

JULY 2011 ISSUE

12TH FLEET

MAGAZINE



KHAJJAH'S
FEATURED BUILD
OF THE MONTH

TIPS AND TRICKS

"A NEW HOME"
PART 2



www.12th-fleet.com

STARTREK
ONLINE

Magazine Staff

Lead Editor - Vox

Publisher - Blaze

Contributing Writer - Khajjah

Contributing Writer - Nishka

Contributing Writer - Rika

Contributing Writer - Delbyx

Book Review - Karadok

Writer & Overlord - Firix

Screenshot Credits

Amarai

Mark Cameron

Delbyx

Stromgold



12TH FLEET MAGAZINE

Hello Fleet,
Another month has been and gone. Season 4 was released with the new ground combat... and some bugs too. Starfleet Academy went live with the cadet uniforms and we have been introduced to the new Enterprise, updated Borg and their ships as well as some cool stuff coming down the line too.

And of course since it's been a month we have a new issue of the fleet magazine, apologies to those of you who may have missed last month's issue it was released but due to the website issues was only available in PDF format.

So what have we got for you this month? You may ask, well we have another of Khajjah's featured builds, a book review by Karadok. As well as the Biography of the Month and Tips and Tricks we introduced last issue as well as the continuation of Rika's A New Home story and finishing, as always with the Admiral Meeting notes and a word from our Recruitment Overlord. We hope you enjoy it.

-Magazine Editors

CONTENTS

Featured build by
Khajjah PAGE 4

Tips and Tricks
by Delbyx PAGE 6

Biography of the
Month PAGE 10

A New Home
by Rika PAGE 16

The Ferengi: Rules
of Acquisition book
review
by Karadok PAGE 19

Overlord's
Overwatch
by Firix PAGE 20

Admiral Meeting
Notes
by Firix PAGE 22

KHAJJAH'S FEATURED BUILD OF THE MONTH

By Khajjah himself

Introduction:

Before we get started a few things everyone should know; many of these builds can be modified to suit your play style. I will list some must have skills for all builds. Also, I recommend that everyone purchase the Borg bridge officer from the C-Store. The Borg bridge officer has the "Efficient" trait that will boost your power level and yield better results in all space scenarios. Every build will only list must have skills/abilities, however, there will be gaps in the skills, for you to use at your discretion. No one should worry about using these builds until at least RA5+ and ideally until VA.

Also, every vessel should be equipped with a stack of shield batteries and engine batteries. When your shields are taken offline due to subsystem targeting or shield power damage; use a shield battery. When you must pursue an enemy or flee a battle you; use an engine battery, wait 1 second, then use evasive maneuvers, and you can easily cover 25+ Kilometers.

Any equipment on any build can be replaced with the Borg or Aegis sets.

When setting your skills, use the drop down in your skill tree to determine what skills affect your abilities.

Must have skills (Any skill at 7 is minimum value):

- STARSHIP COMMAND 7
- STARSHIP ATTACK VECTORS 7
- STARSHIP COMBAT MANEUVERS 7
- STARSHIP BATTLE STRATEGY 9
(TIER 5 SHIP OF CHOICE) 9
- STARSHIP ENERGY WEAPONS TRAINING 9
- STARSHIP BEAM WEAPONS 9
(If using beam weapons)
- STARSHIP CANNON WEAPONS 9
(If using cannons or turrets)
- (ENERGY WEAPON TYPE OF PREFERENCE) 9
- STARSHIP PROJECTILE WEAPONS TRAINING 9
(if using torpedoes or mines)
- STARSHIP TORPEDO WEAPONS 9
(if using torpedoes)
- STARSHIP MINES 9 (if using mines)
- (PROJECTILE ENERGY TYPE OF PREFERENCE) 9
- STARSHIP ENGINEERING TRAINING 7
- STARSHIP WARP CORE TRAINING 7
- STARSHIP AUXILIARY SYSTEM MAINTENANCE 7
(If using a science vessel or MVAM)
- STARSHIP ENGINE MAINTENANCE 7
(If using Warp Plasma ability)
- STARSHIP SHIELD MAINTENANCE 7
(All must have for emergency power to shields)
- STARSHIP WEAPON MAINTENANCE 7
(Only for ships using Directed energy Modulation)
- STARSHIP AUXILIARY EFFICIENCY 9
(Efficient improves power settings below base 50)
- STARSHIP ENGINE EFFICIENCY 9
(Efficient improves power settings below base 50)
- STARSHIP SHIELD EFFICIENCY 9
(Efficient improves power settings below base 50)
- STARSHIP ENGINE PERFORMANCE 9
- STARSHIP SHIELD PERFORMANCE 9
- STARSHIP AUXILIARY PERFORMANCE 9
(This affects all science abilities including defensive for escorts)
- STARSHIP WEAPON PERFORMANCE
(Not critical but great for all builds as this boosts weapon power)
- STARSHIP OPERATIONS TRAINING 7
- STARSHIP EMITTERS 7
(this affects Hazard Emitters and Polarize Hull)
- STARSHIP HAZARD SYSTEM 9
(This affects Hazard Emitters and Polarize Hull)

