



The Drake's Call

Official Newsletter of the
HMS Drake / CA-01

SC-1705/09



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From the Command Chair

by Captain JG Allison "TW" Gahrmann

As we begin to enjoy a change in scenery, not only Terran, but in our most recent assignment, I am pleased to report that last month was a very active one aboard the Drake.

Our skin suit drills* have moved aside for more active engagements. For those that play in our Watch window (Facebook Group Chat), this means that we can take *real* casualties now, but no real persons. We have over 800 fictitious crew members in our role play manifest. We may lose some, depending on the role of the die; however, no real persons are in harm's way.

If you want to play, let us know. If you know other ships that want to learn how we online role play the Drake, we are happy to have them tour the Watch and get a taste of it.

We are a part of a newly formed Task Force 32 under the command of our flag captain, Commodore John Gahrmann. The Drake will be in Task Group 32.2 under my command along with the HMS Testudo (Winston-Salem) and HMS Juno (Asheville). CO Darryl Hobbs of the Testudo was able to come aboard and tour during a brief intermission. This was his first chance to be aboard the Drake. We hope to have CO Matthew Miller of the Juno join us soon. We look forward to working more closely with both the Testudo and Juno as the Task Group comes online.

ConCarolinas (June 2-4) in Charlotte is our next stop on the recruiting trail. Booth volunteers and room security are needed. Please let us know when you can help. We hope to see you there. Get your tickets soon! Prices are going up. <http://concarolinas.org>

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!

From Behind the Command Chair

by Commander Brian "Nashoba" Moore

My apologies for the lateness of the Newsletter. It has been a very hectic time for the Moore family. Which included the graduation of our youngest son from college; a proud moment for his mother and I.

Looking forward we have ConCarolinas in Charlotte. This convention is one that we have attended for many years. It was at ConCarolinas that I became familiar with the Royal Manticoran Navy and met some of the crew of the Drake. Hopefully some of you will be able to attend.

PROMOTIONS

From Spacer 3rd Class to Spacer 2nd Class, Chris "Jester" Watson completed four (4) tests in April earning him the Space Services Deployment Ribbon and his first promotion.

From Lt. JG to Commander, Stephen "Ships" Schonewolf has accepted a position in BuShips as the Director of Ship Building. He will remain the third officer of the Drake.

TESTING

Those who have completed additional testing include:

Senior Master Chief John "Kiwi" Kane – two (2) tests

Lt. Surgeon Doug "Bones" Henry – three (3) tests

Corpsman 2/C Douglas "Tempest" Reagan – seven (7) tests

NEW RECRUITS

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Spacer 3rd Class Cathleen Bradshaw (TN)



**Medical Department
HMS Drake (CA-01)**

TO: All Personnel with Adopted Treecats

1. Recently, enquiries have been made as to medical services for the Treecat members of the Crew. During our refit, certain specific items and supplies were taken in stores for the routine and emergent care of Treecats.
2. Patient Bed 10 can be modified for the care and treatment of Treecats. The bed monitors were calibrated for Treecats (and Humans), and can be used to care for two Treecats. The bed has a divider to allow more privacy and less stress to the individual Treecat if necessary. This bed can also be isolated in case of biological, chemical, or nuclear exposure.
3. An Emergency Treatment Cart and an Ambulatory Treatment Cart is in Sickbay for the care of the Treecats. Also, a Specific Surgical Cart is in the Surgical Suite for the needs of the Treecats onboard. All appropriate medications, vaccines, and dietary supplements are stocked.
4. Our Corpsman, CR2/c (FMF) Reagan has acquired a full stock of fresh frozen celery and purple thorn for the benefit of the adopted Treecats. All personnel with Treecats are welcome to come by Sickbay to obtain these items as needed. As we are on an undetermined timed mission, personnel are allowed 1 bunch of celery and/or 10g of purple thorn at a time.
5. Remember: a good wholesome diet, a bit of grooming, a clean evacuation area, and lots of affection and attention will keep

your Treecat physically and psychically healthy and happy. Your Treecat adopted YOU, so you both are bound to each other in many ways. Always be the one to do for them, what they are not able... they will do the same.

