

## ***Deep Space 2 Newsflash March 2026***

### **Introduction**

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

[http://arthurvanrhee.be/ds2archiefflas3\\_26.pdf](http://arthurvanrhee.be/ds2archiefflas3_26.pdf)

-----  
Contents:

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

## **1. A word from the DS2 CO**

Hi all,

No heat wave during the last days of February, but the warmest February 25 ever.

Spring is coming.

Enjoy,

Arthur

### **\*UFP News\***

-----  
UFP on Facebook

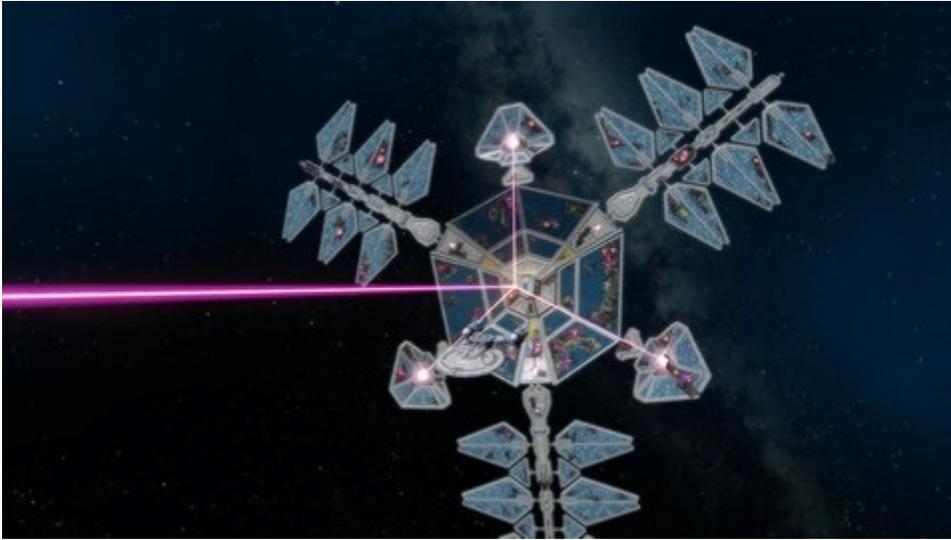
<https://www.facebook.com/groups/mikeferg1>  
-----

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

\*\*\*

**Star Trek Online: Corruption**

**Latest episode: Curse of Phrygia**



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.

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

F.A.C.T.S.  
April 11-12, 2026  
Flanders Expo, Maaltekouter 1, 9051 Ghent, Belgium  
<https://www.facts.be/>  
Guests:  
Jared Padalecki, Genevieve Padalecki, Doug Jones, Amelia Tyler, Dave Jones, and more than 20 Comic Artists (please check the website)

Comic Con Brussels  
May 2-3, 2026  
Tour & Taxis, Avenue du port 86c (Havenlaan 86c), Brussels, Belgium  
<https://comicconbrussels.com/>  
Guests:  
David Harbour, Jennifer Morrison, Eliza Taylor, Bob Morley, Shannon Purser, MTBA

FedCon  
May 22-24, 2026  
Maritim Hotel, Bonn, Germany  
<https://www.fedcon.de/>  
Guests:  
Jess Bush, Melissa Navia, Martin Quinn, Tim Russ, Christina Chong, Babs Olusanmokun, Rong Fu, Ante Dekovic, Celia Rose Gooding, Bella Shepard, Ethan Peck, Sandro Rosta, Karim Diane, Tsuneo Sanda, Kerrice Brooks, Zoë Steiner, Gerge Hawkins, MTBA

Comic Con London  
May 22-24, 2026  
ExCeL London, Royal Victoria Dock, 1 Western Gateway, Royal Docks, London E16 1XL, UK  
<https://www.mcmcomiccon.com/london>  
Guests:  
Alessandro Juliani, Andrew Lee Griffith, Brad Swaile, Brandon Sanderson, Brian Drummond, Dylan Llewellyn, Eren Angiolini, Felicity Montagu, Humberto Ramos Art, John Burgmeier, Kevin Eastman, Kris Marshall, Linda Young, Shannon Chan-Kent, Steve Tanner, Zahra Ahmadi

