

THE MONTHLY ROAR

THE OFFICIAL NEWSLETTER OF
USS SEA TIGER, NCC-2009



Volume 15 Issue 4

April 2018

Crew Meetings & Activities 2018

Scottish Highland Games in Decatur May 12

May 26 crew mtg

June 22-24 Summit 2018 in Irving

July 28

Aug 25

Sept 22

Oct 27

Nov?

Dec?

All above meeting are subject to change. Normally we meet at Shady Oaks BBQ at 3:00 p.m. on the dates above (unless otherwise mentioned.)



COMMAND DIVISION (GOLD)

The Gold Division was really busy this month. Hopefully we'll have more to report next month.
Joy Flynt, R. Admiral

CO REPORT

In attendance were Tank Clark, Liz Goulet, Tracy Clark, Cynthia Crouch, Roon Marchant, Alan Goulet, and Michelle Goulet. Alan was Officer of the Deck, and presented a challenging quiz on "Star Trek Beyond."

The ship is holding at 18 International members and one Local member. After the t-shirts and business cards were purchased, the ship's treasury was down to \$3.62; donations brought it back up to \$16.62.

There were several ideas presented for Blue Division's fund raising efforts, including the "Vote Jar: Tank in/not in a skant" idea as well as another "Guess how many tribbles" run, with Tribbles being later adopted out for donations. Tracy will look into starting some sewing.



Everyone is excited about the Texas Scottish Festival and Highland Games in Decatur, TX, early in

May. Directions were given to those who asked, and we'll be meeting on Saturday 12 May wearing our ship's T-shirts.

Other landing parties suggested: another trip to the C.R. Smith Museum (a.k.a. the American Airlines museum), as well as a trip to the Bowling museum in Arlington.

MACO Team Leader Tank Clark reported on the status of our Team, as well as updating the rest of the ship about the goings-on in Military Assault Command Operations 'High Command'. The Leadership Committee agreed to the appropriate change in the Ship's Articles, as follows, changing **from:**

(Article IV, Section 4.02 "Ship's Organizational Structure":

RANGERS

There may be a team of Rangers on the USS Sea Tiger. The Rangers do not technically constitute a Division, and members of the Rangers will also be part of one of the three Ship's Divisions (Gold, Blue, Red).. They will maintain their own ranking and order of command where it pertains to STARFLEET Special Operations business. However, if a situation involves crew members who are not Rangers then it becomes a matter for the Command Staff. Rangers will receive the same respect and privileges as anyone else on the Sea Tiger. Any International member of the USS Sea Tiger may become a Ranger. A Ranger may be in any Division, at his own discretion. During Division Leader Elections (each even-numbered year), the Rangers will hold an election for their Team Leader (TL). The procedure for this election is identical in nature to the one for a Department Head. In order to run for, or vote for, the Team Leader of Rangers, one must be a member of the Rangers for at least six months prior to the election. The TL may call for the election of the Assistant Team Leader (ATL), or he may appoint his ATL, at his discretion. Leadership in the Rangers does not preclude leadership in another area of the ship -- of being the ship's Captain, First Officer, or a Division Leader; or of being the leader of the ship's Marine unit; or the ship's Klingons. In other words, one may be the ship's Captain, the OIC of the Marines, the Ranger Team Leader, and the Klingon Leader, all at the same time, if so elected.

Military Assault Command Operations

There may be a team of STARFLEET M.A.C.O. on the USS *Sea Tiger*. The M.A.C.O. do not technically constitute a Division, and members of the M.A.C.O. unit will also be part of one of the three Ship's Divisions (Gold, Blue, Red.) They will maintain their own ranking and order of command where it pertains to STARFLEET Military Assault Command Operations business. However, if a situation involves crew members who are M.A.C.O. members as well as crew members who are not, it then becomes a matter for the Command Staff. A member of the M.A.C.O. team may be in any Division, at his own discretion. During Division Leader Elections (each even-numbered year), the M.A.C.O. team will hold an election for their Team Leader (TL). The procedure for this election is identical in nature to the one for a Department Head. In order to run for or vote for the Team Leader of the M.A.C.O. team, one must be a member of the M.A.C.O. team for at least six months prior to the election. The TL may call for the election of his Assistant Team Leader (ATL), or he may appoint his ATL, at the TL's discretion.

Tracy Clark (Blue Leader) moved to accept this change; Liz Goulet (First Officer) seconded; there were no "nay" votes.