For the Surgeon Lieutenant:
CR2/c (FMF) Reagan, D.
Medical Department, HMS Drake

Steward's Nook

By PO/3 Sarah "Nike" Mills

Dragon's Blood Punch (non-alcoholic)

Yield: about 20 to 25 servings

Ingredients

1 (46-ounce) can red punch (recommended: Hawaiian Punch)
1 (46-ounce) can apple juice
1 (48-ounce) bottle cranberry juice
1 (2-liter) bottle ginger ale
Ice cubes
Orange liqueur, optional

Directions

Combine all ingredients in a large punch bowl or pot. Add ice and stir. Ladle into serving glasses.

For grown up version, add 4 cups berry vodka and 1/2 cup orange liqueur.

Dragon's Breath (shot)

1 Part Absolut Peppar
4 Dashes Hot Sauce
1/2 Part Whisky/Honey Liqueur

How to mix

(Video clip <https://www.youtube.com/watch?v=BGq70XKSJp0>)
Fill a shaker with ice cubes. Add all ingredients. Shake and strain into a chilled shot glass.



Role Play Information:

Following our refit at Bolthole, the HMS Drake completed its shakedown assignment. Deputy Fleet Commander Joseph Lyons was able to tour the Drake and see the new installations before ordering our newest picket—the Joshua-Erewhon Hyper Bridge.

Having completed the journey to Erewhon where we were met in Hennessy by the HMS Testudo. We arrived in Erewhon without incident.

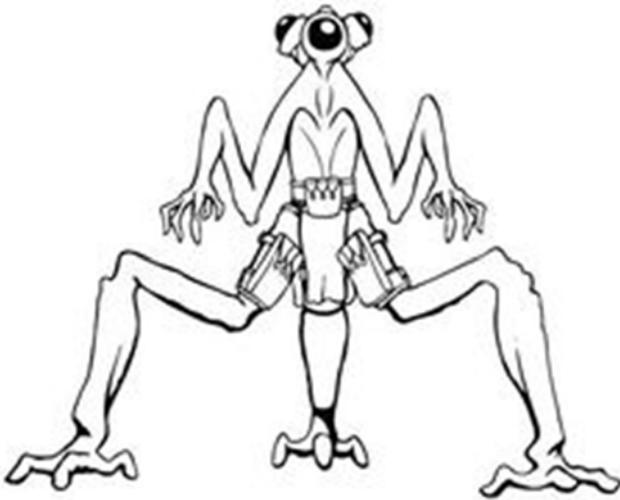
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Manticoran service to serve as Admiral Harrington's chief of staff in Task Force 34.

She continued to serve as Admiral Harrington's chief of staff when the Admiral took command of Eighth Fleet, and later Home Fleet in the aftermath of the Battle of Manticore. She continued in that position when Harrington went back to command the Eighth Fleet. When Admiral Harrington was given command of Grand Fleet, she performed as chief of staff for that fleet as well.

Species **Medusan**

The Medusans were the native sentient species of the planet Medusa in the Basilisk System.



Physical characteristics

The Medusans were trilaterally symmetrical with three arms and three stilt-like legs, which resulted in humans giving them the nickname "stilties". (HH1) A typical Medusan stood 2.3 meters tall, although they could settle to less than a third of that height on their unique, tripod legs. Their joints were all ball-and-swivel, as with most animals on the planet. Medusans had the ability to splay their legs out on the ground and ride out storms, or pull them in and set up a fast, gamboling trot.

Each arm ended in a six-fingered hand, of which three fingers formed dominant graspers and three

smaller fingers provided the ability to manipulate objects. Legs end in feet with three toes also capable of grasping objects.

The top of a Medusan's body case had three eyes, one over each of the arms, with three olfactory spiracles above the eyes. The mouth was located under one of the three hip joints, the primary excretory apparatus below the hip joint clockwise from the mouth, and the third hip joint protected the cloacal sex organs. (Companion)

Medusans easily became addicted to Mekoha, a drug extracted from local vegetation. (HH1)

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

Technology

By: Commander Stephen (Wolf) Schonewolf
Weapons Technology in 1901 Post Diaspora

This article will concentrate on the weapons available to ships during the era of the first Honor Harrington book. A certain number of terms that have been used in the chat will not be present, as they are developments of technology that come during later books. Still, this is a small primer to what weapons that are able to be employed aboard ship.