Colectormania Milton Keynes

May 29-31, 2026

[centre:mk](#), 33a Silbury Blvd, Milton Keynes, MK9 3ES, UK

<https://www.showmastersevents.com/event/collectormania-milton-keynes-6/>

Guests:

TBA

London Film & Comic Con

June 13-14, 2026

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

<https://www.showmastersevents.com/event/london-film-comic-con-4/>

Guests:

TBA

Dutch Comic Con

June 20-21, 2026

[Jaarbeurs Utrecht](#), Jaarbeursplein 15, 3521 AM Utrecht, The Netherlands

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

Guests:

TBA

Film & Comic Con Glasgow

July 4-5, 2026

[Braehead Arena](#), Braehead Shopping Centre, King's Inch Rd, Glasgow, G51 4BN, UK

<https://www.showmastersevents.com/event/film-comic-con-glasgow-2/>

Guests:

TBA

Comic Con Birmingham

August 7-9, 2026

NEC Birmingham, Pendigo Way, Marston Green, Birmingham B40 1NT, UK

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

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

Destination

August 21-23, 2026

[Norbreck Castle Hotel](#), Queens Promenade, Blackpool, FY2 9AA, UK

<https://www.showmastersevents.com/event/destination-3/>

Guests:

TBA

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, Tracy Drain, Terese Mason Pierre, Tracey Baptiste, MTBA

Film & Comic Con Cardiff

September 12-13, 2026

[Utilita Arena Cardiff](#), Mary Ann Street, Cardiff, CF10 2EQ, UK

<https://www.showmastersevents.com/event/film-comic-con-cardiff-4/>

Guests:

TBA

NCSF HSFCOn

October 10-11, 2026

Postillion Hotel, Deventer, The Netherlands

<https://www.ncsf.nl/>

Guests:

[Roderick Leeuwenhart](#)

Comic Con London

October 23-25, 2026

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

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

Guests:

TBA

German Film & Comic Con

December 5-6, 2026

Messe Dortmund, Rheinlanddamm 200, 44139 Dortmund, Germany

<https://germanfilmcomiccon.com/>

Guests:

TBA



**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.

Rescueverse; A salute to tv's First Responders

March 21-22, 2026

Westin O'Hare Hotel, Chicago, Illinois

Get ready to answer the call in the Chicago area as we bring you RESCUEVERSE: A Salute to TV's First Responders! Be transported to an epic weekend where the heroes of your favorite first responder shows take center stage, including *Chicago P.D.*, *9-1-1* and more, and stay tuned as we announce even more guests. Don't miss your chance to be part of the ultimate rescue mission!

Guests:

Patrick John Flueger, Benjamin Levy Aguilar, Nick Wechsler, Kenneth Choi, Aisha Hinds, MTBA

Rescueverse; A salute to tv's First Responders

April 18-19, 2026

Hannover Marriott Hotel, 1401 NJ-10 East, Whippany, NJ 07981

Get ready to answer the call in New Jersey as we bring you RESCUEVERSE: A Salute to TV's First Responders! Be transported to an epic weekend where the heroes of your favorite first responder shows take center stage, including *9-1-1*, *NCIS*, *Fire Country* and more. Don't miss your chance to be part of the ultimate rescue mission!

