

AUGUST 2011



12TH FLEET

MAGAZINE

1st ANNIVERSARY ISSUE



STARTREK
ONLINE

12TH FLEET

MAGAZINE

Foreword

It's been an extremely busy year for all of us. Like the fleet, STO went through many changes, we've seen the fleet grow from roughly 200 unique active members to about 400 unique active members, our forums were upgraded and even our community itself went through some drastic changes. Old members left, new members came and many inactive members returned.

Last month we celebrated that our fleet is now two years old. I wasn't there when it was founded, but I joined soon afterwards, during the days that the game went into closed beta. Back then it was already incredibly hard to chose a fleet, a choice that since then has only become harder due to all the great fleets out there. I haven't regretted a single day that I joined the 12th though!

Considering the size of our fleet and the many ethnicities and cultural backgrounds of people it's amazing to see us all get along so well. Naturally we occasionally have some drama going on, but this is by far not as big as I've seen with much smaller groups in other MMORPG's, like WoW or Aion. Perhaps it is our diversity that binds us together, but I like to think that it's because we a great bunch of like minded players, that keep the ideals of Starfleet alive by putting them into practice.

So far our fleet has been the friendliest and most engaging community I ever had the pleasure of joining and though we went through some rough phases in the end we always pulled ourselves together and remembered what we're all here for, to play the first Star Trek MMORPG in existence with friends and family.

This month we also celebrate something else, our fleet magazine is exactly one year old!

A year ago I had the wish to inform our members of our admiral notes in a monthly magazine and also publish other interesting information for the fleet. It hasn't always been easy to get enough content ready before our deadlines expired, but we managed to pull through every month and since those early days our magazine has really grown!

Thanks to the dedication and hard work of many people, the magazine is now what it is today. I couldn't have done it without the support of all those people that contributed in one way or another. Over the past year we saw PvP guides, PvE walkthroughs, role play stories, book reviews and many other kind of articles. I want to thank everybody that contributed and made the magazine possible! The coming year I hope to see us continue our magazine and expand on the things we do.

Enjoy the read!

Nishka

Magazine Staff

Lead Editor - Vox Publisher - Blaze Contributing Writer - Khajjah Contributing Writer - Nishka Contributing Writer - Lex Decon Contributing Writer - Xariann
Contributing Writer - Amarai Contributing Writer - xceptionzero Book Review - Karadok Writer & Overlord - Firix

Screenshot Credits

Amarai Xariann Nishka Anniversary Images - Stromgold



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12TH FLEET
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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

ASSAULT CRUISER (SOVEREIGN/NOBLE/ MAJESTIC) SUPPORT TANK

Damage Output: 2 Survivability: 5 Healing/support: 3 Difficulty: 1

The Assault Cruiser Support Tank build is used to provide moderate damage coupled with high survivability. It is designed to outlast an adversary and support allies. The Commander BO ability on the other engineer should be Warp Plasma III so that you can train with the build. The energy weapon type recommended for this build is Phaser with Quantum Torpedoes. If you choose a different weapon type, the points spent in Assault Cruiser ability are not critical and can be removed with little adverse effect. All abilities can be trained by yourself or using the BO trainer.

Power
W 100
S 40
E 35
A 25

Forward Weapons: 3x Beam Arrays, 1x Torpedo Launcher
Aft Weapons: 4x Beam Arrays
Shield Type: Covariant/Resilient

Engineering Consoles: Field Generator, Booster Modulator, EPS Flow Regulator, Neutronium Alloy
Science Consoles: Borg Console, Hazard Systems
Tactical Console: 3x Relevant Energy

Tactical Abilities:

Beam Target Weapons I, High Yield I
Beam Target Auxiliary II or Beta I

Engineering Abilities:

Emergency Power to Auxiliary I, Emergency Power to Engines I
Extend shields I, Engineering Team II
Auxiliary Power to Structural Integrity Field II, Emergency Power to shields III
Warp Plasma III

Science Abilities:

Science Team I
Transfer Shield Strength II



BIOGRAPHY OF THE MONTH

By Lex Decon



DATA FILE

Fullname: Alexander Edward Decon
Other Aliases: Lex
Species: Human
Gender: Male
Birthplace: Wyoming/North America/
Earth/SOL System
Age: 29
Birthdate: June 3, 2382
Height: 5'11" (71')
Weight: 200 lbs.
Hair Colour: Grey
Eye Colour: Blue

FAMILY STATUS

FATHER: Deceased – Accident during training 23940709
MOTHER: Deceased – Heart Failure 24060912
No other siblings or immediate family on record.

SERVICE RECORD

LAST UPDATE: STARDATE 85479.39
Rank: Lieutenant Commander
Specialty: Tactical Officer
Current Assignment: U.S.S Goshawk
Fleet: 12th Fleet



BIOGRAPHY

Alexander grew up in a rural part of Wyoming in North America, Earth in the SOL System. His daily life consisted of assisting his mother tend to their small 5 acre ranch raising standard genetically assisted cattle and sheep. Alexander's father was a StarFleet Marine stationed predominately on the front lines of the current conflicts. Alexander knows little of his father or his activities due to most information is still under classification of restricted or higher. Alexander was 24 at the time of Joining the Star Fleet Academy. Before the Academy Alexander attended standard School programs through both home programs as well as abroad schooling programs and was an apt pupil. His most successful program was Physical Fitness and History Studies. After finishing his primary schooling he worked on his family ranch till the death of his mother. He has no known relationships either family or other.

