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USS VERITAS – CURRENT STATUS

CREW ASSIGNED: 19

OFFICERS: 6

ENLISTED: 9

CADETS: 4

CITIZENS: 0

EVENTS LAST MONTH: 6

COURSES COMPLETED: 23

MORALE STATUS: NOMINAL

# ACHIEVEMENTS

When a member of the crew achieves a score of 90 or better (Honors) or a perfect score of 100 (Distinction) in a course, they will be acknowledged here.



## Academic Achievement

000  
010  
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030  
040  
050  
060  
070

– Richard Quinn –

Distinguished: 8

Honors: 4

– Jessica Quinn –

Distinguished: 6

Honors: 2

## Challenge Takers

Rachel Mock – Reading Challenge

Floyd Gage – Reading Challenge

Amber Freeman – Reading Challenge

## Awards

– Dustin Freeman – Photon Torpedo Accuracy - Bronze (SFTA) –

– Richard Quinn – Initial Entry Training Award (SFMC) –

## Promotions

– Rachel Mock PROMOTED TO Lieutenant Jr Grade (LTJG) O-2 –

– Richard Quinn PROMOTED TO Crewman (CRMN) E-3 –

– Amber Freeman PROMOTED TO Crewman (CRMN) E-3 –

– Lance McFeron PROMOTED TO Crewman Recruit (CRR) E-1 –

– Lucas Freeman PROMOTED TO Cadet 1<sup>st</sup> Class (CDT 1C) C-4 –

## STATUS: PROMOTION TRACKING

RANK	NAME	TEMPORARY POINTS	PERMANENT POINTS	AWARDS POINTS	TOTAL POINTS
CAPT	Freeman, Dustin	265	160	42	467
LT	Freeman, Elijah	128	110	4	242
CMDR	Fitch, Bryan	79	70	0	149
LCDR	Sturgeon, William	34	95	12	141
LTJG	Gage, Floyd	24	35	2	61
CRMN	Mock, Christopher	40	10	0	50
LTJG	Mock, Rachel	0	25	6	31
CRR	Quinn, Jessica	26	5	0	31
CRMN	Quinn, Richard	26	0	3	29
CRA	Freeman, Serenity	20	0	0	20
CRR	Garneaux, Margaret	15	0	0	15
CRMN	Freeman, Amber	7	0	3	10
CRR	Sturgeon, Jodi	8	0	0	8
CRA	Mock, Hannah	7	0	0	7
CDT4	Quinn, Mace	6	0	0	6
CDT4	Quinn, Ella	6	0	0	6
CRR	McFeron, Lance	1	5	0	6
CDT 1C	Freeman, Lucas	0	0	4	4
CDT 3C	Freeman, Azrael	4	0	0	4

### Points Breakdown:

**Temporary Points:** Event participation + Academy courses - Points spent on promotions

**Permanent Points:** Special achievements and milestones

**Awards Points:** Points from received awards

**Total Points:** Sum of all point categories

## CREW PROMOTION POINTS

# CAPTAINS LOG

Hello crew,

I would like to start off by thanking those who showed up to the Artemis Game Day last month. I was able to test and showoff one of my projects and it went wonderfully. I look forward to not only being able to run it with the crew in future Crew Game Days, but also at conventions in the future. With the software and controls layer complete and tested, I can turn towards the physical set design and building, something my wife has been eagerly awaiting.

Next item, I have been diligently working to improve the fleets management of crew records and streamlining processes where I can. One such issue is keeping track of who is and isn't an active member of SFI. Now there is a Discord bot that pairs your SFI account to your Discord account. Once other servers start using it, you will be able to have access without having to chase down a sever admin, give them your SCC, and wait for them to have time to look you up and authorize you. To set it up, just find a text channel and type [/compass link](#) and login using you db.sfi.org account. When you go to a new server with the bot, you just need to type [/compass update](#) to get authorized on that server. Feel free to link your accounts and check out it's other functions when you get the chance.

Last but not least I would like to welcome aboard [CRR Lance McFeron](#), our newest member from Houston! He joined SFI and saw what our chapter is all about and decided we were a good fit. We look forward to serving with you!

