



Deep Space 2 Newsflash March 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/ds2archiefflas3_25.pdf

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1. A word from the DS2 CO

Hi all,

As the shortest month of the year has ended, a new Deep Space 2 Newsflash is dropped into your mailbox. With spring coming and winter hour changing in summer hour we invite your to use a little time to watch the trailers of some new science fiction movies and television series in the section "Latest News" of the Deep Space 2 website.

www.ds2.be

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: Axiom



Anniversary XV Event

Participate in our anniversary event on PC and earn the new Garrett Command Alliance Dreadnought Cruiser!

As Star Trek Online approaches its 15th anniversary, boldly expanding the Star Trek universe, we are thrilled to once again roll out the party patrol for our Anniversary Celebration, starting on February 11th, 2025 and continuing until March 14th, 2025 on PC, and on March 11th, 2025 and continuing until April 10th, 2025 on Xbox and PlayStation!

Read more:

<https://www.playstartrekonline.com/en/news/article/11573832>

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.

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.

Salute to the Women of Sci-Fi
A Creation Charity Event
March 22-23, 2025
Marriott Burbank Airport Hotel & Convention Center, Burbank, CA
Guests:
Mary McDonnell, Tricia Helfer, Adrienne Palicki, Caity Lotz

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

The Road So Far...
The Road Ahead
April 11-13, 2025
Westin Boston Seaport District Hotel, Boston, MA
Guests:
Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Alexander Calvert, Jim Beaver, Ruth Connell, Rob Benedict, Richard Speight JR., Alaina Huffman, Briana Buckmaster, Kim Rhodes, Samantha Smith, Felicia Day, Julie McNiven, Jake Abel, DJ Qualls, Gil McKinney

The Road So Far...

The Road Ahead

April 25-27, 2025

Hyatt Regency Minneapolis Hotel, 1300 Nicolett Mall, Minneapolis, MN

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Alexander Calvert, Jim Beaver, Ruth Connell, Rob Benedict, Richard Speight JR., Matt Cohen, Alaina Huffman, Briana Buckmaster, Samantha Smith, Jake Abel, DJ Qualls, Gil McKinney

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The February 2025 Charity Link on the DS2 Blog is: Earth Hour 2025

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

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

(World Wildlife Fund)

WWF-led research highlights 'invisible' wildlife benefits people receive but could lose if biodiversity crisis ignored

New WWF-led research reveals that the vital benefits wildlife provides to people's everyday lives are vastly underrepresented across science and policy discussions. This oversight could have detrimental consequences for achieving global conservation targets, explain the researchers.

Read more:

https://wwf.panda.org/wwf_news/press_releases/?13195966/wildlife-contributions-to-people-2025

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report February 2025

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
February 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 319th 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 March 2025 (Page 336)

<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
March 1, 2025

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

Wouter Keuleers: March 25

Jan Roel van Rhee: March 25

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ANSWERS

1.B

2.B

3.B

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 336

The alliance between the Federation and the Funore alien species proved to be a testament to interstellar cooperation. The Gridmasters of Deep Space 2, renowned for their advanced AI capabilities, worked tirelessly alongside the Funore scientists to analyze the impending supernova threat and devise a solution that would safeguard the Funore star and its planetary system.

The collaboration involved the exchange of scientific knowledge, technological insights, and a fusion of creative problem-solving. The Funore scientists marveled at the sophistication of the Gridmasters, and in turn, the Gridmasters were fascinated by the unique approaches of the Funore scientists.

After weeks of intense research and simulations, the joint effort bore fruit. Together, they developed a groundbreaking technology that could redirect the energy buildup within the Funore star, mitigating the conditions leading to the supernova. The solution involved deploying a network of specially designed energy-absorbing devices around the star, strategically positioned to absorb and disperse the accumulating energy.