SHIPS

U.S.S. Destral SF NCC-93574 / Decommissioned Light Cruiser Designation. Took command as Acting Captain after Borg invasion of SOL system, was rewarded Command A ctive for actions during conflict.
- 200 Crew Compliment

U.S.S. Kestral SF NCC-93113 / Reclass-Refit Escort Class received command when assigned to 12th Fleet, Medical
- 50 Crew Compliment

U.S.S. Goshawk SF NCC-92960 / Current Command Heavy Escort class, received command on a refit/reclass of the U.S.S. Kestral
- 100 Crew Compliment

ACADEMY RECORDS

Applied and accepted to Star Fleet Academy: Class 89734 - 24060920

Academy Graduate: 24100919
Major: Computer Programing

Academic Notes: Cadet Decon showed extreme promise in Survival Strategies as well as Hand to Hand Combat. Cadet Decon is recommended for Advanced Tactical Training effective 24081010



Disciplinary Notes:

Cadet Decon participated in a Disciplinary Hearing for an physical altercation dealing with two fellow Cadets during off duty hours 24080801. Cadet Decon plead Guilty to physically striking a Senior Cadet.

Upon investigation of the altercation it was found and felt that Cadet Decon did in fact strike a Senior Cadet but had done so in defense of a fellow Cadet. Cadet Decon was reprimanded and restricted to Academy grounds for a period of no less then Six months, and additional duties at the Academy Armory.

PSYCHOLOGY

Alexander is quite shy, and usually won't speak unless spoken to. He is extremely disciplined. Academy Graduates of Alexanders Class nicknamed him "vulcan" for his lack of emotion in many cases. It is believed this is mostly due to his upbringing and isolation from normal society. Alexander has a temper, but his discipline and an underlying fear, which cannot be traced, helps him control it.

Alexander has difficult in understanding relationships of any sorts. Friendship seems to be based directly off of trust and respect. Has strong convictions towards right and wrong.

Advanced Tactical Training

Entrance Date: 24100920

Graduation Date: 24110601

Assigned to the U.S.S Destral as an Ensign Tactical Officer.

Note: shows extreme calm during conflict and acceptable abilities in harsh environments.

Combat Action Reports

Stardate: 85410.06

- Ensign Decon has made Violent Contact with the Remans on three reported occasions to date. All incidents of contact where under Star Fleet orders and the Reman initiated violent actions against Ensign Decon and his Crew aboard his assigned ship.

- Ensign Decon has made Violent Contact with the Breen on five reported occasions to date per request of Deferi, Ambassador Surah. All incidents of contact where under request by Star Fleet in support of Ambassador Surah's request for help to the Deferi. All Violent Contact was initiated by Breen against Ensign Decon and his Crew Aboard his assigned ship.

Stardate: 85479.39

- Promoted to Lt. Commander for continuous support while in Romulan sector of space in handling both diplomatic and conflict driven situations between both Reman and Romulan forces.

Newly Promoted Lt. Commander Alexander Decon aboard the U.S.S. Goshawk's Bridge



“A Day in the (New) Life of a Star Trek Online Captain”

A few days back I wrote a few articles on Technorati.com about Star Trek Online. I reviewed the game talking about how it was when it launched and how it is now. While I am not going to go over the old things in this article, since you are all playing this game already, I am going to excerpt the parts where I list a few of the new things for the returning players, with some focus on how the missions have evolved and how the shooter mode works.

You can view the full review (in 3 parts) here:

Star Trek Online Review, Part 1 - The Old

<http://technorati.com/entertainment/gaming/article/star-trek-online-review-part-1/>

Star Trek Online Review, Part 2 - The New

<http://technorati.com/entertainment/gaming/article/star-trek-online-review-part-2/>

A Day in the Life of a Star Trek Online Captain

<http://www.srsgamerz.com/2011/a-day-in-the-life-of-a-star-trek-online-captain/>

New Missions and General Improvements

Cryptic Studios improved the look of areas quite a lot, and in some of the latest missions, the planets you are in look quite stunning. Some of the new areas look like the offspring of an encounter between Mass Effect and Global Agenda. They look really good.



That is one of many improvements to look forward to. If you are like me and look for immersion in a game, you will appreciate how they overhauled the appearance of space while you travel between systems. Space actually looks like space and the HUD map (called “astrometrics”) looks much sleeker too. If you’d like to admire space from within the ship though, don’t despair. Cryptic added ships interiors too! While the addition of the Bridge and the option to invite people to it is out since a while now, the rest of the interiors have been added later on. You can go to your Sick Bay, your Engineering Room, your Captain’s Quarters, the Ready Room, the Crew Lounge (geek butt-hurt alert: why, oh why didn’t you call it Ten Forward!)

The way the missions run has also been polished. Cryptic Studios added cut scenes that interweave during the game play, and the most important NPCs in the game/missions got voice overs. The game developers also heard the plea of players who really craved some real interaction with the environment. They didn’t want to solve everything with the press of a button. Let me



give you an example: if you were to play a mission before and you had to unlock a console, all you had to do was to walk up to that console, wait for the menu to pop up in the middle of the screen and tell you “Bypass security protocols”, press F to activate that option and you were done. Now that’s not enough anymore. You approach the console, find out it’s locked, and you’ll have to work out what’s locking it, look through other consoles, decrypt them (you actually get to do the decrypting, although it’s all done in a player-friendly manner, nothing over-complicated), make sure you are powering down some systems as they might be in the way, etc. You actually have to work for it the Star Trek way. I remember doing this in a mission and felt, “What a good Science Officer I am!”



Talking of which, they added some actions that only your class can perform during missions. They are optional so they don’t hinder your progress, but you get special achievements for doing them. For example, I was underground and I had to use a mining laser to cut through a

wall. I activated it only to find out it was malfunctioning. I was presented with 3 ways to solve the issue, each one utilising the knowledge of the class you are playing. As a Science Officer I had to go around, find some crystals, refine them and use them to replace the lens of the laser and it was fixed. If I were an Engineer or a Tactical Officer, I’d solved that problem differently. This is another step forward towards immersion and interaction in the game.

