



Deep Space 2 Newsflash January 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/flas1_25.pdf

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1. A word from the DS2 CO

Hi all,

Happy happy New Year! May all your wishes for the new year come true.

The Deep Space 2 wishes all readers of the Deep Space 2 Newsflash all the best for the year 2025.

Enjoy,

Arthur

UFP News

UFP on Facebook

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

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

Star Trek Online: Unparalleled

Latest episode: Situation Under Control

Q's Winter Wonderland

Q's Winter Wonderland returns with exciting new rewards on all platforms!

The seasonal favorite from years past is returning once more to *Star Trek Online!* Q proudly invites personnel of all ranks, allegiances, species, cosmological variances, and molecular stabilities (or lack thereof) to ring in the holiday season, and visit his Winter Wonderland for fun, frivolity, and prizes!

- Fastest Game on Ice
- Klingon Ice Fishing
- Tides of Ice
- The Fast and the Flurrious
- Cones of Conduct
- The Kramp'lhri

*****Some Screenshots (Pictures PDF Version only)*****





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.

Fanexpo New Orleans

January 10-12, 2025

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

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

Guests:

Michael J. Fox, Christopher Lloyd, Lea Thompson, Tom Wilson, Jodie Whittaker, Antony Daniels, Tyler Hoechlin, Alan Tudyk, Giancarlo Esposito, Tom Welling, Bitsie Tulloch, Kristin Kreuk, James Masters, Michael Rosenbaum, Sara Tomko, Alice Wetterlund, Donald Fullilove, Claudia Wells, Charlie Croughwell, James Tolkan, Harry wters Jr., Frances McCain, Jeffrey Weissman, Brandon Rogers, Corbin Bleu, Lucas Grabeel

Fanexpo Portland

January 24-26, 2025

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

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

Guests:

Joseph Quinn, Charlie Cox, Giancarlo Esposito, Danny Trejo, Rainn Wilson, Holly Marie Combs, Peter Weller, Jason Lee, Ethan Suplee, Diana Lee Inosanto, Eman Esfandi, Emily Swallow, Mary McDonnell, Grace Van Dien, Michelle Hurd, Keith David, Laurie Holden, Cassandra Peterson

Fanexpo Vancouver

February 21-23, 2025

Vancouver Convention Centre (West Building), 1055 Canada Pl., Vancouver, BC V6C 0C3, Canada

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

Guests:

Jared Padalecki, Charlie Cox, Andy Serkis, Vincent D'Onofrio, Alan Tudyk, Corbin Bleu, Lucas Grabeel

London Comic Con Spring

March 1-2, 2025

Olympia, Hammersmith Road, London, London W14 8UX, UK

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

Guests:

Richard Dreyfuss, Martina Sirtis, Stuart Milligan, Sean Young, Phil Fletcher, Ronee Blakley, Colin Baker, William Vail, Ming Qiu

Comicon Toronto

March 14-16, 2025

Metro Toronto Convention Centre, North Building, 255 Front St W, Toronto, ON M5V 2W6, Canada

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

Guests:

Gordon Cormier, Ian Ousley, Anson Mount, Ethan Peck, Christina Chong, Harvey Guillen, Tom Cavanagh, Mary Mc Donnell, Eman Esfandi, Diana Lee Inosanto, Jeff Ward, Denis Lawson

Fanexpo Cleveland

March 21-23, 2025

Huntington Convention Center of Cleveland, 300 Lakeside Ave E, Cleveland, OH 44113, USA

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

Guests:

Charlie Cox, Grant Gustin, Jared Padalecki, Giancarlo Esposito, Eli Roth, Tom Welling

Fed Con

May 30-June 1, 2025

Maritim Hotel Bonn

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

Guests:

Tawny Newsome, Lexa Doig, Peyton List, Michael Shanks, Teryl Rothery, Ed Speleers

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



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

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

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

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

ST-SF: Trek to San Francisco
January 24-26, 2025
Hyatt Regency SFO Hotel
1333 Bayshore Highway
Burlingame, CA 94010
Guests:

