

Starfleet Legacy Alliance

SLA

Where We Touch The Stars

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Starfleet Legacy Alliance
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 Ryan - Personnel Chair
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STARFLEET LEGACY ALLIANCE

MONTHLY

Independence Is...

Luke H.

This month, the United States celebrates its Independence. (Sorry to those of you that are from the UK. No hard feelings right?) Americans nationwide will get a day off of work and have friends and family over to grill, take a dip in the pool, and most likely, take a moment to watch fireworks.

It is good to remember the history of your nation wherever you live but this year, in preparation for the revelry, I find myself wondering: What is Independence? What does it mean for me to be free?

Some of the answers are obvious but some aren't as much. So this month, I'd like to regale you with 3 things that I have learned about Independence from Star Trek. Three ways in which the characters show what independence is and what it's supposed to be like.

#1 Freedom from labels. In *Star Trek*, I can't recall one time in which a person was labeled and then treated according to that label. In fact, when someone labeled themselves, others came a long and told them that it wasn't right.

How many times in life do we look at somebody and make assumptions about them just based on how they look, how they carry themselves, or what they're wearing? We affix a label to them and expect them to behave according to it.

How often do we place ourselves in a box and limit ourselves because of how we label ourselves?

In the Trek future, and hopefully in our

own, it seems that people are *free* to be who they are without fear or limitation from a predisposed, predefined label.

#2 Freedom for a Second Chance

This time it's two specific episodes, both where the second chance is dispensed by Captain Picard.

After making terrible mistakes of their own two Bajorans, Ro Laren and Cito Jaxa, on separate occasions took a second opportunity to shine. Captain Picard had the foresight to see

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A Word From the Mod

By Kris

Another month come and gone. The SLA has been very quiet. Two people have dropped from the Council (Engineering and Recruiting chairs) and we will be looking to fill these positions in the future. I'd like to thank everyone for sticking with us. We're going to get this place hopping again.

As some of you may have noticed,

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Crew Files

Every month we interview another member of the SLA to get to know them and their passion for our hobby better. This month we have the famous Admiral Warp sharing with us.

Admiral James "Warp" Mitchell is a widely respected simmer at the helm of one of the most successful Trek Sims of all time, the USS Potemkin. He has served on the SLA Council and as Council Mod.

SLAM: *How long have you been simming?*

JWM: My first sim was in May of 1996, on the USS Potemkin, then a part of the United Space Federation on AOL. I took a two-year hiatus in the late '90s, so I've accumulated about 16 years of simming time. That's a scary number!

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

JWM: A love of Star Trek and a chance conversation. A member of another USF sim mentioned it in an AOL public chatroom (anyone remember those?), and I'd never heard of such a thing. She put me in touch with her XO, who got me an application. I was assigned to the Potemkin (my first choice!) and didn't look back. Nostalgia compels me to note that the questions on the current Potemkin application form are nearly unchanged from that day.

SLAM: *What's your dream vacation?*

JWM: Traveling by seaplane to Cape Canaveral to catch a flight to the International Space Station. Merritt Island is such a lovely place for flying machines.

SLAM: *What is your favorite part of Warp's story?*

JWM: His now-deceased dog, Tasha. He brought her aboard very early on, and she was his lethargic, gluttonous beagle companion for nearly fifteen years. She made a good sounding board (she presumed his talking to her was a prelude to food) and often turned up in logs where Warp needed to do some soul searching. She finally died of old age on the day Romulus was destroyed.

SLAM: *Which do you prefer? Simmer or Host? Why?*

JWM: You know, I love each in different ways. Being a simmer and exploring a whole universe from my character's perspective is a great creative outlet. Being a host gives me the chance to provide those opportunities for a whole crew, and to help people grow from simmers into leaders themselves. (That's my favorite part of hosting, bar none. Helping a simmer run their first plot is a wonderful experience.) I've been lucky to have XOs who will occasionally let me just play along without telling me what they're planning at least a few times a year, so I get to enjoy the best of both worlds.

SLAM: *What was the first plot you ever wrote?*

JWM: The first was something unremarkable. In January of 2002, my first plot as Potemkin CO was a simple combat training mission near Starbase 27. I don't even have a sim log to review, nor do I recall the name! There is a chance I may still have the summary somewhere. I hadn't written any plots prior to that -- I'd just run plots written by others.

There were several noteworthy plots in the early years, many in collaboration with others. I like to cowrite plots!

I can only take partial credit for "Unto The Breach," an epic six-parter (or was it seven?) in July and August of 2002, as my CMO Arnet wrote at least half of it. We crossed into an alternate universe and saved our own, but at a cost of one officer's sanity -- literally. This was the first plot where I truly came into my own as a host. It was not the sort of plot my predecessors would have run, and being okay with that was a big step for me.

