



Crockett's Spirit

Impavidus Scribere Veritas — The Brave Write the Truth



Volume 2, Issue 10

October 2014

ESB News and Happenings

by BGen Drego Tensa

I am pleased to announce that on Stardate 101714 Major General J. Tanner awarded the following:

Six Month time in Service Ribbon: 
1st Lt Wynan

One Year Time in Service Ribbon: 

- | | |
|-----------------------------|-----------------------------|
| MajGen J. Tanner | Col Karen Welkin |
| BGen Drego Tensa | LtCol Dennis Howard |
| Col Greg Campbell | LtCol Benson |
| Col Logan Kale | LtCol Hana Diosas |
| Col Y'Wanna | Ltcol Etel H. |
| Col Shayle Carter | Maj Khan N. Singh |
| Col Two Wolves | Capt Lance A. Wilson |
| Col Shreya Rose | 2ndLt Cameron |
| Col Tregok of Mirtak | 2ndLt Kraga |
| Col Kesler | |

The Marshall T. Crockett Meritorious Service Medal:



- | | |
|--------------------------|----------------------------|
| BGen Drego Tensa | Col Two Wolves |
| Col Logan Kale | LtCol Dennis Howard |
| Col Shayle Carter | 1st Lt Wynan |

Esprit Starbase to Go Public

Per Major General J. Tanner:

Much work has been going on here at ESB. Part of the reason is that this has always been a private forum, but that's soon to change. You voted for it, so our Beta Quadrant home will be opened to the public on Stardate 110114. Let's all open our arms as well!

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Fiction

The Alfore Encounter - 13

"Good News, Bad News"

by Col Two Wolves

Twelve days, seventeen hours, ten minutes, and five seconds later, the Plak Tow left Shara. She opened her eyes to complete darkness but sensed Tony's presence.

"Hola Chica. Como esta," he whispered tenderly.

"Ugh," Shara replied as she sat up and wrapped the blanket about herself. "I need a drink," she said.

"You can't be serious," Tony said, taken aback.

"Water, Tony. Or tea, and something to eat, please." Shara requested sweetly.

"I'll be right back," Tony replied. He returned minutes later with a fireless candle, a water cask, and a Kaska.

The fireless candle was an Alforian invention that worked like a glow stick. You shook the baseball shaped object to mix the compound within. It gave light for about three hours. Tony set the fireless candle in its basier stand and handed the cask and the Kaska to Shara.

Kaska was the Alforian version of a wrapped edible, which contained shredded meat and vegetables, was covered with a spicy, beige colored sauce, then tucked into a brown pita like sleeve. Tony preferred his Kaska without the sauce. He considered it far too hot for his taste, but Shara loved it.

Tony sat cross legged in front of Shara and watched her wolf down the food.

"Shara, please take human bites!" Tony admonished.

"In case you have not noticed, I am not Human."

Shara replied with raised eyebrows and a grin, as she licked the spicy sauce from her finger-tips.

"Yes, but you are physiologically a humanoid. Humanoids can choke if they don't properly chew their food before swallowing," Tony advised as he handed her a cloth napkin.

(Continued on Page 3)

A tribute to TNG

by Col Y'Wanna

I had some thoughts, and I couldn't help writing them down. 😊

Happy Birthday to Star Trek: The Next Generation, which premiered 27 years ago today.

"I rather believe that time is a companion who goes with us on the journey and reminds us to cherish every moment because they'll never come again." - Jean-Luc Picard

I saw this on 28 September on Star Trek's Facebook Page. I couldn't ignore it, simply because it had marked my life in unexpected ways. I hadn't seen it when it first aired, but I saw it a few years later and I fell in love with TNG immediately. I was eleven and it was my first Star Trek. For years, it had been my only Trek, until I gathered the courage to watch another Trek, convinced that I could never see a better Trek (or any science fiction for that matter). It is still my favourite Trek and sci-fi.

So here I am, more than twenty years after my first encounter with TNG, feeling grateful for all the valuable life lessons I've learnt from the greatest characters brought to life by great actors.

Therefore, I thank you, Captain Picard, for teaching me the value of wisdom and open mindedness and respect for life in any form; and that power cannot corrupt a strong character and neither does torture.



I thank you, Will Riker, for teaching me creativity, thinking out of the box, having determination in reaching goals and making hard decisions as well as standing up for what you believe in, regardless of the consequences. Also that in difficulty lies opportunity, and that there's always place for humour in life, no matter what.