Damage Output: 1 lowest - 5 highest
Survivability: 1 lowest - 5 highest
Healing/Support: 1 lowest - 5 highest
Difficulty: 1 easiest to learn - 5 hardest to master

STARCRUISER (AVENGER/CELESTIAL/ EMISSARY) HEALING TANK

Damage Output: 1 Survivability: 5 Healing/support: 5 Difficulty: 2

This is my Starcruiser Defensive build used for PvP. It is designed to outlast an adversary and support allies. This build provides healing enough for a group and extra fire support for any scenario. When you need less healing, Warp Plasma III can make a great alternate ability with a swap of a single BO. Torpedoes are optional. Mines can be substituted or extra beam arrays, as the torpedoes are not critical. Beam Target Weapons is an effective means to cripple an escort's alpha strike. Beam Target Auxiliary will limit science ships effectiveness for a short time or a cruiser's ability to heal itself. Auxiliary Power to Structural Integrity Field III can only be obtained from Very Rare officers and often cost between 2-8million EC on the exchange.

Power
W 100
S 35
E 25
A 40

Forward Weapons: 3x Beam Arrays, 1x Torpedo Launcher
Aft Weapons: 3x Beam Arrays, 1x Torpedo Launcher
Shield Type: Covariant/Resilient

Engineering Consoles: Field Generator, Booster Modulator, EPS Flow Regulator, Neutronium Alloy

Science Consoles: Borg Console, Hazard Systems, Deflector Field

Tactical Console: 2x Relevant Energy

Tactical Abilities:

Beam Target Weapons I or Fire at Will I
Beam Target Auxiliary II or Beta I

Engineering Abilities:

Emergency Power to Auxiliary I, Emergency Power to Engines I
Extend shields I, Reverse shield Polarity I
Engineering Team III, Emergency Power to shields III
Auxiliary Power to Structural Integrity Field III (Can be swapped with Warp Plasma III for more offense)

Science Abilities:

Science Team I, Hazard Emitters I
Transfer Shield Strength II

Tips & Tricks

by delbyx

The (hard) way of “Expose and Exploit” in ground combats.

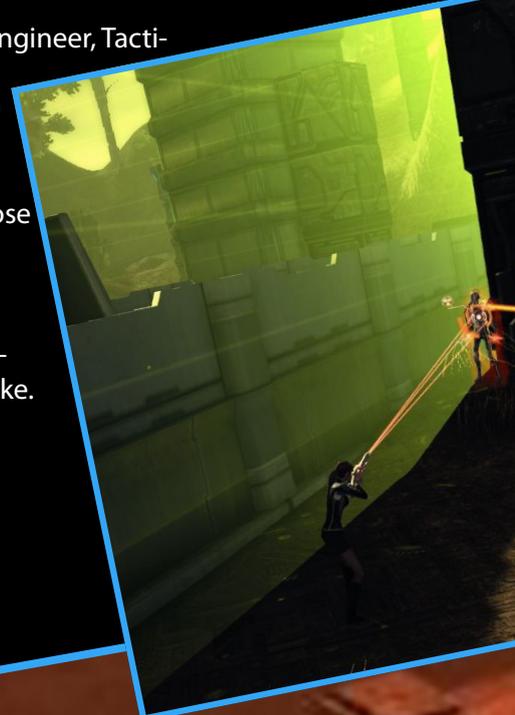
Here we are again my friends! This time I want to speak about one of the most important features of the game: the “Expose and Exploit” system (“E&E”). As you have noticed the season 4 comes out with huge new issues, and one of these improves the ground combat system, redesign completely the ground fights.

