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TruWarriors of the Week



YN3 Robert Fido Carrier Air Wing 1



CTRSN Christopher Motlenski Intel Department

ON THE COVER



Explosive Ordnance Disposal Technicians, assigned to EODMU 6, prepare to board an MH-60S Sea Hawk helicopter, attached to the "Dragon Slayers" of HSC 11, during a training exercise on the flight deck. Photo by MC3 Kaysee Lohmanr

Games & Entertainment

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welve people died when two Marine Corps CH-53E Sea Stallions from Kaneohe Bay crashed off the north coast of Hawaii in 2016. ABF1 Daniel Arbogast, Truman's air department V-4 division flight deck ALPO, was the last person to physically see the aircraft and crew.

Q: When was the incident?

Arobogast: I was an E5 and about 27, stationed in Kaneohe Bay, a Marine Corps base in Hawaii.

Q: What happened?

Arbogast: It was actually a normal Friday night. We ran all of our samples and were getting ready to shut down for the night. We got one last call for the night to fuel two 53s. We went out and topped off the two aircraft. I remember giving the fire bottle watch a high-five on his way back to the aircraft. It was my last

fueling evolution of the day. I went back to the shop to close down for the day. About an hour later, I got a phone call that said I needed to start packaging up all of our QA logs. We just had two 53s go missing off the coast. I specifically remember the whole situation. I gave that guy a high five, took the receipts from him and carried on with my day like it was a normal day, and an hour later it wasn't.

Q: What was the outcome after that day?

Arbogast: Whenever there's an aircraft crash of any sort, the first thing they do is look into the fuels logs to find an explanation for the crash. Right after it happened I received a phone call saying to get my logs and make sure they're ready to go.

About two or three days later, I went up with my wife to the town where they were basing their search and rescue mission out of. We went to drop off water

bottles and bagged lunches, because these guys were out there searching for just hours and hours without a break. I'll never forget seeing those families standing on the beach staring out at the ocean, just hoping that somebody would catch a glimpse of something just for the closure.

They found those two 53s at the bottom of the Pacific about three months later with all crew members still on board. Fortunately for me, it was non-fuel related, but say that to the 12 families who are filling a void.

Q: What did you learn from this experience?

Arbogast: One of the biggest things I learned from the situation is that all the little things that you don't take seriously, like doing your one-lines or using whiteout on logs, it's absolutely pertinent that you do it correctly. What seems mundane to you can easily take somebody's life. When something like that happens,

you start wondering, "Did I do everything correctly? or, Did I gundeck? No, I didn't, but what did I do wrong?" Even though it ultimately didn't fall down on me, when you're the last person to deal with somebody, and then you have an investigative type situation that falls down on something you were directly involved in, you really worry if you did everything correctly.

Q: What message would you like to give to junior Sailors?

Arbogast: My message is don't gundeck. If you don't gundeck, you'll have nothing to worry about. You might take things as a mundane task, get complacent with it, and start to cut corners. That's all fine. Until it's not. You live with that memory. You have that for the rest of your life. Just do the right thing, so you don't have even the slightest possibility of thinking you might've killed somebody.



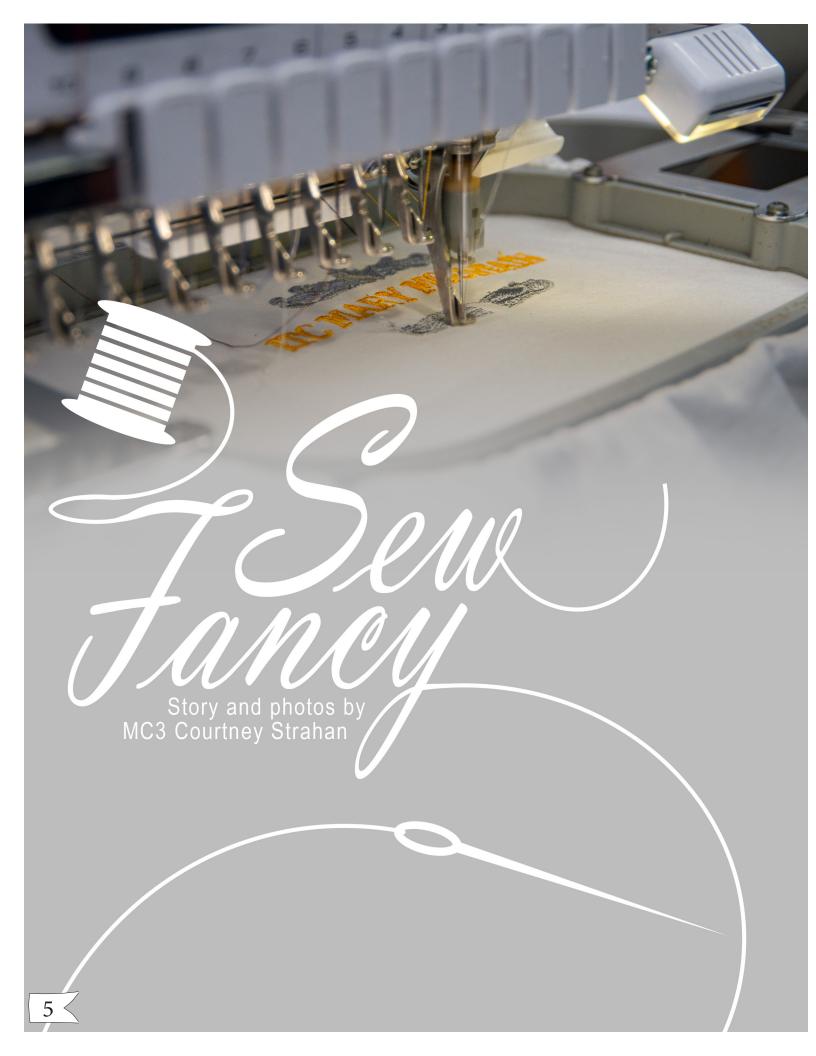
Marines hold a memorial service for the lives lost.

