



Deep Space 2 Newsflash October 2024

Introduction

The DS2 Newsflash is meant to inform the crew about what happened last month, what is going to happen, and what is planned for the near future. The DS2 Newsflash in PDF Format for Acrobat Reader, often contains pictures, while the text version does not. You can read and download this DS2 Newsflash in PDF Format with this direct link:

<http://arthurvanrhee.be/ds2archiefflas1024.pdf>

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1. A word from the DS2 CO

Hi all,

Again a reminder:



Razor Reel Flanders Film Festival
October 24-26 & October 30-November 2, 2024
Sint-Lodewijkscollege, Magdalenastraat 30, 8200 Sint-Andries (Brugge)
<https://www.razorreel.com/>

Enjoy,

Arthur

UFP News

UFP on Facebook

<https://www.facebook.com/groups/mikeferg1>

*****Star Trek Online Screenshots (Pictures PDF Version only)*****

Star Trek Online: Unparalleled

Latest episode: Situation Under Control

Flagship Celebration



All Star Trek Flagships to see around Earth



USS Enterprise NCC-1701



USS Enterprise NCC-1701-D



USS Discovery NCC-1031

Star Trek Online:

The year is 2409. Over a century has passed since the events of Star Trek: Discovery and thirty years since the events of Star Trek: Nemesis. The Romulan Empire has fractured after the destruction of their homeworld; covert meddling by the Undine and Iconians has forced the Federation and Klingon Empire into war with each other once again; and remnants of the Cassian military and Alpha Strain Jem'Hadar disrupt the peace near Deep Space Nine. The galaxy is in turmoil and it's up to you and your crew to save it!

For more info on Star Trek Online (free to play):

<https://www.playstartrekonline.com/>

2. Announcements

There can be some changes to the guestlists and some guests only come on a particular day during the convention. Please visit the websites for the latest news.

German Film & Comic Con Berlin Station

October 5-6, 2024

Station Berlin, Luckenwalder Str. 4–6, 10963 Berlin, Germany

<https://www.germanfilmcomiccon.com/Events/German-Film-Comic-Con-Berlin/>

Guests:

Gina Carano, James Marsters, MTBA

Razor Reel Flanders Film Festival

October 24-26 & October 30-November 2, 2024

Sint-Lodewijkcollege, Magdalenastraat 30, 8200 Sint-Andries (Brugge)

<https://www.razorreel.com/>

Comic Con Brussels
October 26-27, 2024
Tour & Taxis, Avenue du port 86c/Havenlaan 86c, Brussels
<https://comicconbrussels.com/>
Guest:
Kevin Spacey, MTBA

F.A.C.T.S.
November 2-3, 2024
Flanders Expo, Maaltekouter 1, 9051 Ghent, Belgium
<https://facts.be/>
Guests:
John Noble, David Finch Meredith Finch, Klaus Johnson, Brian Stelfreeze, Kevin J. Anderson, MTBA

Fanexpo San Francisco
November 29 - December 1, 2024
Moscone Center West, San Francisco, CA, USA
<https://fanexpohq.com/fanexposanfrancisco/>
Guests:
Mark Hamill, Ewan McGregor, Elijah Wood, Temuera Morrison, William Shatner, Katee Sackhoff, Alan Tudyk, Sean Astin, Sonequa Martin-Green, Carl Weathers, Rose McGowan, Dominic Monaghan, Billy Boyd, Eman Esfandi, Jason Lee, Jeff Ward, Henry Winkler, John Barrowman, Danielle Panabaker, Carlos Valdes, Emily Swallow, Mary McDonnell, Holly Marie Combs, Tony Todd, Emilie de Ravin, Sean Gunn, James Marsters, Adrienne Barbeau, Denis Lawson, Daniel Logan, Vivien Lyra Blair, Gina Schock

German Film & Comic Con Winter Edition
December 7-8, 2024
Messe Dortmund, Germany
<https://www.germanfilmcomiccon.com/Events/German-Film-Comic-Con-Dortmund-Winter/>
Guests:
Robert Englund, Tom Welling, Sean Asin

Seattle Worldcon 2025
August 13-17, 2025
Seattle Convention Center, Seattle, WA, USA
<https://seattlein2025.org/>
Guests:
Martha Wells, Donato Giancola, Bridget Landry, Alexander James Adams



Conventions organised by Creation Entertainment (Mostly US/CAN/UK)

<https://www.creationent.com/>

<https://www.facebook.com/CreationEntertainment>

Not all guests are appearing during the entire convention.
Check website for guest day of appearance.

Salute to Smallville Convention

October 5-6, 2024

Hilton Parsippany Hotel, 1 Hilton Ct, Parsippany, Troy Hills, NJ 07054

Guests:

Tom Welling, Michael Rosenbaum, Kristin Kreuk, Erica Durance, John Glover, Laura Vandervoort, Aaron Ashmore

The Road So Far...

