

Starfleet Legacy Alliance

SLA

Where We Touch The Stars

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Starfleet Legacy Alliance  
 www.slasims.com  
 Kris – Council Mod  
 Luke – Publications Chair

# STARFLEET LEGACY ALLIANCE

## MONTHLY

### In Memoriam

*Luke H.*

This month we said goodbye to three of the progenitors of the simming world. Tigra Tigress and Andrew Carter were tragically killed in an automobile accident in Chicago on Sunday, May 18. Shortly afterward, on the same day, Mike Winstead lost his long battle with a terminal illness.

According to Role Play Wiki, the Oberth 7 banded together and created the USS Oberth, the first recorded sim, in March of 1987. Soon thereafter, with the advent of the Next Generation, their small crew of seven grew to over 20. This growth triggered the beginning of the first fleet, and a new hobby was born.

Many would attest to the fact that simming has become not just something to do for fun but a part of the simmers life, an extension of who they are and in many cases, the only way some are able to express themselves completely.

Much is owed to the Oberth 7 and their efforts to bring their fandom to the next level and the creation of our most dear hobby. They will be missed sorely by their friends and family and by the simming community as a whole.

The SLA would like to publicly express its deepest regret and condolences to the families of these individuals.

Though they have “slipped the surly bonds of Earth, trod the untresspassed sanctity of space, and surely touched the

face of God”, their legacy will continue to touch the lives of many people.

Tigra, Andrew and Mike, you will be missed.■



### Crew Files

### May Election Results

*Luke H.*

As stated in the charter of the Starfleet Legacy Alliance, every May elections are held for the positions of the Council. Any individual belonging to the SLA and its sims for at least six months is eligible to nominate themselves for any of the seats. Once nominations have been completed, the sitting Council reviews the applications and nominations and then votes, if necessary, on which nominees will occupy the available seats for the next year.

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Luke H.

Every month we interview another member of the SLA to get to know them and their passion for our hobby better. This month, Tavey B is sitting with us to give us a piece of her mind.

Tavey has been with SLA for eight years and served as Council Mod for 3.5 of those years. She has made great contributions to the organization as well as simming as a whole.

**SLAM:** For identification purposes, who do you play in your various sims?

**TB:** Torchwood Ten - Derowen MacFie. The slightly insane leader of the team.

The Monarch - Kynthia Talland, aka Revrend Eden. Captain of the ship. Also slightly nuts.

USS Potemkin - Lt. Teagan Ceja. Chief Medical Officer. The least crazy one of the lot. Though that may be in some debate, depending on who you're talking to.

**SLAM:** Favorite dish?

**TB:** Chocolate is a universal food colour, and may be substituted for any other food at no extra calorie cost.

**SLAM:** Any hobbies outside of simming?

**TB:** I've been involved in LARP since the days when it was plain old LRP. Spend a chunk of time in the 9<sup>th</sup> century. Costuming in general. Writing screenplays...well, writing a lot of things actually. I've usually got three or four things on the go at any given moment in time. It's getting yelled at to slow down a hobby? It probably should be.

**SLAM:** What got you into simming?

**TB:** I blame Foxy. It's all her fault! I was on holiday in the UK, and she told me about this crazy thing she was doing ... and here I am.

**SLAM:** Do you remember what the plot was for the first sim you did?

**TB:** Not a hope. It was in B5: Trinidad Station. There have been a lot of plots over the years.

**SLAM:** Wait, B5 as in Babylon 5? We had one of those?

**TB:** We had more than one. B5: Trinidad station was the last of the Babylon 5 sims. It was brilliant, and I miss it a lot.

**SLAM:** What is your favorite part of simming?

**TB:** In message board sims: The way that you can unfold a character over time. Creating a wonderful tale with others. The ebb and flow of a tale, and the nuances that others bring to it. In Live Action sims: Instant gratifications. I love the challenge of keeping up, and of seeing how people respond in any situation.

**SLAM:** How much of your real life surroundings influence your characters as you write them?

**TB:** It depends on the character. I have been incredibly lucky to have had a rich life so far, and aspects of that always creep in.

