

# THE MONTHLY ROAR

THE OFFICIAL NEWSLETTER OF  
USS SEA TIGER, NCC-2009



Volume 15 Issue 11

November 2018

## Crew Meetings & Activities 2018 Dec 15 Christmas mtg and exchange gifts 2019

January 26

February 23

March 23

April 27

May 25

June 22

July 27

August 24

September 28

October 26

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)

### CO REPORT

As the weather cools off, crew activity picks up. Yay!

On November 17, the intrepid crew of the USS *Sea Tiger* met once more for food, friendship, and fellowship. In attendance were Liz, Alan, and Michelle Goulet; Roon Marchant, back from a lengthy illness; Cynthia Crouch, always welcome; and Tank and Tracy Clark.

There wasn't much discussed this month; we had some great food, and quite a bit of random-subject conversation and fellowshiping.

I'm glad to say that Scott is back on our roster; we're looking forward to seeing you, and everyone else who's missed some meetings, back again!

The meeting for the December has been rescheduled around the holidays: **we'll be at Shady Oak (3pm) on the 15th of that month.** As every year, we'll be doing our "Ferengi Gift Exchange", so bring a wrapped inexpensive gift (\$5-10 or so). In January, we'll be doing a combination Landing Party & Meeting: Jan 26, join us at 1030 hours (10:30 am) at the Bowling Museum, 621 Six Flags Dr., Arlington Tx. We'll tour the museum, then go somewhere and eat lunch and have a brief meeting. Uniform of the day will be our ship's T-Shirts. (Please wear other appropriate items of clothing!) Save the date for the Region 3 Summit, Third Brigade Mess and Third Brigade Muster, 7-9 Jun 2019, in lovely Baton Rouge, LA! The theme this day is based on the episode of Star Trek: The Next Generation, where the *Enterprise* holds "Captain Picard Day" for the children.

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

### **XO REPORT/Communications Report**

Well, the CO covered just about everything that I could report on. Our gift exchanges at the Christmas parties are always fun – you never know what you might get. Also, as a reminder, once you pick a gift, it can be "taken" two more times before it is out of the running. Of course, this exchange works better with a lot of people participating so try and come you won't regret it.

Respectfully,  
R. Admiral Liz Goulet  
First Officer, USS *Sea Tiger*, NCC-2009  
**The December newsletter will be our holiday edition.**

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### **SCIENCE DIVISION (BLUE) Ship's Services**



We hope everyone has a great holiday and just a friendly reminder to eat in moderation. You can still enjoy the parties and festivities as long as you don't over do it. A trick that I've been told works good is if you are attending a party with lots of fattening and sugar laden food – have a small meal before you attend. You won't be hungry and are less apt to eat what is available. Also, remember alcohol is fattening. If you want a drink, just have one and then switch to cola or ice tea. You can still enjoy yourself but won't put on the pounds you've struggled all year to take off.

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



## Birthdays for next month:

December Birthdays: Thomas Clark Dec 5

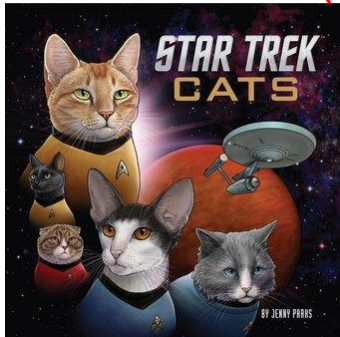
## Movies Upcoming

Nutcracker and the Four Realms Nov 2

Mary Poppins Returns Dec 19

Fantastic Beasts the Curse of Grindelwald Nov 16

## ENGINEERING DIVISION (RED)



### ENGINEERING

#### Red Division

No problems in Engineering. We've even had time to polish the engines. Hope they aren't too bright, we might attract attention.



#### BOSUN (Chief in Charge)

Got some tops from our CO and Medical Officer this month. My family has started back on the cans so those will be included.

I need more flip tops. You can set a can up in your office area or I have extra McDonald flip top houses that can be used just about anywhere.

**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!

The Brigade is quite busy – or at least I am, wearing my S-3 Operations hat.

I've got two manuals nearing completion. One is one that I'd been nibbling at whilst I was still S-1 Admin/Personnel: The Brigade Staff Manual. It's mutating into a Brigade Handbook, and I'm quite pleased with its progress. The last version of the Staff Manual (2015) was nicknamed "The Project That Wouldn't Die," but this one is coming along better.

The other manual is a Uniform Guidebook for the Brigade, and it's coming along quite nicely, too. In addition to the information already available in the MFM, I'm including some of my personal commentary on acquisition, and we've added the Brigade Utility uniform as well as three variations (Class A, B, and C) of a new "2151" uniform based on the Flag Officers' uniform seen in Star Trek: Enterprise. There's a section on covers, including some options that are not official for the Corps as a whole. There's all sorts of good information in it, and I hope it will prove useful to Marines in the Third Brigade.