The Road Ahead

October 11-13, 2024

Embassy Suites Charlotte-Concord Resort, 5400 John Q Hammons Dr. NW, Concord, NC 28027

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Jeffrey Dean Morgan, Ruth Connell, Rob Benedict, Richard Speight JR., Matt Cohen, Samantha Smith, Briana Buckmaster, Kim Rhodes, Alaina Huffman, DJ Qualls, Adam Rose, Osric Chau, Adam Fergus, Jason Manns

Electric Con

October 12-13, 2024

Ernest N. Morial Convention Center, 900 Convention Center Blvd, New Orleans, LA 70130

Guests:

Dean Devlin, Christian Kane, Rachel Olschan-Wilson, Marc Roskin, Drew Powell, Jake Stormoen, John Kim, Matt Frewer, Linda Booth, Beth Riesgraf, MTBA

Salute to Battlestar Galactica 20th Anniversary

October 25-27, 2024

The Westin O'Hare, 6100 North River Road, Rosemont, IL 60018

Guests:

Ron D. Moore, Edward James Olmos, Katee Sackhoff, Mary McDonnell, Tricia Helfer, Grace Park, James Callis, Jamie Bamber, Michael Trucco, Rekha Sharma, Kate Vernon, Kandyse McClure, Tahmoh Penikett, Alessandro Juliani

Salute to The Boys Convention

October 26-27, 2024

Hanover Marriott Hotel, 1401 Route 10 East, Whippany, NJ 07981

Guests:

Antony Starr, Erin Moriarty, Tomer Capone, MTBA

The Road So Far...

The Road Ahead

November 1-3, 2024

Donald E. Stephens Convention Center, 5555 N River Rd, Rosemont, IL 60018

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Ruth Connell, Rob Benedict, Richard Speight JR., Matt Cohen, Samantha Smith, Briana Buckmaster, Kim Rhodes, DJ Qualls, Lisa Berry, Adam Rose, Jake Abel, Tahmoh Penikett, Jason Manns

ST-NJ: TREK to New Jersey

November 8-10, 2024

Meadowlands Exposition Center, 355 Plaza Dr, Secaucus, NJ 07094

Guests:

Anson Mount, Anthony Rapp, Bonnie Gordon, Casey Biggs, Celia Rose Gooding, Christina Chong, Cirroc Lofton, Dawnn Lewis, Doug Jones, Elias Toufexis, Ethan Peck, Eugene Cordero, Gabrielle Ruiz, Gates McFadden, Jeffrey Combs, Jerry Ryan, Jess Bush, JG Hertzler, Max Grodenchik, Michael Dorn, Michelle Hurd, Robin Curtis, Ryan T. Husk, Tawny Newsome, Terry Farrell, Terry Matalas, Todd Stashwick, Vaughn Armstrong

Vampire Fan Weekend

November 15-17, 2024

Doubletree by Hilton Orlando Hotel, 5780 Major Blvd., Orlando, FL 32819

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Karen David, Michael Trevino, Michael Malarkey, Quincy Fouse, Chris Lee, David Alpay, Jason Dohring, Micah Parker, Chase Coleman

ST-DAL Trek to Dallas

November 15-17, 2024

Marriott Dallas Allen Hotel & Convention Center, 777 Watters Creek Blvd, Allen, TX 75013

Guests:

Anson Mount, Anthony Rapp, Bonnie Gordon, Casey Biggs, Celia Rose Gooding, Christina Chong, Cirroc Lofton, Connor Trinneer, David Ajala, Dawnn Lewis, Dominic Keating, Doug Jones, Elias Toufexis, Ethan Peck, Ethan Phillips, Eugene Cordero, Gates McFadden, Jeffrey Combs, John de Lancie, Max Grodenchik, Michael Dorn, Michelle Hurd, Melissa Navia, Ryan T. Husk, Sonequa Martin-Green, Tawny Newsome, Terry Matalas, Todd Stashwick, Vaughn Armstrong

The Road So Far...

The Road Ahead

November 22-24, 2024

Doubletree by Hilton Universal Orlando, 5780 Major Blvd., Orlando, FL 32819

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Jeffrey Dean Morgan, Mark Sheppard, Ruth Connell, Rob Benedict, Richard Speight JR., Matt Cohen, Samantha Smith, Briana Buckmaster, Kim Rhodes, Alaina Huffman, DJ Qualls, Adam Rose, Osric Chau, Adam Fergus, Jason Manns

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The October 2024 Charity Link on the DS2 Blog is: Cliniclowns

<https://cliniclowns.be>

From <http://www.wwf.org>

(World Wildlife Fund)

Nature-WWF, as part of a multi stakeholder project looking at nature-based solutions (NbS) in the UAE, is leading an exploration of salt-loving halophytes with strong implications for local and sustainable food production.

Read more:

<https://wwf.panda.org/?12027466/UAE-embraces-halophytes-for-a-sustainable-food-future>

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report September 2024

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
September 2024

CHAPTER NAME:
Deep Space 2

UFP Chapter Charter: September 1997

CHAPTER PRESIDENT:

Arthur van Rhee

CHAPTER VICE PRESIDENT:

Jan Theys

TYPE OF CHAPTER (ENTER BELOW):

ENTER TYPE OF CHAPTER HERE:

STARFLEET COMMAND

IF ALIEN FLEET, WHICH RACE:

N/A

NEWSLETTER NAME:

Deep Space 2 Newsflash (produced monthly)

CHAPTER MAILING ADDRESS:

Deep Space 2
Tessenderloseweg 149
2431 Laakdal
Belgium

E-MAIL ADDRESS:

contact@ds2.be

WEB SITE:

Deep Space 2
<http://www.ds2.be>

Deep Space 2 Marines
<http://marines.ds2.be>

NEW MEMBERS OF CHAPTER:

Curently 27 members

PROMOTIONS/AWARDS

CHAPTER ACTIVITIES:

* DEEP SPACE 2 BLOG

<http://ds2blog.ds2.be>

* DS2 CHARITY

Regular charity is done by donations, writing letters, going to the people and asking to sign petitions. The main DS2 charity projects are World Wildlife Fund (WWF), The Red Cross and Doctors Without Borders.

