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USS VERITAS – CURRENT STATUS

CREW ASSIGNED:	19
OFFICERS:	8
ENLISTED:	7
CADETS:	4
CITIZENS:	0
EVENTS LAST MONTH:	4
COURSES COMPLETED:	2
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	– Lance McFeron–	
010		
020		
030	Distinguished: 2	
040		
050	Honors: 0	
060		
070		

Challenge Takers

Rachel Mock – Reading Challenge

Serenity Freeman – Reading Challenge

Floyd Gage – Reading Challenge

Awards

–Serenity Freeman - Photon Torpedo Accuracy – Silver (SFTA)–

–Floyd Gage - Photon Torpedo Accuracy – Gold (SFTA)–

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

Promotions

– None –

STATUS: PROMOTION TRACKING

RANK	NAME	TEMPORARY POINTS	PERMANENT POINTS	AWARDS POINTS	TOTAL POINTS
CAPT	Freeman, Dustin	315	160	46	521
LT	Freeman, Elijah	132	110	4	246
CMDR	Fitch, Bryan	83	70	0	153
LCDR	Sturgeon, William	40	95	13	148
LTJG	Gage, Floyd	70	35	3	108
CRMN	Quinn, Richard	58	0	3	61
CRMN	Freeman, Amber	42	0	3	45
CRR	McFeron, Lance	16	20	0	36
LTJG	Mock, Rachel	4	25	6	35
CRMN	Freeman, Serenity	32	0	3	35
CRR	Garneaux, Margaret	15	0	0	15
ENS	Quinn, Jessica	8	5	0	13
CDT 1C	Freeman, Lucas	6	0	4	10
ENS	Mock, Christopher	0	10	0	10
CDT	Quinn, Mace	10	0	0	10
CDT	Quinn, Ella	10	0	0	10
CDT 3C	Freeman, Azrael	8	0	0	8
CRR	Sturgeon, Jodi	8	0	0	8
CRA	Mock, Hannah	7	0	0	7

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,

For those of you who were able to attend the Awards and Promotions Ceremony on May 30th, I think it went well as always. We had no shortage of achievements to celebrate with five awards, and six promotions. We will have our next ceremony on August 29th at Galaxy Burger as usual. (Subject to change)

Next thing worth bringing up is our next watch party on **June 27th at 2pm**. We will be watching Star Trek II: The Wrath of Khan in keeping with our Currently plan to continue the progression through the movies in release order with fan films sprinkled in. We will host it both in person at my house with the projector and simultaneously stream is to Discord for those who can't make it and for other guests from within the fleet.

That brings us to a big opportunity from the Region level. The Region 3 summit will be on June 20th and starts at 10am at the **National Mounted Warfare Museum** behind the Fort Hood visitor center. This portion can be attended without purchasing a ticket to summit. After which it will move to the **Killeen Arts & Activities Center** for a catered lunch and roll into the Business Meeting, Awards, and Auction. At 7pm we will convene at **Asian Buffet** for a closing dinner.

You can register at <https://region3summit.cheddarup.com/> but I encourage you to do ASAP as the price goes up after June 10th and it will not include a catered lunch at that point.

With the ongoing problems that have been had with STARFLEET websites including our chapter website as well as significant limitations we have while hosting with sfi.org, I have moved our chapter website to <https://ussveritas.org>. This gives us significantly more control over the website and opens up control over email addresses. It will take a while to get the site up to the level of function that the old site had, but it will be worth the effort in the long run. If you are interested in having an email (@ussveritas.org) with us, we can do so for \$12 a year. It is not mandatory, but it is offered if you're interested.

For those of you who like to read, in addition to the STARFLEET Medical reading challenge many of the crew participate in, **LTJG Floyd Gage** is looking to put together a Veritas Book Club that would meet quarterly to share about the books you've read and swap books. If you are interested then reach out to him so he can get things started.

Our Special Operations Unit 1791 – Verity Vanguard is hosting ship wide tactical drills in the form of a range day at **Mountain Creek Range** on **July 11th from 1pm-4pm**. Our Chief Weapons Officer's birthday is the 13th and he requested we go to the range to celebrate.

