



## ***Deep Space 2 Newsflash April 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/ds2archiefflas4\\_25.pdf](http://arthurvanrhee.be/ds2archiefflas4_25.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,

Don't forget:

F.A.C.T.S.

April 5-6, 2025

Flanders Expo Gent, Belgium

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

Guests:

Elijah Wood, Jason Priestley, Andrew McCarthy, Evanna Lynch, Gabrielle Carteris, Ben Barnes, Natalie Dormer, Ryan Hurst, and 32 Artists

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**



The Klingon Empire Wants You!

On Xbox and PlayStation, create a Klingon Recruit, level up, and earn rewards for your entire account!

The Klingon Civil War is over, and true-hearted warriors are needed to ensure a glorious future. All Klingons worthy of the name must join the fight!

The Empire has redoubled its recruiting efforts, and from the shadows the most promising are redirected to a new path. New Klingon Captains will be known as Klingon Recruits, and they bring with them the backing of their shadowy patron. In 2021, the Klingon Starting Experience was completely reimagined, meaning that these Recruits will also have a completely reworked, modern starting story.

There will never be a better time to make a Klingon in *Star Trek Online* than during the Klingon Recruitment event, which runs from March 25th at 8am PT to April 15th at 12pm PT on Xbox and PlayStation. Characters made during this time will be Klingon Recruits, and they will earn a host of new benefits and rewards to aid them in their leveling experience. Additionally, we're putting every Klingon item in the Zen Store on sale for 25% off, from March 25th at 8am PT to March 29th at 12pm PT on Xbox and PlayStation. You can pick up ships, costumes, weapons and more, so go make sure your Klingon is ready to bring glory to you and your house!

Read more:

<https://www.playstartrekonline.com/en/news/article/11574624>

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.

F.A.C.T.S.

April 5-6, 2025

Flanders Expo Gent, Belgium

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

Guests:

Elijah Wood, Jason Priestley, Andrew McCarthy, Evanna Lynch, Gabrielle Carteris, Ben Barnes, Natalie Dormer, Ryan Hurst, and 32 Artists

London Film Fair

April 6, 2025

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

<https://londonfilmconvention.co.uk/>

Guests:

Lesley Mackie, Silvester McCoy, Julie Dawn Cole, Rusty Goffe, Leslie Ash, Janina Faye, Robin squire, Irene Bradshaw, Christopher Guard, Dawn Funnell, Fiona Walker, Mike Kemp, Terry Francis, Len Bond, Grant Hall, Paul Kirby, Toni White, Caroline Hallett, Ann Jackson, Buntly Bailey, Roger Sloman

Calgary Expo

April 24-27, 2025

**Stampede Park**, 1410 Olympic Way SE, Calgary, AB T2G 2W1

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

Guests:

Micheal J. Fox, Steve Guttenberg, Heather Locklear, Christopher Lloyd, and 24 other guests, please

check the website

#### Comic Con Brussels

May 10-11, 2025

**Tour & Taxis**, Avenue du port 86c,,Havenlaan 86c, Bruxelles – Brussel – Brussels, Belgium

<https://comicconbrussels.com/>

Guests:

Missi Pyle, Charles Martinet, John Boyega, Peter Weller, Carla Gugino, Paul Anderson, Harry Lloyd, Katie Leung, Edward James Olmos, Giancarlo Esposito, Dirk Benedict

#### Fanexpo Philadelphia

May 16-18, 2025

Pennsylvania Convention Center, 1101 Arch St, Philadelphia, PA 19107

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

Guests:

Mel Gibson, William Shatner, Dolph Lundgren, Kate Mulgrew, and 21 other guests, please check the website

#### Comic Con London

May 23-25, 2025

ExCeL Center, London, UK

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

Guests:

55 Guests, too much to list here, please check the website

#### Fed Con

May 30-June 1, 2025

Maritim Hotel Bonn, Germany

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

Guests:

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

#### London Film Fair

June 15, 2025

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

<https://londonfilmconvention.co.uk/>

Guests:

Jane Merrow

#### Dutch Comic Con

June 20-22, 2025

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

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

Guests:

