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# The Drake's Call

Official Newsletter of the  
HMS Drake / CA-01

SC-1704/05#



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## From the Command Chair

by Captain JG Allison "TW" Gahrmann

First and foremost, we acknowledge the new TRMN forums at <http://forums.trmn.org>. Your Medusa logon (E-mail) and password will give you access. Be sure to update your profile and replace your RMN number with your name. Experience has proved that doing the setup on your computer is more user-friendly. Get with the Bosun for shortcut apps on mobile comms. Your ongoing participation during/after the transition is appreciated and encouraged. As well as using the forms, the Drake, we will continue our role play in Facebook (HMS Drake Watches) with cross posts to our page and Google groups until we have a better solution for real-time interaction. Ergo--

April has come. It is exciting that our refit is complete with new orders to depart for Erewhon. Scheduled departure time is 2000 HRS (01APR) following a visit from our Fleet Deputy Commander Joel Lyons.

Role play has increased in our Watch (Facebook chatroom). The real-time feel is helpful in that we are all busy with regular duties, both real and in play. As we continue to develop our interaction within the Watch, you will discover sound bites (.wav files, typically) that are precluded with a \*volume alert message. While these sound bites have not been initiating on their own, we hope the alert that they are present, and loud (Boatswain's whistles/alarms), helps you gear your play level.

Thank you to all the crew who submitted Shakedown assignments. As mentioned previously, these descriptions are to help us visualize the Drake environment as well as help each other visualize a department when we enter one. Submissions have included: the *HMS Agni* armory giving a feel for the process for being issued arms for the firing range; the *HMS Fearless* bridge while in-system, much like we have been for the past few weeks; a job description summary of an Intelligence Specialist's duties and excerpts of instances where it applies, including a CIC department; and a detailed account of the sickbay shakedown (book descriptions of sickbay are extremely limited) which has been included in this newsletter. Particularly, I thank Corpsman 2/c Reagan for his creativity to the role

play. I know we can all rest, knowing the medical staff has us covered. Anticipate a full compilation of the shakedown as an archived document.

Activities aboard the Drake have extended outside the bulkheads to the Commodore's Briefing, games and hikes. Don't forget the Juvenile Diabetes Walk on April 22nd (two weeks away) 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 in need, help your health, help your ship.

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

After the Commodore's briefing we held a Remote Training Institute session to help some of our crew pass some tests. This is an opportunity to take one of the RMN exams and have it graded right away. While only two of the crew were actually participating in the RTI Several of the crew were taking tests on their laptops. For Nike and Ladyhawke they both passed the tests that they took with High Honors. Congratulations.



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We can do another session sometime, the only restriction is that for me to administer the exam, I have to have successfully taken it.



## Artemis Bridge Simulator



For those who were not able to make it to the gathering, here is the simulator setup we had. We ran through the missions several times. This gave everyone who wanted a chance to participate. Even my wife Kim joined the fun.

We had some interesting moments during the sessions. Like leaving our fighters behind, or the Skipper using Warp Speed like it was sublight. It was a learning experience after all.

Thank you Wolf for setting this up for us. If you want to setup your own bridge, you can purchase the Artemis Simulator for \$40.00 at <http://artemis.eochu.com/>

## Flag Signals

by Commodore John "Professor" Gahrmann



Our Briefing went well and I feel that those that attended have a better feel for the ship and the chapter. We covered our history and a bit of where we are going.

Speaking of Going, we will be going to ConCarolinas. This is the next major event in our area and I hope to see, not only, the Drake, but representation of other ships in 3rd Fleet. We will have a fan table and may be running the Artemis Bridge Simulator. Keep you sensors active looking for more information on that next month.

There will also be a Captain's Cocktail Hour after the table closes on Saturday evening. This is a social time to get to know other members from other ships and prospective new members. It is a limited access

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event. We will have invitations for those working the table and folks that we meet during the day. Our hotel room can only accommodate so many, so please check with the Captain before inviting anyone.

Well for now, it looks like we are out of space dock and headed for a shakedown cruise. Fair winds and following seas!

### **Completion of Refitted Medical Facilities CR2/c Douglas Sanyo Reagan**

The Sickbay has completed its required refit in a very timely manner. All equipment is in proper working order, all required stocks are in place, all pharmaceuticals are counted and within expiry dates.

Ten patient beds and attached monitors have been calibrated to 99.85% accuracy. All linens and replacement items have been stored in proper stations.

