

# Inside The Rock

Ark Angel Station Newsletter

Vol VI - Edition X - Oct 2016



**Happy Halloween and World Vegetarian Day  
Ark Angel Station!**

**National Pizza/Vegetarian Month**

<http://www.holidayinsights.com/moreholidays/october.htm>

# Happy 241<sup>th</sup> Birthday United States Navy





### **Inside this edition:**

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## From the CO's Desk,

Your CO's back to work!!! So with that time to get back to doing all my jobs. The newsletters are uploaded on the website, and I've got the Links up to date now also.

So Mike's been doing a good job of keeping the NL going despite my lack of article submission's so you might have noticed I have kind of been repeating myself. Well that's my commo officers' way of poking me to submit new material (I get the message Commo!) I will try to be better at posting content for the NL in the future.

I want to repeat myself on a few items as I haven't heard anything from the crew as to whether or not we're getting any traction on these items...

First is a better description of what I am looking form in the Web site visual refit contest. Submissions deadline is extended until further notice. I'm looking for the visual skinning of the website, what would the background of the pages look like, the header and footer imagery entail, if there's a side bar, (twitter feed, Facebook feed etc.) what kind of style does the surround consist of and its internal background, if there are any callout boxes (News flash, CO's Blog things like that) what do they look like? Should we have a specifications of the station page? Should there be a comments section, or Crew only section of pages? What should the menu look like? The winning entry will get most if not all these things included in Its submission. If you want to create an image of the main page and how it should look, or include standalone images of each part with written description of how it all goes together either will be acceptable. But don't wait till the last minute to work thru it and get those submissions in, I want to start refitting the site soon after the winning entry is decided.

We still need to figure out the fundraising issue at present the station doesn't even have a bank acct as there's no money in the coffers (save the CO's pocket). I really want you crew to put your minds into this we need another polarizing event like Game day was to help fill the ship's coffers. We're bone dry now. Do we want to start up chapter dues again??? I want to hear from everyone about this, what ideas do you have? No idea is too small, or too silly to consider. So bring them out in the open for everyone to think about. Who knows, your silly idea may spark a genius idea to spin out from it! SO get those ideas posted to the crew email list!

We're headed for Odessa for summit (see the website main bridge for the link). Your CO will be attended the congress of Commanding Officers meeting and will do my best to represent our interests as a chapter for the charity chosen events planned etc.

Last meeting was good, we met at Phonatics, with a small away team at Mooyah. Then it was back to the house for Cards Against Humanity where yours truly was victorious, 7 wonders where again yours truly came out on top, and finally a rousing game of Eclipse which finished at 1am with again your CO making a clean sweep of the day in overcoming his adversaries. All in all a good day for me and every one playing.

Well, that's it for now.

Commanding Officer Ark Angel Station,

FCAPT Lloyd Bates



## **From the Comm Station,**

Greetings,

Theme for next month's newsletter is "Your favorite Star Trek experience that you have had or would like to have?"

It's time for Halloween again get out there and celebrate your geeky side.

Any ideas for a newsletter theme email your Com officer.

Check out the holiday site for all your favorite unknown holidays (link on title page).

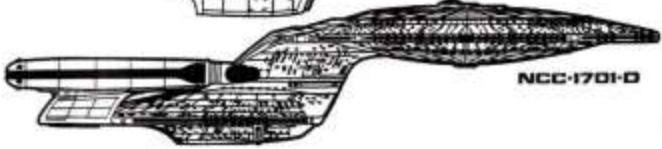
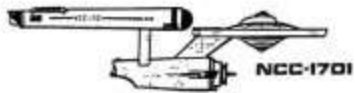
Communication Officer Ark Angel Station,

LCDR Mike Brown

[commo@arkangelstation.com](mailto:commo@arkangelstation.com)

**U.S.S. ENTERPRISE**

**VEHICLE LINEAGE**



STARSHIP U.S.S. ENTERPRISE		
CLASS	UNCLASSIFIED	PROJECT
ORIGIN	STARBUCK	ASQB
DESIGNER		NCC-1701-B
DATE		1970



RICK MARIN 12



# Q Conundrum

Oh, what are you gonna do?



PLUNGE me to death?