And last but not least, I would like to wish CRR **Maurizio Massoli Mr** farewell. He was on our ship for a month all the way from Italy, but found a ship, the **USS Alan Turing**, more suited to him. We wish him all the best in his STARFLEET career.

-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 even more traveling! I've spent another weekend in holodeck in 18th century. Anyway, there isn't much to report on. So, I'll get it started.

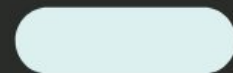
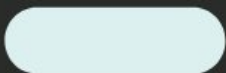
The command staff had our meeting to discuss the ships operations and crew. And I didn't have a script. We had a good meeting.

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 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. The more you put into the newsletter, the more you'll get out of it. So, get to writing.

So, in closing, 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



FAVORITE TREK INTERACTION • FIELD REPORT

Welcome to the second edition of "Favorite Trek Interaction." In this month's column, I want to share one of my funniest experiences with a Trek actor—the time a Klingon saved Captain Sulu.

The year was 1993, and I was in St. Petersburg, Florida, attending a panel with George Takei. Sulu is one of my favorite original series characters, and for the most part, I was thoroughly enjoying the discussion. Dressed in full Klingon regalia, I stood at the back of the room to ensure I wasn't blocking anyone's view.

Mr. Takei had been on stage for about 45 minutes, taking questions from the audience. To my sensibilities, the questions were becoming far too "nerdy"—minor details that didn't truly matter, such as why a button order to turn the Enterprise left, changed between episodes. Despite the trivial nature of the inquiries, Mr. Takei remained polite and did his best to answer them all, with that great voice.

Standing at the back, I began to feel bad for him and grew uncomfortable with the ridiculous line of questioning. I decided I couldn't just stand there anymore; anything would be better than the questions he was receiving. I recalled a print interview Takei had done years prior and realized it would make for a worthy follow-up.

Still in full costume, I raised my hand. Given the level of questions he had been fielding from people in Star Trek t-shirts, I'm not sure why he was brave enough to call on the Klingon in the back, but I know he was happy he did. Once acknowledged, I strode forward and loudly asked about his run for political office in San Francisco in the early '70s. At the time, his opponent had demanded equal airtime because Takei was appearing on TV daily via syndication. I asked if that experience had soured him on politics or if he still held political aspirations.

I saw George smile and stand a little taller, as if the weight of the previous questions had been lifted. He had some fun with the response, initially quoting Shakespeare to me in Klingon ("To be or not to be"), before answering the question legitimately for the remainder of his time on stage.

I didn't get an autograph that day, I never shook his hand, and he never learned my name. But on that day, a brave Klingon warrior saved Starfleet Captain Hikaru Sulu from a barrage of moronic questions!

-LCDR Bill Sturgeon
USS Veritas
Chief of Intelligence

TODAY IS A GOOD DAY TO READ

OTHER TREKS

I recently revisited Malibu Comics' Deep Space Nine issues #29 and #30 from 1995, and I wanted to share why I think they are essential reading for Star Trek fans—particularly those interested in some of the franchise's unresolved storylines.

These issues tackle one of the most intriguing dangling plot threads in Star Trek: the fate of Thomas Riker. As a longtime fan of Jonathan Frakes' portrayal of the transporter duplicate, I've always found the character compelling. Thomas represented a version of Riker shaped by isolation, frustration, and missed opportunities, making him fundamentally different from the confident Starfleet officer audiences knew aboard the Enterprise. What makes the character even more interesting is the behind-the-scenes trivia surrounding "Second Chances." During early discussions, there were reportedly serious considerations about killing off William Riker and integrating Thomas into the Enterprise crew as the new operations officer—a concept that could have dramatically altered *The Next Generation* moving forward.

Instead, Thomas would later reappear in the DS9 episode "Defiant," where he joined the Maquis and ultimately sacrificed his freedom to help expose Cardassian military activity. His capture by the Cardassians created one of those classic Trek loose ends that television never revisited. That is where Malibu's DS9 comics step in.