Every month there is a new "charity link" posted on the DS2 Website.

* DS2 SETI PROJECT

Since March 1, 1999

http://setiweb.ssl.berkeley.edu/team_display.php?teamid=41642

SETI BOINC Credits:

These are last month's results:

Total credit: 17,505,526

Recent average credit: N/A

SETI@home: SETI@home hibernation

On March 31 2020, the volunteer computing part of SETI@home has stopped distributing work and has gone into hibernation.

* DS2 RPG

The Deep Space 2 RPG has entered it's 314th chapter.

* DS2 NEWSLETTER

* The Deep Space 2 Monthly Newsflash has been distributed among the DS2 crew.

*DS2 STORY

* The Deep Space 2 Story : Will continue in October 2024 (Page 331)

<http://ds2story.ds2.be>

* DS2 Trivia

DS2 has set up a trivia about Star Trek.

<http://ds2quiz.ds2.be>

Every month there is a new Trivia competition.

Every day there are new questions. Daily scores are cumulated.

OUTSTANDING ACCOMPLISHMENTS OF INDIVIDUAL MEMBERS:

Promotion:

ANY PROBLEMS OR QUESTIONS:

ANY SUGGESTIONS:

ANY UFP AWARDS REQUESTED FOR SPECIFIC CHAPTER MEMBERS:

SIGNATURE OF CHAPTER PRESIDENT:

Arthur van Rhee
arthur.van.rhee@telenet.be
sky94962@yahoo.com
October 1, 2024

SETI@home News

SETI@home: SETI@home hibernation

On March 31 2020, the volunteer computing part of SETI@home has stoppped distributing work and has gone into hibernation.

5. Birthdays

Jan Theys: October 13

Joost Dierickx: October 24

??????????

6. DS2 Quiz

Deep Space 2 Trivia Quiz October 2024

Every month there will be a small Deep Space 2 Quiz. It is of course very courages of you to solve the quiz without looking at the correct answers. The correct answers will be given at the end of the Deep Space 2 Trivia Quiz. This quiz has three questions. Good luck.

Question 1 is about a race or a planet.

Question 2 is about a ship or a starbase

Question 3 is about a Star Trek person (not the actor)

Array 22

1. What is the name of the civilazation from the Gamma Quadrant, whith which Quark established a trade

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 331

The Molands, after considerable deliberation and discussions among their leaders, decided against forming an alliance with the Federation. Despite the unexpected communication from the USS Hammerhead and the offer of collaboration, the Molands were hesitant to trust a civilization with technology far beyond their understanding. However, a surprising revelation within their own ranks led to an unexpected outcome.

It became apparent that not all Moland tribes were in favor of aggressive expansion and potential conflict with the Federation. A faction within the Moland council argued that an attack on Deep Space 2 would be foolhardy and suicidal. They recognized the overwhelming technological superiority of the Federation and the potential devastation it could unleash upon them.

Grolak, the charismatic leader of the Molands, found himself caught in the midst of this internal struggle. The realization that a direct assault on Deep Space 2 would be disastrous led to a shift in perspective. Instead of pursuing a path of aggression, Grolak chose a more cautious approach. He decided to focus on strengthening his society from within, developing their technology and understanding of the universe through peaceful means.

The USS Hammerhead, still cloaked in the shadows of the star system, monitored these developments closely. Captain Elena Rodriguez, recognizing the Molands' newfound prudence, chose to maintain open communication channels.

As the Molands embraced the opportunity for peaceful development, the USS Hammerhead discreetly shared some simple blueprints for sustainable energy sources, agricultural practices, and medical technologies. These contributions aimed to uplift the Moland society without disrupting the delicate balance of their cultural evolution.

In the weeks that followed, the Molands began integrating the some new technology into their daily lives. Their once-primitive tools and machinery underwent a transformation, propelled by a newfound curiosity and an eagerness to understand the universe. The Federation's gesture of goodwill had a ripple effect, fostering a sense of cooperation and mutual respect between the two civilizations.

Admiral Arthur, upon learning of the Molands' decision, praised the USS Hammerhead crew for their adept handling of the situation. The potential conflict had been averted, and Deep Space 2 remained secure. The inhabitants of the station, unaware of the near-crisis that had unfolded in the distant star system, continued their lives with a sense of peace and normalcy.

The Molands' decision not to attack Deep Space 2 marked a pivotal moment in their civilization's history. As they embarked on a journey of peaceful development, the Federation watched with cautious optimism, hopeful that this encounter would serve as a blueprint for future interactions with emerging civilizations in the uncharted territories of the galaxy.

Yet, as the Molands and the Federation tentatively moved forward, the vast expanse of space still held countless mysteries and challenges. Deep Space 2 and its inhabitants remained ever-vigilant, ready to face the unknown and forge a future where cooperation, diplomacy, and understanding prevailed in the ever-expanding reaches of the universe.

DS2 RPG General Status Report July 2024

USS Earth/Starbase 44

The USS Giant and USS Sun in the Celestial Nexus:

As the days passed, the coalition continued to expand under the leadership of Captain Rodriguez of the USS Giant and Captain John Thompson of the USS Sun. They were acutely aware that time was of the essence, and though they had yet to see the "external threat," they knew it could strike at any moment. With this in mind, the two captains agreed to continue their search for allies to further bolster their forces before the inevitable confrontation.