The USS Hammerhead, equipped with the newly developed technology, set course for the Funore star system. The crew worked diligently to deploy the energy-absorbing devices according to the carefully

calculated plan. It was a delicate operation that required precision and coordination, but the alliance between the Federation and the Funore ensured that every step was executed flawlessly.

As the devices were deployed and activated, the Funore star's imminent supernova threat began to subside. The energy-absorbing technology worked as intended, stabilizing the star's volatile conditions and averting the catastrophic explosion.

DS2 RPG General Status Report January 2025

USS Earth/Starbase 44

USS Runner, under command of Captain Djavis

Aboard the USS Runner, Captain Laura Djavis sat in her command chair, watching the swirling blue tunnel of warp space stretch endlessly before them. The ship was on course for Earth, carrying one of the most significant scientific discoveries in Starfleet's history—an ancient, advanced technology retrieved from the ruins of the Dark Sector. The journey had been perilous, but the rewards could reshape the future.

A soft chime echoed across the bridge, signaling an incoming transmission. "Captain Djavis, incoming orders from Admiral Steichen," announced the comms officer.

"On screen," Djavis ordered.

The familiar face of Admiral Steichen appeared, her expression one of both pride and cautious optimism.

"Captain Djavis, congratulations on a successful mission. Your crew has proven their resilience and skill once again," Steichen began. "Your next orders are as follows: You are to proceed to Earth and deliver the recovered technology to Starfleet Command. Our best scientists will examine it under the highest security protocols. Once your mission is complete, the USS Runner will be ready for redeployment. I will transmit new orders once you've docked at Earth. Steichen out."

The screen returned to the sight of warp space, and Djavis took a deep breath. "You heard the Admiral. Maintain course for Earth at maximum warp."

Arrival at Earth

Days later, the USS Runner emerged from warp near Earth, the brilliant blue planet shining below as the ship approached Starfleet Headquarters in San Francisco. Djavis and her senior officers personally oversaw the transfer of the alien technology to Starfleet's most secure research facility. Starfleet's top scientists and engineers gathered in awe around the devices, immediately setting to work on unlocking their secrets.

The debrief with Starfleet brass was intense. Djavis answered questions about the mission, the destruction of the station, and the technology's potential risks. Some admirals were eager to harness its power, while others, more cautious, feared unintended consequences. The debate would likely continue for years.

With their duty fulfilled, the USS Runner was cleared for a new mission. Djavis returned to her ship, and soon, a new transmission arrived from Admiral Steichen.

"Captain Djavis," Steichen's voice carried a hint of intrigue. "You've done well. Now, it's time for your next assignment. You have three mission options:

1. Explore Sector 887111 – A largely uncharted region near the galactic core. Long-range scans indicate unusual energy signatures, but details are scarce. This could be a chance to make first contact with new civilizations or uncover unknown cosmic phenomena.

2. Deliver cargo to Deep Space 2 – A crucial Federation outpost on the frontier, Deep Space 2 is in need of critical supplies. Intelligence suggests possible pirate activity in the area, so this mission may not be as simple as it seems.
3. Escort the Vulcan diplomatic ship Tonakum to Cardassia Prime – The Cardassian government is hosting high-level peace talks with the Vulcans. Given recent tensions in the region, an escort is necessary to ensure the safety of the delegation.

The choice is yours, Captain. Consider carefully and inform me of your decision. Starfleet out." Djavis leaned back in her chair, looking around at her bridge crew. Each mission presented its own challenges—the thrill of exploration, the duty of logistical support, or the delicate dance of diplomacy. She had a decision to make.

Which path would the USS Runner take?

USS Token, Captain Sarah Reynolds in Command

Captain Sarah Reynolds stood on the bridge of the USS Token, her gaze fixed on the main viewscreen. The last known location of the probe stretched before them—an abyss of empty space that wasn't as empty as it seemed. The faint, flickering signal of the lost probe whispered through subspace like a ghostly echo, distorted beyond recognition.

