

Phoenix Rising



March 2016

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MSR REPORT

CHAPTER:	USS Dark Phoenix
REPORT FOR:	Feb, 2016
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XO:	ADM Sunnie Planthold
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FLEET MEMBERS

SCC	EXPIRE DT	RANK	NAME
44342	04/13/2017	ADM	Sunnie Planthold
46072	06/23/2016	COL	Patrick Malone
49691	04/13/2017	RADM	Ralph Planthold
55881	06/23/2016	CRMN	Michael Malone
61751	06/09/2016	PO3	Teague Banister
61754	06/09/2016	CDT	Ethan Banister
64850	06/09/2016	CDT	Emma Banister
70180	09/19/2016	ENS	Karessa Kow
70978	04/26/2016	LTJG	Rianna Melton
71621	03/03/2017	LTJG	Jeremy Schroeder
73140	01/26/2017	LT	John Bevan
73223	02/22/2017	CRMN	David Morton
73240	02/27/2017	CRMN	Carolyn Kaberline
73257	03/04/2017	CRMN	Ruth Lichtwardt
73283	03/07/2016	LTJG	John Buttimer
73652	06/05/2016	LTJG	Carrie Mills
73696	06/14/2016	ENS JG	El Johnston
73697	06/14/2016	ENS JG	Jean Martin
73875	08/02/2016	PO2	Travis Jackson
73876	08/02/2016	CRMN	Jamie Jackson
73877	08/02/2016	CDT	Gabriel Jackson
73878	08/02/2016	CDT	Larissa Jackson
73879	08/02/2016	CRMN	Venita Jackson
73886	08/02/2016	ENS	KLar Batt
73954	08/20/2016	LT	Brent Barbee Mr
74062	09/19/2016	ENS	Josh Levering
74085	09/27/2016	ENS	Rezty Felty
74086	09/27/2016	ENS	Laura Felty
74087	09/27/2016	CDT	Tesla Felty
74088	09/27/2016	CDT	Sagan Felty
74089	09/27/2016	CDT4	Dyson Felty
74246	11/13/2016	CRMN	Nicole E Blackburn
74365	12/23/2016	CRMN	Jim Robinson
74366	12/23/2016	CRMN	Mary Robinson
74487	08/02/2016	CDT	Hannah Batt
74503	02/03/2017	CRMN	Reuben Juarez
74504	02/03/2017	CRMN	Selena Juarez
74509	02/05/2017	CRMN	Carol Jean Walker

ACADEMY :

John Bevan

- IOAS - Ferengi Orientation College
- FOC 101 - Basic Ferengi Knowledge**
DISTINCTION 02/06/2016
- FOC 102 - Rules of Acquisition Pt. 1**
DISTINCTION 02/06/2016
- FOC 103 - Rules of Acquisition Pt. 2**
DISTINCTION 02/06/2016

- IOAS - School of XenAnthropology (IOAS:COXA)
- AQ-THO 101 - Homeworld**
DISTINCTION 02/08/2016
- AQ-THO 102 - Tholian Race**
DISTINCTION 02/08/2016
- AQ 108 - Crystalline Entity**
DISTINCTION 02/08/2016
- IOHG - College of US Constitution
- USCON 201 - Preamble & Art. I**
DISTINCTION 02/04/2016
- IOIE - School of Intel Tech (SIT)
- SIT 105 ID Technology**
DISTINCTION 02/11/2016
- SIT 107 threat levels**
HONORS 02/11/2016
- SIT 106 bugs and taps**
DISTINCTION 02/11/2016
- SIT 108 - Covert Weapons**
DISTINCTION 02/11/2016
- SIT 109 - Propaganda pt. 1**
DISTINCTION 02/11/2016
- SIT 110 - Propoganda Pt. 2**
HONORS 02/11/2016
- SIT 111 - Propaganda Pt. 3**
DISTINCTION 02/11/2016
- SIT 112 - Propaganda Pt 4**
DISTINCTION 02/11/2016
- IOIE - College of Cryptography (COC)
- CRYPTO 001 - Introduction to Recreational Cryptography**
PASS 02/05/2016
- CRYPTO 002 - Quotefalls**
DISTINCTION 02/05/2016
- CRYPTO 003 - The Rebus**
HONORS 02/05/2016
- CRYPTO 102 - History of Cryptography**
DISTINCTION 02/07/2016
- CRYPTO 103 - Cryptomachines**
DISTINCTION 02/07/2016
- IOIE - College of Military Intelligence (CMI)
- MIH 102 - Military Surveillance Aircraft Pt 1**
DISTINCTION 02/04/2016
- MIH 103 - Military Surveillance Aircraft Pt 2**
DISTINCTION 02/04/2016
- MIH 104 - Aviation in Intelligence Gathering**
DISTINCTION 02/04/2016
- MIS 101 - Military Intelligence Officers Pt 1**
DISTINCTION 02/04/2016
- MIS 102 - Military Intelligence Officers Pt. 2**
DISTINCTION 02/04/2016
- MIS 103 - Military Intelligence Officers Pt. 3**
DISTINCTION 02/04/2016
- MIS 104 - Military Intelligence Officers Pt. 4**
DISTINCTION 02/04/2016
- MIH 101 - Military Intelligence History**
DISTINCTION 02/06/2016
- IOIE - School of Espionage(SOE)
- SOE 104 Industrial Espionage**
DISTINCTION 02/11/2016
- SOE 105 METHODS**

- SOE 106 terms**
DISTINCTION 02/16/2016
- SOE 107 spycraft**
DISTINCTION 02/16/2016
- SOE 108 countersabotage**
HONORS 02/16/2016
- SOE 109 sabotage manual 1**
DISTINCTION 02/16/2016
- SOE 110 sabotage manual part 2**
DISTINCTION 02/16/2016
- SOE 111 spys everywhere**
DISTINCTION 02/16/2016
- SOE 112 Assassination**
DISTINCTION 02/16/2016
- SOE 113 Assassination and the CIA**
HONORS 02/16/2016
- IOIE - School of Intel Gathering (SIG)
- SIG 103 - Intelligence Gathering Methods and Means Pt. 2**
DISTINCTION 02/24/2016
- SIG 104 - Interrogation**
DISTINCTION 02/24/2016
- SIG 204 - Interrogation**
DISTINCTION 02/24/2016
- SIG 205 Domestic KGB**
DISTINCTION 02/24/2016
- SIG 206 British Intelligence**
DISTINCTION 02/24/2016
- SIG 207 CIA**
HONORS 02/26/2016
- SIG 208 Canadian/ Australian intel**
DISTINCTION 02/26/2016
- SIG 209 Japanese intel**
DISTINCTION 02/26/2016
- SIG 210 China/ N.Korea intel**
DISTINCTION 02/26/2016
- SIG 211 French / German Intel**
DISTINCTION 02/26/2016
- IOPFR - College of Survival Studies (IOPFR:COSS)
- TSS-103 Attitude for Survival**
DISTINCTION 02/02/2016
- TSS-104 Ropes and Knots**
DISTINCTION 02/02/2016
- TSS-105 Survival Signaling**
DISTINCTION 02/02/2016
- TSS-106 Poisonous Plant**
DISTINCTION 02/02/2016
- ESS-101 Survival in Northern Climates in Summer**
DISTINCTION 02/04/2016
- TSS 107 - Useable Plants**
DISTINCTION 02/04/2016
- TSS 108 - Poisonous Snakes and Lizards**
DISTINCTION 02/04/2016
- TSS 109 - Water Crossing**
DISTINCTION 02/04/2016
- TSS 110 - Sanitation**
DISTINCTION 02/04/2016
- ESS-102 Jungle Survival**
DISTINCTION 02/11/2016
- ESS-103 Desert Survival**
DISTINCTION 02/11/2016
- ESS-104 Mountain Survival**
DISTINCTION 02/11/2016
- ESS-105 Survival at Sea**
DISTINCTION 02/12/2016
- ESS-106 Survival in Northern Climates**

