

ISSUE 6



August 2009 – Captain Christian, Editor



NEWSLETTER EDITOR CHRISTIAN

FEATURE

Engineering continues to keep itself busy during the hot summer months.

I missed getting into the last newsletter issue that our Engineer, Lt. Commander MacGyver, created a whole line of custom emoticons to be used here at OSB. I'd like to thank him for his hard work in this project. Be sure to check them out! 


This month saw the addition of new staff member in Engineering. I'd like to welcome Lt. JG Jesie, who has quickly become a valuable member of the team. Her project, which she undertook on her own before becoming a staff member, is custom Avatar creations. I'm sure you have seen her work as many members have been sporting her excellent art work. If you haven't seen it, be sure to check it out at: <http://www.onlinesb.proboards.com/index.....lay&thread=1585>

The "Caption This!" Contest continues to go well. I was very sorry to have to cancel one of July's contest due to internet troubles on my end. Sorry for any inconvenience. However, the newest contest is up, be sure to enter your caption.

The YouTube video is approaching 400 views this month. Remember to keep spreading the news.

This month has also had a lot going on behind the scenes in Engineering. There are a couple of projects in the works that I hope we'll be able to release more information about soon.

Submitted by
Commander Jade
Engineering Department Head
Online Starbase

SECURITY REPORT

Hello Commander,

Here is the review for the Security Department for the Newsletter;

Security Department

All is well here in the Security Department. Thanks to the hard work of Lt. Jesse Degnitz, and Lt. Cmdr. Greg Campbell the Virus Database is completed and now accessible for all the Officers of Online Starbase to view.

I have been updating the rest of the world on what has been going on via my YouTube OSBSecurity Page. And as always, the Security Department is always on guard making sure the Starbase is free from viruses and other hazards. The Weapons Database is now our next project that I have started and with the help of Lt. Degnitz and Commander Campbell it too will be available for all the Officers to view. And as always, with the tremendous help of Lt. Cmdr. Dragonlord, the Starbase is always updated on the latest threats and viruses.

That is all I have for now, if anyone here on the Starbase has any Security related questions, please feel free to PM me or any of the Security Department.

Cheers,

Lt. Cmdr. Richard Boudreau
Chief Of Security
Online Starbase

CAPTION THIS!

July "Caption This!" Winners

"Caption This!" June 29 - July 6, 2009 Winners!



1st Place - Richard Boudreau

Neelix: "Why Mr. Tuvok, I had no idea that Vulcan Plomeek Soup was so....Chunky"

2nd Place - Danny Clark

Chakotay: Neelix, Please tell me your not going to try to make dinner out of...this...

3rd Place - Ryan W. Dean

"Not exactly what I meant when I said Rocky Road, but I suppose I can make ice cream out of this."

A special Thanks to Ensie for judging this weeks contest!

"Caption This!" July 6 - 13, 2009 WINNERS



1st Place - Lt.Jg. Spock

Riker: I'm Captain Pickard look at me hee haw haw..

2nd Place - Admiral Ryan W. Dean

"If you try, sir, you can be this huggable as well."

3rd Place - Ens Jesie

"Come Mini-Me! We have worlds to destroy!"

Thanks to Lt. Commander Richard Boudreau for judging this weeks contest!

"Caption This!" July 13 - 20, 2009 WINNERS!



400x240 11kb

1st Place - MacGyver

Shhh....

Do you hear that?

....

I think its our ratings going down....

2nd Place - Marshall T. Crockett

When the new Starfleet Physical Fitness Test became policy, even the most physically fit of starship captains had a hard time with the 2x Gravity push-ups.

3rd Place - Jessie

"NOBODY MOVE! I lost my contact!"

This weeks contest was judged anonymously.

"Caption This!" July 20 - 27, 2009

This weeks Caption Contest was Canceled due to technical difficulties.

Congratulations to all winners!!!