Admiral Steichen's orders had been clear. Uncover the fate of the probes. But what if the answer was more than they were prepared for? What if stepping further into this mystery meant stepping into something they couldn't escape?

"Lieutenant Jin, confirm the probe's signal source," Reynolds ordered, her voice steady despite the tension gripping the bridge.

Jin's fingers danced across her console. "The signal is coming from within the subspace instability, but it's fluctuating. It's as if the probe is there and not there at the same time."

"Like it's caught between dimensions?" Commander Elias Tovak, her Vulcan first officer, suggested.

Jin nodded. "That's my best hypothesis. But the physics don't add up. There's something happening here that we don't understand."

Reynolds exhaled slowly. "Alright. Let's take this carefully. Helm, move us closer—one-quarter impulse. Keep shields at maximum."

"Aye, Captain," the helmsman acknowledged. The Token crept forward, its hull humming with the subtle tension of its crew.

As they approached, the ship trembled—like space itself was resisting their advance.

"Energy fluctuations increasing!" Jin called. "I'm detecting gravitational distortions—similar to a black hole, but erratic and unstable!"

"Back us off!" Reynolds ordered.

The Token halted its approach, but then something changed.

The flickering probe signal solidified for a fraction of a second—and a garbled transmission burst through the speakers.

"—elp—don't—stay—too clo—"

Then silence.

The bridge fell still.

Reynolds' heart pounded. "Was that from our probe?"

Jin's hands moved rapidly. "Yes. But Captain... that wasn't just a recording. That was a live transmission."

Reynolds stiffened. "You're telling me the probe is still active inside that anomaly?"

"It appears so," Jin confirmed. "But there's more. I'm detecting a second energy signature. Something else is in there with it."

A chill ran through the bridge. Another ship? A natural phenomenon? Or something else entirely?

Reynolds turned to her officers. "Options?"

Tovak, ever the pragmatist, folded his hands behind his back. "We must proceed cautiously. If the probe is still active, there may be a way to retrieve it. However, the gravitational instability presents a severe risk to the Token. If we miscalculate, we may become trapped as well."

Jin swallowed hard. "We could send in a modified probe with reinforced shielding to gather more data before making a decision. But if something is in there, we might lose another probe—and tip off whatever's inside that we're investigating."

Reynolds took a slow breath. This was the moment where command weighed heaviest—when there was no right answer, only choices with consequences.

Three clear paths lay before her:

1. Enter the anomaly. Take the Token in and uncover the truth firsthand. A direct approach could mean rescue or discovery, but it could also mean disaster.
2. Deploy a second probe. A safer approach, but if something was actively waiting inside, they might lose another probe—and the element of surprise.
3. Retreat and call for reinforcements. A cautious choice, but one that risked whatever was inside vanishing before they could get answers.

Reynolds looked at the swirling space before them, the ghostly echoes of the lost probe still ringing in her ears.

Now what?

The Lorem

Admiral Steichen stood in the command center of Starbase 44, staring at the latest 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?

The Voyages of the Five Starships

One by one, the reports arrived, each detailing failure after failure. Five ships had ventured into the unknown, combing distant star systems, ancient derelicts, and abandoned outposts. Yet, despite their efforts, they returned empty-handed.

USS Vanguard explored a nebula rumored to house remnants of an advanced civilization. After weeks of scanning, all they found were broken husks of ships long since stripped of anything useful.

USS Horizon ventured deep into the uncharted reaches of the Beta Quadrant, following reports of an ancient alien archive. What they found was a planet scorched by war, its technology reduced to dust by the passage of time.

USS Pathfinder attempted first contact with a reclusive species believed to possess gravitational manipulation technology. Instead, they were met with hostility, their attempts at diplomacy met with silence. They left with nothing but unanswered hails.

USS Endeavor tracked a signal deep in the ruins of a long-dead world. It turned out to be nothing more than an automated distress beacon, endlessly repeating a call for help from a species that had perished centuries ago.

