



Volume 15 Issue 5

May 2018

Crew Meetings & Activities 2018

June 22-24 Summit 2018 in Irving
Jun 23 regular mtg
July 14 away mission to Bowling Museum in Arlington
(wear Sea Tiger shirts and meet at 1100 hrs)
July 28 regular mtg
Aug 25 regular mtg
Sept 22 regular mtg
Oct 27 regular mtg
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

We had a Landing Party this month! We explored the Texas Highland Festival and Scottish Games in Decatur, TX. Check out the Captain's report later in this newsletter under Away Mission to Decatur. The ship's regular meeting on 26 May was quite fun, if fairly short! In attendance were Tank Clark, Liz Goulet, Tracy Clark, Cynthia Crouch, Roon Marchant, Alan Goulet, and Michelle Goulet.

Roon was Officer of the Deck, and presented an enjoyable and thought-provoking quiz on various aspects of archeology – both real-world and fictional.

The ship is holding at 17 International members and one Local member. The ship's treasury is currently holding at \$20.⁰⁰.

Roon will be leading our Landing Party to the International Bowling Museum and Hall of Fame in Arlington on 14 June at 1100 hours. It sounds like it will be a lot of fun!

The Bo'sun's Pop-Top Challenge starts anew in June, and he'll be announcing results at the June meeting. (For those who do not know, we collect pop-tops for Ronald McDonald House.)

MACO Command Staff have reported that the latest revision of the Awards Manual is finished, and that as soon as a technical issue is cleared up, it will be published. We have yet to hear any more news regarding possible changes in STARFLEET MACO, STARFLEET Marines, within STARFLEET as a whole, and at the local chapter level, regarding logos and that ilk. *Sea Tiger* stands by for any necessary maneuvers.

Our usual discussion about movies was more circumspect than it often is, as some of us had tickets to see *Solo: A Star Wars Story* later that evening, and others had already seen it. *Deadpool 2* was mentioned, but none of us had seen it yet. We talked about our experiences watching *Avengers: Infinity War*, and eagerly anticipate the next Marvel Cinematic Universe movie. (A side discussion about Captain Marvel/Mar-Vell/Ms. Marvel/Linda Danvers went on for some time!)

The next time the crew gathers will be at Region 3 Summit and Third Brigade Muster in Irving on 22-24 June. The week after that, 30 Jun, will be our Ship's Meeting, held once again at Shady Oak BBQ in Fort Worth at 3pm.

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

XO REPORT/Communications Report

Just want to let everyone know we had a great time at the Texas Scottish Highland Festival on Saturday May 12. The CO, XO and their respective families were there and had a great time. The CO did some whisky tasting (you'll have to talk to him about which was better) and we purchased too much in the way of souvenirs. The only thing that would have been better was if the weather had been a bit cooler. However, we did have a good breeze blowing the whole time we were there. The merchants were all friendly and helpful and a good time was had by everyone. The XO is already planning on returning next year.

Respectfully,
R. Admiral Liz Goulet
First Officer, USS *Sea Tiger*, NCC-2009

Articles for next month need to be in by June 29.

SCIENCE DIVISION (BLUE)

Ship's Services



Once upon a time in the real world, I went to Nursing school. Two and a half semesters taught me that I wasn't really cut out to be a nurse; in fact it made it definite. But I discovered that I really did enjoy learning the medical arts. Other than biology and anatomy, learning about first aid was fun. (Yes; biology and anatomy are fun) and knowing that, I thought I would impart a little first aid knowledge to you.

Over the course of the next few months I will share with you some basic first aid skills. The following skill sets involve injuries that could happen to anyone, anywhere and any time. From learning the

steps of CPR to treating a broken limb, you don't need a lot of memorization or knowing the difference between a fibula and tibia to perform such basic skills.

With all of these skills, the most basic tenet to remember is to keep a victim alive until you can get to medical treatment. As you learn these skills, think of yourself as performing "super-triage" in assessing an injury, applying life-preserving measures as necessary, and keeping a victim safe and comfortable until better-suited medical personnel can use the extra time you've given them to save life and limb.

The first skill in basic first aid is CPR (cardiopulmonary resuscitation).

Step one is to Make sure you are in a safe location, and call 911. Carry or drag the victim to a safe location where you can perform lifesaving measures uninterrupted and safe from harm yourself. Have someone call 911 for you and send for the available AED unit (portable defibrillator). While CPR can prevent death, a victim's injuries will still require speedy medical assistance.

