



Volume 14 Issue 11

November 2017

Crew Meetings & Activities 2017

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 DIVISION (GOLD)

R. Admiral Joy Flynt will start as Gold Division Leader starting in January 2018.

CO REPORT

Ship's Meeting,
11 Nov 2017,
Shady Oak BBQ, Fort Worth, TX
1500 hours

In attendance at this month's meeting were: Tank Clark, Liz Goulet, Tracy Clark, Roon Marchant, Byron Flynt, Alan Goulet, Michelle Goulet, and Joy Flynt.

This month's trivia quiz was presented by Tank, on "The Orville."

The Captain gave his report: we have 15 International members and one local member; the ship currently has \$80.00, as we bought a cake last month; Two members took courses from STARFLEET Academy last month; December meeting (09 Dec 2017, Shady Oak BBQ, 1500hrs) will be our Ferengi Gift Exchange. (Remember, we don't twist arms to participate – but it is fun to see who gets what.)

In accordance with Article VI, Section 6.03(a), Byron Flynt has been appointed Gold Division Leader, and will serve out the remainder of the term. Also in accordance with Article VI, Section 6.03(a), Joy Flynt has been appointed Red Division Leader, and will serve out the remainder of the term. Division Leader elections are scheduled for April, 2020.

Our discussion about future Landing Parties included the Military Museum of Fort Worth, the C.R. Smith American Airlines museum, and the Video Game Museum in Frisco, as well as another return

to the Texas Civil War Museum.

The Team Leader of the Rangers reported on his personal RPG game, currently Pathfinder.

The first mission for the Marines was to gather imagery of historical markers. Winners were Alan and Liz Goulet, who will receive their prize at the December meeting. The next intelligence-gathering mission was discussed, and the idea of Mascots was forwarded as a target -- for example, a picture with a Ronald McDonald statue, or with the Bucky's Beaver, or with a high-school (or college) mascot. A further rule of requiring the target to be imaged with a member in uniform was put forward.

A brief discussion was also held regarding "Con Teams" -- a uniformed group to attend conventions and promote the awesomeness that is the USS *Sea Tiger*. The idea of being in Voyager-style uniforms, possibly with a unique color yoke ("*Sea Tiger* Pink") was also floated.

The Captain will also be looking into ordering patches for the ship, of at least one of our logos, as well as pens that we could give away (on Landing Parties/Con Teams), and new business cards.

A fundraiser will be needed for us to afford all the things we want to do... and Blue Division Leader Tracy Clark has been nudged accordingly.

Our final discussion of the day was on the subject of upcoming movies (like *Justice League* and *Star Wars: The Last Jedi*) and television shows (like *The Orville* and *Star Trek: Discovery*.)

Clark, commanding *Sea Tiger*, out.

XO REPORT/Communications Report

All reports for next month are cancelled. December is our Christmas edition so everyone gets a holiday from reports. But be forewarned---I expect full reports starting in January.

Respectfully,

R. Admiral Liz Goulet

First Officer

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

Birthdays for next month:

December birthdays : Thomas (Tank) Clark Dec 5

Movies Upcoming

Star Wars

Dec 15

Science

One hundred facts about Space

14. The Martian day is 24 hours 39 minutes and 35 seconds.
 15. NASA's Crater Observatin and Sensing Satellite (LCROSS) declared that they have found evidence of significant amounts of water on the Earth's Moon.
 16. The Sun makes a full rotation once every 25-35 days.
 17. Venus is the only planet that spins backwards relative to the other planets.
 18. The force of gravity can sometimes cause comets to tear apart.
 19. It is thanks to the Sun and our own moons gravity that we have high and low tides.
 20. Pluto is smaller than the Earth's moon.
 21. According to mathematics, white holes are possible, although as of yet, we have found none.
 22. Our moon is around 4.5 billion years old.
 23. There are more volcanoes on Venus than any other planet within our solar system.
 24. Uranus' blue glow is due to the methane in its atmosphere, which filters out all the red light.
 25. The four planets in our solar system that are known as gas giants are Jupiter, Neptune, Saturn and Uranus.
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ENGINEERING DIVISION (RED)



ENGINEERING

Red Division

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...

Byron Flynt, Brig. General

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, and the winner was Alan and Liz Goulet. They will be receiving a bag full of Smarties... you know, 'cause they're so smart, in a Military Intelligence kinda way. We are reviewing the activity, and the next Mission will be assigned sometime in the new year.

