Crew Meetings & Activities 2018
April 21 crew mtg (Moved up a week due to other plans)
Scottish Highland Games in Decatur May 12
May 26 crew mtg
June 22-24 Summit 2018 in Irving

All above meeting are subject to change. Normally we meet at Shady Oaks BBQ at 3:00 p.m. on the dates above (unless otherwise mentioned.)

COMMAND DIVISION (GOLD)

The Gold Division was really busy this month. Hopefully we'll have more to report next month.
Joy Flynt, R. Admiral

CO REPORT

In attendance: Tank Clark, Liz Goulet, Tracy Clark, Cynthia Crouch, Roon Marchant, Alan Goulet, Michelle Goulet, Michael Cross

Tracy was Officer of the Deck; Liz won the quiz, which was focused on the Black Panther.

The Captain reported on the Ship's Status:
a.   18 International Members, 1 local member. Emails sent to new members who just appeared on the DB roster last month; no reply yet.
b. $101.00 in ship's funds (Tank & Tracy, Cynthia, Roon, Karen, Alan, Michelle, Liz, and Michael paid dues)
c.   BOCP – Roon has earned one (Chief Engineer); Tank has earned 3 (Tactical, Weapons, and Security)

We discussed the ship's upcoming Landing Party to the Texas Scottish Festival and Highland Games in Decatur, TX on 12 May 2018. In reference to the new logo issues STARFLEET/STARFLEET Marines, STARFLEET Military Assault Command Operations are going through, we decided to use the tiger-striped ship outline for the t-shirts. (I may have a couple of "Pinky" shirts made for Tracy and me.)

Tracy and I will buy shirts for the ship members who have mentioned attending, using mostly ship funds with some of our own thrown in, with hope that someone will donate extra money for the ship (and I) to recover costs.

Early bird tickets (before Apr 25): Fri $10, Sat $16, Sun $10. These can be purchased online at www.texasscots.com. If you choose to buy at the gate, the prices go up. Fri $13, Sat $19, Sun $13. Also, check Groupon: $25 for two on Fri or Sun $15, four for $25, "any day" two for $25.

M.A.C.O. -- Discussed situation with logos, as well as re-naming/re-branding. Decided as a group to maintain our M.A.C.O. unit with the Gamma Group designation, and adopted new logo.

Marines – Discussed situation with logos.   Fortunately, our logo was created for us by COFORCECOM; we have the required artwork license from him. Second Intelligence Gathering mission ongoing, but there's been no participation yet.

Next ship's meeting has been moved up one week, to 21 April, to permit possible attendance by Tank & Tracy to the German fest in Muenster, TX, on 28 Apr.

Other discussion occurred, regarding movies (*Black Panther, Wrinkle in Time)* and the Orville's uniforms being available through various cosplay sites. There is also a book about the Orville by Jeff Bond that's available.

The Meeting was adjourned, after verifying that we are scheduled for meeting on 21Apr, at our regular time and place.

Respectfully,
Commodore Tank Clark
Captain, USS *Sea Tiger* NCC-2009
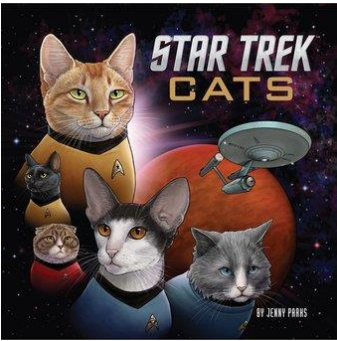
XO REPORT/Communications Report

Please take note that the meeting has been moved up a week this next month. And Tank has filled us in on the Scottish Highland Games. The Summit is just around the corner and the Goulet's are planning on attending. Don't have much on the agenda after June but if anyone wants to make a suggestion, we're all listening. Also remember that we want to have any book, tv, or movie reviews that you might have.

Respectfully,

R. Admiral Liz Goulet

First Officer, USS *Sea Tiger*, NCC-2009

Articles for next month need to be in by April 30

SCIENCE DIVISION (BLUE)
Ship's Services

Report on Human Senses part two: Second part will be out next month.

