

SEPTEMBER 2011

12TH FLEET

MAGAZINE



Interview with
DANIEL STAHL

Plus

Tips & Tricks with Delbyx

Biography Of The Month

& Khajjah's Featured Build



STARTREK
ONLINE

FEATURED ARTICLE

An Interview with Dstahl



We pose select questions from the Fleet for Executive producer Dan Stahl.

[Read more on page 2](#)

FOREWORD

Hello 12th!

Yes another month has passed us by and the major news this month was Cryptic announcing STO going F2P in the near future. In game the Borg have been causing even more trouble than usual for Captain's with the Borg Red Alerts, The Fed side got a new variation of the Galaxy Class, the Venture while Klingon's also got a new ship, the Vor'Kang, as well as the Season 4.1 Update which should be happening between 22nd September-6th August.

But more importantly than all of that is that a new month brings with it a new issue of this magazine! This month we have, as always another featured build by Khajjah, another biography of the month and DelbyX's Tips and Tricks article. We also have the notes from this month's fleet meeting and our Recruitment Overlord checks in.

But I'm sure you didn't come here to read me chatting away so I'm going to stop typing now and finish with...on behalf of myself and the rest of the Editors we hope you enjoy reading this issue.

-Magazine Editors



p10

KHAJJAH'S FEATURED BUILD
OF THE MONTH



p12

TIPS AND TRICKS BY DELBYX



p16

BIOGRAPHY OF THE MONTH



p24

OVERLORD'S OVERWATCH



p26

MEETING NOTES



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An Interview With Dstahl

By Nishka



A while ago I had the opportunity to interview DStahl. However, due to Cryptic going through several drastic changes last month (like the Perfect World take-over, STO going f2p, Cryptic hiring a lot of new people) the interview got delayed and we weren't able to publish it until now.

On the following pages you read about all the exciting news we received from DStahl, in what will be the last interview that I'll be able to do with him, since he's leaving Cryptic soon.

Daniel, I think I speak for all when I say that you will be very missed. You're one of the best executive producers I've come across at in any game. The way you've communicated so openly with the community has always been really welcomed by us all, even if you had to share bad or controversial news, you did take the effort to keep us as well informed about the latest updates as soon as you could. To put it quite simple, this game wouldn't have been the same without you.

Thank you for all that you've done!

Karadok: Will the scaling on the bridges ever be corrected? We have correct scaling in the TOS bundle but the other bridges are still disproportionate when compared to normal sized Boffs.

Dstahl: The newer bridges and ship interiors we've made use a smaller scale as we have worked towards reducing the amount of camera collision and NPC bunching in these spaces. The process of going back and remaking prior bridges and interiors is problematic as it requires remaking the entire space and related mission layers. If the team has time and resources to go back and remake these areas, they will, but not in the short term.

Vox/ Clonfert: Does cryptic have any plans do to a bridge for the Intrepid that is the actual canon one from Voyager? Also, will the Sovereign class bridge as seen in First Contact be added?

Dstahl: Up until now, anytime we've been able to add a new bridge or interior, it has been as part of a Feature Episode. Typically any new asset we create for the game is related to new missions or content we are working on. In the future, if we have some missions or stories that take place in those environments, then I could easily see the team adding them to the game as part of that work.

An Interview With Dstahl Continued...

Majidj: Are there any plans in the future were a player's ship hold the function that can greatly help him/ her and the crew without having to run back and forth to Memory Alpha or ESD? For example, ship sickbay give players the ability to repair injuries, hire BOs, and assign duty roster. Ships Engineering give player the ability to craft R&D and view warp engine specs. Ship's War Room or Tactical Room give players the ability to train and test out ground skills for you and BOs so a player can test out skills before wasting skill points purchasing them and end up screaming to yourself "Damn!! I didn't want that skill lol."

Dstahl: All of your suggestions have been discussed internally and are features that we have considered adding to ship interiors and eventually Fleet Starbases. You may see the ability to craft from your ship (without needing to travel to Memory Alpha/Qo'noS) in the near future as part of the F2P re-launch. We also had developed a ship injury mini-game that was put on hold due to some technical issues. Once we can resolve those technical issues (by hiring some more programmers) we will be able to put this back on the schedule.

Doctor Shelby: It would be cool to have your ship rank up with you in game. That way if you like a certain style you can grow it with you instead of having a new choice at every tier. For instance having a Tier 2 ship level up to a Tier 5 if you choose. Is this something that will ever be considered?

Dstahl: We have considered it, but thus far we have not gone down this path due to our discussions with CBS. Star Trek Online takes place 40 years after the end of the Star Trek Nemesis movie and as such newer ships with better technology should outperform and outlast older ships from the previous television series. This is why most of the end game ships are newer designs. We have compromised in some areas and allowed for specific refits or retrofits where we could agree it made sense, but there is concerted effort to ensure that ships are representative of the timeline in which they were built.