USS Celestial discovered an asteroid field containing unusual energy readings. For weeks, their science teams analyzed the fragments, but in the end, the anomalies were natural phenomena, not advanced technology.

Frustration built among the crews, and even Steichen herself began to wonder: Was this a fool's errand? Then came the report from the USS Marconi.

The Discovery of the USS Marconi

Captain Luna Penn and her crew had charted an unknown system on the fringes of the galaxy. On a barren, lifeless moon, they discovered a buried structure—a vast chamber of seamless black metal. Within it, they found a single, enigmatic device: a small, crystalline artifact suspended in a gravity field. After extensive testing, they uncovered its incredible function: it could move objects, and even living beings, exactly twenty meters in any chosen direction—instantly. No transporters, no beams, no visible energy transfer. Just instantaneous displacement. A device that defied known physics. Captain Penn's log transmitted back to Starbase 44 was filled with both excitement and apprehension.

"We have tested the device multiple times. It works flawlessly. We do not know its full potential, nor its origin. But one thing is clear—this is not just another piece of forgotten technology. This could change everything."

The Dilemma of Admiral Steichen

The Marconi's discovery reignited Steichen's internal conflict. This was a breakthrough—tangible proof that the search could yield unprecedented power. If the Federation mastered such a device, it could revolutionize transport, combat, and countless other applications. But then there was the shadow of the Lorem's riddle.

Was this what they wanted? Was she collecting knowledge for the Federation's benefit, or simply fulfilling some unknown purpose for an almost omnipotent species?

She turned away from the reports and stared out at the stars. The orders had been clear: send ships, gather technology. But after five failures, was one success enough to justify continuing? Was it worth the risk? Would she, could she, continue sending crews into the void in pursuit of an uncertain future? Steichen's fingers hovered over the console. The decision was hers to make. And the Lorem were watching.

Players: CS

Starbase 88

The revelation that another power—potentially the Huranon—might have been involved in the raiders' disappearance posed a significant question.

Admiral Van Nieuwenhove was faced with a new decision:

1. Investigate the Signal: Dispatch the USS Celestial Voyager to track the source of the signal and uncover the truth. This could lead to valuable insights, potential alliances with the Huranon, or even new threats. However, it would mean diverting the Celestial Voyager from its critical role in stabilizing the region.
2. Hold Position: Focus on defending Starbase 21 and the surrounding sectors, maintaining the Federation's strategic presence. This approach would prioritize immediate security but risk losing an opportunity to learn about the Huranon and their involvement.

The decision weighed heavily on the Admiral's mind. The unknown beacon represented both a mystery and a risk, and the consequences of either choice could shape the Federation's future in this volatile region of space.

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 floated in the cold silence of space, its massive, geometric form a stark contrast to the chaos unfolding within. The pathogen was relentless. More drones faltered, their cybernetic implants failing, their organic components degrading beyond repair. The decision had been made. Efficiency dictated that the infected drones be destroyed to prevent further spread.

Captain Elyra stood in the command chamber, her Betazoid-enhanced senses attuned to the weakening presence of the affected drones. Their connection to the Collective flickered, their individuality long erased but their function now null. She gave the order without hesitation.

“We are Borg. We do not hesitate. Isolate the infected drones. Purge them.”

Across the cube, containment fields activated, sealing entire sections off. The drones trapped within barely reacted, their failing systems unable to register what was happening. Plasma charges detonated in sequence, disintegrating everything in the quarantined sectors. The pathogen, along with all its hosts, was erased in a matter of minutes.

A silence fell over the Collective. The infected were gone. The cube was secure. But the problem remained—this pathogen had demonstrated an ability to bypass Borg defenses. It had nearly undone them.

Elyra turned to her crew. “We require a dedicated research effort. A vessel immune to biological threats.”

Kaden nodded. “A Borg sphere, crewed entirely by androids. No organic components. No risk of infection.”

Zara added, “We can keep it quarantined from the Collective. If a cure is found, we integrate the knowledge. If not...”

