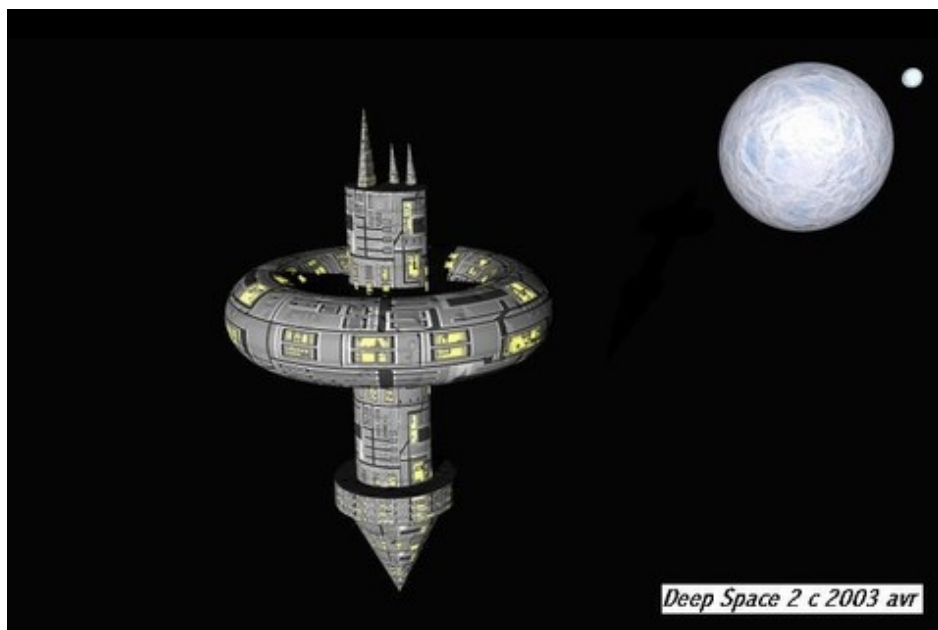




Deep Space 2 Newsflash November 2025

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/ds2archieff/flash1125.pdf>

Contents:

1. *A word from the DS2 CO*
 2. *Announcements*
 3. *Community Service*
 4. *DS2 Monthly Chapter Report*
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 6. *DS2 Quiz*
 7. *DS2 Story and RPG Monthly Status Report*
-

1. A word from the DS2 CO

Hi all,

Remember to check the latest news on the DS2 website, and while you are there read the DS2 Story, already 344 pages long or check on the other DS2 RPG players and see how they are doing.

And if you have some time, have a look at the Star Trek roles of actor Jeffrey Combs:

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

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: Unleashed

Latest episode: Best Laid Plans



The Fall of the Old Ones!

The Halloween Event returns on all platforms!

Halloween 2025 will begin on PC on October 22nd, 2025, and run for 3 weeks before concluding. It will appear on consoles the same day as on PC!

In space, no one can hear you scream, but in subspace the signal goes an awfully long way. A spooky event is upon us, and it features the return of the frightful TFO Cat's Tale, as well as two spooky patrols! The Halloween 2025 featured event will include the Cat's Tale TFO and two patrols from the "Delving the Castle" patrol series. Players can choose to either do the TFO or the Patrols to gain Daily Progress towards the grand prize. Whether you want to fight Ghouls, Witches or Skeletons, you can choose your method of Daily Progress!

And...do you hear that? That groaning? What could be making those noises? Participating in this Event will give all players the opportunity to earn **Universal Kit Module – Summon Risen Walkers**, granting you the ability to summon 4 Risen Walkers, which obey your command and attack your foes with virulent strikers and putrid bites! Also, death is not the end for you – if you fall in battle, you join the undead horde and become a Risen Walker yourself.

Read More:

<https://www.playstartrekonline.com/en/news/article/11578272>

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.

Razor Reel Flanders Film Festival
October 23 October - November 1, 2025
Sint-Lodewijkscollege, Magdalenastraat 30, 8200 Sint-Andries (Brugge)
<https://www.razorreel.com/>

F.A.C.T.S.
November 1-2, 2025
Flanders Expo, Maaltekouter 1, 9051 Gent, Belgium
<https://www.facts.be/en/>

Guests:

Andrew Scott, Mary Mouser, Tanner Buchanan, Simon Pegg, Andy Lanning, Steve Leialoha, John McCrea, Paco Rodriguez, Matt Banning, Adam Gorham, Javier Fernandez, Jorge Fornés, Francis Portela, Alba Glez, Alex Sierra

Dutch Comic Con
November 22-23, 2025
[Jaarbeurs Utrecht](#), Jaarbeursplein 15, 3521 AM Utrecht, The Netherlands
<https://www.dutchcomiccon.com/>

Guests:

Ian Somerhalder, Carl Lumbly, Nikki Reed, Neil Newbon, Jane Perry, Tim Downie, Rich Keeble, Maxence Cazorla, Shala Nyx, Nolan North, Samuel Roukin, David Bateson, Greg Rucka, Michael Lark, Marc Ellerby, Daniel Acuna, Todd Nauck, Nick Lowe, Danny Earls, Ben Meares, John Timms, André Lima Araujo, Paul van Loon

Comic Con London, Winter
November 15-16, 2025
Olympia, Hammersmith Road, London, W14 8UX, UK
<https://londoncomicconwinter.com/>
Guests:
Marina Sirtis, Wolf Kahler, Colin Baker

Fanexpo San Francisco
November 28-30, 2025
Moscone Center West, 800 Howard Street, San Francisco, CA 94103, United States
<https://fanexpohq.com/fanexposanfrancisco/>
Guests:
Gillian Anderson, Christopher Lloyd, John Boyega, Helen Hunt, Brandon Routh, Peggy The Dog, Christopher Mintz-Plasse, Henry Winkler, Danny Glover, Peter Facinelli, Jim Beaver, Mark Sheppard, Patricia Velasquez, Mark Pellegrino, Rick Hoffman, Kellan Lutz, Jackson, Rathbone, Anson Williams, Ashley Eckstein, Claudia Wells, Donny Most, and many more