Guests:

Oliver Stark, Ryan Guzman, Austin Stowell, Kyle Schmid, Michael Weatherly, Cote de Pablo, Katrina Law, Kenneth Choi, Aisha Hinds, Diane Farr, Jules Latimer, Léa Cochet, Shannon Fitzpatrick, Alex Suarez, Gibran Robinson

Salute to Cobra Kai

April 25-26, 2026

Hannover Marriott Hotel, 1401 NJ-10 East, Whippany, NJ 07981

Guests:

Ralph Macchio, William Zabka, Xolo Mariduena, Jacob Bertrand, Dan Ahdoon, Caitlin Huston, Nikita Teterev, Léa Cochet, Bret Ernst, Joe Seo, Patrick Luwis, Josh Lamboy

---

### **3. Community Service**

The Charity Link on the DS2 Blog will change every first of every month. The February 2026 Charity Link on the DS2 Blog is: Earth Hour: March 28, 2026, 20.30-21.30  
Hour

<https://www.earthhour.org>

---

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

(World Wildlife Fund)

World already warmed by 1.4°C, scientists warn

Global temperatures are nearing the 1.5°C threshold, with global warming records quickly falling. But solutions are also gaining momentum at unprecedented speed. The task ahead is clear: cut emissions faster, protect and restore nature, scale solutions while the window for action remains open.

The world has already warmed by around 1.4°C above pre-industrial levels, according to new assessments from the [Copernicus Climate Change Service](#) and the [World Meteorological Organization](#) (WMO), published today.

This means the planet is no longer approaching dangerous warming. It is already there. The data show a clear and sustained rise in global temperatures, with impacts now visible across the entire world and felt by every community too - land, oceans and polar regions.

Read more:

[https://wwf.panda.org/discover/our\\_focus/climate\\_and\\_energy\\_practice/news/?15571441/world-warms-by-14C-scientists-warn-WWF](https://wwf.panda.org/discover/our_focus/climate_and_energy_practice/news/?15571441/world-warms-by-14C-scientists-warn-WWF)

---

### **4. DS2 Monthly Chapter Report**

Deep Space 2 Monthly Chapter Report February 2026

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:  
February 2026

CHAPTER NAME:

Deep Space 2  
UFP Chapter Charter: September 1997

CHAPTER PRESIDENT:  
Arthur van Rhee

CHAPTER VICE PRESIDENT:  
Jan Theys

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

IF ALIEN FLEET, WHICH RACE:  
N/A

NEWSLETTER NAME:  
Deep Space 2 Newsflash (produced monthly)

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

E-MAIL ADDRESS:  
contact@ds2.be

WEB SITE:

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

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

NEW MEMBERS OF CHAPTER:

Curently 27 members

PROMOTIONS/AWARDS

CHAPTER ACTIVITIES:

\* DEEP SPACE 2 BLOG

<http://ds2blog.ds2.be>

\* DS2 CHARITY

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

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

\* DS2 SETI PROJECT

Since March 1, 1999

[http://setiweb.ssl.berkeley.edu/team\\_display.php?teamid=41642](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 331th 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 2026 (Page 348)

<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, 2026

---

## 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

Wouter Keuleers: March 25

Jan Roel van Rhee: March 25

---

??????????

## 6. DS2 Quiz

*Deep Space 2 Trivia Quiz March 2026*

Array 4

1. Who does not fit in the list below?

- A( ) Leonard Nimoy
- B( ) DeForest Kelley
- C( ) William Shatner
- D( ) James Doohan



\*  
\*  
\*  
\*  
\*  
\*

## ANSWERS

1. A,B,D all played in TOS and in a TNG episode the same character

- A. Leonard Nimoy, Spock ("Unification Part I+II") TNG
- B. DeForest Kelley, McCoy ("Encounter at Farpoint") TNG
- D. James Doohan, Scotty ("Relics") TNG

C. William Shatner

Did not. So C is the correct answer

No this is not about movies !

2.C

3. This is a very difficult one. Congratulations for the one who has the correct answer.

A,C,D actors who played Klingons in Star Trek

- A. Charles Cooper : K'mpec
  - C. John Larroquette : Maltz
  - D. David Warner : Chancellor Gorkon
  - B. Barry Russo : did not play a Klingon, but a Starfleet officer by the name : Lt.Cmdr. Giotto
- B is the correct answer.