Star Trek Online plays more and more like singleplayer RPGs when you do ground missions, while allowing you to play with other people like any other MMORPG. Being a big fan of the Mass Effect Universe, I very much approve of this. But enough talk, if you want to see how the shooter mode works as well as one of the newest missions plays out now, watch my video!

<http://blip.tv/srsgamerz/sto-ground-mission-review-5461830>

New Ground Shooter Mode



This is probably one of the biggest changes. Before Season 4, you could only do ground mission by using the classic click/tab and shoot mode of most MMORPGs. However, Cryptic added a shooter mode that works similarly to games such as Global Agenda, Unreal Tournament and so on. I have been looking forward to this change for ages, and it was one of the main things that made me go back to playing Star Trek Online.

It didn't take me long however to realize that the shooter mode is a fun thing, but it has its glitches and lacks some polish. Yet it's a big improvement over the boring tab&shoot mode, and you can switch between the shooter and the classic MMO experience with the stroke of a hotkey. The weapon ranges, fire rates and damage output have been reworked to reflect this change, so you'll have weapons that are more suited as snipers, others are better for close combat, and so on. The cooldown of your abilities have also been reduced to make the game more dynamic.

In addition, Star Trek Online adopted the same mechanic that exists in Mass Effect 2, where you can drag the powers of your companions in your actionbar, so you can use them as if they were your own. Kudos to Cryptic for that. No more clicking on those microscopic icons in the party interface.

While I had a blast with the shooter mode and it's making me want to hunt for ground missions, having played several shooters now, I see some shortcomings. They are not major things, but I should mention them.

First of all, the animations don't always work correctly. If I am shooting something and then sidestep or move backwards, at times my guns will point sideways rather than stay locked in the direction of the cross hair. The shooting animations will also reflect this, and you'll see your gun shooting lasers sideways since it's trying to hit what you are aiming at. This doesn't always happen, but it has on occasion.

Guns appear to not have recoil or spread. At least not the ones I tried. If you shoot something, your cross hair won't move. Some hardcore shooters might like recoil, others might not care. For example Global Agenda doesn't have it, APB does, and I was able to enjoy both games, so this is not necessarily a bad thing.

I found using skills on allies a bit daunting at times, but that can be simply because it takes me a while to adjust my aim to a new game. Some people can just get into a new shooter and simply hit stuff easily, while I need a bit of warm up to get used to how responsive the game is, and then I am fine. My main character happens to be a healing Science Officer, and most of my skills are applied to my party members, rather than an enemy. Now your party members tend to move a lot more than the NPCs.





Global Agenda had a target assist system in place, where once you locked on a party member by hovering the cross hair on them, they remained your targets for any of the future healing or buff skills until you pointed at someone else or you aimed significantly into another direction. You didn't need to have your cross hair constantly on the person in question, you could move away a bit and you could still heal them. In Star Trek Online, if you are not dead onto your party members, you miss them, fire off the heal on yourself and you have lost a cooldown. A target assist system needs to be put in place for friendly abilities. Obviously it wouldn't do the targeting for you, but it would be helpful because the people who need to be hard to hit are your enemies, not your companions. In PVP, where your team keeps running in and out of cover, not having any targeting help might be detrimental. Not only you need to try and shoot your enemies, you also need to try and "shoot" your friends. It becomes twice as stressful. This is probably the biggest flaw I see with the shooter system, while the rest are minor.

The possibility to choose between classic mode and shooter mode is awesome for PVE, as it allows you to tailor your experience according to what you find fun. Yet I find it a downside in PVP. If I am able to just select someone with a mouse and shoot him, or tab in between targets, why would I use a shooter mode to try and hit a player who keeps running off? Sure, I would do it for fun, but your opponent might want to take the advantage and play in classic mode while you are trying actually aim. I do know that "target acquisition" is much faster on shooter mode, but people who play shooters can see how much of an advantage it is to have something that just follows your target for you (like the normal RPG mode does) rather than having to actually aim at someone who's running away.

To Be or Not to Be a Shooter, This is the Question

There a few more things that the shooter mode needs to implement to feel like a real shooter, from the perspective of someone who played several games belonging to the genre.

Real Aiming and Use of Cover

Is shooter mode going to remain a masked tab system? When you aim at something within the cross hair, you basically select it. You aren't really aiming, you can shoot a bit off the target as long as the target is touched by the border of the cross hair. I guess the people who are not used to shooters might like this bigger leeway, but sometimes, since it's not real aiming, it will shoot something next to the target you wanted to shoot, and when two targets are near, you can't really choose.

If a friendly player happens to step in front of you, just moving a tad sideways won't help because of the big select area the cross hair gives, so you have to move a lot more and possibly give up your cover so that you can actually hit the enemy. A more precise and smaller cross hair area would allow you less "side stepping".

Another downside of this is when you want to peek from behind cover. There's no way to actually shoot just a little over that wall in front of you, as you'll just hit the wall. It would be nice to have something a la APB reloaded where you can just peek out with your head when you press the E or Q keys, while the rest of your body remains behind the wall, shoot, and then release either the E or Q key so that your head goes back behind the cover. That you can actually make use of cover, rather than having to run out of it completely to shoot.

Don't Force Players to Kneel When Aiming

While in some games kneeling gives accuracy "buffs", Star Trek Online doesn't have recoil, spread and such things. Aiming simply buffs damage. Allow us to aim while standing, like most games do, it does help with shooting from cover as well, when the cover is horizontal, rather than being a wall, i.e., if you allow us to decide when to crouch and when to aim and keep them separate, I could just crouch behind cover, avoid some fire, stand up, aim, fire, crouch again.

