



Volume 17 Issue 02

February 2020

Crew Meetings & Activities 2020

Mar28 mtg

Apr 25 mtg

May 23 mtg

June 12-14 Region 3 Summit

June 27 mtg

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



COMMAND DIVISION (GOLD) CO REPORT

Please be with us for the Vote of Confidence for all positions – Captain, First Officer, all Division Leaders, Klingon Leader, M.A.C.O., and Marines. This will be at our regularly-scheduled meeting on March 28th, at Shady Oaks, at 1500 Hours (that's 3pm).

Sunday April 5th, we'll be joining the IKV Suvwl'ta' at First Contact Day in Grapevine, at the Palace Arts Center. *Star Trek: The Motion Picture* is being shown at 1pm; *Star Trek II: The Wrath of Khan* at 4pm; and *Star Trek III: The Search for Spock* at 6:30pm. Tickets are \$6 each, or all 3 movies for \$15. Come in costume and get a free small popcorn. Visit the web site at <https://artandseek.org/calendar/event/101066/first-contact-day-star-trek-day?fbclid=IwAR0yoyjcpPr8POEABEKbc08wmz7QGtvNXyJu3EQFB1bWuprMxdk282BhWlE>

Don't forget about Summit/Muster in June!

Make sure you check the website regularly (ussseatiger.weebly.com) for updates and Captain's Blog posts!

With my compliments,

Rear Admiral Tank Clark,
Captain, USS *Sea Tiger* NCC-2009

XO REPORT/Communications Report

For a light hearted two hours, go see “Dr. Doolittle”. You will laugh, gasp, cry a little but enjoy a fun movie. No violence but some fun situations. Robert Dowling Jr is great as the good doctor who is inspired by a young man and the Queen to finish his wife’s last adventure. Only the bad guys got it in the end. Really enjoyed it.

Respectfully,

R. Admiral Liz Goulet

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

[Newsletter articles to me for March by April 3.](#)

SCIENCE DIVISION (BLUE) Ship’s Services



CMDR Tracy Clark, SFMD, SFMC-R, M.A.C.O., BFHD *et cetera ad nauseum*
Blue Division Leader, USS *Sea Tiger* NCC-2009

Alien Civilizations May Have Explored The Galaxy and Visited Earth Already, New Study Says. We Just Haven’t Seen Them Recently

(Continued from January)

If an alien civilization came to Earth millions of years ago (the Earth is 4.5 billion years old), there might be no remaining signs of their visit, the authors wrote. They point to previous articles suggesting that we may not be able to detect evidence of past alien visits.

It’s even possible that aliens have passed near Earth since we’ve been here, but decided not to visit. The paper calls this the “Aurora effect,” named for Kim Stanley Robinsons’ novel “Aurora.”

What’s more, aliens might not want to visit a planet that already has life, the authors said. To assume that they would, they added, would be a “naïve projection” of a human tendency to equate expansion with conquest.

The study accounted for all of these considerations – the calculations assumed that alien civilizations would only settle a fraction of the habitable worlds they encountered. Still, the researchers said, if there are enough habitable worlds, aliens could easily have spread across the galaxy by now.

For now the researchers don’t think we should get discouraged by any perceived silence from the universe.

“It doesn’t mean that we’re alone,” Carroll-Nellenback said. “It just means that habitable planets are probably rare and hard to get to.”

In the next few years, our ability to detect and observe other potentially habitable planets is expected to improve dramatically as new telescopes get built and launched into space.

(Continued next month).



Birthdays for next month:
 March: No birthdays to celebrate



BOSUN (Chief in Charge)

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. Also, if you can't get them to the club, you can take them by the Randal McDonald House at 1001 8th Ave, Ft Worth, TX.

Alan Goulet, MCPO



Military Intelligence Group:

Greetings, Marines!
 We continue our tour of Klingon vessels in use during TOS¹, TAS², and the TOS Movies.³

This briefing is UNCLASSIFIED, from FASA's *Klingon Ship Recognition Manual* (1985); other sources found have been quoting this manual. Many ships found in FASA's material are no longer considered "canon" by CBS/Paramount (etc), but these are all in my 'head-canon.'

This month, we move on to Battleships. Battleships are the largest ships-of-the-line; larger than cruisers, better protected, with better or more weapons.