“We send it into a sun,” Elyra finished. “No harm done.”

The Collective responded immediately. A Borg sphere, stripped of biological drones and operated entirely by androids, was dispatched to begin work on the pathogen. It remained in strict isolation, its findings transmitted in bursts of encrypted data, monitored from afar. No living drone would be exposed until absolute certainty was achieved.

But even this measure might not be enough.

The Vidiian Factor

Taran, the Betazoid, hesitated before speaking. “The pathogen is beyond anything we’ve encountered. But there is a species that has spent centuries perfecting techniques to combat diseases that ravage organic life.”

Elyra met his gaze. “The Vidiians.”

The Vidiians, once a proud civilization, had been ravaged by the Phage, a disease that forced them to harvest organs from other species to survive. Over centuries, they had developed advanced biomedical knowledge—perhaps enough to aid the Borg.

Zara frowned. “The Vidiians are desperate and untrustworthy. They might see this as an opportunity to turn the pathogen against us.”

Rylan countered, “But their research is unparalleled. If anyone has knowledge of how to counter aggressive organic decay, it’s them.”

The Collective processed the possibilities. If they reached out to the Vidiians, they risked exposing Borg vulnerabilities to an unpredictable species. The Vidiians could cooperate—or they could attempt to use the pathogen to their advantage, seeing it as a weapon against the Borg. Elyra faced a new dilemma.

1. Seek the aid of the Vidiians, risking betrayal but potentially gaining the cure needed to counteract future threats.
2. Rely solely on the android-operated sphere, trusting Borg technology to solve the problem independently, but delaying the process and risking another outbreak.

Efficiency demanded a swift solution. Logic dictated caution. The Collective awaited Elyra's decision. The future of their adaptation depended on it.

To be a god or not to be a god

The Assimilation of the Kazon and the Kobali

The Borg Collective moved with precision, setting their sights on two species in the Delta Quadrant: the warlike Kazon and the enigmatic Kobali. Each offered something unique to the Borg's relentless pursuit of perfection—one through its fractured society, easily manipulated and conquered; the other through its mastery of necrogenesis, a biological secret that could fundamentally alter the nature of the Collective.

The Fall of the Kazon

The Kazon were not a unified species; their civilization was broken into warring sects, each vying for dominance. The Borg recognized an opportunity: turn their division into a weapon against them. Under orders from the Borg King, a new strategy was deployed. Borg emissaries—drones enhanced with Kazon genetic and behavioral imprints—were sent to infiltrate the different sects. Through careful manipulation, they offered technological advantages to some factions, subtly guiding them to wage war against their rivals. The promise of ultimate victory was a potent bait. As the Kazon sects fought among themselves, the Borg moved in. The victorious Kazon, believing they had been rewarded with superior Borg weaponry, soon found themselves outmatched as their benefactors turned on them. One by one, sects were assimilated, their warlords transformed into drones, their warriors reformed into instruments of the Collective. Within a matter of months, the Kazon resistance crumbled. Their leaders, once defiant, now spoke with the cold unity of the Borg. The great Kazon warships, crude but numerous, were integrated into the Borg armada. Their numbers, once their greatest strength, became their downfall as they were absorbed into the hive mind. The Kazon were no longer a people. They were Borg.

The Kobali's Necrogenic Defiance

The Kobali were a different challenge entirely. Unlike the Kazon, they were not warlike or divided. Their strength lay in something the Borg had never encountered before: their ability to reanimate the dead. At first, assimilation progressed as expected. The first Kobali drones were created, their minds integrated into the Collective. However, something unexpected happened. Each assimilated Kobali triggered a countermeasure within their species. The Kobali resurrected their fallen, reviving individuals who had already been taken by the Borg. For the first time, the Borg faced an enemy that could undo assimilation itself. Every Kobali assimilated led to two more rising to replace them. Their numbers, instead of dwindling, grew. The Borg calculated that if this continued unchecked, the Kobali could potentially outlast assimilation entirely—a feat no species had ever achieved. Realizing the danger, the Borg adjusted their tactics. Instead of brute-force assimilation, they attempted to infiltrate Kobali society from within. Master One personally led this effort, using his dark abilities to