The two-part storyline imagines what happened after Thomas was imprisoned, and the premise feels remarkably authentic to the political mindset of the Cardassian Union. Rather than simply interrogating or executing him, the Cardassians recognize the potential military value hidden within his existence. If they can understand the transporter accident that created Thomas Riker, they may be able to duplicate soldiers, officers, or even entire military specialists. It is exactly the sort of cold, calculated thinking that made the Cardassians such effective antagonists throughout Deep Space Nine.

What I appreciate most about these issues is that they do not simply use Thomas as a plot device. The story continues exploring the identity crisis that has always defined the character. Thomas is not just "another Riker." He is a man constantly forced to justify his own individuality in a universe that sees him as either a copy or a mistake. The Cardassians' interest in him as a copy only deepens that tragedy.

The comic also captures the atmosphere of mid-90s DS9 surprisingly well. The political tension, moral ambiguity, and distrust between factions all feel consistent with the show during that era. While the plot occasionally moves forward a bit conveniently, the overall story remains engaging and believable within the larger Trek universe.

Visually, the artwork is solid throughout both issues. Malibu's DS9 line often gets overlooked compared to later Star Trek comics, but these issues demonstrate that the publisher genuinely understood the tone and themes of the series. The story may leave readers wanting more, but in this case that actually works in its favor. Thomas Riker's story has always carried a sense of incompleteness, and these comics at least attempt to honor Major Kira's promise that she would try to get him back someday.

For fans who have ever wondered what happened to Thomas Riker after "Defiant," or for readers interested in some of the more obscure corners of Star Trek history, Malibu DS9 #29 and #30 are well worth tracking down. They serve as both a fascinating "what happened next" story and an underrated reminder of how ambitious licensed Trek comics could be during the 1990s.

Until next time, wishing you a great month,

V/r

Lt. Cmdr. Sturgeon

USS Veritas

Chief Intelligence Officer



STO Alert: Summer on Risa Returns!

LCARS 2-1025

112-38920

104-28499



98-39920

Crew, it's that time of year again! The annual Lohlunat Festival is returning to Risa, bringing with it one of Star Trek Online's most popular events, exciting giveaways, and a very unusual grand prize. This year's summer festivities run from June 2 through July 3 and offer players the chance to relax, compete in familiar Risan activities, and earn a truly unique starship.

For those new to the event, the Lohlunat Festival transforms Risa into a vacation paradise packed with activities including powerboard races, biathlons, dance contests, scavenger hunts, and other daily events. Completing festival activities earns progress toward the featured event reward while also providing opportunities to collect Lohlunat Favors for costumes, pets, vanity items, and other seasonal rewards.

This Year's Reward: Gomtuu



12-1029

18-4690

19-4595

23-2204

2012

1117

2385

1040

2278

3116

1040

100-27789

117-37822

122-37893

The headline reward for 2026 is unlike anything we've seen before. Players who complete the event campaign can earn their own Gomtuu, the mysterious living starship from the classic *Star Trek: The Next Generation* episode "Tin Man." Rather than a traditional Federation, Klingon, or Romulan vessel, Gomtuu is a sentient bio-ship of immense power and ancient origin. STO's version includes a unique starship design and even a custom bridge interior inspired by the creature's appearance in the television series.

For longtime Trek fans, this reward is especially exciting because "Tin Man" remains one of TNG's most memorable episodes, introducing the telepathic vessel and its bond with Tam Elbrun. Being able to command Gomtuu represents one of the more creative additions Cryptic has made to the game in recent years.

958

3788



Freebies Before the Festival

To help captains prepare for their Risa vacation, Cryptic is also running a series of giveaway promotions leading into and during the festival. Rewards include useful items such as experience boosts and other in-game bonuses available through promotional codes and partner sites. Players should keep an eye on official STO social media channels and the game's news page throughout the event to avoid missing these free rewards.

Captain's Recommendation

As someone who has chased every Summer Event ship since STO introduced them, I strongly recommend making time for this year's festival. Even if Gomtuu never becomes your main vessel, the account-wide unlock alone makes the event worth completing.

So grab your sunglasses, dust off your powerboard, and set course for Risa. The beaches are open, the dance floor is waiting, and somewhere in the stars a lonely living starship is looking for a new captain.