Ability to Spray

I know that some abilities from some guns allow you to spray across multiple targets, but they are just few. This is a problem related to point number 3. You are not really aiming in shooter mode, it's just an interface enhancement that masks the selection of a target. That means you cannot spray shots in between targets with most guns, beside those few ones that have been redesigned to do so.



The Catch

Being a fully fledged shooter mode means hackers might want to come pay us a visit. While for PVE there's no real reason for an aimbot, for PVP there will be. If Cryptic Studios/ Perfect World wants to go down that route, be advised. If you have the resources to make sure hackers stay away (please not Punkbuster, I know of another game that's using it and it is not doing the job) then go ahead and make ground mode a full shooter, with separated warfronts so that people can go to either the RPG mode or the shooter ones. If the resources to prevent hackers aren't there, then leave the RPG mode and shooter mode as they are in the warfronts, it will nullify the need for an aimbot, since the game already helps you with the RPG mode.

Star Trek Online's shooter mode is not perfect, yet I found I had a great deal of fun using it. Whenever I do a ground mission now, I switch out of RPG mode and play it as a shooter. I feel the game should have been like that from day one. I am sure Cryptic will address the graphical and UI issues, and that would take away the small annoyances. In regards to PVP, all I can suggest is to make separate warfronts with separate modes, so only people favouring one type of mode can enter. You can also have a couple with mixed modes.

The Verdict

I have heard good and bad things about titles developed by Cryptic. When it was first released, Star Trek Online did lack a few things, the Auction House wasn't working well, crafting system was entirely lacking, a lot of polish was needed all around. It already offered fun space combat however, a fairly unique skill system, a lot of character customization (the Cryptic Store is simply adding to this already well developed area). Through feedback of the fans, the developers made some cosmetic changes to how the space looks when you travel around, added new features and content, and generally just made Star Trek Online a nicer game to play. I always felt PVP was fun to do as well, although at some point Klingon ships could just rip through things much faster than Federation Ships, but I think this has been addressed. Further I found ground pvp to be a lot of fun even before the new mode was added in, and I would be completely drawn in it now if I had a way to use shooter mode without feeling at a disadvantage against players who use RPG mode.

I found the writers did good research and all of their references to the TV series and movies have been accurate. The quality in that regard is astounding.

More PVE content on Klingon side would be appreciated too. Yes, the developers keep adding to it, but it feels a little slow.

Another thing that should be added is end-game content. While featured episodes, new dailies, etc. help with that, it would be nice to have more instances (although there are more now than there used to be at launch), and even some raids. It's really needed for the veteran players, such as myself, in order to keep the interest in the game.

Pretty Please?

About Xariann: Xariann is a member of the 12th Fleet and a Star Trek Online lifetime member. Her main character is Kero Elan, a half Klingon, half human Science Officer. In real life she's a graphic designer and a writer, covering topics that range from design tutorials to eSports, MMORPGs and general gaming. You can find her articles on techonrati.com and on srsgamerz.com, where you will also find her video guides and live stream.



Book Review



I.K.S. Gorkon Series

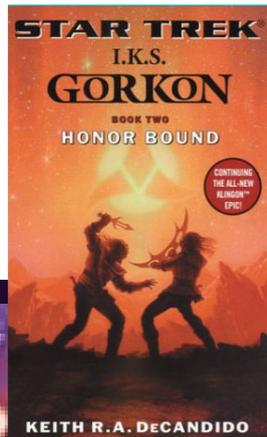
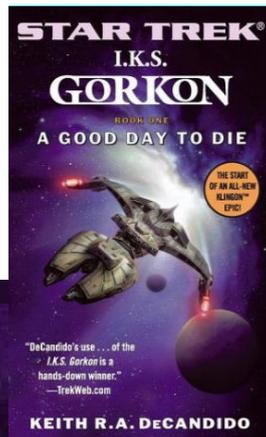
by

Keith R.A. DeCandido

Reviewed by Karadok

Number of books 3

Era: After Deep Space Nine 2376



“These are the voyages of the Klingon Defense Force Vessel I.K.S Gorkon, part of the mighty new Chancellor class. Its mission: to explore strange new worlds ... to seek out new life and new civilizations ... and to conquer them for the greater glory of the Klingon Empire! “

This is what the back cover of book one in the series declares. There are three books carrying the title I.K.S. Gorkon: A Good Day To Die, Honor Bound, and Enemy Territory. A fourth book, which is not included in this review, is Klingon Empire: A Burning House. In the fourth, book DeCandido moves to a broader focus of the Empire as a whole and away from the focus being entirely on the I.K.S. Gorkon and her crew.

The Order of the Bat'leth was founded after Kahless's ascension to Sto-Vo-Kor. The order was supposed to root out dishonorable behavior and to spread the word of Kahless to the Klingon people. Captain Klag of the I.K.S. Gorkon is one of the newest inductees into the order. Martok the Chancellor calls on the members of the order to return to the days when being in the order meant something more than just another honor.

The Chancellor Class ships look for new planets to conquer to provide the Empire with vital resources in the Kavrot system. The first book of the series introduces the reader the Children of San-Tarah, a true warrior race, even more so than the Klingons. The leader of the warrior race offers a competition to Captain Klag. If the Klingons win, the Children of San-Tarah will become part of the Empire. If the Klingons lose, they are to leave the San-Tarah alone forever.