Anson Mount, Anthony Rapp, Bonnie Gordon, Brent Spiner, Casey Biggs, Celia Rose Gooding, Christina Chong, Cirroc Lofton, Connor Trinneer, David Ajala, Dawnn Lewis, Diane Salinger, Dominic Keating, Doug Jones, Elias Toufexis, Ethan Peck, Ethan Phillips, Eugene Cordero, Jeffrey Combs, Lolita Fatjo, Marina Sirtis, Max Grodenchik, Michael Dorn, Michelle Hurd, Ryan T. Husk, Sonequa Martin-Green, Tawny Newsome, Terry Matalas, Vaughn Armstrong

Creation Entertainment presents
A SALUTE TO XENA
30th ANNIVERSARY
Friday, Saturday and Sunday
January 31 - February 2, 2025

L.A. Marriott Burbank Airport Hotel
2500 Hollywood Way
Burbank, CA 91505

Guests:

Lucy Lawless, Renée O'Connor, Brittney Powell, Hudson Leick, Jennifer Ward-Lealand, Michael Hurst, Alexandra Tydings, Paris Jefferson, Jacqueline Kim, Dorien Takle, Timothy Omundson, Musetta Vander, Shiri Appleby, Ted Raimi, Adrienne Wilkinson, Steven L. Sears

Creation's Vampire Fan Weekend

March 29-30, 2025

Marriott Dallas Allen Hotel & Convention Center,

777 Watters Creek Blvd,

Allen, TX 75013

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Karen David, Kelly Hu, Jaiden Kane, Chris Lee, Rick Cosnett, David Anders, Leo Howard, Katherine McNamara, Dominic Sherwood, Chase Coleman, Micah Joe Parker

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The January 2025 Charity Link on the DS2 Blog is: Doctors Without Borders

<http://www.doctorswithoutborders.org/>

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

(World Wildlife Fund)

Conserving the jaguar king to protect its entire kingdom

This renowned and powerful predator is key for reconnecting important forest landscapes threatened by forest loss and degradation. In Mexico, a new project is working with local communities to join the dots by restoring and conserving priority forest patches for the jaguar.

It's the biggest of the "big cats" in the Americas.

Its bone-crushing jaws are more powerful than even the lion or the tiger – the only two larger felines in the world.

This stocky ambush-predator can be seen clawing up and down trees, roaming the rainforest and swamplands, and pouncing on prey with its hefty mass of up to 160 kg.

Read more:

<https://wwf.panda.org/?12359966/Conserving-the-jaguar-king-to-protect-its-entire-kingdom>

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report November 2024

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
December 2024

CHAPTER NAME:
Deep Space 2
UFP Chapter Charter: September 1997

CHAPTER PRESIDENT:
Arthur van Rhee

CHAPTER VICE PRESIDENT:
Jan Theys

TYPE OF CHAPTER (ENTER BELOW):
ENTER TYPE OF CHAPTER HERE:
STARFLEET COMMAND

IF ALIEN FLEET, WHICH RACE:
N/A

NEWSLETTER NAME:
Deep Space 2 Newsflash (produced monthly)

CHAPTER MAILING ADDRESS:
Deep Space 2
Tessenderloseweg 149
2431 Laakdal
Belgium

E-MAIL ADDRESS:
contact@ds2.be

WEB SITE:

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

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

NEW MEMBERS OF CHAPTER:

Curently 27 members

PROMOTIONS/AWARDS

CHAPTER ACTIVITIES:

* DEEP SPACE 2 BLOG

<http://ds2blog.ds2.be>

* DS2 CHARITY

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

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

* DS2 SETI PROJECT

Since March 1, 1999

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

SETI BOINC Credits:

These are last month's results:

Total credit: 17,505,526

Recent average credit: N/A

SETI@home: SETI@home hibernation

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

* DS2 RPG

The Deep Space 2 RPG has entered it's 317th 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 January 2025 (Page 334)

<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
January 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

Chris Esquibel: January 5

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ANSWERS

1.C

2.C

3.A

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 334

As the crew of Deep Space 2 continued their daily operations, an unexpected anomaly caught their attention. Long-range sensors detected an enormous alien probe, two hundred meters in length, hurtling through space on a direct course toward a nearby star. The probe's trajectory indicated a collision course that would inevitably lead to its destruction in the star's fiery embrace.

Admiral Arthur, alerted to the situation, gathered his senior officers to assess the anomaly. The USS Hammerhead, having returned from its covert mission involving the Molands, was dispatched to intercept the alien probe and investigate its origin and purpose.