Step two is to Check for Breathing and Pulse. Position the victim on his back without putting pressure on his head or neck and check his breathing. If you cannot feel exhalations or see the victim's chest rise and fall, chances are he's not breathing. Examine the airway to see if it's blocked. If the airway is clear and the victim is still not breathing, feel the veins of his wrist or neck for a pulse. If there is no pulse, perform CPR.

Step three is to Open the airway. Tip the victim's head back and hold his chin up and away from his neck to open the airway.

Step four is to deliver two deep breaths to victim. While holding the victim's head, pinch the nose closed and cover the mouth completely and blow.

Step five is to perform check compressions. Locate the victim's sternum and measure two finger widths from the bottom of the sternum toward the victim's head. Interlace your fingers and lock your elbows, then use your bodies weight to compress the chest. Perform 30 compressions to a steady rhythm (try humming a song like "Rockin' to the rhythm of the rain").

If help has not arrived or an AED is not available, continue the two breath – thirty compression cycle until help does arrive. After 2 or 3 rep's of this cycle, you can stop and check for pulse or breath; continue the cycle if you find none.

Look for next months article where we learn how to properly treat a cut.

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



Birthdays for next month:

June Birthdays : Scott Cornatez (Jun 19); Tracy Clark (Jun 26)

Movies Upcoming

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

Mars Helicopter to Fly on NASA's Next Red Planet Rover Mission

NASA is sending a helicopter to Mars.

The Mars Helicopter, a small, autonomous rotorcraft, will travel with the agency's [Mars 2020](#) rover mission, currently scheduled to launch in July 2020, to demonstrate the viability and potential of heavier-than-air vehicles on the Red Planet.

"NASA has a proud history of firsts," said NASA Administrator Jim Bridenstine. "The idea of a helicopter flying the skies of another planet is thrilling. The Mars Helicopter holds much promise for our future science, discovery, and exploration missions to Mars."

U.S. Rep. John Culberson of Texas echoed Bridenstine's appreciation of the impact of American firsts on the future of exploration and discovery.

"It's fitting that the United States of America is the first nation in history to fly the first heavier-than-air craft on another world," Culberson said. "This exciting and visionary achievement will inspire young people all over the United States to become scientists and engineers, paving the way for even greater discoveries in the future."

Started in August 2013 as a technology development project at NASA's Jet Propulsion Laboratory (JPL), the Mars Helicopter had to prove that big things could come in small packages. The result of the team's four years of design, testing and redesign weighs in at little under four pounds (1.8 kilograms). Its fuselage is about the size of a softball, and its twin, counter-rotating blades will bite into the thin Martian atmosphere at almost 3,000 rpm – about 10 times the rate of a helicopter on Earth.

"Exploring the Red Planet with NASA's Mars Helicopter exemplifies a successful marriage of science and technology innovation and is a unique opportunity to advance Mars exploration for the future," said Thomas Zurbuchen, Associate Administrator for NASA's Science Mission Directorate at the agency headquarters in Washington. "After the Wright Brothers proved 117 years ago that powered, sustained, and controlled flight was possible here on Earth, another group of American pioneers may prove the same can be done on another world."

The helicopter also contains built-in capabilities needed for operation at Mars, including solar cells to charge its lithium-ion batteries, and a heating mechanism to keep it warm through the cold Martian nights. But before the helicopter can fly at Mars it has to get there. It will do so attached to the belly pan of the Mars 2020 rover.

"The altitude record for a helicopter flying here on Earth is about 40,000 feet. The atmosphere of Mars is only one percent that of Earth, so when our helicopter is on the Martian surface, it's already at

the Earth equivalent of 100,000 feet up,” said Mimi Aung, Mars Helicopter project manager at JPL. “To make it fly at that low atmospheric density, we had to scrutinize everything, make it as light as possible while being as strong and as powerful as it can possibly be.”

Once the rover is on the planet’s surface, a suitable location will be found to deploy the helicopter down from the vehicle and place it onto the ground. The rover then will be driven away from the helicopter to a safe distance from which it will relay commands. After its batteries are charged and a myriad of tests are performed, controllers on Earth will command the Mars Helicopter to take its first autonomous flight into history.

“We don’t have a pilot and Earth will be several light minutes away, so there is no way to joystick this mission in real time,” said Aung. “Instead, we have an autonomous capability that will be able to receive and interpret commands from the ground, and then fly the mission on its own.”

The full 30-day flight test campaign will include up to five flights of incrementally farther flight distances, up to a few hundred meters, and longer durations as long as 90 seconds, over a period. On its first flight, the helicopter will make a short vertical climb to 10 feet (3 meters), where it will hover for about 30 seconds.

