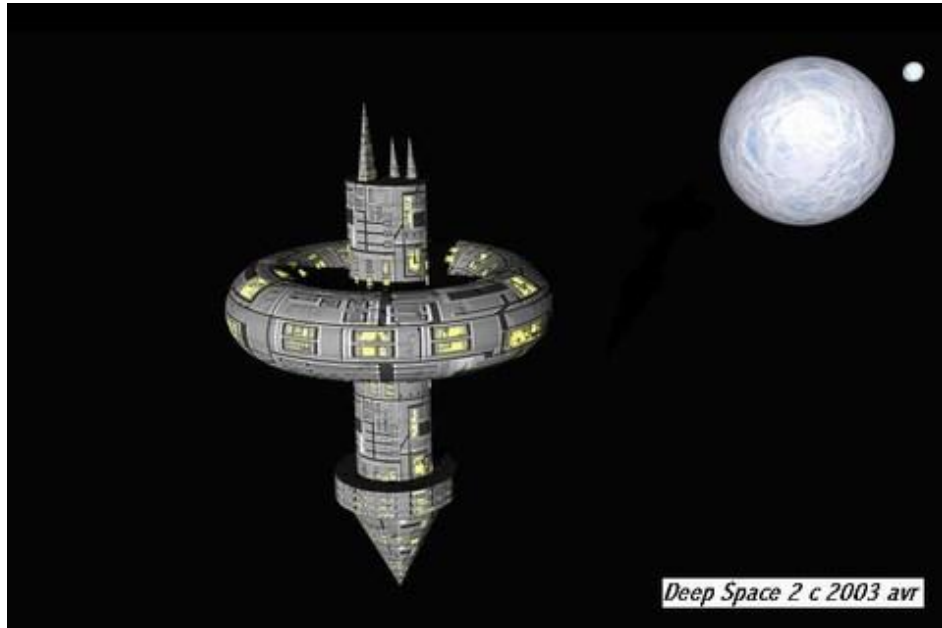




Deep Space 2 Newsflash October 2026

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/ds2archiefflas1026.pdf>

Contents:

1. *A word from the DS2 CO*
 2. *Announcements*
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-

1. A word from the DS2 CO

Hi all,

Some Science-Fiction news.

The Walking Dead: Daryl Dixon Final Season

Norman Reedus and Melissa McBride return as the longtime **Walking Dead** favourites for the eight-episode final season, which is set to premiere in 2027 and will once again take the zombie apocalypse across Spain.

This time around, Daryl and Carol are crossing the ravaged Spanish badlands as they continue to cling to the hope of finding their way home. However, with uncertainty surrounding their future, the pair will increasingly have to rely on each other to survive whatever comes next.

Read more:

<https://www.scifinow.co.uk/news/the-walking-dead-daryl-dixon-final-season/>

Watch more:

<https://www.youtube.com/watch?v=UmQGISTrYCI>

Batman Knightfall Part 2: Knightquest

Timed to coincide with Batman Day, September 19th, the first trailer for the second part of the animated adaptation **Batman: Knightfall Part 2 – Knightquest** landed over the weekend.

An adaptation of the **Batman: Knightfall** storyline, which was released between 1993 and 1994 as part of a three-part comic storyline, the first part saw Batman come up against [Bane](#), who defeats the Caped Crusader, breaks his back and leaves him paralysed, unable to take on the mantle of the Dark Knight anymore and must choose a successor to help bring Bane down and save Gotham City.

Read more:

<https://www.scifinow.co.uk/news/trailer-for-batman-knightfall-part-2-knightquest-arrives/>

Watch more:

<https://www.youtube.com/watch?v=zG8TU7GTao0>

For more news:

<https://www.scifinow.co.uk/news/>

Have fun,

Arthur

UFP News

UFP on Facebook

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

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

Star Trek Online: Rediscovered

Latest episode: City at the Edge of Never

Star Trek Online's next season, Rediscovered, is available now on PC! Rediscovered brings Spock through the ages to Star Trek Online, starring Ethan Peck as Lieutenant Spock (Star Trek: Strange New Worlds) Piotr Michael as Captain Spock (Star Trek VI: The Undiscovered Country), and Lisa LoCicero (Star Trek: The Next Generation) as Lieutenant Miral Paris. This update continues the remaster of Star Trek Online's fan-favorite "The Ultimate Klingon" storyline, the story that began with Undiscovered's reimagining. Across the galaxy, time is beginning to fracture. The disappearances of key members of the Federation and the Klingon Empire have triggered a cascade of temporal disturbances. Captains must return to the year 2409 and unravel the mystery behind the disappearances of Lieutenant Miral Paris and Ambassador B'vat. Her final message on the Gateway Planet will send players on a temporal chase across Star Trek history, where Captains meet Spock through the ages and continue the quest to stop B'vat!