## RULES:

- 1) This is a fun trivia game on all things Star Trek so have fun or Worf will have a talk with you.
- 2) Use of the internet, printed material, or any references to find the answer is not allowed! In other words either you know it or you don't **No cheating**. We're on the Honor System.
- 3) One point for each question answered correctly.
- 4) No points lost or gained for incorrectly answered questions.
- 5) Questions for any quiz in the same calendar year as that quiz can be answered until the answers are published in the newsletter but only one answer per person per question.
- 6) One point awarded each month for an article turned in on that month's newsletter theme.
- 7) Ten to twenty questions each month for twelve months.
- 8) Judge's decisions are final (Com officer is the judge)!
- 9) Send your answers to Comm Officer. [commo@arkangelstation.com](mailto:commo@arkangelstation.com)
- 10) Open to all Ark Angel Station Crew and Staff.
- 11) Prize is bragging rights for the next year.
- 12) Failure to follow these rules will result in Assimilation.

## Questions:

- 1) What happened to the EMH Doctor in the 'Voyager' episode 'Future's End II'?
  - a) He was tortured
  - b) He became Human
  - c) He was projected into space
  - d) He was decompiled
- 2) What is Beverly Crusher's maiden name?
  - a) Howard
  - b) Jackson
  - c) Jones
  - d) Harvard
- 3) Which 'Voyager' episode brings Neelix face-to-face with the 'destroyer' of his world?
  - a) Jetrel
  - b) Gravity
  - c) The Thaw
  - d) Rise
- 4) What is Seven of Nine's parents' space craft?
  - a) The Raven
  - b) The Falcon
  - c) The Eagle
  - d) The Bluejay
- 5) What does the 'T' stand for in James T Kirk?
  
- 6) Which 'Voyager' crew member was pregnant during 'The Killing Game'?
  - a) Seven
  - b) Kes
  - c) Janeway
  - d) B'Elanna
  
- 7) Which crew member asked Geordi to be his best man?
  - a) Worf
  - b) Data
  - c) Picard
  - d) O'Brien

- 8) Is Captain Picard's favorite hot beverage earl grey tea?
  - a) Yes
  - b) No
- 9) What does Neelix sing to Tuvok to cheer him up in the episode 'Tuvix'?
  - a) An Ocampo lullabye
  - b) A Klingon drinking song
  - c) A Talaxian marriage song
  - d) A Vulcan funeral dirge
- 10) Which actor played the young Picard in the episode 'Tapestry'?
  - a) Marcus Nash
  - b) John Simm
  - c) John Nash
  - d) Jack Hunter



## Science Corner,

So far 2016 has been the year that we all had hoped it would be. Orbital Sciences is getting ready to return to flight with a newly engineered engine, Bigelow Aerospace has flown their first inflatable module, which is currently attached to the International Space station and being monitored on a weekly basis by the station crew. Space-X has landed 5 of 7 first stages (so far) and as of August they have declared a near doubling of their launch rate. Additionally, a deal has been signed with SES to launch their #10 satellite using the first stage that was launched and landed back in April on CRS-8 (Crew Resupply Services) mission to ferry supplies to the International Space Station.

All these advances in rocket science bring us closer to the day when we have ultra-cheap travel to low earth orbit. As the old saying goes, once you get to low earth orbit you are halfway to any point in the solar system.

In early September we expect to hear exciting news from Elon Musk regarding details about the Mars Colonial Transporter, which is purported to be in the works and is rumored to carry as many as 100 passengers at a time to Mars.

Then, later on this year - probably November - we expect the first launch of the Falcon Heavy rocket, which is capable of lifting 54.4 tons to LEO.

Last, we expect a first test flight of the new Dragon V2 human-rated capsule when it launches aboard an older Falcon rocket with three Merlin engines. This flight will see the Dragon V2 reach the point of maximum forces (Max Q) and will then undergo a test ejection from the rocket body and which point it will release parachutes and land in the ocean. If all goes well there will only be one more test flight next year (with astronauts aboard) for a final test flight prior to the first flights carrying passengers to the ISS in early 2018.