Doctor Shelby: Will there ever be the ability to have the bridge officer stations of a ship be universal all the way across the board or at least something close to that?

Dstahl: It would be nice to have more ability to customize the bridge officer stations more to suit a given playing style and not limit them to designated class of ship based on the career they are playing TAC, SCI, ENG. I want to set up a cruiser with the same Bridge officer layout as my VA level Sci Ships or at least have the option to.

While it would certainly be nice to have a ship with universal slots all the way across, we purposely have not done this in order to allow for strategy and variation between the ships. As soon as you start making ships that have universal slots at all stations, you take away one of the differentiating factors in ship balance. That said, one of the goals of the First Officer feature would be to allow captains the ability to promote an officer of any career to "First Officer" and open up a Universal slot for them to sit in on your ship. This allows for some of the unique customization options you are referring to. Look for First Officer to be discussed further in 2012.

Nishka: Do you have any update on the status of playing poker with your friends in your ship's lounge?

Dstahl: This was a side project of our lead programmer back during Season 3, however since then we've had some turn over in our programming team and he has had to pick up some slack in addition to managing the huge behemoth of converting the game to Free to Play. Once we are able to rehire our missing programmers and get past the F2P launch hurdle, he should have time to go back and finish this project.

Toval: When will the Captains Database be restored? This feature is used a lot by our fleet.

Dstahl: The web team is heads down in an STO website redesign for F2P launch. I've heard mention that they may either cut the feature or simplify it in order to handle the huge influx of new players. My hope would be that at the very least we could find a way to get it working more consistently instead of the "sometimes works" state it has been in this last year.



An Interview With Dstahl Continued...

Vox: Will we ever get the ability to get a shared bank for our characters? If not then will we at least be able to send EC to our other toons? Having to get someone else to help with sucks and creates the risk of them running off with our money.

Dstahl: Shared bank space is being discussed as a possible feature for F2P launch or shortly after. We are fans of the feature. It will boil down to schedules and programming time to get this implemented as soon as we can.

Tranman1988: If I recall correctly, the current galaxy map encompasses most of the Alpha and Beta Quadrants. Will we ever see expansions into the Gamma or Delta Quadrants?

Dstahl: Down the road we do plan to add sectors in both Quadrants. The next Feature Episode series involves a brief incursion into the Gamma Quadrant. I'd expect sectors like this to open up over the next two years.

Tranman1988: One of the things, I'm hoping to see in-game, are larger ground zones such as an Earth City or Bajoran province where Cryptic made missions or Foundry made missions can take place. I'm really thinking along the lines of the Vega colony from the Federation tutorial, where you can see other players working on mission objectives as well as their team of bridge officers. Is this kind of thing feasible and if so, are there plans to create planetary zones like this?

Dstahl: You are going to see a zone like this very soon when the Borg begin to assault a heavily populated planet in attempts to assimilate the entire thing. It will be an open zone for all Captains with multiple missions and objectives. This is the first time we've introduced an open mission zone like this and I think you're going to like it. It would be great to see more zones like this in the game.

Vox: Do you have any plans to fix the maps where you scan for anomalies, only to have it lead you all the way to the edge of the map where none exist?

Dstahl: We are looking into a way to fix this, but in the short term we are going to remove some of the offending exploration maps from the game.

macallen: When can we hope for a "template" for non-Bridge Officer crewmembers so I can create something that ALL my crew looks like, with perhaps one area that represents branch?

Dstahl: An expanded crew uniform feature was discussed as far back as closed beta. We haven't had the time or resources yet to investigate this fully. If this is something that most players want, then I'd suggest raising support for it on the Star Trek Online official forums.



Tranman1988: There has been mention that one day the sector space walls will be removed. Will this simply be a merging of all currently available maps into one big map? Also, if this is the case, can you elaborate on how additional points of interest and if any are planned to be added within the galaxy? I guess I should tack on here, how will this affect exploration and if possible, can you give any details on any possible revamps to how exploration works? I think a lot of us are a bit tired of the Borg searching for relics from their historic Third Dynasty or sending Overseers to pacify alien populations.

Dstahl: If and when we remove all of the sector zones and combine them into one or several large zones, we will incorporate exploration into those new zones by moving the anomalies and unknown systems into the greater galactic map. This means that some of the specific exploration sectors will no longer be exactly where they were previously represented, but instead incorporated into the galactic map as a whole. In addition, I'd like to see more random encounters as you traveling throughout the galaxy. If you see something interesting, you can stop and explore it without having to go to a special sector to do that.

Forge04: How bout a spaceborne mission like in First Contact?