1. The Telenara: The first new ally they encountered was the Telenara, a species of sentient energy beings who lived in the outer fringes of a dying star system. The Telenara, once isolated and focused on their own survival, had developed an extraordinary ability to manipulate subspace and warp fields. Though initially hesitant to join the coalition due to their ethereal nature and past conflicts with physical beings, the Telenara were convinced by the coalition's need for unity against a common threat. Their mastery over energy manipulation would be a crucial asset in strengthening the coalition's fleet and fortifying their defenses.

2. The Uthani: In a distant star cluster, the USS Giant and USS Sun made contact with the Uthani, an insectoid race that lived in vast underground cities beneath the surface of barren, desert worlds. The Uthani had developed highly advanced tunneling and subterranean combat techniques, excelling at striking from unexpected angles and surviving in harsh environments. Though the Uthani had faced their own internal strife and were not initially interested in joining a galactic coalition, they recognized that the external threat endangered them all. The Uthani's hit-and-run tactics and ability to build hidden fortifications would prove invaluable to the coalition's defense strategy.

3. The Xavori: The Xavori, a nomadic species with a deep spiritual connection to the cosmos, were the last new ally found before the storm arrived. Known for their powerful mind-melding abilities and their ability to predict celestial phenomena with great accuracy, the Xavori were a peaceful species but were no strangers to war when the need arose. They believed in harmony with the universe and viewed the coalition's mission as one that aligned with their beliefs. The Xavori agreed to join after their high priests saw visions of an impending cosmic battle. Their ability to perceive space-time distortions would allow them to act as early warning systems for the coalition.

With the Telenara, Uthani, and Xavori newly allied, the coalition had grown stronger than ever before. The fleet now included the advanced technologies of the Gdi, the Nyxian's stealth operations, and the celestial navigational prowess of the Valkari. Yet just as these new allies began to integrate into the fleet, ominous news reached Captain Rodriguez and Captain Thompson.

The sensors aboard the USS Giant detected a massive cloud moving toward the Celestial Nexus. The cloud stretched across an entire star system, its sheer size dwarfing anything they had encountered before. It was slowly, but relentlessly, advancing toward the heart of the Nexus.

Lieutenant Patel (USS Giant): "Captain, the cloud is nine days away. It's massive—larger than any star system we've charted. It... doesn't match any known natural phenomena. The Celestial Nexus inhabitants are calling it 'the external threat.'"

Captain Rodriguez stood silently for a moment, his eyes fixed on the screen showing the cloud's steady approach. Captain John Thompson, on a secure channel, shared his concern.

Captain John Thompson: "Rodriguez, this is it. The thing we've been hearing whispers about... it's coming for us. But we still don't know what's inside. Could be ships, could be something else. Whatever it is, it's unlike anything we've ever seen."

Commander Zara of the Celestial Nexus appeared on the viewscreen, her voice urgent but steady. "Captains, we believe this is the threat we feared—the enemy that has been consuming galaxies, extinguishing stars, and wiping out entire civilizations. It is said that nothing survives inside that cloud."

The crew of both ships went silent as the gravity of the situation sunk in. They had nine days to prepare, nine days before the "external threat" reached the heart of the Celestial Nexus. Yet, they still had no clear understanding of what it was or how it operated.

In a hastily convened meeting on the USS Giant, Captains Rodriguez and Thompson, along with their senior officers and allies from the coalition, discussed their next steps.

Captain Rodriguez: "We have a decision to make, and it's not an easy one. Do we send a scout team to investigate the cloud up close? It's dangerous—who knows what's inside or if our ships would survive. Or do we gather the entire fleet and meet it head-on, risking everything in one massive battle? The last option is to remain defensive and wait here, preparing the Nexus for whatever might come."

Commander Zara: "Sending scouts could give us crucial intel, but it's risky. If you lose those ships, we might lose our chance at understanding the enemy before it arrives."

Captain Thompson: "But if we wait, we risk being caught off-guard. That cloud could have more firepower than we can imagine. On the other hand, moving the entire fleet too early could be a mistake. We'd be committing everything without knowing what we're up against."

Lieutenant Patel: "If we organize a defense here in the Celestial Nexus, we could set up a network of fortifications, using the knowledge from our allies like the Uthani and Valkari to create tactical strongholds. But, again, we'd be waiting for the unknown."

The room fell into contemplative silence as each option weighed heavily on their minds.

Captain Rodriguez looked at the screen showing the approaching cloud. "We're running out of time. We need more information, but I don't want to risk lives unnecessarily."

Captain Thompson sighed. "If we don't act soon, the decision will be made for us."

The dilemma was clear.

Option 1: They could send a scouting party to approach the cloud, risking the lives of a few in exchange for crucial information that might save the entire fleet.

Option 2: They could muster the entire coalition and advance toward the cloud, gambling on an all-out offensive before the enemy could reach the Nexus—without knowing the true nature of the threat.

Option 3: They could stay put, using the time to build fortifications and prepare the Nexus for a defensive stand, hoping they would be strong enough when the cloud arrived.

No matter the decision, the stakes were astronomical. The "external threat" had been named, but its true face remained shrouded in mystery. Time was running out, and Captain Rodriguez and Captain Thompson had to decide how best to face the unknown.

Would their actions lead to salvation or doom for the coalition—and perhaps the galaxy itself?

Starbase 44 against the Arbiters:

Admiral Steichen took a deep breath, her mind racing with the possibilities. The weight of her decision felt immense, but the path forward was clear. The Arbiters were desperate, but that didn't mean they had to be treated as enemies. Diplomacy and compassion could succeed where conflict would only destroy.

