

Cardassia Prime is the primary planet in the Cardassian system. Located in the Alpha Quadrant; it has one moon. Cardassia is the homeworld of the Cardassian species and capital of the Cardassian Union.*



Cardassia City

In comparison to Humans, Cardassians prefer a darker, warmer and more humid environment, most likely reflecting the surface conditions on their homeworld. (DS9: "For the Cause") *

Cardassia Prime has few natural resources. Jevonite is one of them. (TNG: "Chain of Command, Part II") *

Cardassia's Cities include Cardassia City (the capital city), Lakarian City, Lakat and, Culat.**

A major point of interest in Cardassia City is the imperial plaza, home to several of the headquarters of the Cardassian Union's political and military organizations, including the Obsidian Order's. (DS9 novel: Fearful Symmetry) **

Animals native to Cardassia Prime include, the Cardassian vole, the gettle, the riding hound, the taspar and the wompat. None of these creatures is dangerous, but the Cardassian vole is something of a pest.*

History

Prior to the militarization of the Cardassian government, Cardassia was home to some of the finest art and architecture in the quadrant. However, the once great Cardassian civilization fell into severe decay. Due to the planet's scarcity of natural resources, the impoverished society suffered from famine and disease, leading to millions of deaths. The Cardassian military continued this destruction of its heritage in order to fund the Federation-Cardassian War. (TNG: "Chain of Command, Part II") *

At the end of the Dominion War in retaliation for the Cardassians' betrayal, the Dominion decimated much of Cardassia resulting in billions of deaths and the destruction of much of the infrastructure. The clean up process took a great deal of time and there were still corpses on the streets for weeks after the Dominion withdrawal. A democratic government led by Alon Ghemor rose up in the aftermath. (DS9 episode: "What You Leave Behind", DS9 novel: A Stitch in Time) **

Recommendations

Cardassia's infrastructure is being rebuilt, its once magnificent culture restored. No longer occupied by a beligerant people, I rate Cardassia Prime an 8 plus, and I recommend it highly as a good place to visit. ♦

Source: *Memory Alpha

Source: **Memory Beta

Trek Tech

The Galley, a.k.a. the Kitchen

by **CDR SF Warp**

Internal PR Section Leader, BA Editor

A galley, or kitchen, is a section located on a starship where food and beverages are prepared for consumption. On some starships, a chef operates the galley, preparing cuisine for the crew and guests. Due to the common use of replication technology across the Federation by the 23rd century, few Starfleet vessels, space stations, and other outposts include a fully operating kitchen.*

One notable exception is the USS Voyager, which was stranded in the Delta Quadrant in 2371. Due to limited resources, replicator rations were instituted and thus a need for traditionally-prepared foods was created. Neelix, a Talaxian crew member, took this opportunity to convert part of Voyager's mess hall into a kitchen and became the ship's chef. (VOY: "Phage") *



Neelix in his Kitchen

The Enterprise NX-01 had a galley to supplement the use of protein resequencers with conventionally prepared food. Hoshi Sato discovered that the galley was protected by the Enterprise's chef to the extent that it forced the cessation of her own cooking. (ENT: "Silent Enemy") *



Galley aboard Enterprise NX-01

Some starships, such as the USS Enterprise-A, featured a kitchen that also had a weapon's locker. ("Star Trek VI: the Undiscovered Country") *

The jack-in-the-box affected Bashir 62 holoprogram aboard Deep Space Nine had a kitchen. Ezri dax offered to get villain Tony Cicci a pizza from it. (DS9: "Badda-Bing, Badda-Bang")

Klingon Raptor class scouts were also designed with a galley, and included a supply of live targs for the provision of fresh food. (ENT: "Sleeping Dogs") *

In civilian use, kitchens can be found in restaurants, such as the one operated by Sisko's father, Joseph on Earth called Sisko's. (DS9: "Homefront", "Paradise Lost", "Image in the Sand", "Shadows and Symbols") *

Captain Sisko was quite fond of cooking, and he had the basic tools of a kitchen in his quarters. (DS9: "The Negus", "Equilibrium", "Rapture", "Penumbra") *

While planning his house to be built in Bajor's Kendra Valley, Sisko was unsure of keeping the kitchen separate or opening it up. Cassidy was in favor of the latter, although Ben thought it better to have it separate to stop people "stiking their fingers in my saucepans." (DS9: "Penumbra") * ♦

*Source: Memory Alpha

CONGRATULATIONS

Hip, Hip HOORAY to the August OSB Promotee
(Effective: Stardate 280811)

To COMMANDER
Shaharazod

Calendar of Events

Article Submission for Blue Alert Newsletter

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

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

Alien Species

The Borg - Part VII

by CDR Hana Diosas
Entertainment Correspondent



Infrastructure

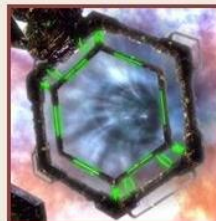
Borg structures were located in deep space, in planetary systems, or on planets themselves. Each planet the Borg modified showed a typical climate and assimilated infrastructure adapted from the previous inhabitants. (Star Trek: First Contact; VOY: "Dark Frontier", "Dragon's Teeth")*