Of course, we're proceeding with early preparation for the 2019 Mess and Muster at Summit in Baton Rouge. One thing you'll be seeing in upcoming issues of the *Cry Havoc!* and other communication

outlets (like Facebook) is the upcoming Uniform Build-Along, in which we'll follow step by step procedures in acquiring and assembling a Dress Blouse Black (Class A) uniform. It's hoped that we'll have a large percentage of participation, especially for those who will be attending the Mess on Friday at Summit. (I'm The Goat this year, so it should be a lot of fun for attendees! If you haven't come to a Brigade Mess, you *really* should come to this one!)

Meanwhile, we're approaching the end of our overview on military intelligence. This month, we continue our look at Intelligence Analysis. Although other platoons do some analysis within their fields, the Analysis Platoon goes into much greater detail.

Our Table of Organization for the 333<sup>rd</sup> Military Intelligence Group has Intelligence Analysis and Assessments assigned to 4th Platoon.

This brief is UNCLASSIFIED, from open sources. (My Underpowered Brain, and Wikipedia: [https://en.wikipedia.org/wiki/Intelligence\\_analysis](https://en.wikipedia.org/wiki/Intelligence_analysis)) This is the final part of this series.

### The Analytic Process

Analysts should follow a series of sequential steps:

#### **Define the problem**

Policy makers will have questions based on their intelligence requirements. Sometimes questions are clear and can easily be addressed by the analyst. Sometimes however, clarification is required due to vagueness, multiple layers of bureaucracy between customer and analyst, or due to time constraints. Just as analysts need to try to understand the thinking of the adversary, analysts need to know the thinking of their customers and allies.

#### **Generate hypotheses**

Once the problem is defined, the analyst is able to generate reasonable hypotheses based on the question. For example, a business may want to know whether a competitor will lower their prices in the next quarter. From this problem, two obvious hypotheses are:

- The competitor will lower prices or
- The competitor will not lower prices.

However, with a little brainstorming, additional hypotheses may become apparent. Perhaps the competitor will offer discounts to long term customers, or perhaps they may even raise prices. At this point, no hypothesis should be discarded.

#### **Determine information needs and gather information**

In intelligence, collection usually refers to the step in the formal intelligence cycle process. In many cases, the information needed by the analyst is either already available or is already being sought by collection assets (such as spies, imagery satellites). If not, the analyst may request collection on the subject, or if this is not possible identify this information gap in their final product. The analyst will generally also research other sources of info, such as open source (public record, press reporting), historical records, and various databases.

#### **Evaluate sources**

Information used for military, commercial, state, and other forms of intelligence analysis has often been obtained from individuals or organizations that are actively seeking to keep it secret or may provide misleading information. Adversaries do not want to be analyzed correctly by competitors. This withholding of information is known as counterintelligence, and is very different from similar fields of

research, such as science and history where information may be misleading, incomplete or wrong, but rarely does the subject of investigation actively deny the researcher access. So, the analyst must evaluate incoming information for reliability (has the source reported accurate information in the past?), credibility (does the source reasonably have access to the information claimed? Has the source lied in the past?), and for possible denial and deception (even if the source is credible and reliable, they may have been fooled).

### **Evaluate (test) hypotheses**

All hypotheses must be rigorously tested. Methods such as Analysis of Competing Hypotheses or link charts are key. It is essential to triage which may be valid, which fail readily, and which require more information to assess.

Be especially alert to cognitive and cultural biases in and out of the organization. Recent scholarship on theories of the sociology of knowledge raise important caveats.

As Jones and Silberzahn documented in the 2013 volume *Constructing Cassandra: Reframing Intelligence Failure at the CIA, 1947–2001*, while hypotheses are essential to sorting "signals" from "noise" in raw intelligence data, the variety, types and boundaries of the types of hypotheses an intelligence organization entertains are a function of the collective culture and identity of the intelligence producer. Often, these hypotheses are shaped not merely by the cognitive biases of individual analysts, but by complex social mechanism both inside and outside that analytic unit. After many strategic surprises, "Cassandras" – analysts or outsiders who offered warnings, but whose hypotheses were ignored or sidelined – are discovered. Therefore, careful analysts should recognize the key role that their own and their organization's identity and culture play in accepting or rejecting hypotheses at each step in their analysis.