This month, we're going to look at what STARFLEET Marine Intelligence calls "Lifeform Intelligence" or LINT – what used to be called "HUMINT" or Human Intelligence.

Our Table of Organization for the 333rd Military Intelligence Group has LINT being assigned to 2nd Platoon.

In the brief below, the terms Lifeform Intelligence and Human Intelligence will be used interchangeably.

This brief is UNCLASSIFIED, from an open source. (Wikipedia -- [https://en.wikipedia.org/wiki/Human_intelligence_\(intelligence_gathering\)](https://en.wikipedia.org/wiki/Human_intelligence_(intelligence_gathering)))

Lifeform intelligence (frequently abbreviated **LINT**) is intelligence gathered by means of interpersonal contact, as opposed to the more technical intelligence gathering disciplines such as signals intelligence (SIGINT), imagery intelligence (IMINT) and measurement and signature intelligence (MASINT).

NATO defines HUMINT as "a category of intelligence derived from information collected and provided by human sources." Typical LINT activities consist of interrogations and conversations with persons having access to information.

The manner in which LINT operations are conducted is dictated by both official protocol and the nature of the source of the information. Within the context of the U.S. military, most HUMINT activity does not involve clandestine activities. Both counter intelligence and HUMINT do include clandestine HUMINT and clandestine HUMINT operational techniques.

HUMINT can provide several kinds of information. It can provide observations during travel or other events from travelers, refugees, escaped friendly POWs, etc. It can provide data on things about which the subject has specific knowledge, which can be another human subject, or, in the case of defectors and spies, sensitive information to which they had access. Finally, it can provide information on interpersonal relationships and networks of interest.

HUMINT is both a source of positive intelligence, but also of information of strong counterintelligence value. Interviews should balance any known information requirements of both intelligence collection guidance and of counterintelligence requirements.

Sources

Sources may be neutral, friendly, or hostile, and may or may not be witting¹ of their involvement in the collection of information.

¹ "Witting" – a term of intelligence art that indicates that one is not only aware of a fact or piece of information, but also aware of its connection to intelligence activities.

Examples of LINT sources include, but are not limited to, the following:

- Advisors or foreign internal defense personnel working with host nation forces or populations
- Diplomatic reporting by accredited diplomats (like military attaches)
- Espionage clandestine reporting, access agents, couriers, cutouts
- Prisoners of War or Detainees
- Routine Patrolling (military police, patrols, etc)
- Special reconnaissance
- Traveler debriefing

Basic LINT Operations

Lifeform source screening is the logical start of collection of LINT. This involves selecting people who may be sources of meaningful intelligence, possibly positively identifying them, and conducting interviews of various types. Properly recording and cross-indexing the results of interviews is essential. No intelligence collection discipline is more likely to find meaning in apparently small bits of information than is LINT. Especially when there is reason to have additional interviews with the same individual, the subsequent interviews need careful planning, especially when the interrogator does not speak the language of the person being interviewed.

Intelligence preparation for working in cultures

As with other intelligence collection disciplines, intelligence analysis can play many supporting roles. An obvious one is biographical intelligence, to help identify known hostile undercover personnel, or individuals who will impartially mislead an assortment of national intelligence services for profit.

Equally important is the broader area of cultural intelligence, which draws heavily on the social sciences. In a book review in the CIA professional journal, Lloyd F. Jordan recognizes two forms of study of culture, both of which are relevant to HUMINT. In the review, Jordan describes Patai's book as an excellent example of a second type of cultural analysis. He reviews the first group of scientific analyses of culture and character as beginning with "cultural anthropology as early as the 1920s. During World War II, those methods employed earlier in the academic community in this field of research were brought to bear upon a variety of problems connected with the war effort.

"It was precisely the inaccessibility of the target country and the availability of only fragmentary information about it that made national character research relevant to intelligence analysis during the war. The cultural anthropologists had long been developing models of former and disappearing cultures from fragmentary materials. The anthropologists, joined by the psychiatrists, combined the use of psychoanalytic theory, interaction theory, child development theory, and learning theory with standard anthropological research methods to construct models of the contemporary cultures of wartime enemy countries, Japan and Germany." The classic work of this type is Ruth Benedict's study of Japan, *The Chrysanthemum and the Sword*.

Mike observes that Benedict's approach was the only one in use until the late 1950s. "National character studies" focused on the statistically most significant personality characteristics of the group (i.e., the modal personality), rather than the most common manifestation of the traits. "...modal personality construct[s] tended to be related to the total culture, or at least, its salient features."