"When something like that happens, you start wondering, "Did I do everything correctly? or, Did I gundeck? No, I didn't, but what did I do wrong?"

"Fust do the right thing, so you don't have even the slightest possibility of thinking you might've killed somebody."



ABF1 Arbogast poses for a photo on the flight.





"...the vice president was wearing something that I personally made. It was an unexpected surprise."

wo of Truman's AIMD Sailors have been silently competing with the BMs and PRs in all things embroidery.

AIMD's jet shop had a plotting machine that made stencils for jerseys, until the plotter broke. To replace the broken plotter, an embroidery machine was moved from the PR shop to a space in the jet shop. When it was in the PR space, it was used for jerseys, labeling seat covers and other projects.

Air framers AM3 Justin Hilt and AM3 Ian Van Matre have taken time away from their rate to learn and master the software and functions of the embroidery machine.

"Most of our training has been trial-and-error," said Van Matre. "Even after a year of using this machine, I still find new things."

The computer-based software allows the user to upload images to be sewn, or the user can input a series of shapes to create the desired image. At this point in their



experience, Hilt and Van Matre can look at a patch and know what pattern creates the design with the confidence they have the skill to recreate it.

"I have sewn a lot; from the symbol of the band Godsmack to an autism awareness ribbon," said Hilt. "We can make just about anything."

Hilt was even able to sew a couple of embroidery pieces for Vice President Mike Pence during his visit to Truman this April.

"Although it was just a hat and nametag, I was excited," said Hilt. "It wasn't anything extravagant, but the vice president was wearing something that I personally made. It was an unexpected surprise. I'm proud that my work was decent enough for him to sport."

While some of Hilt and Van Matre's more creative work can be seen among the crew, the embroidery shop is purposed for case-by-case requests. The duo embroiders jerseys and patches for the command leadership of CSG8, CAG, Truman and any E-7 or above who 8 ZZ2has been approved by AFCM Gerald Newman, the AIMD MMCPO.





Sailor, SAR Swimmer, Deck Master

Story by MC1 D. Keith Simmons

In comic book stores across America, a new game hit shelves that was unlike any other game before it, mixing magical beasts and legendary creatures from fiction books and other fantasy role playing games. The card game put children of all ages in command of diverse armies to do battle with one another, casting spells of blue, white, red, black or green with various effects to try to defeat their opponents.

The year was 1995, and a young man from Chanute, Kansas, was on a class trip to Chicago when he first saw other teenagers battling one another on the sidelines of the National High School Chess Championship.

"I had never seen people playing an interactive game with cards, besides something simple like Uno or a basic card game," said AWS1 Christopher Mefford, an HSC-11 rescue swimmer who has been in the Navy for over 18 years. "It was drastically different than anything that had come out at the time. There was nothing like that. We had never seen anything of that genre."

It wasn't long after that trip that Mefford said he

and his friends would gather at a friend's house to open their packs of cards to see what they had collected and compare their most powerful warriors.

> "We thought, 'Oh my God, this is the coolest card ever," said Mefford, remembering the satisfaction of opening new packs. "The cool thing was that it was an interactive game that you could also collect. We all wanted to have the best cards, but at the same time, you also wanted to have those cards to with."

play with." The game has been out for more than two decades now, and while Mefford said he hasn't played consistently for that whole time, he never considered it much beyond the game aspect.

The game has developed hundreds of playable characters and adventures that have spanned several fictitious worlds and planes of existence.

"Initially, I never thought of the storyline, I just

played the game," said Mefford, reflecting on those early years. "More recently, I have thought it's quite amazing how much they put into it; this world they've created. Now, I actually want to read some of the books to see what the storyline behind some of the revolving conflict is."