Dstahl: You could see something like this very soon. It is rumored that there is an EVA suit mission in the next Feature Episode series that takes place around Deep Space 9.

An Interview With Dstahl Continued...



Chaotic Ambition: Crew uniforms? Open PvP sectors? Delta/Gamma sectors? More Klingon leveling content? A way to organize missions by their Level? Will we be seeing any of this in the near future?

Dstahl: All of the features you mentioned have been on our long term radar for some time. In order for all of these features to get built, the team is in the process of staffing up and put together our long term schedule for 2012 to get down to specifics about what is going to happen in STO over the next 12 months. While we have big broad strokes of where we want to be, future engineering reports will give more details about when some of these features will be hitting the game.

Nishka: For the RPer among us; will we ever see a /hug emote, a doctor title and a cadet title? (Ensign and chief titles would be nice to have too!)

Dstahl: STO has had limited animation support for well over a year now, but all of that is changing as we have added the lead animator at Cryptic studios onto our game and you are starting to see new and interesting animations. He recently updated all of the combat animations for our big Ground Combat revamp. He's updated all the walk and run animations. He is putting some finishing touches on updating all the stance animations and very soon will start looking at new and interesting emotes.

Forge04: What about boarding party combat?

Dstahl: One of the stretch goals we've had since we created ship interiors was to allow "boarding party pvp" where you could challenge a friend or opponent to a boarding party match. One of you would beam over to the other player's ship and attempt to reach the bridge. Once we get Open PVP working in the game, then we can start discussing cool features like this more in depth.

Mark_cameron: Is Cryptic thinking of running "LIVE" events?

I'm thinking "Borg Invasion" and "unveiling of the Enterprise F" type epic moment where Cryptic could run a live event over a few days which would certainly put a cinematic and unexpected twist on events.

Dstahl: Running a "LIVE" event on a multiple shard game is difficult because there can only be so many people in one space at any given time and you would need GMs for every single instance. We've tried it before during Beta and I've personally done events like this on the Tribble test server, but what ends up happening is that there are only a handful of players that are participating and a bunch of players trying to get into the zone. That said, we are working on a new "Event" system that will allow specific new types of missions to take place at specific times of the day to add a more dynamic element to game play.

Toval: Where is the TR-116 rifle? All the other collector edition items are in game, other than this one.

Dstahl: This specific weapon has been held back from being widely released until the systems design team can redesign how it functions as there have been some bugs reported with how it works in the new Ground Combat system.

Valdore: It's been a few months since the one year anniversary, and we've all seen the changes since the start and those happening soon, but where do you see the game another year or two down the line?

Dstahl: The vision for Star Trek in the next year is to "go big". This means increasing the size of the live development team, completely fleshing out the KDF so that there are two very solid factions in the game. Once that happens it also means focusing on end game Fleet enhancements, building solid PVP maps, and adding some sort of territory war between the Feds and KDF which has been the goal of the game all along.

All of that and more is definitely where I expect STO to be when it hits the 3 year anniversary.

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

EXPLORATION CRUISER RETROFIT (GALAXY RETROFIT) SUPPORT TANK

Damage Output: 2 Survivability: 4 Healing/support: 4 Difficulty: 1

The Retrofit Cruiser Support Tank build is used to provide moderate damage coupled with high survivability. It is designed to outlast an adversary and support allies. When engaging an enemy, use the Warp Plasma III to both slow them, and cause moderate damage through shields. This will also lower defense enough to allow your team to cause significantly more damage.

Power
W 100
S 40
E 25
A 35

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 or Induction Stabilizer

Tactical Console: 2x Relevant Energy

Tactical Abilities:

Beam target Weapons I or High Yield I
Beam Overload II or Beta I

Engineering Abilities:

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

Science Abilities:

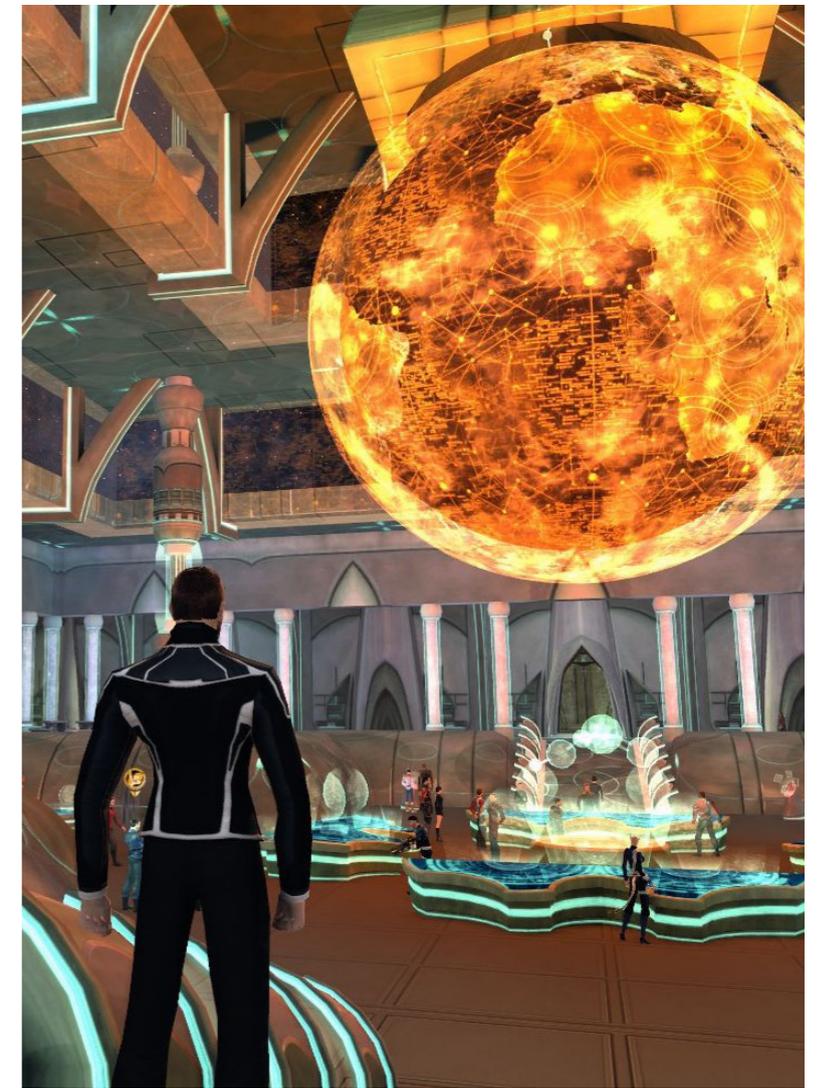
Science Team I
Transfer Shield Strength II or Hazard Emitters II

Crafting at Memory Alpha

How the long path of exploration makes us save energy credits and becomes a game style.

The very first time you visit the Memory Alpha site you can think that approaching to the crafting system could be difficult. The truth is that every great conquest needs devotion to the cause. No game let you take the best items without sacrifice. But this time I want to explain how the crafting system can help you make saving energy credits, giving you the right sensation of space exploration and, finally, giving you the best equipment ever seen in STO. At the beginning it's a good idea to follow the quest given by Cryptic. To do so get the "Scientific Mandate" mission provided by Admiral Quinn at ESD (available from Lt4). In this mission you have to bring some data samples to the scientists at "MA". Once there you must speak with Lt.Com. Romaine and follow her instructions. This simple operation lets introduce you to the crafting system. However, in this article I don't want speak about every single step, because on the web there are so many guides, first of all the STO wiki. Most important is that you focalize on the bases of the crafting system, thinking about it not like a mission that you must accomplish in a while, but like a style of game.

If you want to take the best results from crafting you must think about it every time you play. How? It's much more simple than you can imagine. When you play STO remember to looking for traces. Type "v" for scan the area (no matter if ground or space scenario) and follow the flashing light direction, so you can find data samples. Doing so will solve the "crafting problem" almost at 90 percent. That's true. As you make progresses into the game you can accumulate many resources, of many kinds. As shown in the table (source stoacademy.com) there are many types of samples. Each one makes you able to craft a particular kind of equipment. As you level up you get access to new areas of space. Here you can find new particle traces to improve your equipment, without spend hours on the exchange looking for the best deal and rack your brain deciding about what console or engine you must buy at what price. Crafting can save your energy credits, lets you invest them into something you cannot craft, like BO.



Energy Samples	Physical Samples	Technological Samples	Used to Craft	Exploration Areas	Mission Fronts
Radiation Sample 	Mineral Sample 	Alien Artifact 	Mk II items	Delta Volanis Cluster, Arucanis Arm, Hromi Cluster & Khazan Cluster	Klingon Front
Antimatter Sample 	Biological Sample 	Unknown Alloy 	Mk IV items	Arucanis Arm, Hromi Cluster, Khazan Cluster & Afehrr Nebula	Klingon and Romulan Front
Tetryon Particle 	Plasma Sample 	Encoded Data 	Mk VI items	Hromi Cluster, Khazan Cluster, Afehrr Nebula & Eridan Belt	Romulan Front
Methogenic Particle 	DNA Sequence 	Genetic Sequencer 	Mk VIII items	Afehrr Nebula, Eridan Belt, Rolor Nebula, Betreka Nebula, Zenas Expanse & B'Tran Cluster	Romulan and Cardassian Front
Tachyon Wave Signature 	Exobiological Data 	Photonic Technology 	Mk X items	Eridan Belt, Rolor Nebula, Betreka Nebula, Zenas Expanse & B'Tran Cluster	Romulan, Cardassian, and Borg/Undine Front
Chronometric Wave Signature 	Unidentified Substance 	Technical Schematic 	Mk XI items	Zenas Expanse & B'Tran Cluster	Cardassian, and Borg/Undine Front



Rare Particle Traces can be found at any exploration area and in any mission.