The second class of studies, of which Patai's is an exemplar for Arab culture, had a narrower focus. "...they concentrated on the relationship of personality traits to subsets of a given society or a given

category of roles of that society, rather than on the identification of relationships between personality and the social structure as a whole." A third category, the comparative study, included Francis L. K. Hsu's *Americans and Chinese*. Indeed, some recent and controversial works, such as Huntington's *The Clash of Civilizations and the Remaking of World Order* can be regarded as an extension of comparative study into the idea of conflicts among the groups compared.

Basic Differentiation by Subject Type

Different types of human subjects will share information voluntarily or involuntarily. The interrogator builds a relationship with the subject, a relationship that can be based on trust, fear, friendship, or any of a range of human emotions. Prisoners have an understandable fear of what may happen, and, contrary to "tough guy" images, it can be important to relax them and, as much as possible, put them at ease. Some organizations teach their members that the other side tortures everyone, and, if that is known, that fear must be addressed; Japanese prisoners in WWII often attempted suicide for that reason but were sometimes dissuaded.

The question of torture should be disposed of at once. Quite apart from moral and legal considerations, (Starfleet would *never* torture anyone)² physical torture or extreme mental torture is not an expedient device. "Maltreating a subject is from a strictly practical point of view as short-sighted as whipping a horse to his knees before a thirty-mile ride." The information obtained from torture is likely to be of little intelligence value, and the subject himself is rendered unfit for further exploitation. Physical pressure will often yield a confession, true or false, but what an intelligence interrogation seeks is a continuing flow of information.

Especially when the subject is a prisoner, the screener, who need not be the main interrogator, should examine the Enemy Prisoner of War (EPW) captive tag or other basic information giving the circumstances of capture: when, where, how, by whom, and so forth. If the subject is not under any restraint, it is still quite useful for a screener to prepare contact information comparable to the information on the EPW tag.

When the subject is a POW, screeners should pay particular attention to rank insignia, condition of uniforms and equipment, and behavior demonstrated by the source. Screeners should look for things like attempts to talk to the guards, intentionally joining placement in the wrong segregation group, or any signs of nervousness, anxiety, or fear. Any source whose appearance or behavior indicates that he is willing to talk should be noted by the screeners.

Assuming the subject has been under guard, the screener often can get valuable information about the subject's behavior from the guards. They can tell the screener how the source has responded to orders, what requests have been made by the source, what behavior has been demonstrated by the source, and so forth. Along with the basic contact information, such observations can be extremely helpful to the interrogator, who can study the information before the interview. Having background on the subject helps the interrogator retain the initiative in an interview.

Again for prisoners, screeners should examine the documents captured with the source and any documents pertaining to the source. If the subject is voluntary and providing documents, they may even be more valuable. Screeners may need to get help from linguists or document specialists in understanding the material. If the documents have insignia or other graphics, these should be compared with an existing graphics register, and added to it if they are new.

² Section 31, which of course does not exist, *might* torture people... but Section 31 doesn't really exist, now does it?

Documents captured with the source (identification card, letters, map sections, and so forth) can provide information that identifies the source, his organization, his mission, and other personal background (family, knowledge, experience, and so forth). This information can be used to verify information from documents captured with the source and further assess his willingness to cooperate.

When examining documents, screeners should look for items that will indicate whether the source is cooperative or willing to cooperate based on any specific personal interest.

If the source has information pertaining to new foreign material, contact appropriate technical intelligence (TECHINT) specialists, and if the source has information of target exploitation interest, contact the appropriate staff members who deal with targeting. These specialists are not necessarily qualified interrogators and may need to meet jointly with the subject and interrogator, or pass questions to the interrogator.

(To be continued in the next several months.)

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 have always enjoyed sci-fi RPGs, even if I have difficulty in making adventures for them. One of my favorites was "Star Frontiers" (which I've reviewed before, back in the day); Star Frontiers has a pretty good sized following for a discontinued RPG originally sold by TSR.

One wonderful source of Star Frontiers material is available, for free, online from DwD Studios. DwD Studios has recently released a new game, Frontier Space. The digital version of the Player's Handbook was inexpensive, and I purchased my copy from [available on RPGNow/DriveThruRPG](#). A Print-on-Demand (POD) version should be available soon as well. DwD Studios will also release a Referee's Handbook soon. While FrontierSpace is fully playable with just the PHB, the RHB will contain a lot of material to make the GM's life easier and which also expands the game. There will be rules for Psionic abilities, Referee advice, Alien creatures and species generation, star system generation and more.