"Arbiter Xel," Admiral Steichen began, her voice calm yet firm. "We understand your people's suffering. Your world is on the brink of collapse, and that would drive anyone to extreme measures. But stealing from us, risking your people's lives in the process, will only lead to further loss. We can help you—but on our terms."

Arbiter Xel's hardened expression softened slightly, but the desperation still lingered in his eyes. He looked down for a moment, struggling with the weight of his decision. "And what terms do you offer, Admiral? We don't have time for politics."

"We won't provide you with unrestricted access to our most advanced technology," Admiral Steichen said. "But we will offer Federation resources and experts to work alongside your people. We can assist you in revitalizing your planet's environment and offer the tools to ensure your survival. You won't walk away with stolen technology, but you will walk away with the support of one of the most powerful alliances in the galaxy."

The room fell into a tense silence. Xel's hands clenched at his sides, clearly conflicted. His people needed help—immediately. But after risking everything, would they accept such a cautious offer?

"And what's to stop the Federation from abandoning us once you get what you want? What assurances do we have?" Xel asked.

Steichen's voice remained steady. "The Federation has no interest in controlling you, Xel. What we want is peace, and we want to help your people prosper on their own terms. We have protocols in place to ensure you remain independent while receiving the support you need. This isn't charity—it's cooperation."

Xel studied her for a long moment, weighing her words. Slowly, he nodded. "We don't have any other options, do we?"

"This is your best option," Steichen replied. "Work with us, and your people will not only survive but thrive."

Xel exhaled deeply, the tension in his shoulders relaxing. "Very well, Admiral. We will accept your terms. We will work with the Federation, and in return, we will abandon our attempts to take your technology."

Admiral Steichen offered a small but genuine smile. "You've made the right choice. Let's begin immediately. Time is critical for your people."

Within days, Federation environmental specialists, engineers, and medical teams were dispatched to the Arbiters' homeworld. Working hand-in-hand with the Arbiters, they began the process of repairing the planet's damaged ecosystems and creating sustainable solutions to the problems that had plagued the world for decades.

The collaboration wasn't easy at first. Mistrust lingered, and old wounds took time to heal. But gradually, as the Arbiters saw the results of the Federation's efforts—rivers flowing clean again, crops growing where there had been barren wastelands—hope began to replace their desperation. Arbiter Xel became a key liaison between the two factions, working closely with Starfleet's scientists to ensure his people had the tools and knowledge they needed to rebuild without depending on stolen or dangerous technology.

Over the months that followed, the Arbiters' society began to stabilize. With Federation assistance, they

reestablished infrastructure, developed new systems for environmental control, and regained confidence in their future. Starbase 44, once the site of tense standoffs and secretive espionage, became a symbol of hope for both the Federation and the Arbiters.

One day, as Admiral Steichen stood on the observation deck of Starbase 44, she received a transmission from Arbiter Xel.

"Admiral," Xel's voice came through, warm and respectful. "I wanted to thank you personally. Our world is healing, and our people are on the road to recovery. Without your intervention, none of this would have been possible."

Steichen smiled, a wave of relief washing over her. "I'm glad we could help, Xel. Your people did the hard work—they chose the path of cooperation when things seemed hopeless. That took real courage."

"And thanks to your wisdom, we see a future again," Xel said. "A future we'll build for ourselves, without needing to steal or deceive. For that, we owe you more than we can ever repay."

As the transmission ended, Admiral Steichen allowed herself a moment of quiet satisfaction. She had chosen diplomacy over conflict, trust over suspicion, and because of it, a species had been given a second chance. The Arbiters would continue their journey, stronger and more resilient than before, without the dangerous shortcuts they once sought.

The galaxy, for now, was just a little bit brighter.

Aboard the USS Runner, Captain Djavis in command:

Admiral Steichen, after a long moment of contemplation, made her decision. The crew of the USS Runner had always proven themselves resourceful, and Lorem's riddle, cryptic though it was, hinted at a path forward. She would trust Captain Djavis and her crew to interpret the riddle and deactivate the ancient station's defenses.

"Captain Djavis," Steichen's voice came over the comms, steady but laced with urgency. "Pursue the course of deactivating the defenses. Trust in your interpretation of Lorem's riddle. But proceed with caution—time is against us, and the stakes are higher than ever."

Captain Djavis nodded solemnly. "Understood, Admiral. We'll find a way."

With the riddle still fresh in their minds, Captain Djavis and her officers huddled around the command table in the USS Runner's briefing room. The station's defense systems had yet to fully activate, but the increasing energy readings suggested they didn't have much time.

Lieutenant Kalen, the ship's science officer, spoke up first. "The riddle mentions 'echoes of time,' and we've already detected temporal distortions within the station. If we can somehow sync our actions with these distortions, we might be able to access the technology without triggering the defenses."

Commander Hoshi, the first officer, furrowed his brow. "And 'balance the scales'? It implies that there's some equilibrium we need to maintain—maybe the defenses are set to trigger if the station senses an imbalance or disturbance in its systems."

Captain Djavis considered their words carefully. "If shadow and light are two sides of the same, as the riddle says, then we need to approach this with finesse—no overt moves, nothing aggressive. We need to find harmony between the ancient technology and the station's defenses. Zara, see if you can tune into those temporal distortions and map a pattern."

The crew moved quickly. Lieutenant Kalen monitored the station's interior, tracing the energy pulses that

seemed to emanate from the heart of the ancient structure. These pulses were irregular but followed a discernible rhythm, an echo in time.