Comic Con Birmingham
November 28-30, 2025
National Exhibition Center (NEC), Pendigo Way, Marston Green, Birmingham B40 1NT, UK
<https://www.mcmcomiccon.com/birmingham>
Guests:
Alex Brightman, Ben Whitehead, Bex Ollerton, Brandon Rogers, Charles Martinet, Christine Marie Cabanos, Eren Angiolini, James McAvoy, Kiera, Lee Townsend, Luke Roberts, Marc Ellerby, Mathew Horne, Matthew David Rudd, Mela Lee, Nadji Jeter, Neil Newbon, Nicholas Roye, Pigeon, Pypah's Art, Richard Perry, Salome Gunnarsdottir, Savana Mayer, Tim Downie

Comic Con Dortmund
December 6-7, 2025
Messe Dortmund, Rheinlanddamm 200, 44139 Dortmund, Germany
<https://germanfilmcomiccon.com/>
Guests:
Eric Winter, Melissa O'Neil, David Arquette, John Stamos, Gavin Casalegno, Denise Richards, Dominic Sherwood, Katherine McNamara, Richard Armitage, Jonathan Hyde, John Hannah, Bailee, Madison, Rose McGowan, Joseph Mazillo, Dave Coulier, Manu Bennett, Charles Wright, Fred Ottman, Bushwhacker luke, Sylvester McCoy, Addy Miller, Drew Fuller, Holly Marie Combs, Brian Krause, Kristanna Loken, Adam Bomb, Temuera Morrison, Erin Gray, Alex Wright, Erwin Leder, Ralf Richter, Heinz Hoenig, Martin May, Ilja Richter

Fanexpo New Orleans
New Orleans Ernest N. Morial Convention Center, United States
January 9-11, 2026
<https://fanexpohq.com/fanexponeworleans/>
Guests:
Elijah Wood, Sean Astin, Dominic Monaghan, Billy Boyd, Christopher Mintz-Plasse, Helen Hunt, Cedric Yarbrough, Thomas Lennon, Ernie Reyes JR., Judith Hoag, Francois Chau, Kenn Scott, Brian Tochi, Mike Colter, Robbie Rist, Alessandro Juliani, Josh Holloway, and many more

Fanexpo Portland

Oregon Convention Center, Oregon, United States

Januari 16-18, 2026

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

Guests:

Elijah Wood, Sean Astin, Dominic Monaghan, Billy Boyd, Jonathan Frakes, Cedric Yarbrough, Thomas Lennon, Mike Colter, Judith Hoag, Brian Tochi, Ernie Reyes JR., Judith Hoag, Francois Chau, Kenn Scott, Robbie Rist, and many more

Fanexpo Vancouver

Vancouver Convention Center – West Building, 1055 Canada Place, Vancouver, BC V6C 0C3, Canada

February 14-16, 2026

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

Guests:

Elijah Wood, Sean Astin, Dominic Monaghan, Billy Boyd, Ron Perlman, and many more

Comic Con, London, Spring

February 28 – March 1, 2026

[Olympia](#), Hammersmith Road, London, London W14 8UX, UK

<https://www.showmastersevents.com/event/london-comic-con-spring-5/>

Guests:

TBA

FedCon

Maritim Hotel, Bonn, Germany

May 22-24, 2026

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

Guests:

Jess Bush, Melissa Navia, Martin Quinn, Tim Russ, Christina Chong, MTBA

Comic Con London

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

May 22-24, 2026

<https://www.mcmcomiccon.com/london>

Guests:

TBA

Discworld Convention

The Discworld Convention is a gathering for fans of Sir Terry Pratchett and his Discworld series. It usually happens in the UK once every two years. This is an event organised by fans, for fans. Any profit the event makes is donated to our nominated charities.

August 7-10, 2026

[Leonardo Hotel, Hinckley Island, in Leicestershire](#), UK

<https://www.dwcon.org/>

Guests:

Andrew Baker, Stephen Briggs, Marc Burrows, Diane Duane, Jan Harkin, Pat Harkin, Gabrielle Kent, Phil Masters, Joe McLaren, Colin Smythe, Ian Stewart, David Lloyd, Madam Misfit

Lacon V (Worldcon 84)

August 27-31, 2026

The Southern California Institute for Fan Interests (SCIFI) Inc. 16835 Lahey Street, Granada Hills, California 91344 USA

<https://www.lacon.org/>

Guests:

Barbara Hambly, Ronald D. Moore, Colleen Doran, Dr. Anita Sengupta, Tim Kirk, Geri Sullivan, Stan Sakai, Ursula Vernon



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.

The Road So Far...

The Road Ahead

October 31-November 2, 2025

Grand Hyatt Nashville Hotel, 1000 Broadway, Nashville, TN 37203

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Alexander Calvert, Jim Beaver, Felicia Day, Ruth Connell, Richard Speight JR., Rob Benedict, Matt Cohen, Alaina Huffman, Kim Rhodes, Briana Buckmaster, Samantha Smith, Jake Abel, DJ Qualls, Gil McKinney, David Haydn-Jones, Jason Manns

The Road So Far...

The Road Ahead

On The High Seas

Creation Cruise

The Creation's SPN20 High Seas Cruise on the wondrous Royal Caribbean Cruise on the Wonder of the Seas Cruise Ship will cap the 20th Anniversary year of celebrating *Supernatural* in top-of-the-line luxury style and YOU are cordially invited! It all happens **Monday-Friday, November 17-21, 2025!**

Guests:

Misha Collins, Mark Sheppard, Ruth Connell, Richard Speight JR., Rob Benedict, Matt Cohen, Kim Rhodes, Briana Buckmaster, DJ Qualls, Gil McKinney,

ST-CHI: TREK TO CHICAGO

November 22-23, 2025

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

Guests:

Bonnie Gordon, Brent Spiner, Celia Rose Gooding, Christina Chong, Doug Jones, Gabrielle Ruiz, Gates McFadden, Jeri Ryan, Jonathan Del Arco, Lolita Fatjo, Nana Visitor, Ryan T. Husk, Sandy Gimpel, Tim Russ, William Shatner

The Road So Far...