As a technology demonstration, the Mars Helicopter is considered a high-risk, high-reward project. If it does not work, the Mars 2020 mission will not be impacted. If it does work, helicopters may have a real future as low-flying scouts and aerial vehicles to access locations not reachable by ground travel.

“The ability to see clearly what lies beyond the next hill is crucial for future explorers,” said Zurbuchen. “We already have great views of Mars from the surface as well as from orbit. With the added dimension of a bird’s-eye view from a ‘marscopter,’ we can only imagine what future missions will achieve.”

Mars 2020 will launch on a United Launch Alliance (ULA) Atlas V rocket from Space Launch Complex 41 at Cape Canaveral Air Force Station in Florida, and is expected to reach Mars in February 2021.

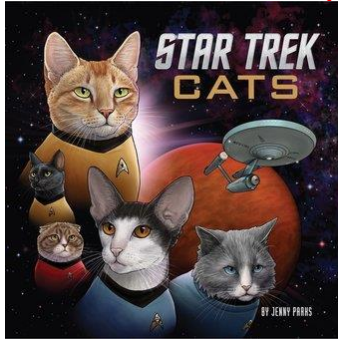
The rover will conduct geological assessments of its landing site on Mars, determine the habitability of the environment, search for signs of ancient Martian life, and assess natural resources and hazards for future human explorers. Scientists will use the instruments aboard the rover to identify and collect samples of rock and soil, encase them in sealed tubes, and leave them on the planet’s surface for potential return to Earth on a future Mars mission.

The Mars 2020 Project at JPL in Pasadena, California, manages rover development for the Science Mission Directorate at NASA Headquarters in Washington. NASA’s Launch Services Program, based at the agency’s Kennedy Space Center in Florida, is responsible for launch management.

For more information about NASA’s Mars missions, go to:

<https://www.nasa.gov/mars>

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)

Well, I'll have the results on the flip-top contest at next month's meeting. We appreciate everyone who participated this year. Keep up the good work.

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'll end our look at Signals Intelligence with a short comparison of SIGINT versus MASINT.

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 Versus MASINT

A model of a German [SAR-Lupe](#) reconnaissance satellite inside a Soviet [Cosmos-3M](#) rocket.



Signals intelligence (SIGINT) and *measurement and signature intelligence* (MASINT) are closely, and sometimes confusingly, related. The signals intelligence disciplines of communications and electronic intelligence focus on the information in those signals themselves, as with COMINT detecting the speech in a voice communication or ELINT measuring the frequency, pulse repetition rate, and other characteristics of a radar.

MASINT also works with collected signals but is more of an analysis discipline. There are, however, unique MASINT sensors, typically working in different regions or domains of the electromagnetic spectrum, such as infrared or magnetic fields.

While NSA and other agencies have MASINT groups, the Central MASINT Office is in the Defense Intelligence Agency (DIA).

Where COMINT and ELINT focus on the intentionally transmitted part of the signal, MASINT focuses on unintentionally transmitted information. For example, a given radar antenna will have sidelobes emanating from other than the direction in which the main antenna is aimed. The RADINT (radar intelligence) discipline involves learning to recognize a radar both by its primary signal, captured by ELINT, and its sidelobes, perhaps captured by the main ELINT sensor, or, more likely, a sensor aimed at the sides of the radio antenna.

MASINT associated with COMINT might involve the detection of common background sounds expected with human voice communications. For example, if a given radio signal comes from a radio used in a tank, if the interceptor does not hear engine noise or higher voice frequency than the voice modulation usually uses, even though the voice conversation is meaningful, MASINT might suggest it is a deception, not coming from a real tank.

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.

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.)

May was a busy, busy month in my personal life. In addition to the first major fund-raising event for the Wise County Committee On Aging in maybe a decade, we had our inspection and review by the North Central Texas Council on Governments (NCTCOG) – from whom we get about 47% of our operating funds for the year. As much of what they wanted to see involved my bailiwick – paperwork & records – my off-time has been compressed.

Good news: everything went well.

Bad news: I haven't been able to do what I would have liked to do, role-playing game-wise.

So, rather than review a game or game supplement for you this month, I'm going to tell you a bit more about our current game, the *next* game we're planning, and how much I'm enjoying *Pathfinder*.

Our current game is the last part of our first *Pathfinder* campaign. Of the four characters in the party, only one was with us when we started: Lursa, a half-orc Fighter. There's also Elsbeth, a half-elf Rogue/Druid; Salicylatus, a halfling Cleric; and Fagin, a half-orc Rogue. Fagin took the Leadership feat, so he has eight first-level followers (who are currently back in town) and a cohort: Pandinus, a half-elf Sorcerer with the Scorpion Bloodline. The party is 10th level (so Pandinus is 8th) and have spent most of their adventuring career in Osirion (the Egypt analog). Through magical manipulation, they have found themselves in the Lands of the Linnorm Kings – a Viking analog – with an extremely annoyed camel. They're fighting giants while trying to find another giant – it's been entertaining.