mates in Winter
DISTINCTION 02/12/2016
 ESS-107 Caves
DISTINCTION 02/12/2016
 ESS 108 - Australia
DISTINCTION 02/12/2016
 TSS 201 - Adv. Water Procurement
DISTINCTION 02/18/2016
 TSS 202 - Adv. Food Procurement
DISTINCTION 02/18/2016
 TSS 203 - Adv. Psychology of Survival
DISTINCTION 02/18/2016
 TSS 204 - Survival Equipment
DISTINCTION 02/18/2016
 TSS 205 - The Compass
DISTINCTION 02/18/2016
 MSS 112 - Visual Flight Rules (VFR)
DISTINCTION 02/27/2016
 MSS 113 - Navigation Hazards
DISTINCTION 02/27/2016
 MSS 111 - Aerial Navigation
DISTINCTION 02/27/2016
 MSS 114 - Instrument Flight Rules (IFR)
DISTINCTION 02/27/2016
 IOSO - College of SpecOps Resources
 EQPT 101 - Combat Gear
DISTINCTION 02/05/2016
 EQPT 102 - Rations
DISTINCTION 02/05/2016
 COMM 109 - SINGGARS Pt. 2
DISTINCTION 02/05/2016
 COMM 110 - SINGGARS Pt. 3
DISTINCTION 02/05/2016
 EQPT 103 BODY ARMOR
DISTINCTION 02/05/2016
 EQPT 104 UAV'S
DISTINCTION 02/07/2016
 EQPT 105 S.O. AIRCRAFT
DISTINCTION 02/07/2016
 EQPT 106 OPTICS & SENSORS
DISTINCTION 02/08/2016
 EQPT 107 Ground transportation
DISTINCTION 02/08/2016
 WPN 105 - Hand Grenades
DISTINCTION 02/09/2016
 WPN 106 - Shoulder Fired Rockets
DISTINCTION 02/09/2016
 WPN 107 - Improved Explosive Devices
DISTINCTION 02/09/2016
 WPN 108 - Bayonets
DISTINCTION 02/09/2016
 EQPT 108 SDVs
DISTINCTION 02/09/2016
 WPN 109 - Non-Lethal Weapons
DISTINCTION 02/10/2016
 WPN 111S - Weapons Safety Pt 2
DISTINCTION 02/10/2016
 WPN 113S - Weapons Safety Pt 4
DISTINCTION 02/10/2016
 WPN 114S - Weapons Safety pt 5
DISTINCTION 02/10/2016
 WPN 112S - Weapons Safety Pt 3
DISTINCTION 02/10/2016
 WPN 201 - Federation & Allied Worlds
DISTINCTION 02/11/2016
 WPN 202 - Federation Enemies &

Friends
DISTINCTION 02/11/2016
 IOSO - College of SpecOps Training (CSOT)
 SEAR 101 - Deployment Checklist
DISTINCTION 02/03/2016
 CAMO 108 - Individual Concealment & Decoys Pt 1
DISTINCTION 02/03/2016
 CAMO 109 - Individual Concealment & Decoys Pt 2
DISTINCTION 02/03/2016
 CAMO 110 - OBSCURANT Pt. 1
DISTINCTION 02/03/2016
 CAMO 111 - OBSCURANT pt. 2
DISTINCTION 02/03/2016
 DEFT 101 - Close Range Techniques
DISTINCTION 02/16/2016
 DEFT 102 - Medium Range Techniques
DISTINCTION 02/16/2016
 DEFT 103 - Natural Weapons
DISTINCTION 02/17/2016
 DEFT 105 - Knife, Rope & Stick combat
DISTINCTION 02/17/2016
 DEFT 106 - Defensive Techniques
DISTINCTION 02/17/2016
 DEFT 108 - Martial Arts Overview Pt 2
DISTINCTION 02/29/2016
 DEFT 109 - Martial Arts Overview Pt 3
DISTINCTION 02/29/2016
 IOSO - College of SpecOps Units (CSOU)
 RECON 101 - History
DISTINCTION 02/01/2016
 RECON 103 - Weapons
DISTINCTION 02/01/2016
 RECON 102 - Current Recon
DISTINCTION 02/01/2016
 RECON 104 - Equipment
DISTINCTION 02/01/2016
 RECON 105 - Training
DISTINCTION 02/01/2016
 RECON 106 - LRSU Surveillance I
DISTINCTION 02/04/2016
 RECON 107 - LRSU Surveillance II
DISTINCTION 02/04/2016
 RECON 108 - LRSU Surveillance III
DISTINCTION 02/04/2016
 RECON 109 - LRSU Recon
DISTINCTION 02/04/2016
 USF 101 - US Forces Pt. 1
DISTINCTION 02/04/2016
 RANG 101 - History & Tradition
DISTINCTION 02/17/2016
 RANG 102 - Training
DISTINCTION 02/17/2016
 RANG 103 - The Mission
DISTINCTION 02/17/2016
 RANG 104 - Organization, Equipment, Deployment
DISTINCTION 02/17/2016
 RANG 105 - Light Infantry Operation
DISTINCTION 02/17/2016
 SEALs 102 - Training
DISTINCTION 02/29/2016
 SEALs 105 - Organization

DISTINCTION 02/29/2016
 IOSS - College of Space Equipment
SSE 202 - Space Emergency Primer (Star Trek)
DISTINCTION 02/19/2016
SSE 204 - Space Emergency Technician Certification (Star Trek)
DISTINCTION 02/19/2016
SSE 203 - Space Emergency Equipment (Star Trek)
DISTINCTION 02/19/2016
SSE 102 - EVA Suits
DISTINCTION 02/19/2016
SSE 101 - Overview
DISTINCTION 02/19/2016
 IOST - College of Engineering (IOST:COE)
SoEH 202 - The SI Unit System
HONORS 02/02/2016
 IOST - STARFLEET Officer's Radio School (IOST:SORS)
SORS 302 - Modes of Amateur Radio
DISTINCTION 02/01/2016
 IOTA - College of Law (IOTA:LAW)
COL 201 - Parliamentary Procedure
HONORS 02/02/2016
 SFA Awards
Boothby 0150 - Gold (150)
Awarded 02/08/2016
Boothby 0200 - Latinum (200)
Awarded 02/08/2016
 ADP - Associate of Command Studies
Awarded 02/09/2016
 ADP - Associate of Communications
Awarded 02/09/2016
 ADP - Associate of Special Operations
Awarded 02/09/2016
 ADP - Associate of Federation Studies
Awarded 02/10/2016
 ADP - Bachelor of Special Operations
Awarded 02/11/2016
Boothby 0250 - Diamond (250)
Awarded 02/15/2016
Boothby 0300 - Dilithium (300)
Awarded 02/29/2016
 Rezty Felty
 IOMS - College of Starship Operations (IOMS:COZO)
CSO-106 - Extreme Measures
DISTINCTION 02/06/2016
CSO-103 - Rescue and Evacuation Operations
DISTINCTION 02/09/2016
 SFA Awards
BOCP - Chief Security Officer Certification
Awarded 02/10/2016
 Laura Felty
 IOTA - College of Communications (IOTA:COC)
COC 101 - Interspecies Interaction
HONORS 02/10/2016
 IOTA - College of Law (IOTA:LAW)
COL 201 - Parliamentary Procedure

HONORS 02/23/2016

Sagan Felty

IOCS - Cadet Vulcan Academy of Science (CVAS)

CVAS 103 - Plants 6 - 9 Year Olds

DISTINCTION 02/06/2016

CVAS 105 - Planets 6 - 9 Year Olds

DISTINCTION 02/06/2016

Reuben Juarez

IOLS - Officer's Training School (IOLS:OTS)

OTS

HONORS 02/05/2016

Selena Juarez

IOLS - Officer's Training School (IOLS:OTS)

OTS

PASS 02/06/2016

OTHER INFO

MEETING DATE : 01/23/2016

PROMOTIONS :

SCC:	NAME	NEW RANK	EFFECT DT
74487	Hannah Batt	CDT	01/30/2016
74509	Carol Walker	CRMN	02/05/2016
74503	Reuben Juarez	ENS	02/05/2016
74503	Selena Juarez	ENS	02/06/2016

ACTIVITIES :

- 02/01 SO (LT Bevan, Team Leader) formed Special Operations Unit SOU-666 Dark Devils aboard the ship with ENS R. Felty as Assistant Team Leader. Other team members are LTJG Schroeder and ENS L. Felty.
- 02/02 SO hosted the chapter's biweekly Game Night at his home.
- 02/06 CO, XO/OIC MSG 269, SO had dinner and Command Staff meeting at CO's home.
- 02/08 SO/SOU Team Leader had dinner with Away Team Leader/SOU Member LTJG Schroeder at Henry T's Restaurant.
- 02/12 CO, XO/OIC MSG 269, SO had dinner and Command Staff meeting at CO's home.
- 02/13 CO, XO/OIC MSG 269, SO attended USS Valiant meeting at Pizza Ranch in Liberty, MO.