In the second book, General Talak wants Klag to go back on his word to the Children of the San-Tarah and help conquer the planet. Will Klag choose to fight his fellow Klingons in order to stick to the path of Honor and return the Order of the Bat'leth to its original purpose, or will he go back on his word and help Talak conquer the people he said would be left alone?

In the third book, the Klingons discover another new race when a Klingon ship is detected while cloaked. Eventually contact is lost with the ship and the I.K.S. Gorkon must investigate.

The books are well written with lots of back-stories and mini-plots in the lives of the crew of the I.K.S. Gorkon. I fell in love with many of the characters especially leader Wol. Wol is a houseless Klingon put in charge of the 15th squad, but she must earn their respect. B'Oraq is the doctor who surgically attaches Klag's dead fathers arm onto Klag when lost his in a battle. Rodek with his mysterious past. These are just a few of the members you will meet and share in their joy, sorrow, triumph and defeat.

DeCandido is an excellent writer. His books make you feel like you are on board the I.K.S. Gorkon with the various members of the crew. After the first book, you will rejoice at being able to see your old friends again. With the entire series of four book and only the first three having to do entirely with the I.K.S. Gorkon it is an easy series to work through. Of course reading these books is not work and is pleasurable. I for one was addened to finish the third book. I give the series 5 out of 5 gold pips with a most highly recommended addendum to the rating.

Overlord's Overwatch

By Firix
Overlord's Overwatch – August

Wow. It has been a year since we started this Magazine, initially as a hobby, it has gone from strength to strength, and each month I have written this article, compiling the months data on Recruitment. This time, I will do all that and more, giving an overview of the whole year.

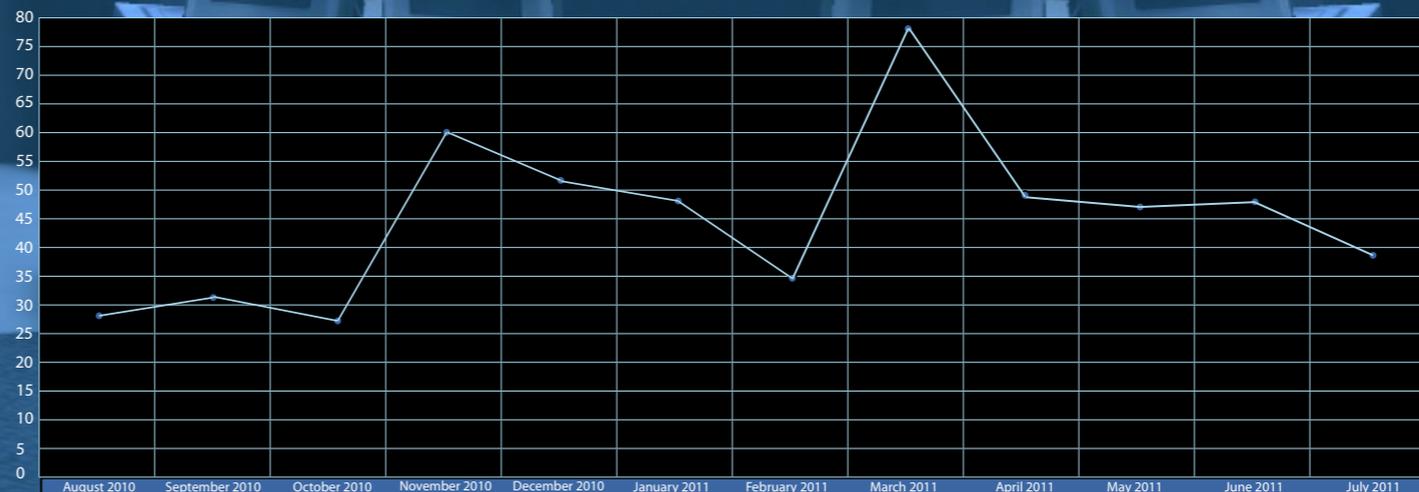
When Season 4 launched we had a problem. A few of the checks we do for new recruits (the SCHK) we could not do, due to Cryptic taking down the Captain's Database. This, as well as our desire to improve Recruitment, led us to close Recruitment until we could work out a new system.

I am pleased to announce that we are back up and running full steam ahead. During the downtime we also made more headway on the new web form application system, which is getting ever closer to completion. With the changes that Enterprise-D is making to the website, we hope to see this implemented within the next few months.

Since I created our STO Recruitment thread on 5th April 2010, there have been well over 7,500 posts. At time of writing, that was 495 days ago. That is over 15 posts a day! We are edging ever closer to 5 figures, and I might have to throw a party when we reach it, so stay tuned!

The fewest new members we got in any month this year was September 2010, when we dropped down to 28, with the highest being March 2011, with a staggering 78 new members! The main problem we face for the future is finding somewhere to put everyone, as at time of writing we have 456 active members*. For the month of July, despite closures, we had a total of 39 new members join our rank. And so, please welcome your new Fleetmates!