Buildings were simple shapes, similar to the geometrical ships, and rather than being single structures they were annexed together and added to when needed. By joining new structures to existing ones, they would form a uniformed complex. These buildings were gargantuan in size, with structures that could house Borg spheres docked inside. (VOY: "Dark Frontier")*



Borg Sphere

The Borg also constructed structures that had special functions, like the Transwarp Hub. There were six known Hub locations in the galaxy that allowed Borg vessels to deploy rapidly to almost everywhere in the galaxy. These transwarp hubs had many portal opening structures on them, and inside their corridors were Interspatial manifolds which supported the transwarp conduits. Several of these manifolds that led to the Alpha quadrant were destroyed by USS Voyager via transphasic torpedoes and collapse of the conduit itself on the vessel's return to the Alpha Quadrant. (VOY: "Endgame")* ♦



Transwarp Hub Aperture

*Source: Memory Alpha

Ships of the Line.

Vulcan Vessel, Jellyfish

By CDR SF Warp

IPR Section Leader, BA Editor

The *Jellyfish* was a late-24th century starship commissioned by the Vulcan Science Academy for transporting red matter. Described as being "our fastest ship," it featured a unique rotating "tail".



The Jellyfish

Class: *Jellyfish* prototype

Affiliation: Vulcan Science Academy
United Federation of Planets

Status: Missing (2387)
Destroyed (2258)

History

After the ship's commissioning in 2387, Ambassador Spock piloted the ship during his attempt to save the galaxy from destruction by a powerful supernova. Spock took the *Jellyfish* to inject red matter into the supernova, resulting in the creation of a black hole that would absorb the nova. While the plan succeeded, Spock was unfortunately too late to stop the nova from destroying Romulus. As Spock was attempting to depart, he was intercepted by the *Narada*, and both ships were pulled into the black hole. The *Narada* arrived in 2233 and was the catalyst for the alternate reality, whereas the *Jellyfish* exited some twenty-five years later. Upon capture by Nero, the ship was stored inside the *Narada*. Nero later ordered the use of the red matter aboard the seized ship to destroy the planet Vulcan.

The ship was later destroyed when Commander Spock was able to retrieve the ship and piloted it on a collision course with the *Narada*, igniting the red matter. Spock survived the collision, being beamed aboard the USS *Enterprise* at the last moment. (*Star Trek*)

Specifications

The *Jellyfish* was outfitted with a chamber designed for the safe storage and transport of red matter, as well as a means of extracting the matter for the purposes of its mission. In addition, the ship featured four forward mounted torpedo launchers and a warp drive.

The ship was also equipped with the means to recognize its pilot, Ambassador Spock, via facial recognition and voiceprint analysis. As a result, it welcomed aboard Commander Spock and allowed him to pilot its controls. It was at this point that he realized who must have helped James T. Kirk return to the *Enterprise* after being marooned on Delta Vega - asked if he would be able to fly the craft, Spock told Kirk that he likely already had. (*Star Trek*) ♦

*Source: Memory Alpha

Star Trek:

Amazon Prime or Netflix?

by CDR Kira Marys

Feature Writer

While surfing the net, I was recently made aware that Amazon was now offering a streaming video service called Amazon Prime. It will undoubtedly compete with the already popular Netflix. Since television's slowly but surely veering from the "outdated" cable and satellite connections to the internet streaming media, I thought that we could have a look at these relatively new products considering that both of them provide the Star Trek television series.

With Amazon Prime, the five Star Trek series are already accessible: The Original Serie (TOS), The Next Generation (TNG), Deep Space Nine (DS9), Voyager and Enterprise. Same goes for Netflix except for DS9, scheduled to be on the market by October 2011. TOS and Enterprise can be viewed in high-definition (HD) by both companies. So... Which one to choose?

Netflix made its debut in the United States of America (USA) in 1998 with a pay-per-rental system and switched to a monthly subscription mode a year later. By 2009, the company had a list of 100,000 titles in DVD with over 10 million subscribers. In April 2011, their followers had increased to the astounding number of 23.6 million! Netflix became available in Canada a year ago and worldwide distribution is on its way. Latin America and the Caribbean are their next target with 43 countries and territories by the end of 2011 and Europe should follow shortly after commencing with Spain in 2012.

Amazon Prime started as an opportunity for its members to buy Amazon products and have them shipped "freely" within two days. The annual fee being \$79. Since February 2011, an additional feature has been included, with no extra charge: "unlimited, commercial-free, instant streaming of more than 5,000 movies and TV shows".* Well, if you're not from the States, you may forget about it. But if you are, there are some criticisms you need to know about.

Although a bit cheaper than Netflix's \$7.99 per month, Amazon Prime's navigation system is - from what I read - deficient compared to the more accurate one used by Netflix. It's apparently harder to browse and you also get results that don't match your query. Moreover, the picture quality for TNG and Voyager is better on Netflix although it's the same for the HD series of TOS and Enterprise. Netflix can be accessed with mobile devices, a plus for the new technologically addicted generation.