manipulate the Kobali leaders. However, the Kobali were not naive. They recognized the threat and began to scatter across the Delta Quadrant. Worse still, intelligence reports indicated that the Kobali were preparing an exodus. They had developed a plan to escape the Borg entirely—not just by fleeing to the far reaches of the Delta Quadrant, but by sending a portion of their people to another galaxy. The Borg faced a dire dilemma.

The Dilemma

If the Kobali succeeded in escaping, they could one day return stronger, wiser, and fully prepared to resist the Borg. Their necrogenic technology could evolve beyond the Collective's reach. However, hunting them across the Delta Quadrant and beyond would require a massive allocation of resources, potentially weakening the Collective in other key battles.

The Borg King and Master One now had to decide:

1. Commit the full might of the Borg to eradicating the Kobali before they can escape, risking prolonged warfare and exposure to further losses.
2. Capture a portion of the Kobali and attempt to control their necrogenic abilities, using them to create undying drones, but risk the Kobali finding ways to resist even more.
3. Ignore the Kobali for now, allowing them to flee but marking them as a future target once the galaxy is fully assimilated.

Time was running out. The Kobali had already begun their evacuation. The Borg had to make a choice—and whatever they decided would shape the fate of the Delta Quadrant forever.

Players: FK

USS Vertigo / USS Gdonsk

Day 434 21.31

Suddenly, a loud noise echoed through the ship, followed by a blood-curdling scream. The away team rushed toward the source of the sound, finding a man slumped against the bulkhead, his uniform torn and his eyes wide with terror.

"They're... everywhere..." he gasped, clutching at one of the officers. "You have to get out... it's... it's already too late." Before anyone could ask what he meant, his body went limp, and he fell unconscious.

Day 434 21.35

Back aboard the Vertigo, Commodore Slater received a troubling update from the Gdonsk: their scans of the Geleon had revealed faint traces of bio-signatures not matching any known species in the Federation database.

Day 434 21.39

Worse yet, these signatures were moving... and growing in number.

As Slater and Matz tried to piece together what was happening, another transmission came through from the Geleon. This time, the voice on the other end was deep and distorted.

"Leave this ship... or suffer the consequences."

Players: NP

USS Atlantis/Starbase 99

Starbase 99 floated on the edge of known space, a vast construct of titanium and reinforced alloys, its structure gleaming against the backdrop of the infinite void. The station, a bustling hub of scientific research and interstellar diplomacy, operated under the experienced command of Admiral Tom Walker, a seasoned officer of the United Federation of Planets. He had seen many wonders in his tenure, but nothing quite like the entity that would soon make its presence known.

It arrived not with the blare of warning klaxons or the threat of invasion, but as a shimmering pulse of energy, streaking through the darkness of space with graceful intent. The station's long-range sensors detected the anomaly first—a sentient mass of pure energy moving with purpose yet radiating nothing but curiosity. As it neared, the form coalesced into a roughly spherical shape, pulsating gently with iridescent hues. When it finally reached the outer perimeter of the station, it did not breach with force. Instead, it waited, as if requesting permission to enter.

"What in the name of—?" Commander Rho, the station's chief science officer, muttered as she examined the readings. "Admiral, this entity is composed of pure energy, yet it shows signs of self-awareness. It doesn't appear to be a ship or a drone. I think... I think it's alive."

Admiral Walker leaned forward in his command chair, his gaze locked onto the main viewscreen. "Then let's treat it like a visitor. Open a communications channel. See if it can understand us."

