

THE MONTHLY ROAR

THE OFFICIAL NEWSLETTER OF
USS SEA TIGER, NCC-2009



Volume 14 Issue 09

September 2017

Crew Meetings & Activities 2017
October 28 25th Anniversary (BoBo Chinese in Grapevine) 4:00pm



November 11, Dec 9 Christmas Exchange Party

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 STAFF and GOLD DIVISION CO REPORT

Ship's status

The leadership posts for Red Division and Gold Division are still vacant at this time. We need volunteers!

We will be celebrating the chapter's 25th Anniversary on Oct 28, at Bobo China, 1112 W. Northwest Highway, Grapevine, TX, at 4:00 PM (1600 hours local). Please visit the event e-vite on our Facebook group and let me know you're planning to come, so I can make appropriate reservations. Wear something nice, and I hope to see you there!

Recruiting Drive

Our ship's membership drive continues, so I would like to encourage "all y'all" to "spread the word" about the USS *Sea Tiger*, and to bring a guest! Please also do your part to positively increase awareness of the chapter, the gr-r-eatest ship in STARFLEET!

The Name Game

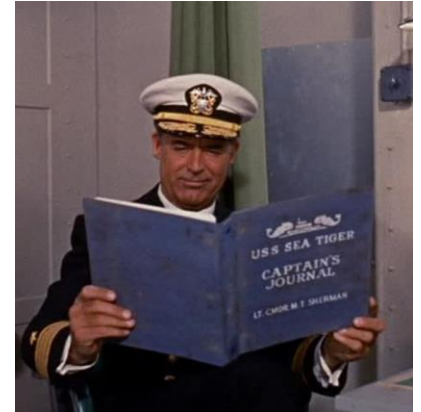
After all these months of discussion, both in-person at the meetings and on-line on our Facebook group, the ship pulled the trigger. A motion was made to change the ship's name to *Sea Tiger* (a choice I personally was very much in favor of!); it was seconded, and the final vote was: Eight "Aye",

one “Nay”, and five abstaining. Not quite the turnout I would have preferred, but hopefully the new name will encourage our fun-filled fellowship!

Regardless... here’s the official word:

By order of Starfleet Command, Department of Technical Services, a dispensation has been granted to change the name of CH 2009 to U.S.S. Sea Tiger. Effective immediately, the name Regulator is retired, and CH 2009 will continue operation under the new name.

Meanwhile... it’s time to make plans for what we’d like to do. Is it time for another trip to the Fort Worth Zoo? (especially with the weather being cooler!) Movies? (there’s a new Star Wars in December!) Bar crawl? Museum trip? Conventions? If you have an idea for something you’d like us to do, please share it with us. You can email us at ussseatiger@gmail.com, or post a thread on Facebook (I *strongly* encourage joining us on Facebook!). Any and all ideas are welcome.



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

XO REPORT/Communications Report

Welcome aboard to the new/old ship. The Comanche was great; the Regulator was good; now the Sea Tiger has to exceed her predecessors and become AWESUM!!! And I have faith that we can do that. I realize we haven’t been doing a whole lot lately but as the Captain pointed out, that are a lot of things we can look into. And the first thing on the agenda is attending the Birthday Party for our ship next month. From there, the sky’s the limit. Remember to notify the Captain if you intend to come so he knows how many to make reservations for. Hope to see you then.

I would like to comment on a new show “The Orville”. Although it is not a Star Trek franchise show; McFarland has done credit to the theme. We’ve seen all the episodes except the second one (the football game interfered) and like a lot of Star Trek episodes they make you think. I haven’t heard about a Prime Directive but they do seem to try to respect different cultures and philosophies. Even when they don’t agree with them, they try to understand the differences between us.

My biggest complaint is the language that is used in some cases. I realize McFarland is known for his use of “colorful” language but it usually can be expressed better without this language.

That being side, language aside, I think it’s a good program and I hope the critics don’t trash it before it gets a chance to meet it’s potential.