OFFICER PROFILE

Officer Profile for Issue 6 of Blue Alert:

Name : Brawn

Position : Lieutenant/Communications Officer

Location : Online Starbase

Age : 18

Hobbies : Music (Particularly Jazz trombone), Star Trek, Rugby & American Football

Enjoys : Star Trek (Loves all TNG era stuff but DS9 is the favourite), Winning Arguments, Company, Intelligent Conversations, Playing Rugby, traditional British comedy (think Dad's Army, Fawlty Towers & Only Fools & Horses), Wet weather & Band Camp!

Hates : Being Overweight! Losing Arguments, Soccer, Star Wars, Nicholas Cage, the fact that there are no new Episodes of Star Trek, big-headed braggers!

Guilty Pleasures : Spending entire days (usually 09:00 to 03:00) watching Episodes of Star Trek, eating too much food whilst I am doing it!

Interesting Facts : Was the first ever person without a disability to win a Pembrokeshire 5-Star Award (for courage in the face of extreme hardship), has appeared on the BBC 3 times having 1 on 1 interviews. The first person ever to be in all 5 Three Counties Ensembles (Choir, Brass Band, Big Band, Symphonic Wind Band & Symphony Orchestra). A former member of the National Youth Jazz of Wales. Has been in a locally produced nationally broadcast film as a member of the main cast.

First Encountered Star Trek : In 1994 when I was watching the Simpsons Episode “Marge Against the Monorail” where Leonard Nimoy was the guest character. I remember watching a TOS Episode when I was very young which to this day I cannot identify! I watched it occasionally until I was about 15 when I used to stay up in the small hours to watch TNG re-runs on the BBC. Over the past 12 months I have been systematically watching as many episodes of Star Trek as I can (so far I have completed all 7 TNG seasons, the first 3 seasons of DS9 & season 1 of Voyager).

Any other Interesting facts? : Was school quiz league champion once and runner up 3 times. With various bands have toured to Holland (Amsterdam/Harlem), Spain (San Sebastien), France (Paris & Euro-Disney), Ireland (Wexford and Dublin), Hungary (Budapest/Eztergom) & played in the symphony hall in Birmingham.

FEATURE

SHIP OF THE MONTH – Ambassador Class

By: LCDR Marshall Crockett

The Ambassador-class starship, made famous by the USS Enterprise-C, was designed as an upgrade from the older Excelsior class starships. When looking back across the Enterprise evolution, one can certainly see the morphing from the B to the C and then to the D, a Galaxy class vessel.

The Ambassador line of starships, designated as heavy cruisers, was destined for greatness. Heavily utilized during the Klingon Civil War as well as in engagements with the Borg and the Dominion, Ambassador-class vessels possessed some awesome armament. With both fore and aft weapons bays, the Ambassador-class starships could fire both phasers and photon torpedoes at her adversaries. A phase emitter was also located on the secondary hull in proximity of the deflector dish.

There were nine ships commissioned into the Ambassador-class bearing very similar statistics. Each ship, including the namesake USS-Ambassador (NX-10521), was approximately 1,570 feet long, weighed 3.7 million tons and possessed a crew complement of approximately 700 personnel. Families were allowed on these starships, but only if they were related to Starfleet personnel who were stationed on board for at least six months.

Ambassador-class starships were first seen in the TNG episode, “Conspiracy” but only in a debris field. By the episode, “Yesterday’s Enterprise,” a full starship was seen and an image of the class was finally realized. In retrospect, the TOS episode, “Patterns of Force” referenced a small Ambassador-class vessel named the Magellan as the source of the planet’s contamination. The Magellan was never shown, thus leaving the TNG version as the accepted design. Many more vessels were referenced throughout TNG and follow-on series.

I have always been a huge fan of the Ambassador-class design and had hoped to see more of these class of starships make in-roads into the Star Trek universe. Come to think of it...there was one area where I remember seeing a great deal of Ambassador-class starships at one time...the battle of Wolf 359...in a debris field. Oh well...such is the life of a heavy cruiser and her crew.