Overall, Netflix has a lot more videos to offer in a slightly better quality which can be available via multiple mobile platforms to a larger audience. For now, Netflix seems to be the logical choice. But let's keep in mind that Netflix had been on the market for more than a decade prior to Amazon Prime. Hence there is a margin for improvement and expansion. May they "stream" the television industry to where no man has gone before! ♦

References:

<http://trekmovie.com>

<http://en.wikipedia.org>

<http://phx.corporate-ir.net>

Episode Review

ST TOS: Where No Man Has Gone Before

by CDR SF Warp

Internal PR Section Leader, BA Editor

"Captain's log, Stardate 1312.4. The impossible has happened. From directly ahead, we're picking up a recorded distress signal, the call letters of a vessel which has been missing for over two centuries. Did another Earth ship probe out of the galaxy as we intend to do? What happened to it out there? Is this some warning they've left behind?" *

The message had come from an old-style ship recorder which, measuring about a meter in diameter, was beamed aboard the Enterprise. Mr. Spock says its damage indicates that the SS Valiant, the ship it came from, was most likely destroyed. When Montgomery Scott tries to feed the tapes into the computer, the marker begins transmitting a signal. Captain Kirk then orders red alert.

Enterprise at full stop, Captain Kirk orders all department heads to the bridge. Spock, listening to the record tapes, interprets the Valiant's message: they had encountered a magnetic storm, pulled out of the galaxy, and then the crew accessed computer records on "ESP" in Humans. Spock goes on to explain that several crewmen had died aboard the Valiant, which had suffered severe damage. The Valiant crew continued researching ESP, until the captain ordered a self-destruct. Captain Kirk decides to go ahead anyway and engages warp factor one.

As they leave the galaxy, they encounter a powerful force field that wreaks havoc on the ship and kills a number of the crew. Lieutenant Commander Gary Mitchell, Captain Kirk's friend, and Dr. Elizabeth Dehner, on temporary assignment to Enterprise, are both felled by the force field. Both rate high in ESP, he the higher. They recover from what should have been a fatal shock.



Mitchell & Dehner

Dr. Dehner appears unaffected, but Mitchell's eyes are glowing an eerie silver. He is confined to sickbay for observation, where he begins to exhibit increasing abilities. He reads incredible fast, he can alter his autonomic reflexes, and he is able to manipulate the ship's controls with his mind. As his psionic powers evolve, he feels less and less connected to humanity and more like a god.

At Spock's urging, they head for Delta Vega where they will attempt to abandon the now dangerous Mitchell. Mitchell is taken to the planet and put in a brig, but he soon defeats the brig's containment field. He kills Lieutenant Lee Kelso with his psionic powers, and goes after Kirk. Dr. Dehner, having evolved psionically, at first also revels in being a god, but her wisdom soon prevails. She weakens Mitchell just enough before he fatally injures her. Kirk fires his phaser rifle and buries Mitchell under tons of rock, killing him, in the grave intended for Kirk.

Captain Kirk understood that evolution must be slow and gradual so that experience, analysis and self checking over time can counter the corruption of the psyche. ♦

*Source: Memory Alpha

Little Known Facts

About Captain Kirk - Part VIII

...or Why Kirk is Better than Picard

Contributed by LCDR Andrew Conlan
PR Correspondent

Picard's name is known and respected throughout Klingon space. Kirks name is cursed and vilified.

The only Klingon serving on Kirk's bridge would be a dead one.

Kirk jumps horses in his spare time. Picard owns a fish.

Kirk's jump kick projects 650 pounds of blunt force.

When the evil aliens use a stun ray on the crew, Kirk always stays conscious for a minimum of 15 seconds longer than everyone else.

Kirk can shoulder roll at 127 miles per hour.

Picard's engineer wears goofy wrap-around sunglasses. Kirk's engineer wears a kilt and can drink you under the table.

Kirk drinks Saurian Brandy straight from the Bottle.

When Kirk wants the ship to go faster, he sling-shots it around the sun.

Kirk has punched out at least one member of over three thousand known alien races.

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?"

October TOPIC: The First Officer gaped in awe as the impossible shape floated slowly across the ship's view screen silhouetted by the bright, full moon. "Captain, I think you'd better get up here," he urged. "What is it Number One?" "Lets just say a UFW!" "Don't you mean a UFO?" "No, Captain, UFW...W...as in witch!"

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

Breaking Trek News

(Continued from Page 1)

Conventions (cont'd.)

October 8 to 9: Garden State Comic Con

Location: Crowne Plaza in Cherry Hill, NEW JERSEY, USA

Guests: Jonathan Frakes (William Riker), John de Lancie (Q)

October 22 to 23: Mid-Ohio Comic Con

Location: Greater Columbus Convention Center, Columbus OHIO, USA

Guests: Walter Koenig (Pavel Chekov)

October 28 to 30: Vulcan Events Away Mission

Location: Hilton Orlando Resort in Lake Buena Vista, FLORIDA, USA

Guests: Sir Patrick Stewart (Jean-Luc Picard), Amin Shimerman (Quark), Max Grodenchik (Rom), David Warner (Ambassador St. John Talbot ST5, Klingon chancellor Gorkon ST6, Cardassian Gul Madred TNG), Sherry Jackson (Android Andrea TOS), Jennifer Hetrick (Vash TNG), Phil Morris (Boy in army helmet TOS "Miri", Cadet Foster ST3, Commander Thopok DS9, Jem'Hadar Third Remata'Klan DS9, LT John Kelly Voyager), Rich Sternbach (senior illustrator/ designer), Larry Nemecek (author, editor, archivist, consultant and producer), Loita Fatjo (assistant to the executive producer/pre-production associate and pre-production coordinator)

Recent quotes

Zachary Quinto talking to the Associated Press about Spock's character in the upcoming Star Trek sequel, August 2011:

"His planet was destroyed so there is a good place to start. The onus he feels to rebuild his race to support the reminder of his culture and the conflicts that can arise therein, his relationship with Uhura and being pulled in more than one direction emotionally is potential goldmine of drama."

