



HYPERCHANNEL



A Generous Enterprise!

This past month, ENS Greg Krumrey donated a replica he had made of the 3-nacelled USS Enterprise-D, featured in the final episodes of *ST:TNG*, to be placed in the display



case at his workplace, Patriot Machines in St Louis. Patriot Machines makes parts for the aerospace industry. Placed among

other models, the card said "When they start building starships, we'll be making components for them" and listed plausible parts they might make. The card was

signed "From the crew of the USS Henry Hudson based out of Poughkeepsie NY" and included our Club logo. Great job, Greg!

Vulcan Night

On April 23, the club had a Vulcan-themed meeting at Captain Lee Starshine's house. We delved into Vulcan culture, including vegetarian foods, art, and history. The meeting also had other important club business including promotions and discussions of future events such as the bake sale. The Captain suggested the theme for the meeting to help our club's vegetarians feel included, because sometimes options are limited. We stand by infinite diversity and respect differences.

We started the night with a potluck dinner that included a lot of fresh fruit and veggies; there was also a Vulcan soup and sweets. It was a good variety that came together with little planning for the menu. Over the dining table hung an appropriate quote: "You humans, you claim to be enlightened, but you eat animals" - T'Pol, Vulcan officer

During and right after dinner there were some Vulcan craft activities. Capt. Starshine had some cutout medallion necklaces that could be colored. We made everyone into Vulcans by using ordinary scotch tape to make their ears pointy, and some used an eyebrow pencil for a more authentic look.

When it came time for club business, all was discussed very logically.

Finally it was time for us to learn more about Vulcan history thru an *Enterprise* episode called "Carbon Creek" about Earth's first contact with Vulcans. Soon the ears came off as the meeting drew to a close.

Reported by LTCDR Amina Singh



"It may be possible to gild pure gold, but who can make his mother more beautiful?"
-- Mahatma Gandhi

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Promotions, and details about the new "points" system for rank advancement!

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Ex Astris - Scientia!

Publisher • Capt. Lee Starshine
[captain@usahenryhudson.org]

Editor • Lt. Cdr. Denee House
[deneehouse@gmail.com]

Join as a Member!



star-fleet-command.com



From the Captain's Chair

Captain Lee Starshine

The new points system for officer promotions could have gone one of three ways:

- Indifference
- Mutiny (which is how the real Henry Hudson's career as captain ended), or
- Acceptance *and Perhaps Embracing*

I am pleased to report that so far, members seem to have accepted the system. Eight members quickly took the exams to become officers. They were: ENS Jody Valyou, LTJG Steve Robinson, ENS James McGeorge, ENS Jordan Reinleib, ENS Sara Vecchiolla, and LTJG Claire Vecchiolla. John Bacas and Tim Scott were promoted to Ensign on May 1, so they have not received their promotion certificates at our meeting yet. Great job, everyone!

Ensign is the rank earned for passing the exams. The next rank up, Lieutenant Junior Grade, is earned for getting a perfect score on both exams. No more exams are needed to move up in the ranks, just points and time-in-rank (a minimum of 6 months of participation), at the Captain's discretion.

Several current officers were eligible for promotions based on time-in-rank and service. Congratulations to: LT Art Day (promoted for his fleet level service as the Fleet Webmaster), LTCMDR Amina Singh, LT Debra Vecchiolla, and LTCMDR Denes House.

All current officers were granted points corresponding to their ranks. For example, our two Lieutenant Commanders were given 350 points; Lieutenants got 150 points; Lieutenants Junior Grade got 50 points.

Starting now, anyone who aces the exams and earns a rank of Lieutenant Junior Grade will be given 50 bonus points.

I'll be monitoring the online points system. If you

forget to enter your points for an extended period of time, you might not get promoted in time. I'd like everyone to submit points for the month by the 5th of the next month. Starting June 5th, any officer who does this will get 1 extra point directly from me. (I have the power to add extra points - these show up in the history and in "Total points" at the bottom of the Activities page). Thanks so much to Art Day for setting up this system.