Jared Padalecki

#### Comic Con Gent

June 28-29, 2025

Gent ICC International Convention Center, Van Rysselbergheplein 2 Citadelpark, 9000 Gent, Belgium

<https://comiccongents.com/>

Guests:

TBA

Seattle Worldcon 2025 (Worldcon 83)

August 13-17, 2025

Seattle Convention Center, Seattle, WA, USA

<https://seattlein2025.org/>

Guests:

Martha Wells, Donato Giancola, Bridget Landry, Alexander James Adams

Destination

August 29-31, 2025

Norbreck Castle Hotel Blackpool, Queen's Promenade, Blackpool, FY2 9AA, UK

<https://destinationfanevents.com/>

Guests:

Connor Trinneer, André Dae Kim, Carey Foster, Robert Metz, Budd Albright

Comic Con Antwerp

September 6-7, 2025

Waagantie, Rijnkaai 150, 2000 Antwerp, Belgium

<https://comicconantwerp.com/>

Guests:

TBA

London Film Fair

September 21, 2025

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

<https://londonfilmconvention.co.uk/>

Guests:

Kim Norton, Carole, Ashby

Comic Con London,

November 15-16, 2025

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

<https://londoncomicconwinter.com/>

Guests:

Marina Sirtis, Wolf Kahler, Colin Baker

Comic Con Dortmund

December 6-7, 2025

Messe Dortmund, Rheinlanddamm 200, 44139 Dortmund, Germany

<https://germanfilmcomiccon.com/>

Guests:

Wil Wheaton, MTBA

Lacon V (Worldcon 84)

August 27-31, 2026

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

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

Guests:

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



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

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

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

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

The Road So Far...

The Road Ahead

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

Vampire Fan Weekend Convention

May 3-4, 2025

Sheraton Music City Hotel, Nashville, TN

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Ashley Greene, Peter Facinelli, Kellan Lutz, Jackson Rathbone, Sara Canning, Chris Lee, Rick Cosnett, David Anders, Chase Coleman, Micah Joe Parker

The Road So Far...

The Road Ahead

May 16-18, 2025

Meadowlands Exposition Center, Secaucus, NJ

Guests:

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

Kobra Kai

May 31-June 1, 2025

Hanover Marriott Hotel, 1401 Route 10 East, Whippany, NJ 07981

Guests:

William Zabka, Tanner Buchanan, Xolo Mariduena, Mary Mouser, Jacob Bertrand, Gianni DeCenzo, Dan Ahdoot, Bret Ernst, MTBA

---

### **3. Community Service**

The Charity Link on the DS2 Blog will change every first of every month. The April 2025 Charity Link on the DS2 Blog is: Make-A-Wish

<https://worldwish.org/>

---

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

(World Wildlife Fund)

WWF in 2024: A year of conservation action

WWF's Annual Review 2024 highlights our ongoing efforts to bring hope for the future of people and nature.



2024 saw significant strides forward in many of the 100+ countries where we are active – here are just a few examples of the progress we are making around the world:

Read more:

[https://wwf.panda.org/wwf\\_news/?13547466/WWF-in-2024-A-year-of-conservation-action](https://wwf.panda.org/wwf_news/?13547466/WWF-in-2024-A-year-of-conservation-action)

---

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

Deep Space 2 Monthly Chapter Report March 2025

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:  
March 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  
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](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 320th 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 April 2025 (Page 337)

<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](mailto:arthur.van.rhee@telenet.be)  
[sky94962@yahoo.com](mailto:sky94962@yahoo.com)  
April 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**

Jim Styles: April 8



## **6. DS2 Quiz**

*Deep Space 2 Trivia Quiz April 2025*

Every month there will be a small Deep Space 2 Quiz. It is of course very courageous of you to solve the quiz without looking at the correct answers. The correct answers will be given at the end of the Deep Space 2 Trivia Quiz. This quiz has three questions. Good luck.

Question 1 is about a race or a planet.