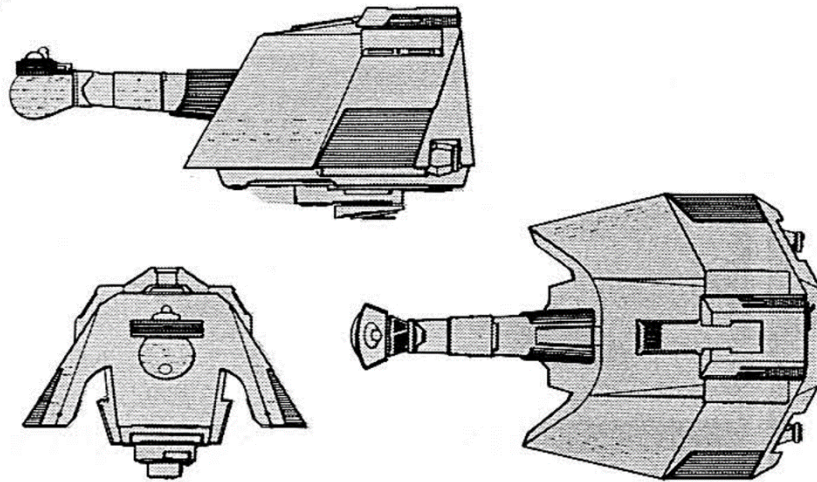
A note on a term: Each ship is listed as "Class IX" or similar. In this usage, it refers to the sheer size of the ship in metric tons. See the chart on this page.

SHIP CLASSES	
Class	Mass (mt)
I	0 - 5
II	5 - 15
III	15 - 25
IV	25 - 40
V	40 - 60
VI	60 - 80
VII	80 - 100
VIII	100 - 120
IX	120 - 140
X	140 - 160
XI	160 - 180
XII	180 - 210
XIII	210 - 240
XIV	240 - 300
XV	300 - 350
XVI	350 - 400
XVII	400 - 450
XVIII	450 - 500
XIX	500 - 600
XX	600 - 700

¹ The Original Series
² The Animated Series
³ ST:TMP, ST II: WoK, ST III: TSFS, etc

Without further ado, let's look at the L-13 "Fat Man" and the L-24 "Ever-Victorious" Klingon battleships!

The L-13 (in Klingonaase: *k'el ri'anda* or "the dangerous fat man".) was the first attempt by Klingon ship designers to construct a battleship.



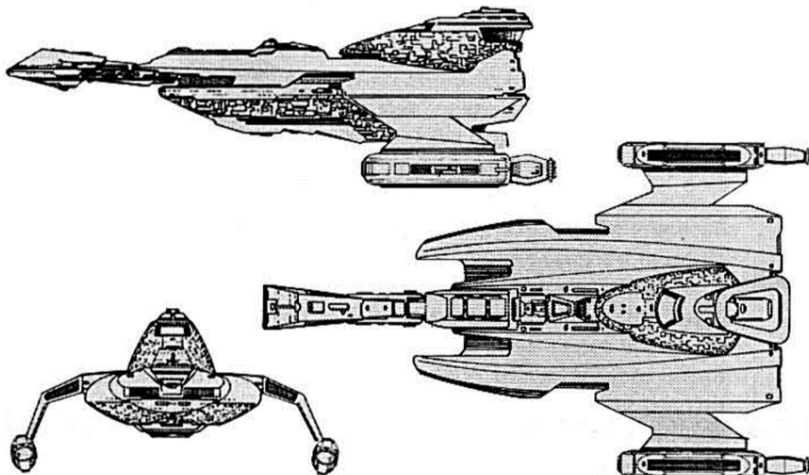
The first model of the L-13, the type A, was a class IX ship that entered service in Reference Stardate 2/1306. After the completion of four ships, with four more in various stages of production, it was discovered that the vessels were no better in combat than some of the existing cruisers and frigates. The eight L-13As were 242 meters long with a beam 147 meters and a height of 110 meters. The ship masses 123,300 metric tons. The L-13As carried 1,048 crew and a Marine detachment of 392. L-13As had

a maximum safe cruising speed of Warp 4 (Emergency speed of Warp 6), and four primary beam weapons (KD-8 disruptors) in two banks of two each, three secondary beam weapons (KD-7 disruptors), and four tertiary beams weapons (KD-10 disruptors).