Crafting at Memory Alpha



The best way to keep on with crafting is to keep it slowly. Don't think you can craft everything in no time.

You must be patient, finding traces isn't so simple and it's a very long ground and space operation. Much more traces you collect, much more (and best) items you can craft.

One time to time come back to "MA", here you can find also the bank and mail consoles. Remember to keep in order your inventory: collect traces needs room or you will have to recycle something else to pick up that rare particle trace you found. At the beginning I can suggest you to come back to "MA" every time you get a new ship tier. So, before use exchange or vendor, you can see what you can craft, how many traces you need to obtain the best ship weapon yet, and what you must buy to smash your opponents. After, as your toon grows older there are many other options to get new good purple equipment, like emblems.

An old player could ask me something like: "Ehy, what do emblems hit the point?" Again, the crafting system is a game style. It's a system that "walks" side by side with your character in every step it takes. It's not a feature, it's more like a game in the game. You can work hard as Vice Admiral to get emblems for your favourite ship tier (maybe I will speak about this next times), but why spend so much time in exploration without picking up all those juicy traces? If not for yourself do it for your fleet. Every fleet's bank has so much room that needs to be filled: that would be a good, great (and "crafting") idea.

Keep on crafting with email.

You can email items from one character to another. Just reach a mail console, then start a new message, below the text area you can attach items, just dragging and dropping them from your inventory. Remember to choose the right @handle you need the items go. This way you can concentrate all the resources you found with all your "alts" to a single one, to boost the crafting expected time of your needed equipment. Remember always to click on the "TAKE" button before erase a message.

Do group exploration

Exploration is a group affair. Think that more people means less traces is simple stupid. Collect all the traces you need for your equipment is a hard and long job. Does it with your friends will be more exciting and funny.

Cluster and Flyer

One of the most requested flyer, the Delta Flyer, is available just by crafting it (or buying it). Once the right daily mission is active you have to search the shuttlecraft schematics. Where? The faster way to complete the daily mission is to explore a cluster without enter the anomaly, just picking up the particles and the schematics that come with.

Fast check your R&D progress

From the menu under the mini map (the one in triangle shape) you can access at the "View the R&D progress" voice. It will show you your "crafting status" every where you are.

Just into the bank

To craft items just put your traces into the bank, you don't need to carry them around "MA", if you have the right amount of traces for your desired item, it will be crafted withdraw the correspondent samples.

I want to thank "ma8802" and "Bloodymanuel" for supporting me with the screenshots. Thanks guys!

BIOGRAPHY OF THE MONTH

Alexander Sheppard by Vox



12th FLEET PERSONNEL DATABASE

Personal Data

- Full Name: Alexander John Sheppard
- Nickname: Shep
- Callsign: Reaper
- Species: Human
- Date of Birth: Stardate: 58954.52 (17 September 2382)
- Place of Birth: Tevron VII
- Age: 29
- Gender: Male
- Career: Starfleet Marine
- Current Rank: Colonel
- Specialisation(s): Point man, Sniper, Weapons Expert
- Current Assignment: Commanding Officer; U.S.S. Redemption
- Current Vessel: U.S.S. Redemption

Command Access Data

- Service Number: R-R74T612-GAMMA-9
- Access Level: ALPHA-TWO
- Command Code: SHEPPARD-LAMBADA-5-5-ALPHA-OMEGA
- Personal Code: SHEPPARD-8-0-ECHO-ROMEO

Appearance

- Height: 6'1
- Hair Colour: Black
- Hair Style: Medium length, spiked
- Eye Colour: Blue
- Distinguishing Features: Scar on right cheek

Known Medical Conditions:

Alex suffers from Congenital Analgesia, also known as Congenital Insensitivity to Pain (CIP), a rare genetic condition that results in the progressive destruction of nerves, leaving him unable to feel physical pain.