References:

<http://www.tgdaily.com>

<http://www.trektoday.com>

<http://trekmovie.com>

You're the Universal Translator

Use the General Star Trek & General Sci-Fi Forums to translate the following into Starfleet Standard:

Vulcan:

Dif-tor heh smusma!

Ewok:

Mechoo allay luu yeh Deej-Shodu Kna Naa.

Huttese:

Uba wamma ateema mo uba nee choo!

History of USS Voyager

Shortening the Journey

by **CDR Tre'gok of Mirtak**

Senior PPR Correspondent

Welcome again. Over the past few months, I've been taking you on the magnificent journey that Voyager and her crew had to take in order to get home. We've seen their beginnings, when they fought the Kazon, to the battle with the Borg. And now that journey is almost at an end. But we've still got some time before that. So onto the next stage in their journey. The attempts to shorten it.

Over the course of Voyager's journey throughout the Delta Quadrant, the crew encountered many technologies and anomalies that shortened their journey home to the Alpha Quadrant. In 2374, following the conclusion of the war between Species 8472 and the Borg, Kes began to experience after effects following her communications with the aliens. She was evolving toward a higher state of consciousness, but the process proved too dangerous to Voyager. So, in order to protect the ship and crew, she decided to leave. As her final gift though, she propelled the ship over 9500 light years closer to Earth, taking ten years off the journey. (VOY: "The Gift")*

Near to the end of the year, Voyager encountered the USS Dauntless, a vessel that said they were allied to Starfleet. They said that they had been sent by Starfleet Command to bring the crew home. However, in reality, the Dauntless was part of an elaborate trap laid out by the alien, Arturis, to exact revenge on Janeway for what he saw as her role in the Borg's assimilation of his home world. The Dauntless was equipped with Quantum Slipstream drive, a highly advanced propulsion system similar to the Borg's transwarp conduits. B'Elanna was able to modify Voyager to use this technology to rescue Janeway and Seven of Nine from Arturis aboard the Dauntless. After the rescue, they were able to use it to travel an additional 300 light years. A few months later, the technology was revised and the crew were able to travel another 10,000 light years before the slipstream collapsed. After this, the technology was deemed to dangerous for use, and was dismantled.

In early 2375, Voyager entered a region a space known as the Void. This area contained no star systems. Dangerously high levels of Theta Radiation prevented starlight from beyond the area to be seen from within. A spatial vortex leading to the other side of the void cut two years and 2500 light years off of Voyagers journey. (VOY: "Night")* Later that year, the crew stole a Transwarp Coil from a Borg sphere that cut fifteen years more off their journey. (VOY: "Dark Frontier")* In 2376, Voyager used a Graviton catapult constructed by an alien known as Tash, to cut three years of their journey. (VOY: "The Voyager Conspiracy")* Finally, Q, grateful for Voyagers help in straightening out his sons behavior, provided them with a route that would take a few more years off of Voyager's journey. (He refused to send them all the way home, as he believed that it wouldn't be setting a good example to his son) (VOY: "Q2")*

Voyager's crew really were determined to get home in any way possible. Join me next month, when our journey concludes with Voyager in the home stretch. For now, I simply say, 'Live long and Prosper.' ♦

*Source: Memory Alpha

Captains in Review

Rachel Garrett

By **LCDR Shaharazod**

PR Correspondent

Rachel Garret was the captain of the USS Enterprise, NCC-1701-C. Under her command in the year 2344, the Enterprise-C responded to a distress call from the Klingon Outpost at Narendra 3. The Klingons were being attacked by four Romulan Warbirds. The Enterprise-C intervened and, although she fought valiantly, she was severely damaged. The resulting weapons fire resulted in the opening of a temporal rift through which the crippled Enterprise-C drifted.



They had traveled twenty-two years into the future, to the year 2366. Upon arrival, they encountered their successor, USS Enterprise, NCC-1701-D, commanded by none other than Captain Jean-Luc Picard. Captain Picard soon apprised Captain Garret of their current situation: the Federation has been at war with the Klingons for over twenty years and is on the verge of defeat.

Thus, Captain Garret initially planned to stay and help Picard fight it out with the Klingons. However, it was soon discovered that, when the Enterprise-C came through the temporal rift, it created an alternate timeline, a timeline that was not supposed to exist. To close it, the Enterprise-C would have to return to the past.

Captain Garret balked at returning since the odds against Picard were horrendous. But, Captain Picard pointed out to her that it would be a magnanimous act if a Federation starship sacrificed itself in defense of a Klingon outpost. The Klingons would consider it a significant act of honor, and act that could ultimately avert decades of war.

