



Crockett's Spirit

Impavidus Scribere Veritas — The Brave Write the Truth



Volume 1, Issue 9

September 2013

ESB News and Happenings

by Col Drego Tensa

Promotions:

<u>Rank Earned</u>	<u>Stardate</u>	<u>Officer</u>
Colonel	083013	Tre'gok of Mirtak
Colonel	083013	Two Wolves
Captain	083013	Lance A. Wilson

New Member

<u>Officer Candidate</u>	<u>Arrived Stardate</u>
Cameron	082813

Department Changes

Most of you have heard by now that Col Kira Marys is stepping down as Deputy Chief of ESB Recreations and as Publications Section Leader. I don't need to tell you that she will be a tough act to follow. For now, I'll be filling in temporarily as section leader of Publications, but that position and the position of Deputy Chief of ESB Recreations will remain open until new ones can be decided upon by Col Y'Wanna. Col Kira will, however, stay on as the Caption This! Host.

Colonel Kira has done an outstanding job in all her capacities here at ESB. Her pre-editing of articles for Crockett's Spirit has greatly reduced my burden as editor and publisher. Her writing is beyond excellent, and her fresh ideas for CS themes is amazing. Above all, she has simply made Publications a great section to work in. So, let's all wish her well and support her in her future endeavors!

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Did You Know...

By LtCol Shayle Carter

Welcome back to another did you know. Today we are going to discuss something that has changed the world in a way most would not imagine. As you may know, Star Trek has influenced everything in the modern human industry; phones, computers, iPads. It even impacted space exploration, including past and future ventures into the known universe. However, one section of this amazing advancement tends to go unnoticed, and it's right on Earth. Crazy right?

Well, it's not as crazy as you might think. Over the years, some corporations have been combating the ever evolving economy so that blind people may flourish just as strongly as the rest of society. Since the early stages of their development, these organizations have made significant progress in how they can help those with sight impairments. One of the top discoveries in the field, the focal point of today's discussions in my opinion, is a vision enhancement tool called the JORDY (Joint Optical Reflective Display). For those of you who have watched The Next Generation (TNG), the character of Geordi La Forge may have come to mind; a blind engineer who's strikingly futuristic visor lets him see things around him. Well the JORDY, a device that looks like a bulky set of glasses with camera viewers in them, is rumored to have been dubbed after the notorious engineer from TNG. That blind character that Gene Roddenberry created constituted the building blocks for future inspiration into the blind techno world. Who knew that one man's foresight could help millions in the real world?



Geordi - With Visor

The JORDY still is in use today in classrooms and workforces, helping the blind to succeed in whatever task they endeavor.

Another lesson in the bag. Until next time my little minions! ♦

Sources:

http://spinoff.nasa.gov/spinoff2003/hm_7.html

http://en.memory-alpha.org/wiki/Geordi_La_Forge

Officer Profile

OC Cameron

Officer Candidate

Interviewed by COL Kira Marys



Name: Cameron Brown

Age: 14

Location: Northern Ireland

Hobbies: Writing, Gaming, Reading, Game Designing and Listening to Music.

Enjoys: Reading, Creative Writing, Music and TV.

Hates: Spiders.

Guilty Pleasures: YouTube Addiction, Chocolate and...

COL Kira: How did your Star Trek Journey begin?

OC Cameron: I originally got interested because of my Step Dad. I watched Star Wars first but after that I wanted to see more Sci-Fi. I then discovered Star Trek.

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

OC Cameron: I'm Addicted. I love Every Series, Episode and Ship/Station.

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

OC Cameron: Chakotay. I always liked how he was willing to fight for what he believed and I liked his character and the story behind it.

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

OC Cameron: Andorian. I only started really liking that Race because of Commander Shran, I liked how their conflict with the Vulcans arose and how it ended, and honestly I love their Planet, Weapons and Ships.

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

OC Cameron: The best thing that Star Trek has taught me is that a family doesn't need to be related, because honestly I think that every crew trusted each other like they would trust their own family.

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

OC Cameron: Probably in 2009 when 'Star Trek' came out, because when I went to see it I just loved it. I did get slightly over excited at a few points, but can you blame?

COL Kira: Nope! It couldn't be nearly as bad as I, back in the days! 😊

COL Kira: How did you join the omnipotent Esprit Starbase?

OC Cameron: I found ESB thanks to Col Drego Tensa.

COL Kira: ESB huh? You already sound like a regular here! 😊

COL Kira: What are your expectations regarding the base? What are you hoping to find here?

OC Cameron: I'd like to make Friends, have fun and just get involved to be honest.

COL Kira: Is it your intention to join a Department eventually? If so, which one and why?