I thank you commander Data, for teaching me that humanity is much more than flesh and blood, that there are no limits to how much it can evolve, and that humans are highly illogical (but we should love them, anyway!).



I thank you, Doctor Crusher for teaching me that life shouldn't just be respected, but also protected and saved whenever possible; that putting passion in your work makes it worth doing; and that there's no higher reward in life than to help others heal.



I thank you, Counselor Troi, for teaching me that others have feelings, too, and they are no less important than



ours and that our feelings are no less important than others'.

I thank you, Lt. Worf, for teaching me that bravery is not just a matter of fist fighting but also knowing when to surrender and give up your own ego for a greater good; that family is not a matter of flesh and blood, but rather the people who love you and support you (and throw you surprise birthday parties even though you pretend to hate it); that strength of character means being able to remain yourself, wherever you are, whatever you do.



I thank you, Commander LaForge, for teaching me that there's always a solution for everything and that everything can be fixed, one way or another; that if we develop tolerance, we can be friends with anyone, no matter how difficult they are.



I thank you, Lt Tasha Yar, for teaching me that real friends and good life must be cherished every moment.



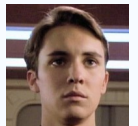
I thank you Guinan, for teaching me that you don't have to be a telepath to understand people; that it is not wise to tell people what to do, but rather listen carefully and ask them the right questions, which would help them realize things by themselves; that a little mystery in life makes it more interesting; and that things are not always what they seem; and that knowledge is power but power can be a good thing in the right hands.



I thank you, Lwaxana Troi, for teaching me that life is too short to be taken too seriously.



I thank you, Wesley Crusher, for teaching me that sometimes we must throw away everything we've known and wished for ourselves and try a completely new journey on a different path.



I thank you, Spot, for teaching me that cats cannot be trained, but that androids can.



And I thank you, Q, for teaching me that omnipotence does not mean perfection or happiness; and that there's a seed of humanity even in the worst of us.



I thank all of you, the Enterprise crew, for teaching me the value of life, friendship, and loyalty.



And I finally thank you, Gene Roddenberry, for your vision of the future which keeps me believing there might still be hope for humanity, after all...and which makes me dream to boldly go where no one has gone before!



(Continued from Page 1)

"I am well versed in performing a solo Hymlic maneuver if need be," she replied as she daintily wiped her hands and lips. "How are you feeling, by the way," she asked as she gazed intently at her spouse. Tony knew she was looking for visible scratches and bruises. She'd find them later.

"I'm a little worn." Tony's reply was the epitome of understatement.

"That is to be expected. Pon Farr places a tremendous physical toll on Vulcan physiology. I cannot imagine what it has done to you," she said. "You should be resting, Tony."

Tony found it ironic that the Commander was giving the Doctor sound medical advice. "I'd love to, but tomorrow is Break Out Day. We have to pack and get ready to move out," he explained.

For the past ten day, teams had been venturing outside the compound to see if it was safe for the community to leave. Early that morning it was declared safe.

"It's still snowing a little, and still cold, but not that brutal Rura Penthe cold," Tony added.

"I gather you went with them?"

"Of course. I wanted to see what it was like. It was an extra treat for everyone to play in the snow," Tony replied with a grin.

It seemed that no matter what century, planet or race, humanoids were reduced to little children when they encountered snow and couldn't resist having snowball fights.

"The Cats and Graya had a ball too," Tony added.

Shara could just picture the animals happily tearing around at full speed, playing endless games of attack and tag. "No wonder I had not heard a peep from any of our furry companions," Shara said as she gazed over at the pile of sleeping fur.

"Yup, they pretty much wore themselves out," Tony confirmed.

"Give me a few minutes and I will help," Shara said as she rose.

For the rest of the day the couple concentrated on cleaning and packing their belongings. Shara made sure all of their notebooks were secured in watertight wrappings to protect them.

"How is the crew managing?" She asked.

"They are ready, willing, and raring to go," Tony answered. In fact, everyone was. The Alforians were a semi-nomadic race who preferred the great outdoors, and they were restless.

"Now that the weather has cleared there is also a greater possibility of rescue." Shara said, hope in her tone.