Commander Tracy "Gleek" Clark, SFMD

Blue Division Leader & Chief Medical Officer, USS *Sea Tiger*, NCC-2009

Birthdays for next month:

April Birthdays

Movies Upcoming

A Wrinkle in Time   Mar 9

Tomb Raider   Mar 16

Pacific Uprising   Mar 23

Avengers Infinity   May 4

Incredibles 2   Jun 15

Jurassic Park: Incredible Kingdom   Jun 27

Mission Impossible VI   Jul 27

Nutcracker and the Four Realms   Nov 2

Fantastic Beasts the Curse of Grindelwald Nov 16

Interesting Facts about Space (From the Facts Site)

- Uranus has 27 moons that have been discovered so far.

- Because of its unique tilt, a single night on Uranus lasts for 21 years.

- Triton, one of Neptune's moons, is gradually getting closer to the planet it orbits.

- Scientists say that eventually Triton will get so close to Neptune, it will be torn apart by gravity, and Neptune could end up with more rings than Saturn currently has!

- The only large moon in our solar system to orbit in the opposite direction of its planet is Neptune's moon, Triton.

- Neptune takes 164.79 years (60,190 days)(our time) to make one orbit of the Sun, this means that since its discovery in 1846, it has only completed just one orbit!

- Charon is one of the moons of Pluto, and is only slightly smaller than Pluto itself.

- The Space Station is the largest manned object ever sent into space.

- A day on Pluto lasts for 6 days and 9 hours our time.

- Saturn is the second largest planet in our solar system.

- Any free-moving liquid in outer space will form itself into a sphere, because of its surface tension.

- Earth, Mars, Mercury and Venus are called the inner planets as they are closest to the sun.

- We know more about space than we do about deep in our oceans.

- The only satellite that Britain has launched was called Black Arrow.

- Black Arrow was developed during the 1960's and was used for four launches between 1969 and 1971.

- The light from the Sun takes 8.3 minutes to reach Earth.

- The odds of being killed by space debris is 1 in 5 billion.

- The Earth's revolution time increases .0001 seconds annually.

- If you were driving at 75 miles (121 km) per hour, it would take 258 days to drive around one of Saturn's rings.

ENGINEERING

Red Division

Nothing to report at this time. All engines are doing fine and red division is humming along.
Byron Flynt, Brig. General
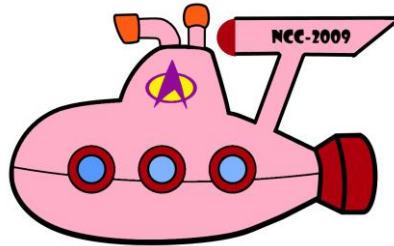
BOSUN (Chief in Charge)

It looks like Cindy will be our only contender for the single flip top count. She provided us with a small bag this last month. You have two more months to go before this year ends for the flip top collection.
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:

Intelligence Center
Greetings, Marines!
Operation: Icon Quest 2018!
Timeframe: Mission starts 0001hrs 01JAN2018 (Stardate 11801.01/0001)
Mission ends 2359hrs 31MAR2018 (Stardate 11803.31/2359)
Mission Overview:
Using a digital camera (like the one on most cell phones), capture an image of as many different **"Icons"** that you can, and send them to ussseatiger@gmail.com. You may email them one at a time, or in a big bunch. (I'd prefer you *not* wait until the end of the mission to send in the data.)

For this mission, we define "*Icon*" as a *statue of a business' or organization's mascot* – for example, those Ronald McDonald statues (like the one of him sitting on a bench with his arm out, so people can sit with Ronald), or the Buc-ee's Beaver that's in front of their stores. High schools and colleges also often have statues of their mascots out in public. (Standees count, but only if they are approximately life sized and in a public place! See below for examples.)

A participant must be next to the Icon, preferably in uniform. Yes, this means you should work as a team – or have the ability to talk someone into taking your photo.