Captain Garret conceded and decided to return to the past. However, before they could get under way, both ships were attacked by several Klingon Birds Of Prey, causing Captain Garret's death. Lieutenant Richard Castillo then took command of The Enterprise-C and returned it through the rift. (TNG - "Yesterday's Enterprise")*

As a side note, Lieutenant Tasha Yar, who "died a senseless death, a death without meaning," at a previous point in the original timeline, was alive in the alternate timeline and was given permission to transfer to the Enterprise-C where her "death could count for something."

What Captain Garret eventually decided to do was truly magnanimous, an example of the statement Spock made: "The needs of the many out weight the needs of the few." ("The Wrath of Khan")* ♦

*Source: Memory Alpha

Command Relationships

Captain Archer vs. Subcommander T'Pol - Part III The Seventh

by **CDR SF Warp**

Internal PR Section Leader, BA Editor

T'Pol is reading a book in the middle of the night when she receives a transmission from the Vulcan High Command. The only thing her interlocutor tells her is that they have located a man named Menos, three days from Enterprise's location.*

The next morning, T'Pol pays Captain Archer a visit in his ready room. Initial pleasantries are exchanged.

ARCHER: What can I do for you?

T'POL: Admiral Forrest will be calling you this afternoon, sir.

ARCHER: Oh, will he? And how would you know that?

T'POL: I was contacted by the Vulcan High Command last night. They've requested my services regarding a matter of security.

ARCHER: And they've already asked Admiral Forrest?

T'POL: He should be contacting you this afternoon.

ARCHER: Matter of security?

T'POL: The Admiral will inform you that Enterprise will be asked to alter course to the Pernaia system, where I will need a shuttlepod and a pilot for three to five days.

ARCHER: You didn't answer my question. What kind of matter of security?

T'POL: A Vulcan ship will rendezvous with the shuttlepod when my mission is completed.

ARCHER: They're sending you to get somebody. Somebody you'll be handing over to the Vulcans. Why you?

T'POL: Admiral Forrest will be contacting you this afternoon.

ARCHER: Thanks for being so enlightening. Dismissed.**

Archer, T'Pol, Tucker, Travis, Hoshi and Reed are assembled in the situation room discussing the mission. The mission is highly classified, so specific information as to where they are going is not forthcoming. But Travis Mayweather will pilot the shuttlecraft, and T'Pol discloses that cold weather gear, restraints and phase pistols will be needed.

T'Pol visits Archer again, in his quarters.

ARCHER: What can I do for you?

T'POL: I have a personal matter I'd like to discuss.**

She then tells him about a Vulcan ex-agent who wouldn't return when his mission was over. He's been a smuggler since that time. Some years ago, T'Pol, then under the Vulcan Ministry of Security, had been in charge of apprehending six fugitives. The Vulcan ex-agent being one of them.

T'POL: The Ministry of Security sent a team of newly-trained operatives to retrieve them. I was only able to apprehend five of the six fugitives assigned to me.

ARCHER: So tomorrow you get to pick up number six. Why couldn't someone else do it? Why you?

T'POL: The Ministry considers it a matter of honour.

ARCHER: How very Vulcan. So, why have you decided to tell me all this?

T'POL: I'd like you to come with me.

ARCHER: What?

T'POL: The man I'm being sent to apprehend is extremely dangerous. It would be wise for me to have assistance.

ARCHER: You said there's a Vulcan ship coming. I'm sure they can provide all the assistance you'll need.

T'POL: I'd prefer it if you'd come with me, Captain.

ARCHER: Why?

T'POL: I need to be with someone I can trust. If you don't wish to

help me, I understand. Good night. (gets up to leave)

ARCHER: What's his name? The man we're going to apprehend.

T'POL: Menos.

ARCHER: See you in the morning.**

Archer, Mayweather and T'Pol arrive at a bar situated on the Pernaia Prime moon. They have no difficulties apprehending Menos and it looks like a successful mission. But the man appears harmless. He tries to convince them he's not a smuggler any more and is sustaining his family with an honest job (hauling spent warp injector casings). At that moment, T'Pol has a strong flashback that comes from repressed memories and, with the manipulative attitude of Menos and all the facts that suggest that he is what he says (his ship contains only warp injector casings), she begins to doubt herself.*

She then goes outside the bar with Archer and explains to him that while she was running after Menos on Risa, years ago, she killed a man and didn't remember it until some minutes ago. Since she never knew if he was really hostile and she had been confused by the fact, she went through the fullara, a ritual meant to suppress that memory (she had, in fact, had seven fugitives to track down). That only makes her unsure about Menos now. Their discussion is cut short by a disturbance in the bar. Menos caused a fire by kicking a table and claims that he would rather die on that frozen moon than be brought back to Vulcan for crimes he didn't commit. T'Pol then decides to free him from the restraints and he quickly vanishes.*

When they go to his ship, they don't find him aboard. Travis soon unveils secret area behind a cloaking field where Menos is hiding. He slips out through a trap door. T'Pol is first out to follow. She orders him to stop. He tells her she won't shoot and he tells the captain that this is none of his concern. He turns to walk away into the snowstorm. T'Pol then looks to Archer.

T'POL: Captain?

ARCHER: Why did you want me here?

T'POL: Because I trust you.

ARCHER: Then trust me. You were sent to apprehend him, not to judge him.

(she fires at Menos)**



T'Pol shoots Menos

Back on Menos' ship, Travis has found something very interesting. Hidden behind another cloaking field are the very biotoxins that Menos has denied smuggling.