A reminder to everyone, events are one of the fastest ways to build promotion points. Even if you go to an event alone, you can submit it on COMPASS as an away mission and I will likely approve it for points. Also submitting articles for the newsletter. The point system was designed to cover all different styles of service in STARFLEET so take advantage and let's get y'all promoted!

Until later, keep up the great work crew!

-CAPT Freeman, Dustin  
co.ussveritas@sfi.org  
CO, USS Veritas

# ***FIRST OFFICERS LOG***

Hello Crew,

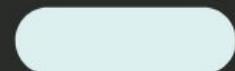
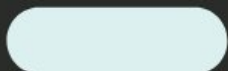
I hope everyone has been having a good month. I've been doing more traveling! I've also started on weight loss program. My goal is to lose 100 lbs. by the end of the year. I've already lost 28.5 lbs. since the beginning of the year. I'm sure everyone has been busy. However, there isn't much to report on. So, I'll get it started.

Ok, I know I've said this before. I would like everyone to think about what kind of articles they would like to see in the newsletter! I'd also like to see crewmembers writing and submitting articles. I have written another article about wine. I hope you will read it and enjoy it.

We still need to be recruiting for the crew. I know I keep repeating myself on this subject. However, I can't stress it enough! If this ship and crew are to survive, we need to be recruiting people. So, when you are out and about chatting with people ask about their interest in Star Trek. It can't hurt to ask them and tell them about the group. I personally have been talking with a couple people I know that are Star Trek fans. I hope they will decide to join us.

Also, if anyone has any questions, concerns, requests, or comments. Please feel free to contact the CO or myself. We'll be happy to assist you with anything SFI we can! I hope everyone has a great next month ahead of them.

XO, OUT  
CMDR Bryan Fitch



# STAR TREK WINE REVIEW

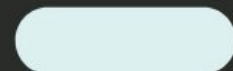
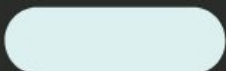
This month's wine isn't actually a Star Trek wine per se. However, I'm sure everyone will see the correlation. This wine is a 2019 vintage Bordeaux wine and the exact same wine from the actual Vinyard as the 2401 from the movies. So, I won't be open that bottle for a long time.

This wine is a dry, full-bodied wine with beautiful deep ruby color. When I pour the glass, I was immediately hit with the smells of fruit and spices with a hint of smokiness. When I took the first taste it was a little weak in flavor but as it had time to breathe it opened up to the palette. Then the fruit, spices and smooth tannin structure came out! It's balanced and has a polished finish to it.

Overall, a very good wine and would be great at dinner with red meat, dishes with sauce, or with cheese. You can't go wrong with this wine and for under \$35 a bottle, why not!

The next wine will be the 2386. I hope you enjoyed this review. Now go get your bottle.

Cmdr. Bryan Fitch  
XO, USS Veritas



# COMPASS



CREW OPERATIONS MANAGEMENT &amp; PERSONNEL ASSIGNMENT SUPPORT SYSTEM

**Command Your Chapter. Empower Your Crew.**

## Commanding Officers: Your Ship Deserves Better Tools

Stop juggling spreadsheets, paper rosters, and disconnected records. COMPASS is a modern web platform purpose-built for STARFLEET chapter management — giving you a unified command center for your crew's roster, promotions, events, awards, academy records, and reporting.



### CREW ROSTER MANAGEMENT

Full digital roster with role assignments, rank tracking, SCC integration, membership expiration alerts, and onboarding workflows for new members.



### PROMOTIONS & ELIGIBILITY

Automated promotion point calculation across events, academy, awards, and service time. See who's eligible at a glance. Submit, approve, and track promotion history.



### AWARDS & RECOGNITION

Full award catalog with nomination workflows — from ship-level awards to regional approvals. Create custom chapter awards. Multi-tier approval chain built in.



### EVENTS & ATTENDANCE

Create and manage chapter events with RSVP tracking, attendance recording, and automatic point allocation. Support for regional and fleet-wide events.