The new “shooter mode” brings by Cryptic makes me feel good, and seems perfect for this new magazine outcome.

Every MMORPG has a plenty of features that not all the players know. But there are some of these features that everyone must know. The point is: how much must I consider these features? How many chooses must I take to play a ground mission without be assimilated by a single wounded drone? The answer is not simple, but I think that every player must find a deal. Even if you are a casual gamer, and join the fight just one time by time, you must consider the “Expose and Exploit” system like something you cannot ignore.

First of all we have to think about what this system can provide to us. Basically you can deal more damage to your enemies if you use the right weapon and his right firing mode at the right time, in the right position. That’s all. But as you should know there is much more behind.

I don’t want to speak specifically about each character class (Engineer, Tactical, Science) or each weapons and stats, I prefer speak more generally, so you can experiment my advise directly and make other tests by yourself. So the very first thing you must do is to search for your personal weapons. Your main character can carry two weapons at a time. For the beginner I advice to choose one as an “expose”, other as an “exploit”. Taking a look to an armory list will make you realize that there are so many weapons that you can ask to yourself what is the best. Never mind. The right way to approach is to understand the main dynamics of this system, after you can test all the weapons you like.





For example you can use a sniper rifle as "Exploit" and a stun pistol as "Expose". Each weapon has his stats, and two firing mode, but for now just focus on the "E&E" attribute. Now you have to choose your away team equipment. As you cannot equip your Bridge Officers with more than one gun, you have to choose. Before do so try to think about a ground combat situation. The "E&E" system is based on the possibility to provide "debuff" on enemies just firing at them. These debuff when active can provide an "Expose" situation that makes targets weak against an "Exploit" attack. So to have the chance to strike down faster your foes you must fire first with an Expose weapon, then, with the Exploit one when the debuff comes out. Like the Figure 1 shows, the debuff is active when you can see an orange circular target. That's the perfect time to strike an "Exploit" attack. Select the secondary firing mode of your Exploit gun and then watch. The secondary firing mode of the sniper rifle is a single and very powerful shot, in the right circumstances it can vaporize the enemy. Make sure to have an high probability to expose your opponents mixing expose and exploit weapons for your BO. You can experiment many different configuration for your away team.

A good way to increase the ratio of the "Expose" is to hit enemies from their back and sides. So you can deal a "flanked" attack that can put an end at the fight rapidly (see figures 2 and 3). Because this a ground combat is not a chaotic fight where everyone fire everywhere and at everything. And now with the new "shooter mode", tactics can make difference between victory and defeat, as you can move cover by cover (without being hit), return fire and bypass enemies to take a better position. From there you can show to your opponent that the "MACO way" is inside you!

Split and Attack

Split your away team or plan a group action with your fellows captains, in both options hit your targets from back or side. (Figure 5)



At the right time

Due to the high cooldown of the secondary firing mode, you must choose the right time to fire, if you face a very strong target wait until an Expose debuff comes out, then fire and vaporize!

Bigger is better?

With the "E&E" system the guy with the bigger gun is not always the stronger. Choose different kind of weapons, with multiple effects and attributes so you can provide a wide range of solutions.



Who and what attack first?

When approaching a new enemy group try to find the weakness. Start firing at the support foes (medic, engineer), then focus on the other. Attack first with your abilities to provide a stronger buff to you and your allies and a better debuff to your enemies. (Figure 4)





Biography of the Month

Caitlin Davids by Nishka



Name: Caitlin Davids

Race: Human

Gender: Female

Born: Stardate 59963.54 (11th May 2382)

Birth Place: Lunar One colony, Luna

Career: MACO officer

Rank: Major

Ship: USS Angel's Spirit

Ship Class: Oslo class

Fleet: The 12th Fleet

Specialization(s):

- Martial artist (Jiu Jitsu)
- Marksman
- Engineering turrets and deploying support drones

Major accomplishments

- Graduated with honours with the rank of 1st lieutenant due to impressing her supervisors with a search and rescue mission on stardate 80047.75 (10th June 2402) in which she had to fight through several squads of Gorn with her team. The mission ended with the successful rescue of a Betazoid medical cadet and the recovery of the corpses from the rest of her away team.
- Captured a Klingon Captain on stardate 82385.37 (11th October 2404) on his own ship despite all odds, this earned her a promotion to the rank of captain.
- Lead a successful assault against a Borg invasion on Tri Canis VI on stardate 87956.94 (8th May 2410), this earned her a promotion to the rank of major.

