



The Drake's Call

Official Newsletter of the
HMS Drake / CA-01

SC-1703/08



From the Command Chair

by Captain JG Allison "TW" Gahrmann

The Watch grows quiet as spring begins to awaken. Many are seeking sunshine and outdoor activities. We are no exception. The crew is poised, ready for action! Come join the fun!

Just last month, several crew members were present at our first outdoor activity of the season. It was energizing to get out and enjoy the recent hike at Crowder's Mountain in Gastonia. We generated steps for the step challenge while enjoying time together.

You wanted to get together and we are listening. Several more events are scheduled. The Commodore's Briefing is a week away, but before we bury our heads in technology R/P, we have a fun, online gunnery exercise reviving tabletop arcade games from the 70's and 80's. Do you remember Space Invaders and Galaga? Relive the experience through the Drake's 24-hour Watch (chat room). Be sure to login to the game during the challenge window to weigh in for top prize! Need direction? Pop in and ask questions or check the online calendar for details.

"In-home" movie nights are a hot topic. We anticipate hosting a movie night where you get to sit in your comfy armchair at home, but "catch a movie" with friends at the same time. What a great, affordable fun for the whole family and still have the chance to share the experience with your shipmates!

Want to get out and about? The Commodore's Briefing will be followed by a game night. Board games and an Artemis simulation will be happening. Bring your laptop or tablet and join a bridge team to compete. No experience is necessary as we hone our skills for the next big match at ConCarolinas. Have you registered for it yet? You should—soon! At ConCarolinas, we will be hosting a cocktail hour and have plans to challenge other teams in a simulator match.

Another outing is the Juvenile Diabetes Walk on April 22nd at Carowinds. Step up to help find a cure and use your steps to walk your way to fitness. Adding them to the Step Challenge total

won't hurt our team. Go for a 3-way win—help others, help your health, help your team.

As always, let us know where you want to be, what you want to see within our chapter. Check the online calendar for events at <http://hmsdrake.org>. Let us know if there are events we need to add so we have the opportunity to get together as often as possible meeting as many interests as we can. Remember, not all members will make all events; that is just fine. Come and play when you can!

Behind the Command Chair

By Commander Brian "Nashoba" Moore

Here we are once again, Newsletter time. First I want to thank those who got their submissions in, this is your newsletter. If you want to see something we don't have just let us know, or better yet. Make a submission to the next one.

At the next ship's event we are offering folks a chance to take one of several tests. So for the testing part of that day, I will be wearing my Instructor hat.

Remote Testing Institute

Most of the time when you take a test in the TRMN, you get it sent to you via an email. And you send it back to the instructor and wait. Well on the 18th, I will have the exams on hand, and you can take it, hand it to me, and get it graded right away. And when you pass, I will have the certificates to give to you. Remember that all tests are 'open' book. In that you can look for the answers at one of a number of sources. Also passing the SIA-SRN-0001 also gets you an Award as well as making you eligible for promotion.

From the Drake FB Page Sources

Honorverse Books

Honorverse Honorverse Wiki

http://honorverse.wikia.com/wiki/Main_Page

Wikipedia <https://www.wikipedia.org/>

These are the tests that the RTI makes available that since I have taken. I can administer them.

SIA-SRN-0001 Basic Enlisted Exam

SIA-SRN-0002 Basic Non-Comm Exam

SIA-SRN-0003 Advanced NonCom Exam

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SIA-SRN-0004 SCPO Exam

SIA-SRN -0101 Ensign Exam

SIA-SRN-0102 Lieutenant (JG) Exam

SIA-SRN-0103 Lieutenant Exam

Additionally as the EW Instructor, I can also offer the SIA-SRN-09A, 09C, and 09D exams.

I look forward to helping you folks in your TRMN career.

Flag Signals

by Commodore John "Professor" Gahrmann

Just a few quick notes.

We have many activities running. Participate at a level comfortable to you.

We have the briefing coming up. This will cover the history of the chapter, a little technical info on the Drake and where she fits in the RMN timeline. Then, we will talk about various things, including testing, awards, promotions and organization structure. There will be time for question and answers. We are going to live stream or record it. I am not handling the tech details, but we will post info to Facebook as we go to let people know how to tune in. Afterwards, there will be some live testing and simulator playtime.