One Year Total: 556
August: 39
September: 28
October: 32
November: 60
December: 53
January: 48
February: 35
March: 78
April: 49
May: 47
June: 48
July: 39



Welcome July's new members, all 39 of them:

- | | | |
|----------------------------|-----------------------------|------------------------|
| Karrade – Medical | HaVoC373 – Medical | Osvik – Medical |
| Eldiora – Medical | Khaal – Exploration | Muirin – Medical |
| Tadia – Engineering | Church98 – Maco | Wolfgar – Tactical |
| Captain_French – Tactical | Zahalu – Maco | Murgy91 – Maco |
| Reythan – Tactical | Plank – Exploration | Kaberu – Tactical |
| Blasphemy – Tactical | EvIn10t – Tactical | JackArcher – Tactical |
| Asellion – Exploration | Teealc – Engineering | Monte – Tactical |
| VaporousTippler – Medical | Bleach168 – Medical | Dgraham78 – Medical |
| Sanjian – L&S | Spartan689 – Engineering | Umbra7 – Exploration |
| Halcos – Maco | LogicAudio – Medical | Kazer – Exploration |
| Golephish – Exploration | Crashoverride – Exploration | Mr.Karp – Exploration |
| Jovus Amberose – Medical | Morgon – Tactical | Gtriplet – Exploration |
| TitaniumNerd – Engineering | ThatAnnoyingKitsune – Maco | Sterling – Tactical |



Total members for July: 39
 Exploration: 9 Maco: 5
 Engineering: 4 Intelligence: 0
 Tactical: 10 L&S: 1
 Medical: 10

Your eyes slowly open; everything seems foggy around you for the smoke and dust are thick in the air. As your mind becomes clearer, you begin to sit up, but then you feel a shooting pain through your head. You quickly lift your hand up to your head, but as you touch your head you feel a stinging sensation from a wound, which causes you to pull your hand away. Noticing a bit of blood on your hand, and beginning to feel light headed, you start to look around for something that could be used as a bandage. You notice that your arm sleeve is torn a bit, so taking a hold of it you rip the sleeve off. You then roll it up to form a band, and proceed to wrap it around your head. You get a sharp pain when you tighten the band but it slowly subsides, and the wound is now covered.

Now that your wound is taken care of you start to look around; there are small fires burning from erupted consoles and bulkheads throughout the corridor. Turning to your right you notice a pile of rubble blocking the way, so you decide to go the other way down the corridor.

You slowly stand up and start to walk down the corridor and at times put a hand against the wall to stabilize yourself. The lights flicker here and there as emergency power tries to maintain the lights. As you look further down the corridor you notice something move on the floor around the corner; so you quicken your pace. You reach the corner, and turn to look down the corridor you noticed a streak on the floor; due to the lighting you are not quite able to make out what it is; following the streak with your eyes, it goes down the corridor a bit and turns right into a closed door.

Slowly you start down the corridor following the streak on the floor, being cautious, not knowing what is through the door. You come up on the door, tapping the command pad next to the door; the door opens with a swoosh. As you look in all you see is darkness. Slowly you walk in; the air in the room seems a bit stale with the smell of burnt circuit boards and plastic. With your left hand you feel the left side of the door for the control panel, once you find it you tap the light control button; the lights dim on giving a low illumination to the room, just enough to see what is in the room.

You stand there for a moment in a kind of shock; for as you look around the room, you see absolutely nothing there, the room is completely empty. You turn and look down behind you to see if the streak on the floor you have been following came into the room; to your astonishment it stops right at the door.

All of a sudden you here a bloodcurdling scream out in the corridor; you quickly turn and leave the room to see who is out there. As you come out of the room you catch a quick glimpse of someone running down the corridor around the corner. Following quickly, there is another scream, but this time it is slightly muffled. You come around the corner but quickly stop, for there just a few yards away is a female officer sitting against the wall with her head drooped down.

You call out to her and start to move towards her, but she does not respond. Before you are able to get to her you hear something crash to the floor behind you. You stop quickly and turn around, but you do not see anything. You turn back towards the officer, but to your shock she is no longer there. As you look closely you notice that something had dragged the officer into a room across from where she was sitting. You move slowly towards the door, but stop when you start to hear what sounds like growls, and grunts mixed in with something rummaging wildly through the room.

Slowly you turn around and start moving away from the room towards the end of the corridor; with every step you pick up speed until you are at the end. There is a door at the end and reading the inscription on the door you discover that it is a turbolift. You quickly tap the summoning button on the pad next to the door to call the turbolift down. The sound of the turbolift getting closer could be heard, but then there was another sound; the sound of a low growl coming down the corridor from whence you had just come from. The sound starts to slowly get closer as the creature slowly moves towards your direction.

Just then the door opens as the turbolift arrives; you quickly step in and tap the button to close the door. You stand there for a moment thinking where to go, but your thoughts are cut short when there is a loud bang on the door from something or someone hitting the door from the other side. The bashing continues as whatever is on the other side tries to break open the door. The sounds of growling could be heard as well through the loud bashing sounds against the door from whatever was on the other side.

You quickly call out a random destination, and the turbolift begins to move just as the creature on the other side is able to crack open the door, but the door quickly re-shuts as the turbolift moves up. The sound of banging begins again but it slowly fades away as the turbolift moves away...

The horrors of the Omicron Void

Please choose which level you want the tubolift to take you; and PM me where you want to go.

Amarai



12th Fleet 2nd Anniversary Events

By xceptionzero

For the 2nd anniversary of the fleet our members wanted to celebrate. A party at club 47? You say. Oh no we had ingame events. Shuttle PvP organised by Sysil the Commodore of our Tactical Division and Ground PVP organised by Cassie a Major in Gamma Squad, Maco Division.

2nd Anniversary Shuttle PvP

The event could be entered by anyone, all you needed was a shuttle. In the run up to the we had talk of the best shuttle builds. Do you go with the fighter and cannons? Or do you go for the more versatile Delta Flyer?

The day came and we had 17 fleet members ready to do battle in their tiny ships. While last minute tweaking was going on we headed to Starfleet academy for a get together before the match.

We then all headed out for the insanity to begin. The pace of the combat was lightning fast and many a good shuttle pilot came to a firey end.