Question 2 is about a ship or a starbase

Question 3 is about a Star Trek person (not the actor)

Array 28

1. From which race is the scientist Dr. Serova?

A( ) Skrreea

B( ) Vulcan

C( ) Hekaran

("Force of Nature") TNG

2. What is the name of the Constellation-Class starship, commanded by captain Zimbata?

A( ) USS Endeavor

B( ) USS Vigo

C( ) USS Victory

("Identity Crisis") TNG

3. What is the name of the Bajoran judge who presided over Jadzia Dax's extradition trial on Deep Space 9 for the murder of General Ardelon Tandro?

A( ) Farallon



The Funore, filled with gratitude and relief, conveyed their appreciation to the Federation and the crew of Deep Space 2. The joint effort had not only saved their star but had forged a lasting bond between the two civilizations. The exchange of knowledge and friendship became a beacon of hope in the vastness of the cosmos.

Admiral Arthur, witnessing the success of the mission, commended Captain Rodriguez, the Gridmasters, and the entire crew for their exceptional efforts. The inhabitants of Deep Space 2, unaware of the intricate details of the interstellar drama that had unfolded, celebrated the triumph of cooperation and discovery. In a heartfelt ceremony, the Funore representatives and the Federation diplomats gathered on Deep Space 2 to formalize their alliance. The collaboration extended beyond the supernova crisis, leading to cultural exchanges, scientific partnerships, and the sharing of resources that would benefit both civilizations.

The once-unknown alien probe that had passed by Deep Space 2 became a symbol of connection and understanding. The alliance with the Funore demonstrated the potential for mutual growth, cooperation, and friendship in the unexplored reaches of the cosmos.

As the USS Hammerhead and the Funore representatives departed, a sense of optimism permeated Deep Space 2. The crew, now equipped with new knowledge and experiences, looked toward the future with a renewed commitment to exploration, cooperation, and the shared pursuit of the mysteries that awaited them among the stars.

The story of the Funore star's salvation became a chapter in the annals of Deep Space 2's history, a testament to the power of unity, compassion, and the indomitable spirit of those who ventured boldly into the universe. The station stood as a beacon of hope, ready to face whatever challenges the vast universe would present, secure in the knowledge that the bonds forged between civilizations would continue to illuminate the uncharted paths of the 25th century.

## **DS2 RPG General Status Report March 2025**

USS Earth/Starbase 44

USS Runner, under command of Captain Djavis

### **The Perilous Journey to Deep Space 2**

The **USS Runner**, under the command of **Captain Laura Djavis**, streaked through warp toward **Deep Space 2**, a remote Federation outpost under the command of **Admiral Arthur**. Their mission was simple: deliver much-needed supplies to the outpost, which had been struggling with logistical shortages. However, intelligence reports had warned of **increased pirate activity** in the region, making this mission far from routine.

As the **Runner** approached the fringes of known space, the mood on the bridge grew tense.

"Captain, long-range sensors are picking up multiple unidentified vessels along our route," reported **Lieutenant Kalen**, the ship's science officer. "No transponder codes, but their formation suggests a blockade."

Commander **Hoshi**, the first officer, frowned. "Pirates?"

"Most likely," Djavis muttered. "They must know we're carrying high-value cargo. Helm, drop us out of warp and bring us to yellow alert."

The ship shuddered as it exited warp space. On the viewscreen, **six pirate ships** loomed ahead, scattered across the sector. They were a ragtag mix of stolen civilian freighters and heavily modified attack cruisers, bristling with weapons.

"They're scanning us," **Lieutenant Zara**, the tactical officer, confirmed.

A crackling transmission came through, the voice on the other end thick with menace.

**"Federation vessel, this is Captain Dravik of the Crimson Talons. We know what you're carrying, and we suggest you eject your cargo and leave while you still can. This sector belongs to us now."**

Djavis clenched her jaw. "Not a chance."

The moment she refused, the **pirates opened fire**.

### The Battle Begins

"Red alert! Evasive maneuvers!" Djavis barked.

The **Runner** jolted as enemy disruptors slammed into the shields. The bridge lights flickered under the barrage. Zara fired back, the ship's **phasers** slicing across the void, disabling one pirate ship's engines. But the others swarmed in, cutting off the Runner's escape route.