Other activities I am sponsoring are the gunnery challenges. This will involve the Facebook Messenger games Space Invaders and Galaga-- just a fun afternoon where you can earn a cool prize.

As always, I encourage folks to bring forth ideas on what they want to see because this is your organization. Let's have fun with it.

Next month, we will begin focusing on ConCarolinas, HMS Drake's

Information about people, technology, and places in the Honorverse

(Warning Potential Spoilers Warning)

WPSW

Character

By Spacer 2nd Class Sara "Ladyhawke" Brooks

Alistair McKeon



Alistair McKeon was a Manticoran citizen and an officer of the Royal Manticoran Navy. He served as Honor Harrington's deputy during several of her deployments.

McKeon was born on Manticore in 1852 PD, or 251 AL. He joined the Royal Manticoran Navy in the second half of the 19th Century PD, earning an officer's commission. Sometime before 1899 PD, he served under Harold Styles.

In 1899 PD, McKeon served under Captain Rath aboard HMS *Fearless*. In 1900 PD, he held the rank of Lieutenant Commander and oversaw most of the ship's refit until Commander Honor Harrington took command. McKeon helped Rafael Cardones with his mix-up of programs for the recon drones.

In 1901 PD, he was promoted to Commander and given command of the destroyer HMS *Troubadour*. He was sent back to Basilisk as part of a larger RMN force.

McKeon was awarded the two medals for his part at the First Battle of Basilisk, the Order of Gallantry and the Monarch's Thanks.

In 1903 PD, McKeon and *Troubadour* were part of the escort force sent to Yeltsin's Star. He accompanied *Fearless* to the Casca System, believing in the mission to Grayson, but understanding Captain Harrington's concerns.

After the battle with the Masadan LACs, he felt responsible for the damage to his ship and the deaths among his crew. He accompanied Captain Harrington and Commander Truman on a visit to Grayson Command Central for a meeting with Admiral Leon Garret. McKeon briefed Grayson on the new recon drone technology, which he was considered an expert on the subject.

McKeon wanted to tour Blackbird Base, but he was needed on *Troubadour* to supervise the repair efforts in the aftermath of the Battle of Blackbird.

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He assigned Lieutenant Prescott Tremaine to be Captain Harrington's escort and pilot.

He led *Troubadour* into battle during the Second Battle of Yeltsin's Star. The *Troubadour* was destroyed in battle against the MNS *Thunder of God*, but Commander McKeon led a hundred of his crew to pinnaces and escaped. McKeon and the rest of the *Troubadour* survivors went back to Manticore on the *Fearless*.

In 1904 PD, he was slated to be promoted to Captain (JG). In 1908 PD, he commanded HMS *Prince Adrian* and continued to serve in this position after being promoted to Captain (SG). He was the senior-ranking captain in Cruiser Squadron 18. While escorting convoy JNMTC-76, Honor Harrington revealed to him that he had been promoted to Commodore. Soon after, he was among those captured when *Prince Adrian* surrendered to the People's Navy. He suffered several broken and lost teeth when he was butt-stroked during the melee that erupted when Nimitz tried to kill Cordelia Ransom. He survived the escape and made it to the surface of the prison planet Hades.

After the prisoner revolt led by Honor Harrington, he was president of the court that tried the surviving StateSec personnel. He commanded ENS *Krashnark* and then ENS *Wallenstein* in the Elysian Space Navy.

After the return to the Star Kingdom, he was promoted to Rear Admiral and commanded a division in Eighth Fleet during Operation Buttercup.

Admiral McKeon held his flag aboard the pod-laying superdreadnought HMS *Intransigent* in Eighth Fleet under Admiral Harrington. Although the ship survived, he died along with his entire flag bridge crew at the Battle of Manticore.

The *Edward Saganami-C*-class heavy cruiser HMS *Alistair McKeon* was named after him.

Technology

<http://honorverse.wikia.com>

How to Boldly Go: Impeller Drive and Wedges

By Lieutenant (JG) Stephen Schonewolf

The driving force behind starships in the Honorverse is the impeller wedge. It is made of two bands that stress and warp gravity which allows the ship to move forward. The bands of gravitational force are angled so they are further apart at the front and closer at the rear of the ship, creating a wedge shape. The impeller bands are created using two rings of nodes, one set at the front of the ship and one at the rear. The primary nodes are the alpha nodes and the secondary are the beta nodes. Loss of the ring of alpha nodes would not disable a starship, but running on the beta nodes alone would greatly reduce the amount of acceleration available.

