

THE MONTHLY ROAR

THE OFFICIAL NEWSLETTER OF
USS SEA TIGER, NCC-2009



Volume 14 Issue 10

October 2017

Crew Meetings & Activities 2017



November 11,
Dec 9 Christmas Exchange Party

All above meetings 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



On 01 OCT 1992 (Stardate 9210.01), STARFLEET commissioned a new chapter in Fort Worth, Texas. This chapter was called the USS *Comanche*, a *Galaxy*-class starship. Over the last 25 years, we've had many changes of command, a couple of changes of ship class, and a couple of changes of ship's name, but here we are: The USS *Sea Tiger*, NCC-2009, proudly sailing into the Undiscovered Country.

The crew got together this month at a different-than-normal place: Bobo China, a great Chinese restaurant in Grapevine, Tx. Present were Rear Admiral Joy Flynt, Brigadier General Byron Flynt, Commodore Tank Clark, Commander Tracy Clark, and Lieutenant Colonel Roon Marchant.

The **Order of Sheldon's Spot** (awarded to each member of the ship who, since the last October awards presentation, has attended every single general meeting of the ship) was awarded to Master Chief Petty Officer Alan Goulet, Rear Admiral Liz Goulet, Commander Tracy Clark, and Commodore Tank Clark.

As the *Sea Tiger* had no Landing Parties since Oct 2016, the **Landing Party Animal** (awarded to

each member of the ship who, since the last October awards presentation, has attended every single Landing Party) and the **Order of the Constant Star** (awarded to each member of the ship, who, since the last October awards presentation, has attended both every single general meeting of the ship AND every single Landing Party. This amount of dedication to the USS *Sea Tiger* is noteworthy) were not awarded.

The **Currently Unnamed Smarty-Pants Award** (awarded to the member with the most completed Academy/SFMC-A courses in the calendar year) went to Commodore Tank Clark with only 26. Second place went to Rear Admiral Liz Goulet, with 13.

The **Member of the Year** (awarded for tireless service to, and promotion of, the USS *Sea Tiger*. To be eligible, the nominee must have (at least) current Local membership (ship's dues paid), and attendance at (at least) $\frac{3}{4}$ of the ship's meetings during the 12-month period the award recognizes) was awarded posthumously to CWO4 Glen Wilkerson.

There were also a slew of "Most Likely To" awards:

Marchant, Roon -- Most likely to replace Engineering's computer system with Apple IIc's

Crouch, Cynthia -- Most likely to do an autopsy on a species that looks dead when it isn't

Clark, Tracy -- Most likely to remove an appendix and replace it with a banana

Clark, Thomas -- Most likely to run around the ship wearing nothing but lederhosen and cat's ears

Mason, Nick -- Most likely to use a personal cloaking device

Chaffin, Karen -- Most likely to replace the ship's Library Computer with a card file organized by the Dewey Decimal System

Goulet, Alan -- Most likely to organize an Enlisted Uprising

Goulet, Elizabeth -- Most likely to scream if Tank stopped coming to meetings

Goulet, Michelle -- Most likely to pretend her portable gaming system is a tricorder

Cross, Michael -- Most likely to replace his STARFLEET communicator with a big red land-line telephone on a silver tray

Cornatzer, Scott -- Most likely to confuse "3 PM" and "3:30 PM"

Flynt, Byron -- Most likely to give Fix-A-Flat and condoms as part of a Ferengi Gift Exchange

Flynt, Joy -- Most likely to volunteer her hubby for a task

Barnett, Katlyn -- Most likely to be found hiding in a closet in the Science labs

Pegues, Amy -- Most likely to die of an overdose of "shmoozing"

Brulotte, Perry -- Most likely to call his wife "Doctor"

In accordance with Article VI, Section 6.03(a), Byron Flynt has volunteered for the Open position of Red Division Leader. If there are no other volunteers by the end of the next Ship's Meeting, Byron will be appointed Red Division Leader, and will serve out the remainder of the term. Regular Division Elections will be held in April 2020.

In accordance with Article VI, Section 6.03(a), Joy Flynt has volunteered for the Open position of Gold Division Leader. If there are no other volunteers by the end of the next Ship's Meeting, Joy will be appointed Gold Division Leader, and will serve out the remainder of the term. Regular Division Elections will be held in April 2020.

Due to the proximity of Thanksgiving, the November ship's meeting will be held on 11 Nov 2017, at 1500 hours, at our regular location (Shady Oak BBQ near Western Center & I-35W).