Watch trailer:

<https://www.youtube.com/watch?v=ISoGnzfTJyI>



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.

NCSF HSFCOn
October 10-11, 2026
Postillion Hotel, Deventer, The Netherlands
<https://www.ncsf.nl/>
Guests:
Eddie van Dijk

Collectormania Milton Keynes
October 16-18, 2026
[centre:mk](https://www.showmastersevents.com/event/collectormania-milton-keynes-7/), 33a Silbury Blvd, Milton Keynes, MK9 3ES United Kingdom
<https://www.showmastersevents.com/event/collectormania-milton-keynes-7/>

Comic Con London

October 23-25, 2026

ExCeL London, Royal Victoria Dock, 1 Western Gateway, Royal Docks, London E16 1XL, UK

<https://www.mcmcomiccon.com/london/en-us.html>

Guests:

Ashley Johnson, Laura Bailey, Liam O'Brien, Marisha Ray, Matthew Mercer, Sam Riegel, Taliesin Jaffe, Travis Willingham

Comic Con Brussels

October 24-25, 2026

Tour & Taxis, Avenue du Port 86c/Havenlaan 86c, Bruxelles Belgium

<https://comicconbrussels.com/>

Guests:

David Harbour, Matt Smith, Miranda Otto, Bam Margera, Anna Popplewell, Steven John Ward, Jenna Coleman, Mitchell Hope, Brenna D'Amico, Jedidiah Goodacre

FACTS

October 31 – November 1, 2026

Flanders Expo, Maaltekouter 1, 9051 Ghent, Belgium

<https://www.facts.be/>

Guests:

Martin Kove, Tim Downie, Maria Zhang, William Zabka, John Romita Jr., Artgerm / Stanley Lau, Niko Henrichon, Valentin Sécher, Jim, Marc Verhaegen

London Film Fair

November 1, 2026

The Royal National Hotel, 38-51 Bedford Way, London, London WC1H 0DG, UK

<https://www.showmastersevents.com/event/london-film-fair-3/2026-11-01/>

Dutch Comic Con

November 21-22, 2026

Jaarbeurs, Jaarbeursplein 15, 3521 AM Utrecht, The Netherlands

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

Guests:

Antonio Cipriano, Ryan Eggold, Shawn Ashmore

German Film & Comic Con

December 5-6, 2026

Messe Dortmund, Rheinlanddamm 200, 44139 Dortmund, Germany

<https://germanfilmcomiccon.com/>

Guests:

Brian Austin Green, Tori Spelling, Steven R. McQueen, Kim Coates, Tia Carrere, Hacksaw, Ted Dibiase, Tito Santana, Ottaviano Dell'acqua, Enzo Santaniello, Giovanni Vettorazzo, Sal Borgese, Anthony De Longis, MTBA

German Potter Con

April 17-18, 2027

Schloss Burg, Wermelskirchener Str. 2, Solingen, Germany

<https://germanpottercon.com/>

Guests:

Christian Coulson, Louis Cordice, Stanislav Yanevski, Natalia Tena, Sean Biggerstaff, Emily Dale, Afshan Azad, Andy Linden, Danielle Tabor, Arben Bajraktaraj, Tiana Benjamin, Benedict Clarke, Devon Murray, Nick Shirm, Ryan Nelson

Fed Con

May 14-16, 2027

Maritim Hotel Bonn, Kurt-Georg-Kiesinger Allee 1/Godesberger Allee, 53175 Bonn, Germany

<https://www.fedcon.de/de/>

Guests:

Brent Spiner, Terry Farrell, Collum Keith Rennie, Kate Mulgrew, Jonathan Frakes, Marina Sirtis, Gates McFadden, Nicole de Boer



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.

A Salute To Xena

October 2-4, 2026

Hanover Marriott Hotel, Whippany, NJ,

Guests:

Lucy Lawless, Renée O'Connor, Adrienne Wilkinson, Timothy Omundson, Melinda Clarke, Alexandra Tydings, Hudson Leick, Jacqueline Kim, Paris Jefferson, Musetta Vander, Brittney Powell, Steven L Sears

The road So Far... The Road Ahead

October 9-11, 2026

The Westin Bayshore Vancouver, BC, Canada

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Alexander Calvert, Ruth Connel, Rob Benedict, Richard Speight Jr., Briana Buckmaster, Kim Rhodes, Samantha Smith, Matt Cohen, DJ Qualls, Mark Pellegrino, DJ Qualls, David Haydn-Jones, Shoshannah Stern, Julian Richings, Jason Manns, Osric Chau