OC Cameron: Officer Resources section, I've done work like this on other sites.

COL Kira: Best of luck in that endeavour!

COL Kira: What was your childhood dream?

OC Cameron: Becoming a Writer.

COL Kira: What is your current situation?

OC Cameron: I'm in (UK) High School.

COL Kira: What are your aspirations for the future?

OC Cameron: To finish School then go to University and become a Teacher.

COL Kira: What are your favorite movies, series and books?

OC Cameron: Movies: a few are Shawshank Redemption, Star Trek, Stargate, Flight of the Navigator and Buffy the Vampire Slayer Movie.

Series: a few are All Star Trek, Walking Dead, Two and a Half Men, Doctor Who, Continuum, Touch, Angel, Buffy the Vampire Slayer, Babylon 5, Red Dwarf, X-Files and Farscape.

Books: a few are Horowitz Horror, Power of Five Series, Fallen Angel, A Monster Calls and Hush Hush.

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

OC Cameron: I Quote Things a Lot, and I like Debating. My current favorite Quote is:

"I write to give myself strength. I write to be the characters that I am not. I write to explore all the things I'm afraid of."

COL Kira: Thank you for your time OC Cameron. May the Prophets guide you on your journey.

OC Cameron: Thank you! May the Prophets Protect you.

This Month in Star Trek

Comments by Col Y'Wanna

September is the ninth month of the Human year.

H.G. Wells was born on September 21st, 1866 (DS9: "Far Beyond the Stars"; VOY: "The 37's"; ENT: "Similitude"). Happy Birthday H.G. Wells, wherever (or whenever) you are!

The science fiction stories "Me, Android" (by Albert Macklin) and "Hazardous Images" (by Herbert Rossoff) were written for the September 1953 issue of Incredible Tales magazine (DS9: "Far Beyond the Stars"). Have you ever imagined O'Brien and Quark as writers? No? Well, Sisko did.

The events of the Bell Riots took place in San Francisco in early September of 2024 (DS9: "Past Tense, Part I", "Past Tense, Part II"). Past Tense is actually Future in the Past.

Gabriel Bell was killed in Sanctuary District A in San Francisco on September 3rd, 2024 (DS9: "Past Tense, Part I", "Past Tense, Part II"). For in the end, there can be only one. He is the SIKO (*drums & trumpet, red carpet optional). Just wait until Chuck Norris finds out!

Malcolm Reed was born on September 2nd, in the 2100s (ENT: "Silent Enemy"). Sorry pal, no surprise party for you at Murray's. Only officers from Esprit Starbase have that privilege.

On September 1st, 2151, the subspace amplifiers Echo One and Echo Two were destroyed by an unknown alien vessel (ENT: "Silent Enemy"). Well, sometimes, "in space no one can hear you scream!". Whoops! Wrong movie!

Jeremy Lucas and Phlox exchanged mail discussing issues and events of their respective postings in September of 2151 (ENT: "Dear Doctor"). Apparently, Dr. Lucas is overwhelmed by the complexity of the Denobulan mating rituals. Obviously, he is not Captain Kirk!

On September 12th, 2152, Retellians kidnapped the intern Kriosian First Monarch Kaitaama to hold her for ransom. The crew of Enterprise NX-01 helped rescue her (ENT: "Precious Cargo"). King Arthur and the Knights of the Round Table (actually Round Starship) - space version.

Takret soldiers attempt to take over the Enterprise NX-01 on September 18th, 2152, but are foiled in their efforts (ENT: "The Catwalk").

The Delphic Expanse spheres were first encountered by the crew of Enterprise in September of 2153 (ENT: "Anomaly"). Am I the only one who found the whole Delphic Expanse and spheres a little bit ridiculous?

Enterprise visited a trellium mining planet in September of 2153 to gain information from the Xindi Kessick (ENT: "The Xindi").

In September of 2153, Jonathan Archer was transformed into a Loque'eque, and was subsequently cured by Phlox (ENT: "Extinction"). I was always amazed at how all the doctors of the Star Trek series were able to cure any disease, no matter how complicated, unknown or incurable.

The Enterprise NX-01 visited the Xanthan homeworld in the Delphic Expanse to do business with one of its inhabitants in September of 2153 (ENT: "Rajiin").

Also in September of 2153, the crew of the Enterprise

NX-01 boarded the Vulcan ship Seleya and inadvertently caused its destruction as a result of their escape from Seleya's crazed crew (ENT: "Impulse"). Sometimes, even the Vulcans go crazy. Especially in Star Trek Enterprise. I guess too much logic hurts. Rest assured, humans do not have such a problem. On the contrary.