Points:

Points will be awarded as follows:

o One point per unique photo. (a "unique photo" is defined as a photo with a target – an Icon – not otherwise submitted by the person in the photo. See example below.)

o Two points per Star Trek uniform worn by someone in the photo. (Group shots are worth more points!)

o One point for having a sign that includes the text "333rd Military Intelligence Group", "We Know Better," and "Operation: Icon Quest 2018." I'll post a PDF of a sign you can use on the Marines page of our website -- click here. Feel free to make your own sign – be creative!

o One point per person visibly wearing a "comm-badge" in the picture, unless that person is wearing it as part of a uniform. This would include pins like those worn in TNG, VOY, DS9, and Discovery, patches as worn in the Original Series, or pins as in Wrath of Khan and other Trek movies, or special badges like from "Future Imperfect" (TNG episode) or "Future's End" (VOY episode). Embroidered or silk-screened comm-badges count for this purpose.

o Additional points for extra awesomeness, *as judged solely by the proctor for this operation.* This is somewhere from zero points (for just meeting the criteria set forth), to up to three bonus points (for William Shatner kissing your forehead in the picture). Things that might earn extra awesomeness points include:

§ having a famous person join you in the picture (If you run into Burt Ward at McDonalds, for example)

§ Funny poses that amuse the proctor

§ Funny or interesting additions to the sign

Prize

Prize is to be determined.

Examples

o Five members in uniform stand next to a Colonel Sanders standee at a KFC. This picture counts as 11 points (12 if they have the sign displayed, see above), and EACH person in the photo can submit it.

o Three members wearing t-shirts with comm-badges attached stand next to a Spock standee at a comic-book store, and they have the sign. No points, as Spock is not a business' mascot

o One member, in uniform, hugging the Buc-ee Beaver statue in front of the Buc-ees at TX-114 and I-35W, without a sign. Two points.

This month, we continue our look at what STARFLEET Marine Intelligence calls "Signals Intelligence" or SIGINT.

Our Table of Organization for the 333rd Military Intelligence Group has SIGINT (and ELINT, and Cryptographic analysis) assigned to 1st Platoon.

This brief is UNCLASSIFIED, from an open source. (Wikipedia -- https://en.wikipedia.org/wiki/Signals_intelligence

COMINT

COMINT (Communications Intelligence) is a sub-category of signals intelligence that engages in dealing with messages or voice information derived from the interception of foreign communications. It should be noted that COMINT is commonly referred to as SIGINT, which can cause confusion when talking about the broader intelligence disciplines. The US Joint Chiefs of Staff defines it as "Technical information and intelligence derived from foreign communications by other than the intended recipients".

COMINT, which is defined to be communications among people, will reveal some or all of the following:

1.   Who is transmitting
2.   Where they are located, and, if the transmitter is moving, the report may give a plot of the signal against location
3.   If known, the organizational function of the transmitter
4.   The time and duration of transmission, and the schedule if it is a periodic transmission
5.   The frequencies and other technical characteristics of their transmission
6.   If the transmission is encrypted or not, and if it can be decrypted. If it is possible to intercept either an originally transmitted cleartext or obtain it through cryptanalysis, the language of the communication and a translation (when needed).
7.   The addresses, if the signal is not a general broadcast and if addresses are retrievable from the message. These stations may also be COMINT (e.g., a confirmation of the message or a response message), ELINT (e.g., a navigation beacon being activated) or both. Rather than, or in addition to, an address or other identifier, there may be information on the location and signal characteristics of the responder.

Voice interception

A basic COMINT technique is to listen for voice communications, usually over radio but possibly "leaking" from telephones or from wiretaps. If the voice communications are encrypted, traffic analysis may still give information.

In the Second World War, for security the United States used Native American volunteer communicators known as code talkers, who used languages such as Navajo, Comanche and Choctaw, which would be understood by few people, even in the U.S. Even within these uncommon languages, the code talkers used specialized codes, so a "butterfly" might be a specific Japanese aircraft. British forces made limited use of Welsh speakers for the same reason.

While modern electronic encryption does away with the need for armies to use obscure languages, it is likely that some groups might use rare dialects that few outside their ethnic group would understand.

Text interception

Morse code interception was once very important, but Morse code telegraphy is now obsolete in the western world, although possibly used by special operations forces. Such forces, however, now have portable cryptographic equipment. Morse code is still used by military forces of former Soviet Union countries.

Specialists scan radio frequencies for character sequences (e.g., electronic mail) and fax.