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

XO REPORT/Communications Report

Although I was unable to attend the birthday celebration it sounds like everyone that did had fun. Cindy Crouch and I have been the two members who have been on this cruise since close to the start. We have seen it through thick and thinner. Though we could use some more members, we have always tried to have fun. I am sure this new name and direction of the mission will be just as exciting and fun as the last ones have. Keep on enjoying life and having that fun.

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

SCIENCE DIVISION (BLUE) Ship's Services



So far no one has reported to sick bay since the festivities started. They either recovered well or they are still in their cabins recuperating.

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

Birthdays for next month:

November birthdays : Colin Gabbert Nov 20

Movies Upcoming

Murder on the Orient Express	Nov 10
Star Wars	Dec 15

Science

One hundred facts about Space

I don't know if we'll get all one hundred done but we'll start with a few and see where it goes over the next few months.

1. Mercury and Venus are the only two planets in our solar system that do not have any moons.
2. If a star passes too close to a black hole, it can be torn apart.
3. The hottest planet in our solar system is Venus. Most people often think that it would be Mercury as it's the closest planet to the sun. This is because Venus has a lot of gasses in its atmosphere which causes the "Greenhouse Effect."
4. The solar system is around 4.6 billion years old. Scientist estimate that it will probably last another 5000 million years. (Give or take a million.)
5. Enceladus, one of Saturn's smaller moons, reflects some 90% of the sunlight, making it more reflective than snow!
6. The highest mountain known to man is the Olympus Mons, which is located on Mars. It's peak is 15 miles (25km) high, making it nearly 3 times higher than Mr. Everest.
7. The Whirlpool Galaxy (M51) was the very first celestial object to be identified as being spiral.
8. A light year is the distance covered by light in a single year, this is equivalent to 5.88 trillion miles (9.5 trillion KM)!
9. The width of the Milky Way is around 1000,000 light years.

10. The Sun is over 3000,000 times larger than Earth.
 11. Footprints and tire tracks left by astronauts on the moon will stay there forever as there is no wind to blow them away.
 12. Because of lower gravity, a person who weights 100kg on earth would only weight 38kg on the surface of Mars. (What a way to lose weight – just moves to a different planet.)
 13. Scientists believe there are 67 moons that orbit Jupiter, however only 53 of these have been named.
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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

333rd Military Intelligence Group: the "Yellowjackets"



Greetings, Marines!

Your intelligence-gathering mission was: using a digital camera (like the one on most cell phones), capture an image of as many different **historical markers** that you can. Mission end date was 23:59 Central time, Friday 27 October 2017. The prize is to-be-determined.

So, let's talk about some real-world intelligence – specifically, Imagery Analysis. This is a continuation of last month's article.

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

The first use of tactical imagery obtained during the first World War readily revealed the straight man-made lines of roads, cities, airfields and trenches. Finding concealed high-value targets like artillery, ammo dumps, and other logistical sites was quite another matter.

This was a process that was strictly by trial and error, with the resulting body of knowledge transmitted to new recruits and officers. Terrain and the proximity to supported units would dictate probable locations of logistical routes, ammo dumps, supply depots and assembly areas. Being that the military by definition embraces uniformity, patterns of emplacement and concealment, once discovered would result in widespread targeting by artillery and air strikes. The size, shape, and surroundings of items frequently gave away the location of military assets, with shadows only making it that much easier to identify targets. The development of analytical techniques is really a part of the evaluation of the new technology itself. The first photograph to be taken was that of a French neighborhood. It was crude, yet it clearly showed the outline of the houses. Immediately it was apparent how the new technology, the chemical film plate, was of immediate usefulness.

In the case of infra-red photography, the new details made available were puzzling at first, and took some time to explain. In the pictures taken of works of art, the strange images would eventually be interpreted as showing a feature being painted over and finished. Simultaneous aerial coverage by photo and IR of a given target would reveal how a warm vehicle would warm up the ground and once moved, the warmed plot would stay warm for some time, giving the illusion of more vehicles. Just as in the case of an experienced scientist, once a new observation is made, it must then be explained.

In the case of the application of radar, all there was at the beginning was a variation of the cathode ray tube which would show only the distance to a single target. Only with the introduction of the more familiar round-screen format would radar reach its full potential. So, there were the raw data, but without the use of a readable 2- or 3-D format no-one can make that much use of this information. One thing to remember about radar is that when it comes to illuminating aircraft, most of the energy is deflected. Only the existence of corners, air intakes and flat surfaces that face the radar makes it possible to detect these aircraft. What is actually seen by traffic controllers is the return beep from the aircraft's IFF. As in the case of 9/11, once the hijacked aircraft's IFF was turned off, there wasn't much to see. This can also be seen in the use of radar reflectors that are routinely added to power lines in order to avoid crashes by low-flying aircraft. The actual characteristics of synthetic aperture radar is of course, classified, so one can only speculate on what is actually observable.