A resident of the Caldos colony, Vader, died on the 21st of September, 2242 (TNG: "Sub Rosa"). Darth Vader?

Miles O'Brien was born in September, 2328 (DS9: "Whispers"). Am I a bad trekkie if I am not very fond of the mighty Chief? Anyway, that won't stop us from wishing him a happy birthday!

"Commander Keiran MacDuff", the alias of a Satarran infiltrator, was born on September 27th, 2334 (TNG: "Conundrum"). Thanks to the fake commander, we had a very good TNG episode, so I'm truly going to wish him a happy birthday on his fake birthday.

Leah Brahms was born in September, 2336, in Damascus City, Alpha Delphi IX (TNG: "Booby Trap"). No more birthdays, please!

In September of 2373, Keiko O'Brien became inhabited by a Pah-wraith while visiting the Fire Caves on Bajor (DS9: "The Assignment") ...and she became a much more interesting character this way. Unfortunately, they got rid of the Pah-wraith by the end of the episode. ♦

Source: <http://en.memory-alpha.org/>

Joking Around

by Col Y'Wanna

Replacements for Jean-Luc Picard

10. Homer Simpson -- "Cardassians?!?! DOH!"

9. Yul Brenner -- "Make it so, et cetera, et cetera, et cetera."

8. Sean Connery -- "Picard. Jean-Luc Picard."

7. The Godfather -- "mmhghmmmsdfdfmmmmrhyhr" Data -- "That you must wear the concrete suit in the airlock tonight."

6. Rodney Dangerfield -- "Hey, I tell ya Will, I get no respect."

5. James Earl Jones -- "Will, you are my son. Admiral Nechayev has foreseen that you will kill her. Together, we can rule the Federation!"

4. Clint Eastwood -- "Go ahead Q, make my day!"

3. George Foreman -- "Y'know, Shatner and I would make a great acting team."

2. Ross Perot -- "My, those Ferengi were handsome little devils!"

1. Harrison Ford -- "Never tell me the odds Data. And Kirk, don't call me junior. I hate it. I really do."

Based on: <http://osuniverse.homestead.com/>

What Star Trek Needs

by Col Two Wolves

I took a pet survey of all the Star Trek series and movies and discovered that...

Well, let's see. Kirk had a tribble or two. Actually he had a whole bunch of tribbles. In fact, the entire Enterprise was overrun with tribbles! Mister Spock briefly cuddled Gary Seven's cat Isis. Sulu had Beauregard (also known as Gertrude) an animate, carnivorous weeper plant vaguely similar to a giant Venus Fly Trap. The plant became agitated when it sensed that a salt vampire had boarded the Enterprise. Data had Spot and Captain Archer had Porthos. As a boy, Spock had a pet Sehlat. And let's not forget the movies where the Klingons had Targs. Except for those few times, you rarely saw people with pets on Star Trek.



Sulu's Beauregard



Data's Spot

It would've been nice to see more of them. But I'm not just making a case for pets. I'm also addressing the subject of service animals. Starfleet is a military organization which is patterned after Earth's ancient military system with ranks, regulations and various specialized units. Just as our current century uses highly trained dogs in both law enforcement and the military, I believe Starfleet should have had the same. These animals could have been used in Starfleet in the same capacity as they are used today; search and rescue, drug and ordinance detection, tracking down the enemy, protection and security. Granted, tricorders and sensors can do many of those things, but how many times have we seen scenarios where the tricorder was on the fritz? Nothing is surer than a well-trained dog's, cat's or dragonet's nose.



Archer's Porthos



A Targ

After all, look at how quickly tribbles sussed out that a certain Ambassador was a Klingon in "The Trouble With Tribbles"!

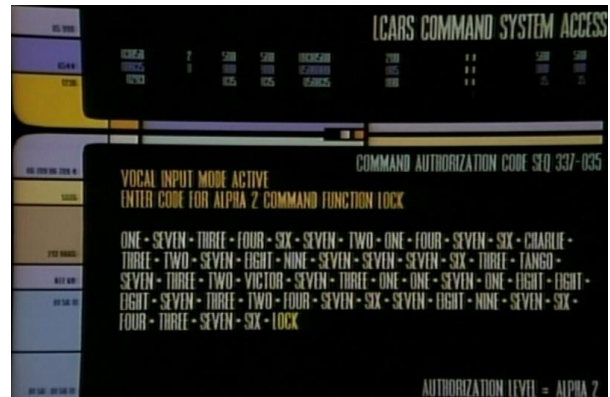
I realize I'm merely dreaming and being fanciful. However, I love animals and enjoy watching the bond between working animals and their handlers. I would love to see this concept integrated into the next Star Trek series, instead of just settling for writing or reading about it in fan-fiction. ♦

A Nugget

From Col Logan Kale

Did you know that, in the TNG episode "Brothers," in the scene where Data enters a security lockout code in order to take control of the Enterprise's computer, the strength of Data's lockout code would potentially require trying 36⁵² combinations to break it, or 846,700,936,056,091,894,301,310,586,236,842,935,416,138,248,772,949,513,519,821,268,414,868,295,354,679,296 (8.467x10⁸⁰) combinations – equivalent to cracking a 269-bit key in symmetric cryptography, something that is currently impossible to do.