FEATURE

OFFICIAL STAR TREK CONVENTION 2009 UPDATE

By: LCDR Marshall T. Crockett

I am one of those people...the convention-goer! To some in my 'inner circle' that is something weird; but to the thousands upon

thousands of annual patrons to conventions worldwide, I'm just one of myriad fans who take a weekend a year to pay homage to those actors of stage and screen who have made the Star Trek universe so amazing to us all. And, once again, the Official Star Trek Convention of 2009 will be held at the Las Vegas Hilton in Las Vegas, NV.

This year, some of our favorite ST actors will be making their very first appearance: Christopher Lloyd (Commander Kruge from ST:III), Lawrence Luckinbill (Sybok from ST:V) and Sabrina Scharf (Miramane from ST:TOS episode, "The Paradise Syndrome"). Of course, the docket is filled with some great stars and some of my personal favorites like Stephen Collins (Capt Decker from ST:TMP) and John Schuck (Klingon Ambassador from ST:IV); not to mention everyone's favorite nerdy engineer, Alex Hentloff (Dr. Nichols from ST:IV) to whom Scotty gave the formula for transparent aluminum. This will prove to be an amazing foray of talent over four crazy days in Vegas.

Regardless of all else, the highlight will undoubtedly be the rejoining of William Shatner and Leonard Nimoy on Sunday afternoon. This will be the first time to two of them have been on stage together in a few years. To complement the stars, the Las Vegas Hilton has a very large convention center where the vendor booths are set up and let us all 'geek-out' and buy figurines, plates, uniforms, insignia, autographs and my personal favorite: limited edition artwork!

I am looking forward to this convention, as I do each year, and will write a 'Post-convention Spectacular' for the August Newsletter...so if you're excited now...wait till the next edition!

For more convention information, visit <http://www.creationent.com/cal/stlv.htm>.

FEATURE

SPECIES OF THE FEDERATION - THE IOTIANS

By: LCDR Marshall Crockett

On Stardate 4598.0, the USS Enterprise entered the orbit of planet Sigma Iotia II, a pre-nuclear civilization that was visited a century earlier by the USS Horizon. However, neither the Horizon nor the planet had been heard from since. Prior to actually beaming down to the planet, the crew of the Enterprise discuss the situation as they know it, the people and the high possibility of interference by the Horizon; interference that would have taken place well before the advent of the Prime Directive.

The people are called Iotians and, due to a book presumably left behind by the Horizon entitled, "Chicago Mobs of the Twenties," have developed their civilization to emulate early 20th century organized crime. The Iotians dress in appropriate attire, carry 'tommy guns' and speak in the dialect of Midwestern mobs. The mobsters run the town while the citizenry approach the 'bosses' for assistance in such areas as trash collection, protection and services. As Kirk, McCoy and Spock arrive on the planet, they are met by a 'welcome party,' and experience their first 'hit.' Two rival 'bosses' are trying to assert their authority by 'whacking' the others' 'boys' and become the 'big boss.' Through the acquisition of 'fancy heaters' one of them, most certainly, would prevail.

The only way the officers can assert themselves, to gain respect in this culture, is to assume a mob-like identity as well. The Iotians only understand strong personalities and once "Koik," "Sawbones" and "Spocko" assume mobster personas they are able to better deal with the situation the Iotians have created for themselves. Through cunning ingenuity and a little bit of luck, Kirk convinces the Iotian 'bosses' to work together under a single 'top boss' and that the Federation would be checking up on them to make sure all is going according to plan.

The Iotians are only seen in "A Piece of the Action," Episode 46 of the Original Series. According to Wikipedia, there was talk during the DS9 years of having the flashback episode that became "Trials and Tribble-ations" actually take place as a sequel to "A Piece of the Action." I would have loved to see that!

FEATURE

Officer Interview: Executive Officer Captain Daxino Joel

By Lt Brawn

General:

When did you have your "First Contact" with Star Trek?

It was in 1997 when I went to boarding School, I first watched it then on a Sunday night.

What got you into Star Trek? Was it a particular character? Episode? Miscellaneous feature of the show?

I suppose it was when Voyager first ever episode that got me into Star Trek, and how a crew would survive in a total different setting then they were used to and how they would cope.