### **Production and packaging**

Once hypotheses have been evaluated, the intelligence product must be created for the consumer. Three key features of the intelligence product are:

- **Timeliness.** Timeliness includes not only the amount of time required to deliver the product, but also the usefulness of the product to the customer at a given moment.
- **Scope.** Scope involves the level of detail or comprehensiveness of the material contained in the product.
- **Periodicity.** Periodicity describes the schedule of product initiation and generation.

Government intelligence products are typically packaged as highly structured written and oral presentations, including electrical messages, hardcopy reports, and briefings. Many organizations also generate video intelligence products, especially in the form of live daily "newscasts", or canned documentary presentations.

Analysts should understand the relationship between the analyst's and the consumer's organization. There may be times that while the ultimate consumer and originating analyst simply want to pass information, a manager in either chain of command may insist on a polished format.

### **Peer review**

Peer review is essential to assess and confirm accuracy. "Coordination with peers is necessary...If you think you are right, and the coordinator disagrees, let the assessment reflect that difference of opinion and use a footnote, called a *reclama*, inside the U.S. intelligence community if necessary. But never water down your assessment to a lowest common denominator just to obtain coordination.

When everyone agrees on an issue, something probably is wrong. "As an example, following the collapse of the Soviet Union, there was an almost unanimous belief that large numbers of Russian ballistic missile specialists would flood into the Third World and aid missile programs in other states (the so-called brain drain)...As it turned out, there was no [expected] mass departure of Russian missile specialists, but Russian expertise was supplied to other states in ways that had been ignored due to the overemphasis on the brain drain.

In large intelligence establishments, analysts have peers at other agencies. The practical amount of coordination, indeed inside one's own agency, will depend on the secure collaboration tools available ([wikis](#), analyst webpages, email), the schedule and availability of the other analysts, any restrictions on dissemination of the material, and the analyst's ability to play nicely with others. Extremely specialized issues might have very few people who could meaningfully look at it.

An intelligence community document, as opposed to a spot report from a single agency, is expected to be coordinated and reviewed. For example, in reports on the Iraqi WMD program, given a field report that aluminum tubes were on order, which might have been received both at the geographic desk and the Counterproliferation Center, someone might have thought they were for use in uranium separation centrifuges. It has been reported that some analysts thought they might be used for rocket casings, which apparently was the correct interpretation. The question needs to be asked "did the original analyst contact a technical specialist in separation centrifuges, perhaps at Department of Energy intelligence?"

Such an analyst might have mentioned that while aluminum has been used, maraging steel is the material of choice for Zippe-type centrifuges. The alternative, the Helikon vortex separation process, has no moving parts and thus less demand on the tubes, but takes much more energy. If the Helikon had been under consideration, the consultation could have gone farther, perhaps to IMINT analysts familiar with power generation in the area or infrared MASINT specialists who could look for the thermal signature of power generation or the cascade itself. Both Zippe and Helikon techniques take a great deal of energy, and often have been placed near hydroelectric dam power plants so power will be nearby.

### **Customer feedback and production evaluation**

The production phase of the intelligence process does not end with delivering the product to the customer. Rather, it continues in the same manner in which it began: with interaction between producer and customer. For the product to be useful, the analyst and policymaker need to hear feedback from one another, and they refine both analysis and requirements.

Feedback procedures between producers and customers includes key questions, such as: Is the product usable? Is it timely? Was it in fact used? Did the product meet expectations? If not, why not? What next? The answers to these questions lead to refined production, greater use of intelligence by decision makers, and further feedback sessions. Thus, production of intelligence generates more requirements in this iterative process.

### **Never forget the end user**

Effective intelligence analysis must ultimately be tailored to the end user. William Donovan, the head of the World War II OSS, began to get FDR's ear because he gave vividly illustrated, well-organized briefings that would be common today, but were unprecedented in World War II. Today, there is danger of becoming too entranced with the presentation and less with its subject. This is also a delicate dance of overemphasizing the subjects that interest high officials, and what they want to hear declared true about them, rather than hearing what the analysts believe is essential.

Most consumers do not care how attractive a report looks or whether the format is correct. I have lost count of the number of times consumers have told me they do not care if an assessment has a CIA seal on it, if it is in the proper format, or even if it has draft stamped all over it; they just want the assessment in their hands as soon as possible, at least in time to help make a decision. Unfortunately, a number of mid-level managers get overly worried about form, and wise top-level intelligence officials make sure that does not happen.

At the same time, analysts must always be wary of mirroring the desires, attitudes, and views of intelligence consumers. They must raise awkward facts and ask probing questions, even if this makes the decision-maker's job harder.

Next month, we'll start on a brand new topic!

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

Thank you all; carry on!

Brigadier General Tank Clark, SFMC, SFMD (BFHD, LMAO)  
Officer-in-Charge, 333<sup>rd</sup> Military Intelligence Group, "The Yellowjackets"  
*"We Know Better"*



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## Have Phaser, Will Travel!