Also, Brent Spiner actually imitated Patrick Stewart's voice in the scene where Data is entering the Security Code in Picard's voice: "1 - 7 - 3 - 4 - 6 - 7 - 3 - 2 - 1 - 4 - 7 - 6 - Charlie - 3 - 2 - 7 - 8 - 9 - 7 - 7 - 7 - 6 - 4 - 3 - Tango - 7 - 3 - 2 - Victor - 7 - 3 - 1 - 1 - 7 - 8 - 8 - 8 - 7 - 3 - 2 - 4 - 7 - 6 - 7 - 8 - 9 - 7 - 6 - 4 - 3 - 7 - 6 - Lock."



Computer display of Data's lockout code

In the display, note that the numbers in the seventh and twenty-third positions of his sequence, three and four, respectively, are missing on the computer display. Also the computer has incorrectly inserted a one ahead of the triple eights later in the sequence. ♦

Source: [http://en.memory-alpha.org/wiki/Brothers_\(episode\)](http://en.memory-alpha.org/wiki/Brothers_(episode))



Encore Fiction

Seems Like Only Yesterday

by Col Drego Tensa

The captain sat in his ready room, staring at the delicately wrapped package on his lap. It was his birthday and he reflected on his life; a life that began as a 17 year-old enlistee and progressed to the captaincy. He remembered that first assignment aboard the USS Eclipse. He couldn't help smiling as he did so.

Crewman Sam Draco, aced his preenlistment exams, both mental and physical, and he finished first in both Basic and Advanced Specialty Training. So he was given the posting of his choice. Starfleet ordinarily places enlistees where Starfleet feels they are needed. Sam chose assignment as science tech aboard the Eclipse, and he took to the labs like a Kirk takes to a Galaxy class star ship. He decided to enlist rather than to enter Starfleet Academy simply because he wanted to "get out there and explore now!"

He didn't have long to wait. Eclipse was ordered to the planet Brax in the Gamma Quadrant, via the worm hole at Deep space 9. Brax had been visited earlier by a free lance archeologist named Vash. This piqued the interest of Starfleet Science. Sam Draco's interest was piqued as well.

Soon, Eclipse was orbiting Brax over a suitable survey location. Captain Artemio Bonafacio appointed an away team, among whom were First Officer, Commander Viktor Lentz; Science Officer, Lieutenant Murak (Draco's immediate superior, a Vulcan); Sam Draco; several other science techs, including an attractive young Crewman named Ruth Bonner; and two Security personnel.

The survey site where the away team beamed down was a veritable treasure trove, despite being overgrown with foliage. In front of them stood ruins of buildings built thousands of years in the past by a civilization quite advanced even then. There were myriad artifacts within the ruins. Outside were mineral specimens of every sort.

Commander Lentz spoke, "This is far better than Starfleet anticipated. Our primary task will be to gather artifacts. That should just about fill the three days we've been allotted. I'd like to bring back some minerals as well. Any formal archeological digging will have to wait for the next mission. So, let's get to it!"

Crewman Bonner spoke next, "Sir, if you'll allow me to concentrate on mineral gathering, the rest can concentrate on artifacts."

"Good idea, Crewman," Lentz replied, "But be careful. We don't know what's out there."

For three days, everyone gathered and catalogued everything they could. Sam Draco had a keen eye for what to collect. Early on the third day, he approached Lieutenant Murak. He held up a small crystal-like skull made of what appeared to be transparent gold. He said, "Sir, I think this will be of interest to the Bajorans."

"Indeed, Crewman. That artifact is the primary reason this mission was undertaken. I believe you will go far in Starfleet."

Just then, a shrill scream shattered the calm. Sam Draco looked around to see Ruth Bonner lying on the ground nearby, struggling against a plant that had tentacled her left leg just above the ankle. He ran to her side and said, "Stay calm. I'll get you out of this." Then, shouting "Security!" A security man's phaser severed the tendril. Still, Sam couldn't remove

the thing from her leg and there was raw flesh under the coil. So he cut a length of cord and applied a tourniquet above her knee. He next took two small, garnet-like spheres from Ruth's collection kit and enclosed her fingers around them. "For luck," he said.