Signaling channel interception

A given digital communications link can carry thousands or millions of voice communications, especially in developed countries. Without addressing the legality of such actions, the problem of identifying which channel contains which conversation becomes much simpler when the first thing intercepted is the *signaling channel* that carries information to set up telephone calls. In civilian and many military use, this channel will carry messages in Signaling System 7 protocols.

Retrospective analysis of telephone calls can be made from Call detail record (CDR) used for billing the calls.

Monitoring friendly communications

More a part of communications security than true intelligence collection, SIGINT units still may have the responsibility of monitoring one's own communications or other electronic emissions, to avoid providing intelligence to the enemy. For example, a security monitor may hear an individual transmitting inappropriate information over an unencrypted radio network, or simply one that is not authorized for the type of information being given. If immediately calling attention to the violation would not create an even greater security risk, the monitor will call out one of the BEADWINDOW codes used by Australia, Canada, New Zealand, the United Kingdom, the United States, and other nations working under their procedures. Standard BEADWINDOW codes (e.g., "BEADWINDOW 2") include:

1. **Position:** (e.g., disclosing, in an insecure or inappropriate way, "Friendly or enemy position, movement or intended movement, position, course, speed, altitude or destination or any air, sea or ground element, unit or force."
2. **Capabilities:** "Friendly or enemy capabilities or limitations. Force compositions or significant casualties to special equipment, weapons systems, sensors, units or personnel. Percentages of fuel or ammunition remaining."
3. **Operations:** "Friendly or enemy operation – intentions progress, or results. Operational or logistic intentions; mission participants flying programmers; mission situation reports; results of friendly or enemy operations; assault objectives."
4. **Electronic warfare (EW):** "Friendly or enemy electronic warfare (EW) or emanations control (EMCON) intentions, progress, or results. Intention to employ electronic countermeasures (ECM); results of friendly or enemy ECM; ECM objectives; results of friendly or enemy electronic counter-countermeasures (ECCM); results of electronic support measures/tactical SIGINT (ESM); present or intended EMCON policy; equipment affected by EMCON policy."
5. **Friendly or enemy key personnel:** "Movement or identity of friendly or enemy officers, visitors, commanders; movement of key maintenance personnel indicating equipment limitations."
6. **Communications security (COMSEC):** "Friendly or enemy COMSEC breaches. Linkage of codes or codewords with plain language; compromise of changing frequencies or linkage with line number/circuit designators; linkage of changing call signs with previous call signs or units; compromise of encrypted/classified call signs; incorrect authentication procedure."
7. **Wrong circuit:** "Inappropriate transmission. Information requested, transmitted or about to be transmitted which should not be passed on the subject circuit because it either requires greater security protection or it is not appropriate to the purpose for which the circuit is provided."
8. Other codes as appropriate for the situation may be defined by the commander.

In WWII, for example, the Japanese Navy, by poor practice, identified a key person's movement over a low-security cryptosystem. This made possible Operation Vengeance, the interception and death of the Combined Fleet commander, Admiral Isoroku Yamamoto.

More next month!
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

Thirty-Third Military Assault Command Operations Team
The Paladins: Have Phaser, Will Travel

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

On 02 Mar 2018, the Director of the SFSO, Commodore TJ Allen, was directed to consolidate all echelons and units presently assigned to his chain of command under the name "STARFLEET Military Assault Command Operations." Additionally, all references to Rangers, SEALs, and any other appellations or nicknames that do not reference the new MACO structure from echelons and units within his command.

What does this mean? TJ is still working out details, but the first and foremost change is that there are no STARFLEET Rangers any more: our unit, as well as all other units, are being re-designated as M.A.C.O. Those units that were have been designated as "Gamma Group ("Raiders"). As far as I know, we're still a light infantry force specializing in raiding enemy locations.

I'm not happy about everything, but I can somewhat understand the reasoning behind it: we're cleaning out anything that *might* make the Department of Defense feel we're infringing on their copyrights. This includes some unit's logos, nicknames, and so forth. I remain in contact with those echelons above me in the M.A.C.O. chain of command, and I will keep everyone updated via the ship's Facebook, Twitter (@ussseatiger), and web page. (https://ussseatiger.weebly.com/maco.html) We had to re-do the logo – again! -- and so forth.

I've also been asked to consider re-joining the staff at STARFLEET M.A.C.O. (the former SFSO.)