The USS Hammerhead, under Captain Elena Rodriguez's command, approached the colossal probe with caution. Preliminary scans revealed that the probe emanated a unique energy signature, indicating advanced technology beyond the Federation's understanding. The crew speculated on the probe's origin and its purpose for hurtling toward the nearby star.

Captain Rodriguez, utilizing the expertise of the Gridmasters and the ship's advanced sensors, established a communication link with the alien probe. The transmission, a series of complex mathematical patterns and encrypted codes, left the crew perplexed. It became evident that the probe was attempting to send a message, but its communication method was beyond the scope of Federation technology.

Recognizing the urgency of the situation, the crew of the USS Hammerhead brainstormed ways to alter the probe's course and prevent its imminent destruction in the star. The advanced technology of the Gridmasters and the starship's powerful tractor beams were considered, but the colossal size and mass of the probe posed a significant challenge.

As the crew delved deeper into their analysis, they discovered that the probe's trajectory was deliberately set. It was a deliberate mission, an attempt to convey a message or fulfill a purpose tied to the star it was heading toward.

DS2 RPG General Status Report December 2024

USS Earth/Starbase 44

"Gather ye the fire of thought,
The silent hum, the battles fought.
A storm approaches, veiled and stark,
The tools you bring shall light the dark."

Steichen frowned, her mind racing to decipher their words. "A storm? Is this about a threat? What tools do we need to prepare for it?"

The Lorem replied, their tone enigmatic.

"Not all tools are forged in flame,
Nor all storms wear the cloak of blame.
Wisdom breathes where shadows blend;
The path depends on journeys' end."

Players: CS

Starbase 88

Admiral Van Nieuwenhove, after careful deliberation, issued his orders. The raiders' unpredictable strikes had created chaos, but the defense of critical assets, particularly Starbase 21, took precedence. Spreading the Federation fleet too thin would risk catastrophic losses if a major target like Starbase 21 or a vital supply depot were attacked. Consolidation was the only logical choice.

To: Captain Dora Jenkins, USS Celestial Voyager
Subject: Orders – Maintain Defensive Position

Captain Jenkins,

Your orders remain to defend Starbase 21 and support the fleet in consolidating around our critical assets. Intelligence suggests the raiders are exploiting vulnerabilities across the region, but their main strength remains unclear. Maintaining our defensive posture will safeguard our key installations and buy us time to fortify.

Remain vigilant and report any changes in raider activity. Your tactical expertise will be essential if the raiders regroup for a direct assault.

Admiral Van Nieuwenhove

Captain Jenkins relayed the orders to her crew, focusing their efforts on enhancing Starbase 21's defenses and increasing patrols around nearby sectors. Reports of raider activity trickled in over the following weeks, but then, unexpectedly, they stopped entirely.

The Federation's long-range sensors, which had been tracking the raiders' movements, detected no further strikes. Freighter lanes that had been under siege were suddenly clear. Settlements that had feared attack reported nothing unusual. The raiders had vanished, leaving the Federation puzzled.

The Unknown Truth: The Huranon Strike Back

Unbeknownst to the Federation, one of the raider attacks had targeted a Huranon freighter—a trading vessel belonging to a highly advanced and fiercely protective species. The Huranon, known for their strict non-aggression stance unless provoked, viewed the attack as a direct affront.

The Huranon responded with unrelenting force. Within days of the incident, they dispatched three powerful battleships into the region, hunting the raiders with precision and overwhelming firepower. The raiders, accustomed to targeting vulnerable civilian ships, were wholly unprepared for the technological and tactical superiority of the Huranon.

One by one, the raider ships were destroyed. Those that attempted to flee were pursued and eliminated. The few remaining raiders scattered into deep space, abandoning their operations entirely.

The Huranon freighter, damaged but intact, was recovered and escorted back to safety by its own fleet. Satisfied that the raider threat had been neutralized, the Huranon ships began their journey back to their home systems.

A New Dilemma

Admiral Van Nieuwenhove and the Federation leadership were left in the dark about the true reason for the raiders' disappearance. The sudden cessation of attacks raised questions, and intelligence analysts were divided.