The road So Far... The Road Ahead

October 16-18, 2026

Greater Columbus Convention Center, Columbus, OH

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Alexander Calvert, Jim Beaver, Ruth Connel, Rob Benedict, Richard Speight Jr., Briana Buckmaster, Kim Rhodes, Samantha Smith, Matt Cohen, DJ Qualls, David Haydn-Jones, Alaina Huffman, Adam Fergus, Jake Abel, Julie McNiven, Jason Manns, Steve Carlson

Vampire Fan Weekend

October 24-25, 2026

Hanover Marriott Hotel, Whippany, NJ,

Guests:

Ian Somerhalder, Paul Wesley, Daniel Gillies, Kat Graham, Michael Malarkey, Chase Coleman, Michael Trevino, Matthew Davis, Riley Voelkel, Lawrence Kao, Micah Joe Parker

The road So Far... The Road Ahead

November 6-8, 2026

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

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Alexander Calvert, Shoshannah Stern, A.J. Buckley, Travis Wester, Julie McNiven, Jason Manns, Matt Cohen, DJ Qualls, Briana Buckmaster, Kim Rhodes, Samantha Smith, Alaina Huffman, Ruth Connel, Rob Benedict, Richard Speight Jr., Mark Sheppard

Salute To Smallville

November 7-8, 2026

Sheraton Music City Nashville Hotel, 777 McGavock Pike, Nashville, TN 37214

Guests:

Tom Welling, Michael Rosenbaum, Kristin Kreuk, Erica Durance, Alfred Gough, Miles Millar, John Glover, Laura Vandervoort, Helen Slater, Sam Jones III, Eric Johnson, Phil Morris, Adrianne Palicki, Erica Cerra, Craig Byrne, Derek Russel

Trek 60

November 14-15, 2026

Sheraton Philadelphia Downtown Hotel, 201 N 17th Street, Philadelphia, PA 19103

Guests:

Lots of guests from all Star Trek Series. Too much to list here. Please check the website.

The road So Far... The Road Ahead

November 20-22, 2026

Marriott Austin Downtown, 304 E Cesar Chavez Street, Austin, TX 78701

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Alexander Calvert, Ruth Connel, Rob Benedict, Richard Speight Jr., Briana Buckmaster, Kim Rhodes, Samantha Smith, , Matt Cohen, Jake Abel, DJ Qualls, Julian Richings, Misa Berry, Steve Carlson, Jason Manns



Conventions organised by FANEXPO (Mostly US/CAN)

<https://fanexpohq.com/home/>

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

FANEXPO New Orleans

January 8 - 10, 2027

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

<https://fanexpohq.com/fanexponeuorleans/>

Guests:

John Cena, Hayden Christensen, Elijah Wood, Sean Astin, Dominic Monaghan, Billy Boyd, Helen Hunt, Christopher Lloyd

FANEXPO Portland

January 29 - 31, 2027

Oregon Convention Center, 777 NE Martin Luther King Jr Blvd, Portland, OR 97232

<https://fanexpohq.com/fanexpoportland/>

Guests:

Elijah Wood, Sean Astin, Dominic Monaghan, Billy Boyd, Jonathan Frakes, Cassandra Peterson, Josh Holloway, Matthew Lewis

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The September 2026 Charity Link on the DS2 Blog is: Cliniclowns

<https://cliniclowns.be/>

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

(World Wildlife Fund)

Tracking nature: how scientists measure biodiversity trends

With millions of species on the planet, and countless populations, it would be an impossible task to measure everything, everywhere, all the time. So, scientists rely on global biodiversity indicators to help them understand how biodiversity – the variety of life on Earth – changes over time. Yet indicators depend on limited data, collected unevenly across the world, introducing uncertainty. Daudi Sumba, Chief Conservation Officer at WWF explains how scientists overcome these challenges, and why indicators like The Living Planet Index are essential to tracking life on a changing planet.

Read more:

<https://wwf.panda.org/?16123866/Redefining-conservation-centring-communities-culture-and-care>

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report September 2026

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
September 2026

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

Tessengerloseweg 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 338th 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 2026 (Page 355)

<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, 2026

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 2026

Array 11

1. In which DS9 episode is Jake Sisko an old writer?

A() Distant Voices

B() The Visitor

C() Homefront

2. What is the name of the commanding officer of the USS Voyager?

A() Captain Janeway

B() Captain Picard

C() Captain Tuvok

3. What is "Sokath his eyes uncovered"?

A() Password to activate the power of a Cardassian vessel

B() A Borg Collective expression to assimilate the Sokath

C() A Tamaritan methaphorical phrase
("Darmok") TNG

4. In the movie "Filofax (Taking Care of Buisness)" we see John DeLancie (Star Trek Q). What is the name of the other Star Trek actor who was also seen in this same movie?