****See you on Risa!****



TREK CONNECTION

EPISODE	TIN MAN
SERIES	STAR TREK: THE NEXT GENERATION
SEASON	03
EPISODE	20
ORIGINAL AIR DATE	APRIL 23, 1990

FUN FACT

Gomtuu was a living starship over 2 000 years old and could travel vast interstellar distances without conventional warp technology.



NCC-60285



3441A



Freeman, Dustin
CAPT, USS Veritas
Commanding

BOOK REVIEW OF "SPOCK'S WORLD"

BY DIANE DUANE

"Spock's World" was published in 1988. This would place the book about ten years after "Star Trek the Motion Picture" and a year after the debut of "Star Trek the Next Generation." I include this because it is interesting that the author posits some things that are not completely in sync with the Motion Picture nor the Next Generation.

One of the things that is different in the book is when Captain Kirk takes over the Enterprise again and gives up being an Admiral. This book has it happening because of the events that are occurring in the book. Star Trek the Motion Picture has it happening because of Viger and the events that are happening there. Unless Kirk gave up the Admiralty twice in his career this is a discrepancy

The book also has the encounter with the Vulcans happening very differently than it is portrayed in Generations. Of course, the book came first, but the screenwriters decided to have it happen differently for whatever reason.

With those differences dealt with and taken into account, the book is a good read. I will tell any reader that Diane Duane is a stickler for detail and you will find out things that may be of interest to some and may drag the story to others. I would recommend giving it time. As you read further into the book you will understand much of the detail.

This book does give you a great deal of background into Vulcan and its history. Another thing the book does is it makes Spock of the line of Surak and T'Pau. This has interest and adds to the flavor of the book considering its subject matter.

The book is set up with two stories running parallel to one another. A history of Vulcan from the planet's origin up to the day of the other storyline is given. This is interesting and helps the reader to understand why the Vulcans are the unique way that they are in the Star Trek Universe.

The other story line is about the triumvirate of Kirk, Spock, and McCoy along with Sarek and Amanda trying to deal with a vote of secession from the Federation by the planet of Vulcan. This storyline explores the politics of Vulcan and some of the operations in the background of this complex society.

Involved in this is T'Prang, Spock's former bond mate which cause all the trouble in an original series episode. This part of the story line also has McCoy showing the reader some of his sleuthing skills as he is trying to get to the bottom of the secession drive on Vulcan.

Overall, this book is a good read and will be very interesting to anyone that loves Star Trek and especially to those that would like to know more about the Vulcan culture and some of its idiosyncrasies. I recommend it and enjoyed it.

-LTJG Floyd Gage

VULCAN ARCHIVE

SURAK INDEX

89 47

26 11

74100

04 15 16

18 07

SPOCK

T'PAU

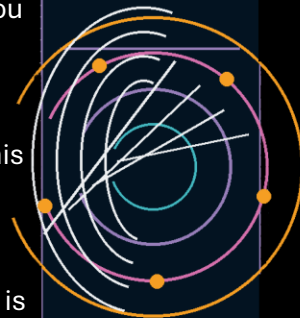
SAREK

AMANDA

SECESSION

LOGIC

IDIC



TWO PARALLEL FILES

HISTORY OF VULCAN

SECESSION VOTE

LIBRARY ACCESS



88-16-41

Upcoming Events

- **Weekly Star Trek Online Fleet Gaming**

Saturdays @ 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.

- **STARFLEET Region 3 Summit 2026**

Sat, June 20th, 2026 [Registration is now Open!!](#) (\$40)

10:00 – 11:30 am – National Mounted Warfare Museum – (Free admission, guided tour available, base pass not required)

11:30 am – 1:00 pm – Registration and Catered Lunch (60 spots available) – Killeen Arts & Activities Center, Room G126, 801 N. 4 th Street

1:00 – 5:00 pm – R3 Business Meeting and Awards – Killeen Arts & Activities Center, Room G126

5:00 – 6:00 pm – R3 Staff and CCO Meeting – KAAC, Room G126

7:00 – 9:00 pm – Dinner, Asian Buffet, 1104 E. Central Texas Expressway

- **Crew Watch Party**

Sat, Jun 27th 2pm-4:30pm

@ CO's House / Discord

We will be watching Star Trek II: The Wrath of Khan (1982). We will also stream it via Discord if you can't attend physically.