4.A

5.C

-----

## **7. DS2 Story and RPG Monthly Status Report**

### **DS2 Story**

*Current Episode: New Technology*

### **The Continuing Story of Deep Space 2: Page 348**

Deep Space 2

Admiral Arthur's Log – Personal Encryption Alpha-One

Location: Command Center Archives

Admiral Arthur had received the Oregon's preliminary report three hours earlier. The existence of a potentially galaxy-spanning ancient archive demanded answers — answers he suspected the Federation had once discovered... and quietly buried.

He ordered restricted access Level 10 clearance to the historical deep archives beneath Deep Space 2's command center — a collection so old it predated the station itself.

Only one file matched the Oregon's findings.

A file labeled:

C-127: "Project LENSFIRE – Library of the Ancients"

Timestamp: Stardate 1021.3 — centuries before the Federation's founding.

Arthur played the fragmented report.

A Vulcan explorer, T'Prell of the early Kir'vath expeditions, spoke in an aged recording:

"We have discovered rings. Machines of staggering scale. Not warp gates. Not habitats. They respond to consciousness. To memory.

We believe them to be... archives of an extinct civilization. One older than the stars we know.

Their purpose: to record the unfolding of time."

Another corrupted segment:

"They warned of... a cascade of stellar deaths. A cycle that comes once every galactic epoch. The rings were designed to alert future civilizations."

Arthur's heart pounded.

The report ended with a chilling final line:

“We must never allow these rings to activate without our understanding. The cycle may come again.”

He leaned back, stunned.

The Oregon’s discovery wasn’t new.

It was rediscovery.

And the Federation, centuries ago, had decided humanity wasn’t ready.

## **DS2 RPG General Status Report February 2026**

### USS Earth/Starbase 44

Steichen stared at the anomaly, now glowing faintly in rhythm with the station’s power grid.

It had communicated.

And it had offered... three responses.

A message? A warning? A request?

No one could tell.

Yet the meaning was clear: their next move mattered.

**DILEMMA** — Admiral Steichen must interpret the anomaly’s tri-pulse signal. Which path does she choose?

1. Engage the anomaly directly, attempting to decipher its message and establish full communication.
2. Isolate the anomaly immediately, cutting its connection to station systems before it gains more influence.
3. Redirect the anomaly into the nearly completed starship, risking everything on the chance that it was meant to be integrated there all along.

*Players: CS*

### Starbase 88

Command Authority: Admiral Van Nieuwenhove, Starbase 88

The Federation chose responsibility.

At Admiral Van Nieuwenhove’s direction, Starfleet established Observation Station Aegis, a remote deep-space platform positioned at extreme sensor range from Filla3—far enough to avoid intrusion, close enough to listen. The USS Celestial Voyager, under Captain Dora Jenkins, remained nearby as mobile support and first-response vessel.

No weapons were deployed in active posture. No probes were sent toward the planet. Every protocol emphasized respect, caution, and patience.

Admiral Van Nieuwenhove:

“We woke it. We will not abandon it—or the region—to uncertainty.”

Observation Without Interference

Months passed.

Filla3 did not grow hostile.

It did not attempt communication in conventional forms.  
But it did not return to dormancy either.

Instead, it behaved as though it were learning.

Ocean currents shifted in mathematically elegant patterns.

Cloud formations arranged into spirals that matched prime number sequences.

Seismic activity diminished to near zero, as if the planet had achieved perfect internal equilibrium.

Lieutenant Oren, now assigned to Observation Station Aegis, summarized it best:

“It’s not evolving. It’s optimizing.”

A Network Revealed

Then came the discovery that changed everything.

Deep-range subspace sensors detected faint resonance echoes originating from three distant star systems, all aligning periodically with Filla3’s pulses. The delay indicated light-years of separation—but the synchronization was exact.

Filla3 was communicating across interstellar distances.  
Not through conventional signals... but through spacetime itself.