Caitlin was born on stardate 59963.54 (11th May 2382) in the largest colony of Luna, Earth's moon. Her family had moved to Luna several generations ago and she truly considered herself a child of the moon. As a child she would often stare through the panoramic windows at the sky where she could see the beautiful green planet above her, wondering what life there would be like.

Caitlin was the only child of her father John and her mother Lucy. Her parents both worked on Luna in Lunar One colony. Her mother was a kindergarten teacher while her father was one of the many engineers that did his best at keeping the colony running, fixing broken equipment and replacing outdated technology. In short her parents weren't high ranking officers and could be considered part of the working class in the Federation society, but did important work nonetheless.

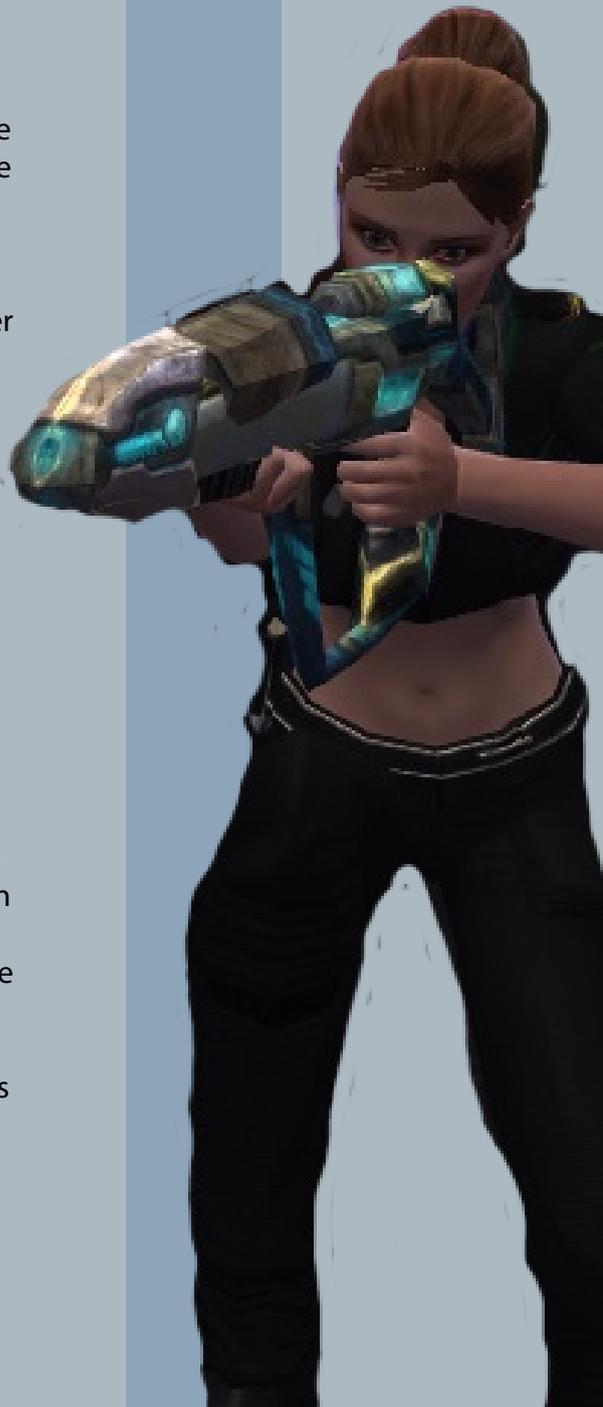
Often Caitlin fantasized of what life among the stars would be like, but she never considered herself to be an explorer. She was curious to life on other Federation planets, but no more curious than what daily life on Earth was like where you could walk around freely, rather than being limited by the dome she called home.