- **Verity Vanguard - Range Day**

Sat, July 11th 1pm-4pm

@ Mountain Creek Gun Range

Bring your own weapons or rent theirs. Don't forget to fill out the [hold harmless forms](#).

- **Bell County Comic Con**

Aug 1st-2nd

CADENCE BANK CENTER

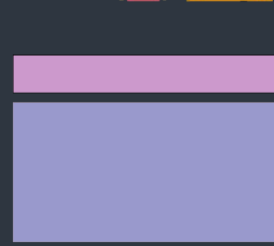
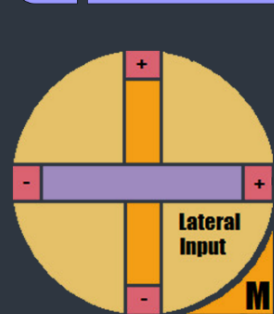
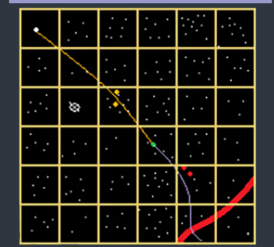
<https://www.bellcountycomiccon.com/>

- **USS Veritas Awards & Promotions Ceremony**

Sat, Aug 29th, 2026 @ 1:00pm

Galaxy Burger, Killeen, TX

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



CADET CORNER


Cadet Name: _____

Training the Next Generation of Explorers


Welcome to **Cadet Corner**, a special section of *Veritas Voyages* for our younger STARFLEET members and future explorers. Each month, cadets can test their knowledge, sharpen their observation skills, and take on a few fun Starfleet-style challenges.

This Month's Theme: Starfleet Academy — Command Decisions

Every Starfleet officer must learn how to make wise choices under pressure. Good officers listen to their crew, study the facts, protect others, and act with courage.



CADET CODEBREAKER: DECODE THE CAPTAIN'S ORDERS



The *USS VERITAS* has received an encoded message from Starfleet Command. Use the code chart below to decode the message.

CODE CHART											
A	B	C	D	E	F	G	H	I	K	L	M
1	2	3	4	5	6	7	8	9	10	12	13
N	O	P	Q	R	S	T	U	V	W	X	Z
14	15	16	17	18	19	20	21	22	24	25	26

ENCRYPTED MESSAGE

19 - 3 - 1 - 14 20 - 8 - 5 1 - 18 - 5 - 1

Decoded Message: _____

12 - 9 - 19 - 20 - 5 - 14 20 - 15 20 - 8 - 5

Decoded Message: _____

3 - 18 - 5 - 23

Decoded Message: _____

BONUS DECODE

3 - 8 - 15 - 15 - 19 - 5 23 - 9 - 19 - 5 - 12 - 25

Decoded Message: _____

*Completing and turning in **Cadet Corner** sheets count for promotion points for Cadets!

CADET CORNER

Cadet Mission Page

Mission Briefing: The Damaged Freighter

The **USS Veritas** receives a distress call from a small civilian freighter near an asteroid field.

The freighter reports engine trouble, fading shields, and injured crew members aboard. At the same time, sensors detect unstable asteroids drifting close to the ship.

The captain asks the cadet training team to recommend the safest first step.

It could require:

- **Medical assistance**
- **Engineering support**
- **A tractor beam rescue**
- **Careful navigation**
- **More sensor scans**

Cadet Decision: What Should the Team Do First?

Choose the best response:

- A. Beam directly to the freighter without scanning.**
- B. Fire phasers at the asteroids immediately.**
- C. Scan the area, contact the freighter, and prepare a rescue plan.**
- D. Leave the system because the asteroid field is too dangerous.**

Cadet Discussion

Talk with a parent, fellow cadet, or chapter member:

1. Why is it important to gather information before acting?
2. How could the bridge crew, medical team, and engineering team work together?
3. What might happen if the crew rushes in without a plan?
4. How can courage and caution both be important?