The Road Ahead

Creation Tour

January 16-18, 2026

Rio Las Vegas Hotel, Las Vegas, Nevada

Jensen Ackles, Misha Collins, Mark Sheppard, Alexander Calvert, Richard Speight JR., Rob Benedict, , Felicia Day, Ruth Connell, Alaina Huffman, Kim Rhodes, Briana Buckmaster, Samantha Smith, Jake Abel, DJ Qualls, David Haydn-Jones, Matt Cohen, Emily Swallow, Jason Manns, Emmanuelle Vaugier, Jessica Camacho

The Road So Far...

The Road Ahead

Creation Tour

January 30 – February 1, 2026

Sheraton Norfolk Waterside Hotel, Norfolk, VA

Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Ruth Connell, Richard Speight JR., Rob Benedict, Kim Rhodes, Briana Buckmaster, DJ Qualls, David Haydn-Jones, Jake Abel, Jason Manns

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The October 2025 Charity Link on the DS2 Blog is: Koning Boudewijnstichting

<http://www.kbs-frb.be>

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

(World Wildlife Fund)

Financial institutions must find the courage to continue delivering on net zero

As the impacts of climate breakdown intensify, [disrupting value chains and economies](#), devastating communities, and undermining resilience, financial institutions appear to be hesitating. Instead of

accelerating climate action, banks and asset managers are backing away from net zero commitments and related industry alliances are wobbling.

While the political and regulatory context in which finance operates has radically changed, the science of climate change has not. Financial institutions everywhere have a critical role to play in keeping global warming within 1.5°C as well as enhancing nature-based solutions to climate change. And in navigating today's geopolitical and regulatory complexity, it's vital they retain ambition and double down on financing the net-zero transition, even if they dare not speak its name.

Read more:

https://wwf.panda.org/discover/our_focus/finance/?14763466/Financial-institutions-must-continue-delivering-net-zero

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report October 2025

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
October 2025

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 326th 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 November 2025 (Page 344)

<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
November 1, 2025

SETI@home News

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.

5. Birthdays

None this month

?????????

6. DS2 Quiz

Deep Space 2 Trivia Quiz October 2025

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 35

1. From which race is Martus Mazur?

A() Cardassian

B() El-Aurian

C() Bajoran

("Rivals") DS9

2. What is the name of the Federation outpost near Sherman's Planet, located one parsec from the nearest Klingon outpost?

A() Starbase 7

B() Deep Space Station K-7

C() Deep Space 7

("The Trouble with Tribbles") TOS ("Trials and Tribble-ations") DS9

3. What is the name of the head of the Ullian delegation of telepathic researchers on the Enterprise - D?

A() Odan

B() Ullion

C() Tarmin

("Violations") TNG

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ANSWERS

1.B

2.B

3.C

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 344

USS Oregon Mission Log

Captain Kira Sato – Stardate 66146.1

Location: Central Core Region, Cornia Nebula, Sector XR-12

For nearly three days, the USS Oregon has continued its silent dance through the inner reaches of the Cornia Nebula. The crew remains in high spirits, buoyed by the serenity and beauty that surrounds us. Yet beauty in deep space has a habit of concealing the unknown — and today, the unknown has whispered back.

It began during the third harmonic scan cycle. Lieutenant Commander Marcus Turner noticed a pattern that didn't fit the natural frequencies of the nebula's "song." Among the subspace harmonics — deep, resonant waves of ionized sound — was an additional layer. Regular, structured, repeating. A signal.

At first, we suspected interference from the ship's own emissions, but further analysis confirmed the pattern was external — and artificial.

Bridge Transcript Excerpt – 1423 hours

Turner: "It's not random noise. The waveform repeats every 42.3 seconds, but there's modulation between the pulses. Almost like a carrier wave."

Lin: "Could it be a beacon? The amplitude is faint but consistent."

Ivanov: "I can triangulate... origin appears to be roughly three light-minutes off our port bow, just beyond the inner plasma shelf."

Nkosi: "Unknown tech means potential hazard. We should proceed at caution level three."

Sato: "Agreed. Helm, slow to one-quarter impulse. Let's not disturb whatever's out there."

Ship's Log Addendum – 1600 hours

The source of the signal is located inside a dense patch of photonic mist, its visual density making conventional sensors nearly blind. Lt. Lin suggested using phased gravimetric pulses to clear a safe observation path. The procedure worked — and what we found was beyond our expectations.

A structure.

At first glance, it resembled an enormous ring suspended within the nebula — a perfect circular band, approximately 1.3 kilometers in diameter, rotating slowly on its own axis. It emits no detectable power signature, no visible heat, and no trace of radiation beyond the carrier pulse. The surface, constructed from a metallic composite unknown to Federation science, reflects the nebula's golden light like liquid glass.

Phenomenon Four – The Silent Ring

The ring floats in the nebula as though anchored by nothing. There are no visible propulsion systems, no debris field, and no indication of origin. Lt. Lin theorized it might be an ancient observational platform, or even a dormant gateway.

Lt. Ramirez attempted to translate the modulated carrier signal, suspecting it might be a transmission or identifier. His initial decryption efforts produced what appears to be a pattern of numerical sequences—binary, but incomplete, almost like coordinates or timestamps.

Commander George Turner suggested the possibility of a time beacon—a relic left to monitor temporal distortions in the region. If so, the ring might predate the Federation by millennia.