### M.A.C.O. Mumbles

There's a little bit of business, and a bit of RPG stuff this month.

There hasn't been much – anything, really – coming out of the MACO command since last month. MACO has not published any manuals regarding uniforms, classwork, procedures, etc. So, carry on with classes as before, and I'm operating under the assumption that everything will carry over or somehow grandfather to the new system.

Meanwhile, RPG stuff.

Last month, I mentioned how I'm currently involved in a Pathfinder campaign, *"The Mummy's Mask"*, set in an Egypt analog in the Pathfinder game world. Our party has already had two of the four starting player characters die, and the current party makeup is the most unusual I've had the pleasure to experience. We haven't played much in November, except for a few hours on Thanksgiving day. We did get some new-to-us books at a Half-Price Books near where Tracy works, and I've enjoyed reading them (Ultimate Magic, Ultimate Equipment, Advanced Class Guide). I'm sure I'll discuss the contents more thoroughly in future articles. Meanwhile, I have found that most, if not all, of the information contained in the books are available in an Android (and probably Apple) app. Groovy.

This month, let's do a short review of another RPG that Tracy found for me: "H.A.R.P.", or "High Adventure Role Play" by Iron Crown Enterprises (ICE) – the company that made MERP (Middle Earth

Role Playing), Rolemaster, and Spacemaster. HARP seems to be quite similar, but somewhat simplified, and only uses ten-sided dice. There's also bits of the d20 system in the mix. Kind of odd, really.

The book itself is quite attractive. It's paperback, with 15 chapters. Nine of those chapters are devoted to character creation, which is a fairly intense procedure.

Instead of classes, HARP has professions. These professions determine which skills/sets of skills are favored, and may provide level bonuses to skills, spell spheres, and/or talents. In the core rulebook, you can choose from Cleric, Fighter, Harper, Mage, Monk, Ranger, Rogue, Thief, and Warrior Mage. (Subsequent accessories add at least ten more professions.)

There are eight statistics (stats), used similarly to ability scores in other games: Strength, Constitution, Agility, Quickness, Self-Discipline, Reasoning, Insight, and Presence. These range from 1 to 105, and are generated in one of three ways:

- The first is to roll [1d100](#) eight times (re-rolling any result below 40) and assign the eight results.
- The second is to divide 550 points amongst the eight scores, with an increased cost to raise a score above 90.
- The third is to roll 10d10 and add the total to 500, then assigning that total to the scores as in method two.
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These stats are central to the play of the game. Even Development Points (DP -- used throughout the rest of character creation) are derived from these scores. Bad stats may result in virtually un-playable characters.

There are six basic races: Human, Dwarf, Elf, Gnome, Halfling, and Gryx (physically similar to Orcs but with a more peaceful mentality and outlook). There are ways to blend these races, so you can have a half-elf/half-human, or a half-gnome/half-halfling for that matter. Meh.

There's also cultures, with each race tending toward specific cultures. The character's background, starting location, clothing, language, and demeanor all come out of his culture, and it is also used in developing the PC through his adolescent years.

There's lots of skills: 10 categories with 3-9 skills each, totaling 60 skills – some of which have sub-skills. Skills are used by rolling an open-ended percentile dice (d100) roll, in which results of 96 to 100 are re-rolled and added, for as long as the 96-100 result comes up. You then add your skill bonus, the related stat bonus, a modifier for the difficulty of the task (ranging from +60 to -100), and try to get over 101.

Spells are purchased as a separate skill, and aren't listed as one of those 60 skills mentioned above. Professions may have a specific sphere of spells; any character may purchase spells from the Universal Sphere. Spells are powered by Power Points, and it gets a mite complicated from there on. There are over 40 talents you can purchase with Development Points that are used to enhance and customize the character. There are also Fate Points that can aid dice rolls or reducing injuries – a PC starts with 3, but you can buy more (with DPs) up to 5 Fate Points.

It's an interesting read, and I'd like to generate a few characters and run them through a few encounters sometime. There are a lot of tables involved in game play, but nowhere near as many as *Rolemaster* or even *Middle Earth Role Playing* – other games by Iron Crown Enterprises.



In 2004, HARP won the Silver ENnie for Best Non-d20 Game at Gen Con, so if you're into award-winning game, there's that.

My verdict: Worthwhile, especially if you're an RPG fan like myself.

*I rolled a 32... what does that mean?!*

*Sum non Satis?*

Commodore Tank Clark, SFMD  
Team Leader, 33<sup>rd</sup> STARFLEET Military Assault Command Operations unit ("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  
[seatiger@region3.org](mailto: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.