"The energy surges seem to sync with the gravitational anomalies we've encountered," Kalen reported. "I think I can time an action with one of these surges. If we align the station's core systems with the distortion, it might neutralize the defensive triggers."

Captain Djavis gave the order. "Do it. We'll balance the scales and find the harmony Lorem spoke of."

The USS Runner's engineering team worked feverishly, calculating the exact moment when the distortion would peak. If they could tap into that energy at the precise moment, they could disable the defense systems without disturbing the ancient technology. It was a delicate operation, requiring impeccable timing and coordination.

Minutes felt like hours as the countdown to the next distortion pulse approached. The station's ominous hum grew louder, and the air aboard the USS Runner crackled with tension.

"Ten seconds," Kalen called out, her fingers dancing over the controls. "Nine... eight..."

Captain Djavis watched the view screen intently as the ancient station loomed ahead, its dark surface flickering with strange energy. The crew held their breath.

"Three... two... one... Now!"

A brilliant flash erupted from the station, a burst of energy that seemed to ripple across space itself. The ship trembled, but it held steady. The energy readings spiked, and for a moment, Captain Djavis feared they had failed. But then, the station's defenses began to power down, their ominous hum fading into silence.

"It worked," Kalen breathed, disbelief mixing with triumph. "The defenses are offline!"

A cheer broke out across the bridge, and Captain Djavis allowed herself a moment of relief. "Well done, everyone," she said. "Let's proceed with extracting the technology."

The crew of the USS Runner carefully ventured deeper into the ancient station, now free from the threat of destruction. What they found inside was beyond anything they had imagined: advanced technologies capable of harnessing cosmic energies, manipulating gravity, and even bending the fabric of space-time itself.

But as Captain Djavis and her team began their exploration, another discovery emerged. The technology, while powerful, was not without a cost. Ancient logs left by the long-forgotten creators of the station revealed that the very use of this knowledge had caused their downfall. The advanced devices could disrupt the natural balance of the universe, and unchecked, might unleash forces beyond anyone's control.

This brought Admiral Steichen and Captain Djavis to a new, chilling dilemma. Should they bring this powerful technology back to Starbase 44, risking the same catastrophic consequences that befell the ancient race that built it? Or should they leave it here, entombed in the darkness of space, beyond the reach of those who might misuse it?

The answer seemed clear to some of the crew—how could they abandon such a monumental discovery, technology that could propel humanity forward by centuries? But others argued that this kind of power was too dangerous, and perhaps some secrets were better left buried.

As Captain Djavis stood before the mysterious technology, she knew the decision wasn't hers alone. She opened a channel to Admiral Steichen.

"Admiral," Djavis began, her voice heavy with the weight of the decision, "we've deactivated the defenses, and the technology is within our grasp. But there's a danger here, a danger that may be far greater than we anticipated."

Admiral Steichen listened in silence, her mind racing. Should she order them to retrieve the technology and take the risk, or should they leave it behind, safeguarding the galaxy from the potential devastation it might cause?

And just as she began to weigh the options, the presence of Lorem lingered in her thoughts, their cryptic riddles still echoing.

The scales had been balanced, but at what cost?

Now, Admiral Steichen faced the hardest question of all:

Would they dare to tilt them again?

Players: CS

Starbase 88

Captain Dora Jenkins stood at the center of the USS Celestial Voyager's bridge, her mind racing as she weighed the two dangerous options before her. The reactor core on Starbase 21 was severely compromised. An emergency shutdown would prevent a catastrophic failure but leave the starbase defenseless and without power for days. On the other hand, attempting an in-situ repair could restore full operational capacity but at the risk of triggering an uncontrolled reaction that could destroy the entire starbase.

"Captain, reactor levels are fluctuating again. Time is running out," said Lieutenant Kirov, the ship's chief engineer. His voice was steady, but Jenkins could see the concern etched on his face.

Jenkins took a deep breath and made her decision. "Lieutenant, prepare to initiate an emergency shutdown of Starbase 21's reactor core. We can't risk the lives of everyone aboard. Better to have the starbase temporarily powerless than risk losing it completely."

"Aye, Captain," Kirov responded, quickly sending the command to the engineering teams aboard Starbase 21. Within moments, the reactor core began its slow shutdown sequence, and the lights on the starbase dimmed, switching to auxiliary power. The once-bustling starbase now relied on limited emergency systems.

As Jenkins monitored the situation from the bridge, a brief moment of calm settled over the crew. The immediate danger had been avoided, and they could now focus on ensuring the reactor was stabilized for repairs. However, the sense of relief was short-lived.

"Captain," said Ensign Reilly from the tactical station, his voice suddenly tense. "Sensors are picking up multiple unidentified vessels approaching from Sector 522. Fast-moving, and they're not broadcasting any Federation signatures."

Jenkins' eyes narrowed. "On screen."

The viewscreen flickered to reveal a cluster of ships rapidly closing in on their position. Their designs were sleek, aggressive, and clearly not of any known allied faction. Jenkins recognized them immediately from intelligence reports—pirate raiders, known for preying on vulnerable outposts and stations along the outer Federation frontier.

"How long until they reach us?" Jenkins asked, her voice calm but urgent.

"Ten minutes, maybe less," Reilly replied. "And Starbase 21 is defenseless with the reactor offline."

Jenkins' heart sank. The decision to shut down the reactor had saved the starbase from one disaster, but it had left them exposed to another. With the starbase's shields and weapons systems offline, they were sitting ducks.