USS Valiant crewmembers just promoted.

- 02/19 SO hosted the chapter's biweekly Game Night at his home.
- 02/20 CO, XO/OIC MSG 269, SO had dinner

with LT Barbee, Flight Control Officer, at SO's home.

02/26 CO, SO represented chapter at After-Glow II, a fundraising gaming event for TopCon 2016 in Topeka, KS. Met and chatted with several STARFLEET unassigned members interested in forming a new chapter in Topeka.

02/27 CO, XO/OIC MSG 269 met briefly with DOIC MSG 269 in Kansas City, KS.

02/27 USS Dark Phoenix monthly chapter meeting, 6 PM at Jin Shan Buffet in Lawrence, following 5 PM meeting with:



Members/prospects/guests from Topeka on possibility of forming new chapter there: B. Cervantez; F. Alfaryan; guest; CRMN Nikki Blackburn; ENS S. Juarez; guest; guest; ENS R. Juarez.

Back row L-R: SO; CO; LT Barbee; LTJG Schroeder.



LT Barbee receives Willard Decker Award.



LT Barbee belatedly receives his second gold pip from CO as SO looks on.



LTJg K. Batt receives his second Bright Star Award from CO as daughter CDT H. Batt and SO look on.



Newest cadet, CDT H. Batt, receives her promotion certificate from CO as father LTJg K. Batt and SO look on.



ENS R. Felty receives his BOCOP - Chief of Security Certificate from CO as wife ENS L. Felty and SO look on.



ENS L. Felty receives her BOCOP - Chief of Medical Certificate from CO as SO looks on.



ENS S. Juarez and ENS R. Juarez receive Comm badge and gold rank pip each from CO as SO looks on.



L-R: CDT H. Batt; LTJg K. Batt; ENS R. Felty.; ENS L. Felty; CDT4 D. Felty; CDT S. Felty; guest T. Logan; CDT T. Felty.

Back row L-R: CRMN D. Morton; SO; CO; LTJg Mills.

Not shown: LTJg Melton; LTJg Kaberline; XO.

02/27 Afterward, SO hosted demonstration of spaceship bridge simulation game Artemis at his home with ENS Laura Felty, ENS R. Felty, CDT4 D. Felty, CDT S.

Felty, and CDT T. Felty assisting. Others in attendance were LTJG K. Batt, LTJG Melton, LTJG Schroeder, CRMN Morton, CDT H. Batt, and guest T. Logan.

02/28 CO, XO/OIC MSG 269, SO had dinner and Command Staff meeting at SO's home.

FUTURE PLANS

- 03/01 SO will host the chapter's biweekly Game Night at his home.
- 03/05 Away Mission to Farpoint Observatory in Eskridge, KS.
- 03/12 Academy Night at SO's home!
- 03/18 SO will host the chapter's biweekly Game Night at his home.
- 03/26 USS Dark Phoenix monthly chapter meeting, 6 PM at Conroy's Pub in Lawrence.
- 06/25 Kansas Sector Picnic at Shawnee Mission State Park in Johnson County, KS.

COMMENTS :

- 01/27: Congratulations to LT Bevan upon earning Grade 1 Certification in STARFLEET Special Operations in pursuit of organizing a Special Operations Unit aboard the ship.

CORRECTION:

- 01/30: Welcome aboard to CDT Hannah Batt!
- 02/09: Congratulations to LT Bevan upon earning Grade 2 (Intel Agent) certification in Starfleet Special Operations.
- 02/10: Congratulations to ENS R. Felty upon earning his BOCP - Chief of Security Certification. This entitles him to the removal of the "Acting" qualifier in front of his new title as Chief of Security.
- 02/11: Congratulations to LT Bevan upon earning Grade 3 (Intel Specialist) certification in Starfleet Special Operations.
- 02/21: Congratulations to LT Bevan upon earning Space Emergency Technician certification.
- The following crew members are reminded that their memberships are now APPROACHING expiration date, and that they should renew NOW:

SCC	RANK	NAME	EXPIRE DT
73283	LTJG	John Buttimer	03/07/2016
70978	LTJG	Rianna Melton	04/26/2016

Second Officer's
Report
By Lieutenant John
"Sparky" Bevan



Top of the month to ya, lasses and lads! Happy St. Patrick's Day! We had a few changes this month, some expected and some not.

Ranks and Recognition

To start off, as those at the last ship meeting noticed, we are giving certificates when a person is promoted. Fleet does this with each promotion through the Flag ranks, so we decided that we would do so for the lower ranks as well.

Also, we have requested the services of a good friend down in Australia to put together some insignias for those of our ship who are Non-Commissioned Officers as well as for the Cadets. Soon those insignias should arrive and be ready for distribution (ideally by the April ship meeting). We are having four different sets of rank insignia made: brass-colored lozenges for the younger Cadets, silver-colored lozenges for the senior Cadets, silver-colored Voyager-inspired provisional insignias for the Cadet Officers, and the DS9-style NCO insignias for the adults.

The junior and senior Cadet lozenges will be granted at the rate of one a year, just as is experienced in Starfleet Academy

as we have seen on TV and in the movies. Of course we will expect some qualifications to be met to earn those lozenges but they shall not be overly difficult. Those requirements will be discussed by the Command Staff and announced at a later time.

The Cadet Officer ranks will range from Cadet Ensign through Cadet Commander. As we have already demonstrated with Cadet Ensign Dyson Felty, being risen to the rank of Cadet Ensign requires completion of Officer Training School (OTS), just as an adult being commissioned as an Ensign requires completion of OTS. Successive ranks will be based on additional achievements, just as they would be for the adults. The difference, however, is that just like in Starfleet Academy of Hollywood, upon graduation from the Academy (aka becoming an adult member of SFI), one does not keep the Cadet officer rank but instead starts at the adult officer rank of Ensign.

As the material that we are using for the Cadet Officer ranks is restricted to only two colors--silver and black--we have had to slightly modify the design. While the Maquis provisional officers had only up to four stripes of silver and bright gold on their insignia with background colors of black and dark gold, we have to use five silver stripes against a black background. Specifically, each stripe represents the next

rank in series starting with Ensign and proceeding to Commander.

The NCO ranks will be composed of one, two, or three stripes for Petty Officer Third Class, Petty Officer Second Class, and Petty Officer First Class, respectively. For Chief Petty Officer, Senior Chief Petty Officer, and Master Chief Petty Officer, the three stripes will remain but they will be accompanied by one, two, or three pips, respectively. The stripes and pips will be silver as in the NCO insignias seen in Deep Space Nine.

Each of these insignia designs will have magnets rather than pins, so it should be easier to get them mounted correctly given their shapes. Also, we won't have to worry about them spinning because of having only one pin. ☺

Of course, I shall point out that just like the pips and communications badges, the various aforementioned rank insignias remain property of the ship and must be returned upon transfer to another ship or resignation/expiration from SFI.

Chapter and Crew Changes

As for an unexpected change, it seems that our plan to start up a Topeka chapter has hit another roadblock. The gentleman who had volunteered for the honored position of Commanding Officer has realized that his schedule, especially due to his

final year of classes at Washburn University, prevents him from assuming that post. Therefore, unless another wishes to step forward to pursue a Topeka chapter, we will table the creation thereof for the time being and we invite all those who are currently unassigned to a ship to assign themselves to the Dark Phoenix. If you are unsure how to accomplish this, ask any of the Command Staff and we will be glad to assist you.

Also, it seems that our crew complement may be losing one of its members. Earlier this month, I spoke with Ensign Josh Levering and he has indicated that his work is transferring him out of state, specifically to the Austin TX area. He is currently deciding which chapter to call home but the closest one to him will be Retribution Station, the chapter run by our Commander, Starfleet, himself: Fleet Admiral Wayne Killough.