FrontierSpace is powered by DWD Studios' d00-Lite System which they already used in both [Barebones Fantasy](#) and [Covert Ops](#). It's at its core a d%-roll-under system. But instead of most games where a result of 00 means 100, it's zero in d00-Lite. Something I especially like about the d00-Lite System is that the Skills are basically archetypal roles like Academic, Commander, Medic, and the like. So if you are trying to perform an action a marksman might be good at, you use the Marksman skill, while everything medicine-related is covered by the Medic skill. Sounds easy, right? This also solves a common problem with SF roleplaying games: skill creep.

Action checks are always handled with ability check. The GM decides which of the six abilities (Strength, Agility, Coordination, Perception, Intelligence, Willpower) fits the situation best. The relevant skill then provides an additional modifier depending on the skill's rank. One quirk of the system is that some of your skills start with a negative modifier. Ability scores for characters are between 35 and 75, so even the worst modifier on -20 for untrained skill use shouldn't be too bad. I've played characters in games like Call of Cthulhu or Warhammer Fantasy Roleplay with worse odds...

Character creation in FrontierSpace is quick and easy. You determine your ability scores by either rolling the dice or using the following scores: 65, 60, 55, 50, 45. You then pick one skill which gets a score of +0 and two skills with scores of -10. The remaining skills are untrained. With some skills like Academic or Technician you have to pick a Specialization, with other skills this is optional. A specialization grants a +10 when the check involves the particular field you're specialized in, but there's a -10 penalty in all other cases. The next step is choosing a species for your character. Each species usually provides special abilities and modifiers to the abilities. After picking a species each player has to decide on their character's personality. A character's moral code is measured in several axes (Kind or Cruel, Brave and Cowardly, etc.) and should help the player to roleplay the character. You also have to specify two descriptors which are freeform traits much like FATE's aspects. Last but not least you pick your starting equipment from a handy list and calculate Body Points, Movement, etc. If you already know what kind of character you want to play, character creation should be done in a couple of minutes at most. This is pretty uncommon especially for science fiction games, but something which I definitely applaud.

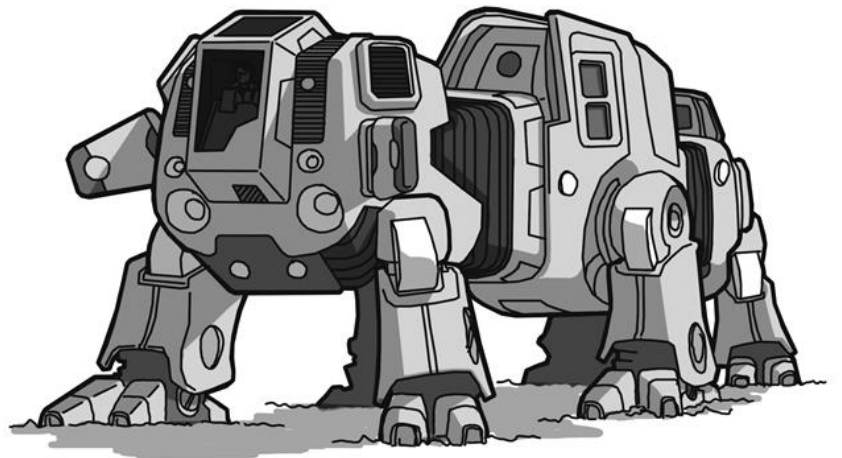
Overall the d00-Lite rules are easy to learn, the game plays almost intuitively, and it has a certain depth without being too detailed. A lot of science fiction games for example have dozens of skills and often it's unclear where one skill ends and the other begins. FrontierSpace solves this issue by having broad skills which are basically self-explanatory. The game also has a pretty clever action economy in combat. Each player can basically do as many actions as they like, BUT each additional action has a -10 penalty. The game also uses an advantage/disadvantage feature reminiscent of D&D 5th Edition. When rolling d00 you normally interpret the dice in a way that - let's say - the darker die is always the tens digit, while the lighter die is always the ones digit. When having advantage you may