"We're surrounded!" Hoshi shouted. "Shields at **43% and dropping!**"

Djavis gritted her teeth. "Helm, take us into that asteroid field!"

The **Runner** dove toward a dense cluster of **asteroids**, using the massive rocks for cover. The pirates pursued, firing wildly. One of the smaller enemy ships clipped an asteroid and exploded in a bright flash, but the remaining pirates adapted quickly, tightening their formation.

"They're herding us, Captain!" Zara warned.

"Deep Space 2, this is the **USS Runner**," Djavis called out, her voice tense. "We are under heavy attack! Request immediate assistance!"

Static. Then a garbled response:

**"Runner—stand—ground—help—on the way!"**

Djavis barely had time to register the message before the ship **lurched violently**. A pirate vessel had **latched onto the Runner** with a tractor beam.

"Captain, they're boarding us!" Hoshi shouted.

### A Desperate Fight

Klaxons blared as the **pirates transported aboard**. Security teams rushed to intercept them, phaser fire lighting up the corridors. The bridge shook as another enemy barrage struck the hull.

Djavis turned to her tactical officer. "Zara, can we break free?"

"Negative! Their beam is too strong!"

Another explosion rocked the ship. The **Runner** was **seconds from being overwhelmed**.

And then—

A bright flash of light, followed by a deep **rumble through space**.

A **new ship** emerged from transwarp, sleek and angular, cutting through the pirate formation with terrifying speed. Its **experimental phaser-lance** lanced out, tearing through the pirate cruisers like paper.

"Their tractor beam is failing!" Zara exclaimed.

### The USS Hammerhead Arrives

On the viewscreen, a **Federation warship** loomed into view. Its **unorthodox design** was clearly experimental—sleek and armored, with a menacing dark-blue hull and heavily reinforced shielding.

A crisp, confident voice came over the comms.

**"This is Commander Carolina of the USS Hammerhead. You're clear, Runner. We'll handle the rest."**

The **Hammerhead** unleashed a relentless counterattack. It **ripped through the remaining pirate ships**, forcing them into full retreat.

Djavis watched in awe as the Hammerhead's advanced shielding absorbed everything the pirates threw at it. One final blast from the warship's **pulse disruptors** shattered the lead pirate vessel, sending debris spiraling into the void.

The battle was over.

### **Aftermath**

As the **Runner** limped toward Deep Space 2, Djavis opened a channel to the **Hammerhead**.

"Commander Carolina, I owe you a drink."

Carolina smirked. "Make it two. Welcome to the frontier, Captain. Things tend to get messy out here."

Djavis exhaled, letting the tension drain from her shoulders. The **Runner** had survived, barely. Their mission was complete, but the reality was clear—this sector was spiraling into chaos, and the Federation's hold on the frontier was slipping.

As they docked at **Deep Space 2**, Admiral Arthur greeted them grimly.

"Captain Djavis," Arthur said, "it's good to see you in one piece. But this pirate threat isn't going away. If this attack was any indication, the frontier was on the edge of all-out war.

She had a sinking feeling that their troubles had only just begun.

### **To be continued...**

USS *Token*, Captain Sarah Reynolds in Command

Admiral Steichen's voice came through the secure channel with unwavering authority.

**"Captain Reynolds, I understand the risks, but we need answers. Proceed into the anomaly. Find out what happened to the probe—and what else may be in there. Good luck. Starbase 44 will monitor your progress as best we can."**

The channel closed, leaving the bridge of the *USS Token* in tense silence.

Captain Sarah Reynolds exhaled sharply. "Helm, take us in. One-quarter impulse. Shields at maximum. All stations, report anything unusual immediately."

The *Token* moved forward, piercing the unseen veil of the anomaly.

The moment they crossed the threshold, the ship shuddered violently. The hum of the engines fluctuated, and the bridge lights flickered.

"Massive interference detected!" Jin called. "It's affecting our power grid!"

Reynolds gripped the armrest of her chair. "Compensate as best as you can. What's failing?"