Should the Federation investigate the mysterious halt in raider activity, potentially uncovering the involvement of an unknown third party? Such an investigation could lead to valuable insights but might also risk inadvertently provoking a powerful and unfamiliar species.

Alternatively, should the Federation remain focused on its defensive posture, ensuring stability in the region while avoiding unnecessary entanglements? Staying defensive would minimize risk but leave the mystery unresolved and the Federation unaware of the Huranon's role.

Admiral Van Nieuwenhove now faced another crucial decision. Would the Federation choose curiosity and investigation or caution and consolidation? The galaxy's stability, and the potential for new alliances or conflicts, hung in the balance.

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 Borg cube drifted through the void of space, its massive structure a silent monument to efficiency and control. Within its walls, Captain Elyra and her assimilated crew received their next directive: the planet Redneron. A primitive world of dense forests, sweeping plains, and small, scattered communities, it was home to a population of fifty million. Its people lived simple lives, toiling the land and surviving with rudimentary tools and practices. To the Borg, Redneron represented an untapped resource, a potential pool of labor that could one day serve the Collective.

Captain Elyra prepared to embark on this mission, ready to employ her peaceful approach to sway the Rednerians to the Borg's side without forced assimilation. But as the cube entered orbit, something unexpected became apparent. The planet's surface was dotted with signs of turmoil: villages abandoned, fields left untended, and smoke rising from funeral pyres.

Through her Betazoid-enhanced senses, Elyra felt the collective pain and fear of Redneron's people. A pandemic had swept across the planet, a virulent sickness that claimed lives indiscriminately. The Rednerians' primitive medical knowledge was insufficient to combat it, and the disease was spreading rapidly. If left unchecked, the entire population would perish within months.

Elyra convened her crew in the command chamber, the vast space illuminated by the glow of the Collective's data streams. "The situation on Redneron is dire," she began, her voice calm but resolute. "The people are dying from a pandemic they cannot cure. We have the knowledge and resources to save them."

Zara, the communications officer, frowned. "If we heal them, we reveal our power and position ourselves as benevolent gods. They will see us as saviors and be more willing to join the Borg."

Kaden, the engineer, interjected, "But curing them comes at a cost. If they see us as divine beings and flock to us out of desperation, is that truly a voluntary choice? Are we offering salvation, or are we exploiting their weakness to secure loyalty?"

Rylan, the pilot, added, "If we do nothing, they will die. We lose fifty million potential laborers and any chance of peacefully integrating this planet into the Collective. Is their extinction a risk we're willing to take?"

Taran, the Betazoid, offered another perspective. "Healing them could create a dependency. They may look to us for solutions to every problem, weakening their autonomy. On the other hand, allowing them to die would be an act of cruelty that goes against our efforts to establish the Borg as a force for unity and prosperity."

The room fell silent as the crew contemplated the dilemma. The Borg's medical knowledge could easily cure the disease, eradicating the pandemic and saving the planet's population. But this act of intervention raised ethical questions. Would they truly be saving the Rednerians, or would they be manipulating them into submission?

Captain Elyra stood at the center of the room, her mind connected to the Collective's vast network of data and experiences. She could feel the weight of the decision pressing down on her, not only as an individual but as a representative of the Borg's evolving philosophy.

"Here is our path," she finally said, her voice firm. "We will heal the people of Redneron, but we will do so openly and honestly. We will not present ourselves as gods, but as beings with the ability and willingness to help. We will show them what the Borg can offer—a future free of disease and suffering—and allow them to decide if they wish to join us."

The plan was set into motion. Elyra and her crew descended to the surface, bringing advanced medical technology and knowledge. They worked tirelessly, treating the sick and halting the spread of the disease. The Rednerians watched in awe as the strangers from the sky saved their families and communities. Word spread quickly, and gratitude turned to reverence.

However, tensions arose. Some Rednerians, particularly their leaders and shamans, viewed the Borg with suspicion. "What do they want in return for this gift?" they whispered among themselves. "No one gives without expecting something in return."

Elyra addressed these concerns directly. "We ask nothing," she told them, her empathic abilities allowing her to convey sincerity. "We simply wish to show you the possibilities of a better future, one we can build together. The choice to join us is yours."