Later, on Enterprise, Archer is in his ready room.

ARCHER: Come in. (T'Pol enters) Sub-Commander. Am I about to get another call from Admiral Forrest?

T'POL: No, sir.

ARCHER: Sorry. Dealing with these memories it's not going to be easy for you, is it?

T'POL: No, it's not.

ARCHER: If you feel you need a leave of absence.

T'POL: That won't be necessary. I was much younger then.

ARCHER: You've also spent a lot of time around humans lately.

T'POL: You do have a way of putting questionable actions behind you.

ARCHER: When you don't have the ability to repress emotions, you learn to deal with them and move on. Was there something else?

T'POL: If you ever need someone you can trust.

ARCHER: I won't forget.** ♦

*Source: [Memory alpha](#)

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

Fiction

All For One

by CDR Kira Marys
Feature Writer

The damaged shuttle set down hard on the planet's surface amid dense foliage. Of the four on board, three were injured, one seriously. "Report," barked the injured team leader.

"Sir, we're in some sort of magnetic well, impervious to outside sensors. We're lost, sir!" dramatized Ensign Nog, falling prey to his innate sense of tragedy.

"Not quite Ensign," shivered Lieutenant Ezri Dax. "Before entering the atmosphere, I modified the engines to emit a tachyon particle trail."

Benjamin Sisko, a streak of blood running down his forehead, carefully rose from the ground amid the loose panels and dangling structural beams of the shuttle's cabin. "Good job Dax," he complimented, steadying himself against the bulkhead. "Along with the residual particles left by the Jem'Hadar's phased polaron beams, it's just a matter of time before they finds us."

Benjamin negotiated his way up to Ezri. "How are you old friend?" he inquired, crouching beside her.

"I've been better Benjamin," she quivered. "Think I'm losing a lot of blood. Can't stop trembling."

"We're gonna get through this," he whispered before turning his head in Nog's direction. "Nog! Have a look at the Chief!" he commanded.

"Already on it Sir!" replied the young Ferengi, bending over an unconscious Miles O'Brien at the front end of the vessel.

An electrical ark crackled over the navigation controls, terrorizing the already fidgety ensign. His arms fanned out as he yelped.

"Arrrrrrghh!" moaned Chief O'Brien, getting back to his senses. "What's all this commotion?"

As Nog was explaining the situation to Miles, Sisko was examining Ezri's condition.

"I won't lie to you Dax. It's serious," he notified. "You have multiple plasma burns on your legs from a ruptured EPS conduit and fragments of that conduit cut through your skin."

"I understand Ben. You need to go. Now!"

"Dax... I know where you're going and I won't..."

"Listen to me Ben!" intensified Ezri. "The Jem'Hadar will soon be barging through this door! I can't stand and you can't escape carrying me around. Be reasonable Ben! With unattended wounds, it's too risky for me to move! Just leave me and go!" she grumbled.

Captain Sisko turned his head around to look at the two embarrassed officers standing behind him. "What do you think Chief?" asked Sisko in an even tone.

"We stay and fight!" was his prompt answer. "Won't we Nog?" demanded O'Brien, using his elbow to poke the Ferengi.

"Sh-sh... Sure!" stuttered Nog, straightening his back in an unpersuasive attempt to appear valiant.

"Come on lad, let's set up a defense perimeter," instructed Miles.

"Yes Sir!"

Benjamin glanced back at the disapproving face of Ezri and put a reassuring hand on her shoulder. "I couldn't live with myself knowing that I left you behind old man," he murmured gently. "And you know it to be true."

Ezri's facial expression softened when she declared: "We'll have to work on that 'old man' appellation Benjamin. Jadzia didn't say a word but..."

"Shhhh... Another time Ezri, another time."

While Sisko was administering first aid, O'Brien and Nog were rummaging through the debris to gather type three phasers, micro-charges, detonators and trilitium resin canisters. Then they forced the hatch open to mount a surprise party for the Jem'Hadar. Out into the jungle they went.

An explosion startled Lieutenant Dax awake. The dim light that had filtered through the window when they crash-landed had now completely vanished. The consoles appeared to be blank. She lay under an emergency blanket in total blackness. "Ben?" she whispered. Another explosion shook the earth and flashed a red glow inside the cockpit. Ezri felt helpless, drained of energy, she couldn't even slither if she wanted to. She heard some distant screams and then nothing. After a few minutes of listening to her shaky breath, she fell back to sleep.

"Dax wake up!" The voice was distant. "Come on Dax, wake up!" It was Ben's voice, mixed with phaser fire.

Ezri felt her body being lifted from the ground. As if in a dream, she struggled to open her eyes. Light was now filling the wrecked shuttlecraft. She tried to speak out but lacked the strength to.

Benjamin whirled her out of the cabin and into the forest. "Stay with me Dax!"

Leaves, branches and twigs hampered their escape route. Jem'Hadar soldiers were closing in. Bringing up the rear, Nog and Miles were trying to repel them with phaser fire. The quartet of exhausted Federation officers made it to a meadow. Before long, they would have no place to hide.

"USS Rio Grande to Sisko, prepare for emergency beam-out," announced Kira Nerys.

"In the nick of time Major!" asserted the Captain blissfully. "Hang on Ezri, we're going home."