This type of imaginary world can be just the type of thing a Sailor needs when underway on

AWS1 Christopher Mefford is a rescue swimmer and participated in a search and rescue exercise during COMPTUEX in July. Photo by MC3 Maxwell Higgins

a deployment to mentally escape after rigorous flight schedules, neverending maintenance or mandatory drills. Mefford said playing the game gives him time to think about something completely

unrelated to his job and is a lot of fun.

"It's a great way to spend your down time," suggested Mefford. "It's a great way to interact and take your mind off the everyday rigors of deployment. I enjoy spending time with other individuals who are into the same thing as me, enjoy the same hobbies as me and doing that is such a great stress reliever."

On a ship of more than 5,000 Sailors, it's impossible to know everyone, but it is possible to make friends outside one's own shop, division or department. The game can give the nearly 2,000 Sailors who are embarked aboard Truman for the deployment the opportunity to meet people who have similar interests in fantasy fiction role playing games.

"It's always different people from different assets, or ship's company or different squadron personnel who come to play," said Mefford about the people he games with. "As I meet new individuals and learn what their jobs are, it kind of gives me a better understanding of how the whole strike force works."

One of the people Mefford has met through the game since coming aboard Truman is Aaron Herrington, the ship's lead Xerox technician.

"He's very knowledgeable and willing to help new players," said Herrington. "He's the kind of player who doesn't just sit there and play their turn. He's good at explaining and discussing each card. That helps make the game more fun."

From those earliest moments seeing this new game in the halls of the chess tournament and the social interaction between the players, Mefford said that his goal and purpose for playing has shifted from one of a casual player just trying to see what kind of deck would win, to making the game fun for everyone

AWS1 Christopher Mefford strategically plans his next card to counter his opponent. Photo by MC2 Scott Swofford

at the table.

"...it was an

"Sometimes, I specifically play to win, and sometimes I play just to have a good time with my friends," said Mefford. "Sometimes the longer the game

lasts, the better. It's

more fun. That way you interactivegamethat get to interact more and everyone has a good time." In addition to his motives for playing, Mefford said he has seen the game itself change over the years.

you could also collect." "I remember when I first started playing it, we had no idea what we were doing," said Mefford. "Whereas now,

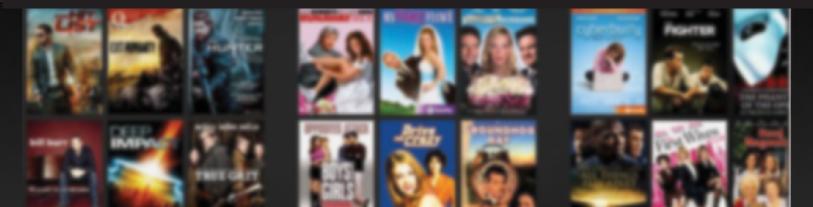
> there is very definitive rules and processes you follow during the game. I would definitely say they've made the game much better."

Mefford is a regular on the aft mess decks on Saturday nights, where Sailors meet to play Magic: the Gathering. 10