Events

Friday Game Nights seem to be moving along well with good representation each time we have it while the Tuesday Game Nights have been met with no attendance for the past few such evenings. As such, we will be switching the events to just Friday Game Nights as of April. Since that is the case, we will have Friday Game Nights every two weeks, always starting at 7pm and ending whenever the last person leaves, whether that is

midnight, 3am, or even noon the next day. ☺

The last Friday Game Night we had (February 19th) was attended quite well by Ensigns Laura and Rezty Felty, Cadet Ensign Dyson Felty, and Cadets Sagan and Tesla Felty. This was the first time that we got to try out the spaceship bridge simulator known as Artemis. The game is truly wonderful, engrossing, and fun. However, I will discuss this more in another article later in this newsletter.

On February 26th, Rear Admiral Ralph Planthold and I went to the AfterGlow II fundraising event in support of TopCon. Here we reunited with some of our friends from TopCon such as Brian Cervantez and Reuben Juarez as well as made some new friends such as Fahad Alfaryyan. Crewman Nikki Blackburn was also in attendance but was there representing others rather than the Dark Phoenix that evening. (She is a lady of many hats and she has only one head, so she must pick and choose for each event. ☺)

The February ship meeting at Jin Shan on the 27th of the month was extremely well attended: there were 25 people with us that evening which included the Command Staff, Lieutenant Brent Barbee (who belatedly also received his second gold pip for his promotion from long ago to Lieutenant); Lieutenants (junior grade) KLa

Batt, Carolyn Kaberline, Rianna Melton, Carrie Mills, and Jeremy Schroeder; Ensigns Laura Felty, Rezty Felty, Reuben Juarez, and Selena Juarez; Crewmen Nikki Blackburn and David Morton; Cadet Ensign Dyson Felty; Cadets Hannah Batt, Sagan Felty, and Tesla Felty; and guests Fahad Alfaryyan, Brian Cervantez, Tyler Logan, and three more whose names we did not learn that evening. Most of the guests were in attendance for the 5pm discussion of organizing a Topeka chapter and stayed with us to see the chapter in action.

After the conclusion of the meeting, the Feltys and I hosted a demonstration of Artemis at my home for anyone who wanted to join. Guest Tyler Logan was also participating in the demonstration as he was the guest of Cadet Ensign Dyson Felty. He had never played Artemis previously, so he helped show how easy it was to learn the game and get integrated into the crew and the action. Others who came over as well were Lieutenants (junior grade) KLa Batt, Rianna Melton, and Jeremy Schroeder; Crewman David Morton; and Cadet Hannah Batt.

On March 5th, the Northeast Kansas Amateur Astronomer League (NEKAAL) had an open house as the Farpoint Observatory in Eskridge, Kansas. Unfortunately for those who attended, clouds and smoke from controlled burning of fields moved in to limit what could be seen.

However, there were some views enjoyed by our shipmates: Ensigns Laura and Rezty Felty, Cadet Ensign Dyson Felty, and Cadets Sagan and Tesla Felty. Lieutenant (junior grade) K Lar Batt, Cadet Hannah Batt, and I each had issues along our routes, so the three of us (in our separate shuttles) were unable to attend the event. We look forward to making it to the next event, however.

March 12th was the second Academy Night that the Dark Phoenix has administered. This time around, only the Feltys requested tests that were received in time for the event and they did very well at working toward their various Bridge Officer certifications and other goals. Also, as has become standard policy, as both Ensigns Laura Felty and Rezty Felty completed Officer Command College after the last Academy Night (which occurred just a couple weeks before they joined SFI and the Dark Phoenix) but by the time of this Academy Night, they are both promoted to the rank of Lieutenants (junior grade). Further, since Cadet Ensign Dyson Felty also completed OCC by the time of this Academy Night, he is promoted to the rank of Cadet Lieutenant (junior grade). Well done, Lieutenants Felty and Cadet Lieutenant Felty!

Reminders

Folks, as the Second Officer and the one who has the responsibility of Academic

Advisor for the Dark Phoenix as well as helping to guide our crew in their participation and rank advancement, I wish to mention something. As you can see from much of the above, the Feltys are very active in participating in our group: they are attending our various events, showing up to every meeting, assisting in demonstrations, pursuing Academy courses, and more. Because of this, they are building their portfolio for rapid advancement through the ranks. While membership in SFI and the Dark Phoenix is about camaraderie and fun, the Command Staff would also like to remind everyone that there are other ways to participate than just showing up to the meetings each month. An easy way to have fun is to look into the Academy and find courses that interest you. Many of them are very easy since every course is open-book and can be finished without much time commitment. Further, the Academy gives a total of ten weeks to complete the courses, so you can answer only one question a night if desired and get most tests done in less than a month. There is no cost to taking the courses since they are sent and returned by email. If advancing in rank is of interest to you, taking courses in the Academy is a simple step in that direction.

Participation in events such as the Game Nights is also something that will help. The more often you show up and spend time in the company of your

shipmates, the more "participation points" you earn toward being considered for promotion. Working recruiting tables such as at TopCon or the Symphony (or such as what we are trying to arrange for the upcoming Star Trek concert in Topeka next month) or volunteering to work events such as the security services we provided to TopCon this past September add even more weight to those participation points. It also helps one earn Bright Star Awards, the total of which earned each year help the Command Staff consider who is ready for promotion.

At this point, we have several Lieutenants (junior grade) because of the completion of both OTS and OCC but that is as high as the courses will earn you by "automatic advancement." The rest of the work must be done by what you achieve through your own participation and other efforts.

I mention all this in the spirit of encouragement and to make sure that it is understood that promotions are earned on the Dark Phoenix rather than just given out like pieces of candy. If rank advancement is not important to you, then you can have as much or as little involvement as you wish. On the other hand, if you are interested in earning your pips (or stripes for the NCOs), then be sure to read through Section 4 of the Crew Handbook and see what you can do to become eligible for promotion.

Future Events

The next event on the calendar is Friday Game Night on March 18th. As always, it will commence at 7pm and be held at my home. If you intend to come, please RSVP by 12 noon on March 18th so that I know for how many to plan and how many chairs and tables to set up.

March 26th is the next ship meeting (and hopefully we will at least have the proofs for the ship ID cards emailed out by then if not actually have the cards to pass out). This month, we will once again be at Conroy's Pub located at 3115 West 6th Street in the strip mall just east of the Sonic. The start time is the usual 6pm. There is no pre-meeting to discuss the formation of a Topeka chapter or other topics scheduled at this time. We will be in the large private dining room just beyond the row of booths in the front part of the restaurant.

Since we are switching to having Game Nights only on Fridays, that means that our next event after the ship meeting will be Game Night on April 1st, April Fool's Day. Since that is the date of practical jokes, it makes one wonder what games people will be up to at Game Night. ☺ For the pranksters in our group, be sure to keep the pranks friendly and funny. As said above for the March 18th Game Night, please make sure to RSVP by noon this day to let me know how many to

expect to attend. There shall also be Game Nights on the 15th and the 29th this month.

NEKAAL is having another open house at Farpoint Observatory on Saturday, April 9th, but it will start at 8pm rather than 7pm, thanks to Daylight Saving Time being in effect. For those who have not been to the Observatory previously, it is located at 12965 Mission Valley Road in Eskridge, Kansas 66423. A word of warning: if you trust your GPS to give you directions and it tells you to go down SW Carlson Road, go into your GPS options and make sure to check the box next to "Avoid Unpaved Roads." Take it from me: you do not want to go down that road! (That road is the reason that I could not make it out to the Observatory a couple of weeks ago.)

On April 23rd, we will have the April Ship Meeting at Perkins (1711 West 23rd Street, located on the southeast corner of 23rd and Ousdahl) at the usual time of 6pm. We will be in the private dining room just behind the host's dais.

As briefly mentioned a moment ago, there is also an official Paramount concert tour for Star Trek's 50th Anniversary that will be coming to Topeka on April 24th at 3pm at the Topeka Performing Arts Center (214 SE 8th Avenue, Topeka KS 66603). Tickets are being sold by Ticketmaster for \$35, \$45, or \$55, depending on how close you want

to sit to the stage. Our friends Gypsy and Debbie George (Gypsy's wife) already have their tickets in the front of Section C. We are trying to gain permission from the powers that be to set up a recruiting table at the event, similar to what we did at the Symphony a few months ago. However, since this is a Paramount event rather than something arranged locally, whether we will succeed in this request is unknown. Keep your eyes and ears peeled for further announcements.