**SLAM:** What is your favorite character to write?

**TB:** Hard to say, they're all fun in different ways. I guess if I had to pick, I'd go with Derowen MacFie.

**SLAM:** What tips do you have for new/growing simmers?

**TB:** Find a sim that fits and join it. If you don't feel comfortable, you will never be happy, and it will show. Be generous when writing with others and let them take some of the glory too – you don't have to fix everything. When writing directly with another person, don't leave them staring at a brick wall wondering what the hell to write next. Give them an opening, and don't slam metaphorical doors in their faces. They'll most likely never write with you again. ■

## Trivia Corner

Look here each week to find a scintillating trivia question covering all areas of SLA sims. Be the first to answer the question correctly to publications@slasims.com and get your name immortalized in the SLAM!

### This month's question:

*On its first mission under Captain Jean-Luc Picard, the USS Enterprise ran into trouble at an outpost called Far point. Where was the Enterprise supposed to be going on that mission?*

Questions not hard enough? Have a suggestion? Drop us a line at publications@slasims.com

# A Better Simmer

By Commodore Alexander Rexan

*Every month we will get a lesson how to be better simmers from our very own Commodore Rexan. Rexan has been a long time member of the SLA and a respected simmer and former host. He has great insight on how to build a character and how to give them a life of their own.*

*This month Rexan talks about character creation. What goes into building a great character?*

I find it most important to make our characters as real as possible. Yes, many of us play aliens in the distant future of Science Fiction. But remember

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This cycle brings a newcomer to the council seats, dawning a new age of new blood in the Council.

Luc Ricker (Luke H.) has joined as the new publications chair. His aim is to make the SLA Monthly newsletter an avenue for all SLA members to see what is going on in the world of simming and to stay in touch with the organization.

David has also stayed on as the engineering chair, working to make sure that all of the technology necessary to the operation of the SLA stays in working order and updating what is already there to make it attractive to new members.

As a result of this vote and extenuating circumstances thereafter, the Finance Chair and Recruiting Chair are currently vacant. If you have interest in helping in these areas, please contact Kris, Council Moderator, at Moderator@slasims.com

that sims are always about the people. Make sure that your characters are well-rounded. Give them a unique backstory which raises questions in the reader, this helps keep them interested. Too much embellishment makes for boring super characters. Being the best of the best can but fun, if done properly. Let them struggle to get where they are with hard work and even some failures along the way. Remember to give them emotion, but not always just one. Show that they're more than capable of love and anger and everything in between. Most importantly, give them flaws. What did/do they struggle with? What are their shortcomings? How did they develop them and why? ■

## Featured Sim: USS *Mercutio*

By Captain Stacey Templar, CO

*Each month we will hear from another one of our sims to see what exciting adventure they are currently embarked on and to get a glimpse of what is to come.*

**Current Sim Plot:** 22 Minutes

**Helm:** "Unknown contact bearing 237, 7,300 kilometers out"

**Captain:** "Hail them and put it on the main viewer"

**XO:** "Does anyone recognize that type of ship?"

Several crew in unison: "No, it's is unknown"

**Captain:** "Any answer to our hails?"

**Helm:** "No ma'am, I'm even trying different languages, too. Nothing."

**Captain:** "All right then, shields up."

**Tactical:** "Shields are up"

**Captain:** "Tactical, scan that ship, let's see what we are looking at.

Passives only. If they go overt, active scans and data dump it quickly into a subspace message."

The first shot from that unknown ship  
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## SLA Active Sims

### Live Action

**USS *Lionheart***  
Sundays 8pm EST  
1 Hour Sim on AIM

The tip of the Federation's exploratory spear, the *Lionheart* travels the galaxy to learn, armed to the teeth, just in case.

**USS *Mercutio***  
Mondays 9pm EST  
1 Hour Sim on AIM

Join Captain Stacey Templar and the crew of the Akira-class *Mercutio* for a "special" forces tour of duty.

**USS *Columbus* (Test Sim)**  
Tuesdays 10pm EST  
2 Hour Sim on IRC

The USS *Columbus*, a Galaxy Class Refit, under the command of Captain Milo Tora explores the Delta Quadrant.

**USS *Potemkin***  
Thursdays 10pm EST  
2 Hour Sim on IRC

Admiral Warp takes the flagship of the SLA, the Akira Class USS *Potemkin*, on harrowing and exciting adventures.