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

BLUE DIVISION

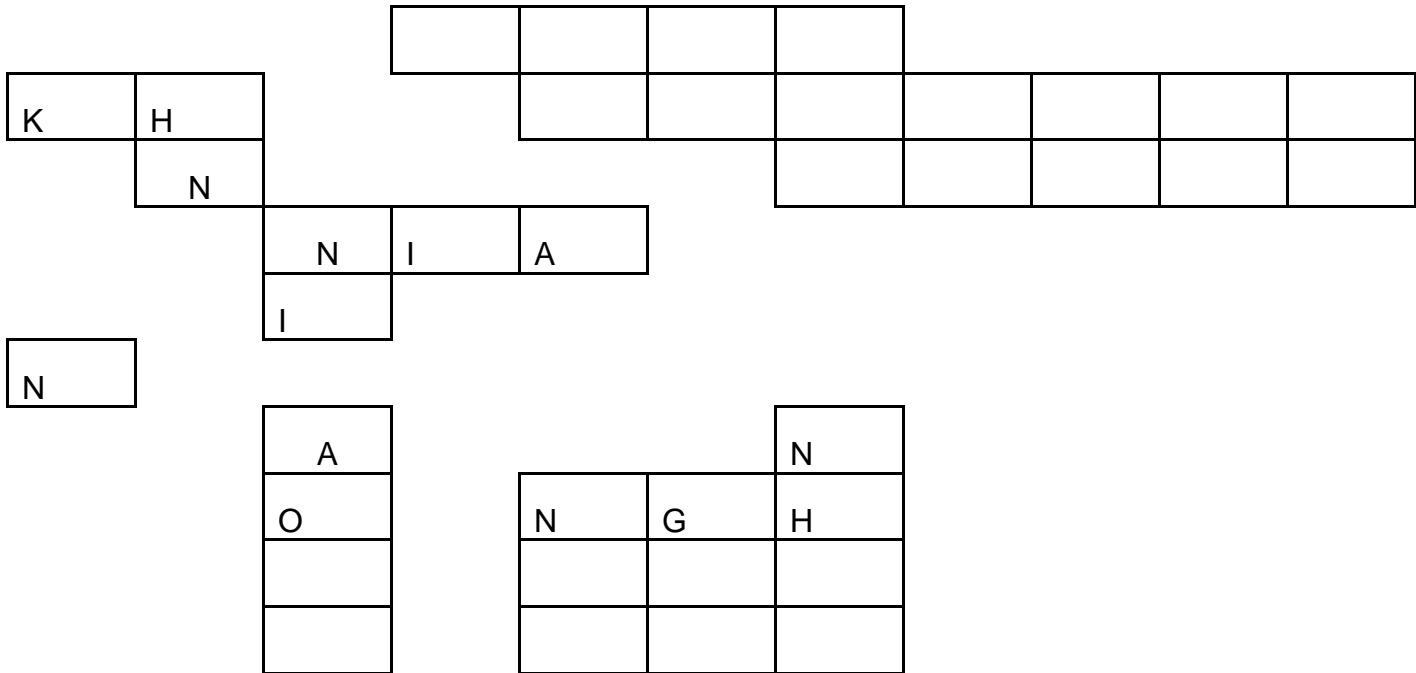


Ship's Services

Your friendly CMO here to improve your mind with this little brain tickler.

This one is called "BlockBuilders" Star Trek style.

Fit the letter blocks into the diagram to spell out the name of a famous Star Trek character.



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

Birthdays for next month:

October birthdays : Liz Goulet Oct 27

Movies Upcoming

Blade Runner 2049

Oct 6

Murder on the Orient Express

Nov 10

Star Wars

Dec 15

Science

ENGINEERING DIVISION (RED) ENGINEERING

Red Division

The Red Division Leader position is still open at this time. Please apply to the Captain if you are interested in filling this important leadership role.



The Red Division is in charge of membership recruiting and retention, as well as the ship's social activities (like parties) ... so, if you complain that I'm not doing an adequate job in reminding you to renew your membership, or if you think you can plan a better party, that's almost like volunteering! :-D

Our December meeting will also be our holiday party, with the Ferengi Gift Exchange. Our price point is usually somewhere around \$5-\$10. Come join us, and bring your friends!
Cynthia is the next to need to re-up, on 02 Jan 2018. It's only \$5/year now... so, tell your friends!
Red Five, standing by...

BOSUN (Chief in Charge)

Things are doing good in the Flip-Top Challenge. If things keep up we could break our total from last year.