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|---|---|
| ERAKAI Vestigial Wings (gliding). Genderless. Speak Kiarian. Base Move 9. Choose phase: Zin-era (STR-5, PER+5) or Dax-era (PER-5, BP+5). |  |
| HUMAN Speak Terran. Determine origin on page 33. Base move 8. (Alternatively: Raise one ability +5, lower one -5, and define a group of people with whom you get a social advantage.) |  |
| NOVIM STR+5, AGL-5. Base Move 6, Leap x2. Prehensile Tail (disadvantage to action checks when used as limb/hand, but advantage to action checks to maintain balance). Speak Novarian. Determine ark lineage traits on page 36. |  |
| YAR STR-5, AGL+5, WIL-5. Base Move 9. Low Light Vision. Speak Yarian. Choose: Fury's Path or Serenity's Path (added as new "unskilled" skill). Determine clan traits on page 39. |  |
| ROBOT Speak any one species' language. BP equals full STR score. Standard robot immunities. Specify primary function. Begin with integrated audio/visual scanner, vocal scanner, type-III parabattery, and a standard interface port behind security panel. Determine mode of transport on page 41. Begin with 10 integration spaces minus any consumed by mode of transport. While buying gear, decide case-by-case what is carried/worn and what is integrated. |  |

read the dice in a way favorable to you, while when having disadvantage, you read the dice in an unfavorable way. In my opinion it's a clever mechanic which removes the need to apply too many modifiers on each roll. Especially d%-based systems can usually get a bit fiddly when it comes to that.

Another feature I like a lot are Skill Benefits. When a skill score becomes positive and is divisible by 10, you can pick from a list of benefits which grant a character special ... eh ... benefits. The Commander Skill Benefit of "Interstellar Base Registration" for example allows the character to legally own and operate a base of their own, while the Lie Detector Benefit of the Diplomat skill allows the character to be at an advantage when trying to discern if someone is lying to them. This allows to add more depth and more options to characters without making things too complicated, which is always great in my book. But enough about the rules, let's have a look at other aspects of FrontierSpace. FrontierSpace comes with its own setting, but can also be used to run games in other settings as well. But if you're planning to do the latter, I recommend you wait for the release of the Referee's Handbook which will provide you with the tools needed to create new species, or design your own star systems.

FrontierSpace's setting is a nice addition to an already great product, but in my humble opinion not its main selling point. The so-called "FrontierSpace" is a region of space at the frontier of the Galactic Federation and home to millions of people of the various species. Among those species are the insectoid Erakai, plain old humans, or the genetically-engineered Novim. The book contains a couple pages on the description and history of each species. Even though the species are all original (aside from humans of course) they still feel somewhat familiar. There are six major nations in the FrontierSpace region like the religious Asimaar Prelacy (I guess you see what they did here), or the democratic republic of Reginaggar's Hold which was initially founded by pirates who broke away from the Galactic Federation. Personally I will probably use the FrontierSpace rules more often than the FrontierSpace setting, but your mileage may vary.



One of the strongest points of the book are the equipment sections. FrontierSpace contains a lot of weapons, armor, vehicles, space ships and other useful gadgets your character may want to buy, steal, or otherwise acquire.

The game makes – especially because it's tied to a setting and not first and foremost a generic SF RPG – a couple of assumptions regarding the technologies available, but you can easily find equipment fitting for most settings. As the rules are not that complex, coming up with statistics for more or less advanced technology might be a pretty simple affair. There are definitely enough examples on which you can base your ideas on. There's even a whole chapter dedicated to robots, which are one of the playable species after all.

Did I mention that FrontierSpace has also been released under the Creative Commons Attribution – Non-Commercial – Share-Alike license? That means you can not only share the rules with your players, but also create derivative materials like adventures, house rules, etc. under this license. This

is always a nice touch and makes it easier for fans to create stuff for the system and share it, without fearing to be in violation of copyright law. One thing I also need to mention is that Bill Logan of DwD Studios opted not to use Kickstarter to fund the production of the book, but instead sold off parts of his RPG collection to make this book possible. If that's not dedication, I don't know what is!

FrontierSpace is definitely one of the most exciting releases in 2017. It's a rules-light science fiction RPG which is extremely easy to learn and to run, and also with enough depth to keep even mechanically-minded players interested. It also comes with a setting which you can use out-of-the-box, or you can use it as a basis to create your own worlds – whichever you prefer. Even though it's not designed as a generic SF RPG, it should be highly adaptable, like DwD Studios' other titles. One thing I forgot to mention is the price. You can get the [FrontierSpace PHB](#) for mere \$9.99, which is a steal for a solid 248-paged PDF. If you are a fan of science fiction roleplaying games, you should add FrontierSpace to your collection (or hoard, if you're like me) – you will not be disappointed!

Draw your sword or laser 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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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.