Surgical Suite is fully stocked, all instrument trays are sterilized, medical gasses are secured in appropriate racks in storage compartment. Room temperature is set at 75°F (23°C) constant.

Trauma Suite is fully stocked, all instrument trays are sterilized, Emergency Pharmacy Station is stocked and secured. Resuscitation and Emergent Care Stations are stocked and secured. Room temperature is set at 75°F (23°C) constant.

Central Monitoring Desk with improved holographic imaging is functioning within set parameters. Communication Panels are operational (5x5).

Laboratory Suite is fully stocked and full experimentation ready. Hazardous Waste Chutes functioning normally.

On-Call Suite contains two beds, Communications Panel, two Personal Items Lockers, one elevated Treecat bed/claw sharpener post (for Kumonyan when on watch.)

Chief Medical Officer's Office is cleaned and stocked. Auto-secured when CMO is not in office. Interior plants have 'dew collection' (moisture bulbs) for ease of maintenance.

Refreshment Station (to right of CMO's Office) is stocked with minimal patient/staff refreshment. Locked cabinet area below has full tea service and

refrigerated beverages. Patient meal service is directed through Ship's Steward. Captain has full right of use of tea service.

Sickbay Supply Room is inspection ready and secured. Magna-lock keys in possession of CMO, Master of Arms, Commanding Officer, and Corpsman on Watch. All stocks inspected and counted. Linen Warmer Chest is nominal.

"Our refit went extremely well, with very little disruption to necessary services. No Crewman reported for Sick Call or required services of the Medical Staff during refurbishment. CMO authorized CR2/c Reagan to keep his Treecat (Kumonyan) in the On-Call Suite, as Corpsman was performing flextime shifts in Sickbay.

All systems in Medical Department functioning at above optimal levels and Sickbay is awaiting inspection of the CMO for final approval of Space Readiness."

In Service to the Queen,  
Douglas Sanyo Reagan  
CR2/c

### **Twenty-four Quiet Notes**

By Spacer 3rd Class Russell "Bard" Smith

Twenty-four quiet notes  
Of a simple bugle call  
That bring the end of the day  
To servicemen around the world

Twenty-four quiet notes  
From the hard fought civil war  
Where both union and rebel  
Played it for end of day

Twenty-four small notes  
That have been somber played  
For presidents and private  
To signal their final rest

Twenty-four tiny notes  
Played at the end of day  
That bring a strong man tears  
When another is laid to rest

Twenty-four simple notes  
call a quiet bugle call  
That signal it's safe to rest  
And that GOD is watching o'er

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## Information about people, technology, and places in the Honorverse

### *(Warning Potential Spoilers Warning)* **WPSW**

#### Character

By Spacer 2<sup>nd</sup> Class Sara "Ladyhawke" Brooks

#### Michelle "Mike" Henke



Full Name: Lady Gloria Michelle Samantha Evelyn Henke  
Alias: "Mike"  
Gender: Female  
Birthplace: Manticore  
Affiliation: Star Empire of Manticore  
Service: Royal Manticoran Navy  
Family: Mother - Caitrin Winton-Henke, Father - Edward Henke, brother - Calvin Henke"  
Cousins: Queen Elizabeth III, Paul Tankersley (4 th )  
Lady Michelle Henke, CGM, Countess Gold Peak, was a Manticoran Peer of the Realm and an officer in the Royal Manticoran Navy.

A member of the Royal family, Henke was called "Mike" by her friends.

#### Family

Gloria Michelle Samantha Evelyn Henke was the daughter of Edward Henke, Earl of Gold Peak, and Duchess Caitrin Winton-Henke, and the younger sister of the Honorable Calvin Henke. (HH9)

Thus, she was also a niece of King Roger III of Manticore and a first cousin of his daughter and successor, Queen Elizabeth III, and the Queen's

brother, Lord Michael Winton. Paul Tankersley was a fourth cousin. (HH3)

#### Character

She enjoyed coffee, unlike her best friend, Honor Harrington. (HH3)

Though a skilled tactician, she herself noted that hers was a more direct and less complex personality than Honor's. She preferred to avoid shades of grey, and was not inclined to "empathize with" or "agonize over the consequences to" an enemy in the way Honor was; nor was she as inclined to soul-searching. As she rose to fleet command, however, she was forced to confront the inherent weaknesses in that approach, and balance her own personality with the responsibilities of high-level command. (HH12, S12)

#### Biography

Henke was born in the Star Kingdom of Manticore in the second half of the 19th Century PD. She grew up as a member of the Royal family and was close to her cousin Elizabeth, her future queen and empress.