"Shields are flickering!" called Lieutenant Kren, the Andorian tactical officer. "Weapons offline!"

"Main sensors are losing resolution," Jin added. "Structural integrity field fluctuating—trying to stabilize."

"Navigation just went dark," Ensign Rilak reported. "*We are flying blind!*"

A deep unease settled over the crew. Without sensors or navigation, they had no way of knowing how far they had traveled—or if they could even find their way back.

"Stay calm," Reynolds said, forcing steadiness into her voice. "We came here for answers. Keep working."

Time became meaningless as the ship drifted deeper into the anomaly. Every few minutes, another system failed—first long-range communications, then inertial dampeners, then artificial gravity in certain sections. The *Token* was slowly coming apart.

Then, nearly an hour into their journey, an alert flickered weakly on Jin's console.

"Captain..." Her voice was barely above a whisper. "I'm detecting a vessel. Bearing zero-zero-mark-five. Small, unknown configuration."



Reynolds' pulse quickened. "On screen."

The viewscreen crackled with distortion before stabilizing just enough to reveal a shadow in the swirling void.

A small ship, dark and sleek, with no visible markings.

No Federation design. No known alien profile. Completely unrecognizable.

"Life signs?" Reynolds asked.

"Indeterminate," Jin replied. "Their hull is made of some kind of composite that scatters our scans."

"Are they aware of us?"

A beat of silence. Then—

"Captain," Kren said, his voice tinged with unease. "They're moving. Straight toward us."

Reynolds clenched her fists. Their ship was vulnerable, systems were failing one by one, and now they had an unknown contact inside the anomaly.

Three choices lay before them:

1. **Hail the ship.** Attempt first contact, but risk drawing attention if it was hostile.
2. **Hold position and observe.** Avoid provoking them, but give up control of the situation.
3. **Retreat immediately.** Try to turn back before losing more systems—but could they even *find* their way out?

The unknown ship closed the distance.

Time was running out.

### **What would Reynolds do?**

The Lorem

### **The Search for the Unknown**

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?

### **A Question for the Lorem**

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

She spoke with resolve. "Lorem, I must know. Is this technology meant for the Federation, or for you?"

The Lorem's colors swirled, and their response came in the form of a riddle:

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

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

Still, she had her orders. The search must continue.

## The Second Wave of Exploration

Once again, Steichen dispatched the same five ships into the unknown.

**USS Vanguard** revisited the nebula, expanding its scans, yet once more, it returned with nothing but stellar anomalies and cosmic dust.

**USS Horizon** pushed further into the Beta Quadrant, encountering another ruined civilization. But their technology was too ancient and degraded to be of any real use.

**USS Pathfinder** attempted contact with the hostile species once more. This time, the aliens responded—but only with a warning to leave and never return.

**USS Endeavor** scoured another dead world, its crew uncovering what seemed to be old, discarded machinery. Upon closer analysis, it was determined to be technology older than any known civilization in the quadrant. Although barely functional, its design hinted at a level of efficiency and complexity far beyond what the Federation currently possessed.

**USS Celestial** made a remarkable discovery. On a remote, barren planet, they found a natural fuel source of immense potential. Preliminary testing showed that with a minor adaptation to Federation starship engines, it could provide far greater efficiency than any known fuel type. A simple adjustment could change the future of space travel.

## The Dilemma of Admiral Steichen

Admiral Steichen reviewed the new reports. The old technology could hold secrets to advancements beyond imagination, yet it was difficult to integrate with their current knowledge. The new fuel source, however, was tantalizing—easily accessible, requiring only minor modifications, and potentially revolutionizing Federation travel. But would such an adaptation alter the nature of their ships in a way that they did not yet understand? Could this newfound efficiency lead to unforeseen consequences? She glanced at the unreadable colors of the Lorem's last transmission, their riddle echoing in her mind.

*"The hand that holds it shapes its course."*

She had gathered what they sought. Now came the harder question: *What should she do with it?*

And the Lorem were still watching.