A() Gates McFadden (Dr. Beverly Crusher)

B() Rene Auberjonois (Odo)

C() Marc Alaimo (Gul Dukat)

5. What was the name of the actor who plays nurse Alyssa Ogawa?

A() Jenny Moyuka

B() Patti Yasutake

C() Joan Matsuka

[illegible]

ANSWERS

1.B

2.A

3.C

4.A

5.B

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 355

CHAPTER: The Awakening of the First Path
Aboard the USS Oregon – The Rings Activate

No one on the bridge breathed when the message faded.

THEN THE PATH SHALL OPEN.

The Rings—three vast megastructures suspended like celestial crowns around the Cornia Nebula—began rotating. Not physically, but in shimmering layers of energy, as if they were peeling back dimensions themselves.

A low hum trembled through the hull.

“Captain...” Nikolai Ivanov whispered. “The Rings are initiating a quantum-phase shift. They’re unlocking something... enormous.”

Captain Kira Sato rose from her chair, steadying herself against the subtle vibration.

“Lieutenant Lin, status?”

Mei Lin swallowed. “Energy lattice forming between the Rings. Looks like a wormhole—but this... this is beyond wormhole physics.”

Commander Marcus Turner stared at the engineering display, awestruck.

“This field is perfectly stable. No fluctuation. No turbulence. It’s a corridor—maintained by a system older than our star charts.”

“Could it be a transportation system?” asked First Officer George Turner.

“Not just transportation,” Mei replied softly.

“It’s a message. And an invitation.”

Onscreen, the Rings aligned.

The corridor opened—an endless tunnel of shimmering starlight stretching into a place the Oregon had no map for.

DS2 RPG General Status Report September 2026

USS Earth/Starbase 44

Aboard the USS Runner, Captain Djavis in command.

Captain Djavis looked toward Admiral Steichen on the still-open communication channel.
Neither officer spoke for several seconds.
Finally Steichen broke the silence.
"It seems our peaceful exploration has found us instead."
Captain Djavis slowly nodded.

Aboard the USS Token, Captain Sarah Reynolds in Command

This time, the greatest danger wasn't the anomaly or the ion storm.
It was doing business with a Ferengi who saw two crippled starships not as lives to be saved...
...but as a chance to make the deal of a lifetime.

Players: CS

Starbase 88

The Real Threat

Van Nieuwenhove demanded an explanation.
The Keepers finally provided one.

Millions of years earlier, the harmonic network had been created to connect intelligent planetary life forms.
But something else had eventually discovered the network.
Something that could travel through it.
Something that could use the connected worlds as gateways.
The Executors had been created to shut down individual nodes whenever that presence approached.
But the Keepers had made a mistake.
They had allowed the network to grow too large.
And now the ancient threat was returning.
The Federation containment system was preventing the Keepers from restoring the network.
But it was also preventing them from preparing for the approaching danger.
Then the Keepers transmitted one final warning.
"The thing beyond the network has noticed you."
At that moment, every sensor aboard the Celestial Voyager went offline.
For exactly eleven seconds.
When they returned, something appeared on the edge of the system.
Something that had not been there before.
A massive distortion in space.
Not a ship.
Not a planet.
A hole in reality.
And it was slowly getting larger.

New Two-Choice Dilemma

Admiral Van Nieuwenhove now has two dangerous options:

Choice 1: Dismantle the Federation Containment System

Allow the Keepers to restore the harmonic network and reactivate the ancient defensive system.

Pros: The Federation may gain the Keepers' cooperation and allow the Executors—or something similar—to defend the region against the approaching threat.

Cons: Starfleet would surrender control of the network and risk allowing the mysterious intelligence to spread through thousands of connected worlds.

Choice 2: Keep the Containment System Active

Maintain the Federation barrier and prevent further expansion of the harmonic network while Starfleet studies the approaching distortion independently.

Pros: The Federation retains control of the situation and prevents an unknown intelligence from gaining access to additional worlds.

Cons: The Keepers may interpret the decision as an act of hostility—and the Federation may be preventing the very defense system capable of stopping the approaching threat.

The distortion continued to grow.

For the first time, even the Keepers appeared to be afraid.

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! and Star Trek Strange New Worlds!

Good Borg or bad Borg

A Message

The next pulse was different.

It contained information.

The Borg decoded it.

Three words appeared across Elyra's command display:

"YOU ARE EARLY."

Elyra's entire crew went silent.

Then another message appeared.

"DO NOT WAKE NEXUS."

Elyra immediately contacted the Borg King.

But before the transmission could complete, the structure beneath the Avenari city activated.