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



33rd Military Intelligence Group: "The Yellowjackets"

Greetings, Marines!

Your intelligence-gathering mission: using a digital camera (like the one on most cell phones), capture an image of as many different **historical markers** that you can. These all have to be within the State of Texas, and you should include the location of each marker, as well as the date & time you took the image. Email these to me at the ship's old email address

(ussregulator@gmail.com) or the new address (ussseatiger@gmail.com). Mission end date is 23:59 Central time, Friday 27 October 2017. The prize is to-be-determined.

For the **historical marker** challenge, I have located a website that can help you find these without going all over the place. It's www.stoppingpoints.com/texas/countygenerator.cgi?cnty=tarrant or put in parker county or whichever county you are roaming around in. You get a map with them marked and listed. If you go to each one and click on it – they give you a picture and location as well as some history. (Courtesy of Liz Goulet)

So, let's talk about some real-world intelligence – specifically, Imagery Analysis.

This brief is UNCLASSIFIED, from an open source. (Wikipedia)

Imagery Analysis is the extraction of useful information from two-dimensional graphic formats. When I was a US Navy Intelligence Specialist, we called it "Photographic Analysis," but the world has technologically matured, and many, if not most, images are now digitally acquired.

Once upon a time, before the invention of photography, military commanders depended on scouts that would survey (recon) enemy activity, depending on simple eyesight and human memory. Perhaps they would sketch what they saw. However, once photography became available, tactical information became frozen in time: details could be preserved and studied, and the quality of available information was enhanced. WWI saw the start of ground-based and aerial photographic

collection. Tethered balloons and scout planes were attacked to prevent this information from being collected, and these attacks on observer aircraft led to the development of fighter planes.

The end of the war resulted in the scaling down of tactical and strategic capabilities, resulting in an almost dormant state in the development of photographic analysis. The perceived threat from Germany and Japan revived the collection and analytical capabilities of the major powers, and helped military planners like General D. D. Eisenhower prepare for the next war.

In the 1930s, experiments with film media and its processing resulted in the introduction of film that could now detect non-visible wavelengths in the infra-red (IR) spectrum. Radar made its appearance during WWII, used primarily in its early warning capability. During the early parts of the Cold War, Soviet troops would use a directional radar beacon to lure surveillance aircraft toward their airspace, in order to shoot them down. By this time, radar scopes became available I larger aircraft monitoring Soviet-controlled border areas. Having these scopes made early radar navigation possible; indeed, in photos released by the Soviet Air Force, pictures were taken of the screens, documenting this use.

The importance of tactical information is shown in the case of Operation Market Garden, the aerial invasion of the Netherlands on 17 Sep 1944. Photos revealed the presence of two Panzer divisions in the city of Arnhem, a bridgehead at the farthest reach of those airborne troops assigned. British Intelligence warned the commanders of the threat, but an overpowering optimism caused by the recent collapse of the Western front overruled any possibility of an objective threat assessment. This resulted in a night-time river crossing, in which only 2,600 troops (out of the 10,000 members of the British 1st Airborne Division) would reach the southern shore.

To this day, photo interpreters use black and white film because of the greater detail available. Color film, and digital images in both color and black and white, are also used.

During the early Cold War, the concept of strategic imagery collection was introduced. (In Tactical collection, analysts count guns; strategic collection includes butter.) The categories of collection is, of course, classified. Imagery analysts also use math... it's a common task to determine the volume of storage tanks (that may, for example, hold oil or gasoline) from measurements of the object.

Other techniques have been added to the imagery collection and analysis field: airborne infra-red sensors, synthetic aperture radar, ultrasound (which, in addition to showing variations in tissue density, can be used to detect material flaws in manufacturing), computer assisted imagery analysis (resulting in such technologies as the CAT scan), magnetic resonance imaging (MRI), and multi-spectral imaging (such as the 1970s LandSat).

Next month, we'll discuss some of the analytical techniques and some of the non-military applications of imagery analysis.

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

33rd STARFLEET Rangers (“The Paladins”) 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 love RPGs. I love playing them, I love generating characters for them, I love reading them, as well as thinking up scenarios/adventures/locations, etc.