TRUFLIX

SUNDAY 15DEC2019									
TIME	Ch. 7	TIME	Ch. 8	TIME	Ch. 10				
0700/1500/2300	FAST AND FURIOUS	0700/1500/2300	MISSION IMPOSSIBLE	0700/1900	MRS. DOUBTFIRE				
0900/1700/0100	THE PERFECT MATCH	0900/1700/0100	THE MEG	1000/2200	JOKER				
1100/1900/0300	NEIGHBORS 2: SORORITY RISING	1100/1900/0300	THE HUNSTMAN: WINTER'S WAR	1300/0100	IT'S A WONDERFUL LIFE				
1300/2100/0500	RAIDERS OF THE LOST ARC	1300/2100/0500	FAST TIMES AT RIDGEMONT HIGH	1600/0400	JERRY MAGUIRE				
			MONDAY 16DEC2019						
TIME	Ch. 7	TIME	Ch. 8	TIME	Ch. 10				
0700/1500/2300	PASSENGERS	0700/1500/2300	RATATOUILLE	0700/1900	TRAINING DAY				
0900/1700/0100	THE FOUNDER	0900/1700/0100	MOANA	1000/2200	PATRIOT'S DAY				
1100/1900/0300	THE PREDATOR	1100/1900/0300	WALL-E	1300/0100	LIVE BY NIGHT				
1300/2100/0500	JUSTICE LEAGUE	1300/2100/0500	сосо	1600/0400	MOULIN ROUGE				
			TUESDAY 17DEC2019						
TIME	Ch. 7	TIME	Ch. 8	TIME	Ch. 10				
0700/1500/2300	BOURNE IDENTITY	0700/1500/2300	THE PRINCESS BRIDE	0700/1900	THE REVENANT				
0900/1700/0100	PURGE: ELECTION YEAR	0900/1700/0100	SECONDHAND LIONS	1000/2200	AQUAMAN				
1100/1900/0300	ATOMIC BLONDE	1100/1900/0300	MEN IN BLACK	1300/0100	HARRY POTTER AND THE DEATHLY HALLOWS PT 1				
1300/2100/0500	READY OR NOT	1300/2100/0500	BLACK SEA	1600/0400	HARRY POTTER AND THE DEATHLY HALLOWS PT 2				
			WEDNESDAY 18DEC2019						
TIME	Ch. 7	TIME	Ch. 8	TIME	Ch. 10				
0700/1500/2300	THE GREAT OUTDOORS	0700/1500/2300	VENOM	0700/1900	BRIDGET JONES'S BABY				
0900/1700/0100	OCEAN'S 8	0900/1700/0100	HOW TO BE A LATIN LOVER	1000/2200	JURASSIC WORLD: FALLEN KINGDOM				
1100/1900/0300	BAYWATCH (2017)	1100/1900/0300	GHOST IN THE SHELL	1300/0100	A CURE FOR WELLNESS				
1300/2100/0500	PLATOON	1300/2100/0500	MIDNIGHT SUN	1600/0400	PAIN AND GAIN				
			THURSDAY 19DEC2019						
TIME	Ch. 7	TIME	Ch. 8	TIME	Ch. 10				
0700/1500/2300	UNCLE DREW	0700/1500/2300	MID90S	0700/1900	CAPTAIN AMERICA: CIVIL WAR				
0900/1700/0100	THE HUSTLE	0900/1700/0100	ME BEFORE YOU	1000/2200	SNOWDEN				
1100/1900/0300	WILSON	1100/1900/0300	THE CURSE OF LA LLORONA	1300/0100	THE BEST LITTLE WHOREHOUSE IN TEXAS				
1300/2100/0500	ROUGH NIGHT	1300/2100/0500	DR SEUSS' THE GRINCH	1600/0400	SOLO: A STAR WARS STORY				
			FRIDAY 20DEC2019						
TIME	Ch. 7	TIME	Ch. 8	TIME	Ch. 10				
0700/1500/2300	DIRTY GRANDPA	0700/1500/2300	THE MOUNTAIN BETWEEN US	0700/1900	13 HOURS: SECRET SOLDIERS OF BENGHAZI				
0900/1700/0100	LADY BIRD	0900/1700/0100	THE POLAR EXPRESS	1000/2200	JOKER				
1100/1900/0300	OFFICE CHRISTMAS PARTY	1100/1900/0300	MY BIG FAT GREEK WEDDING	1300/0100	THE HUNGER GAMES				
1300/2100/0500	WHITE BOY RICK	1300/2100/0500	MY BIG FAT GREEK WEDDING 2	1600/0400	THE HUNGER GAMES MOCKINGJAY PT 2				
			SATURDAY 21DEC2019						
TIME	Ch. 7	TIME	Ch. 8	TIME	Ch. 10				
0700/1500/2300	LATE NIGHT	0700/1500/2300	THE SPY WHO DUMPED ME	0700/1900	READY PLAYER ONE				
0900/1700/0100	FATHER FIGURES	0900/1700/0100	ALMOST CHRISTMAS	1000/2200	JOKER				
1100/1900/0300	A SIMPLE FAVOR	1100/1900/0300	SAUSAGE PARTY	1300/0100	WHITE CHRISTMAS				
1300/2100/0500	WHAT MEN WANT	1300/2100/0500	TYLER PERRY'S A MEDEA CHRISTMAS	1600/0400	STAR WARS: THE FORCE AWAKENS				









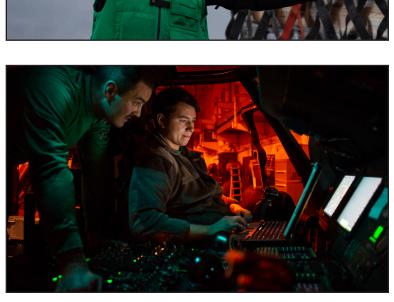




This Week In Photos









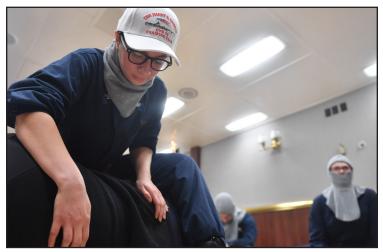


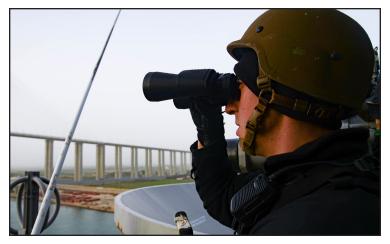














BEAT

ARMY