Further discussion was held regarding possible other changes, in STARFLEET MACO and in STARFLEET Marines, as well as within STARFLEET, regarding logos and the like. We're going to stand by for any necessary maneuvers.

The meeting concluded after discussing some of the movies & television shows that are being watched or are on our "want to see" lists.

Respectfully,
Commodore Tank Clark
Captain, USS *Sea Tiger* NCC-2009

XO REPORT/Communications Report

Had a good turn out. The weather wasn't cooperating to invite people out. Most of what needed to be reported on, is in the CO report. I do want to encourage all members to feel free to send me articles that they find interesting and want to share with the rest of the crew. You can send reports on movies, tv shows or books that you have read. This is your newsletter not just for the department heads. Hope everyone can participate in the away missions and to also come to the next meeting the end of May.

Respectfully,
R. Admiral Liz Goulet
First Officer, USS *Sea Tiger*, NCC-2009
Articles for next month need to be in by June 1.

SCIENCE DIVISION (BLUE) Ship's Services



Report on Human Senses part two: Second part will be out next month.

Commander Tracy "Gleek" Clark, SFMD
Blue Division Leader & Chief Medical Officer, USS *Sea Tiger*, NCC-2009



Birthdays for next month:

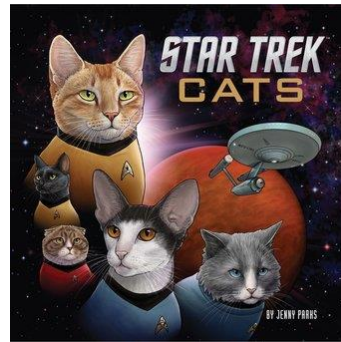
May Birthdays Cynthia Crouch May 24

Movies Upcoming

Avengers Infinity May 4
Incredibles 2 Jun 15
Jurassic Park: Incredible Kingdom Jun 27
Mission Impossible VI Jul 27
Nutcracker and the Four Realms Nov 2
Fantastic Beasts the Curse of Grindelwald Nov 16

Science

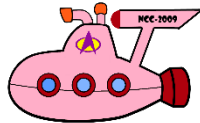
They launched the first test rocket toward getting a ship to Mars the end of April. Stay tuned for more updates as they come in. The goal is to hopefully have a mission to Mars by 2020.



ENGINEERING DIVISION (RED) ENGINEERING

Red Division

Nothing to report at this time. All engines are doing fine and red division is humming along.
Byron Flynt, Brig. General



BOSUN (Chief in Charge)

It looks like Cindy will be our only contender for the single flip top count. She provided us with a small bag this last month. You have two more months to go before this year ends for the flip top collection.

Special Note: Please put your name and what group you want your flip tops to be counted for on your bag with the tops. If you **do not** put your name on it, you won't get credit- I will.

Alan Goulet, MCPO



Military Intelligence Group:

Intelligence Center
Greetings, Marines!

This month, we continue our look at what STARFLEET Marine Intelligence calls "Signals Intelligence" or SIGINT.

Our Table of Organization for the 333rd Military Intelligence Group has SIGINT (and ELINT, and Cryptographic analysis) assigned to 1st Platoon.

This brief is UNCLASSIFIED, from an open source. (Wikipedia --
https://en.wikipedia.org/wiki/Signals_intelligence)

ELINT

Electronic signals intelligence (ELINT) refers to intelligence-gathering by use of electronic sensors. Its primary focus lies on non-communications signals intelligence. The Joint Chiefs of Staff define it as "Technical and geolocation intelligence derived from foreign noncommunications electromagnetic radiations emanating from other than nuclear detonations or radioactive sources."^[15]

Signal identification is performed by analyzing the collected parameters of a specific signal, and either matching it to known criteria, or recording it as a possible new emitter. ELINT data are usually highly classified, and are protected as such.

The data gathered are typically pertinent to the electronics of an opponent's defense network, especially the electronic parts such as radars, surface-to-air missile systems, aircraft, etc. ELINT can be used to detect ships and aircraft by their radar and other electromagnetic radiation; commanders have to make choices between not using radar (EMCON), intermittently using it, or using it and expecting to avoid defenses. ELINT can be collected from ground stations near the opponent's territory, ships off their coast, aircraft near or in their airspace, or by satellite.