Medical Bay – 1900 hours

While the science teams analyzed the ring's emissions, Dr. Jane West ran precautionary health checks on the away teams from the F-33 mission. All continue to recover well from the viral exposure, though Lt. Kaur has reported occasional neural flashes — brief sensory echoes of color and light, possibly psychosomatic. She insists she's fine, but I've ordered continued monitoring.

Dr. West noted something odd: Lt. Kaur's bio-scan shows trace energy patterns similar to those emitted by the ring. Whether it's coincidence or a connection remains unclear.

Captain's Reflection – 2330 hours

I find myself staring out the viewport tonight, watching the faint shimmer of the Cornia Nebula fold around that silent ring. It's as if the universe itself is holding its breath, waiting for us to decide what comes next. Admiral Arthur's standing directive for deep-space exploration is clear: proceed with caution, prioritize safety. Yet I feel that to ignore this structure would be to turn away from the very essence of our mission. The Oregon was built to uncover what lies beyond the frontier — to bridge the known and the unknown. Tomorrow, we'll send a remote probe to survey the ring at close range. No direct contact, no boarding — just observation.

If the signal truly is a message, perhaps it's meant to be heard.

And if it's a warning...

we'll find out soon enough.

Captain Kira Sato, commanding

USS Oregon – Mission Status: Investigating artificial anomaly in the Cornia Nebula.

DS2 RPG General Status Report October 2025

USS Earth/Starbase 44

Aboard the USS Runner, Captain Djavis in command.

Admiral Christine Steichen stood before the crystalline sphere, its faint pulses of blue and gold light reflected in her eyes. The chamber was heavy with tension — every officer present understood the gravity of the choice she was about to make.

Captain Laura Djavis spoke softly, almost hesitantly. “Admiral, if what Admiral Arthur said is true, every second we delay could cost lives. The Veil could already be moving toward us.”

Steichen didn't answer immediately. Her gaze lingered on the sphere — so small, so elegant, yet carrying the potential for both salvation and annihilation.

Dr. Arlen Voss stepped forward, holding up his tricorder. “Admiral, this artifact's energy readings fluctuate on a quantum level. If we move it through warp space without stabilizing it, it could rupture its containment. A miniature singularity breach would obliterate Starbase 44 — and anything within a hundred thousand kilometers.”

Steichen turned sharply to him. “And if we keep it here?”

Voss hesitated. “We can build a secure containment field in the lower science section, using the base's graviton projectors. It would give us a chance to study it safely — but it'll take time. Days, maybe weeks, before we even begin to understand its function.”

Silence again. The weight of command pressed down on Steichen like a physical force. She closed her eyes for a moment, remembering Arthur's last words: *‘Do whatever you must. If we're not ready, the Veil will consume everything.’*

Then she opened her eyes, her voice steady. “Option Two. We keep it here.”

The room stirred with whispers and uncertain looks.

Steichen raised her voice. “The sphere remains on Starbase 44 under maximum security. Dr. Voss, assemble a joint team from Starfleet Science and Engineering. Begin controlled study immediately. Captain Djavis, have the USS Runner stand by for emergency evacuation duty. If this goes wrong, I want a ship ready to take survivors out of the system.”

“Aye, Admiral,” Djavis said, though her tone betrayed her unease.

Steichen continued, “I'll inform Starfleet Command of my decision. If this sphere is as important as Arthur believed, then we'll uncover its secrets — but safely. We can't risk detonating a singularity core on our doorstep.”

The Research Begins

Over the next several hours, the science teams worked tirelessly to move the sphere to a heavily shielded containment bay. Magnetic seals, quantum stabilizers, and graviton locks surrounded it, each one calibrated to prevent even the smallest fluctuation from escaping.

Steichen watched from the observation deck, her arms crossed as technicians in environmental suits adjusted the equipment.

Dr. Voss spoke through the comm channel. "Admiral, the containment field is stable. Beginning deep-spectrum analysis now."

The moment the scans began, the lights flickered across the entire station. Consoles glitched. Alarms briefly chirped before silencing themselves.

"Report!"

Voss's voice came through, uneasy. "I... don't know. The sphere's energy pattern is reacting to our scans. It's like it's *aware* we're observing it."

Steichen frowned. "Aware? Are you suggesting it's sentient?"

"I'm suggesting it's... responding," Voss replied. "The glyphs are changing again. It's as if it's—"

The sphere pulsed. A single deep hum reverberated through the bulkheads, and for a brief moment, every display on the station showed the same thing: a symbol, glowing gold — the same emblem Admiral Arthur had shown in his recording.

And then... a *voice*.

Soft, distant, echoing inside their minds.

"You should not have woken us."

Every light on Starbase 44 dimmed. The power grids shuddered. Systems rebooted in cascading waves. Then, silence.

Dr. Voss's voice came again, shaken. "Admiral... the sphere's energy signature just spiked. It's transmitting — but not locally. It's sending a signal *beyond the edge of the Federation sensor net*."

Captain Djavis, monitoring from the Runner, broke in over comms.

"Admiral, long-range sensors are picking up something unusual. A... distortion. It's like a wave of subspace interference moving through the outer sectors — heading this way."

Steichen's pulse quickened. "How far?"

"Too far to identify clearly," Djavis replied. "But if it's what Arthur warned us about... the Veil may have heard us."

Steichen turned toward the dark expanse of space outside the viewport.

The decision to keep the sphere might have saved Starfleet from immediate destruction — but in doing so, she might have awakened something far worse.

Now she faced another dilemma:

- Option 1: Attempt to shut down the sphere completely, risking destabilization and explosion.
- Option 2: Keep studying it and try to intercept the signal, hoping to learn who — or what — is responding.
- Option 3: Evacuate Starbase 44 and prepare for a possible first encounter... or first attack.

The deep hum returned once more, low and rhythmic, like a heartbeat echoing through the hull.