Now, on with the game stuff…

While looking through some old DVDs, I found that we owned a copy of *Robotech: The Macross Saga*. I don't remember ever watching it, either when it was on broadcast TV or since, and neither Tracy nor I could remember who bought the five-disc set, nor when we bought it.

So, I popped Disc One in to the trusty Blu-Ray player, and we've been watching a few episodes at a time, as time permits. I have since discovered that its available to stream on Amazon Prime, so it's probably also available on Netflix and some other platforms.

This sort of thing almost always triggers thoughts in my head, and I recalled that Palladium Games had published a role-playing game based on Robotech. I have a few Palladium games (*the Palladium Fantasy Role-Playing Game, Rifts,* and *Beyond the Supernatural*) and I've seen others that I'd like to eventually add to my horde.[1] I found a copy of the Robotech RPG on Amazon for less than $7.00, and two days later, I have added it to my pile of "someday" games.

---

[1] *Teenage Mutant Ninja Turtles*, *Recon*, *Heroes Unlimited*

This is a weird little game system. All Palladium games use the same engine, and each one has its own little tweaks, so at least I have a grounding in the Robotech RPG system. That being said, this came out in the mid-1980s – fairly early in the role-playing game hobby – and it's not as polished as the more modern games are. There is no "official" character sheet in the book, either. There are typos galore, as well as weird phraseology.

The Robotech license is a fairly odd duck, too. There were three very different anime shows used to make the show; there's multiple games involved (Battletech, for example), as well. The Robotech franchise in the United States hasn't received anything new for decades due to some copyright wrestling. Recently, Palladium has lost the license to Robotech – so if you see any of their Robotech RPG books, you might want to go ahead and pick them up. (Seriously… if you run across any at a Half-Price Books or similar, call me; I may ask you to buy them & let me pay you back!)
The artwork in the book is wonderful.

The example of play, on page 3, is one of the things that make you go "Huh?" about this game. Robotech is about giant robots, drama, romance, and defending the planet against giant aliens. This game should be about that – instead, the example is about a mugging. Really? Well, okay…
Like many RPG systems, each character has hit points (hp) to determine how hard it is to kill. Unlike most systems, each character also has Structural Damage Capacity (SDC), that stack on top of hit points – you have to go through SDC before damaging hp. (Armor also has SDC, as do doors, windows, automobiles, and just about everything else.) Mecha, Tanks, and other stuff have Mega-Damage Capacity (MDC), with one point of MDC being roughly equal to 100 SDC… but you can't affect MDC unless you use something that deals Mega Damage (MD). The information presented is almost identical to what appears in *Rifts*.

The classes ("Occupational Character Classes" or OCC[2]) further indicate how slightly askew this game is.   There's the Destroid[3] Pilot and the Veritech [4]Pilot. There's also the Communications Engineer, the Electrical Engineer, the Mechanical Engineer, and the Field Scientist. Oh, and the Military Specialist.

There's quite a bit of information on the different types of Veritechs and Destroids, which is pretty nifty. There's also some weird info, that I don't remember seeing on the tv show. Three pages of insanity rules, as well as drugs and alcohol use and abuse. Odd, to say the least. This is pretty much word-for-word from the other Palladium RPGs I own, though, so I suppose they just want it in everything.

The game uses the same five alignments that the *Palladium Fantasy RPG, Rifts,* and *Beyond the Supernatural* uses: "Principled" (good), "Scrupulous" (good), "Unprincipled" (selfish), "Anarchist" (selfish), "Miscreant" (evil), "Aberrant" (evil), and "Diabolic" (evil), but I have no idea why alignments would fit into a game about giant robots. At least Palladium is consistent.
There's not much at all in this book about the Zentraedi[5]… about a page and a half.
Overall, the game is (for the time it was published) well written, but it feels massively incomplete. The action is set after the end of the Macross Saga – after the decimation of Earth and the destruction of SDF-1, when Zentaraedi – both allied to humans and 'rogue' elements, and both 'micronized' and full giant sized – exist on Earth. There's a table for generating random encounters, which could be used

