

# THE NOMADIC CHRONICLES

*“WITHOUT FREEDOM OF CHOICE, THERE IS NO CREATIVITY”*



Commander Joel Robert EHL (Rob)



NOVA Class Starship at Space dock

## Captain's Log

24 AUGUST 2020

All hands this is the Captain!

Still working on a catch phrase. Anyway, what a month for the chapter/ship. We have grown again which is awesome. We have 4 new member son board and have a confirmed crew compliment of 13.

We were also busy in the awards department nominating 3 other Chapter members in the Region for awards and successfully being awarded 4 Orders of Merit for our chapter.

In addition, we have disbanded the Marine Unit at Lt. Colonel Williams request and will have MACO onboard with us.

Our social media channels have grown with the addition of Discord and the development of the existing avenues of communication. Remember please that some people only have access to e-mails and communications can be done there by sending to crew or the recipients first [name@uss-nomad.ca](mailto:name@uss-nomad.ca). Please remember if sharing a joke or recipe.

Keep up the great work. Keep getting to know each other. The ship is doing great so far so let's keep up the good work.

Captain out.

## The NOMAD Early Commission



The Starfleet Shakedown manual outlines the rules and requirements to become a fully commissioned chapter in Starfleet International. Basically, it is a probationary period that helps guide and set you up for success. The period for the shakedown to occur and be completed is 9 months.

The works and effort that has been shown by the members of this group allowed for an application to be submitted for early commissioning. There are tasks that allow for certain time to be reduced based on success in these areas.

Although only a Chapter since June 23<sup>rd</sup>, the Operations Section of the Fleet accepted the early application, investigated the accomplishments and announced that the NOMAD would be commissioned on November 23<sup>rd</sup>, 2020. The Nomad was reduced the maximum time possible and went from a 9 month shakedown to 5 months. A truly remarkable accomplishment!

## STARFLEET INTERNATIONAL



### NEW THIS MONTH!

The 446<sup>th</sup> Marine Unit is the Official Marines of the USS NOMAD is OUT! Disbanded.

The 446th MSG , the Canuck Commandos and are under the command of LTC Paul Williams. Had administrative issues with Command and as a result LC Williams joined MACO

MACO was formally know as Special Operations in Starfleet and offers many interesting courses/learning opportunities.

MACO has it's own rank, uniforms and awards structure. We currently have 3 members.

Any member that is in good standing can join MACO. Please contact Rob for details at [maco@uss-nomad.ca](mailto:maco@uss-nomad.ca)

The SOU-1725 MACO Unit has a new logo as well. The Military Assault Command Operatives are a support Unit for the Security on board NOMAD.

The Unit name is Beserkers and the Motto is "Fist of the Fleet"



### AVAILABLE POSITIONS

## Human Resources Job Postings

### NOMAD'S CURRENT REQUIREMENTS

**Chief Communications Officer** – Develop the Newsletter and produce monthly. Assist in designs and distribution of communications with Starfleet International.

**MACO Team Leader** – Develop a MACO strike group on board to assist Security and Marines when required

**Second Officer/Ops** – Monitor department heads and compile monthly staff reports.

**CREW** – Most important. Recruit a fellow sci-fi fan. A friend, Cosplayer, relative. We need numbers to grow and expand.

**NEW CHIEF ENGINEER – LT. T'Vel**

## The CREW

Commander Rob EHL	Captain
Lt. CMDR Sean Hall	XO
LTC Paul Williams	Chief Security
Lieutenant Nancy EHL	Chief Medical Off/ Veterinarian
Lt. T'Vel	Chief Engineer
LTJG. Michaela Phillips	Chief Science Off
LTJG Judy Grant	Counsellor
Ensign Ian Brannon	Helm
Ensign John Rhead	Exobiology
CPO Jenn Grant	Nurse
Crewman Stephan Agnew	Cargo Bay/Helm
Crewman Darren Hann	Fitness
Crewman Jamie Johnson	(TBD)

## DEPARTMENTAL REPORT

### Engineering

Lt. Heather Lawrence (aka Lt. T'Vel)

A few months ago, I started playing Minecraft while laid off because of Covid-19. Once I found out players could make their own textures to change the look of the game, I started thinking about how I could inject a little Star Trek into it—and came up with these designs for the ore blocks, which include a Nova-class starship model for the gold ore. I've been posting chapters of a Star Trek fanfic which features the crew of a Nova-class ship, so it's a happy coincidence that the USS Nomad is the same class! I've also given the dry sponge block a holodeck grid texture.

Ideally, I'd like to make an entire higher resolution texture pack (I'm working at 128x rather than the standard 16x resolution), but we'll see how it goes. There are a lot of different blocks in Minecraft, especially since the recent Nether update, so it's a bit daunting! I'm tackling the project by breaking the blocks up into smaller groups (the next group I want to do is the doors and trap doors), so it's a little less intimidating. The majority of the biomes and crafted blocks will be Earth-like/Starfleet themed, but I do have some plans for deserts and mesa/badlands to be Vulcan themed, and some Nether biomes to be Klingon themed aside from the new warped forest and crimson forest. Since those are forests of fungus, they will be styled after the mycelial network in Discovery.

Hopefully I'll have something new to show for the next newsletter!



## AWARDS/RECOGNITION



Michaela Phillips  
Order of Samaritan.]



Paul Williams Order  
of Samaritan.pdf



Joel Ehl Order of  
Herodotus.pdf



order of babel Rob  
Ehl (1).odp