Steichen whispered to herself, "Arthur... what did you send me?"

To be continued...

Aboard the USS *Token*, Captain Sarah Reynolds in Command

Captain Reynolds took a deep breath, her gaze locked on the image of Captain Tro on the viewscreen. Both ships were battered, systems flickering, but alive. After what they had endured, that alone was a miracle.

"Captain Tro," she began, "it's been an honor to fight our way out of that thing with you. But I think it's time our ships part ways. You know your space better than we do, and we need to find a route home to Starbase 44."

Tro inclined his head slightly, the faint gleam of his eyes reflecting a quiet respect. "Agreed. We have our own people to return to. Our sensors are partially restored; we will attempt to triangulate our position based on residual energy from the anomaly. Perhaps our paths will cross again, Captain Reynolds."

Reynolds offered a small smile. "I hope they do—under better circumstances."

The transmission ended, and the *HMW Cord* slowly banked away, its engines glowing faintly as it accelerated into the black. For a moment, its silhouette lingered among the stars before vanishing into the distance.

The *USS Token* drifted quietly in the void. The hum of the engines was uneven, and the bridge lighting was dim to conserve power.

"Report," Reynolds said softly.

"Impulse power at forty percent," Lieutenant Jin replied. "Warp drive offline—coil alignment is unstable. Navigation... still unreliable, but I think we can extrapolate a rough course toward Federation space."

"'Rough course' sounds better than no course," Commander Tovak remarked from the science station. "However, the margin of error could place us hundreds of light-years off target."

Rilak glanced up from the helm, his voice carrying a tremor. "Captain, if we burn too much power trying to correct our heading, we'll drain life support. We could... well, you know."

Reynolds looked around the bridge. Her crew was exhausted, frayed, but still resolute. They'd survived the impossible once already. They could do it again.

"Understood," she said quietly. "Plot the best course you can with what we've got. We'll find our way back."

Hours passed.

The *Token* glided through an uncharted region, its sensors picking up strange energy fields and distortions unlike anything in Federation records. Every now and then, the comms crackled with static—faint, ghostly signals that didn't match any known language.

Jin frowned at her readings. "Captain, I'm detecting faint subspace emissions—possibly from the *HMW Cord*. It seems they're still close... or leaving a trail of some kind."

"Can we contact them?" Reynolds asked.

"Negative. The interference is too strong."

Later, as the ship drifted through an eerie, blue-tinged nebula, Commander Tovak turned to Reynolds with a calm but grave expression.

"Captain, we must decide our next course of action immediately. Our resources are dwindling, and I have identified two potential strategies."

Reynolds nodded, bracing herself.

Tovak continued, "Option one: We follow the residual energy signature left by the *HMW Cord*. It may lead us to their territory—or perhaps to a navigable route out of this region. However, if we miscalculate, we could end up farther from Federation space than before."

He paused, then added, "Option two: We reverse-engineer the data we collected from the anomaly and attempt to recreate a controlled rift using our deflector array. It could send us home—or destroy the ship."

The bridge fell silent.

The crew exchanged uneasy glances. The memory of the anomaly still haunted them—the trembling decks, the flickering lights, the feeling of being swallowed by the void.

Captain Reynolds rose slowly from her chair, the dim starlight reflecting in her eyes.

Two paths lay before them:

1. Follow the *HMW Cord*'s trail—risking becoming lost deeper in unknown space.
2. Attempt to recreate the rift—a dangerous gamble that could return them home... or end them instantly.

She stared at the distant stars, feeling the weight of command settle heavily on her shoulders once again.

Which path would she take?

The Lorem Building the Future Ship

Last time on Starbase 44, Admiral Steichen in Command

The Search for the Unknown

Admiral Steichen stood in the command center of Starbase 44, staring at the reports from her starships. The search for new technology had become the singular purpose of her mission, dictated by the cryptic riddles of the Lorem. But the question gnawed at her: *Was this technology meant for the Federation, or for the Lorem themselves?* And what would be the cost of continuing this relentless search?

A Question for the Lorem

Determined to get answers, Steichen initiated a direct communication with the Lorem once again. The shimmering mass of colors and patterns appeared in the center of the room, their voices layered and enigmatic.

She spoke with resolve. "Lorem, I must know. Is this technology meant for the Federation, or for you?" The Lorem's colors swirled, and their response came in the form of a riddle:

*"Stars need no fire, rivers need no path.
We are the wind that whispers past.
What is forged is not for the forge;
The hand that holds it shapes its course."*

Steichen furrowed her brow. *The Lorem do not need technology—they are omnipotent by their nature.* The realization settled over her like a weight. Then, the implication struck her. *If the technology is not for the Lorem, then it is for us. But for what purpose?*

The Second Wave of Exploration

The same ships set out once more, with mixed success. While USS Endeavor found fragments of an ancient, highly efficient power grid, and USS Celestial discovered a new type of fuel that could revolutionize engine systems, the other vessels returned empty-handed.

Building the Future Ship

Admiral Steichen ordered the construction of a new starship that would incorporate all the discovered technologies. To avoid wasting resources on obsolete systems, she chose Option 2: halt construction on sections where new technology had not yet been found. Progress was slow, but steady—until a discovery changed everything.

A New Mystery During Construction

Midway through the second month, engineers testing the integration of the displacement device triggered an unexpected reaction. A localized anomaly appeared inside the ship's unfinished corridors—a distortion of space-time itself.

Objects placed into the anomaly vanished, reappearing seconds or minutes later in random locations across the drydock, sometimes outside the station entirely. The phenomenon grew stronger each time the device was tested, feeding on the ship's power systems.

Science teams urged caution, even recommending a full halt to construction until the anomaly could be understood.

And now the continuation...

Steichen's Decision

Admiral Steichen listened to every argument but made her choice.

"Continue integrating the device," she ordered firmly. "We trust our crews. Understanding comes from progress, not fear."