She had a lot of friends in Lunar One colony, but being a tomboy she tended to play more with boys than with girls. She never really liked dolls and the rougher games that boys played were much more to her liking.

Especially hide and seek and playing war where games she loved where she had to search and capture her enemies, trying to avoid capture herself.

The conflicts between the Federation and Klingon empire that were big broadcasted increasingly more had a influence on this as well.

In her early teens this tomboy behaviour changed as her body transformed into that of a healthy young woman. She had to grow accustomed to the fact that her friends were starting to treat her differently, even though she still felt more at ease with them than with her girlfriends. To make sure she'd keep fitting in with the guys and to tease the hell out of them, she started working out with them in the gym.



This resulted in a healthy toned athletic body and a killer condition. While the guys were stronger than her she could outrun them any time and was far more supple than any of them. Her girlfriends often huffed about her attitude and her strict fitness regime, but they were unable to change her mind and teach her more feminine manners.

As a teen she had several boyfriends, but like the typical teenager she didn't have any long lasting relationships.

On stardate 74210.77 (8th August 2396) Caitlin kissed one of her boyfriends for the first time, the event was such a revelation to her that she became more interested in all the antics of her girlfriends and paid more attention to nuisances such as fashion, make up and how to date a boy.

With the incidents between the Federation and the Klingons becoming increasingly more aggressive Caitlin felt a strong calling to enlist and protect the Federation from harm. She wanted to join the Federation as soon as she was allowed to. Many of her friends felt the same, though several preferred an occupation as a scientist or engineer instead of a tactical officer.

Caitlin had had a romantic view on what life as a soldier for the Federation would be like and she regularly dreamt about fighting the Klingon Defence Force and kicking their asses back to where they came from.

On stardate 76063.61 (16th June 2398) her wish finally came true. Together with a handful of friends she signed up for the Federation and after a tough selection procedure she managed to get herself placed in the advanced tactical course.

Her physical strength was clearly lacking but she made up for that through martial arts where agility was more important to beat your opponent than raw strength. Next to her newly developed love for martial arts she also loved the use of gadgets that could help her in warfare. During her advanced tactical training courses Caitlin specialised in phaser turrets, quantum mortars and support drones.

Next to several boyfriends and even a short relationship with a girl she also became close friends with two Vulcans who taught her the benefits of meditation, in return she taught them how to shoot pool in the lounge. Her meditation in combination with her martial arts allowed her to develop a natural calmness, which in turn greatly helped her when firing arms in stressful situations. This allowed her to become an expert marksman. She kept her emotions so well under check that she was considered uncaring and cold in combat while the opposite was true. Despite how outsiders treated Caitlin her Vulcan friends were very proud of her and she also managed to impress her childhood friends with her skills, who in turn became interested in Vulcan meditation too.

Once Caitlin's tutors found out about the source of Caitlin's calmness in battle and the additional benefits of meditation they decided to make the meditation techniques a requirement of the advanced tactical training courses and forced all cadets to follow this.

On stardate 80047.75 (10th June 2402) Caitlin took part in a search and rescue mission as part of her exam. An away team had gone missing on an unexplored planet and was likely ambushed by a Gorn raid party. Caitlin's team had to deal with heavy resistance

from the Gorn, but eventually found the only surviving member of the away team. She was a Betazoid medical cadet and appeared to be in good health, but it was clear that she had been through a lot the last twenty-four hours. Her team also uncovered the bodies of the rest of the medic's away team.

On stardate 80317.66 (17th September 2402) Caitlin graduated with honours. Her search and rescue mission on stardate 80047.75 had impressed her supervisors so much that she was immediately promoted to the rank of 1st lieutenant. It had been Caitlin who located the sole survivor of that incident, her bravery and leadership skills had made all the difference between success and total failure. She was assigned to the USS Thunderstorm a day later and was put in command of her own MACO squad.

With the increasing tensions between the Federation and Klingons her expertise was called a lot upon.

On stardate 82385.37 (11th October 2404) her squad had to infiltrate the I.K.S. Korp'Cha to capture and interrogate its Captain about the whereabouts of an escaped Undine. There were four squads sent out to infiltrate the ship, but the mission ended in a total disaster. The Klingons were far more prepared for the assault then expected, but due Caitlin's leadership her squad managed to capture the Captain and transport him off the ship. She did lose one of her squad members due to a bat'leth wound that the Captain had caused, but her calmness had allowed her to perform far better then expected under the given circumstances.