### ACADEMY & SFDPP TRACKING

Track SFI Academy course completions, OTS/OCC status, and SFDPP training compliance. Automated alerts for expiring certifications.



### COMMAND DASHBOARD & REPORTS

At-a-glance ship health metrics, crew activity charts, pending actions, and exportable reports. Everything you need for your Monthly Status Report.

**66**

PERMISSIONS

**250+**

FEATURES

**PWA**

MOBILE READY

**24/7**

ACCESS

## YOUR CREW GETS THEIR OWN DASHBOARD TOO

Every member can log in to view their rank, promotion points, awards, event history, and academy records — reducing the questions that land on your desk.

► Personal Profile   ► Promotion Tracker   ► Award History   ► Event Calendar   ► Push Notifications

**Ready to modernize your chapter operations?**[compass.sfi.org](https://compass.sfi.org)

Contact your Regional Coordinator to get your ship onboarded

Crew members — **ask your CO about COMPASS**

# OTHER TREKS

## Greetings and salutations, Veritas crew!

It's I, Lt. Cmdr. Sturgeon—your favorite intel officer—back for another round of “Other Treks.”

Not wanting to kick a show while it's down, but the launch—and now demise—of *Starfleet Academy* jogged my memory. It took me back to a time when I wanted to hang out with Captain Kirk one last time and be more involved than just watching a rerun.

Well... in 1997 (and again in 2000), there were two video games that scratched that itch.

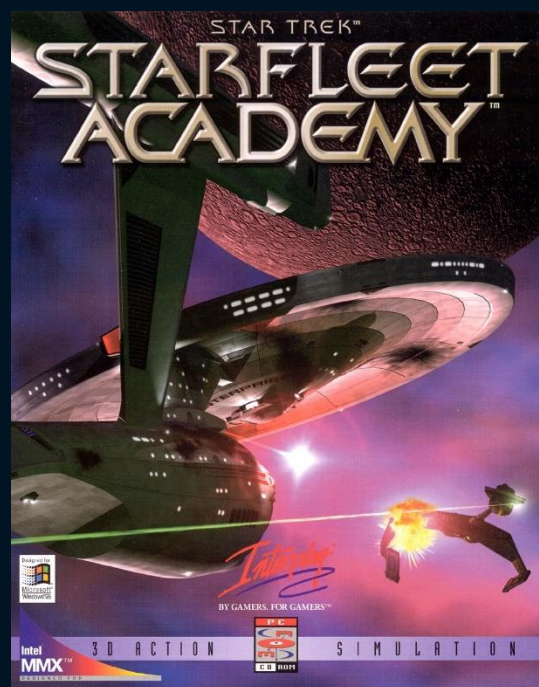
In 1997, the computer game company Interplay held the *Star Trek* license and created a game set in the TOS movie timeline: *Starfleet Academy*. Now, this was no simple game like the similarly named Super Nintendo title from the early '90s. This one featured full-motion video cutscenes starring William Shatner, George Takei, and Walter Koenig.

It *felt* like Trek—like revisiting old friends one last time, or discovering a “lost episode” you'd somehow missed. Okay, maybe it wasn't *The Balance of Terror* or *The City on the Edge of Forever*, but it was definitely better than *Spock's Brain*.

The game was successful enough to produce a (in my opinion) superior sequel in 2000: *Klingon Academy*. This one featured General Chang and Chancellor Gorkon prior to the events of my favorite *Star Trek* film, *Star Trek VI: The Undiscovered Country*.

I'll drop links below, but both of these games told stories interwoven with gameplay—putting you in the captain's seat, using your keyboard to command starship combat, recreate classic battles, or explore “what if” scenarios.

I loved both games, particularly *Klingon Academy*. But what really made them stick with me—and what you can still enjoy today even without playing them—are the cutscenes.



*Starfleet Academy* centers around you as a cadet, receiving lectures from Captain Kirk, Commander Sulu, and Commander Chekhov, alongside your fellow cadets who form your bridge crew. Sure, the makeup, early CGI, blue-screen sets, and occasionally cheesy acting don't quite hold up today. But the sense of camaraderie—and the portrayal of highly competent officers—feels more like *Trek* to me than some of the more polished modern entries.