Ruth Bonner was beamed directly to Sick Bay.

Sam visited Sick Bay as soon as he possibly could. "How is she, Doctor," Sam asked, worried.

"Son, your tourniquet saved that girl's life!" Then, looking at he floor, Doctor Lazarou continued, "Unfortunately, I had to take her leg just below the knee. Damned poisonous devil plant!"

Sam looked in on the sleeping girl. His eyes welled with tears.

Later, sam was given the unique honor of presenting the Golden Skull in person to none other than Colonel Kira Narys, Bajoran commander of Deep Space Nine; An honor he would cherish for a lifetime.

His thoughts returning to the present, Captain Draco gingerly opened the package. Inside was a ring made of transparent gold and set with Bajoran Garnet. The ring fit perfectly. The accompanying note said simply, *You are my life! Happy birthday! I love you! Ruth. P.S. And don't call me Peg!* *grin*

Kinda Sorta Klingon...

by Warrior Dre'Gak, House of Tensoks

Eh'Eet was no ordinary Klingon. In fact, Eh'Eet was no Klingon at all. Eh'Eet was an Earther. Abandoned as an infant, he was taken in by a Klingon couple who had no young of their own. Their names were Teh'Ehst and Ku'Uk. They were of the house of Gagh. Teh'Ehst was a pretty good warrior, as warriors go. Eh'Eet was a good son. He wanted to be a warrior too...sort of.

Being an Earther was troublesome for Eh'Eet, so his parents got him an operation to make him look like a Klingon. This made Eh'Eet very happy. Eh'Eet didn't have a pet targ like the other Klingon boys. He had pet tribbles. He was allowed keep the tribbles, but he had to keep them in his room, away from his parents. This made Eh'Eet very happy too.

Eh'Eet was schooled and trained as all Klingon boys are. He learned well enough and he could hold his own in a fight. But he preferred to dream and scheme. And he liked to sneak his tribbles onto the training grounds with him. He kept them enclosed in orbs to keep them from being discovered. He loved his tribbles.

As a true Klingon (heh heh), Eh'Eet sought honor. His chance came, not on the battlefield, but in the annual, Empire wide Ka'Det War Games where two great armies of young warriors-to-be compete in mock battle. Eh'Eet was in Red Army. The enemy was Black Army. Both armies were well concealed. The first Army to discover the location of the other could vanquish its foe and emerge victorious. The trick was how to find them first.

Eh'Eet, the dreamer and schemer, thought and thought. Then he got an idea! He began throwing tribbled orbs in every direction. When the orbs hit the ground, they popped open and tribbles popped out. Sure enough, screeching tribbles betrayed Black Army and Red Army vanquished them. Of course, Eh'Eet was the hero of the day.

Eh'Eet never became a warrior. For his "'Klingon' initiative" he was made curator of the Tribble Exhibit at Qa'Pla Na'Mahl Zoo. And the Empire wide Ka'Det War Games had a new official motto and battle cry: "Eh'Eet Gagh!"

Technological Advancements: Holograms

by LtCol Tre'gok of Mirtak

Greetings men, women, alien species and androgynous beings of Esprit Starbase. We all know that the fantastical world of Star Trek is full of lovely, futuristic gadgets that we all wished existed to help us in the world today. Unfortunately though, none of that technology will exist for nigh unto a good many years yet. So, for now, we'll have to make do with just describing them, and letting them live in our imaginations. And this month, I'm going to be telling you all about one of my favorite pieces of technology that I do wish existed: holograms. God they could make life a whole lot easier. So, without further ado, let's begin.

So, how do holograms actually work? Well, I would say quite simply, but let's face it, nothing about that technology is easy. A hologram is a construction of photons, force-fields, and holomatter, created inside a holodeck, a holosuite or some other kind of holographic projector. Holograms can be manipulated by advanced computer programmes, which can allow people to interact with the hologram. Holograms can also be projected into space. There are also some highly advanced holograms, such as the Emergency Medical Hologram, which are considered sentient beings in their own right. Perhaps the best example of this is the USS Voyager's EMH, called The Doctor by his crewmates, who ended up developing a personality distinctly different from his original programming.

And now, let's talk about the history of holograms. Humanity wasn't the first species to achieve the technology used to create holograms. No sir. That honor actually goes to the Xyrellians, a peacefull, warp-capable species of humanoids. Of course, by the 24th Century, holodecks and, by extension, holograms had become a standard part of everyday Federation life, but generally holograms didn't know that they were "real."