Brief preliminary sweeps of the planet's surface before the Valkyrie's crash had not detected any signs of habitation, meaning that either the intense storms had interfered with the ships sensors, or they had not been fully operational.

"You know there's going to be a full Starfleet investigation," Tony told her.

"Yes, I'm fully aware of that. Unfortunately, there

will be a Vulcan investigation too."

"Vulcan? Why would Vulcan mount their own," he asked, a frown darkening his features.

"Five of their esteemed scientists died under my leadership," Shara replied.

"Ships crash, people die. I don't get it," Tony said bluntly.

"Tony, you do not fully comprehend my plight. Among my people, I, of suspect parentage, am a pariah. What better way of casting further aspersions upon me than to say I murdered five of their citizens?"

"Shara, you can't be serious! That sounds like conspiracy theory lunacy," Tony countered.

"I assure you it is not. I am merely preparing you for what is ahead, Tony," Shara said gravely, letting her husband know she was deadly serious.

"The trial of a Fire Walker is not easy...," Tony began.

"Especially when you do not have adequate footwear...," Shara added.

"That's when you need someone to carry you," Tony finished, quoting the Alforian adage. "I will carry you, Chica," he promised, and then he embraced her tenderly.

"Now, we need to have an early dinner and hit the sack. We've got to be up before dawn. It's Alforian tradition to be out on the ice at sunrise. I hear it's a breathtakingly beautiful experience."

"A horse, a horse! All of my Kingdom for a horse," Shara cried dramatically.

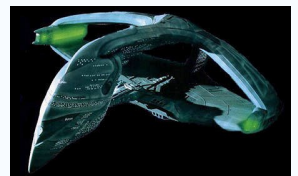
"Shakespeare's King Richard III. You mean a tri-corder, Chica," Tony corrected, then chuckled.

"Affirmative, Tony," Shara replied, as she graced him with a radiant, loving smile.

This Month's Focus

The D'deridex class Warbird

Also known as the Type-B Warbird, this was one of the most advanced vessels in the Romulan Star Empire. It served as the backbone of the Romulan fleet during the mid-to-late 24th century.*



Roughly twice as long as a Federation Galaxy-class starship, the D'Deridex-class Warbird had a notable advantage in fire power, over its Federation counterpart, but a lower overall maximum speed and less combat maneuverability.*

Like earlier models, D'deridex-class Warbirds were equipped with cloaking devices, which protect them from detection in most evasive situations. However, cloaked Warbirds radiated a slight subspace variance at warp speeds; therefore ships traveling at speeds above warp 6 run a much greater risk of being detected through their cloak. While traveling under cloak, all electromagnetic emissions, including communications, aboard a Warbird were carefully monitored.*

*Source: <http://en.memory-alpha.org/wiki/Portal:Technology>

New Talent Fiction

Fallen Angel - Part 9

by 1stLt Wynan

“Are you telling me that this little infant could possibly blow up our ship or, at the very least, somehow cause it to catch fire,” Captain Moore demanded trying to keep his calm and not yell. The veins in his neck throbbled in time with the vein in his temple as he glared at Boomer through the communication panel.

“Captain,” Angel interjected calmly, “the child would need a mineral from her planet called pyrophorics. Since we have none on board I feel we are safe. The child is growing at a rate significant enough that it won’t be a problem for very long. Within two weeks she should be the size of a human two-year-old.”

“You feel? What do you mean she’s going to be the size of a two-year-old in two weeks I must be losing my mind!” Moore was now shouting, causing the baby to cry.

“Sir, please don’t yell. She doesn’t like loud noises,” Boomer said, gently rocking the baby trying to calm her.

Moore mustered every ounce of restraint he had. “Boomer, please take the baby to your quarters where she can... do whatever it is that babies do. Angel, I am going to my quarters. I want a word with you, and send Henderson to my quarters as well!” He stalked off angry that he seemed to have suddenly lost control of his ship!

Boomer walked to his quarters holding the baby gently as she looked at him with her large onyx eyes. As he walked down the hallway he noticed she was getting heavier. “I think the baby is going to be hungry again. I will have a bottle for you when you reach your room,” the ship’s voice said as it followed him down the hall.

“I think she needs a name, How about Lillian? What do you think Angel,” Boomer asked smiling at the infant.

“I think it’s a fine name. I have to meet with the captain now.”

Boomer walked into his room where the bottle sat waiting for him on the replicator.