The story itself is solid, though I'll admit the actor portraying "you" always felt a bit too old to convincingly be a cadet, which pulled me out of the experience at times. Still, it worked. It was like getting lectures from Starfleet legends.

It was chicken noodle soup... delivered through your monitor.

Now, *Klingon Academy*? That one is a chef's kiss.

If you take nothing else away from this column, please—go watch the opening intro on YouTube. Even if you've seen it before, watch it again. It's a fantastic, fun, and surprisingly well-crafted interlude leading into *Star Trek VI*. It even shows General Chang losing his eye and receiving his gloriously over-the-top, bolted-on eyepatch.

Watching these cutscenes genuinely deepened my appreciation for *The Undiscovered Country*. That said, without some understanding of the gameplay context, a few moments may feel incomplete.

You *could* watch a full playthrough—but fair warning, they're long.

Instead, I encourage everyone to hop onto YouTube, search these titles, and give them a look. For many of you, these may be "unknown Treks" that help fill the void... or at the very least, show you something new.

And if there's a video game, novel, comic, or any other piece of *Trek* you'd like to introduce me to, send it my way. I'd be happy to do a quasi-review—or feature it in a future column.

I welcome any ideas, submissions, or collaborations for future columns at [sfcsturgeon@gmail.com](mailto:sfcsturgeon@gmail.com)

Until next time, wishing you a great month,  
V/r

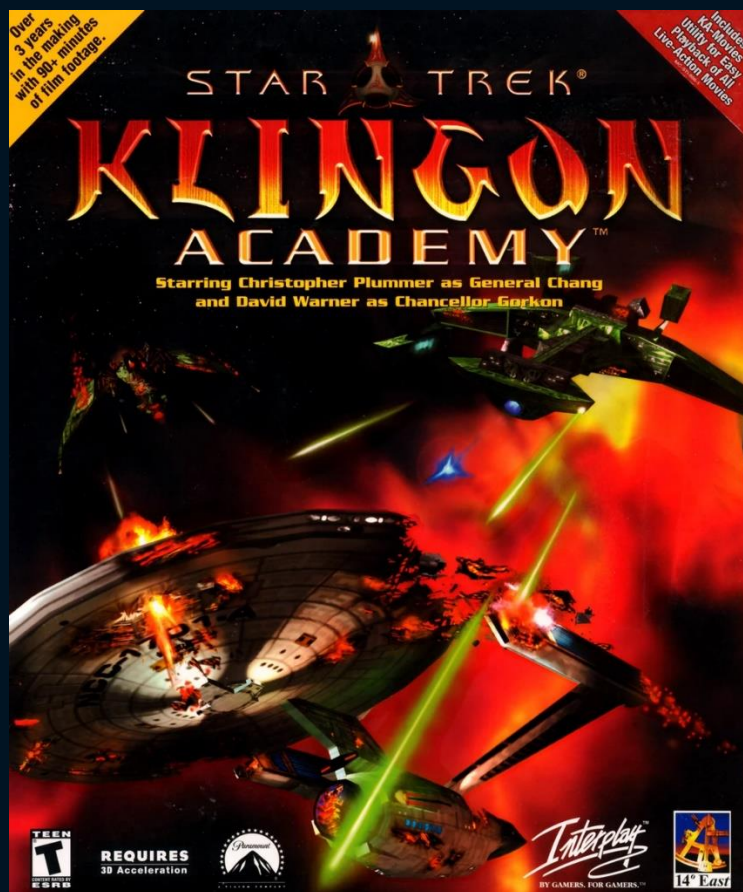
Lt. Cmdr. Sturgeon

[Starfleet Academy : The Movie](#)

[Star Trek: Klingon Academy – The Cinematic Movie](#)

[Star Trek: Starfleet Academy \(game\) | Memory Alpha | Fandom](#)

[Star Trek: Klingon Academy | Memory Alpha | Fandom](#)



# ***THE BORG PARADOX: WHEN TIME STOPS MAKING SENSE***

If you follow the thread far enough in *Star Trek*, the Borg stop being just a terrifying enemy... and start looking like something far stranger.