"Red alert!" Jenkins ordered. "Raise shields, arm all weapons. I want every available crew member on battle stations."

As the crew of the *Celestial Voyager* rushed to their positions, Jenkins knew the gravity of the situation. They were vastly outnumbered, and while the *Voyager* was a capable ship, it could not hold off this many attackers alone. Starbase 21 had no means of defending itself, and the auxiliary power would not last long enough to bring the reactor back online in time.

Captain Jenkins faced a new, dangerous dilemma: should she attempt to buy time by engaging the raiders and holding them off, potentially sacrificing her ship and crew in the process, or should she call for an immediate evacuation of Starbase 21, abandoning the station to the raiders but ensuring the survival of her people?

The clock was ticking, and with the enemy ships rapidly closing in, every second counted.

The *USS Celestial Voyager* sent out a message to Admiral Van Nieuwenhove for assistance.

Players: GVN

USS Thunderbolt/The Borg Collective

Spoiler alert!

Attention! This part of the DS2 RPG contains spoilers for those who have not seen *Star Trek Picard* Season 1-2-3!

The Borg, a highly advanced and relentless collective, operates through an assimilation process that transforms individuals into drones, adding their biological and technological distinctiveness to the Collective. This process is integral to their existence and serves as their primary means of growth and evolution. The Borg do not conquer through destruction but through the forced incorporation of other species into their hive mind. Here is a breakdown of how their assimilation works, followed by an example.

The Assimilation Process:

Initial Contact and Capture: When the Borg encounter a new species or group, they initiate contact with the declaration: "Resistance is futile. You will be assimilated." Borg drones, often transported via transporter technology, invade the area, capturing any biological lifeforms. Some species are deemed worthy of full assimilation, while others are only stripped of their technology and knowledge.

Injection of Nanoprobes: Once a target is captured, the drones use their tubules—sharp, syringe-like

appendages that extend from their arms—to inject the victim with nanoprobes. These tiny, advanced machines begin transforming the individual's body at the cellular level. The nanoprobes systematically take over the body's biological functions, converting cells into a blend of organic and cybernetic components.

Physical Modification: The victim's body undergoes significant physical changes. Mechanical implants are embedded in the body, replacing or enhancing various organs and limbs. A neural transceiver is implanted in the brain, which connects the individual to the Borg Collective. This allows the Borg to control the individual's thoughts and actions, while also erasing their former identity, autonomy, and free will.

Mind Subjugation: As the nanoprobes progress, they begin to sever the individual's connection to their prior consciousness. They strip away memories and sense of self, replacing it with the singular voice of the Collective. This is done gradually but relentlessly, until the individual is no longer capable of independent thought.

Indoctrination into the Collective: With the implants in place and the individual's mind linked to the hive, they become a drone, a mere extension of the Borg's will. Their knowledge is added to the Collective's vast database, while they lose all sense of individuality. They are no longer a distinct being but part of a vast, interconnected organism.

Example of Assimilation: The Case of Lieutenant Alex Ryan

Lieutenant Alex Ryan was a Starfleet officer stationed aboard a deep-space exploratory vessel. One day, her ship encountered a Borg cube while on a mission near the Delta Quadrant. Despite the crew's best efforts to escape, they were overwhelmed, and several crew members, including Lieutenant Ryan, were captured by the Borg.

As Ryan was dragged to one of the Borg alcoves, she was injected with nanoprobes. Her body began to tremble as the foreign technology rapidly overtook her biological systems. Nanoprobes converted her blood cells, slowly replacing her immune system and organs with cybernetic enhancements. Her muscles stiffened as Borg machinery fused with her bones. Her heartbeat slowed, then synced with the rhythmic pulse of the Collective.

During this transformation, Ryan's mind was assaulted by a flood of voices—countless whispers that seemed to come from everywhere and nowhere. She fought against it at first, trying to hold onto her memories of her family, her time in Starfleet, and her sense of self. But the voices grew louder, and soon, her thoughts became cloudy and disconnected.

A mechanical armature was attached to her body, giving her the strength and efficiency of a drone. A neural transceiver was embedded into her skull, connecting her to the Borg hive mind. As the final implants were installed, her mind fell silent, and she became part of the Collective.

Alex Ryan was gone. In her place stood Drone 6 of 9, a being who no longer questioned, no longer desired, no longer felt anything beyond the will of the Borg. Her knowledge of Starfleet tactics and technology was immediately absorbed into the hive, making the Borg even more formidable.

The assimilation of Lieutenant Ryan was complete.

The Borg's methodical process of assimilation is horrifying not only because of the physical transformation but also because it strips individuals of their identity, making them one with a soulless, unfeeling Collective. This is how they spread, their strength growing with every species and individual they convert into drones.

Players: FK

USS Vertigo / USS Gdonsk

Day 421 01.49

The Fuion shared their advanced technology and collaborated with the Federation crews to implement the plan. The USS Vertigo and the USS Gdonsk, along with a coalition of ships from various Federation species, positioned themselves around the unstable rifts. With precise coordination guided by the Fuion, they unleashed a synchronized energy pulse that resonated with the rifts' frequencies.

Day 421 02.19

As the energy pulses reverberated through space, a radiant cascade of light enveloped the subspace rifts. The crew members watched in awe as the rifts gradually contracted and then sealed completely. It was a moment of triumph and relief — the threat that had loomed over the galaxy was vanquished.

Day 421 05.02

The Fuion, true to their word, shared a heartfelt expression of gratitude with the crews of the USS Vertigo and the USS Gdonsk. They commended the courage and cooperation displayed by the Federation, citing it as a testament to the potential for unity among different species in the face of shared challenges.