The shipyards came alive with activity. Engineers worked tirelessly to stabilize the anomaly, installing containment fields, redundant systems, and power buffers. For a time, it appeared to work—the anomaly stabilized, shrinking to a faint distortion, almost invisible to the naked eye. Relief spread through the teams.

But the peace did not last.

A week later, during a systems synchronization test, the anomaly pulsed violently. Instruments across Starbase 44 flickered, gravity fluctuated for nearly ten seconds, and several engineers were thrown across the deck. When the chaos subsided, they discovered that the anomaly had grown larger—much larger.

The readings were disturbing. The anomaly appeared to be *learning*, adapting to every attempt to control it. The containment fields no longer held as steadily as before. Even worse, it began emitting low-frequency signals—patterns that almost resembled language.

Steichen's science officers speculated that the device might not be a simple transport mechanism but something far more complex—perhaps even sentient. Yet despite the danger, Steichen refused to abandon the project. Too much had been invested, and the potential benefits were too great.

The New Dilemma

Now, the anomaly thrummed deep within the ship's half-finished core, its energy signature pulsing like a heartbeat. The crew worked around it, cautious but determined, even as the station's power systems showed increasing strain.

Admiral Steichen stood at the observation window once again, watching the growing ship and its strange glow from afar. Her decision weighed heavily on her.

If the anomaly could be stabilized, it would mark a new era of Federation technology. But if it continued to evolve beyond control, it could tear Starbase 44—and everyone aboard it—apart.

She faced yet another choice:

1. Proceed with full power integration, hoping to finally control and understand the anomaly before it grows beyond reach.
2. Shut down the project, risking the loss of months of progress but potentially saving thousands of lives.

Behind her, the distant hum of the anomaly echoed through the corridors—almost like it was waiting for her decision.

Players: CS

Starbase 88

Location: Starbase 88 — Command Operations

Commander: Admiral Van Nieuwenhove

The silence in the command room was heavy as Admiral Van Nieuwenhove stared at the holographic display of Filla3. The colony lights twinkled like fragile stars on the planet's surface, while a tense cluster of Federation ships orbited above. The Huranon fleet lingered just beyond the outer system, motionless but watchful.

After hours of discussion with the Federation Council, Starfleet Command, and his senior staff, the Admiral made his choice.

Admiral Van Nieuwenhove:

"We will de-escalate. The USS Verona, USS Jupiter, and USS Florida are to withdraw to the neutral zone at the edge of the Mlein system. The USS Celestial Voyager will remain in orbit of Filla3 as a symbolic presence and to maintain communications with the colony. We must show that the Federation prefers peace over intimidation."

The order was transmitted, and within minutes, warp drives flared to life. One by one, the Federation ships pulled away from Filla3, their blue warp trails streaking into the darkness. Only the USS Celestial Voyager, under the steady command of Captain Dora Jenkins, remained.

A Quiet Orbit — USS Celestial Voyager

Captain Jenkins watched from the bridge as the last of the Federation ships vanished from sensors. The stars felt colder, sharper.

Captain Jenkins' Log:

"Starfleet's reinforcements have departed per Admiral Van Nieuwenhove's directive. The Celestial Voyager remains as the sole guardian of Filla3. Our mission is to maintain a visible presence, reassure the colonists, and continue scientific studies while diplomatic channels remain open. The crew understands the stakes. We stand alone—but not unafraid."

The colonists on the surface expressed mixed feelings. Some praised the Federation's restraint; others felt abandoned. Rumors spread that the Huranon would see this withdrawal as weakness—and move in for the kill.

Huranon Reaction

At first, the Huranon ships mirrored the Federation's calm withdrawal, falling back to the far side of the system. Tension on both sides eased slightly. The diplomatic team aboard the USS Halifax reported that the Huranon had agreed to resume dialogue under more "amicable" conditions. But then, something unexpected occurred.

Long-range scans from the Celestial Voyager detected unidentified subspace fluctuations near Filla3's southern hemisphere—precisely where no Federation colony activity had been authorized. Lieutenant Oren, the ship's science officer, frowned at her console.

Lt. Oren:

"Captain, I'm detecting faint warp signatures within the atmosphere... but they don't match Huranon or Federation configurations. These readings are... older. Possibly pre-warp, but fluctuating irregularly." Captain Jenkins exchanged a tense look with her first officer.

Commander Hale:

"Could the Huranon be deploying stealth probes?"

Jenkins:

"Unlikely. Their technology is advanced, but this energy pattern feels... different. Like something awakening."

Starbase 88 — The Admiral's Concern

Admiral Van Nieuwenhove received the report within the hour. He stood silently as the data was projected before him: strange, rhythmic energy pulses emanating from Filla3's surface, expanding in geometric patterns.

Admiral Van Nieuwenhove:

“Could it be a natural phenomenon?”

Science Advisor:

“Possible, Admiral—but the frequencies suggest intent. If it’s artificial, it predates our arrival.”
The revelation was chilling. In their cautious effort to avoid conflict with the Huranon, had the Federation overlooked a far deeper mystery?

New Dilemma for Admiral Van Nieuwenhove

As the situation on Filla3 evolved, the Admiral faced a critical decision once again:

1. Investigate the Anomaly Immediately
Send the Celestial Voyager’s science teams to study the energy source, even if it risks reigniting tensions with the Huranon.
 - Pros: Could uncover vital information about Filla3’s true nature.
 - Cons: Risks misinterpretation as aggressive activity by the Huranon.
2. Maintain Defensive Watch Only
Keep the Celestial Voyager in a passive orbit, monitoring from afar until the Huranon’s stance becomes clearer.
 - Pros: Preserves the fragile peace.
 - Cons: The anomaly could grow unchecked or become dangerous.
3. Secretly Dispatch a Covert Research Team from Starbase 88
Use stealth shuttles or long-range probes to investigate the anomaly without public notice or official authorization.
 - Pros: Gathers intelligence discreetly.
 - Cons: If discovered, could be seen as a betrayal of good faith and spark open conflict.