At the conclusion of the 3.5 million in Prizes were awarded. We were so fired up and enjoying this twist on space pvp we ran another match, again with a high kill count. Then out of some form of space madness the awards were doubled and another 3.5 million in prizes were issued. Prizes were donated by the Fleet Colonel of the Maco Division(me!). I must have been mad to double up but we had such great fun

In retrospect we discovered the peng torpedo when you fit two, yes two to your ship and boost your shields and engines with all that left over weapons power turns you into a super shuttle. We have decided to ban pings from future shuttle events in the interest of fairness.

The Winners:

Match 1:

1st Place Damage - Firix - 1 million EC or a Crafted Weapon of your Choice (Ground or Space)

2nd Place Damage - Akir Ren - 500,000 EC or a Crafted Console of your Choice

3rd Place Damage - Lizzy

1st Place Healing - Akir Ren

2nd Place Healing - Firix - 500,000 EC or a Crafted Console of your Choice

3rd Place Healing - Patrick

Match 2:

1st Place Damage - Sopek - 1 million EC or a Crafted Weapon of your Choice (Ground or Space)

2nd Place Damage - Firix - 500,000 EC or a Crafted Console of your Choice

3rd Place Damage - Mu'ruk - 250,000 EC

1st Place Healing - Firix - 1 million EC or a Crafted Weapon of your Choice (Ground or Space)

2nd Place Healing - Akir Ren - 500,000 EC or a Crafted Console of your Choice

3rd Place Healing - Patrick - 250,000 EC

The event was organised as a trip to Otha. Otha is a ground war zone, that works like Ker'rat. As fed's you have objectives to achieve across this huge borg map. However KDF forces can turn up to ruin your day. There was also to be 500 Atari Points donated by Cassie to whoever came 1st.

As we all assembled in Teamspeak for the event, we found that sadly Cassie had had PC problems and couldn't make it. With the plans in disarray the 15 players decided to put me in charge. Ssshhh, don't tell anyone but I am a ground pvp noob. With some hasty preparation we headed to Otha as 3 full squads we found the KDF opposition to be low. In fact only 2. We then learnt that its possible to respawn as KDF aligned forces. We tried this but it did not work.

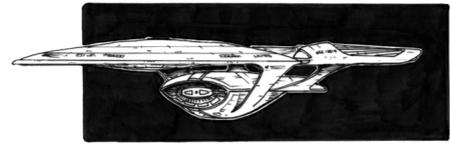
With things looking bleak. We headed to the traditional Ground Pvp maps and ran 3 action packed matches. There was much fun and point blank pulsewaves all around. The screenshots of the match results for all 3 were posted in the forums.

With everyone expecting no prize to be issued, we were all surprised to see that Cassie had decided to issue the 1st place prize of 500 Atari Points to the 1st place winners in all 3 matches!

Looking back on these two events, there are now plans in motion for these to become regular fixtures on the 12th Fleet events Calendar. I for one have to say, I will be out there playing ground pvp more often from now on.

Have fun and remember...expose...exploit... profit!

Helm, Set course for the Future!



After many months of submissions, voting, and deliberation, on 5th May of this year, Cryptic unveiled the winners of the Design the next Enterprise contest.

The winning design, by Adam Ihle, sparked a heated debate on the forums. It quickly emerged as a "marmite" ship, with those who absolutely detested it, and those that couldn't get their hands on it soon enough.

Over the next couple of months, four Dev Diaries were released, detailing how the ship

was taken from concept, to execution, and so the final design was released.

Many people still have very strong negative comments about the design, some of them with merit, but overall, it seems that more and more people are accepting it as the next Enterprise.

With dual necks, and a sleek, yet sturdy design, you can definitely see where Starfleet were going with this ship.

The year is (still) 2409. Starfleet is battling enemies on all fronts, with worse still in store. The larger the ship, the more weapons you can fit on the hull, and the larger the Warp Core you can fit inside. However, one of Starfleet's main purposes is Exploration, seeking out new knowledge. In the future, if Starfleet, and the Federation comes out of the War intact, that Directive will be back on the agenda, and a Warship does not make for a good vessel for First Contact with new cultures.

Thus, there needs to be a fine balance of firepower and utility and with plenty of space to allow for a large Community, including Civilians.