Family

- Father: Daniel Ryan Sheppard
- Mother: Adrianna Sofia Sheppard
- Siblings: James Daniel Sheppard (M.I.A)
- Marital Status: Single

Professional History

Starfleet Records: Starfleet Marine Corps Military Records

- Enlistment: Stardate 75445.78 (2nd September 2400)
- Name: Sheppard, Alexander J.
- Rank: Sergeant
- Training: Marksmanship, Advance Hand-to-Hand, Close Quarters Combat, Stealth and Infiltration, Combat Piloting, POW Training, Escape and Evasion, Infantry, Special Operations, Torture Resistance
- Time in Field: 2 years
- Missions: Classified



Manner

- Quarters: Usually messy. There are weapon parts scattered around the room and a large cabinet in the corner filled with crates of Romulan Ale.
- Mannerisms: Has a tendency to crack his neck.
- Temperament: Joker, risk taker, often sarcastic.
- Habits: Plays his music too loud, according to his neighbours.

Personality

It would be a grievous miscalculation to call Alex a by-the-book officer. He has a more sarcastic and witty personality than most captain's in Starfleet but takes his career very seriously.

Psychological Profile

Colonel Sheppard is a loyal, reckless and almost fearless person, willing to sacrifice himself for his friends and his crew at a moment's notice.

Sheppard has no problem throwing himself into harm's way without hesitation. It is also known that he uses his sarcastic sense of humour to taunt his enemies, be it during combat or while in captivity.

Hobbies/Interests

- Weapon Designer
- Ice Hockey
- Singing
- Playing the Guitar
- 20th Century Music & Movies

Family Information

- General Daniel Sheppard: Is you're stereotypical Marine, an Infantry Commander and model officer who worked his way up the ranks. Daniel is now a General and teaches at the Marine Academy on Mars.

As a father Daniel was the best Dad he could be, despite being a top Marine Infantry Officer, a job that took him away from his family constantly.

He often told his children stories of Heroic Marines and family members who also served in the Corps. He was a loving husband and always treated his wife with respect. When his eldest son James joined the Corps, Daniel was proud. He was crushed when James came up M.I.A. and tried everything, using up all his connections in the SFMC and Starfleet in order to find James, but it was no use.

- Adrianna Sofia Sheppard: Adrianna met Daniel in her home town of Denver, Colorado. Adrianna and Daniel have been together since their school years although it was hard for her to become a Marine wife and later a Marine mother.

When Daniel was off doing his duty, Adrianna had to take care of the entire family. Adrianna is a loving mother and very supportive. When James came up M.I.A., Adrianna had to be the strong one for Alex. Of course she cried and grieved for her lost son, but she had to be the glue for what was left of her family and care for Alex as he grew up.

Even though she lost her oldest, she let Alex join the military. She did not want to, but she knew it was also in Alex's spirit. Having already lost one son, she fell apart and hated herself for a while for letting Alex go, and constantly worries when he is on missions.

- Corporal James Sheppard: Was the oldest Sheppard boy. He was Alex's big brother and guardian. He was an outgoing person and very athletic. He listened to his father's stories and especially liked the ones that talked about the Special Ops Marines. James always wanted to be a Spec Ops Marine since the day he learned of their existence. When it came time for him to leave and join the Corps, James got into a huge argument with his father.

Daniel very strongly disliked James's plans about going into Special Operations. Knowing that he could not win, Daniel gave in and supported James all the way. James became an excellent Marine and obtained the rank of Corporal relatively quickly.

He went on several successful missions until his final one when he went missing. James along with two other Marines got separated during a rescue mission and were never found. Before leaving for basic, he married his high school sweetheart Allison. Shortly after the marriage Allison became pregnant. James was able to see his son Daniel Jr. born, but sadly Allison died in labour. About a year and a half later James disappeared. Daniel was left to be cared for by a young Alex and his grandparents, Adrianna and Daniel Sr.

Early Life and Academy Days

Alex was born on Tevron VII in 2382. At high school he studied religion and philosophy as he was interested in what impact they had on people and how it affected their daily lives. It was during this time that he adopted a view that he would believe for the rest of his life. That when it all comes down to it everyone is living life for a cause. They may not realise or understand it, but everything they do happens for a reason. He looked up to his father and his brothers which is why it was no surprise when he informed his parents that he was going to enlist in the Marine Corps.

He reported to Starfleet Academy at the beginning of the semester in September 2400 and quickly befriended another cadet on the Marine path by the name of Curtis Manning. The two soon found they shared the same sense of humour and came from military backgrounds. If you were to ask anyone who know the duo back then they would all say that if you didn't know better you'd swear the two had spent their entire lives growing up together.

Given the bond of friendship between the two of them they each had the others back and made sure that the other graduated the academy.

Both Sheppard and Manning were shipped off to the SFMTC (Starfleet Marine Training Centre) on Mars for their basic training and officer courses. It was here that they met Leonard McKenzie a cocky cadet who thought he was the greatest Marine to ever grace the Federation, something that Alex couldn't stand. Unlike with Curtis who he developed an immediate friendship with the exact opposite happened with Leonard, the two hated each other.

During the course of their training Sheppard and McKenzie were always competing for the top spot with the two of them being equally matched in almost every aspect. As a result the two were always hostile towards the other, resulting in many confrontations over the years.