The entire process is fun for me, and keeps my brain busy enough that it doesn’t drive me too crazy too often.

Because of this, I visit lots of RPG-related web sites when I get the opportunity. One of them I go to a lot is RPGNow.com, a site that not only sells PDFs and print-on-demand copies of older RPG materials, but also offers new RPGs and accessories, for low prices (sometimes even for FREE, which is a wonderful price and I’m highly in favor of it!) They know me well enough to send me an email every day. (“*Shut up and take my money!*”)

September 19th is “International Talk Like A Pirate Day,” (see: <http://talklikeapirate.com/wordpress/>) and on that entertaining holiday, RPGNow offered a print copy of a new rules-light RPG called “*Pieces of Eight*” (written by Alan Bahr, published by Gallant Knight Games) for half price: \$5 instead of the usual \$10.



Yesterday, the postman brought me my copy. Last night, I read it (while also watching an episode of Deep Space Nine). It sounds pretty fun.

Pieces of Eight is, as advertised, “rules-light.” So light, in fact, that only one of the 30 skills available to characters – fencing, a free skill EVERY character has unless they voluntarily give it up – is described in any detail. Most of the skills aren’t detailed at all... so if you’re not comfortable with having to convince your gamemaster that your character’s Doctor skill should allow her to easily find and buy unlawful recreational pharmaceuticals, this game may not be for you. But let’s circle back to that.

First, let’s talk dice. The game uses eight-sided dice (d8) for everything. If each player wants a “full set” of dice, he will need to have a maximum of eight eight-siders (8d8).

Next, character creation. There are four Character Traits: Cunning, Dashing, Noble, and Stalwart. These traits form the basis of the character, and determine the types of skills he will have. A Cunning character, for example, tends to be resourceful, clever, and shrewd, as Cunning covers intellectual tasks. A Stalwart character tends to be rugged, large, strong, and tough, and Stalwart is the trait that covers brute strength and stamina tasks. You may roll a die to determine your Trait, or just choose one.

After your Trait come your skills. Each trait has a table with eight possibilities. Roll 4d8: the first three are your character’s skills within his Trait, and the fourth indicates a skill from any other Trait

(your choice.) Additionally, each character gets Fencing (which isn't on a Trait skill table); if you choose not to have Fencing, you may trade it in for two other Skills of your choice.

The game describes itself as narrative – in other words, the gamemaster (GM) will present what's going on in the world, the players will describe what their characters are doing, and together, the story is built. This means the GM will do an awful lot of preparation (or he'll have to be good at improvisation!) and the players need to be descriptive, too. The dice come into play whenever a character “undertakes an action that has a risk of failure that would significantly cause the character a setback.” (Pieces of Eight, p. 5) This sort of action is called a Task. You generate a dice pool (of d8s), starting with a number of dice indicated by the Difficulty table – somewhere between 1d8 and 4d8. (This table also indicates how many successes you need, between 1 and 4!) If your Trait relates to the Task, then you may add another 2d8 to your dice pool. If you have a Skill that applies, you can add another 2d8, or instead re-roll any one die out of the pool after the first roll has been made. A “success” is any roll of 5 or better on a d8, and the more successes, the better you do.

Combat works in a similar fashion. Each character has both a Melee Dodge rating and a Ranged Dodge rating, which is used to set the number of successes needed to be hit, with a starting dice pool of 4d8. Combat is deadly, as there are only three states of health: Healthy, Wounded, and Dead. If you're Healthy and you get hit, you become Wounded. Another hit results in a Dead character. (Optionally, characters may have extra levels of “Wounded”—check with your GM.) There are special rules regarding Fencing styles, using various long and short-ranged weapons, as well as other melee weapons, and each Trait has a special in-combat ability.

Ship-to-ship combat works in a similar fashion, with its own section of special rules.

There are no rules for character advancement: no experience point (XP) system, no “leveling up”, nothing. This style of gameplay doesn't really call for XP.

The entire game book, including a character sheet, a ship sheet, and a page for your own notes, is eighteen pages long. Given the right scenario, this could be an awfully fun way to spend an afternoon or an evening. I give it three out of four “**Arrrghs**,” and I look forward to playing a session with it.

Avast, ye scurvy dogs, and roll some dice!

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
regulator@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.