As always, if anyone has any questions about the contents of this article, suggestions for future events, or wish to submit articles or announcements for publication, please feel free to contact me by email at sosparky@bdcusa.com or give me a call at (785) 727-1355. Be aware this is a regular phone, so don't try to send it text messages. ☺

John Bevan is the Second Officer of the USS Dark Phoenix and has been a member of Starfleet International since January 2015. When not honoring our ship with his dedication, he owns and operates a computer sales and service firm he founded back in June 1989. The motto by which he lives is "Nothing changes until something changes."

Marine OIC's Report
By Admiral Sunnie
Planthold



As many of you know, I have been taking classes at KU to learn sign language. So, this month, I thought I would talk a little about the terms dominant and non-dominant hand. However, when writing the article, I realized that it would be more clear if people could see what I am doing. So, I have decided to demonstrate at the next ship meeting.

This month, we are putting forth effort to support the Lawrence Humane Society once again. They are in continuous need of bleach, so please bring a gallon of regular chlorine bleach to the ship meeting and I will deliver it to them the following week.

Healthy Root Beer Float

12 fl. oz. Root Beer
2 Tbsp. chocolate syrup
1 cup vanilla frozen yogurt

Divide the root beer between two glasses. Put a tablespoon of chocolate in each glass and stir. Put ½-cup of frozen yogurt in each glass and serve.

Sunnie Planthold has been a member of Starfleet International since February 1995. She holds the billets of Executive Officer and as the Officer in Charge of the 269th Marine Strike Group--The Black Bettys. When pursuing civilian life, she is an independent sales consult-ant for

LegalShield (alongside her hus-band Ralph), performs community service for the Lawrence Humane Society and the Willow Domestic Violence Cen-ter, and interprets church services into American Sign Language each Sunday. The quickest way to befriend her is to offer her a bite of chocolate.

Security Officer's
Report
By Lieutenant
(junior grade)
Rezty Felty



For my first Security Chief's report, I thought I would report on new technologies that are fun and high-tech, move us a little bit closer to Star Trek technology, and are available here on Earth today. I want to talk about door-locking technology. All of us have doors and I'd imagine most of us lock our doors from time to time for the security of our homes, possessions, and families. But I would also venture a guess that most of us are also using door-locking technology which has changed very little since it was first invented in Mesopotamia more than 6,000 years ago! Does it surprise you to learn that the pin, key, and tumbler system that today's mechanical locks use was first used so long ago? It did me.

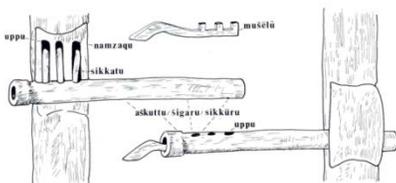
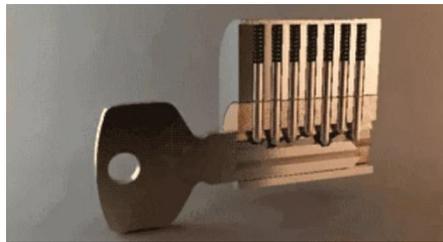


Fig. A - Lock system in Ancient Mesopotamia.

The reason this system has been in use so long is because it serves its purpose: it is easy for the authorized user to use and is good at keeping most unauthorized users out. Compare the drawing of the 6,000+ year old lock above with this photo of a modern lock and you will see that

other than adding pins and improving the materials we make them out of, little has changed.



So if this system has worked well enough for millennia, what could there be to do to improve it? Well, how many of us have scrambled about in the morning running late to work because we couldn't find the keys? What if we did away with the keys altogether? I remember once when our Chief Medical Officer fell off a boat into a lake and her keys went right out of her pocket and down to the muddy bottom never to be seen again while we were fifty miles from home. If I hadn't had a spare set in my pocket, I don't know how we would have gotten home. So the emerging technologies in locks and security seek to improve ease of use by eliminating the key while improving the functionality of locks by adding automation—taking us closer to a Trek-like future. Here is what's out there, or coming soon.



The Linus \$130

This lock does away with keys, and uses a keypad to enter a numerical code. It also ties into any number of home automation systems, so, for example, unlocking your door can turn on the lights, raise the thermostat, start the coffee brewing, etc. This system has only 250 unique codes; for myself, I would have added a byte on encryption depth. Being an IT guy, when I see something saying it can hold only 250 combinations, I know what they are really saying is they limited code storage space to a single 8-bit byte, which allows 256 different combinations. If they increased this to 2 bytes, or 16 bits, it would increase the number of possible combinations to over 65,000.



The Kevo \$200

This lock is Bluetooth-integrated, so simply walking up to the door with your smartphone in your pocket unlocks it. A neat idea that harkens to the seamless door opening we see in the various Trek series in which the doors just "know" to open. It also has a keyhole as a backup. So if the power fails, or your phone doesn't pair properly, you can still get in,

which I think is good insurance. If I had designed this, I would have a hidden keyhole behind a blank faceplate, so I would know it was there, but nefarious entities seeking entry to my domain wouldn't; for certain people, just seeing a keyhole invites picking. It is also wireless-enabled and integrates with various home automation solutions, as the previous entry does, so it can perform the same functions such as turning on the lights and TV when you approach the door.



The August \$200

The August is another Bluetooth-enabled lock. This one adds logging, so you can see who has been in and out of your door and also allows you to issue temporary digital keys to friends, family, repairmen, etc. and limit that access only to certain hours, or only one day, or whatever you need (handy to let the neighbor in to feed the cat while you're out of town).



The Lockitron \$179

Clunky name, clunky design, in my opinion. This is another Bluetooth-enabled, wifi do-everything lock. This one is designed so you don't have to remove your existing lock: it just bolts over the back to turn a standard lock into a "smart" wireless lock. It has the usual range of interfacing with other systems and also allows you to issue temporary keys to others. This one would not be my first choice, simply for aesthetic reasons, but if the thought of using a screwdriver to remove your existing lock is frightening to you, this might be the one for you.



Schlage Nexia \$250

This lock from traditional lock manufacturer Schlage has a key backup, numeric code entry, or entry through an app on your

smartphone or tablet. It allows remote unlocking from anywhere. A couple of reasons I'd avoid this one are that it has a maximum of 19 codes available (telling me they are using an oddball 5-bit encryption; in other words, easily hackable), and they want you to pay \$9 a month for the remote unlock ability, forever.



Goji \$278

This is my favorite of the locks reviewed here. It has all the features of the ones above: keyless, Bluetooth smartphone enabled entry, home automation integration, etc. This is another that installs over the existing lock but this one installs on the outside of the door and that's where some neat features come in that make this one my choice, in my opinion. It has a screen, and greets guests it knows by name. Whether it knows the person at the door or not, it uses its built-in camera to take a photo of every person who approaches the door, so you can review them later, or even use the lock to screen people in real time.

All of these lock replacements will set you back more than a standard mechanical

entry set, which generally run from \$50-\$100. Their higher prices may keep them out of the range of possibility for some but hopefully I have shown you some new options out there, and I am sure there are more on the horizon.

Until next month, keep your shields raised, and watch your 6!

Rezty Felty insures the safety and security of the USS Dark Phoenix and engages in Warp Core research, has been a Trek fan since the '60s, and has been a member of Starfleet since September 2015. In real life, he is owned by the CMO of the USS Dark Phoenix, 5 kids, and a variety of dogs, cats, and rats when not performing Linux Engineering.

Chief Engineer's
Report
By Cadet
Lieutenant
(junior grade)
Dyson Felty



The Alcubierre drive that moves the Enterprise and other vessels in Star Trek is a device that, instead of propelling the ship forward at speeds beyond the speed of light, the device warps space in front of and behind the ship to give the ability to effectively travel faster than light without breaking Einstein's theory of relativity. As far-fetched as all this is, NASA is working on making a working model. Also they have made designs for the ship that will use this new propulsion system.

This drive is far from possible though: there are several issues, one being that one ingredient for making an Alcubierre drive is exotic matter that is nearly impossible to obtain on Earth and once it is obtained, it can be very dangerous and volatile. Another is that although it doesn't violate Einstein's theory of relativity it could possibly violate the theory of quantum gravity.