To everyone's astonishment, the being responded, not with words, but with patterns of light that seemed to translate into rudimentary ideas and emotions. With the assistance of Starbase 99's most advanced linguistic algorithms, a rudimentary dialogue was established. The entity identified itself as Hoggy, a peaceful explorer from an alternate universe. It had been drawn to the station by the countless technological signals emanating from it, eager to learn and exchange knowledge.

Over the next few days, Hoggy interacted with the station's crew, sharing insights into its form of existence. It had no physical body in the traditional sense but existed as a cohesive field of sentient energy, bound by quantum stabilizers beyond Federation understanding. It communicated in waves of electromagnetic patterns, adapting quickly to the Federation's means of interaction. It was fascinated by the idea of solid beings and their constructs, asking endless questions about material forms, biological processes, and the principles of emotion.

Admiral Walker, ever the diplomat, welcomed the being's curiosity, granting it access to non-classified archives while Federation scientists worked diligently to understand its unique structure. In turn, Hoggy provided glimpses into its own universe, where beings like itself roamed freely, unburdened by the constraints of matter. It spoke of vast cosmic phenomena unknown to this reality, and the crew listened in awe.

But as all things must, the encounter was destined to end. Hoggy, ever the wanderer, felt the pull of the unexplored and announced its departure in a brilliant display of cascading colors. Though saddened, the crew respected its nature. Before it left, however, Hoggy bestowed upon them a gift.

Materializing out of nothingness, a small, intricate device appeared on the station's central engineering deck. It was unlike anything the Federation had ever seen—a tiny power generator, humming with endless potential. As engineers examined it, they found that it functioned without the need for fuel, drawing energy from some unknown, infinite source. It could power entire sections of the station indefinitely.

When Admiral Walker asked Hoggy about the device, the being responded with a simple pulsation of warmth and understanding. "A token of peace. A fragment of boundless energy. May it illuminate your path."

With one final flash of radiant light, Hoggy departed, slipping effortlessly through the fabric of space and vanishing into the great unknown.

As Starbase 99 returned to normal operations, the legend of Hoggy lived on. The energy generator remained, a quiet testament to the encounter—an everlasting light from a being who had sought nothing but knowledge and friendship. And though Hoggy was gone, its legacy endured, a beacon of what lay beyond the boundaries of the known universe, waiting to be discovered.

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

Title: The Hunt for Ascension: The Chosen Twenty-One

Assembling the Hunters

The 21 Chosen Hirogen Hunters

The First Seven Chosen Hirogen Hunters

1. Voras the Steadfast

The second-in-command who had once defied Horkan during the Q hunt. Voras proved his loyalty and skill by navigating an arena where time shifted unpredictably. When faced with an illusion of his betrayal, he sacrificed his pride to save his team, earning Horkan's forgiveness and respect.

2. Tylar the Tracker

Tylar's test was to track a cloaked prey across an artificial nebula. Using his unparalleled intuition, he predicted the prey's movements by interpreting faint gravitational disturbances, earning him a place as the group's chief tracker.

3. Krellan the Shieldbearer

Known for his brute strength, Krellan was subjected to a trial where physical might was useless. Trapped in an energy maze, he used his body as a shield to absorb blows meant for his comrades, demonstrating selflessness and adaptability.

4. Vayra the Huntress

Vayra was one of the few female Hirogen to step forward. Her trial required her to face a simulation where her prey multiplied with every strike. By focusing her attacks on the source, she outsmarted the program, proving her tactical brilliance.

5. Lokarn the Shadow

Lokarn was a master of stealth. In a simulated starship infiltration, he disabled defenses and eliminated decoys without being detected, earning his place as the team's infiltrator.

6. Zarek the Bloodhound

Zarek's sense of smell and tracking instincts were legendary. He located prey in an arctic wasteland where sight and sound were nullified, relying solely on his heightened olfactory senses.

7. Drella the Strategist

Drella's mind was her weapon. In a simulation of an overwhelming enemy force, she devised a strategy to split her team into decoys and flankers, achieving victory against impossible odds.

Players: TvR