Complementary relationship to COMINT

Combining other sources of information and ELINT allows traffic analysis to be performed on electronic emissions which contain human encoded messages. The method of analysis differs from SIGINT in that any human encoded message which is in the electronic transmission is not analyzed during ELINT. What is of interest is the type of electronic transmission and its location. For example, during the Battle of the Atlantic in World War II, Ultra COMINT was not always available because Bletchley Park was not always able to read the U-boat Enigma traffic. But "Huff-Duff" (High Frequency Direction Finder -- HFDF) was still able to find where the U-boats were by analysis of radio transmissions and the positions through triangulation from the direction located by two or more Huff-Duff systems. The Admiralty was able to use this information to plot courses which took convoys away from high concentrations of U-boats.

Yet other ELINT disciplines include intercepting and analyzing enemy weapons control signals, or the Identification, friend or foe responses from transponders in aircraft used to distinguish enemy craft from friendly ones.

Role in air warfare

A very common area of ELINT is intercepting radars and learning their locations and operating procedures. Attacking forces may be able to avoid the coverage of certain radars, or, knowing their characteristics, electronic warfare units may jam radars or send them deceptive signals. Confusing a radar electronically is called a "soft kill", but military units will also send specialized missiles at radars, or bomb them, to get a "hard kill". Some modern air-to-air missiles also have radar homing guidance systems, particularly for use against large airborne radars.

Knowing where each surface-to-air missile and anti-aircraft artillery system is and its type means that air raids can be plotted to avoid the most heavily defended areas and to fly on a flight profile which will give the aircraft the best chance of evading ground fire and fighter patrols. It also allows for the jamming or spoofing of the enemy's defense network (see electronic warfare). Good electronic intelligence can be very important to stealth operations; stealth aircraft are not totally undetectable and need to know which areas to avoid. Similarly, conventional aircraft need to know where fixed or semi-mobile air defense systems are so that they can shut them down or fly around them.

ELINT and ESM

Electronic support measures (ESM) or **Electronic Surveillance Measures** are really ELINT techniques using various *Electronic Surveillance Systems*, but the term is used in the specific context of tactical warfare. ESM give the information needed for **electronic attack (EA)** such as jamming, or directional bearings (compass angle) to a target in *signals intercept* such as in the HUFF-DUFF Radio Direction Finding (RDF) systems so critically important during the WW-II Battle of the Atlantic. After WW-II, the RDF originally applied in only communications was broadened into systems to also take in ELINT from radar bandwidths and lower frequency communications systems, giving birth to a family of NATO ESM systems, such as the shipboard US AN/WLR-1—AN/WLR-6 systems and comparable airborne units. EA is also called **electronic counter-measures (ECM)**. ESM provides information needed for **electronic counter-counter measures (ECCM)**, such as understanding a spoofing or jamming mode so one can change one's radar characteristics to avoid them.

ELINT for meaconing

Meaconing is the combined intelligence and electronic warfare of learning the characteristics of enemy navigation aids, such as radio beacons, and retransmitting them with incorrect information.

Foreign instrumentation signals intelligence

FISINT (Foreign instrumentation signals intelligence) is a sub-category of SIGINT, monitoring primarily non-human communication. Foreign instrumentation signals include (but not limited to) telemetry (TELINT), tracking systems, and video data links. TELINT is an important part of national means of technical verification for arms control.

Next month, we'll end our look at SIGINT with a short comparison of SIGINT versus MASINT!

Any questions, or if you just want to chat about stuff, feel free to email me (greenlantern.pirate@gmail.com), call me (940.255.9445), text me, or find me on Facebook, or whatever.

Thank you all, and Carry on!

Brigadier General Tank Clark, SFMC, SFMD (BFHD, LMAO)
Officer-in-Charge, 333rd Military Intelligence Group, "The Yellowjackets"
"We Know Better"
Greenlantern.pirate@gmail.com



Have Phaser, Will Travel!

Here's my monthly nagging: Take courses, have fun, earn ribbons and certifications. (It *really* is pretty fun.)

Now, on with the game stuff...

I haven't been the 'get the shiny, new roleplaying game when it first comes out' since Wizards of the Coast (WotC) released *Dungeons & Dragons* Third Edition. I moved to 3.5 several months after its release, and I waited about as long to try out D&D 4th Edition. Many of my friends were telling me I

should try *Pathfinder*, but the cost of the Core Rulebook held me back (even though the Core Rulebook really equals two books – it’s the “player’s handbook” and the “dungeon master’s guide” of *Pathfinder*.) I was told it was basically the same as D&D 3.5, but with some changes... and since my 3.5 books still worked fine 😊 I held off.