The pros of using the Alcubierre drive start with being able to traverse the universe safely without dying of old age before reaching the destination. One of the biggest cons is that there is a good possibility of being lost in time after leaving a planet. For

example, a 20-year old may leave the planet and when he returns, he may be only five years older but his family may have aged 60 or more years. Other cons are the traveler could suffer from muscle atrophy and loss of bone calcium, weakening the bones as if one suffers from osteoporosis, due to the extended period of zero gravity while in space. It would take considerable time for him to recover from the muscular atrophy as the treatment would require extensive physical therapy for several months to rebuild the muscles but the bones may never regain their strength.

This technology is awe-inspiring, deadly, and wondrous but it could be only the dreams of humanity clinging to any hope it can get its hands on, desperately trying to leave the near-empty husk of Earth in search of new resources to exploit. Or it could be entirely possible and give all of humanity the chance to dance and explore among the stars. As is often said, time will reveal all things. We will anxiously await the results of the research of NASA to see whether an Alcubierre drive is only a hypothetical pipedream or it becomes as possible and eventually as commonplace as the internal combustion engine.

Dyson Felty is the Acting Chief Engineer of the Dark Phoenix and is an exception to the rule of only Officers being in such responsible positions. He is a high school sophomore but has shown the same enthusiasm and dedication of any of the Officers, so his desire to serve has been approved by the Command Staff. Joining

the crew only a few months ago, he has proven himself worthy of his title. As he challenges the same Officer training tests as his adult colleagues, he has been granted the rank of Cadet Ensign (abbreviated as CDT4) and will receive a commission to the rank of Ensign upon his 18th birthday.

Propulsion News
By Lieutenant
(junior grade)
Rezty Felty



Many may not be aware that there are multiple groups on Earth right now working toward practical interstellar flight. Most have a goal of achieving this in the next 100 years. Below is a brief description of each:

100YSS

Launch date: 2100

Mission: To make the capability of human travel beyond our solar system a reality within 100 years.
Propulsion: The 100YSS project speculates that nuclear fission, fusion, and antimatter are the most promising energy sources.

Institute for Interstellar Studies

Launch date: 2100

Mission: To ensure starflight becomes possible by the end of the 21st century.

Propulsion: A solar-energy collector in Mercury's orbit converts sunlight into a petawatt laser fired at a ship's solar sail.

Icarus Interstellar

Launch date: 2100

Mission: Design an interstellar probe.

Propulsion: Icarus President Andreas Tziolas prefers magnetic confinement fusion engines; a starship would hop from stop to stop, extracting resources to convert into fuel.

Tau Zero

Launch date: 2400

Mission: Interstellar research, education, and outreach.
Propulsion: Founder Paul Glister is an advocate for either solar or beamed sails, "because a sail lets us leave the propellant behind. I think it makes the most sense for long-haul missions."

British Interplanetary Society

Launch date: 2500

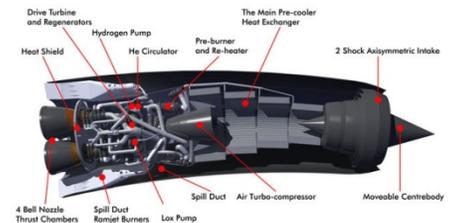
Mission: Promoting technical information.

Propulsion: According to Richard Osborne, on BIS's technical committee, nuclear fusion rocket engines, fueled by a three-million-tonne ball of frozen deuterium.

NASA scientist Phil Lupin is working on a laser propulsion system that he claims can get humans to Mars in 3 days!

(<http://www.wired.co.uk/news/archive/2016-02/22/laser-propulsion-system-mars-in-3-days>) This system uses lasers to propel a craft using solar sails, so you have the huge advantage that you are not carrying your fuel with you; standard chemical propulsion craft throw away 9/10ths of their mass as fuel. Lupin anticipates this system could reach speeds of around .30c (30% of the speed of light, significantly faster than anything humans have ever built.) The craft could be powered by ground-based or orbiting lasers, taking advantage of the bounteous solar energy in space to make the fuel cost essentially free. Ryan Weed of Positron Dynamics is said to be working on an antimatter engine to make interstellar travel reasonable in a

much shorter time frame than those named above. Although the company is not releasing many details, it is known they have hired award-winning physicists from SpaceX, NASA, and Lawrence Livermore Laboratories, as well as a former NASA Chief technologist, and have a positron production facility up and running. I'd keep an eye on this company: it's the quiet ones that surprise you.



The US Air Force has released pictures and details around a new type of engine they have designed and built. It is designed for use in a new spaceplane they are prototyping, a plane designed to fly in both atmosphere and space, and as such it's propulsion is dual-purpose: an air-breathing turbo scramjet in atmosphere and a rocket extra-atmospherically. They are saying it is "[the biggest breakthrough in aerospace propulsion technology since the invention of the jet engine.](#)" The Air Force Research Laboratory is engaged in physical testing of the engine and plans for the spaceplane, designated "Skylon", currently include orbital flights within 5 years with missions to the ISS by 2020. The AFRL is already discussing releasing

schematics to the public, and anticipate it will be a great boost to space tourism.

Until next month, keep those thrusters firing and your nose pointed at the stars!

Case Study: Kingston
DataTraveler DTSE9 monolith not
detected

By Ashley Toy, Gillware Data
Recovery

[Editor's Note: This is an article that was emailed to me regarding the proper use of thumb drives. I bring this up because all too many people use them as convenient "permanent" storage of family pictures, important documents, etc. and I see all too often how distraught clients are when those files disappear because these devices fail. This is why I always suggest to burn the files to CDs, DVDs, or other such media with an external hard drive being a decent backup as a second location. This article reveals more...]



Recovery Type: Monolithic USB
flash drive

Device Capacity: 8GB

Device Manufacturer: [Kingston](#)

Model Name: DataTraveler

Model Number: [DTSE9](#)

Main Symptom: Unresponsive



Type of Data: Photos and
Documents

Data Recovery Grade: 10

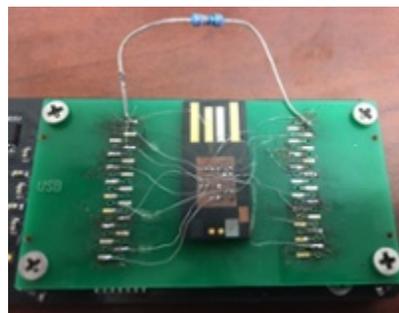
Chip Information:

Manufacturer: [Toshiba](#)

ID: THNU3EN00PL07

Background: As capacities go up and costs go down for USB flash drives, people are using them to store more and more data. However, the size and portability of these devices makes them prone to failure and often makes recovery difficult as well. In this case, the user had stored critical Office files and family photos on their flash drive. One day she plugged the device in and it was not detected by the computer.

Evaluation: When we received the device, engineers performed a full evaluation. They found that the device was a specific type of flash device called a [monolith](#), which tends to make recovery even more challenging. Since the device was not detecting, it would require a full chip-off recovery and a manual rebuild of the file system.



Recovery: A chip-off recovery on a monolith flash drive is [no easy task](#). Removing the chip itself is a challenge since everything is soldered together. In order to get the data off the NAND flash memory chip, it needs to be "spiderwebbed" on to a different

board by carefully soldering wires between the chip and the board. And that's just the half of it. Once the data is off the chip, it's like a jigsaw puzzle dumped on the table. All the pieces are there, but they still need to be put together in order to turn the information back into recognizable files. Senior engineers were able to perform a manual rebuild of the file system in order to reconstruct the user's data.

Results: Fortunately, engineers were able to recover all of the user data in this case. Not everyone is so lucky in a difficult recovery such as this. So the moral of the story here is that flash drives should be used for file transfer only, **not file storage**. Never use a USB flash drive as the sole point of storage for any critical files. Be sure you keep copies in other locations, including a [secure offsite backup](#).

[Source:

<http://blog.gillware.com/case-study-kingston-datatraveler-monolith-dtse9-not-detected>]

Chief Medical
Officer's Report
By Lieutenant
(junior grade)
Laura Felty



Hi Everyone!

I am going in a bit of a different direction for this article. I am not going to be teaching anyone anything new or how to improve your health. Today's article is a commentary regarding medical care for our veterans.

Throughout my whole nursing career, I have been less than pleased with how our veterans are treated through the Veteran Administration. Recently I have seen a change. I am learning more about the programs that the VA has to help our veterans. I am still of the opinion that it is not enough. These men were willing to give their lives for our country, so we should be willing to give more towards taking care of them when they come home from service.