For the development of CAT scans, computer-aided design (CAD) had to come first. Pictures were publicized in the 1960s showing design engineers using light pen peripherals to draw proposed design features to be evaluated for fit and aerodynamics before costly manufacturing jigs had to be built. In the case of CAT scans, the information from x-rays is useless without 3-D capability.

For the development of ultrasound, the use of anatomical studies, dissections, and autopsies would have been necessary to provide insight and confirmation of what was now visible. It would have taken some time to establish average dimensions for organs and, in the case of pre-natal scans, body dimensions and growth rates.

The development of MRI would have been a question of comparing their data with that of CAT scans and ultrasound. As far as how they established the visibility of neurochemical reactions, that would have been dependent on current knowledge of neurological and physiological processes. Now a situation exists where a new technology that is based on previous understanding actually increases those fields of knowledge that made it possible.

The current emphasis of multi-spectral imaging is really a question of maximizing the amount of data available for geological, agricultural, and environmental research. This means that a given area would only have to be covered once, making global coverage a more economical proposition.

The latest imaging technologies are driven by nuclear physics and astronomic research. This can be seen in the evaluation of particle acceleration, where theoretical physics helps to make sense of the collected data. As in the case of particle physics, multi-spectral orbital imaging is driven by theoretical research, only to be confirmed by other sources.

Current applications

Besides the traditional tactical and strategic use by civilian and military intelligence, other entities have made extensive use of this discipline. Law enforcement has made use of imagery in [forensic](#) crime scene documentation in order to determine how crimes were committed to include how the assailant approached and left the crime scene. Also, bullet trajectories can be detected in order to determine the location of a sharpshooter.

The United States Border Patrol have the use of imaging technology, determining transit routes and the detection of illegal aliens trying to escape into the interior, beyond the reach of the agents. Their only real problem is that there are far too many routes to cover with the manning and technology only able to do so much.

Highway departments make use of stereo and terrain analysis techniques to determine potential highway routes. As in the case of currently available programs, imagery is included with other types of information to create detailed maps useful for commerce, taxation, city planning, and infrastructure.

The most important application has been for medical and research purposes. Many advances in diagnostics and monitoring have contributed to the ever-increasing body of knowledge and treatment options. The only problem is that with the increase in diagnostic capability, the aspect of accountability and malpractice has made necessary the costly regimen of multiple-discipline testing. This is not about to change. The positive side of developing new imaging technologies is that enhanced observation and understanding will result in better diagnostics and treatments.

The introduction of LandSat in the mid '70s made possible new applications in the fields of agriculture, geology, mining, and the environment. The actual resolution would not be great, but sufficient for these types of applications. The raw data would include the grey scale, and information from a variety of sensors. The designers would find it necessary to assign colors for each type of return, creating a multicolored map.

Meteorological imagery since the '60s has made it possible to detect and monitor severe weather well in advance of its arrival, saving numerous lives.

Future applications

One promising application would be in the field of archaeology. Terrain analysis would show trade routes, lines of communication, cities, forts, farming, grazing, water sources, supporting communities that surround cities and service trade routes, ancient borders, and more.

In the case of Ancient Egypt, IR would reveal water sources that would have supported communities in the desert. Terrain analysis reveals that in order to access the Sinai copper mines, one had to access the shallow eastward valley north of present-day Cairo and reach the Red Sea just south of Port Said. From there it would have been a question of sailing east toward the western coast of the Sinai and turn southward toward Ras Abu Rudeis, a small coastal plain just east of the two copper mines. The reason

for this is that an overland route would have required the costly logistical support of garrisons through territory held by hostile desert tribes.

In the case of the biblical Exodus, terrain analysis excludes the traditional sites as being too far and not being accessible to such a large group of people. Advancing through mountainous terrain would have exposed them to ambushes. The only confirmed location within Egypt or the Sinai is that of Baal Zephon. Ancient papyri describe this location as being close to Ramses, Tahpanhes and present-day Lake Menzaleh.

Being that Biblical Archaeology is almost devoid of independent confirmation, one has to use what little confirmed information is available. Following terrain, they would have set out eastward along the Mediterranean coast, reaching the Wadi of Egypt (Al-Arish), and turning southward, following the wadi towards the interior. There are numerous dams crossing the wadi, easily seen from above. Travel would have depended on the use of scouts who would survey water sources, grazing areas and topography that would permit travel for such a large group of people.