Players: NP

USS Atlantis/Starbase 99

A Day on Starbase 99: Through the Eyes of a Fly

The day started just like any other aboard Starbase 99, a colossal structure orbiting the gas giant Rethalon V. Its metallic surface gleamed under the distant light of its star, and within its walls, Rear Admiral Tom Walker stood in command of a highly efficient crew. But today, the events of Starbase 99 would be observed by an unlikely guest—a fly, who had found itself a curious observer of the station's daily happenings.

The fly zipped through the air, lazily dodging heads, consoles, and beams of light that occasionally flickered in the control room. It had no agenda, no mission, but a seemingly endless curiosity. The first routine activity it stumbled upon seemed mundane, but to the fly, it was all part of the grand symphony of Starbase life.

Docking Procedure

The fly found itself hovering near Docking Bay 4. The bay was a flurry of activity as a cargo ship, the Silver Horizon, was preparing to dock. The loud hiss of hydraulics filled the room as the docking clamps extended. A young Lieutenant Sarai, was coordinating the procedure from the console.

"Engage docking clamps in three... two... one," Sarai's voice was steady, efficient. The ship glided in smoothly, and the clamps latched onto its hull with a satisfying thunk.

The fly landed briefly on the comms panel, buzzing as Sarai continued to direct the unloading of supplies —medical equipment, rations, and some much-needed replacement parts for the reactor core. From its tiny vantage point, the fly could see workers maneuvering anti-grav loaders, guiding crates toward the station's storage units. It was a ballet of precision and teamwork, all too ordinary for the crew, but fascinating to the fly.

Security Drill

Buzzing through the metallic corridors, the fly soon found itself near the Security Center, where Rear Admiral Walker himself was conducting an unannounced security drill.

"Begin the simulated breach," the Admiral ordered, his gruff voice echoing through the room.

Red warning lights flashed, and the station's alarm system came to life. Security officers sprang into action, their boots pounding the deck plating as they moved to counter the "intruders." Walker stood tall, arms crossed, observing his team with his sharp eyes.

The fly watched from the ceiling as Chief of Security, Commander Jenkins, barked orders to his team. "Sector 7 lockdown, now!" Jenkins' voice rang with authority. The security forces worked flawlessly, sealing off critical areas and rerouting station power to quarantine zones, trapping the simulated intruders.

The drill was over in a matter of minutes, a success by any standard, and Walker gave a rare nod of approval. The fly, not knowing what a security drill even was, just zipped past a flashing terminal, admiring the strange patterns of light.

Science Team Experiment

Curiosity drew the fly toward one of the science labs, where a group of researchers led by Dr. Elara Quinn was busy analyzing alien spores collected from a nearby moon.

"Increase containment field strength to 45%," Dr. Quinn said, peering through her microscope. The spores glowed faintly, suspended in a containment field. The scientists were running tests to see if they could harness the spores' unusual energy for starship fuel.

The fly, unaware of the scientific importance of the moment, buzzed between the researchers' heads, dipping momentarily into the glowing blue light of the containment field before darting out just in time. To the fly, it was just another shiny light, but to Dr. Quinn, it was a breakthrough.

"These spores might be the key to faster-than-light travel," she whispered to her colleague, excitement clear in her voice.

The fly landed on a microscope lens for a second, then flitted off, uninterested in the potential to reshape the galaxy.

Crew Recreation Time

By now, the fly had ventured down to Deck 12, where the crew lounge was located. Here, off-duty officers were relaxing and unwinding after their shifts. A game of three-dimensional chess was in full swing between Commander Sasha Rakeem and Lieutenant Kyle Thorne.

"You're going down, Kyle," Sasha said with a smirk as she moved her piece up two levels. The transparent board shimmered under the lounge's ambient lights.

"Not if I make this move," Kyle countered, leaning forward with intense focus.

The fly hovered above the chessboard, the delicate movements of the pieces drawing its attention. From a bug's-eye view, the shifting levels of the board seemed like mountains and valleys, an entire world in motion.

As the chess game played out, other crew members shared drinks, chatted, and laughed. The camaraderie and easygoing nature of the crew was infectious, even to the fly. It zipped around the

lounge, listening in on snippets of conversation, catching the laughter and relaxed atmosphere.

After several hours of darting between control panels, laboratory tables, and recreation lounges, the fly had seen enough for one day. It made its way back toward one of the station's vents, content with the sights and sounds of this bustling hub of human activity. The station returned to its usual calm, each crewmember performing their duties with quiet competence under the watchful eye of Rear Admiral Walker.

The fly found a quiet corner to rest, unaware of the strategic importance of Starbase 99 or the missions that lay ahead for the crew. For the fly, it was simply another fascinating day in the vast expanse of space—a day filled with shiny lights, strange sounds, and interesting patterns.

And so, the fly lived happily ever after, forever buzzing around Starbase 99, its home among the stars.

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

The Return to Dreandar

With the Q defeated, Horkan and his crew returned to the Delta Quadrant, their ship barely holding together. News of their triumph spread quickly among the Hirogen, and upon their arrival at Dreandar, the Hirogen homeworld, they were met with adulation and reverence.

A grand ceremony was held in Horkan's honor, where he was bestowed with the highest accolades of the Hirogen. He had achieved what no other Hirogen had even dared to dream: the successful hunt of a Q. His name would be immortalized in Hirogen lore.

Players: TvR