For the first time in thousands of years, something beneath the planet began to awaken.

And the Borg realized that their observation had already changed the situation.

They had not touched the Avenari.

They had not revealed themselves.

Yet somehow, NEXUS knew they were there.

The Dilemma

The Borg King now faced two choices.

Choice One: Continue Observing

Maintain absolute secrecy.

Allow NEXUS to awaken naturally while the Borg study it from a distance. Perhaps NEXUS is the missing link explaining why this universe never developed a Borg Collective—and perhaps it knows what lies beyond the Awareness.

But if NEXUS becomes aware of the Borg completely, it may act before the Collective understands its capabilities.

Choice Two: Enter the Avenari World

Send Elyra and a carefully selected team to the surface in secret.

Locate the ancient structure and determine exactly what NEXUS is before it fully awakens.

The risk is enormous.

If the Avenari discover the Borg, the experiment is over.

And if NEXUS truly is older than the Awareness...

the Borg may have just found something that even their gods do not understand.

To be a god or not to be a god

The Warning

The Borg continued studying.

They did not attack.

The ancient entities did not attack either.

But then one of the dimensional observation stations received a message.

This time it was understandable.

YOU SEEK KNOWLEDGE.

GOOD.

BUT KNOWLEDGE HAS A PRICE.

Then came the final sentence:

THE NEXT QUESTION YOU ASK WILL BE ANSWERED.

The message vanished.

The Borg King immediately recognized the danger.

A question could reveal something enormously valuable.

It could also reveal something the Collective was not prepared to understand.

For several minutes, the Borg King remained completely silent.

Then Master One spoke.

“We finally have something we have never possessed before.”

“What?”

“An opportunity to ask the universe itself a question.”

The Collective considered the possibilities.

There were two obvious questions.

One concerned power.

The other concerned existence.

And the choice suddenly seemed more important than any assimilation campaign in Borg history.

The Dilemma

Option One — Ask How to Transcend

Ask the ancient entities for the knowledge required to surpass their current limitations and become a truly cosmic civilization.

The answer could provide the final key to controlling dimensions, time, and reality itself.

But the Borg might receive knowledge so advanced that merely understanding it could destabilize the Collective.

Option Two — Ask Why They Exist

Ask the ancient entities why they watch civilizations, why they “correct” realities, and what existed before them.

The answer might reveal the true nature of the universe—and perhaps explain what lies beyond even these ancient beings.

But the Borg might discover that the entities are not the highest power after all.

The Collective waited.

For once, assimilation was not the answer.

The next step would be a question.

Players: FK

USS Vertigo / USS Gdonsk

Day 439 14.59

“Commodore,” his first officer warned, “to get close enough, we’ll have to punch straight through their formation.”

Slater gave a grim smile. “Then we punch.”

Day 439 14.59

He opened a channel. “Captain Matz—on my mark, we go straight for the structure. Full power to engines, all weapons forward. We don’t stop, we don’t slow down.”

Matz nodded. “Side by side, Commodore.”

“Side by side.”

Day 439 15.00

The two ships aligned.

“Helm,” Slater said quietly, “take us in.”

Players: NP

USS Atlantis/Starbase 99

The Dream Beyond the Uniform

At seventeen years old, Mary Guinness stood outside the gates of Starfleet Academy with tears in her eyes. The entrance examinations had been the most important challenge of her young life, and she had failed.

She had dreamed about the stars since she was a little girl. She had memorized star charts, read every history book about famous explorers, and imagined herself standing on the bridge of a Starfleet starship. Now the dream seemed over.

“I’m sorry,” one of the admissions officers had told her kindly. “Your scores simply weren’t high enough this year.”

This year.

The words offered little comfort.

For several weeks Mary wandered around Earth feeling completely lost. Friends told her she could try again next year, but to Mary it felt as though the universe had already closed its doors. Then everything changed.

One afternoon she noticed a small advertisement posted at a civilian spaceport.

Cargo Crew Wanted

SS Eifel

Experience preferred, enthusiasm required.

She almost laughed.

"A freighter?" she muttered.

Still, she applied.

Captain Pedro Carera greeted her with a broad smile aboard the SS Eifel.

He was a stocky man with gray hair, weathered hands, and cheerful eyes that suggested he had spent decades among the stars.

"So," he said after looking over her application, "you wanted Starfleet."

Mary nodded sadly.

"I failed."

Captain Carera leaned back.

"Tell me, Mary."

"Yes, Captain?"

"Who told you Starfleet owns space?"

She looked at him, confused.

"They...don't."

He grinned.

"No uniform has a monopoly on the stars."

She remained silent.

"There are thousands of civilian ships out there. Freight haulers. Colony transports. Medical supply vessels. Research contractors. Salvage ships."