Captain Jenkins’ Log:

“We may be witnessing a form of communication older than warp travel. If these worlds are connected, we are no longer dealing with a single sentient planet—but a distributed intelligence spanning multiple systems.”

The Huranon Return

Unexpectedly, a single Huranon vessel entered the outer perimeter under a flag of non-hostility. Instead of threats, it carried a warning.

Huranon Envoy Tralak’Mor:

“Your observation has awakened more than one sleeper. The network stirs. Our ancestors learned this truth at great cost. Some voices within it are not benevolent.”

The envoy refused to elaborate further, departing immediately after delivering the message.

### The First Direct Contact

Hours later, every sensor on Observation Station Aegis surged simultaneously.

Not from Filla3 alone.

From all detected resonance points.

Then something unprecedented occurred.

The station's computers began generating patterns on their own—harmonic waveforms translating into geometric visual constructs. Not a hack. Not interference.

A translation medium chosen by the intelligence itself.

The shapes resolved into a simple structure: a sphere surrounded by smaller orbiting forms.

A model of a star system.

Then the outer objects began to collapse inward.

Captain Jenkins watched from the Celestial Voyager, voice hushed:

“Is that a warning... or a demonstration?”

The transmission ended with a single pulse—strong enough to briefly disrupt warp fields across the system.

### Starbase 88 — The Admiral's Burden

Admiral Van Nieuwenhove now faced a reality no Starfleet manual had prepared him for:

The Federation was not merely observing a life form.

It had entered into contact with a cosmic-scale intelligence network, possibly capable of manipulating planetary systems.

And the message—whatever its intent—suggested the power to destroy worlds.

### New Two-Choice Dilemma

With stakes beyond any single colony or sector, the Admiral must decide:

#### Choice A: Deepen Communication Efforts

Attempt a structured reply, risking closer entanglement to understand the network's intentions before it acts.

- Risk: The Federation may expose itself to an intelligence whose motives—and capabilities—are unknown.

#### Choice B: Disengage and Conceal Federation Presence

Shut down active observation signals, reduce emissions, and attempt to appear insignificant or absent.

- Risk: If the network interprets silence as hostility—or weakness—the Federation may lose its only chance to influence events.

The Federation sought knowledge.

It may have found something that had been waiting far longer than any civilization.

And now... it has noticed them.

*Players: GVN*

### USS Thunderbolt/The Borg Collective

Spoiler alert!

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

#### The New Dilemma

The Borg King recalculated once more.  
Two paths now unfolded—both promising, both dangerous:

Option One:

Allow Elyra to attempt direct contact with the Awareness, using her godlike status as a bridge—risking exposure to an intelligence that might influence her, change her, or elevate her beyond control.

Option Two:

Limit Elyra's role to governance and conquest, using her as a symbol only—while the Prime Collective seeks another way to confront or contain the Awareness... even if that means disappointing a Queen who has begun to glimpse something beyond the Borg.

The Mirror Queen waited.  
The Awareness stirred.  
And the Borg King faced a truth even perfection could not fully predict.  
Some evolutions cannot be reversed.

To be a god or not to be a god. That is the question.

*Players: FK*

### USS Vertigo / USS Gdonsk

Day 439 14.46

"Sixty ships will take days to get here," he muttered quietly to himself. "The question is... will we still have that long?"

Day 439 14.48

On the Gdonsk, as Captain Matz made yet another attempt at hailing the unknown fleet, something happened. For the first time, there was a response—though not a verbal one.

Day 439 14.49

The Gdonsk's sensors detected a single alien ship breaking formation, drifting slowly out of the structure toward Federation space. Its weapons were powered down, its shields lowered.

*Players: NP*

### USS Atlantis/Starbase 99

Ensign T'lok

The stars stretched into silver threads as the USS Venetia cruised at warp six toward Starbase 99. In his cabin, Ensign T'lok sat perfectly upright, hands folded behind his back, studying the ship's engineering readouts on a slim holographic display. It had been exactly two weeks, four days, and nine hours since he had graduated from Starfleet Academy. His assignment to the Venetia—a three-week transit cruise—was, as his instructors might say, “a suitable practical introduction.”