Imagery would also benefit exploration in greater Palestine. Radar would readily detect tells (mounds indicative of multiple layers of ruins) in the plains. In mountainous terrain, it would be a question of branching out from confirmed locations and establishing a 10-mile radius, the idea being that cities depend on smaller, surrounding communities. Terrain would dictate probable trade routes, water sources, grazing, farming, and supporting infrastructure.

Surveying jungles would require terrain analysis and radar to detect stone cities and temple complexes.

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

Ranger Report

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

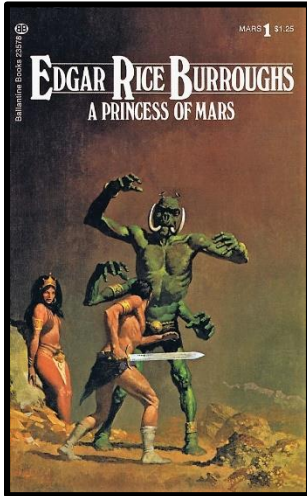
Now, on with the game stuff...

Once upon a time, when I was about eight years old, I found a stack of books by Edgar Rice Burroughs at my church's resale shop. Among them were most of the Barsoom books, starting out with *A Princess of Mars*.

I read them voraciously, and enjoyed them very much. The adventures of Captain John Carter of Virginia entranced me. (To date, no movie has gotten it completely correct. The Disney movie of a few years ago came pretty close, though.)



There have been a few attempts at creating role-playing games on Barsoom, but they've been hampered with licensing issues, so none of them have really taken off. That said, it's an environment I've always wanted to play in.



A few days ago, I was looking through my library at DriveThruRPG.COM, and I found buried in there a book entitled *MARS*. On page 4 of the book, toward the end of the table of contents, is this disclaimer:

MARS is an original game set in the Planetary Romance genre. It is not based on, nor has any legal connection with, the work of any single author within that genre, whether in the Public Domain or otherwise. The details of the campaign world presented herein contains similarities to common elements of the Planetary Romance genre, but no relationship apart from those common similarities is implied, and none should be inferred.

Okay, so the authors filed the serial numbers off... no problem.

This is *almost* John Carter's Barsoom. For example, the Green Men don't have four arms and two legs; they only have two arms and two legs.

It also has elements that aren't anything like Barsoom – for example, the Grey Martians, emotionless hexapodal invertebrates -- something like gargantuan octopi – who travel within their legendary war machines -- gargantuan tripods surmounted by an ovoid shell – remind me of the Martians from H. G. Well's *War of the Worlds*.

Awesome.

The “engine” for this game is from Wizards of the Coast's *d20 Modern*. *MARS* includes some classic Barsoom races (Red Men, Green Men, White Apes), Earth men, “Synthe-Men” (synthetic people), as well as the Grey Martians mentioned above. Base classes are straight out of *d20 Modern*: Strong Hero, Fast Hero, etc. Advanced classes include the Soldier, the Infiltrator, the Field Medic, the Noble, the Scholar, the Sky-Corsair, and more. Skills and Feats are familiar to anyone who's played any d20 game, and Talents are the same type of thing used in other *d20 Modern* based games. Combat is a bit different from that presented in *d20 Modern* and other d20 games (*D&D Third Edition* (or 3.5), *Star Wars d20*, *Pathfinder*, etc.). Armor works a bit differently – granting damage reduction rather than making the wearer harder to hit. Characters also have different types of Defense values.

The genre – “pulp” sword and science-fantasy – is wonderfully modeled. A fantastic job, all the way through. I haven't played it – heck, I forgot I'd had it in my library – but it is right there on my list of “wow, this would be great!” games. Of especial interest is the section in chapter 10 (“Gamemastering”) entitled “Dungeons & Martians.” The rules describing airships of Mars are also quite entertaining.

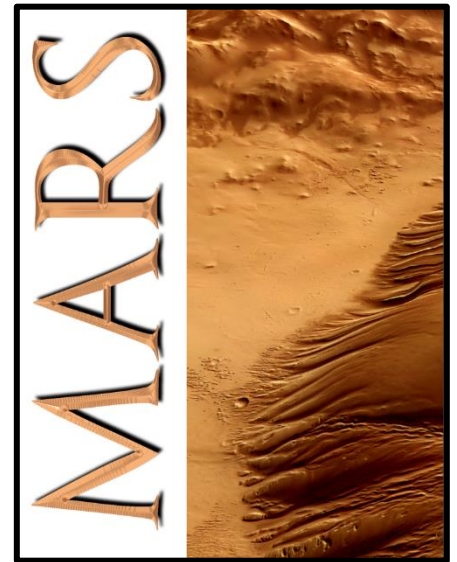
Draw your sword and radium-pistol, and roll some dice!

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
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<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.