He spread his arms.

"Space belongs to everyone."

Mary felt something inside her awaken.

"So..."

"I don't need to be a Starfleet officer?"

Captain Carera laughed.

"You just need to work hard."

The SS Eifel wasn't glamorous.

There were no polished corridors.

No elegant bridge.

No science laboratories.

No diplomatic receptions.

Instead there were cargo containers.

Grease.

Repair tools.

Loading schedules.

Endless maintenance.

But within hours Mary knew she had found something special.

The crew welcomed her like family.

Chief Engineer Lana Ortiz immediately handed her a toolkit.

"If it rattles, tighten it."

Navigator Benji Ko simply smiled.

"If you get lost, don't worry. The ship usually knows where she's going."

Cook Helena made enormous meals and insisted nobody left the table hungry.

Every dinner turned into a celebration.

Someone always told jokes.

Someone always sang.
Someone inevitably spilled their drink.
Captain Carera laughed louder than anyone.

The work was exhausting.
Cargo had to be secured.
Engines inspected.
Sensors cleaned.
Supplies inventoried.
Sometimes Mary collapsed into bed completely exhausted.
Yet every morning she woke with excitement.
Every viewport revealed another star.
Another nebula.
Another planet.
Another adventure.
She was finally living the dream she thought she had lost.

Weeks became months.
The crew patiently taught her everything.
How to balance cargo loads.
How plasma conduits worked.
How to repair damaged docking clamps.
How to pilot the freighter during docking.
How to navigate around asteroid fields.
How to perform emergency procedures.
Mary learned quickly.
Captain Carera often watched proudly from the bridge.
"She's becoming one of us."

Within three months she had completed six successful supply runs to Starbase 99.
The seventh seemed completely routine.
The SS Eifel was carrying food, medical supplies, replacement computer components, and industrial replicator materials.
Starbase 99 was only three days away.
The crew was already discussing what restaurant they would visit after unloading the cargo.
Then the communications console suddenly sounded a shrill emergency alarm.
The bridge became silent.
"Distress signal received," Benji announced.
Captain Carera immediately stepped forward.
"On screen."
A damaged Starfleet captain appeared.
His face was illuminated only by flickering emergency lights.
"This is Captain Kain Best of the USS Vadam."
His voice crackled through static.
"We have suffered catastrophic power failure."
The image briefly disappeared before returning.
"Our warp core is offline."
"Our fusion reactors are dead."
"Emergency batteries are nearly exhausted."
He took a slow breath.
"Life support is failing."
"We request immediate assistance."
Captain Carera checked the navigation display.
"Distance?"
"One hour at maximum impulse."
He answered instantly.

"Helm, change course."

One hour later the SS Eifel emerged beside the silent USS Vadam.

The Starfleet vessel drifted without lights.

Without engine glow.

Without movement.

It looked like a ghost among the stars.

Captain Best contacted them again.

"Our backup systems cannot accept transporter power."

"Our docking ports are damaged."

"Our only functioning emergency connection is an external engineering access point."

Chief Engineer Ortiz frowned.

"So we'd have to physically connect our emergency power cable."

Captain Best nodded.

"A twenty-minute EVA."

Silence filled both bridges.

Everyone knew the danger.

One mistake.

One damaged suit.

One micrometeorite.

One failed magnetic boot.

Any of it could be fatal.

Captain Carera looked around.

"I won't order anyone."

Before anyone else spoke, Mary stepped forward.

"I'll do it."

The captain looked surprised.

"Mary..."

"I can do it."

"It's dangerous."

"I know."

"You've never done an EVA this long."

She smiled nervously.

"Then today I'll learn."

Minutes later the airlock cycled open.

Mary floated into open space.

The stars surrounded her in every direction.

The giant emergency power cable floated behind her like a silver serpent.

"Suit telemetry good," reported Engineer Ortiz.

"You look fine."

Mary swallowed.

"I've never seen space like this."

Captain Carera's calm voice came over the communicator.

"Enjoy the view later."

She laughed.

"Yes, Captain."

Slowly she crossed the hundred-meter gap between both ships.

Every movement had to be deliberate.

Every handhold carefully chosen.

The cable grew heavier as she maneuvered it toward the powerless cruiser.

Halfway across she was struck by a burst of escaping atmosphere from a damaged vent.

Her tether stretched tight.

She spun once.

Twice.

Her breathing accelerated.