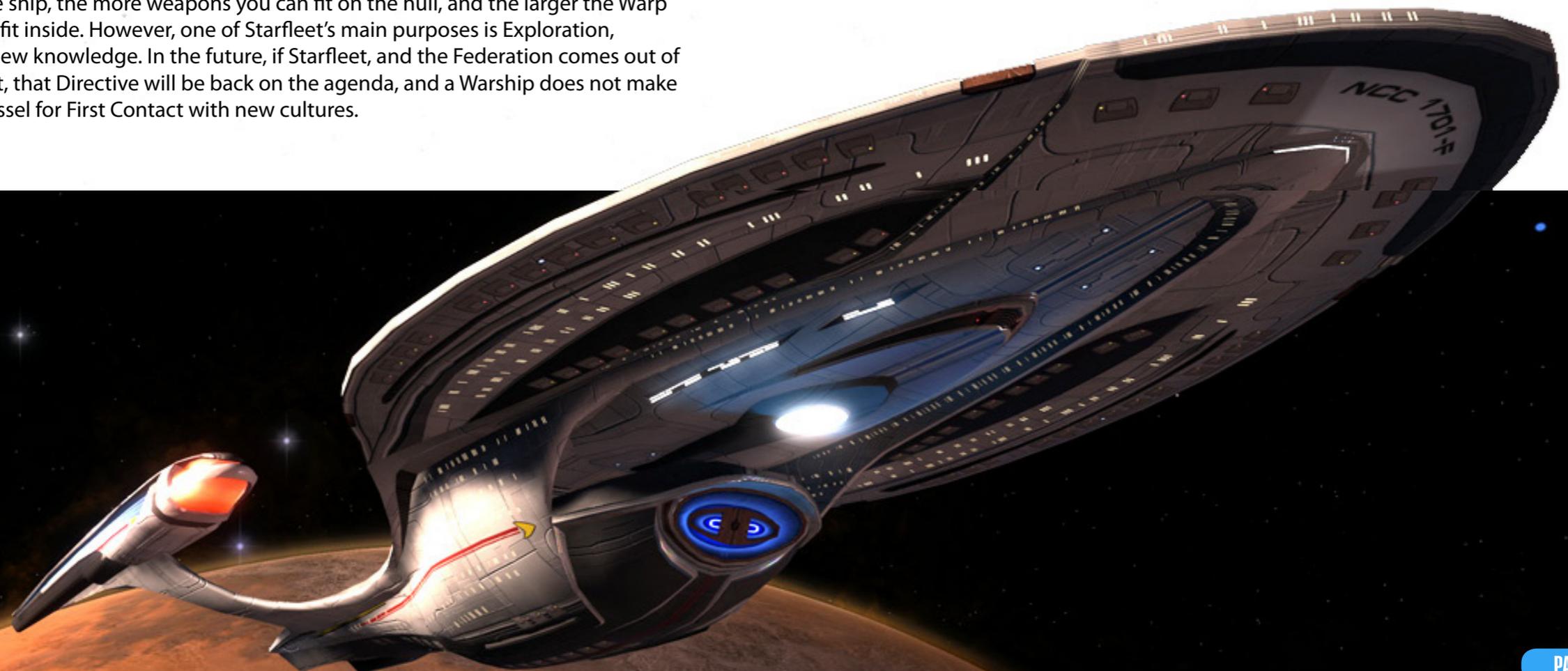
Like the Enterprise-D, the F will be able to separate it's saucer, allowing for planetary landings, Civilian Evacuations, and in times of war, increased firepower (why settle for one ship when you can have two?)

There has also been discussion from the Devs that the ship will also come with an Auxiliary craft, perhaps similar to the D'Kyr, and that to use it, you would have to swap out the rear of the ship at Spacedock (perhaps also hinting at the possibility of other, swappable abilities as well).

CapnLogan has also begun work on a KDF Flagship, which Cryptic hopes will release at the same time as the Enterprise-F, so it will be interesting to see further developments on that front.

The Enterprise-F will be available in-game for free, rewarded for completing a series of missions, possibly even Fleet Actions.

I cannot wait to get my hands on this ship and I only hope that they do an equally spectacular job with the gameplay design of it, as they have with the visual aesthetics.



Admiral Meeting Notes

By Firix and Nishka

Medals

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

Recruitment

We've reformed our recruitment process and opened recruitment again as a result of it. We might still have further changes depending on the next admiral meeting.

New admirals - Commodores

Vox is now the Vice Admiral of Intelligence
Nomeracy1981 is the new Commodore of Intelligence
Anubis_E is the new Vice Admiral of MACO
Forge04 is the new Commodore of MACO
Amarai is the new Commodore of Medical
Sysil is the new Vice Admiral of Tactical

Admiral Meeting Notes

20th August 2011

Changes to Recruitment

We have decided to alter the application form to help make things clearer and more streamlined for new Recruits. The Division selection section has been removed. The gameplay interests section has been augmented with the Division names, to ensure that people know which Division does what, easing any confusion.

The Academy

The Academy idea has been officially scrapped. The whole system was becoming excessively bureaucratic and involved too much unnecessary admin work. This does not affect the Boot Camp run by Ltl Bro, who has been doing an awesome job with it.

Returning Members

Members that leave the Fleet (not Inactives) will not be eligible for promotion above Commander upon return, until one month has passed. This is to ensure fairness for other members.

Fleet Bank Changes

We are preparing to implement some Fleet Bank changes. These are not yet finalised, but should be within a week or so. The plan is to remove the Mk I – VIII item tabs, as these are rarely used and just stagnate. These tabs will then be utilised for additional Crafting Material storage, as our current tabs fill up too quickly, without much space for a variety of materials and are the most used tabs in the bank. We may be adding the Mk tabs into the Reserve Fleet Bank, as in a recent poll, the items used were mainly for alts.

Command Advisor Policies

Vice Admirals that are removed from the rank must be voted on by the Admirals before becoming a Command Advisor. As a general rule, VAs removed for Inactivity will be permitted to become CAs. VAs removed for conduct unbecoming a Command Officer will not be eligible.

VAs or CAs that leave the Fleet must also be voted on in order to be promoted to the rank of CA.

Signature Policies

We have noticed several excessively large Signatures on the forums recently. Enterprise-D is working on some back-end website gadgets that should help alleviate this problem by putting some important information elsewhere (Biographies, medals etc).

Until this system is up and running, please keep your Signature at a reasonable size.

The maximum size of a picture Sig should be no bigger than 600 x 250 pixels. Ribbons should be displayed no more than 3 down, by 4 across. Text should also be kept to a minimum (if you have info in your Picture Sig, it is unnecessary to have it written below as well).

Please also use an "either/or" when creating your Sig. So if you have a Picture Sig, then do not also have ribbons, and only a couple of lines of text maximum.

Members with excessive Signatures may be asked to reduce their size.

Logistics and Supply Transfer

L&S has voted to move from the Sciences Department, to the Operations Department, due to their role within the Fleet. The Division will also be deciding upon colour changes and Avatar alterations in the coming weeks.

Quartermaster Fleet Rights

Quartermasters have been given the right to promote members in-game. This is due to most of them being in Command positions of Captain and above. Captains have the ability to promote to member, and Quartermasters will now also have this ability.

12TH FLEET

MAGAZINE