Of course, the first "true" sentient hologram to be created was a hologram of James Moriarty, a character from Sherlock Holmes. Upon discovering his sentience, Moriarty demanded of Captain Picard that he be allowed to leave the holodeck and live his life, using Data in his argument, saying that he was a machine and allowed to live. He also quoted the Cartesian argument "I think, therefore I am." However, Picard had to deny his request, as the technology to allow holograms live outside the holodeck had yet to be created. However, four years later, the Moriarty hologram resurfaced, and after taking control of the Enterprise, he was allowed to live in a virtual reality where he

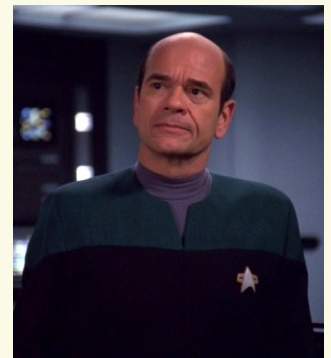


James Moriarty

could live out his existence.

Come Stardate 48315, the famed holo-scientist, Dr. Lewis Zimmerman created a highly advanced hologram known as the Emergency Medical Hologram, or EMH for short. These holograms were designed with the purpose of being brought online for short periods of time, if the medical staff of a starship or facility were in need of help or they were absent. It didn't take Dr. Zimmerman long to create three more versions of this hologram. Unlike the first Mark I's, these programmes didn't use the good doctor's likeness as a template, as the Mark I's soon became obsolete and were put to work in the dilithium mines, and he couldn't bear to see his face on another failure. Due to the advanced nature of their programmes, EMH's have been known to develop personality's distinct from their original programming.

The first hologram to truly exercise his independence and become a truly sentient being with a distinct separate personality was the USS Voyager's EMH known as The Doctor by his crewmates. Although his development was slow, he was gradually accepted by the crew as a part of them and eventually as a friend. Initially, he was unable to turn his programme on and off at will, but was eventually granted this ability, after he complained that people always turned him off without his permission whilst he was in the middle of doing something, or they didn't turn him off when he was finished. Eventually, after an adventure saw the Voyager crew go back in time from 2373 to 1996 to ensure that the 29th Century didn't fall into the wrong hands (yes, that might not have made complete sense, but let's face it, time travel rarely does), The Doctor gained use of a mobile emitter that allowed him to be able to leave sickbay and travel about the ship freely, which he wouldn't have been able to do otherwise, given that there weren't any holo-emitters around the ship.



The EMH Doctor

In 2377, he wrote his first holonovel, entitled "Photon's be Free," which depicted the mistreatment of the EMH aboard a darker version of Voyager. He eventually realised, only after many arguments with his fellow crewmembers, that the fictional recreation of his crewmates would taint their reputations. He decided to remake his novel, and attempted to send the revised edition to his publisher, hoping to remove the similarities. Unfortunately, his publisher refused to publish the revised edition, claiming that as a hologram, The Doctor wasn't a sentient being and therefore he had no legal rights over the novel. Voyagers crewmates tried to help The Doctor receive sentient status. The courts eventually ruled that they couldn't give The Doctor sentient status, but they could redefine the meaning of

(Continued on page 7)

(Continued from page 6)

artist to include holograms such as The Doctor, giving him control over his novel. This struck the first blow to holograms in their attempt to attain sentient status, but in The Doctor's eyes, the damage had already been done. The novel had already been transmitted, and the crews reputations had been damaged. The crew forgave him for this though. The novel eventually became an inspirational novel among the obsolete EMH Mark I's trapped working in the mines.

An example of holograms being used on a large scale was discovered by Jadzia Dax and Odo on a planet in the Gamma Quadrant in 2370. It had been created by the village's sole flesh and blood lifeform Rurigan, a male Yaderan from Yadera Prime. Rurigan had created the village based on a village on his home planet before it was destroyed by the Dominion and his loved ones killed. The holograms were housed in a holo-generator that was playing up, causing the holograms to disappear. Jadzia eventually managed to fix it, and the holo-village was restored to normal.

During mid-2373, Starfleet had started to consider creating a Long-term Medical Holographic Programme (LMH) and had decided to use Julian Bashir as a template. However, after interviewing Bashir's parents, it was discovered that the good doctor had been illegally genetically altered as a child, he was deemed unsuitable for use as the template.

In the Delta Quadrant, there is a species known as the Lokirrim who enslaved holograms, calling them Photonics. They eventually rebelled against the Lokirrim, leading to a war between the two sides. As a result of this war, whenever holograms were encountered, even in outside ships, the Lokirrim "decompiled" them.