The other teams never made it off the ship alive.

Until then Caitlin had always lead missions with a hundred percent success rate and she took the loss of her team mate very heavy. Mentally she was unprepared for this possibility and though she knew deaths of fellow crew members could happen at any given mission she didn't expect it would happen to her squad. In the back of her mind she always thought she'd be saved from such tragedies. Caitlin mourned the losses of her other fallen comrades too, but she felt especially responsible for her own team member.

For her bravery and achieved success during that mission she was promoted to the rank of Captain by Brigadier General Van Dijk. It was a promotion she received with mixed feelings and it took her several months and a lot of meditat

ing before she accepted her failure. Her innocence and romantic ideals were lost forever though and in every battle that followed she was more careful from that point on then she used to be, doing her best to avoid more deaths. In the report Van Dijk wrote about the mission he expressed his concerns about Captain Davids mental well-being, but also praised her bravery and command. He was aware that Caitlin considered herself reckless but couldn't see how she could have prevented that death had she acted differently. In fact, he concluded that if she had been more careful her entire squad would have probably died since it would have taken them too long to capture the Klingon Captain.

On stardate 88115.98 (5th July 2410) Caitlin transferred to the USS Angel's Spirit, an Oslo class escort, together with five squads of MACO for a top secret mission. After completing the mission Starfleet Command decided to keep the MACO officers aboard the USS Angel's Spirit and reassigned her former ship, the USS Thunderstorm, to patrol the Romulan border while the USS Angel's Spirit was reassigned to battle group Omega to help with the increasingly aggressive Borg.



On stardate 87956.94 (8th May 2410) the Borg infiltrated planet Tri Canis VI with a single sphere, six ships from battle group Omega were dispatched to evacuate civilians and military personnel. Since Starfleet Command received the distress signal very late the Borg were already busy with their assault on the outpost by the time the six ships arrived.

Caitlin had the command over four MACO squads and together they managed to hold the Borg off long enough to evacuate all civilians who were holed up in a compound. The Borg were relentless and Caitlin insisted on staying behind until all the others were beamed off the planet to safety. Her elite squad was the last to leave, but unfortunately the away team ended up being cornered by several tactical drones before they got beamed out. They fought valiantly but in the end Caitlin couldn't prevent getting infected with nano probes. Next to herself two of her team members were infected too.

Before she was completely assimilated her ship finally managed to get a lock on her team and beamed them off the planet. The brave doctor's aboard the USS Angel's Spirit immediately set themselves to stopping the assimilation process and removed the implants that had already formed. Since they caught her in the early stages of assimilation Caitlin made a full recovery with no visible implants on the outside. Her connection with the Collective was never fully initialised either and Caitlin suffered mildly from a post-traumatic stress disorder. After the incident she would occasionally wake up bathing in sweat after a nightmare, but overtime these dreams would grow less in intensity.

Her two team mates were not so lucky and though they made a full recovery too they did had a few implants that they would have to carry for the rest of their lives with them. Removing them could cost them their lives and would make them unfit for duty, which is why they opted to keep them.

On stardate 87963.01 (10th May 2410), two days after the events on Tri Canis VI and after Caitlin was discharged from medical bay and promoted to the rank of Major for the bravery she had shown and her excellent leadership skills. Reviews of the battle showed that she held her ground against all odds and accomplished her mission with minimal loss of life on their side.

Her victory had come at some cost, but it could have been far worse.

A New Home: Part II

By Rika

Ensign Rika Janar had only been on Starbase Valhalla for a few days before seeing one of the many Admirals that seemed to be floating about. She got her assignment and was waiting for her new ship to stop at the Starbase so they could pick her up. Rika was assigned to the USS Sonaria. The USS Sonaria was Sovereign Class cruiser. She loved the thought of getting assigned to such a large vessel. She was assigned as a junior doctor specializing in away missions. She had won that right after her performance on the Lexington.

It had had been a long and boring day and Rika found herself laying on her bed in her quarters when she heard her comm. station beepin. "Computer, put the communication on the viewer."