Lasers

Ships are armed with a number of lasers that can deal damage to an enemy vessel. They are direct line of sight weapons, and completely neutralized by interposing a ship's wedge against the laser. However, when a ship has suffered impeller wedge damage and loses acceleration or suffers from node failures taking down the wedge, the laser is an effective tool of destruction. Lasers come in three main categories. There is the Graser, the weapons that deal massive damage and are used primarily by the larger vessels in large numbers. There are lasers proper that are used in ship to ship combat. There are point defense lasers which are almost entirely computer operated. These point defense lasers are used to track and detonate incoming warheads as a last line of defense.

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Torpedoes

Often referred to as plasma torpedoes, these are weapons of limited range. They put out high amounts of focused energy which can deal massive damage to enemy vessels, so long as they are in 300 km of range. Missile range during this era was something like 5-6 million kilometers, so torpedo usage was somewhat limited. In fact, they are practically not mentioned after On Basilisk Station.

Missiles

The most common weapon that we read about during the Honor Harrington series are varying types and sizes of missiles. The size of missiles used depended greatly on the size of the ship (how much space there was to mount the launchers and how many missiles could be stored). Missile flight plans and maneuvers were input by the weapons officers from the bridge, using the latest updates on computer simulations based on combat data. Each laser had an impeller drive like that of a starship, and would accelerate for approximately 180 seconds under power. If the missile has not reached its target within this time it has used up its thrust and will take on a completely ballistic flight path (making it incredibly easier to target with point defense lasers, counter-missiles of a ship's wedge). The bubble created around a ship that a missile could reach under power was referred to as the 'missile envelope'. Although this represented the maximum range, the effective range for missiles was much smaller, as it would give missiles the ability to maneuver in attempts to move towards the ship where defenses were the weakest. During the time of the books, missiles are programmed with instructions and fired and forgotten, the resulting data would refine the next launch, but once a missile was launched it was beyond communication with the ship.

There were three main categories of missiles used during the first Havenite War.

Bomb Pumped Lasers

These were by far the most commonly used missiles. These missiles navigated towards the enemy and, when in range, the warhead used its energy release to fuel a single spray of lasers in the hope of hitting up or down a wedge or through a sidewall. A lot of the worst damage done in the early books is by the bomb pumped laser.

Conventional Warheads

These were missiles loaded with a conventional nuclear warhead at the tip. They required a direct contact with a ship in order to do damage, unlike Bomb Pumped Lasers which merely needed to be close enough to hit.

ECM/Decoy Missiles

Some missiles were not true missiles at all, but contained jamming noise or were diversions against the counter missiles and point defense of the enemy vessel.

Grav Lance

Finally there is the much-maligned grav lance. This weapon used the gravitic nodes of a warship to focus energy that would overcome a sidewall, leaving an enemy vessel completely open to nuclear warheads, lasers, grasers and plasma torpedoes. The shortcoming is the amount of space it took up within a ship as well as the incredibly short range. It is successful as a last-ditch weapon in the first book, and never implemented on any vessels other than CL Fearless.

Here's a quick rundown of terms that are NOT referred to in the time of On Basilisk Station. They are current in some cases to the current RP situation for the timeline we are in, but it is more to cover in a future article

Multi-drive Missile

Apollo Missile

Ghost Rider

LAC (Ferrets or Shrikes)

Missile Pods



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Diversions



TAC 101: Omnidirectional

				14
8		8		25
	7			18
		3	8	19
			1	6
18	15	15	20	19

The missing numbers are integers between 0 and 9.
 The numbers in each row add up to totals to the right.
 The numbers in each column add up to the totals along the bottom.
 The diagonal lines also add up the totals to the right.

April's Puzzle

Part 2 On Basilisk Station

Part 1 "—and the Royal Manticoran Navy does not 'bluff'"

Quotable Quotes Cryptogram 2 Solutions