I'll update everyone on progress of these items soon.  
Science Officer Ark Angel Station,  
CDRE Sorak (aka John Halliday)



## Devil Dog Pound,

Raise your hand if you have autonomy. You should all be sitting there looking like a fool reading this, as you should all have your hands waving in the air. Everyone in the world has autonomy, it is what level you have achieved and when you access the levels of autonomy that makes up part of who you are, the outcome of decisions, and who you will marry.

Okay, we have all found that we are autonomous, but what does that mean? Autonomy is defined as the developmental level of independence and is broken down into different levels. The three main developmental levels are emotional, behavioral, and cognitive. They do not develop in a linear direction but more of a big ball of wibbly wobbly timey wimey stuff (that was for you Mr. Brown). That is to say, the starting line for every level is not always started one after another but yet we develop autonomy in an order that unlocks the next level.

Emotional autonomy is how we relate to the people that are in our lives. You see this more with children and parents with the onset adolescence when a pre-teen sees their parent not as the super hero they once thought, but as an average person for the first time. This will explain why as young children we think our parents are human encyclopedias and when we get to about age thirteen we start to question everything they say. This is also the stage that we start to develop mentors outside of the family unit such as teachers or coaches.

The level known as behavioral is the more "Vulcan" side of our development. This is when we start thinking for ourselves for the first time and start to listen to that voice in our heads that we could not fight as a child. This is better shown when you take a child and tell them if they do not eat the marshmallow now they can have three later and when you leave they eat the marshmallow. That is self-control but also shows how we think. As we get older we no longer think point A to point B only but develop a way of thinking point A to C to D to get to point B. So a teen getting home after a party is less likely to think of alternative ways such as a cab or the bus. There are also physical developments in the brain that help this level of autonomy.

Then you have cognitive autonomy, and this and when you start to develop your own personal values and move away from your families and friends. This can be religion, politics, and setting your own morals. Example of this would be, growing up in the Jewish faith and then after being exposed to a Christian you start to believe that Jesus was the son of God so you move away from the Jewish faith and move more into the faith of Christianity.

So, the question I put before you is, do you think that autonomy is one of the many a building blocks of our personality or is it foundation?

Captain Michael R. McCoslin, SFMD



## Board Games that you should give a try!

### Kingsburg

In Kingsburg, players are Lords sent from the King to administer frontier territories.

The game takes place over five years, a total of 20 turns. In every year, there are 3 production seasons for collecting resources, building structures, and training troops. Every fourth turn is the winter, in which all the players must fight an invading army. Each player must face the invaders, so this is not a cooperative game.

The resources to build structures and train troops are collected by influencing the advisers in the King's Council. Players place their influence dice on members of the Council. The player with the lowest influence dice sum will be the first one to choose where to spend his/her influence; this acts as a way of balancing poor dice rolling. Even with a very unlucky roll, a clever player can still come out from the Council with a good number of resources and/or soldiers.

Each adviser on the King's Council will award different resources or allocate soldiers, victory points, and other advantages to the player who was able to influence him/her for the current turn.

At the end of five years, the player who best developed his assigned territory and most pleased the King through the Council is the winner.

As we just recently played a dice game at the meeting, I feel dice games should come in 2 ways. One is quick and push your luck kind of game yahtzee is a example. The other is a little longer and more detailed but should give you some meaningful choices. This is that type of game. You have a lot of thinking and decisions to make, do you go for the easy play and use all your dice or do you try to out think your opponents and get the best score. I will try to remember to bring this game to the next meeting.

Kathy

have to submit it just for that. Send you articles, photos, poems, stories, etc. to [commo@arkangelstation.com](mailto:commo@arkangelstation.com).



## Ark Angel Station's Schedule of Events:

Have suggestions for events, let us know. Please email to the Operations Officer Ops@arkangelstation.com for suggestions or information on any Ark Angel event.

The Schedule is always a changing...but here's a glimpse into the future:

- Nov 19, 2016 @ Noon to whenever – **Ark Angel Station Day**: We will continue to role-play our characters or other gaming.

Hope to see you all at one of these events!

### REMINDERS:

Inside the Rock Deadlines: All members of the Ark Angel should and the AA Staff must turn in articles by the Tuesday after the Monthly meeting each month. There is a suggested topic; however, you don't