"Ahh... Good that I caught you in Ensign. I am Doctor Rillian on board the Sonaria. I just going to leave you a message to tell you that we will be stopping

By the Starbase before we head on our next assignment. We should be there tomorrow morning."

"Aye sir, I will get packed and ready." Rika could barely hold in her enthusiasm.

"Ok Ensign, we will see you in a few hours. Rillian out. Rika sprang off her bed. She starting looking around the room deciding where to start first with her packing. She was done in under an hour and stopped by the quartermaster to inform him that she was departing and no longer would require her room. Rika knew there was still several hours left before the Sonaria arrived, but other than her two bags, she could replicate everything else after she was onboard.

Ensign Janar, Please report to briefing room one. Ensign Janar, Please report to briefing room one.

The PA system seemed to be loud when it called out her name. Rika stored her bags in a visitors locker and headed to the briefing room. When she got there she was met by a couple of members of Starfleet Security and one of the briefing commanders.

"Ah.. Ensign Janar. Good to see you. Come have a seat. We wanted to go ahead a brief you on the Sonaria's mission and get you prepared. We want you to understand that the mission they are going on is classified. Much of the mission details will be briefed to you after you arrive but we wanted to let you know that you will be doing a lot of training with MACO when you get on ship.

Rika was stunned. "MACO sir? I didn't know that the Sonaria had a MACO regiment."

"They will when they stop. All your other questions will have to be answered after you are on board. You need to report to cargo bay 37 and meet your fellow transferees. You will be spending a lot of time with the MACO."

"Aye sir." Rika turned to leave. She went from excited to nervous. She knew she would be assigned a lot of away missions but MACO missions. That meant she was going to go where the fighting was toughest. This worried her. Soon she found herself near cargo bay 37 and saw a very familiar face.

"Lt. Sova!"

"Ensign! I haven't seen you since the Lexington. How have you been?"

"I am well, have you been transferred to the Sonaria?"

"Yes I have, there is a promotion in it if I do well, I have my first squad command."

"Congratulations! I apparently have been assigned to MACO as one of their doctors. I wonder if we will be working together." Suddenly, Rika started to blush. She turned away embarrassed and hoped he did not see. Janar had lived hundreds of years and here she was blushing. It was maddening.

Rika and Lt. Sova continued to make small talk until they got word that the Sonaria had arrived. They quickly got together their belongings and were transported over. Rika lost track of Sova once on board because her quarters were set up near sick bay, and his were probably set up in an area reserved for MACO. Rika would just have to look him up later. Once she was settled in she was informed of a welcome briefing that was to be held at 1900 hrs.

Rika made her way to the briefing and sat down in the crowded room. Suddenly the room went quiet.

"Welcome to the Sonaria. I am Commander Wills, First Officer. I will be in charge of all personnel during your tour here. If you have any questions, I ask that you please go through me before taking issues to the captain. Here we like to solve our personnel issues at the lowest level, so I would even ask you to take them to your team leaders and department heads before coming to me. Anyway, on to our assignment briefing. I have some bad news, we are headed to a war zone. It's not the Klingons or the Romulans, that would be too easy. We have been assigned as a special forces unit. And our task, is in Borg Space..."

Rika listen in sheer terror for the rest of the briefing.

To be continued.....

The Ferengi: Rules of Acquisition Review

By Karadok

The Ferengi: Rules of Acquisition
By: Quark as told by Ira Steven Behr
Pages 84

Era Deep Space Nine

Quick what is Ferengi rule of acquisition number #31, #27, and #141? Well if you had this book, you could quickly look it up. #31 never make fun of a Ferengi's mother...insult something he cares about instead. #27 there's nothing more dangerous than an honest businessman. # 141 only fools pay retail. This handy little book is so small you can carry it in your back pocket and have it and hand for handy reference during all of your business deals. After all, who knows more about business in the entire universe than the Ferengis? If you are not going to do business the Ferengi way than the book can be used as a handy cultural reference when dealing with the Ferengi.

The book is a quick read 10 – 20 minutes at most each page containing one Rule of Acquisition. Now if you know anything about these rules you are saying to yourself wait it is only 84 pages how can it contain all of the rules? It does not contain all the rules a disappointment to say the least. It does contain two pages for you to add newly discovered Rules of Acquisition to the book yourself. It is just like Quark to hedge his beats and not give everything away.