Tracy and I found a used copy of the Core Rulebook at a Half-Price Books eventually. I purchased it, and after completing a *For Gold and Glory/AD&D 2E* game, we tried it out.

There are *significant* differences between 3.5 and *Pathfinder*.

For those of you who might have a life (what’s that like, by the way?), and who therefore may not know the history involved, WotC did something very unusual when they created D&D 3.0 (and later, 3.5): they made most of the game “open source.” Using the Open Gaming License, anyone who followed their rather loose rules could make their own supplements, adventures, or even their own game with the “engine” of D&D, which is called the d20 system. WotC used d20 to make their three versions of the *Star Wars* RPG, as well as a version of *Call of Cthulu*, *d20 Modern*, and others; other publishers produced games like the *Everquest* RPG, the *Wheel of Time* RPG, and so on. In many ways, this was great: once you learned the basic system, the variants were fairly easy to play, too. Everyone seemed to have their own things to add/subtract/modify for the d20 system, and usually with very little work, players/DMs could port them over to other games if they so desired.

Meanwhile, WotC hired a company named “Piazo” to publish the D&D magazines “Dragon” (which had articles on rules, items, other games, supplements, accessories, etc) and “Dungeon” (which concentrated on adventures.) When WotC shut down the magazines and then published *D&D 4th Edition*, Piazo decided to publish *Pathfinder* as an alternative to the new edition of D&D. The rules are similar enough that one could use an adventure or an accessory written for 3.5 (or 3.0) with little to no modification, but different enough. Some of the rule changes are absolutely fantastic, others are minimal in impact (at least in my games) – regardless, *Pathfinder* is great, and we’re having fun with it.

(True to form, they’ve recently announced that *Pathfinder 2.0* is coming...)

Anyway, we acquired the Core Rulebook via Half-Price Books, the Bestiary via Amazon, and some other game aids from various other sources. I found an online random-dungeon generator for *Pathfinder*, and we have played for a few months now, very much enjoying our game time. Some of the new rules make some more unusual maneuvers into fairly easy-to-play mechanics, so our characters are at least attempting things we never would have back in 3E, 3.5, or even 1st or 2nd Edition. Survivability is up, too: the more fragile classes have been given enough of a bump to make them less fragile, and if played well, much more likely to survive the adventuring life. Three different Experience Point tracks make for three different speeds of advancing. We’re currently using the “fast” track and tend to level up regularly... this is especially nice for us, as we play only occasionally, and there used to be months and months of real time with no one leveling up.

We're fast approaching ending our current campaign, mainly because we're looking forward to playing different characters, and I've recently purchased the *Pathfinder Advanced Player's Guide*. This book came out in 2011. It expands the game quite a bit. New classes (like the Alchemist, the Witch, the Oracle, the Cavalier, and more), more equipment, spells, and other bits, as well as some other new options, make us very excited to try this out. We're going to be going through a Piazo-written Adventure Path, entitled "The Mummy's Mask", set in an Egypt analog. It all sounds very exciting, and we eagerly anticipate playing through this.



The only downside is how irregular our play time is... if we could schedule this, I'd love to expand our gaming circle to give y'all a chance to join us. Unfortunately, we play "catch as catch can", whenever we have a few hours to spare.

I'm always ready to tell you about the latest session or two, though!

Okay, roll for initiative!

Sum non Satis?

Commodore Tank Clark, SFMD
Team Leader, 33rd STARFLEET Rangers ("The Paladins")
"Have Phaser, Will Travel"



Meetings for the *USS Sea Tiger* are held every month at 1500hrs at Shady Oaks BBQ at Sand Shell & Hwy 35. Usually on the fourth Saturday of every month. For information contact CO Commodore Tank Clark at ussseatiger@gmail.com or visit our web site <http://ussseatiger.weebly.com/>

Monthly Roar! Newsletter is a monthly publication produced to inform members of upcoming events with the ship, with the region, and with the fleet. As well as things of interest everyone might like to know about. Information in this publication is obtained through emails and internet sites. The *USS Sea Tiger* is a non-profit organization affiliated with STARFLEET. Although we are Star Trek based, this club does enjoy and encourage anything that is SciFi related such as Battlestar Galatica, Stargate, Star Wars, X-Men, Superman, etc. This is an 'on line' publication for all those who have email. If requested a printed copy can be sent to you at your home address.