The nice parts about being an officer are the prestige and pride, the pips you can add to Star Trek uniforms, having a title, and being able to take responsibility for a specific volunteer position. Being in a volunteer position takes the pressure off our 4

Senior Staff members. When you have a volunteer position, you are responsible. That project, or part of the project, is yours. You can bask the glory of a job well done, or go down

with the ship! Either way, having a volunteer position is a great opportunity to learn and help out the ship as a whole. Earning points to go up in rank puts you into this cycle:

Action -> Achievement -> Fulfillment, and Fulfillment motivates you to take action again.

We now have 25 official members, 15 of whom are officers (60%). Having plenty of officers makes the club stronger.

Last month, three people were given free 1-year memberships - rewards we received for winning membership awards last year. We still have 4 free memberships available. These were offered to non-members on our email list, but they must attend an event by end of June to be eligible.



image courtesy startrek.com

Membership Corner

We welcome Soyla Daccareti into membership this month! Soyla is the wife of David Steltencamp, manager of the Dragon's Den, and a sci-fi fan in her own right. Welcome, Soyla!





NASA's Prospective Enterprise

By ENS Jordan Reinleib



Star Trek has inspired and still inspires its fans to pursue and realize careers as engineers, physicians, military officers and teachers. How many fans of a TV and movie franchise can say it motivated them to bring their career goals to fruition?

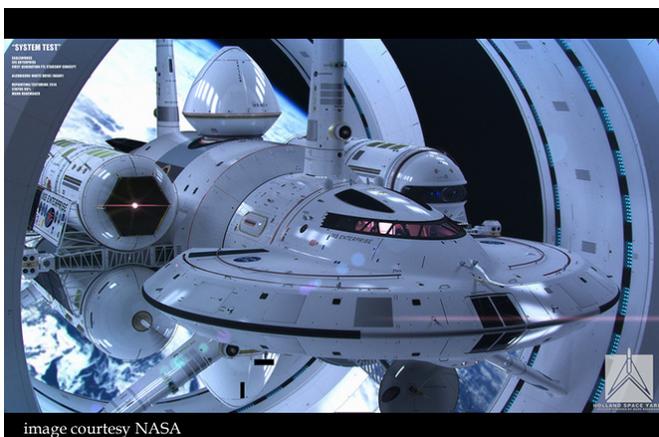
Star Trek's influence wasn't solely confined to its fans, as Nichelle Nichols from the late 1970s to the late 1980s became a recruiter for NASA.

In 1976, under then President Gerald Ford, NASA commissioned a space shuttle named **Constitution**. When the fans learned of this, they requested NASA change the name to **Enterprise**. The fans' fervor, in the form of thousands of letters to President Gerald Ford, compelled NASA to acquiesce. It should be no surprise then that NASA is working to realize a ship, which, courtesy of *Star Trek*, could be named the **IXS Enterprise**. This ship doesn't exist yet except as a series of CGI images.

The **IXS Enterprise** would be the first vehicle capable of travel at Alcubierre "warp speeds," named after McKail Alcubierre, a theoretical physicist and its potential father.

The challenge of realizing "warp speeds" is explained by Albert Einstein's Theory of Relativity, which implies that it is impossible to transcend the speed of light. A ship travelling at light speed would need to generate a bubble around it that

would warp space-time around the ship, rendering time for the crew relative to their trip's duration. Light travels at 186,282 miles per second so a ship at light speed would reach Earth's Moon in about 1 to 2 seconds, while 3 days elapsed on Earth.



There are two pivotal technological steps needed if this ship hopes to see the light of day.

First, we would need to install a Warp Field Interferometer inside the ship, and second, we would need to construct 2 rings around it, to generate a warp bubble - a spacewarp - around the ship. This would expand space-time behind it, and contract space-time in front of it. This would reduce the ship's mass and render it sedentary, which would in turn render time relative for the crew, and propel the ship at the desired speed. Since Einstein's Theory of Relativity

isn't applicable to energy, this loophole might enable us to bring "Warp speeds" to fruition. Of course, developing these technologies will take decades, if not centuries to realize.