The Hirogen at one point took over Voyager, and made use of their holodecks to create new hunting grounds and prey. The Hirogen however made them more intelligent and sentient, so they could make their prey more cunning. The holograms however, eventually became too smart for the Hirogen, escaped the confines of the holodeck, and killed many of the alien invaders. During this time, The Doctor underwent emotional turmoil, due to both the creation of the holograms and their violent natures.

Again, The Doctor himself, achieved stardom among the Qomar, a mathematical species indigenous to the Delta Quadrant, who were unable to sing. When they were brought on board after Voyager accidentally damaged their ship with a scanning beam. Whilst in the sickbay, they heard The Doctor humming. They became amazed by this, and he became a pop star, even leading to the creation of mini Doctor holograms. He even sang a duet with one of them at one point.

So, there you have it. Holograms. Something that could really help you in life, is the hologram. Unfortunately, I doubt it will happen in my lifetime though. I wish future generations luck with them if they ever come about. Until next time, this is Colonel Tre'gok of Mirtak, signing off. ♦

Esprit Starbase Job Openings

ESB Recreations Department:

- Department Chief **Position filled.**
- Department Deputy Chief

ESB Recreations Department, Entertainment Section:

- Section Leader **Position filled.**
- Book Club Host
- Assistant Book Club Host
- Caption This Host **Position filled.**
- Assistant Caption This Host
- Games Coordinator **Position filled.**
- Assistant Games Coordinator
- Simm Team Leader **Position filled.**
- Assistant Simm Team Leader **Position filled.**
- Trivia Host **Position filled.**
- Assistant Trivia Host **Position filled temporarily.**

Applications for these positions should specify your qualifications and your reasons for seeking the position you desire. Please submit your applications by PM to **Col Y'Wanna**, Chief, ESB Recreations.

ESB Recreations Dept. Officer Resources Section:

- Section Leader
- Recruiting Officers
- Social Networking Officers (2)

Applications for these positions should specify your qualifications and your reasons for seeking the position you desire. Please submit your applications by PM to **Col Y'Wanna**, Chief, ESB Recreations.

ESB Recreations Department, Publications Section:

- Section Leader **Position filled temporarily.**
- Crockett's Spirit Editor **Position filled.**
- Crockett's Spirit Staff Writers
- Crockett's Spirit Editorial Writers (2) (1)
- Crockett's Spirit Graphic Artists
- ESB Historians (2)

Applications for these positions should specify your qualifications and your reasons for seeking the position you desire. Please include a sample of your writing if possible. Please submit your applications by PM to **Col Y'Wanna**, Chief, ESB Recreations.

Job descriptions for all the positions listed will be posted as soon as possible. Other positions are being considered and may be made available in the future.

Col Dreago Tensa

Vice Commander, Esprit Starbase
for **Col Y'Wanna**
Chief, ESB Recreations

Brain Benders

ACROSS

1. Successor
5. Sample
8. Become narrower
13. Halo, e.g.
14. "Empedocles on ___" (Matthew Arnold poem)
15. Charm
16. Race pace
17. Russia's ___ Mountains
18. Stadium walkways
19. *Stocky, big-headed humanoid
21. Heavy cart
22. Domicile
23. Fizzle out
24. Portable computer
27. Frees up, as a drain
31. Building add-on
32. *The 53A who married Jenny, a human
35. Slant
36. A-list
38. Dupes
39. Arctic or antarctic
40. ___ Fyne, Scotland
41. *Time Lady assigned to assist the Fourth Doctor
43. Theta pre-ceder
44. Presented
46. Roughly, Abbr.
48. "Dig in!"

49. "Ciao!"
51. False god
53. *Reptilian Humanoids now living deep under the Earth
57. Refinement
58. Goatish glance
59. Campbell product
60. Aerodynamic
61. Grimm beast
62. "I'm ___ you!"
63. Blueprints, e.g.
64. Track action
65. Den