---

[2] There are an awful lot of abbreviations in this game!
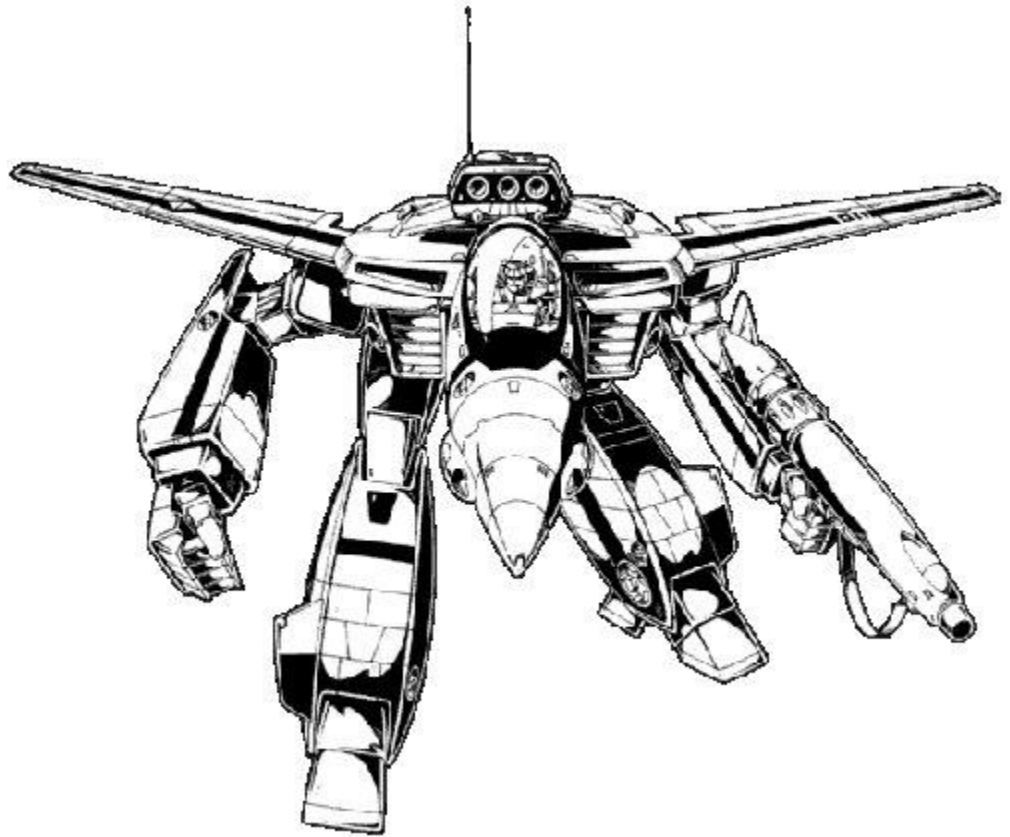
[3] Ground mecha

[4] Flying, converting mecha. These change form between that of a jet fighter, a giant robot, and 'guardian mode' which is something in between.

[5] For those of you who don't know, the Zentaraedi are a race of humanoid giants, about the same height as a Veritech in robot mode.

for adventure-building.   There's a very short write-up for a starting adventure, which seems to make the enemy WAY overpower the party.

I haven't rolled up characters yet. Still, all in all, it looks like fun, and I'd enjoy playing a game.
I would have liked some demonstrations about how combat works, especially combat using mecha.

The system is a bit confusing – mainly because of the number of attacks each character has, even at first level, as well as the number of die rolls and the wide selection of sources for strike, parry, and dodge bonuses -- but with a bit of practice I feel it would make sense enough.   In normal human-to-human combat, the attacker rolls a twenty-sided die (d20), and if the result is greater than four, it's a hit. (This means that there's a 20% chance of missing, every time!) If the hit is between 5 and the Armor Rating (AR) of the target, the hit has hit the target's armor – damage will be done to the armor's SDC. If it is above the target's AR, then damage is done to the target's SDC – if the target is out of SDC, then the damage is done to the target's hit points, instead. The target may attempt to dodge or parry, depending on the form of attack. One could also try to "roll with the hit", to lessen the damage. Mecha combat works much the same way but adds missile salvos and other Mega-Damage attacks into the mix.

 Roll some dice and fire your missiles at the Zentraedi menace!

Sum non Satis?

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
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.