Ezri managed a hint of a smile before the runabout flew over the clearing and dematerialized the crew. ♦

Recreations Department's Fortnightly Story Competitions

8 August - 21 August 2011

22 August - 5 September 2011

Consternation

by CDR Erin O'Connor
Forum Security Officer, Engineer

Lwaxana could see it in their eyes, the eagerness, the curiosity, yet it seemed to be tinged with discomfort, and she could not fathom why. If one was bound to feel uneasy right now, it was her. She could not read the Ferengi's thoughts at all, and that Cardassian... Oh, layers upon layers of complexities, intertwined so tightly she could not decipher their meanings, feeling like a luxurious rug she could sink into so easily...



A throat being cleared brought her back to reality, and she slowly grazed one finger against her collarbone, conjuring up her most sexy, endearing smile for the audience in front of her.

"So. What do you think?"

The words that left her lips felt odd, unfamiliar. Rarely had she spoken them, such a question being so futile on Betazed.

"Madam..." Garak politely nodded, but he was visibly flustered. Quark threw a sidelong glance at him before speaking up, eyes widened from something she could not decipher.

"Pardon my asking, Ambassador, but why come all the way to Deep Space Nine for our opinions on *this* matter?"

"Quark is right, Madam, I.. uh, am a mere, humble tailor, and I fear I cannot share anything valuable regarding... this."

"Why, don't you get it? I need words, gentlemen. Words from people whose mind I cannot read, because I want to know exactly how the world will describe me!" she exclaimed as she languidly stepped forward. "Your expertise in this matter is of great importance."

"How—"

"You Ferengi dress your women in this manner, no?" she admonished.

"Why—"

"And you, Mister Tailor, are an expert in all kinds of body proportions, aren't you?" she patted his chest.

"But—"

"Tsk! Shush now, boys. Tell me what you think of my new wedding attire. Now!"

Lwaxana joyously spun unto herself and grazed her hand in her locks, weaving the curls around her fingers as her other hand caressed her most recent, frivolous acquisition, a glittering necklace from Casperia Prime.

"I think I need a drink," Quark muttered under his breath.

"Whatever you will have, please give me double," Garak agreed, unable to take his eyes off the naked Betazoid woman.

"I'm waiting," the ambassador chirped. Why do people have to make things so arduous all the time? ♦

Detour

By CDR SF Warp
Internal PR Section Leader, BA Editor

Trampolining over the moon's surface had been great fun for Chance Munro, but it was time to move on. Brack wanted to show him many other wonders "out there" and Chance was eager to see them. But first, he wanted to return to Earth briefly for some "Stocking up." Brack, of course, knew what he had in mind.

They landed where they had taken off from, in what is now Calico, California's Mule Canyon. Chance picked up a small hand pick and started to alight the craft. "You don't need that," Brock chided. "Why take a week to do a day's work and Why stock a huge load of rocks when it is merely the silver you desire?"

"Ah! So you have a better way then," Chance responded.

"I'll show you," Brack said. He showed Chance a compartment. In that compartment was a laboratory filled with all manner of apparatus and devices, the likes of which Chance could never even have imagined. Responding to the look of awe on Chance's face, Brack quipped, "I have a little something for just about everything." He picked up a metallic object that looked like a small log with parallel support dowels attached. "This is a lumen drill. It can bore a hole the size of a needle or one large enough to walk through, and it can pulverize rock. I will teach you how to drill into the mountain face and render the ore into as fine a powder as you would like. Here is a convertible oven capable of melting even the hardest substances. I have chemicals that can separate the purest silver from the coarsest of ores. You, my friend, will learn how to extract your silver from that mountain side, and you will have more silver than you will know what to do with."

Brack then explained the process of extracting the silver from the ores. "First, place the ore in a 30 to 35 percent solution of nitric acid. An ounce and a half of nitric acid dissolves an ounce of silver. The solution produces a white powder, silver chloride. Next, mix sodium carbonate with the silver chloride, place the mixture in the furnace and heat to 1200 degrees centigrade. The heat causes a chemical reaction yielding table salt and pure silver. The engines of my ship provide more than enough heat for the process and we can process a great deal of ore in a very short time. So put away your puny pick, take this lumen drill, and get yourself some silver!" Brack was grinning from ear to ear.

Under Brack's tutelage, Chance went to work. He worked non-stop for 19 hours. When he was done, he had nearly a ton and a half of pure silver pressed into small, thin ingots for ease of cooling. Chance's final task was to speed up the cooling process with a compressed air gun. After stowing the finished product, the two men turned in.

Chance awoke first; he shook Brack awake. "Before we go star chasing," he said, "I want to get some supplies. We could both use new hats, and there's one more item I want to get. Barstow's a little south of here. So, let's you and I ride Rebel there and do some shopping."