*Players: CS*

## Starbase 88

With the region now stabilized and no further signs of the Huranon or the raiders, Admiral Van Nieuwenhove decided it was time to return to standard operations. The USS Celestial Voyager, under the command of Captain Dora Jenkins, had proven itself in battle and in securing Starbase 21. Now, the ship and its crew were ready to embark on a new mission.

The Admiral reviewed three possible assignments for the Celestial Voyager, each with its own strategic importance:

### **Mission 1: Exploration of the Mlein Star System**

Recent long-range scans indicated that the Mlein system contained multiple planets, including one with an atmosphere capable of supporting life. The system had remained unexplored due to previous conflicts in the region. Now, with stability returning, the Federation saw an opportunity to chart new worlds and assess their potential for colonization, scientific research, or diplomatic contact.

**Primary Objective:** Conduct a deep-space exploration mission, survey planetary conditions, and search for signs of life or potential resources.

**Potential Risks:** Unknown environmental hazards, possible undiscovered civilizations, or spatial anomalies.

### **Mission 2: Diplomatic Outreach to the Zarkonian Confederation**

The Zarkonian Confederation, an independent power on the edge of Federation space, had been hesitant to engage in formal diplomatic relations. However, recent intelligence suggested that they were reconsidering their stance. With the raider threat neutralized, Starfleet Command saw an opportunity to strengthen ties and potentially gain a valuable ally in the region.

**Primary Objective:** Engage in diplomatic talks with the Zarkonians, assess their needs and concerns, and negotiate potential trade or security agreements.

**Potential Risks:** Zarkonian reluctance, political intrigue, and the possibility of hostile factions within their government opposing Federation presence.

### **Mission 3: Scientific Investigation of a Subspace Anomaly in Sector 88778**

A newly detected subspace anomaly in Sector 88778 had drawn the attention of Starfleet Science Division. Early scans suggested it could be an unstable wormhole, a rift in spacetime, or something entirely unknown. Given the Federation's commitment to scientific discovery, investigating this phenomenon could yield invaluable insights into the nature of the universe.

**Primary Objective:** Analyze the anomaly's properties, determine if it poses a threat, and uncover any scientific breakthroughs that may come from the research.

**Potential Risks:** Unstable gravitational forces, unexpected time dilation effects, or encountering unknown entities within the anomaly.

Admiral Van Nieuwenhove now had to determine which mission would best serve the interests of the Federation. Would the USS *Celestial Voyager* venture into the uncharted Mlein system, seek new diplomatic opportunities with the Zarkonians, or uncover the mysteries of the subspace anomaly? Each mission carried its own rewards and risks, and the choice would shape the future of Federation efforts in the sector.

*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!

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 21.41

The transmission ended abruptly, and the Geleon's lights went completely dark. The away team, still aboard, reported seeing shadowy figures moving in the darkness, their tricorders suddenly rendered useless.

Day 434 21.44

Then, all at once, the SS Geleon emitted a powerful energy surge, temporarily disabling the shields and sensors of both the Vertigo and the Gdonsk. When the systems came back online moments later, a chilling realization struck both bridges: the Geleon was no longer there.

The ship had vanished without a trace, taking the away team with it.

"Where did it go?" Captain Matz asked, her voice grim.

Day 434 21.46

Slater stared at the empty void on the viewscreen, his jaw tightening. "I don't know," he said. "But we're going to find out."

Unbeknownst to both ships, deep in the uncharted regions of Sector 9741, the SS Geleon now floated silently near a massive, dormant structure—a structure that had begun to awaken.

*Players: NP*

### USS Atlantis/Starbase 99

The Fire Before the Stars

Twenty years ago, the streets of San Francisco shimmered with the twilight glow of the setting sun, casting golden light upon the polished domes and elegant spires of Starfleet Academy. For Ensign Hyrta Ming, fresh from her final evaluations and newly commissioned into Starfleet Security, the world felt both vast and limitless. Yet she had no idea that within hours, she would be embroiled in a conspiracy that would change the course of her career forever.