A paradox.

Because yes—the Borg can time travel.

And once you accept that, everything about them becomes... unsettlingly complicated.

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## **The Moment Time Breaks Everything**

In *Star Trek: First Contact*, the Borg don't simply attack Earth. They attempt something far more extreme: traveling back in time to prevent humanity's first contact with the Vulcans.

No Federation. No Starfleet. No resistance.

That isn't strategy.

That's rewriting history.

And yet, their interference ensures the very outcome they seek to prevent. Humanity survives. First Contact still happens. The Federation is born—and eventually becomes one of the few forces capable of standing against them.

It's a bootstrap paradox.

---

## **The "Regeneration" Loop**

The deeper you go, the more unsettling it gets.

In *Star Trek: Enterprise*, the episode "Regeneration" reveals that Borg drones left behind from the *First Contact* incident are discovered in Earth's past. Before they are destroyed, they transmit a signal toward the Delta Quadrant—a signal that will take two centuries to arrive.

Now follow that thread:

- That signal alerts the Borg to Earth
- The Borg begin moving toward the Alpha Quadrant
- They eventually encounter the Federation
- Which leads to the events of *First Contact*
- Which sends Borg back in time...
- Which sends the signal...

A perfect loop.

The Borg may not have discovered humanity.

They may have been led to it—by their own future.

---

### Why Not Rewrite Everything?

If the Borg can manipulate time, why not simply win?

Because even for the Collective, time is dangerous.

One paradox could undo centuries of adaptation. One miscalculation could erase their own existence. And beyond them, other temporal forces—like those glimpsed in *Star Trek: Voyager* episodes such as “*Relativity*”—suggest that time itself may be guarded.

The Borg are efficient.

But they are not reckless.

Time travel is not their weapon of choice.

It is their last resort.

---

### The One Thing They Never Solved

For all their power, the Borg repeatedly fail in one critical area:

Individuality.

Jean-Luc Picard, even as Locutus, retains a connection to his humanity. Seven of Nine breaks free of the Collective. Hugh introduces unpredictable chaos into what should be a perfectly ordered system.

These are not tactical failures.

They are philosophical ones.

A Collective that believes everything can be predicted...

cannot comprehend the power of choice.

---

### A Theory That Changes Everything

What if the Borg didn't build their dominance through time travel—

...but gently refined it?

Small adjustments. Subtle nudges. Tiny corrections across centuries.

Not rewriting history.

Optimizing it.

Until they encountered something they could not optimize.

Humanity.

---

### The Unsettling Conclusion

The Borg claim to think beyond linear time.

But if that is true, then one possibility becomes unavoidable:

They may already know how their story ends.

And if they don't?

Then for the first time in their existence...

the future might be something even the Borg cannot assimilate.

# Upcoming Events

- **Weekly Star Trek Online Fleet Gaming**

Saturday's @ 9pm

We meet up on Star Trek Online with members across the fleet and complete missions together. It's an easy and fun way to earn points.

- **Crew Watch Party**

Sat, Apr 18<sup>th</sup> 2pm-4pm

@ CO's House / Discord

We will be watching Star Trek - The Motion Picture (1979). We will also stream it via Discord if you can't attend physically.

- **The Nostalgia Con Dallas**

May 2<sup>nd</sup> -3<sup>rd</sup>

Irving Convention Center

<https://www.thenostalgiacon.com/dallas-home>

- **Comicpalooza (Houston)**

May 22<sup>nd</sup> -24<sup>rd</sup>

The George R. Brown Convention Center

<https://www.comicpalooza.com/>

- **USS Veritas Awards & Promotions Ceremony**

Sat, May 30<sup>th</sup>, 2026 @ 1:00pm

Galaxy Burger, Killeen, TX

We will hold our Quarterly Awards and Promotions Ceremony and enjoy some great food and fellowship!