Alex graduated the Academy in 2404 and was commissioned at the rank of 2nd Lieutenant.

Military Career

Shortly after graduating Alex volunteered for Recon Selection. Given his scores in infiltration and his accuracy with a sniper rifle he was accepted. As a result he was assigned to the U.S.S. Resolute, an Excelsior class starship as part of the 782nd Marine Strike Group.

During his time on the ship he was part of a mission to assassinate a rogue Romulan Commander who was hiding on a backwater planet called Rillax IV. Joining them on the mission was an Intelligence agent known only as Tex, who had been assigned to the mission as the primary sniper, leaving Alex as the backup much to his disappointment.

Apart from one time when they ran into a small Romulan patrol, the group managed to infiltrate the mission area with ease. However while attempting to take the shot on the rogue Romulan, Tex was attacked by one of the Romulan patrolmen they thought they had killed, who had unfortunately alerted some of his allies who had joined him.

During the fight a Romulan charged at Sheppard in an attempt to blindside him and stab him in the back. Tex however saw it and intercepted the attacker. By the time Alex had turned around Tex had killed him, however he had been fatally stabbed during the scuffle.

Sheppard managed to spot the Commander in his scope a few minutes after the fight as he was attempting to run away and shot him, completing the mission however it was clear that Tex's self-sacrifice had changed his opinion on Intelligence agents as after they returned to the Resolute he verbally and physically assaulted a fellow marine who he heard joking about the death of the spook.

Two years later in 2406 he led an away team of scientists on a geological survey due to the reports of True Way activity in the area. During the mission two officers were lost after a cave in inside one of the tunnel's they were investigating. Alex luckily made it out alive and healed fine.



It was rumoured that in 2408 both he and another member of the Resolute's crew were almost court-martialed although the reason why, or even if the rumour was true to begin with has never been proven.

In 2409 the Resolute was called in to assist in the defence of the Vega Colony from a Borg incursion. The crew of the Resolute held up for several long hours until reinforcements arrived. Alex's final act on the Resolute was protecting the ship from a Borg boarding party.

He received the Medal of Valour for his efforts and grace under pressure during the assault as well as a promotion to the MACO rank of Major.

With the promotion he was transferred to the U.S.S Archangel, a Defiant class Escort as a member of the M.A.C.O detachment's Beta Squad as their weapon specialist. During an away mission Sheppard sustained a near fatal injury when he was stabbed in the chest defending the Archangel's First Officer.

The resulting injury required him to have heart replacement surgery and left him in a coma in sickbay for three days. After waking from the coma he made a full recovery and earned the Medal of Bravery as well as a promotion to the rank of Lt. Colonel.

Sheppard served on the Archangel for the rest of the year until the ship was destroyed in a battle with the Breen. After which he transferred to the U.S.S Warspite, a Vanguard class cruiser under the command of Captain Jason Wade, taking the role of Point Man on the Alpha Squad. He was surprised to find out that his best friend Curtis Manning had also recently transferred aboard the Warspite.

In January of 2411 while on routine patrol in the Arawath Sector of the Zeta Andromedae sector the ship was ambushed by True Way insurgents. The sneak attack left the Warspite badly damaged. Sending a distress signal to Deep Space Nine the ship hoped to take refuge in the Zenos Expanse, however the true way followed them and continued the assault.

Having lost their helmsman during the initial assault Alex found himself at the helm and despite his best efforts the ship took another hit, causing several explosions and throwing him from the helm. Once he recovered it was clear that the explosion had critically damaged the ship.

Alerting medical personnel to the bridge and knowing he had to do something, summoned all the ships pilots to the shuttle bay, launching a last grasp effort to defend their ship and the crew aboard using all the shuttles and fighters they had. The battle waged for almost 15 minutes and despite the fact they were heavily outnumbered and gunned managed to provide enough distraction for the Cardassian's until reinforcements arrived, forcing the Cardassian's to withdraw.

When Alex returned to the crippled vessel he was informed that the command crew had succumbed to their injuries, making Alex the acting captain.

In May of 2411 Sheppard was informed that he had been chosen to assume command of the U.S.S. Redemption, however as of this time all information regarding the Redemption is classified.



OVERLORDS OVERWATCH

September 2011

An exciting month! With Free to Play announced, we have had an in depth discussion on any positives and negatives it could bring to the Fleet.

Definitely a positive for me, is seeing lots of new faces, trying the game for the first time and being able to give them a helping hand.

Of course, there are some possible negatives. With the game being free, there is more chance of spammers, scammers and generally negative people.

At this point, we do not expect that we will have to change our Recruitment

process. We have good security around the Fleet Bank, and a strong policy system in place to remove problem members quickly and efficiently.