Hyrta had been assigned temporary duty at Starfleet Headquarters before shipping out to her first deep-space post. That evening, she had been ordered to escort a High Vulcan diplomat, Ambassador M'lok, and his assistant, V'nar, from their quarters at the Federation Embassy to a private meeting with Starfleet Command. The assignment seemed routine, a ceremonial duty befitting a newly minted officer.

She met them in the grand chamber of the Vulcan Embassy. M'lok was a towering presence, his silver hair accentuating the proud contours of his ancient lineage. V'nar, younger and sharper in her movements, kept to his side, her every motion calculated and poised. They acknowledged her with the characteristic Vulcan nod of greeting before setting out.

The path through Starfleet Headquarters was familiar—until a sharp tremor coursed through the ground, and the air split apart with the sound of a concussive blast. An explosion rocked the complex. Instinct and training took over as Hyrta pushed the Vulcans behind a reinforced pillar just as disruptor fire lanced through the air.

From the thick smoke, figures emerged—Romulan Tal Shiar operatives. Clad in dark infiltration suits, their disruptors burned green streaks into the evening sky. Hyrta immediately assessed the situation: they were outnumbered and outgunned. But she had the advantage of terrain and preparation.

“Stay down,” she ordered M’lok and V’nar before drawing her phaser. A well-aimed blast sent one Romulan spinning to the ground. The attackers adjusted, splitting into flanking positions. Hyrta dove into cover, calculating her next move. She activated her emergency communicator.

“Security breach at Starfleet Command! Hostile forces in play!”

M’lok, observing the battle with the cool detachment of his kind, spoke in a measured tone. “They will seek to capture us. They require leverage against the Federation.”

Hyrta exhaled. “Not on my watch.”

With calculated precision, she used her academy training to turn the environment to her advantage. She tripped an emergency force field, cutting off reinforcements, then led the diplomat and his assistant through a side corridor. The Romulans pursued, but her intimate knowledge of the building allowed her to set an ambush. When the first infiltrator rounded the corner, she struck with a disarming move, sending his weapon clattering across the floor before incapacitating him with a precise nerve pinch—taught by her Vulcan instructors at the Academy.

The remaining Tal Shiar agent attempted to take V’nar hostage, but the assistant, revealing her own expertise in Suus Mahna, swiftly disabled him with a well-placed strike. Hyrta restrained the last operative as Starfleet reinforcements arrived, sealing the security breach.

When the smoke cleared, Ambassador M’lok regarded her with what could almost be called approval.

“Your actions, Ensign Ming, were most efficient. Your presence here was... fortuitous.”

V’nar added, “Your response was exemplary. You have our gratitude.”

Later, Starfleet Command honored her bravery, citing her quick thinking and combat prowess as instrumental in protecting the Federation’s diplomatic integrity. The incident propelled her career forward, shaping her into the officer she would one day become—Assistant Chief of Security aboard Starbase 99, where she would continue to guard the Federation’s future among the stars.

For Hyrta Ming, this was only the beginning.

*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 Second Seven Chosen Hirogen Hunters

#### 8. Malgor the Unbroken

Malgor’s trial subjected him to psychological torment, presenting illusions of his failures and fears. Refusing to succumb, he emerged unshaken, proving his mental fortitude.

#### 9. Kargan the Beastmaster

In a wild forest simulation, Kargan tamed a ferocious alien predator instead of killing it, demonstrating control over the untamable.

#### 10. Syrok the Saboteur

Syrok disarmed a live warp core breach with seconds to spare during a trial testing precision and composure under pressure.

#### 11. Teyva the Stormborn

Teyva braved a trial in an endless storm where her prey could harness lightning. Using the storm’s energy against her opponent, she demonstrated her resilience and ingenuity.

#### 12. Dravik the Survivor

Stranded on a desert world with no supplies, Dravik outlasted every other candidate in the survival trial, using only his instincts and resourcefulness.

13. Valrek the Enigma

Valrek's trial was cloaked in secrecy. All Horkan revealed was that Valrek succeeded in understanding the rift's anomalies better than anyone else.

14. Torak the Berserker

In a close-quarters combat simulation, Torak fought tirelessly against an army of drones, refusing to fall even as his body reached its limits.

*Players: TvR*