Cadet Trivia: Lieutenant Level

1. What department would most likely help repair a damaged engine?
 - A. Engineering**
 - B. Science**
 - C. Communications**
2. What tool could help hold or move a damaged ship?
 - A. Replicator**
 - B. Tractor Beam**
 - C. Holodeck**
3. What should a crew do before entering a dangerous asteroid field?
 - A. Run sensor scans**
 - B. Turn off shields**
 - C. Ignore the danger**
4. Which Starfleet value is shown by helping a ship in distress?
 - A. Service**
 - B. Laziness**
 - C. Secrecy**

MAY CADET CORNER ANSWERS

Cadet Trivia: Ensign Level

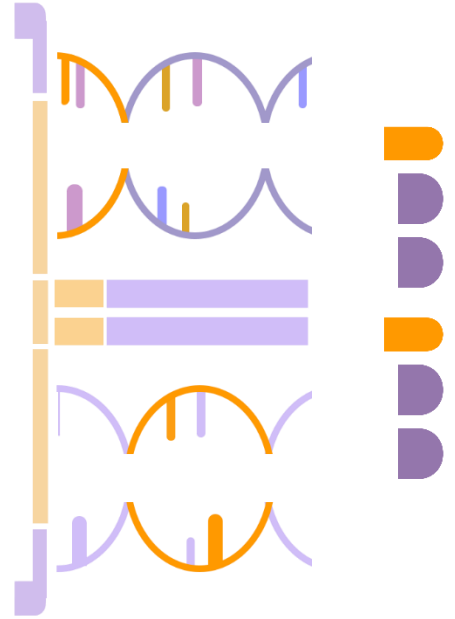
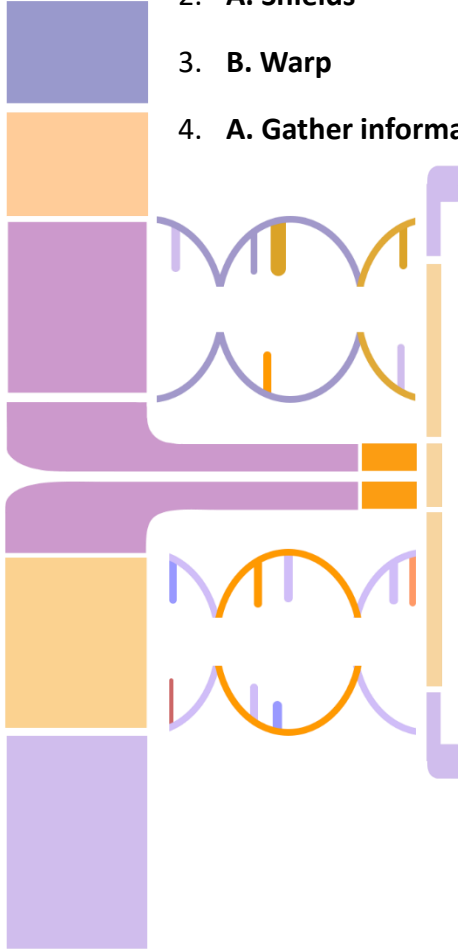
1. **B. The Bridge**
2. **A. Shields**
3. **B. Warp**
4. **A. Gather information**

Cadet Mission Answer

The best Starfleet answer was:

C. Run additional scans and report findings to the captain.

Starfleet officers are explorers, but they are also responsible for the safety of their crew. A wise cadet gathers information before taking action.



29

62

38

22

57

48

61

86

27

L	Z	F	K	N	B	D	Z	E	W	H	B	S	W
U	R	T	V	C	A	D	U	G	M	T	S	R	A
M	C	L	D	B	T	A	G	I	F	W	S	R	P
D	P	V	U	L	C	A	N	S	G	X	E	C	O
Z	H	R	C	U	J	L	N	F	I	B	Q	S	O
B	B	T	D	W	S	M	G	O	I	L	O	X	P
P	S	I	F	W	H	V	V	R	K	Q	H	I	P
B	Z	T	C	L	V	F	E	F	R	K	Q	H	I
D	T	O	E	A	V	F	A	R	P	I	A	V	N
S	Q	L	J	U	D	L	M	V	I	S	D	I	E
R	D	W	L	O	G	E	A	Q	E	T	X	G	E
S	K	X	B	R	I	E	T	R	H	Y	A	P	E
L	T	J	V	L	S	U	T	E	W	J	M	S	X