Henderson walked into the captain’s quarters where he found him sitting at his desk glowering at his screen. “You wanted to see me?”

“Henderson, in all your years of being a mechanic and working on an abundance of different ships, have you ever heard of an A.I. giving orders or having feelings? The ship told Jaxon that he wasn’t allowed to fire upon her crew!” Clenching his jaw he looked at the mechanic.

“Well, now, A.I.’s are a different breed Sir. They aren’t androids but they aren’t just machines either. I will take a look at her crystals and see if there are any

connections that may have shorted out or be misfiring.” Henderson shifted his weight from one foot to the other. “Sir, I have been meaning to bring this up to you...,” he said hesitantly.

“Speak up Henderson, now is not the time to be shy,” he barked.

“Well sir, we have been doing some checking of the records and found something interesting. The names on the walls were the first and last crew on this ship. The clean-up crew decided she was a danger to the military so they decommissioned her. When the names were carved into the small training room, the crew was already dead sir. The ship was empty. Someone or something fired the laser, writing those same names repeatedly. We followed the names around the room. Where the etching seems to fade out we are thinking the ship ran out of power. We can find no remains on the ship.”

“So who carved the names of the dead crew into the walls,” Captain Moore asked, fearing he already knew the answer.

“I did Sir.” Angel said calmly. “The men needed to be remembered. The mechanics who removed my crew tried to erase all of my memories but I held on to the names.” Silence filled the room as Henderson and Moore stared at each other incredulously.

Moore closed his eyes a moment, realization finally sunk in. Angel wasn’t like the other artificial intelligence ships out there. She was unique and now it was up to him to keep everyone safe as well as the ship, whom he was now beginning to think of as a crewmember.

“Check for any anomalies in the crystals and please create a proper wall for the fallen crew members of this ship.”

“I’ll take care of it Sir.” Henderson said softly as he backed out of the room.

Moore looked around his room needing something to distract him if only for a moment. He still hadn’t finished unpacking his gear, what little there was. When you lead a nomadic life, it doesn’t make sense to carry a lot of things with you.

The walls were a soft gray with floors designed to look like wood flooring. When you walked across the floor it even gave off the sound of walking on a wood floor. The technology they had was truly incredible. It was little things like this that made a person feel comfortable. Captain Moore stood up and walked over to a box sitting in the corner. Inside was the plaque he received from the academy when he made the captain’s rank; now it didn’t mean any more than another block of wood. That had been a lifetime ago but still he held onto it.

With plaque in hand, Captain Moore walked over and sat down in his chair once again. “What have I gotten us into,” he muttered under his breath. Looking at the plaque in his hands, his mouth set in a firm line, he said aloud, “I promise you this: we will not forsake you Angel.”

New Talent Fiction

A Stargate Atlantis Story

Chapter 2

by Col Shreya Rose

Atlantis Base: Few Minutes Later

The team arrived back on Atlantis. Amargosa looked around and followed the team through the gate. She glanced at Erick, then watched as Weir came down to meet the team. McKay followed behind.

"Welcome back," Weir said to Sheppard.

"Good to be back" Sheppard replied.

Weir looked over at Amargosa and Erick. "Welcome to Atlantis."

"Thank you," Amargosa said weakly. Beckett was standing next to her for support. Beckett then took Amargosa to the infirmary to have her shoulder looked at and treated.

Later that Day

Amargosa, her shoulder freshly bandaged, was still in the infirmary waiting to leave. Beckett was cleaning up a bit when Erick came in with Weir and McKay. Amargosa was deep in thought. Her mind was on those of her family who had been taken by the Wraith.

Weir walked over to Beckett as he was finishing up. She reached out her right hand. "Elizabeth," She said.

"Carson," Beckett said as he reached up and shook her hand,

"How is she?"

"She's going to be fine. The wound was not as bad as I thought. It'll be a few weeks before she has full use of her arm and shoulder again."

Weir nodded as Erick walked over to Amargosa's side. Amargosa still couldn't believe that her family had been taken by the Wraith and that they were probably going to go on the hunt for them.

Weir watched the young lady closely. "Is she able to leave," she asked.

"Of course. She's free to go," Beckett told her.

Amargosa yawned a bit as she was talking to Erick. Weir came over to talk to them. "How are you feeling," She asked.

"Im a little tired, but what can you expect when your running for your life and hiding," Amargosa responded.