Once grown, she decided to become an officer in the Navy. She and Honor Harrington roomed together for three T-years at the Royal Manticoran Naval Academy on Saganami Island, where she helped Harrington through mathematics and the intricacies of social events. Some of Henke's family would visit her at the Academy. Henke was also the one who reported Pavel Young's attempted rape of Harrington to the Commandant. In 1898 PD, she met with Harrington, who was her junior at the time. (HH3)

As a commander, she served as Harrington's executive officer aboard the battlecruiser, HMS Nike. She would attend an all-squadron meeting on the Nike after a poor squadron performance during a war games exercise. (HH3)

Promoted to Captain (junior grade), she commanded the light cruiser HMS Agni. In this capacity, it was her sad duty to bring Harrington the news of the death of Paul Tankersley. (HH4) She was promoted to full captain sometime later. (HH7)

[http://honorverse.wikia.com/wiki/Michelle\\_Henke](http://honorverse.wikia.com/wiki/Michelle_Henke)

Note: Shortened not to spoil the books.

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## Location

### Republic of Erewhon

Form of Government: Oligarchic Republic  
Official language: Standard English  
Home Planet: Erewhon  
Capital: Maytag  
Head of State: President  
Head of Government: Unofficial quadrumvirate of families' heads  
Executive Branch: Cabinet  
Military: Erewhon Navy (EN)  
The Republic of Erewhon was a single-system star nation with the planet Erewhon as its capital. It was allied with the Solarian League and, like Manticore, in possession of a wormhole junction, the Erewhon Wormhole Junction. Its terminus in the Terra Haute System was 25 light-years away from the Hennesy Terminus of the Manticore Wormhole Junction.

### Star Geography

The People's Republic of Haven was located to the galactic north, the Star Kingdom of Manticore to the west, and the Phoenix Cluster to the south-east. (HH1)

### Geography

(Note: No, really—we didn't make up this stuff. David Weber did.)

The Republic's capital was the city of Maytag. Erewhonese place names tended to reference ancient Earth laundry products (Maytag, Sears, Suds Emporium, etc.) and were reflective of the intent of the planet's founding families (which were criminal organizations) to use it as a money laundering enterprise. (CS1)

For more reading, please visit

[http://honorverse.wikia.com/wiki/Republic\\_of\\_Erewhon](http://honorverse.wikia.com/wiki/Republic_of_Erewhon)

## Role Play Information

Nashoba.

Folks, as those who frequent our Facebook chat know we like to roleplay our adventures aboard the HMS Drake. Here are few things to remember for future episodes.

From the Honorverse Wiki

## Readiness One or Battle Stations

Highest state of alert, in preparation of imminent combat. This state put significant stress on the crew, and was not intended to be maintained for long.

## Readiness Two

Also known as **General Quarters**, **Readiness Two** meant that all engineering and life-support systems, CIC, tactical, and passive sensors were manned. Active sensors were placed on immediate readiness, point defense laser clusters were active and under computer control, counter-missile launchers were loaded, passive defensive systems and EW were ready for instant activation, offensive missile tubes were loaded, half the energy mounts were fully manned, with air evacuated, on a rotating basis, and twenty-five percent of the watch would be allowed rest on rotating breaks.

During Readiness Two, which was one step short of Battle Stations, Auxiliary Control would be reduced to a skeleton watch. It was intended to be maintained for lengthy periods of time.

As part of either of these, crew members should put on their Skinsuit. Since we do not have actual suits, during a drill a member must touch a piece of outerwear. They can then specify that they are putting on their skinsuit. Persons active in the chat who do not get their suit on, may become casualties for the medics.

## Skin Suit.

A **skinsuit** was a type of lightduty spacesuit used in the [19th Century PD](#). In contrast to spacesuits from before the [Diaspora](#), they were much less cumbersome; much like the difference between a diver's wet suit and a traditional tethered hardhelmet suit. Skinsuits provided some resistance to mechanical damage (eg, debris from an explosion), and were able to provide air (and plumbing) in a vacuum environment (eg, after battle damage had produced leaks). It was standard naval procedure to wear skinsuits when naval combat was expected; it substantially reduced casualties. Some battle stations required skinsuits as they were evacuated during general quarters and battle.

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## Diversions

### Quotable Quotes Cryptogram 2

Part 1

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
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Part 2

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book title

### February's Puzzle Solution

Solution: Baffling Basilisk