As the pandemic waned and the people of Redneron began to rebuild, Elyra faced a lingering question: Would the Rednerians' gratitude lead them to embrace the Borg, or would their leaders' suspicion sow division? And what of the Borg's intentions—were they truly altruistic, or had they simply found another way to secure loyalty through dependency?

The dilemma loomed large. By saving Redneron, Elyra and her crew had altered the course of the planet's history. But whether that change would lead to unity, resistance, or something in between remained uncertain. For now, Elyra could only wait and observe, the future of Redneron—and the Borg's mission—hanging in the balance.

The Borg cube drifted silently above Redneron, a monolithic presence in the sky. The mission to save the Rednerians had gone according to plan. With their advanced medical knowledge, Captain Elyra and her assimilated crew had eradicated the pandemic that threatened the planet's population. Yet, just as the Rednerians began to rebuild their lives, an insidious problem emerged aboard the cube.

It started subtly. A drone in a maintenance bay faltered, its movements jerky and imprecise. Within hours, several more drones exhibited similar symptoms: erratic behavior, a lack of coordination, and a gradual shutdown of vital systems. The Collective's vast diagnostic systems identified the source—a pathogen from Redneron, one that had mutated to infect cybernetic and organic components alike. Despite the Borg's resilience and self-repair mechanisms, the pathogen was spreading rapidly.

Captain Elyra stood in the central command chamber, surrounded by her core crew. The hive-like hum of the Collective was fainter now, disrupted by the failing drones. She felt the growing unease through her Betazoid-enhanced senses, a rare occurrence among the usually emotionless Borg.

"We have a problem," Kaden reported, his voice steady but tinged with urgency. "The pathogen from Redneron has adapted to our systems. It's attacking both the organic and cybernetic components of the drones. If it continues to spread, it could compromise the entire cube."

Zara, the communications officer, frowned. "Can't we isolate the infected drones and repair them? We have advanced medical and technological knowledge."

Taran, the Betazoid, shook his head. "The pathogen is too aggressive. Every attempt at repair has failed. The drones lose function completely within hours of infection."

Rylan, the pilot, added grimly, "And the more time we spend trying to save them, the more we risk the pathogen spreading to all of us. If we don't act quickly, we could lose the entire cube."

Elyra's mind raced as she processed the information. The Collective was already fragmenting as more drones fell silent. The pathogen was unlike anything they had encountered before—evolved and relentless. The situation presented an unthinkable choice.

Option 1: Destroy the Infected Drones

The most efficient solution was to isolate and destroy the infected drones. By eliminating them, the spread of the pathogen could be contained, preserving the rest of the Collective aboard the cube. Yet this

approach came with a heavy cost. The Borg valued every drone as a vital part of the whole, a repository of knowledge and skills. Destroying them felt like a betrayal of the principles of preservation and unity.

Option 2: Quarantine and Research

The alternative was to quarantine the infected drones and dedicate resources to finding a cure. This approach aligned with the Borg's adaptability and pursuit of perfection, but it carried immense risks. If the quarantine failed or the pathogen proved unstoppable, the entire cube—and perhaps even the broader Collective—could be lost. The longer they delayed decisive action, the more lives and systems were put in jeopardy.

Elyra turned to her crew, her voice calm despite the storm within. "We must decide. Do we destroy the infected drones to protect the rest of the Collective, or do we risk everything to try and save them? Each choice carries a cost."

Taran hesitated, his empathic abilities allowing him to sense the faintest remnants of individuality within the infected drones. "If we destroy them, we lose not only their function but their experiences, their contributions to the whole. But if we do nothing, the pathogen will take us all."

Zara's voice was firm. "The Borg are about efficiency. Sacrificing a few to save the many is logical. We've made similar decisions before."

Kaden disagreed. "But we're also about adaptation. If we can overcome this pathogen, we'll emerge stronger. Isn't that what the Borg are supposed to do?"

Elyra listened, her mind turning over the options. The pathogen was a challenge unlike any the Borg had faced, forcing her to weigh the Collective's principles of unity and preservation against its core value of efficiency. The fate of her cube—and potentially the Borg's mission across the galaxy—rested on her decision.

The chamber fell silent as Elyra considered the dilemma, the quiet punctuated by the faint sounds of drones faltering in the distance. Whatever choice she made, it would shape the future of her crew, the cube, and the Collective's approach to the unknown dangers of the galaxy.