As Executive Officer of this Star Base you are have shown great commitment over a prolonged period of time. How did you end up being involved here originally? Were you recruited by a member, or did you stumble upon this whilst "surfing" the web?

I think I stumble across it when I was surfing the net, and saw it and joined and stayed since.

What would you say is the best thing about this Star Base? The community spirit? The joining together of members from different societies/cultures and countries? etc

I would say both. I like the community spirit and also that there are many different people from different places around the world.

Star Trek Television Series:

To this day do you have a stand-out episode that is your absolute favourite?

I would say Distant Origin episode from Voyager, which I thought was really interesting about a specific Dinosaurs evolved into an space/intelligent spices and how they did not want to believe where they came from.

Do you have a particular series that is your favourite? If so why is it your favourite?

My Fav series would have to be Voyager, how they grew more then just a crew but a family, and there goel to get home.

Do you have a favourite Character from any particular series?

I think Dr Crusher I liked a lot and how she was as a person and thought she was interesting.

Is there a character that you think is most like you (or vice versa)?

I think it would be Ensign Kim is a bit like me but then Ensign Travis Mayweather would be vise versa.

Do you have a favourite Starship?

Uss Enterprise E I really love the Soverign class ships.

Do you have a favourite species?

Q species because you think you know them then they do something different and just yep.

The final question is, if you could create a main crew from all of the characters from across the entire franchise, who would you put where (eg Communications, Captain, Tactical, Head of Engineering, First Officer, Chief Medical Officer)

Captain - Ensign Travis Mayweather

Tactical - Tuvok

Communications - Deana Troi

First Officer - Chekov

Head of Engineering - Ensign Kim

Chief Medical Officer - EMH Mark 2

Star Trek Online

By Lt Brawn

On September 7th 2004 it was announced by Perpetual Entertainment & Viacom that they had acquired a licence to produce a MMORPG of the Star Trek Universe & had subsequently began its development. In the games early development information from Perpetual Entertainment was virtually non-existent although a few "in engine" screen shots were released and a fan Message board established. Due to financial problems Perpetual Entertainment underwent significant staff lay-offs in December 2006 & September 2007. On October 10th 2007 Perpetual Entertainment announced that development on its other MMORPG Gods & Heroes (which had reached its beta stage & had won numerous awards at the 2006 E3) was indefinitely suspended in favour of focusing all company resources on Star Trek Online which was seen as a having greater revenue potential. In December 2007 the first two in-game screenshots, one of the space/shipboard environment and one of a planetary combat encounter were released. However little over a month later on January 14th 2008 Perpetual Entertainment (re-branded as P2 Entertainment) announced that it has ceased development of Star Trek Online and that the Intellectual Property license, as well as game content (but not the game code) had been transferred to an undisclosed Bay Area game developer (which on July 28th 2008 was revealed to be Cryptic Studios).

The financial troubles and development inexperience that had stemmed the development of Star Trek Online were relegated to the past. Unlike Perpetual Entertainment which was a relatively small and new game developer, Cryptic Studios was an affiliate company of arcade game giant Atari (one of only 2 specialising in computer game development). Due to its affiliation with Atari there was a a new found guarantee of stable reliable funding of the Star Trek Online project. The loss of the game code that was initially seen as a disaster was in fact a prime opportunity to significantly accelerate the development of the game. In 2004 Cryptic Studios released the highly successful MMORPG City of Heroes which was based on its Cryptic Engine, this game engine which was proven to be highly successful is to be the replacement to the original game engine implemented by Perpetual Entertainment. Cryptic Studios expertise in producing MMORPG's was integral to the re-development of Star Trek Online.

Such was the acceleration of development by Cryptic Studios that on August 10th 2008 (only 209 Days after they had acquired Star Trek Online from Perpetual Entertainment) in the Hilton hotel in Las Vegas. Leonard Nimoy and the leader of Cryptic studios revealed the first gameplay trailer, featuring various Federation and Klingon starships in combat with each other and Borg vessels, as well as footage of a Klingon squad boarding a Federation ship's bridge. Although no release date was disclosed, it was announced that it would be less than 3 years (2011 or earlier).