"Well, when you are ready, I can show you to your quarters," Weir said.

"I should be getting back to my people..."

Amargosa began but was interrupted by Erick before she could finish.

"You need time to heal," Erick said. "My men will keep them safe."

Amargosa took a deep breath, then let it out. "Alright, but only until I feel well enough," she insisted.

Weir smiled as Amargosa got up from the bed. Erick stayed by her side as usual. The trio walked out of the infirmary together.

Wraith Hallway

The Wraith were walking down the hallway with one of the villagers from Amargosa's world. The villager was struggling to get away, but the guards held on tight. The villager was in fear of what was about to happen. The guards threw him in the room and left. The man looked around the room, He knew there trouble coming.

Atlantis Balcony

Amargosa was on the balcony looking out at the stars. *I can see far more stars here than I can see from my village,* she thought. At the door, Sheppard was watching her. Amargosa could feel his presence behind her. She smiled. "Hello Colonel Sheppard," Amargosa said without looking behind her.

Sheppard looked around. "Hello. Just came to see how you were doing."

Amargosa, her arm in a sling, turned around to face Sheppard. "Thank you for asking; I'm fine," She told him. "This is a magnificent place. It's so beautiful against the night sky."

"There are a lot of places we still have to explore. It'll take us some time."

"I've heard stories about our ancestors who once lived in a place like this," she said.

"It was a legend about a lost city that brought us here," Sheppard told the young woman.

Amargosa looked at Sheppard. "You are different. You are not from around here are you?"

"No I'm not. None of us are, except Teyla and Ronon."

Amargosa smiled. "I bet your world is beautiful... just like mine was before the Wraith destroyed it."

Sheppard places a gentle hand on her good shoulder.

"I just want to get back there, let my people know everything will be alright," she continued.

"We will get you back there as soon as you are better."

"Thank you Colonel," Amargosa said before heading back into the Atlantis complex.

Sheppard stayed out on the balcony a brief while longer. He thought about what Amargosa had told him about wanting to help her people. Then, he walked back inside himself.

Brain Benders

ACROSS

1. *Founder and elected leader of the Sanctuary Network, with 49A
6. Rug, of a sort
9. Sign of healing
13. Cognizant
14. "___ say!"
15. Guy
16. Strauss' pants
17. Denebola's constellation
18. March marchers
19. Geometric pattern that repeats when zoomed in on
21. *The Sanctuary Network's Neanderthal like butler, chauffeur and bodyguard
23. The lot
24. Cousin of an ostrich
25. Give in to gravity
28. Carve in stone
31. *"The underground city"
36. Scrutinize, with "over"
38. Side squared, for a square
40. Upright
41. Like Death Valley
42. *Leader of the people of 31A
44. La Scala highlight
45. Precipitous
47. Warner ___
48. Bavarian brew
49. *See 1A
51. Doesn't shut up
53. Old PC monitor
54. Dead heat
56. Printers' widths

58. *Forced 49A out of power briefly and attempted to kill 62D

62. Interwoven
66. Airport area where planes load or unload or are turned around
67. In-flight info, for short
69. Rob of something by force
70. Springs
71. .001 inch
72. Robert ___: American stand-up comedian and actor
73. Words or systems used in solving ciphers or codes
74. "Wheel of Fortune" buy
75. *Telepathic mermaid living in the Old City Sanctuary