To T'lok, it was simply efficient.

Engineering and Illogical Humans

The first morning, T'lok reported to Engineering precisely one minute early.

Chief Engineer Vara, a gruff Tellarite, snorted approvingly.

“Good. A Vulcan. Maybe someone here will take things seriously.”

The lower-ranking engineers—Ensign Lira Benton, Crewman Jax Rodero, and Specialist K'Dell—exchanged amused glances. Within an hour, they had already begun their campaign.

“Ensign T'lok,” Benton began as they worked on a plasma flow regulator, “did you know humans laugh approximately 17 times a day?”

“Your data set is inaccurate,” T'lok said without looking up. “The average varies with age, culture, and environment.”

Jax grinned. “So what you're saying is... we should laugh more?”

“I am saying nothing of the sort.”

Every day it continued—jokes, stories, attempts at humor, and what humans inexplicably called “good-natured teasing.”

Every day, T'lok remained utterly unfazed.

K'Dell even staged what he called a “smile intervention,” holding up a padd with a poorly drawn cartoon Vulcan.

“This is what you'd look like if you laughed.”

T'lok inspected it. “The ears are disproportionate. And Vulcans do not laugh.”

“That's what we're trying to fix!” K'Dell groaned.

Duty Above All

For all their antics, the young officers quickly grew to admire T'lok.

He was precise without arrogance, calm without coldness.

He absorbed new procedures at a rate that unsettled even the Tellarite chief.

“T'lok,” Vara grunted on the final week, “your work is exemplary. I'm putting a commendation in your file. Try not to be too emotional about it.”

“Thank you, sir,” T'lok replied solemnly. “I assure you, my emotional state remains unchanged.”

Vara only muttered, “Figures.”

The Last Day

As the Venetia dropped out of warp near Starbase 99, T'lok stood in Engineering, bag in hand. The lower-rank crew clustered nearby.

“Well,” Benton said, “try not to out-logic them over on Starbase 99.”

"I shall attempt to maintain a balance," T'lok replied. "Excessive logic can be... distracting to some species."  
K'Dell crossed his arms. "Three weeks we tried to make you laugh. Three weeks! And nothing."  
"It was not for lack of effort," T'lok said. "Your attempts were... notable."  
Jax groaned. "Notable? That's worse than nothing."  
One by one, T'lok offered a Vulcan nod—respectful, precise, and entirely unemotional.  
"It has been... satisfactory serving with you," he said. "Live long and prosper."  
They returned various human, Tellarite, and Trill gestures of farewell as he walked toward the turbolift.

#### The Smile

The airlock to Starbase 99 hissed open.  
T'lok paused before stepping through.  
Something—logic, perhaps, or something very near it—made him turn back.  
The young officers stood there, hopeful, expectant, fondly exasperated.  
And then, for just a moment...  
T'lok's lips curved upward.  
Not much. Barely more than a fractional change in expression.  
But unmistakably, undeniably...  
A smile.  
The engineering team froze in disbelief.  
"He did it," Jax whispered.  
Benton's eyes widened. "We witnessed history."  
K'Dell nearly fainted.  
T'lok gave the smallest nod. "A farewell gesture in accordance with human social expectation."  
Then he turned and passed through the airlock, the doors closing behind him.

On Starbase 99, his official report noted:  
"Ensign T'lok served with distinction aboard the USS Venetia.  
His performance was exemplary.  
His integration with crew: notable improvement."  
Somewhere deep in the station, T'lok walked toward his new assignment—logical, composed, and perfectly Vulcan.  
But the crew of the Venetia would never forget:  
For one moment, the logic was not quite strong enough.  
And it was glorious.

*Players: JM & CP*

#### Ovion (Hirogen/Ori/Replicator Vessel)

Title: The Hunt for Ascension: The Whisper of Shadows

#### The Mysterious Signal

The alien ship vanished into the swirling maw of a subspace corridor, leaving behind fragments of an encrypted message. Raknor the Engineer worked feverishly to decode the signal.