"Very well," Brack said. "Let's ride!" ♦

ACROSS

1. *Viper pilot: daughter of Battlestar Pegasus' Commander, Cain
6. Dalai _____
10. Kuwaiti, e.g.
14. City's chief executive
15. Above
16. Clinton's Attorney General
17. Prenatal bassinets
18. Attend
19. Coquette
20. Separate the wheat from the chaff
22. Gentle
24. Signal
25. Campus bigwig
27. Corporeal
29. *The Twelve
33. Bit of binary code
34. Mosque V.I.P.
35. Charges
37. Canary's call
41. Gymnast's goal
42. *Galactica's commander
44. Bean counter, for short
45. Back, in a way
48. Draw out and twist for spinning, as wool
49. Husk
50. Apply gently
52. *Viper pilot: sidekick of 9D
54. Sharp tasting cheese
58. Cicatrix
59. Longing
60. Brio
62. Sovereign individual, according to Jünger
66. Like the White Rabbit
68. Peter the Great, e.g.
70. Texas cook-off dish
71. Kiln
72. Church recess
73. "Roots" writer
74. Dweeb
75. Colorful, hand woven Scandinavian rugs
76. *Core command operative (served on Galactica's bridge)
12. Cancel
13. *9D's stepson (has a daggitt named Muffit)
21. Israeli port
23. Mar, in a way
26. Requires
28. Finalize, with "up"
29. Commend
30. Black cat, maybe
31. Alight
32. *42A and 51D have the last two _____ of the Lords
36. Jan Christiaan _____
38. Almond shade
39. Colossal
40. Chitchat
43. Banana like plant used in making Manila hemp
46. Eccentric
47. Roe v. _____
49. Isaac's father
51. *Traitor who betrayed 29A
53. _____ Palos Verdes, California
54. * _____ race of robots
55. "Yo ho, _____ ho!"
56. "Come in!"
57. Grating
61. Astronaut's insignia
63. Anger, with "up"
64. Horse fly
65. "Hey!"
67. Conclude
69. _____ publica

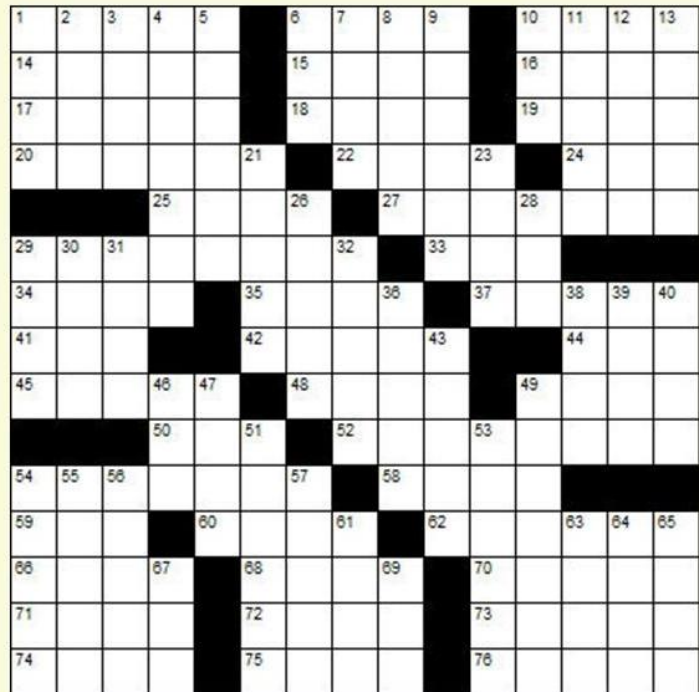


DOWN

1. Filth
2. "What _____ God, California wrought?"
3. Ogler
4. ennui
5. Up and about
6. Delay
7. Elementary particle
8. Theme
9. *Viper pilot: son of 42A
10. Escort's offering
11. Hitler's Third _____

Online Starbase's Blue Alert Crossword Puzzle

*B'star Galactica (TOS) - Edited by Warp - Sept. 2011



Answers to Previous Puzzle

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



SF Warp



Galactica's Colonial Warriors



Battlestar Galactica

Guzzellary

WORD SEARCH

**September's Topic:
More Humanoid Species
Look for 46 Bipedal Life Forms**

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

**August's Word Search:
Movie Stars**

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

SUDOKU PUZZLE

**September 2011
Level of Difficulty:
Hard**

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

Solution to August's Sudoku Puzzle

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

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Feature Writer

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Chain of Command

by: **CDR SF Warp**

Internal PR Section Leader, BA Editor

Online Starbase is comprised of the departments of Command, Engineering, Forum Security, Public Relations, and Recreations. Additionally, Public Relations contains an Internal Section (responsible for the Blue Alert), an External Section and a History Section. Command is the department the other departments answer to. Within each department is a hierarchy, usually a chief, a deputy chief and individual members. Engineering has no deputy chief, while Public Relations has, in addition to its chief and deputy chief, three section leaders and an editor.

Chain of command is the manner in which communication passes up and down the hierarchical ladder. Using the Department of Public Relations Internal Section as an example, if a writer or correspondent wishes a particular writing assignment, he or she sends a PM to the Internal PR section leader. The IPR Section leader makes a decision and replies by PM to the correspondent.

If the IPR section leader feels another writer is needed, he sends a PM to the Deputy Chief who, in turn, sends a PM to the Chief. The decision, when made, is relayed back to the IPR section leader via the deputy chief.

If any officer has an issue that only someone beyond his immediate superior can address, his communication, nevertheless, goes only to his immediate superior, who then forwards it up the chain of command. No officer addresses anyone above his immediate superior. Adherence to chain of command prevents chaos.

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 Starbase's newly established Historical Archives.

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