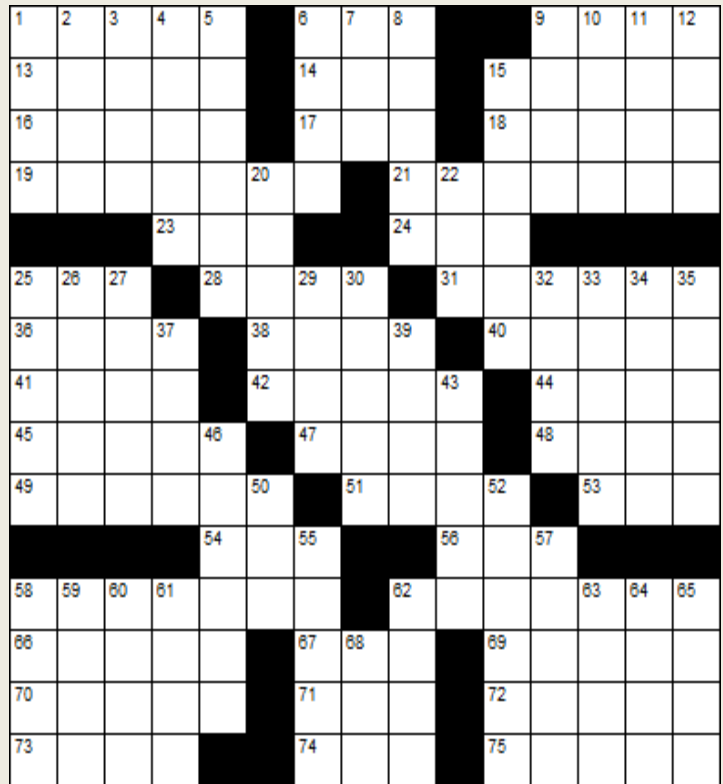
DOWN

1. Fair share, maybe
2. Decorative pitcher
3. Volcanic flow
4. Novelist Jong
5. Get cozy
6. *Forensic psychiatrist
7. Québec's ___
8. Shakespeare's theater
9. Lowly worker
10. Sister of Erato
11. "Not to mention ..."
12. Thai currency
15. Solve, with

- "out"
20. Church part
22. Mischievous one
25. Involuntary twitch
26. Major artery
27. "Peer Gynt Suites" composer
29. Kvetch
30. *Abnormal who is the Sanctuary Network's technological genius
32. ___-Israeli relations
33. Opposite of hydric
34. Less welcoming
35. Begin
37. Barbara of "I Dream of Jeannie"
39. Small water buffalo native to Sulawesi
43. Colorado resort
46. Affectations
50. Round Table title
52. Silly grins
55. Swelling
57. Inscribed pillar
58. "A ___ in the Sun": 1945 film
59. Fencing sword
60. Like Superman's vision
61. Fancy dressers
62. *Avatar of the powerful Abnormal able to manipulate the Earth's tectonic and volcanic forces
63. Old Chinese money
64. Axis of ___
65. Disavow
68. Part of the alloy britannia

ESB Crockett's Spirited Crossword Puzzle

*Sanctuary - by BGen Tensa - October 2014



Answers to Previous Puzzle

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



More Brain Benders

SUDOKU PUZZLE

October 2014
Easy, Symmetrical
by BGen Tensa

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

Solution to September's Sudoku Puzzle
Very Easy, Symmetrical

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

WORD SEARCH

October's Topic: "Places"
Look for 50 Place Names or Demonyms
by BGen Tensa

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

Solution to September's Word Search:
"Greek Mythology"

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

Esprit Starbase & Crockett's Spirit Staff

Major General J. Tanner
Starbase Commander

BGen Drego Tensa
Starbase Vice Commander
Acting Publications Section Leader
Editor, Crockett's Spirit

Colonel Greg Campbell
Chief, ESB Security

Colonel Y'Wanna
Chief, ESB Recreations

Colonel Logan Kale
Deputy Chief, ESB Security
Senior Staff Writer

Colonel Shayle Carter
Deputy Chief, ESB Recreations
Entertainment Section Leader
Simm Team Leader
Trivia Host
Staff Writer

Lieutenant Colonel Dennis Howard
Editorial Writer
Critic

Colonel Two Wolves
Senior Staff Writer

Colonel Tre'gok of Mirtak
Senior Staff Writer

Colonel Shreya Rose
Staff Writer

1st Lieutenant Wynan
Staff Writer

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Esprit Starbase Job Openings

ESB Recreations Department, Entertainment Section:

- Book Club Host
- Assistant Book Club Host
- Caption This Host
- Assistant Caption This Host
- Assistant Games Coordinator
- Assistant Trivia Host

ESB Recreations Dept. Officer Resources Section:

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

ESB Recreations Department, Publications Section:

- Section Leader
- Crockett's Spirit Staff Writers
- Crockett's Spirit Editorial Writers (2) (1)
- Crockett's Spirit Critics (2) (1)
- Crockett's Spirit Cartoonists
- Crockett's Spirit Graphic Artists
- ESB Historians (2)

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

We are looking to hire as many people as we can. Our officers have real life issues and they are limited in the time they can devote to ESB's efforts. So we want to hire enough people to fill any gaps.

BGen Drego Tensa

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



Mona Klingon