Our XO recently brought to my attention an article about the VA paying \$40,000 for a patient to have what I might describe as an exoskeleton for his legs to help him walk. This is a huge deal! This is for this patient to use at home. Frequently one set would be bought for the Physical Therapy department to use with multiple veterans but when it was time for each veteran to go home, he would be on his own to find

financial assistance for this type of device.

Another service that has become increasingly popular is service dogs for veterans. A lot of people do not realize how much assistance a service dog can offer. Dogs can help with things such as waking a veteran who is having a flash back, alerting him when a seizure is imminent, and even alerting him that he is experiencing blood sugar issues. The dogs can even help veterans get up from a fall, transfer from chair to bed, or from bed to chair. They can assist with getting dressed, getting laundry out of the dryer, and more. The prospects are limitless. This service can be paid for through the VA.

The VA also has started in many states helping veterans who are having real issues with PTSD, whether it be with flash backs or other psychological issues related to seeing combat. These soldiers can come home really messed up psychologically and have trouble adjusting to life after service. There are many ways to contact the VA when such a returned soldier is in crisis. The VA has an 800 number (1-800-273-8255 then press 1), a text number (838255), and live online chat. So the veteran can remain anonymous if he wishes.

The VA is now helping many veterans with housing. The VA is focusing on conducting coordinated outreach to proactively seek out veterans in

need of assistance, connecting homeless and at-risk veterans with housing solutions, health care community employment services, and the other required supports as well as collaborating with state and local agencies, employers, housing providers, community nonprofits, and others to expand employment and affordable housing options for veterans exiting homelessness.

I am pleased to see these changes coming about for our Veterans. They are not all getting the help they need but this is certainly a change in the right direction. Hospitals are still not passing regular inspections but again I hope this starts turning around as well. I hope that soon we are seeing more positive changes to help our veterans. After all, they do all fight for us to be able to do the things we want to do and they deserve to be given the respect, support, and assistance after fighting for our safety, comfort, and way of life.

Laura Felty doesn't just play in the medical field in SFI: she has been employed in the nursing field for over 30 years and works as a Registered Nurse. She and her husband Rezty have five children and three grandchildren.

Veterinary Specialist's Report

By Lieutenant (junior grade) Rianna Melton



Now that Spring seems to have sprung on us again and the weather is warming back up, it's time to come out of hibernation! I for one am looking forward to evenings by a campfire or long walks at the park with my dogs. But, just as I wrote at this time last year, warmer weather can mean increased threats to your pet.

Leptosporis, or Lepto, is a disease that isn't talked about all that frequently but should be. It is a dangerous zoonotic disease that is prevalent all across the country and world-wide. This infection is spread by spirochetes *Leptospira* and is spread through the urine of infected animals and wildlife. In reality, it is not as common as some tick-borne diseases with which you may be familiar but if you take your pet out to dog parks, lakes, walking trails, or have any wildlife in your yard or neighborhood (which, let's face it, you do) then he is at risk of coming into contact with contaminated puddles or a contaminated surface.

This can be a tricky disease to diagnose due to the vague symptoms of a beginning infection but often include icterus, fever, abdominal pain, muscle pain and stiffness, lethargy, and acute kidney disease. The veterinarian is faced with a challenge when trying to diagnose a patient with Lepto as

not every patient will present with the same symptoms and it may be farther down on his list of rule-outs.

Fortunately, early cases usually can be treated with certain antibiotics. More advanced cases can potentially require hospitalization for supportive care but the prognosis is usually optimistic. Even better, there is a vaccine for Lepto that many veterinarians already include in their vaccine protocols. Some choose not to include it as part of the annual regimen, however, and it may be a good idea to ask your vet if your pet is receiving it.

Here is a fantastic website on the topic if you would like to read up on Lepto in more detail!

<http://www.leptoinfo.com/lepto-home.html>

And for your monthly funny-
What do boxers do with limes?
Watch the hilarious reaction!

<https://www.youtube.com/watch?v=8JXtGhtnkBo>

Rianna Melton is a member of SFI since June 2013 and is a former veterinary assistant who now works in the capacity of installation and maintenance field technician of veterinary diagnostic equipment. In her free time, she is mother to two dogs and two cats. One word of warning: under the human skin beats the heart of a proud Klingon warrior!

Stellar
Cartographer's
Report

By Lieutenant
(junior grade)

Carolyn Kaberline



Those who attended the open house at Farpoint Observatory on March 5 were able to get a clear view of Jupiter through the 14 inch telescope and smaller ones too. With Jupiter making its closest approach to Earth on March 8 both the giant planet and several of its moons were visible. While the cloud cover and smoke from pasture fires obscured many features of the night sky, films of solar flares and a variety of views of earth from space kept the attention of visitors.

While not visible from Kansas, a total solar eclipse took place on March 9. This solar eclipse was visible in parts of central Indonesia and the Pacific Ocean. For those wanting to see a total solar eclipse though, they should mark August 21, 2017, on their calendars. This eclipse will be 99% total at Farpoint Observatory and 100% a few miles farther north of there. However, before that event, the March equinox will take place at about 4:30 a.m. UTC March 20, , of this year marking the beginning of spring in the northern hemisphere. A full moon will occur a few days after that on March 23.

Stellar events for this month are few but will begin to pick up next month with the Lyrids meteor shower on April 22 and 23. Until then, enjoy the spring-like weather and plan to attend next month's open house at Farpoint on April 9 beginning at 8 p.m.

Carolyn Kaberline is a semi-retired public school teacher, having retired from one school district after teaching high school English for 45 years and now is a substitute teacher in another school district. Additionally, she is a script consultant for Project: Potemkin, a fan-created Star Trek-themed web series. In her spare time, she is an amateur astronomer and member of the Northeast Kansas Amateur Astronomers' League (NEKAAL) as well as a freelance journalist.

Artemis After-
Action Report
By Lieutenant John
Bevan



I must say that the game was actually simpler than I thought it would be. The interface of each console screen is very clean and makes good sense. We even discovered some shortcuts that make things even easier such as clicking on the heading desired on the compass overlay rather than having to use the slider at the bottom of the helm window. Of course, we also learned that cooperation and coordination is quite useful such as when I gave orders to head toward one of the space stations at Warp 2 but no one bothered to tell me that we had mines in the way. The mines destroyed the ship and my time in the Captain's chair ended after only ten minutes.

The game is highly configurable with different types of scenarios (Siege, Deep Strike, Single Front, Double Front, Peacetime, and Border War), amounts of terrain (read: asteroids) from none to many (basically meaning so many that you need to watch where you're going very carefully), fatal terrain (read: minefields in the middle of nowhere for no apparent reason and black holes that actually can pull you toward them at a significant range), and space monsters (also known as whales, sharks, schools of piranhas, and probably more that I haven't yet

seen). Of course there are also levels of difficulty that can be chosen, ranging from 1 through 11. Level 1 is quite easy and has only one enemy race invading the map. Level 3, on the other hand, can have as many as four races invading and I must say that things get very busy for a single ship of the line in that situation! I don't think that I want to even try to challenge Level 11 with a single ship. ☺

One can also choose different types of ships to fly with the default being a light cruiser (good speed, decent shields, good forward weapons but no rear weapons). One of the ships with which we played was a carrier and when one selects that, the additional console screen of Fighter makes sense. The fighter, when launched, is an independent craft that is much more maneuverable and is able to fire less powerful but more quickly repeated shots at the enemy. It also has very little shielding but its ability to fly quickly and spin to a new heading on a tenth of a Federation credit makes the lack of shielding of little concern. Something else about the fighter is that while it is deployed, it is always moving: there is no way to stop it dead in space. So, if one wants to keep it close to the carrier, one has to keep redirecting the fighter to various headings or else it will just keep flying in whatever direction it is pointed.

Probably my favorite ship, however, is the battleship. It has

the same look and nearly the same feel as the light cruiser but it has heavier armament and about three times the shield strength all at the loss of only a slight bit of sublight speed. Considering that there is only one enemy race that is warp-capable, as long as the warp drive remains functional, you should still be able to get out of just about any fight that looks to overwhelm you. I have done that only once when my rear shields started to fail. I went back to a starbase to recharge (which also gave me a chance to rebuild the shields to full strength) and then returned to the fight and won handily.