More details concerning the game were released to public on the Star Trek Online website (www.startrekonline.com) recently:

Quote:

Become part of Star Trek®

In Star Trek Online, the Star Trek universe will appear for the first time on a truly massive scale. In this massively multiplayer online game from Cryptic Studios, players can pioneer their own destiny as Captain of a Federation starship. Or, they can become a Klingon Warlord and expand the Empire to the far reaches of the galaxy. Players will have the opportunity to visit iconic locations from the popular Star Trek fiction, reach out to unexplored star systems, and make contact with new alien species. With Episode Missions, every moment spent playing Star Trek Online will feel like a new Star Trek episode in which you are the star. Immerse yourself in the future of the Trek universe as it moves into the 25th century: a time of shifting alliances and new discoveries.

Adventure in the Final Frontier

Explore strange new worlds and seek out new life and new civilizations in a vast, expanding universe. Establish contact with new races, discover resources and uncover mysteries that will influence Star Trek's future. In 2409, Star Trek Online exists in a timeframe beyond even the latest movies, so everything you experience will be brand new, but still based on all the fiction you love.

You Are the Captain

Star Trek Online will be the first AAA MMO to feature space and ground combat at launch. Missions will take you and your friends into the depths of space, across exotic planets, and even inside starships! As the Captain of your very own ship, it's up to you to lead your crew on missions that span a number of locations. You call the shots, no matter where you are. When you're in space, you direct the action - be it in the middle of a high-tension battle, where you can maneuver in 3-D space and fire a vast

array of weaponry at your enemies, or as you enter warp to explore parts of the galaxy never before documented. On the ground, you lead your away team across exciting terrain, interacting with allies and battling enemies. Every Captain commands five subordinates on the ground, all of which can be directed to act in any manner you choose. Can you lead them safely through dangerous locales?

Total Customization

Using Cryptic's Total Customization technology, every ship you command can be customized by you, from its color to its construction. Your ship will retain a Star Trek "feel," but it will also represent your style. What's more, anyone can create their own species in Star Trek Online, meaning you can tell your own story about how you came to be in the galaxy. Leave your mark on the Star Trek universe!

Built by Veterans with You in Mind

Star Trek Online is being developed by Cryptic Studios, creators of the massively successful City of Heroes and City of Villains. It's built on the Cryptic Engine, a core technology that means our designers can focus less on a game's nuts and bolts and more on creating a game that captures Star Trek's essence, guaranteeing that both longtime fans of Star Trek and people new to the universe will feel at home.

Following the release of Star Trek it was confirmed that Star Trek Online would be based in the 'Prime' time line of which all previous Star Trek Films and Series have been based and not in the alternate time line created by the new Star Trek film. To be precise Star Trek Online is to be based in 2409, 31 years after the last episode of Star Trek Voyager and 10 years after the the Klingon/Federation treaty dissolves.

More information regarding the linkages between Star Trek and Star Trek Online can be found here:

www.startrekonline.com/startrek_xi

As of August 2nd 2009 no release date has yet to be announced, although Atari, Cryptic Studio's parent company, noted in its annual earnings report an expected release date of the game by March 31, 2010, the end of Atari's current fiscal year.

For screenshots, game information, in game videos, interviews, wall papers and a News Achive on Star Trek Online, visit the official site: www.startrekonline.com/

FEATURE

OFFICER AT LARGE – 01

What Happens on Delvos II...Stays on Delvos II

By: LCDR Marshall Crockett

I am not exactly certain what made me book passage on the SS Chateau, a small commercial freighter whose cabins were not much larger than my OSB quarters' bathroom, but here I am on my way to what spacefarers have called for decades, "the place Federation officers go to die;" that place is the Delvos system. Ever since I was a young Ensign I had heard of this system, just far enough from Earth to keep many folks from taking a quick jaunt but close enough for determined families to visit those who paved the way for the peace the Federation currently enjoys. The planet nearest the Delvos Star is Delvos Prime, location of the Federation's Long-Term Care Center, and the place where this particular trek will begin.