If we become a spacefaring society, all the ships we build to establish bases on the Moon, Mars, other worlds, and for subsequent exploration should be named **Enterprise**. The name is synonymous with exploration, space travel, and overcoming adversity.

Wouldn't it be fitting if we jettison our habitual propensity for war, murder, genocide, capitulation, subjugation, and damaging our Earth, and instead channel that same adamancy into exploring? Wouldn't it be ironic if a fictional franchise serves as the impetus for us to bring its reality to fruition?

We are already on our way. We sent men into space, to the Moon and back, probes to Mars, space probes named **Voyager** are currently on a one-way trip through interstellar space, and astronaut Samantha Cristoforetti even wore a *Star Trek Voyager* uniform in orbit around Earth.

If we channel our energies into realizing subsequent milestones, and commission the **IXS Enterprise**, life will again imitate the art of *Star Trek*.





Final Review - Star Trek: Timelines

“A First Look”

By LT Ryan Wade, First Officer

After last month's *Trek* game review, *Star Trek: Timelines* is a breath of fresh air. This mobile-only game places the player as captain of a four-nacelled Constellation-Class ship who is suddenly visited by none other than Q. There has been an infinite crisis in the multiverse, and many realities and histories have converged into one. This Action/RPG game captures a lot of the excitement of *Star Trek*, as well as much of the Roddenberrian morality quest that made the TV series so great.

Gameplay in *Timelines* is fairly linear, and story arcs are around 15 missions long. Missions are completed in stages, and one must plan which crew will participate based on their skills. Your ship is crewed by members you purchase from the Time Portal, which come from all TV series.

Complete a stage efficiently enough and you might win a rare reward. Complete a mission efficiently enough and your rating on that mission gains more stars, and allows

replay at the Elite level. All crew members have rarity ratings that affect how high they can improve their stats. There are inventory slots that equip items on crew members



to improve their skills. There is a crafting system to combine low-rarity items into higher ones. Even ships may be crafted. All of this helps greatly with replayability.

The art is a combination low-polygon-count 3D with 2D stills, as expected for a mobile game. Load times are very short on 4G and/or Wi-Fi connections, especially compared to similar games in the genre. The music score is

full and fleshed out, with authentic sound sampling. It's also a huge boon that John “Q” de Lancie acts as narrator for the bulk of the official story missions,

although his delivery can be a little kitschy in the game.

The user interface is definitely the most interesting feature in *Timelines*, however. Developer *Disruptor Beam* has drastically reduced the number of taps necessary for actions. Have an open equipment slot on your



UPCOMING EVENTS!



- **Free Comic Book Day** – Saturday, May 7 at the Den; Bake sale!
- **Hudson Valley Comic-Con** – Saturday-Sunday, May 7-8, at Gold's Gym in LaGrange – stop by our booth!
- **Family Sci-Fi Game Night** – Saturday, May 14, from 6:00-8:30 p.m. Door prizes, games, food, and drinks!
- **Shipwide Assembly** – Saturday, May 28, from 6:00-9:00 p.m. Location TBA, contact the Captain for an invite
- **Star Trek Attack Wing** – Saturday, June 4, from 2:30-5:30 p.m. OP Event – The Wrath of Khan!
- **Family Sci-Fi Game Night** – Saturday, June 11, from 6:00-8:30 p.m. Door prizes, games, food, and drinks!
- **Shipwide Assembly** – Saturday, June 25, from 6:00-9:00 p.m. Location TBA, contact the Captain for an invite

All events at Dragon's Den
2600 South Road, Poughkeepsie NY
unless otherwise noted
Dates subject to change
More info at usshenryhudson.org

Picard? Tap it to bring up available items, or, if there are none, the crafting menu with your current resources to make that item already listed. It will even offer to equip the item automatically. Truly, this is where the main success of this game will come, as other developers will certainly take note and start their own redesigns.

Overall, my first impression is certainly a positive one. Come back next month to find out how the game lasts over the long term!