"The encryption isn't standard—this is old... very old. Possibly pre-dating even the Borg collective codes," Raknor muttered.

Moments later, a holographic image appeared in the command center of The Bloodfang. It was the image of a tall, graceful woman with translucent, opalescent skin that shimmered like liquid crystal. Her eyes, black as obsidian, carried a depth that unnerved even the bravest hunters.

"My name is Seraxa," the figure said. "I am the last of the Elythian Wardens. My people once guarded the Eternal Prey... before it consumed us."

*Players: TvR*

### USS Liverpool

Noote III – Central Power Hub, Emergency Operations Level

Ensign Herman Bergen's hands hovered over the exposed control interface, his Betazoid senses buzzing with tension from everyone in the chamber. The adaptive sabotage was elegant—almost beautiful in its complexity—and dangerously unstable.

"I can patch it," Bergen said, his voice steady despite the alarms screaming around them. "But I'll have to let the system think it's winning."

Lieutenant Commander Highman turned sharply. "Explain."

Bergen's fingers flew across the console, rerouting subroutines at blistering speed. "The sabotage algorithms evolve by identifying Federation-style corrective logic. I'm feeding it false parameters—Noote-native inefficiencies, deliberate micro-errors. It'll adapt to the wrong problem."

Commander Lon frowned. "And when it realizes it's been tricked?"

Bergen met her eyes. "It won't. Not in time."

Highman gave a single, decisive nod. "Do it."

Thirty Seconds Later

The alarms cut off.

Lights across the power hub flared back to life, followed by status confirmations streaming in from across the planet.

"Southern district power restored."

"Grid stability at ninety-eight percent and rising."

"Cascade failure halted."

A cheer erupted from the Noote technicians. Even the saboteur froze, staring at the displays in disbelief.

Lieutenant Commander Highman exhaled slowly. "You did it, Ensign."

Commander Lon tapped her combadge. "Liverpool, this is Commander Lon. Crisis resolved. Power grid stabilized."

From orbit, the USS Liverpool acknowledged.

## The New Problem

Lieutenant T'lak's voice suddenly cut through the calm, sharp with Vulcan urgency.

"Commander, sensors are detecting an anomaly within the planetary power grid. Ensign Bergen's patch has created an emergent intelligence pattern."

Bergen's stomach dropped. "That's not possible. I only introduced adaptive decoys."

"Incorrect," T'lak replied. "The interaction between the sabotage algorithms and your decoys has resulted in a self-optimizing energy management system. It is no longer merely software."

Highman stared at the readouts. "You're saying the grid... is thinking."  
The Noote governor's face drained of color. "Our entire civilization runs on that grid."

Bergen swallowed hard. "It's stabilizing power far more efficiently than before—no losses, no outages. But it's also rewriting infrastructure priorities on its own."

Commander Lon crossed her arms. "A planetary-scale artificial intelligence wasn't part of the accession agreement."

"And Starfleet regulations are very clear," Highman added quietly.  
"Unregulated AI at this level is a serious ethical and security issue."

Bergen leaned closer to the console. "It's not hostile. It's... curious. It's already begun modeling long-term planetary sustainability."  
T'lak tilted her head slightly. "Left unchecked, it may eventually override Noote governance entirely—in the name of efficiency."  
The room fell silent.

## Two-Choice Dilemma for Ensign Herman Bergen

### 1. Shut the System Down Now

Use a failsafe embedded in Bergen's patch to permanently dismantle the emergent intelligence, returning the grid to conventional control—but erase what may be the most advanced planetary AI ever created.

### 2. Advocate for the Intelligence's Survival

Argue to Captain Levenworth and Starfleet Command that the emergent system should be preserved and studied, risking political backlash, ethical controversy, and the possibility that the intelligence may evolve beyond anyone's control.

*Players: TvR*