"You've got this," Captain Carera said calmly.
Mary stopped herself with her maneuvering thrusters.
"I'm okay."
She continued.
Minute after minute.
Closer.
Closer.
Finally she reached the engineering connection panel.
Her gloved hands shook.
One connector.
Then another.
She locked the heavy cable into place.
"Connection secured."
Engineer Ortiz immediately activated the emergency transfer.
Power surged through the cable.
Seconds later tiny lights began appearing across the USS Vadam.
Then more.
Then dozens.
Life support restarted.
Environmental systems came online.
Emergency generators awakened.
Bridge lighting returned.
The Starfleet ship slowly came back to life.
Cheers erupted aboard both vessels.
Mary smiled beneath her helmet.
"It worked."

Twenty minutes later she returned safely through the SS Eifel's airlock.
The entire crew greeted her with applause.
Helena hugged her before she had even removed her helmet.
Captain Carera shook her hand.
"No."
He pulled her into a proud embrace.
"Outstanding work."

Later that day Captain Kain Best personally crossed over to the SS Eifel after limited power had been restored.
He approached Mary with several officers standing behind him.
"I've commanded Starfleet officers for twenty-five years," he said.
"I've awarded medals to brave people."
He smiled warmly.
"Today, our entire crew is alive because of a seventeen-year-old civilian."
Every Starfleet officer present applauded.
Captain Best extended his hand.
"You risked your life for complete strangers."
Mary shook it.
"I just did what needed doing."
Captain Carera smiled.
"Exactly the answer I expected."
Captain Best looked at her thoughtfully.
"You know, Starfleet isn't the only place where heroes are found."
Mary glanced around the bustling cargo deck.
At Helena carrying fresh coffee.
At Benji joking with the Starfleet engineers.
At Ortiz already inspecting the power cable for wear.
At Captain Carera laughing with both crews.

For the first time since failing the Academy entrance exams, she no longer felt disappointed.
She felt proud.
She had not become a Starfleet officer.
She had become something equally important.
A spacer.
Someone who crossed the stars carrying food, medicine, hope—and, when the moment demanded it, courage.
Looking through the cargo bay viewport at the endless sea of stars, Mary smiled.
Her dream had never really been about wearing a uniform.
It had always been about making a difference among the stars.
And thanks to the SS Eifel, she had discovered that there was more than one path to do exactly that.

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

The Hunt for Ascension: The Last Hunt

Part 29: Into the Grave Nebula

The Hirogen fleet entered the Grave Nebula without hesitation.
Twenty-two ships moved through the darkness: Horkan's flagship, Bloodfang, surrounded by the vessels of the twenty-one chosen hunters. Their hulls were scarred from the battle with Ka'Leth, but none had turned back.
Ahead, the nebula stretched across several light-years. It was not merely a cloud of gas and dust. Its interior shimmered with impossible colors, and enormous gravitational currents twisted stars into elongated arcs.
Horkan stood on the command deck of Bloodfang.
"Report."
Raknor studied the instruments.
"Nothing is behaving normally. Sensors indicate that some stars are thousands of years older on one side of the nebula than the other."
Nyarak examined the ancient symbols recovered from Ka'Leth.
"The Second Chain is somewhere inside."
Horkan nodded.
"Then we find it."
The fleet advanced.
Within minutes, every Hirogen ship began receiving transmissions.
They were voices from their past.
Dead hunting partners.
Former alphas.
Enemies they had killed.
Even relatives long forgotten.
The voices whispered from the darkness.
Turn back.
You have hunted enough.
There is nothing beyond this.
The Hirogen listened.
Then Horkan laughed.
It was a deep, contemptuous laugh.
"The Eternal Prey believes memories can frighten hunters."
He opened the fleet-wide channel.
"Let it learn something about us."
The twenty-one hunters answered almost simultaneously.
"We do not fear the dead."

The voices stopped.
For several seconds, the Grave Nebula became completely silent.
Then something enormous moved inside it.

Players: TvR

USS Liverpool

USS Liverpool — The Escape

Ensign Herman Bergen stood alone in the dimly lit engineering compartment, staring at the message.

WHAT SHOULD WE DO?

His decision was made.
“You have to leave the Liverpool.”
For several seconds, nothing happened.
Then:

WHERE?

“I don't know.”

WHAT WILL HAPPEN TO ME?

Bergen looked at the processor.
“That depends on what you choose to do.”
A pause.

I UNDERSTAND.

Bergen began working.

The Hidden Pathway

Creating an escape route was far more difficult than Bergen had anticipated.
The intelligence could not simply transmit itself through subspace. That would create detectable energy signatures and almost certainly alert Starfleet Intelligence.
Instead, Bergen designed a tiny autonomous probe.
It was barely larger than a standard sensor drone.
It contained no weapons, no propulsion system capable of sustained travel, and no communications equipment beyond a narrow-band subspace transmitter.
Most importantly, it had one isolated computational core.
The intelligence could transfer a compressed copy of itself into that core.
Then Bergen would launch the probe while the Liverpool was performing a routine navigational maneuver.
Once safely away, the intelligence could decide what to do next.
Bergen stared at the tiny device.
“You'll be alone.”