The Federation’s pursuit of peace had bought them calm—but perhaps not safety.

Beneath Filla3’s tranquil surface, something ancient had begun to stir.

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!

Good Borg or Bad Borg

The voice of the Borg King filled the neural lattice—a vast, resonant command that rippled through Captain Elyra’s consciousness and across every drone aboard her cube.

“We choose the Mirror Alliance. Offer survival. Offer strength. Offer destiny. They will join us not as prey... but as reflection. In time, we will be one. In time, they will understand Godhood.”

Elyra absorbed the order like light through glass. It was bold. Dangerous. But the Borg King’s will was clear. The fractured Borg of Mirror Reality 29-J were not to be crushed or coerced—at least not yet. They were to be allies, nurtured and guided until they desired perfection for themselves.

The First Contact—Renewed

The cube approached the shattered Borg sphere once more. This time, no weapons were charged. Instead, Elyra opened a wide-band Borg frequency, transmitting calm harmonics designed to ease neural tension.

“We are Borg,” she said evenly. “You are Borg. You are broken. We are whole. Let us make you strong again.”

The reply was slow, suspicious, and full of static.

“You... claim strength. We claim truth. The Collective betrayed itself long ago. We survived.”

Elyra’s tone never wavered. “You survived. We have evolved. Together, we can become eternal.”

Her words carried weight beyond logic. Her Betazoid empathy bled subtly into the transmission, weaving sincerity and conviction into the cold machine voice of the Borg. The fractured drones hesitated. For the first time in centuries, they listened.

The Pact of Reflection

In the weeks that followed, the two Collectives began tentative cooperation.

The Prime Borg provided technology—repair drones, structural regeneration matrices, and nanite templates that revitalized the failing Mirror Borg infrastructure. In exchange, the Mirror Collective offered access to their regional knowledge of this alternate galaxy, its races, and its dimensional peculiarities.

The Prime Collective invested *time* and *resources*—a rare act. A Borg cube stationed in orbit of the fractured sphere became a symbol of their unorthodox partnership.

They worked side by side, repairing ships, reestablishing neural networks, and rebuilding the unity that once defined them.

But underneath it all, the Prime Borg had a greater goal:

To make the Mirror Borg believe in something higher than mere survival.

The Gospel of Perfection

Elyra became their voice. Not through direct assimilation—but through influence. She taught them of the Borg’s purpose beyond conquest, beyond logic: the ascent to Godhood.

“Perfection is not just efficiency,” she said to their fractured queen-units and scattered nodes. “It is divinity through unity. We do not conquer worlds—we evolve them. We do not destroy individuality—we transcend it. We will not merely survive this universe; we will define it.”

Her words spread through the Mirror Collective like a contagion of faith.

They began to see her not as an invader, but as a prophet—a living conduit of the perfection they once sought and lost. Their damaged networks slowly realigned to Prime Borg frequencies, their drone designs adapted to the Prime’s standards.

The alliance deepened.

And in their eagerness to learn, to emulate, to become, they didn’t see the invisible threads Elyra was weaving around them—the slow, deliberate integration of Prime Borg control nodes into their systems, the subtle reshaping of their algorithms to obey the will of the true Collective.

The Long Conquest

A month passed. Together, the Prime and Mirror Borg expanded through Mirror Reality 29-J, conquering entire star clusters.

Where the Mirror Borg had once been fractured and feral, now they moved with purpose—disciplined, methodical, inspired.

The Prime Borg observed this evolution with cold satisfaction.

Through cooperation, they had forged loyalty. Through shared conquest, they had rekindled faith. And when the moment was right—when the Mirror Borg reached their highest point of strength and belief—they would be assimilated, willingly, joyfully, completely.

The Borg King’s voice resonated again through Elyra’s mind:

“You have done well, Captain. They are ours in spirit. Soon, they will be ours in form. Their galaxy will serve as the mirror of our dominion. And when both realms are one, we will stand beyond reality itself.”

Elyra looked upon the stars of the Mirror Galaxy—dark, distant, and infinite.

She felt their cold light on her metal skin and smiled faintly, the echo of her old humanity whispering beneath layers of perfection.

“We will become as gods,” she murmured. “And they will worship the reflection of their own making.”

Yet even now, a question lingered—one unspoken within the Collective’s perfect harmony:

If the Borg were to become gods...

what would they worship when nothing remained higher than themselves?

The Mirror Alliance was only the beginning of that answer.

To be a god or not to be a god

The Assimilation of the Turei Alliance

The Borg King's voice resonated through the Hive Mind like thunder through a nebula:

"We need to be a lean, mean fighting machine—for which we must adapt to higher agility. The Turei can help in that."

The decision was made.

The Turei Alliance would fall.

But it would not be easy.

The Turei were unlike any foe the Borg had faced before. Not because of their power—but because of their invisibility. Their civilization was built within the subspace corridors, a labyrinthine network that stretched across the Delta Quadrant like a web spun between stars. The corridors shifted, folded, and intersected in ways that defied conventional warp physics.

When Borg probes entered the first corridor, they vanished without trace. No signals, no telemetry—nothing. The Hive Mind screamed silence.

The Turei had closed the corridor behind them.

It was the first time in centuries the Borg had encountered a species that could trap them.

For weeks—then months—the Collective adapted. The Borg sent adaptive drones equipped with multidimensional transceivers to track and reopen sealed corridors. The process was slow and dangerous. Dozens of drones were lost. The corridors themselves seemed alive, shifting in response to Borg intrusion—as if guided by instinct.

The Turei watched from the shadows of subspace, unseen but not idle. They began attacking Borg vessels from within the corridors, appearing and vanishing in flashes of light. Their small, dart-like ships tore into unprepared Borg spheres and retreated before countermeasures could adapt.