Next time you are on Deep Space Nine stop in, say hi to Quark, and maybe even do some business with him. I would do business with him if I had a handy copy of this book though otherwise Caveat emptor (buyer beware). The book is good but does not live up to its full potential. With that in mind, I give this book 2 and a half, gold pips out of five.





Overlord's Overwatch

By Firix

Overlord's Overwatch – July

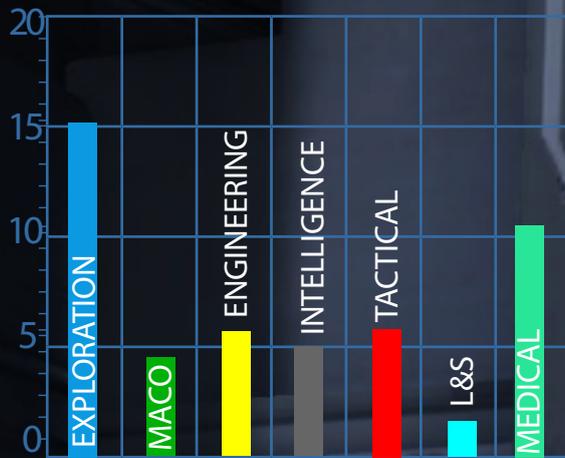


Recently we have been looking into shaking up Recruitment a bit. We currently have a webform in development, which should make applying much easier and quicker, hopefully leading to less confusion as well.

Our STO Recruitment thread is at over 7,000 posts, with Vox getting the 7,000th. The thread is currently 4,000 posts above the next thread, and over double the views of the next highest viewed thread. What makes me most proud of an achievement like this, is that we have done it with minimal spam. It shouldn't be too long until we reach 10,000 posts, and we might have to have a party. Exploration and Medical are this month's winners on the Recruitment front, with Exploration at 15, and Medical at 11.

Due to the great Recruitment success we have had over the past months, we are having to be extra vigilant with Inactive people, removing them from the In-game fleet earlier, in order to make space for these new members. If you are removed from the Fleet due to Inactivity, just send a Command Officer a message when you get back and we will try to fit you in somewhere.

We also had to close Recruitment this month, so we could have a good cleanup. This will have an impact on July's Recruitment numbers, so make sure to read August's issue for the full story.



Total members for June: 48
 Exploration: 15 Maco: 4
 Engineering: 6 Intelligence: 5
 Tactical: 6 L&S: 2
 Medical: 11

Welcome June's new members, all 48 of them:

- | | | |
|---------------------------|-------------------------------|------------------------------|
| Madcow – Exploration | Charneco – Engineering | Howdytex – Engineering |
| JTSebastian – Engineering | Validus – Exploration | MiamiHeat87 – Maco |
| Farragut79 – L&S | Exrica – Exploration | Sylveria – Medical |
| Ccoates08 – Medical | Zhid – Maco | Life22 – Intelligence |
| Koren – Medical | P90James – Medical | Twenty-Seven – Exploration |
| Cassie1978 – Engineering | DarkMangeSM – Maco | Brozan – Exploration |
| Loki1147 – Medical | Harper – Tactical | Titanroller – Exploration |
| Alistair – Intelligence | Galcyon – L&S | Doc Shaw – Exploration |
| Scoman – Tactical | Mightyisis – Exploration | Kylee Slyt – Exploration |
| Mortymer – Medical | Kingfoxx – Exploration | DarthJason – Medical |
| Beausang – Intelligence | Capt. H. Harrington – Medical | Drektherok – Intelligence |
| Angrymarine – Maco | Ambigue – Medical | Xeldrake – Intelligence |
| Kimpek – Exploration | Porterhouse – Tactical | KaiserKuchen – Engineering |
| Stdjwk17 – Tactical | Lex Decon – Medical | Bobfish – Exploration |
| Willduran – Exploration | Horvastus – Medical | Cool-Breeze – Tactical |
| LordSmada – Exploration | Bonds0097 – Exploration | Johann Solomon – Engineering |

Admiral's Meeting Notes for July

By Firix

Medals

Jega Grant has been awarded the medal of Valor, for his efforts doing SCHKs on new members, thus speeding up the process.



12TH FLEET

MAGAZINE