On Stardate 2/1502, the first successful modification was commissioned, with the L-13C models superior in every respect. Their warp capabilities increased by 50%, allowing them to travel at Warp 6. The engines were upgraded, and the old KD-7 and KD-10 disruptors were replaced with the more effective KD-9, the shields were improved, and the superstructure strengthened. (The L-13Cs increased to 158,800 metric tons, becoming a Class X vessel.) Nine of these models were commissioned into the Imperial Navy.

As the Federation and the Romulan Star Empire continued to upgrade their vessels, the Klingons did likewise. The L-13D, first commissioned on Stardate 2/2009, was equipped with highly efficient engines – both warp and impulse drives – which gave the ships even more power for maneuvering and weapons. Though the disruptor arrangement remains the same as the C model, the KP-6 torpedo has been added in both the fore and aft positions. The D model also mounts more efficient shields and has an increased superstructure strength, and many of this model have a KCD cloaking device installed.

The largest warship in the Imperial Navy, the L-24 "Ever Victorious" (Klingonaase *komo val* or "always in victory"), entered service on Stardate 2/2204. These ships were commissioned into service prior to the testing of the Federation battleship *Excelsior*. For a short period of time, the balance of power along the borders turned in favor of the Klingons.



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L-24s are 320 meters long, with a beam of 190 meters and a height of 105 meters. This Class XIII battleship, massing 214,000 metric tons, has 1,070 crew, 480 Marines, and 20 shuttlecraft. The LD-24 mounts eight KD-8 disruptors in banks of

two, and four KD-13 disruptors, as well as four KP-6 torpedo launchers. The ship class is more compartmented than other Klingon ships, reducing the dangers of decompression during battle, and the deflector shielding for the LD-24 is the best the Klingons can produce at this time.

Next month, we'll start talking about cruisers!

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; carry on!

Major General Tank Clark, SFMC, SFMD (BFHD, LMAO)
Officer-in-Charge, 333rd Military Intelligence Group, "The Yellowjackets"
"We Know Better"

I am the very model of a modern Major-General
I've information vegetable, animal, and mineral
I know the kings of England, and I quote the fights
historical
From Marathon to Waterloo, in order categorical...



Have Phaser, Will Travel!

M.A.C.O. Mumbles

M.A.C.O. finally published a manual!

The STARFLEET MACO SOP manual is available at <https://www.facebook.com/download/preview/2886312844782151/>. I would hope that the manual will eventually be placed on the M.A.C.O. web site. If you want a copy, and you're not on Facebook, I can email it to you.

Additionally, one believes that the other manuals will be published this year.

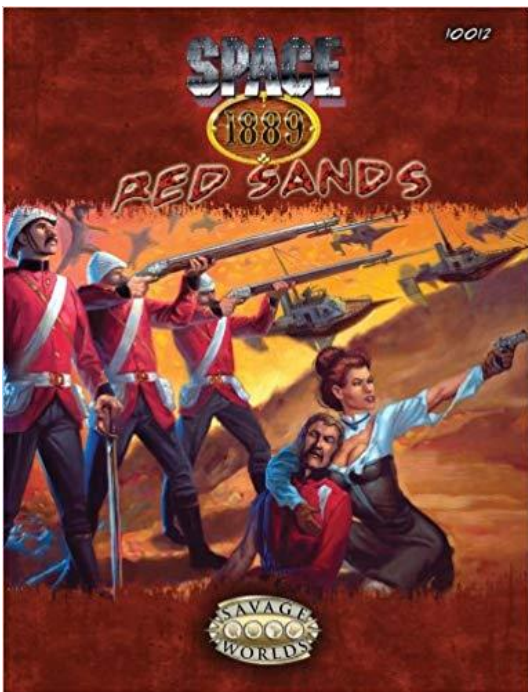
Meanwhile, RPG stuff.

Since my last article, I haven't played ANY games. I did, however, buy some RPG stuff and I downloaded more!

At Half-Price Books, I found a book that (I thought) was a supplement for *Space:1889*. In a way, I was correct – but in a more accurate way, I was completely off.

The book in question was *Space:1889 -- Red Sands*, a campaign setting and guide for *Savage Worlds RPG*. The *Savage Worlds*





system is designed as a generic-type RPG – one system with many, many settings, ranging from Fantasy (like Lankhmar) to Space Opera (like Flash Gordon) to blended genres, like Deadlands (Zombie/Westerns) and Weird Wars (supernaturals/war movies).

I quickly became interested in the ‘engine’ of Savage Worlds. I was able to acquire a PDF copy of the **Savage Worlds Adventure Edition** (the most recent edition, also called “SWADE.” The system is unusual, and uses dice, chips or markers (for “bennies”), and a deck of cards.