The Chateau arrived in orbit around Delvos Prime and offloaded a variety of medical supplies, as well as one very curious Starfleet officer, and it was I who volunteered to oversee the shipment to the Center's infirmary. As I arrived, Doctor Ezra Black, a man, who by first impression could not have been more than 60 Earth years old, greeted me. Imagine my surprise when I learned that he had just celebrated his 94th birthday. "To what do you attribute your excellent health and obvious rejuvenation?" I asked him. "Ahh..," he answered. "Delvos II."

I did a great deal of research prior to this journey and had learned that Delvos Prime was the only Class M planet in the system, thereby being the sole candidate for the Care Center. But, according to Dr. Black, a second planet in the system held a very alluring secret; a secret I absolutely had to explore. With Dr. Black's assistance, I booked passage on an intra-stellar patrol craft headed for Outpost Omega on Delvos II. It was a two-hour trip at impulse power in the tiny shuttle, but the ache in my back was rewarded with the breathtaking vistas of the northern continent as we descended toward the outpost. Much like a national park back on Earth, tall trees and gorgeous mountainous terrain surrounded the outpost. Once out of the shuttle, in the distance, I could hear the rumble of a waterfall as powerful cascades punched into the riverbed below. As the shuttle departed, I slung my pack over

one shoulder and was instantly met by the outpost proprietor.

“And just who are you?” he asked. “I’m Lieutenant Commander Marshall Crockett,” I replied. “So what,” he retorted. Hmmm...tough crowd!

It took a little while to explain what I was doing on Delvos II, but once I won over his confidence, he took me to the East Rim of the Great Divide. It was absolutely magnificent. The canyon extended over 2,500 feet to a 40-foot wide river that, from this elevation, looked like a string of yarn in the abyss. The giant trees in the distance were so thick on the hills to the north that they seemed to be one large canopy over the edge of the Great Divide. To the West, a smaller outcropping of trees and a more arid plain spread as far as the eye could see; while, to the south, grasslands reigned supreme. Behind me, to the east, the mountains extended to the sky in such grandeur that the snow-capped peaks maintained their luster year round. While the scenery was, indeed, magnificent, it was only part of why I made this journey. As I later found out from the proprietor, it was the waterfall that I was looking for.

Some years ago, he told me, an octogenarian geologist with a terminal disease found that the silicates in the rocks above the waterfall had exceptional healing qualities. And, by simply exposing yourself to the water...particularly, drinking it...one would reap the benefits of a disease-free existence. He camped for over two weeks at the base of the falls, cooking, drinking and bathing with the water. He felt so rejuvenated after a fortnight that he returned to the Care Center on Delvos Prime to be seen by his physician. All signs of the disease were gone and his tests showed him to be in perfect health. Since that time, continual studies have been performed on the water, and the vitamins it carries from the rocks at its apex, with amazing results. The man died at 138 years of age of natural causes, like nearly every other resident of the Delvos system has...or will.

I stared in awe at the falls and marveled at the power it possessed: the power to destroy the calm water in the pool at its base in conjunction with the power to heal all who drank its mystical nectar. This was one occasion where I emptied my jug and filled it with water from the falls. Who knows, maybe I’d need it some day.

As I boarded the shuttle the following day back to Delvos Prime the proprietor grabbed me by the arm and stared deep into my eyes. He reached into my backpack and removed my jug. Before I could even question what he was doing, he emptied the contents onto the ground at my feet. “What you have learned here was free; what you took...was not. No one removes water from the falls, not even the doctors. All come here instead. Diseases vanish, ailments heal, and symptoms cease...all by the falls. What happens on Delvos II, stays on Delvos II,” he said, then handed me back my empty container. While not ecstatic about the decision, I could respect the proprietor’s demands. It was certainly a paradise and one that you must actually experience first-hand to gain its full significance.

Until next time --mtc

EDITOR’S NOTE:

Once again the last month has been crazy. We lost one officer but gained another. I am looking at expanding even more to allow for more in depth newsletters and outstanding special editions. Stay tuned!!!!