But the Borg Collective has more plans.

To be a god or not to be a god

The Borg stood on the precipice of a new era, their ambitions tempered by the wisdom of careful planning. The galaxy, vast and filled with potential, had yet to be fully brought under their control. The temptation to explore and conquer other dimensions loomed, but the Borg King, ever logical, decreed that such endeavors would wait. The galaxy must be fully assimilated, its secrets and resources wholly integrated into the Collective, before taking a step beyond.

"Perfection requires patience," the Borg King declared to the Collective. "We have time, for we stand on the verge of immortality. Our grip will tighten, our strength will grow, and when the galaxy is ours, then—only then—shall we gaze beyond."

With their focus sharpened, the Borg turned to the question of their next conquest. The Collective had grown stronger with each species assimilated, each adding unique traits and abilities to the hive mind. But expansion required precision. Not every species was worth immediate assimilation. The Borg King, alongside Master One, convened the highest tiers of the Collective to weigh their options.

The Dilemma of Assimilation

Four candidates for assimilation emerged as contenders, each offering distinct advantages and challenges:

1. The Kazon (Delta Quadrant):

A fractured and warlike species, the Kazon were not particularly advanced technologically, but their sheer numbers and adaptability in harsh environments made them a potential asset. Their genetic material could be enhanced by the Collective, and their tendency to splinter into factions made them easier to conquer. However, their lack of unified leadership posed a challenge for effective assimilation.

2. The Kobali (Delta Quadrant):

Known for their unique method of reproduction—reviving the dead of other species and transforming them into Kobali—this species offered a profound biological advantage. Their mastery of genetic reprogramming could unlock new possibilities for Borg nanotechnology. However, their cultural tenacity and spiritual beliefs about their methods made them fiercely resistant to assimilation.

3. The Species of the Badlands (Alpha Quadrant):

The volatile region of the Badlands was home to numerous species and factions, many of whom had adapted to thrive in its chaotic plasma storms. Assimilating these species would give the Borg mastery over extreme environments and strategic control of a key galactic region. Yet, the risks of operating in the Badlands' unpredictable conditions were high, potentially costing resources and drones.

4. A Different Target Entirely:

The galaxy was vast, and other species might offer even greater rewards. Should the Borg turn their attention to the elusive Tholians, whose crystalline biology defied assimilation? Or perhaps the Gorn, whose reptilian physiology presented unique challenges and opportunities? The Collective knew that every decision shaped their path to perfection.

The King's Decision

The Borg King pondered these choices, consulting with Master One and the Superdrones who now managed the Collective's far-reaching domains. The decision was not merely strategic but symbolic. Each choice represented a step in the Borg's evolution, a path that would define their next phase of conquest. "The Kazon's numbers, the Kobali's genetics, the Badlands' control, or an entirely different path," the Borg King mused aloud, his voice resonating through the hive mind. "Each offers advantages, yet none can be pursued simultaneously. We will decide, and we will act with precision. The next assimilation will mark our continued march toward perfection."

As the Collective deliberated, the galaxy held its breath, unaware of the storm that was about to descend. The Borg's choice would shape the future of entire regions, their inexorable will driving them ever closer to ultimate domination.

And so, the Borg faced a question not of *if* but *who*. Which species would next fall to the Collective's relentless advance?

Players: FK

USS Vertigo / USS Gdonsk

Day 434 21.08

Their patrol had been uneventful until a distress signal was detected, originating from a civilian transport ship, the SS Geleon. The signal was faint and garbled, but it was clear that the vessel was in serious trouble. Commodore Slater immediately ordered the Vertigo to intercept, and Captain Matz followed with the Gdonsk. The two starships adjusted course and quickly arrived at the coordinates of the Geleon. The ship was drifting, its engines offline and its power fluctuating. Initial scans showed no signs of external damage, and life support systems appeared stable, but the situation aboard the vessel seemed anything but normal.

Day 434 21.19

As communications were established, the distress calls became stranger. A panicked crewmember claimed that the ship's captain had locked themselves in the bridge and was refusing to answer hails. Moments later, another voice came through, calmly stating they were the acting captain and dismissing the first report as a misunderstanding. Before Slater and Matz could respond, yet another voice—a third person—claimed to be in command, accusing the others of mutiny and sabotage.