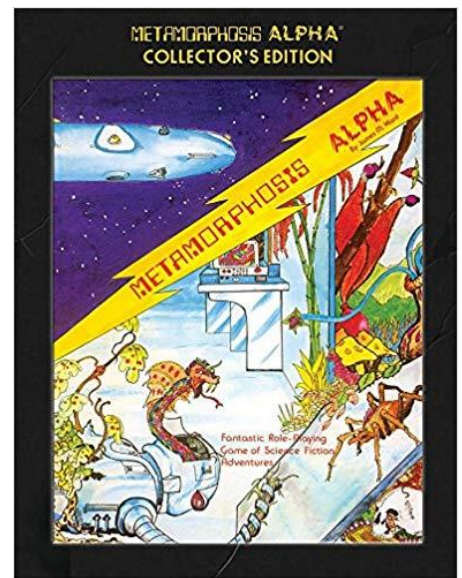
Like most “universal” role-playing game systems, character creation is a fairly detailed process, requiring the player to decide what type of character he wants to play long before making any decisions. The players who prefer a “let the dice fall where they may” system may not enjoy this as much.

When conducting my first research, I also got a copy (PDF, of course) of the *Savage Worlds of Flash Gordon*, the Flash

Gordon setting of *Savage Worlds*. I’m enjoying reading the manual for that, as I’ve been a fan of Flash Gordon since I first saw a Buster Crabbe Flash Gordon serial on a UHF station⁴ growing up. I loved the 1980’s movie – the one with music by Queen – as well! Maybe someday...

While I was searching, I also got a copy (PDF) of *Metamorphosis Alpha*, one of the earliest RPGs by TSR, Inc. MA takes place entirely on the *Starship Warden*, a generational starship that left Earth thousands of years ago. Somewhere along the journey, it ran into a strange radiation area which killed the officers and crew, mutated many of the surviving passengers, and damaged the ship’s automatic systems in such a way that now – many centuries later – no one is aware that the ship is a ship at all! (Think TOS episode “*For the World Is Hollow and I Have Touched the Sky*”, but with robots, animals, and mutants!)

It seems that some of the crew are all interested in playing a game of (FASA’s) *Star Trek: The Roleplaying Game* when I can put an adventure together... I seem to be limited in time. I’ll continue to try as best I can and will keep you all informed when I’m ready.



Sum non Satis?

Commodore Tank Clark, SFMD
 Team Leader, 33rd STARFLEET Military Assault Command Operations unit (“The Paladins”)
 “Have Phaser, Will Travel

⁴ I think it was channel 39.

Klingon Report

Klingons!



DIS chu' Datlvjaj!

The February Good Day to Dine was at Joe's Crab Shack on I-35W, near Western Center Blvd, at 1600 hours (4 pm) on Saturday, February 29, 2020. I've received a subspace signal indicating that quite a few members of the USS *Diamondback* are planning to attend! (*I'm writing this before the 29th, so it's hard to give a report.*)

As usual, this is hosted by the Lone Star Warrior's Association, an ad-hoc group (consisting of whoever shows up that day). The LSWA invades a local eatery on the fifth Sunday (of those months that has five Saturdays) in Klingon garb, eats Klingon style (no utensils), and has fun and fellowship. The only piece of "business" conducted is a decision on where the next one would be. This decision rests solely on those present in Klingon uniform. The one following will be on 30 May 2020, and then 29 Aug 2020.

The *Suvwl'ta'* had an away mission instead of a regular meeting in February: they invaded a pizza place in Arlington, then a comics/games store nearby, followed by a trip to the UTA planetarium!

Meanwhile, the *Melota* continues to limp along, holding a campout at Capt. Salek's land.

Qapla!

Klark, son of Konald, of House Klark

meQtaHbogh qachDaq Suv qoH neH ("only a fool fights in a burning house")

Morale



Red Division

ATTENTION CREW MEMBERS

I have set up a website where you can purchase shirts and other things pertaining to the ship. I have tried to keep things priced at a reasonable rate. Please check out the Sea Tiger commissary. Located at www.shop.spreadsheet.com/seatigers-commisary.

1ST LT Daniel Roe SFMC Combat Engineer
USS Sea Tiger NCC 2009
Red Division leader
333rd Yellow Jackets
Region 3
STARFLEET INT



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://usseatiger.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.