A starship's wedge is much larger than the starship itself, extending tens or hundreds of kilometers forward and to each side. Due to the nature of the stressed gravity bands, anything impacting the wedge from above or below would be instantly destroyed, completely protecting the ship. Sidewalls, then, create similar (but far weaker) bands on the sides of the ship in an effort to protect against attacks from port and starboard. Of course, a ship is still open in the front and back, with the largest opening in front.

It is easy for an enemy ship to shoot down the front of a vessel's wedge, if they could get in front of the ship in the first place. These 'down the throat' attacks were preferable to 'up the kill' (from the back of the wedge), but either was attacking an undefended aspect of the ship. This is why an enemy would want to travel across the open side of the wedge; they would have an unobstructed shot with all of their missile batteries at the enemy ship. The relative position of the two ships in this case would be in the shape of a T, hence the term 'crossing the T'.

The destructive power of a wedge is shown in the books when two ships accidentally cause their wedges to hit one another, completely disabling one ship while doing damage to the other. Another example is when a ship intentionally puts its wedge between objects accelerating towards a target that must be protected and that target. This effectively creates a shield protecting it. Because of the power of wedges, there are strong rules and fail safes in ship systems in order to prevent a wedge from being activated in close proximity to other ships, space stations, or by shuttles (pinnaces etc.) within boat bays or taking off from a planet itself.

The impeller wedge is useful within a star system, and in N (normal) space. If a ship moves to

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hyperspace (alpha, beta, gamma etc. bands) it can encounter deadly waves of gravity that will instantly destroy it. The creation of the Warshawski Sail eliminated these dangers, but is best saved for a future article.

Location

Landing was the capital city of the Star Kingdom and Star Empire of Manticore, located on the planet Manticore.

The city enjoyed a warm climate as it was located fifteen hundred kilometers from the equator, overlooking Jason Bay. It was the landing site of the first shuttle from the colony ship *Jason*, hence its name.

It was also sometimes called Landing City.

The Landing City Police Department was responsible for law enforcement in the city.

Mount Royal Palace was located in Landing, as was Briarwood Reproduction Center, one of the kingdom's leading centers for reproductive medicine.

<http://honorverse.wikia.com/wiki/Landing>

Government

The **Republic of Haven**, known as the **People's Republic of Haven** while governed by the Legislaturalists and the Committee of Public Safety (1700-1915 PD), was a multi-system star nation surrounded by many one-system independent nations.

The term "**Havenite**" was used to describe any person, object or concept associated with the Republic. During the period when Haven was known as the *People's Republic of Haven* (and on occasion thereafter), the term "**Peep**" was also used.

http://honorverse.wikia.com/wiki/Republic_of_Haven

The Royal Manticoran Navy Third Fleet Military Ball

Another opportunity to meet and have fun with other members of the TRMN

MANTICORAN NAVY
3rd Fleet
Military Ball

Embassy Suites
Downtown Winston - Salem
Grand Pavilion Ballroom

Tickets on Sale
June 1st 2016
Get them before they're gone!

Open to members 12 and over
Child Care Available

Winston-Salem NC
March 24th - 26th 2017
email: co@hmstestudo.trmn.org for details

<https://www.eventbrite.com/e/3rd-fleet-royal-manticoran-navy-ball-tickets-24343250317>

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Diversions

Baffling Basilisk



Across

- 2. Pavel _____
- 5. Young's Heavy Cruiser
- 6. Trevor's _____
- 8. People's Republic of _____
- 10. Honor's Light Cruiser
- 11. Harrington's XO

Down

- 1. Heroine
- 3. Cartel
- 4. Station
- 5. Junction
- 7. Havenite Q-Ship
- 9. Feline Empath

February's Puzzle Solution

	-7		6		5
-7	2	x	5	-	3
	-		+		x
-53	9	x	6	-	1
	-		-		-
52	4	-	7	x	8

Solution: Honor's Challenge 1