At the conclusion of this adventure, we plan to retire the survivors and start anew with new, 1st-level characters. We're going to run "The Mummy's Mask", set in Osirion, and we're all playing classes from the *Advanced Players Guide* and using rules that were introduced in that book. I'm looking forward to silver pieces being important again.

Pathfinder is a fun, fairly easy system to play in, especially for someone who has played D&D 3.0 and 3.5. The differences really streamlined some of the more difficult parts of the system, whilst the additions have increased options tremendously. The basic rule is to roll a twenty-sided die, add the appropriate modifiers, and hope your result is equal to or higher than the target for that particular task – whether it is a 21 for the character to read a first-level scroll using Use Magic Device, or an 18 to hit the dexterous wizard with the *Shield* spell going, it's the same mechanic. The tricks are to know what modifiers apply, and to know when building your character how to maximize those modifiers to do what your character will want to do best.

I love what are called "Old School" games, from "BECMI" D&D, to WEG's D6 Star Wars, but I am quite enjoying *Pathfinder* right now. Sometimes, modern game design is what you want. (Other times, break out the THACO charts or dice pools!)

Okay, roll for initiative!

Sum non Satis?

Commodore Tank Clark, SFMD

Team Leader, 33rd STARFLEET Rangers ("The Paladins")

"Have Phaser, Will Travel"

Away Mission to Decatur

USS *Sea Tiger* Landing Party

Texas Scottish Festival and Highland Games, Decatur, TX

11805.12 (May 12, 2018)

Landing Party consisted of (left to right, bottom row) MCPO Alan Goulet, Commodore Tank Clark, Rear Admiral Liz Goulet, (top row) MCPO Michelle Goulet and Commander Tracy Clark.

Not pictured: Fleet Captain Amy Pegues.

Image taken by Fleet Captain Liz Hazelwood of the USS *Vulcan's Forge*.

The 32nd Texas Scottish Festival and Highland Games (TSF&HG) was held this year at the Wise County Fairgrounds in Decatur, having moved there from its previous home at the University of Texas at Arlington, in Arlington, Texas. The event is a celebration of Scottish heritage, with music, Highland Games, vendors, and representatives of various Scottish organizations like the Scottish-American Military Society and – of course -- many clans.

On Friday, Tank & Tracy arrived at the TSF&HG site around 1700, and promptly parked in the wrong location. Despite having General Admission tickets, our shuttlecraft landed in VIP Parking. I fail to see the attraction of the “VIP Parking,” as it cost the same as General Admission, and one had to walk farther to get to the Clan Village, the vendors, the food, and one of the two main entertainment venues.

Tank purchased some items he “needed”, such as a new Glengarry cap, a Clerich (Gaelic for “Clark”) cap badge, and a new sgian dubh (that’s the knife that’s worn tucked into your kilt hose). Tracy also bought herself a necklace. We visited all of the vendors several times, then listened to a few of the musical acts. We also had our supper there: Haggis & Mash for Tank and Banger & Mash for Tracy, followed by a Scotch egg and washed down with beverages from Pecos Pete’s Root Beer Wagon.

Friday night was the Calling of the Clans, and we also listened to a representative of the government of Scotland to the United States.

Saturday morning came early. We found ourselves at the festival around 0900, for much more music, some shopping, and some Games-watching. FCAPT Pegues enjoyed some music with us, before we wandered off separately. The sun was very energetic, and the wind had died down a bit – not very Scottish-like weather, but not atypical for Texas mid-May. The rest of the crew joined us around 1300, and we also met up with FCAPT Hazelwood in the Show Arena – excuse me, the “Glen Coe Stage.” After posing for a photo in our matching ship’s t-shirts, Tank went off to the Whisky Tasting with Amy, while the Goulets went off a different direction.

By far the top entertainment was a band called “Cleghorn”, whose non-stop energy and blues/Celtic Rock music was outstanding. Unlike so many modern musicians, they were not wired to the stage; they were able to wander through the audience, playing their awesome music with cordless transmitters.

Tracy and Tank returned on Sunday for yet more music – because we hadn’t heard everyone we wanted to hear. We also picked up a business card from a vendor called “Got Kilt”, from whom we plan to buy a new kilt to add to the growing collection.

I am looking forward to returning to this event next year, and we all eagerly anticipate our next Landing Party!



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
seatiger@region3.org
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.