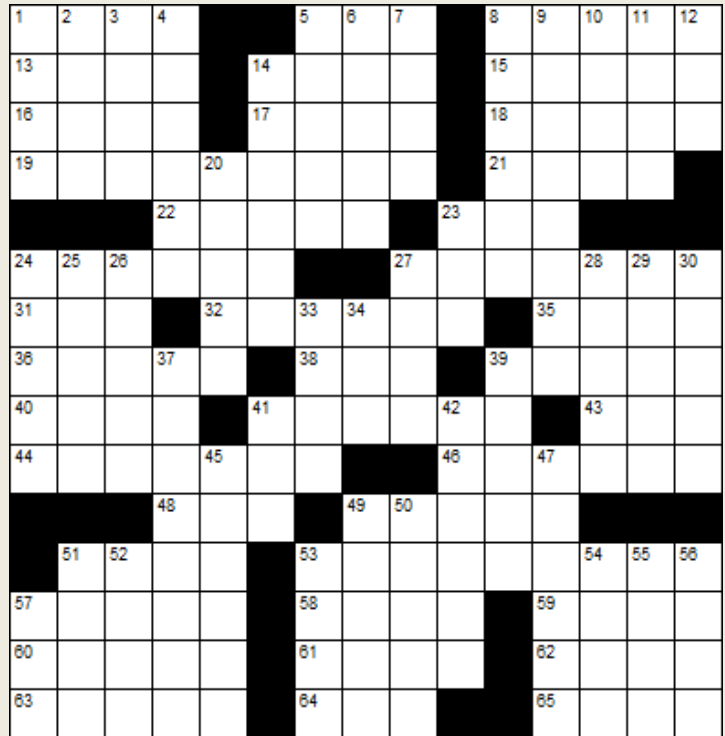


DOWN

1. Bowlers
2. 100 cents
3. "Pumping ___"
4. Tommy gun sound, var.
5. Heifitz's instrument, familiarly
6. Absurd
7. Buddies
8. *The TT capsule to some
9. Alabama slammer ingredient
10. Fast feline
11. Catch a glimpse of
12. ___ gestae
14. Moon of Jupiter
20. Beyond's partner
23. Chain letters?
24. *Companion to the Fourth Doctor, a Sevateem warrior
25. Grant
26. Fold, as of skin
27. "Major" animal
28. Edmonton hockey player
29. "The Republic" writer
30. *The 19A who is 32A's coachman
33. Not barefoot
34. Cap
37. Menace
39. Mill output
41. No longer working: Abbr.
42. Character
45. *Armoured mutants from the planet Skaro
47. Stockade
49. Feudal lord
50. Argus-eyed
51. Event attended by Cinderella
52. Dazed
53. Messy dresser
54. Top-notch
55. "Phooy!"
56. Predicament
57. Cooking meas.

ESB Crockett's Spirited Crossword Puzzle

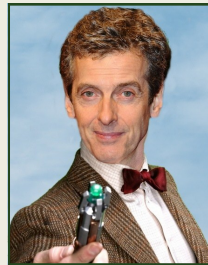
*Dr. Who - by Col D. Tensa - September 2013



Answers to Previous Puzzle

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

Peter Capaldi



The 12th Doctor



More Brain Benders

SUDOKU PUZZLE

September 2013
Easy, Symmetrical
by Tensa

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

Solution to August's Sudoku Puzzle
Very Easy, Symmetrical

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

WORD SEARCH

September's Topic: "Bajorans"
Look for 38 Citizens of Bajor
by Tensa

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

Solution to August's Word Search:
"Cardassians"

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

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Starbase Commander

Colonel Drego Tensa
Starbase Vice Commander
Publications Section Leader

Editor, Crockett's Spirit
Assistant Trivia Host

Colonel Y'Wanna
Chief, ESB Recreations

Colonel Greg Campbell
Chief, ESB Security

Colonel Logan Kale
Deputy Chief, ESB Security
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Lieutenant Colonel Shayle Carter
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Simm Team Leader
Trivia Host
Staff Writer

Colonel Kira Marys
Caption This Host

Colonel Two Wolves
Senior Staff Writer

Colonel Tre'gok of Mirtak
Senior Staff Writer

Major Dennis Howard
Editorial Writer

Captain Lance A. Wilson
Graphic Artist

From the Ready Room

General Tanner's Status

by Col Drego Tensa

Esprit Starbase is slowly moving forward. The Crockett's Spirit newsletter is well established, Caption This has been revitalized by Colonel Kira Marys, and now Trivia is off and running thanks to Lieutenant Colonel Shayle Carter. Also, both Lieutenant Colonel Carter and Major Khan Noonien Singh are working diligently on the USS Legacy, our Simm, in order to get it launched and trekking through the stars as soon as possible. All that remains is for us, the members, to participate.

For my part, I think I post the best caption every week. Then, somebody comes along with a much better one. Funny thing, there's a lot of you better ones right here at ESB.

Trivia? I'm the assistant Trivia host, so I shouldn't participate, but I will when the clue isn't mine. You know where Memory Alpha is. All you need is to be quick!

The USS Legacy is just about to get under way and has more openings than Deep Space Station K-7 has tribbles.

Things are moving steadily here, and ESB is here for you. It doesn't take long to solve a Trivia clue, to write a Caption, or even to write a short paragraph for the Simm. I personally will be playing Trivia, writing Captions and Simming. Do you have what it takes to beat me at these games? Show us what you've got! Partipate and participate regularly! Thank you!



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