### Play By Email

**USS *Mercury***  
With the fleet beat up after the war, the Mercury and Captain Curtin tries to heal the wounds with exploration.

**USS *Zealous***  
A ship built for battle now has no war to fight. Captain Ja'arda guides the ship to honor without fight.

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## Play By Message Board

### Torchwood 10

Keeping the public unaware of the onslaught of forces working against humanity is the business of this elite force.

ripped through our shields like it had the frequencies for it, even though the captain had ordered it modulated. That torpedo tore through the deflector dish and continued its path of destruction through the port nacelle. The second shot cleaved through where the saucer would normally separate, nearly forcing a separation of its own. The 4 decks above and below were exposed to the vacuum of space... whatever survived the blast didn't survive the vacuum. The third shot targeted the warp core. This particular region of space erupted into a fusion-bright, star exploding cataclysm of fire which no one could survive. The debris field was

vacant any escape pods. Scrap metal blacked out nearby stars. The unknown ship took one scan of the area and leisurely passed through as if on a scenic tour of the region.

The USS Mercutio was no more. It had taken all of 22 minutes, from first picking up the ship until it fired the 3 shots, for the ship to be destroyed with all hands onboard. The crew experienced those 22 minutes. Those that sustained injuries felt them. Those that were sucked out into space felt the effects of the vacuum. Those 22 minutes came and went the Mercutio and her crew along with them. And then, time reset. People were back at their assigned stations. But, with one big difference, they remembered those 22 minutes

They remembered dying.

The above current plot we are running was inspired by a blurb in a book series I am reading. In the book, they had only a 5-minute window to

experience and relive, whereas we have a 22-minute window. I had not planned on a pre-determined course of action. The next phase of the mission had us laying down a field of class 10 probes as we retreated into a nearby nebula. The mysterious ship did appear, but then it moved on when it didn't find what it was looking for. The sensors sent back a bunch of data that made no sense...the mysterious ship was there, the ship wasn't there, it was made of wood, it had a warp drive, it had a trans-warp drive, and on and on.

Nebulas and the Mercutio have never mixed well. Usually, the nebula tries to kill us in some way. The standing policy of "no nebulas" was thrown out the nearest airlock when faced with the boogey-man of the mysterious ship of certain death. In the nebula we waited until no sensor picked up any readings of the ship itself. While we waited, we found something rather unexpected (of course)...the USS Intrepid, (NCC-38907), one of the rescue ships at

## A Word From the Mod

*By Kris*

**The Council A New:** The May elections have come and gone. Though we still have one empty position, we otherwise have a full house. The current Council stands as:

- Council Moderator: Kris (moderator@slasims.com)
- Publications Chair: Luke (publications@slasims.com)
- Engineering Chair: David (engineering@slasims.com)
- Personnel Chair: Ryan (personnel@slasims.com)
  - **Note:** Ryan is on Extended LOA due to health reasons.
- Finance Chair: Vacant
- Recruiting Chair: Vacant

It took me a bit to realize that I'm

surrounded by guys! Not that it matters, as things are already getting done! David has updated the sim list on the main slasims.com homepage. And Luke has created this amazing SLA Monthly (which is now apparently being called SLAM for short!)

A big thank you to all who showed up at the SciWorld at the beginning of [May]. The logs from each day are slowly making their way onto the SciWorld site if you care for a read. It was extremely fun to be around those who were parts of other simming groups and interact with them.

Now there are things that are long past due that I should have taken care of some time ago. First off: Tavey. Though wanting to take a sideline after stepping down from Moderator over six months ago, you have still been very active and helped out where we've needed it. You've done more than your fair share of things even when you were exhausted

and needed to take a break. We appreciate that more than you could ever know! Expect to see something special at some point, because good deeds can't go without recognition. Don't say you don't need it, because you do!

Secondly: Ali. You stuck it out in the Publications Chair though it seemed no one was interested in reading what you had to say. Keeping the work out there and gathering up what you could to keep something in the Monthly was something we all needed. Thank you for all of that. And thank you for continuing to write and keep up with the Council though you probably felt like you were in sort of a background position for a while.■