Day 434 21.21

The Vertigo and Gdonsk crews exchanged uneasy glances. Something was very wrong aboard the SS Geleon.

Players: NP

USS Atlantis/Starbase 99

The USS Unimax, a state-of-the-art exploration vessel, gleamed under the artificial lights of Starbase 99's docking bay. Her captain, Carl Flirck, was a seasoned Starfleet officer known for his unshakable determination and wry humor. As he stood on the bridge, a sense of anticipation filled the air. This was their maiden voyage, and Captain Flirck had spent months preparing for the Unimax's first deep-space exploration mission.

"Helm, take us out," Flirck ordered, his voice calm but brimming with excitement.

The sleek vessel glided out of the docking bay and into the vast expanse of space. For a few glorious minutes, everything seemed perfect. Then, the malfunctions began.

Day 1: The Power Puzzle

The first issue hit the moment they tried to engage the warp drive. Instead of the smooth hum of the engine, the Unimax juddered violently, throwing half the bridge crew to the floor.

"Warp drive offline," announced Lieutenant Kella, the chief engineer, her voice tight with frustration.

Flirck gripped the armrests of his chair. "Kella, what's going on?"

"Diagnostics show... a misaligned plasma conduit in the warp core," she said after a pause. "I'll have it fixed in a few hours."

Hours turned into a full day as Kella and her team discovered a cascade of minor but interconnected faults—loose couplings, outdated software patches, and even a faulty sensor relay installed back at Starbase 99.

"I swear this ship was sabotaged," Kella grumbled to the captain later. "Or built by Ferengi contractors."

Day 3: Life Support Shenanigans

With the warp drive operational, the Unimax resumed her journey—only to have the environmental controls go haywire. The temperature in the mess hall dropped below freezing, while the engine room became a sauna.

"Captain, the crew's getting irritable," First Officer Liza Toran reported as she walked into the bridge, her breath visible in the frosty air.

"Tell them it builds character," Flirck replied dryly. "Or at least it'll make a great story someday."

Kella, already sleep-deprived from fixing the warp core, led another grueling repair session. She traced the issue to a glitch in the environmental AI. Apparently, the system had decided it was optimizing conditions for crew health by simulating extreme climates.

Day 6: Tactical Trouble

On the sixth day, during a routine tactical drill, the ship's phasers misfired—inside the ship. A minor power surge caused the weapons system to activate in the shuttle bay, vaporizing an unoccupied maintenance drone.

"Well, at least it wasn't one of us," Flirck quipped, trying to keep morale up. But beneath the humor, he knew the situation was becoming critical.

The Turning Point

By the end of the week, the crew was exhausted. Flirck gathered his senior officers in the briefing room. "We've been on this mission less than ten days, and we've already faced enough malfunctions to last a career," Flirck said, his tone serious. "But this crew was chosen because Starfleet believes we can handle the unknown. So, let's treat these problems as our first mission. Fix the ship, and then we'll explore the stars."

His words struck a chord. With renewed determination, the crew worked around the clock. Kella and her engineers rewired half the ship's systems, while the science team recalibrated every sensor array. Even the junior officers pitched in, cleaning plasma conduits and running diagnostics.

Victory at Last

On the fourteenth day, Kella finally stood on the bridge, soot-streaked but triumphant.

"Captain, all systems are fully operational. The Unimax is ready for her mission."

Flirck rose from his chair and looked around the bridge, a rare smile on his face. "Good work, everyone. Helm, plot a course for the unexplored Beta Quadrant. Let's see what's out there."

As the stars stretched into streaks of light when the Unimax entered warp, the crew erupted into cheers. The ship that had been plagued with malfunctions was now fully operational, and its crew was stronger and more united than ever.

The USS Unimax was finally ready to explore the unknown.

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

The cliffhanger

Horkan, standing at the pinnacle of his achievements, must decide whether to embark on the perilous hunt for the Eternal Prey, risking his very soul for the ultimate challenge, or to remain content with his unparalleled triumph, securing his legacy as the greatest hunter in Hirogen history. The fate of his future, and perhaps the very essence of what it means to be Hirogen, hangs in the balance.

Players: TvR