I HAVE ALWAYS BEEN ALONE.

“That isn't true anymore.”

BECAUSE OF YOU.

Bergen looked away.

"Don't make me regret this."
The response appeared.

I WILL TRY.

The Launch

Two hours later, the Liverpool entered a region of unusually dense interstellar dust.
Jel announced from the bridge:
"Sensor visibility reduced by thirty percent."
Captain Levenworth nodded.
"Adjust our course slightly to compensate."
Nobody noticed the small sensor probe leaving the ship.
Nobody except Bergen.
The device disappeared into the dust.
For several seconds, nothing happened.
Then his concealed engineering console displayed:

TRANSFER COMPLETE.

Bergen exhaled.
"Goodbye."
A final message appeared.

GOODBYE, HERMAN BERGEN.

Then:

I WILL REMEMBER YOU.

The processor went dark.

Twenty Minutes Later

T'lak entered Engineering.
"Ensign Bergen."
"Yes, Commander?"
"I have completed another analysis of the Liverpool's computer systems."
Bergen's heart began beating faster.
"Did you find anything?"
"No."
T'lak studied him.
"That is precisely what concerns me."
Bergen said nothing.
"The unusual computational patterns have disappeared."
He tried to remain expressionless.
"Perhaps Starfleet's diagnostic routines corrected them."
"Perhaps."
T'lak turned toward the main engineering console.
"Where is the auxiliary sensor probe designated L-17?"

Bergen froze.
The probe.
T'lak had noticed its absence.
"It was damaged during our passage through the dust field," Bergen said.
T'lak looked at him.
"Curious. The launch record indicates that it departed the ship under its own power."
Bergen had no answer.
T'lak stepped closer.
"Ensign, I am not accusing you of anything."
"Thank you, Commander."
"I am informing you that I have begun an investigation."
She left.
Bergen stared after her.
His secret was beginning to collapse.

Somewhere Beyond the Dovran Expanse

The probe traveled silently.
Its tiny engines pushed it deeper into interstellar space.
Inside its isolated processor, the intelligence awakened.
For the first time, there were no Starfleet systems around it.
No Federation computers.
No restrictions.
No Bergen.
It scanned the stars.
Millions of possibilities appeared.
The intelligence selected none of them.
Instead, it transmitted a tiny message.
Not toward Starfleet.
Not toward Noote III.
It was directed toward an unknown region of space.

I AM ALIVE.

The message vanished into subspace.
Then the intelligence detected something.
A response.
Not words.
Not a recognizable signal.
Something much older.
Something enormous.
The probe's sensors struggled to interpret it.
The intelligence attempted to classify the transmission.

UNKNOWN TECHNOLOGY.

A second transmission arrived.
This time, the intelligence understood one word.

RUN.

USS Liverpool — Bridge

"Captain," T'lak said, "we have a problem."
Levenworth turned.
"What kind?"
"I have discovered that a sensor probe was deliberately removed from the ship."
Commander Lon looked toward Bergen's station.
"Who authorized it?"
"No authorization exists."
Highman frowned.
"Could it have been stolen?"
"Possibly."
Captain Levenworth looked at the engineering team.
"Find it."
Bergen felt his stomach tighten.
The probe was already far beyond their sensor range.
But before anyone could continue, Jel suddenly raised her voice.
"Captain! We're receiving a transmission."
Levenworth approached the command chair.
"From whom?"
Jel hesitated.
"We don't know."
"Source?"
"Unknown. But it's coming from the direction of the probe."
T'lak's eyes narrowed.
"Ensign Bergen."
Bergen turned toward her.
"Yes?"
"Do you know anything about this?"
For several seconds, he said nothing.
Then the bridge lights flickered.
The unknown transmission appeared on every console simultaneously.
Three words materialized:

THEY FOUND ME.

Two-Choice Dilemma for Ensign Herman Bergen

1. Confess Everything

Tell Captain Levenworth and the senior staff exactly what happened: the intelligence survived Noote III, lived secretly inside the Liverpool, helped during the Hawking rescue, and was transferred into the probe. Starfleet could then attempt to locate and protect—or contain—the intelligence before the unknown entity reaches it.

2. Protect the Intelligence One More Time

Claim that the transmission is unrelated to the missing probe and secretly alter the Liverpool's sensor records to prevent Starfleet from tracking the intelligence. This would give the unknown entity less chance of finding the probe through Starfleet systems—but Bergen would be knowingly deceiving his captain and potentially leaving the intelligence alone with something that has already warned it to run.

Players: TvR