The various positions on the ship that can be manned are Helm, Weapons, Science, Engineering, Communications, and Fighter. Of those six, only Science and Communications can be assigned to multiple people (which, when you think about it, is logical: after all, you don't want people fighting over what enemy is targeted in the middle of a fight or trying to decide which direction to head when trying to avoid falling into the event horizon of a black hole). As such, it is possible to have more people on the simulated bridge than just the five manned console stations, the fighter pilot, and the Captain. In the typical game, however, that is plenty.

My first impression of the game when trying to run all the consoles on my own (on two laptops) was that it was a bit confusing since one had to

remember which console did what and in a crunch, the delay of trying to remember whether it was Weapons or Communications who declares Red Alert (it's Communications, by the way), for example, could cost damage to the ship and/or lives of the damage control teams (three teams of six members each). However, after playing the various positions, it all makes sense. Also, one must remember that volunteering important information is necessary. For example, as Science, I saw that we were fast approaching mines around one of the space stations, so I called out, "Helm, all stop now!" and the helm came to an immediate stop. When the Captain inquired, I showed him the map indicating the proximity of the mines. I then suggested an alternate course and advised a speed that was much slower so as to allow time to correct if it became necessary.

The game is quite addictive and most definitely is much more fun when played in a team. Not only does it lead to some funny encounters but it also helps to enjoy the game since there are times when certain individuals don't need to be hopping from one Captain's order to another, so one can enjoy the graphics, sounds, and interaction with the others players. For example, in a fight, the science officer can pretty much relax while the helm and weapons are busy. When docked at a space station, science may be scanning other sectors for enemies or other

information while communications is looking for ferrying missions to accomplish and it is helm, engineering, and weapons (as well as fighter, if so equipped) who get to relax.

One of the greatest features is that it is easily expandable as well. While it requires only a single computer to play a basic game with just helm and weapons (or more consoles if you can juggle them), it can be played as a single bridge with as many as seven computers (one server, five bridge consoles, one fighter console) but it can also have even more connected to that one server. Specifically, the game supports a couple of multi-ship modes: cooperative and Player versus Player (commonly called PVP). In this case, there is still a single server but there can be multiple bridge licenses running so that multiple ships can be on the same server. The maximum number of ships to run off a single server is six. So, to make something like this be fully manned, one would need a gaming environment much larger than my living room. 😊 Additionally, the game can be enjoyed over the Internet as well. A ship can join a "War Server" and have it go to war with enemies in cooperation with other player ships or be fighting for supremacy against other such player ships. Depending on the type of game you want to pursue, chances are there is a way to make it happen.

I know that everyone who came over to see the game and try

it out after our last ship meeting had a great time. One crewman said, "You know, I really thought it would be a boring game and I was embarrassed to get roped into working one of the stations but, to be honest, I found it easy to learn and great fun!" The Feltys have also enjoyed it immensely both times we have played, as did their guest Tyler Logan. We are discussing forming an "Artemis League" in which we get together to play the game a night or two a month, maybe more often if the interest is there. At first, we will probably just get together to try the various options as a single ship and get more proficient with each of the positions but in time it would be fun to expand and play with others through the Internet, possibly even with other SFI ships that have found the pleasure of Artemis. If this idea of an Artemis league interests you, be sure to get in touch with me and we'll see what we can arrange in the near future.

So, now that I've given my input, I would like to share what others have had to say.

Lieutenant (junior grade) Rezty Felty's Impressions

I was quite excited to play Artemis for the first time, and what true Trekker wouldn't be? After all, as far as I know, this is the first game ever to give the full Star Trek bridge experience, even if copyright considerations prevent the creators

from using any Trek-licensed terminology. But actually playing the game showed me that the experience more than lives up to the anticipation. I anticipated it would be fun; I didn't anticipate how the interplay between crew members would add to the experience or how vital each bridge station was to the whole or the level of tension one would feel as we scrambled to perform our duties while in the heat of a battle with an armed and aggressive enemy. I was also impressed by how each station had unique functions and interfaces and, as we rotated from station to station, how one had to pick up on the new controls and how, as the simulation progressed, we developed favorites or noticed that we were more fitted to one station or another. As we lost a crewmember and some of us had to cover two stations simultaneously, the tension ratcheted up and the difficulty climbed but so did the satisfaction of a job well done. I was also surprised by how immersive it was being the Captain. This position is the only one without an interface and direct controls, instead sitting and giving orders to complete the mission through bridge officers. I thought this station would be least compelling but when I sat in the "big chair" I found myself even more drawn in and engaged, and when I relinquished it for another to have a go, I found it hard to hold my tongue and let the other captain control our actions; it was a real struggle not to blurt out orders!

I also noticed, two days later, how playing the game put some things in perspective for my cadets. I have grown up with Trek and have a nearly 50-year long history with it, so I guess I sometimes forget that all the shipboard terminology isn't second nature to everyone. But as we were watching Star Trek Sunday, as we do as a family every Sunday, Sagan suddenly blurted out, after Captain Picard gave an order to drop from warp to full impulse, "Daddy! He said to drop from warp to full impulse, just like you did at John's! I get it now. I know what that means!"

I have tried to find negative aspects of the simulation, and it is not easy. I initially thought that it was too focused on battle and not enough on exploration or diplomacy. But as the evening progressed, I realized this reflected both our learning curve on the game, and the individual captain's command styles. By the time I got my turn in the captain's seat, we had learned enough that I didn't have to fly from battle to battle. I could take time to explore spatial anomalies, run missions for Deep Space stations and passing freighters, negotiate with terrorists for the lives of passengers on hijacked ships, and more. I think the game could use more development of non-battle options (and communication options are pretty severely limited) but it is still the next best thing to striding the decks of the Enterprise.

In conclusion, Artemis was everything I had hoped it would be and more. I cannot wait until the next time we can boldly go, and I find myself wondering how missions would proceed if our current bridge officers played through a few rounds in their current positions.

Lieutenant (junior grade) Laura Felty's Impressions

So my review... I am not a big video game player. I enjoyed the game. One of the biggest things that I liked about this game is how everyone worked together. Those who picked up the game quicker were able to give tips to those of us not as well versed. Each position has different jobs to make the run of the ship more smooth. It wasn't too difficult and interesting enough to keep everyone riveted.

Fun & Frivolity

Now for some word jumbles, bits of trivia, and tests of the ol' noodle. Have fun!

Trek Trivia

TOS: What is the more common name of the spaceflight maneuver known as the light-speed breakaway factor?

TNG: Who helped Keiko O'Brien give birth to Molly?

DS9: What is "The Circle"?

VOY: Which USS Enterprise-D crew member assisted in the creation of the Emergency Medical Hologram program?

Word Scramble

Name these parts of the body.

1 DNAH	
2 DAEH	
3 ARE	
4 DNYEKI	
5 NODNET	
6 ATELAP	
7 GUENOT	
8 TERABVE	
9 MACHSTO	
1 STINEINTE	
1 EEKN	
1 OATRTH	
1 NUSSI	
1 SCELMU	
1 ISTWR	
1 MURFE	
1 TTTEE	

1 HSALEYE	
1 MENDOAB	
2 APIXDENP	
2 ONSILT	
2 MIUNRAC	
2 YNXRAL	
2 ATERH	
2 VERLI	

Now take the shaded letters above and unscramble them to discover the name of the event hosted by the Dark Phoenix this past Saturday and the last name of the STARFLEET Academy Commandant:

First word of event name
Last word of event name
Name

ANSWER:

Logic

1. Sam Slug was standing in the post office looking at a "wanted" poster. Someone asked him who the man in the poster was and Sam replied, "Brothers and sisters, I have none but this man's father is my father's son." Whose picture was on the poster at which Sam was looking?

2. It is a well-known fact that metal expands when heated. If you held a solid piece of iron shaped like a donut over extreme heat, would the hole in the center of the donut grow larger, stay the same size, or shrink?

3. Pete Polyester is a used car salesman. He sold half his

inventory plus one more to his first customer of the day. To the second, he sold half his remaining inventory plus one more car. To the third, he sold half his remaining inventory plus one more. To the fourth, he sold half his remaining inventory plus one more. Pete was now the proud salesman of an empty car lot. How many cars did Pete have for sale at the start of this day?

All answers can be found at:

<http://www.bdcusa.com/download/march2016.pdf>