The earliest plot that still has repercussions today was cowritten with my XO, Prax, and introduced two Potemkin mainstays: the Wotal and the

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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!

Last Month's Answer: Deneb IV

This month's question:

Who was the original First Officer for USS Voyagers mission to capture Maquis raiders?

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. This month, he teaches us about writing logs. How do we do it? Where do we get the ideas? How do we write with other people?

In my opinion, writing logs is the single most important facet of every sim. And, they're fun to do! I find that my best inspiration to write comes from my own life events. Use life's hurdles, pleasures, and sorrows as fuel for your various characters in any way that you can. Too often, we forget to

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something redeeming in these women and offered them another chance to make something of their career.

Many times we see someone in life who has wronged us or has messed up their life in some way. Other times we find ourselves in that position. How healing is it, how motivating is it, to get a second chance to make it right, to be better? Freedom means being free, at least in part, from our past mistakes.

#3 Freedom to Be Whether it was on the holodeck or by declining a promotion, the characters in Star Trek never lacked for opportunities to exercise their freedom to be themselves and whatever they wanted to be.

Sometimes its nerve racking to let ourselves reach for the stars or to let go of another person to allow them to do the same. Part of Independence is the ability to write your own definition of what freedom is.

Like your political freedoms, you should never forget your personal freedoms. Watching Trek reminded me of mine.■

give our characters a sense of realism. What better way to breathe life into them by endowing them with pieces of ourselves? One of the best pieces of advice ever given to me is to write about what you know.

Joint logs are also very amusing. Creating stories with one or more co-simmer is an excellent way of expressing oneself through the written word. It also helps to strengthen your abilities as a writer by learning from another person's style and technique! Even better, surprise yourself every so often by offering to write with someone (or their character) you're not very familiar. You never know when an unsuspected source of inspiration will be found.■

Featured Sim: Starbase 27

By Commodore Alexander Rexan, 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.

Starbase 27 began many moons ago in 2001, founded by Captain Christiaan Back and Commander Gabriel Wulfe. Our live-action sim takes place on the Cardassian-built space station formerly known as Empok Nor from Star Trek: Deep Space Nine lore. Along with the Prometheus-class refit USS Victory, itself sporting a prototype transwarp drive, the crew sets out beyond the Federation's borders to explore and make first contact with new and interesting species while also staying behind at the station to pursue Starfleet's interests at home. With the Dominion War long over, Cardassia is finally ready to stand on its own two feet. The Federation's relief efforts to them may have lessened, (Continued on next page)

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.

Starbase 27
Wednesdays 9pm EST
2 Hour Sim on IRC

Starbase 27, a repurpose of Empok Nor, seeks peace in the ever changing balance of power, guided by the unflinching Commodore Alexander Rexan

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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Ten Forward has been reorganized, thanks to Tavey. Each sim has it's own area to post things in and all of the non-active sims have been moved to the archive area. If you have things you still want to see from there, they are able to be viewed in that area.

There isn't much else to be said at this point. The website as a whole will be getting a makeover somewhat soon once we get all the details in place. The site and everything is going to look all brand new! Keep an eye out for the changes, everyone!

That's the word from the Mod this month, look for more next month!■

(Crew Files Continued from Page 2)

Nerians. It was rather unimaginatively titled "When The Old Meets The New" and ran in October of 2004. This was perhaps the first quintessential Warp plot, for reasons only my XOs will understand!

SLAM: (And as always) What advise do you have for new simmers?

JWM: Don't focus too much on making everything perfect. You're writing creative fiction with others, and that means you have to roll with the punches. Rather than designing the perfect character, come up with a neat backstory and let the rest emerge naturally over the coming weeks and months. Let your character surprise you!■

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but the goal now is to see them back into interstellar affairs. With the Lorta Confederacy, a people formerly occupied by the Cardassians, still at their throats, our primary mission has always been the same: to bring peace and stability to the Trivas System and the surrounding space. Enemies and friends never wear the same face from one moment to the next. Terrible new species knock at our door every day. Discoveries are made at every corner, both subtle and gross.■



[Want to see your artwork here?](#)

Are you creative? Do you draw? Paint? Photoshop? You can see your work in the SLAM! Just submit your work to publications@slasims.com

[Want to create your own sim?](#)

SLA is now accepting applications for new sims! If you have a fun, new idea, contact The Council Mod (moderator@slasims.com). All ideas will be considered and don't even have to be *Trek* related!

[How about some classifieds?](#)

Whether you want to advertise for your sim or declare your unrequited love for someone, the SLAM is here for you. Space can be made available for your classified ad at no price! Just email publications@slasims.com