There may be some bumps with the transition, but I am certain that 12th Fleet will embrace the new members with open arms and show them the ropes.

MikeGTC got the 8,000th post on our STO Recruitment Thread. Medical has been dominating the field recently, so everyone else needs to step up their game! The 10,000 post party approaches with each passing day.

Despite us still being blocked from showing up in the in-game Fleet Finder, we still had 52 new members during August with Medical getting a whopping 21!

Read on for the full list.

Total members for

August: 52

Exploration: 8

Maco: 5

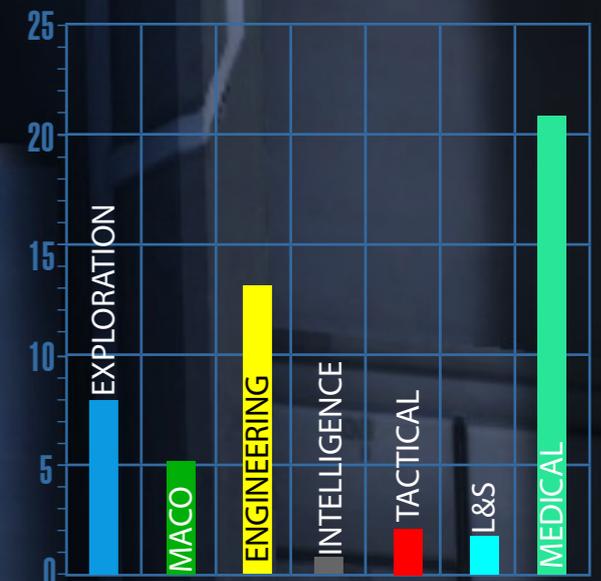
Engineering: 13

Intelligence: 1

Tactical: 2

L&S: 2

Medical: 21



Welcome to the 52 new members this Month !

Annaed Najade – Medical
Spoons – Engineering
Xeno1211 – Engineering
Arbalest – Engineering
Twilight – Medical
Jharin – Engineering
Ensignrussell – Medical
Teravor – Engineering
Awall – Maco
Maelstrom – Exploration
Captain_refelian – Medical
ChanceWilson – Medical
Vorik – Medical
Dondinas – Engineering
Antov Aras – Engineering
TheAveningKnee – Exploration
Nursechapel – Medical
M’Rrrek – Engineering
Suldan – Exploration
Drenaye – Medical
Qvest – Medical
Rhys Llywarch – Medical
WelshAvenger – Exploration
Cai’Both – Medical
Ddr00695 – Tactical
BSKThemes – Medical

Svelok – Engineering
NDStache11 – Exploration
Colivia – Tactical
Seventothe3rd – Medical
Josiah – Maco
Chase Quinnell – Engineering
Bloodymanuel – L&S
Youngxxanti – Maco
Spellfire – Exploration
Seritle Zeales – Medical
Serenade – Medical
Drenalor – L&S
Seldin – Medical
Maestro – Exploration
Orion_Matrix_2015 – Medical
Nimitz – Exploration
Sarah Quiller – Medical
Overdrive – Intelligence
Brisbanewolf – Engineering
Uther2000 – Engineering
Boomer – Maco
Svet – Medical
Matt Jerrickson – Medical
Sobile – Engineering
SupaFlea – Medical
Poi8676 – Maco



MEETING NOTES

Admiral Meeting Notes – 18/09/11

Branching out to other games

We have recently created a new forum called "Other Games". All games other than STO can be discussed here. Any non STO posts anywhere else will be moved here. At this time, this will be the limit of our "Branching out".

News and announcements

It was brought up that there should be a forum dedicated to news announcements, to make them easier to find. Enterprise-D is currently working on the new portal, which will incorporate a news feed from STO (such as patch notes etc). Any Fleet news/announcements will be stickied in Fleet Talk. Extremely important ones will be made a global sticky.

F2P Fleet membership

With STO going F2P, we don't plan on changing recruitment for Silver members. Our Bank settings, as well as the 3 strike rule should protect us from any negative members. During the first two weeks of a new member joining, they can be kicked without going through the 3 strikes as long as a good enough reason is provided to Enterprise-D and Firix. We may ask new Recruits to post in our Recruitment Thread as a test for Silver/Gold, but we will investigate more during the Beta.

Renaming Operations division

The Operations Division has been renamed the Veterans Division to reduce confusion between the Division and the Operations group.



The logo features the text "12TH FLEET" in a bold, white, blocky font with a black outline, centered within a horizontal metallic bar. The bar has a brushed metal texture and rounded ends. Below the bar, the word "MAGAZINE" is written in a smaller, blue, sans-serif font with a subtle gradient and a slight shadow effect.

12TH FLEET
MAGAZINE