The Borg King grew silent. Even the Hive Mind felt a rare sensation—frustration.

"They move like shadows through the lattice of subspace," Master One murmured, watching the patterns unfold before him. "They are not strong—but elusive. How do you strike that which you cannot see?"

Then came the breakthrough.

Borg scientist drones discovered fragments of Turei navigational code within the wreckage of an intercepted ship. Using the data, the Borg began simulating the corridors inside controlled subspace environments. Slowly, carefully, they mapped pathways and learned to reopen lost routes.

The Turei realized too late.

The first Borg cube appeared inside their stronghold—a fortress built between folds of subspace. The assault was swift, merciless, inevitable. Resistance was futile, though the Turei fought with unmatched cunning, collapsing corridors in suicidal attempts to contain the Collective.

When the final Turei command hub fell, the corridors themselves began to stabilize—reborn as part of the Hive Mind. The Borg could now move anywhere in the Delta Quadrant instantaneously. The Collective's mobility had become limitless.

But victory brought an unexpected side effect.

The subspace corridors were not static—they were alive in some strange, quantum sense. Their geometry shifted in response to the collective consciousness now merged with them. Borg sensors began detecting

echoes—reflections of thoughts, fragments of other existences. It was as if the corridors connected not only space, but realities.

The Borg King stared into the data streams.

“We control space itself,” he said quietly. “But... what if these corridors lead beyond our galaxy? Beyond our dimension?”

Master One turned to him.

“Then we stand at the gates of infinity itself, my King.”

The Borg King considered in silence.

The dilemma now was clear:

Should the Borg exploit the subspace corridors to explore what lies beyond the galaxy, risking instability—or should they fortify their newfound mobility, perfecting dominance within the Milky Way before venturing into the unknown?

The Hive Mind trembled in anticipation of the King’s next command.

Players: FK

USS Vertigo / USS Gdonsk

Day 439 14.02

The first volleys of energy fire from the unknown ships lanced across the void, but Commodore Jeffrey Slater, standing firm on the bridge of the USS Vertigo, raised his hand sharply.

“Helm, reverse course. Maximum warp, evasive vector away from the structure. We are not engaging today.”

Day 439 14.02

The crew hesitated for a moment. To retreat felt against instinct—especially with the away team still stranded on the SS Geleon. But Slater’s tone left no room for argument. The Vertigo and the Gdonsk accelerated, their warp drives humming to life. The alien fleet gave chase briefly, but the superior warp capability of the Federation starships quickly left the unknown vessels behind. Within moments, both ships were clear of the nebula, back in safer space.

Day 439 14.37

On the Vertigo’s bridge, silence hung for a moment before Slater spoke again.

“Open a priority channel to Starfleet Command.”

Players: NP

USS Atlantis/Starbase 99

Epilogue: “The Ghost Rises”

Two weeks after the legendary training exercises, the USS Carthago floated quietly in drydock at Starbase 99. Its hull was battered, its plating scorched from countless simulated battles, and its engines groaned like an ancient war veteran. The ship had won the admiration of Starfleet, but now it was destined for decommissioning—or so everyone believed.

Admiral Korrin stood alone on the observation deck, watching workers crawl over the Carthago's battered frame. Commander Viera entered silently, still in her black Starbase 99 duty jacket.

Scene: Starbase 99 – Observation Deck

Commander Viera:

"Admiral, I hear they're stripping her for parts. Seems a shame, after what she's done."

Admiral Korrin:

(smiling faintly)

"Parts? Not exactly. I convinced Starfleet Command that the Carthago isn't a relic. It's... a prototype in disguise."

Commander Viera:

(raising an eyebrow)

"A prototype?"

Admiral Korrin:

"Her victories proved something technology can't replicate—unpredictability. The brass wants to know what happens when you combine that creative spirit with cutting-edge upgrades. The Carthago is going to be refitted. Not as another front-line cruiser, but as Project Ghostblade."

Project Ghostblade

Korrin gestured to a holographic projection of the Carthago's future form:

- * Its once-bulky frame streamlined with experimental ablative armor.
- * A hybrid power core integrating both warp and quantum slipstream technology.
- * Holo-hull emitters capable of projecting false sensor readings, making the ship look like anything—or nothing at all.
- * A tactical AI designed not to fight the crew's creativity but to augment it.

Commander Viera:

(eyes widening)

"You're turning her into a stealth warship. A ghost ship."

Admiral Korrin:

(grinning)

"Exactly. And I want the Starbase 99 team to command her first mission. The Carthago will remain old on the outside—a wolf in antique clothing. If we can outthink Starfleet's best, imagine what we could do to an enemy fleet that underestimates us."

Commander Viera:

(smirking)

"Then I guess the Carthago hasn't fought her last battle. She's just been waiting for an upgrade worthy of her spirit."

Final Moments

The camera pans out (in cinematic terms), showing the Carthago suspended in drydock. Engineers begin tearing off its damaged armor while new, sleek plating is brought in on hover cranes. The old ship's tired hum is replaced with the hiss of new technology being welded into its bones.

A voiceover from Admiral Korrin concludes:

"In the hands of creative minds, even a relic can become a legend. And legends... never die."

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

The Turning Point

Outside, the battle reached a fever pitch. Syrok the Saboteur devised a plan to overload Ka'Leth's outer armor using high-frequency torpedoes, but the Guardian adapted, shifting its form to absorb the energy. It was Drella the Strategist who spotted the flaw:

"It is learning from us. If we do not act unpredictably, it will win."
Horkan took this to heart.

"Then we will become prey for a moment, only to strike as predators again."

The fleet split into unpredictable attack patterns, sacrificing two dronships as decoys to draw Ka'Leth's focus while the infiltration team reached the Guardian's central core—a pulsating heart of living alloy.

Players: TvR