

Deep Space 2 Newsflash May 2024

Introduction

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

http://arthurvanrhee.be/ds2archieff/flas5_24.pdf

Contens:

- 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

Comic Con Brussels

May 11-12, 2024

Tour & Taxis Brussels, Belgium

<https://comicconbrussels.com/>

Guests:

Bernard Hill, Harvey Guillén, Edward Furlong, Deep Roy, Temuera Morrison, Kat Graham, Karen Gillan, Mackenyu, Antony Daniels, John Rhys Davies, Elijah Wood, Dominic Monaghan, Sean Astin, Billy Boyd, Noah Hathaway

Have fun.

Arthur

UFP News

UFP on Facebook

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

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

Star Trek Online: Both Worlds

Latest episode: Scorpion's Abyss

The month of April players of Star Trek Online celebrate First Contact Day: April 5, 2063

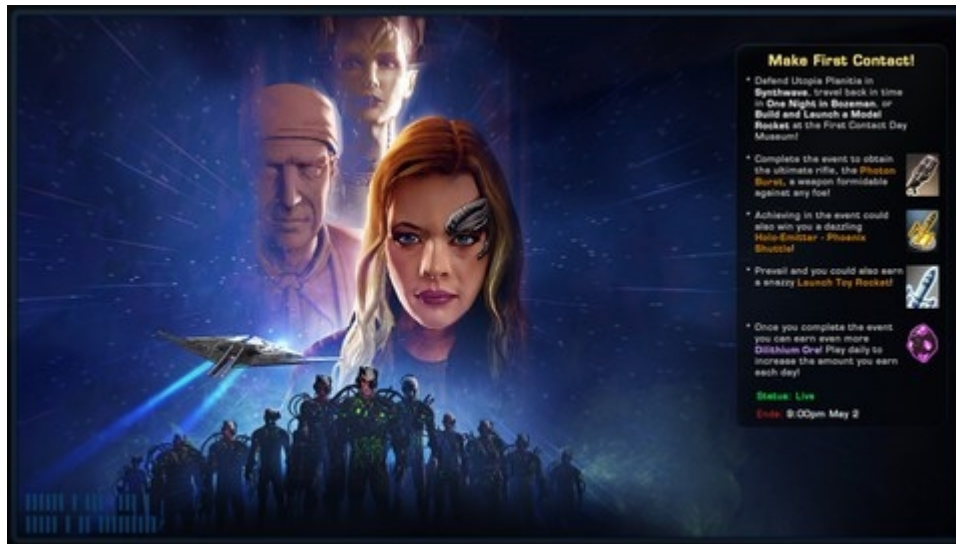
Happy First Contact Day, Captains! Star Trek Online is pleased to once again invite you to join us for the First Contact Day Celebration starting on PC and Console on April 12th, 2023 and continuing until May 3rd, 2023.

Read more:

<https://www.arcgames.com/en/games/star-trek-online/news/detail/11541003-first-contact-day-event>

Watch more:

<https://www.youtube.com/watch?v=J2wJfIVyOow>



Star Trek Online:

The year is 2409. Over a century has passed since the events of Star Trek: Discovery and thirty years since the events of Star Trek: Nemesis. The Romulan Empire has fractured after the destruction of their homeworld; covert meddling by the Undine and Iconians has forced the Federation and Klingon Empire into war with each other once again; and remnants of the Cassian military and Alpha Strain Jem'Hadar disrupt the peace near Deep Space Nine. The galaxy is in turmoil and it's up to you and your crew to save it!

For more info on Star Trek Online (free to play):

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

2. Announcements

There can be some changes to the guestlists and some guests only come on a particular day during the convention. Please visit the websites for the latest news.

Fanexpo Philadelphia

May 3-5, 2024

Pennsylvania Convention Center, Philadelphia, PA, USA

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

Guests:

Adam Savage, Cameron Monaghan, Danny Trejo, Alan Tudyk, Felicia Day, Mario Lopez, Ashley Eckstein, Emily Swallow, Joonas Suotamo, Holly Marie Combs, Ben McKenzie, Jason Lee, Michelle Hurd, Sofia Boutella, Sean Gunn, Jeff Ward, Diana Lee Inosanto, Brandon Rogers, Marisa Tomei

German Film & Comic Con Spring Edition

May 4-5, 2024

Messe Dortmund, Germany

<https://www.germanfilmcomiccon.com/Events/German-Film-Comic-Con-Spring/>

Guests:

Richard Dean Anderson, Jonathan Frakes, Peter Facinelli, Graham McTavish, Amy Acker, Eliza Taylor, Katherine McNamara, Emeraude Toubia, Luke Baines, David Castro, Doug Jones

FedCon 32

May 10-12, 2024

Maritim Hotel Bonn, Germany

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

Guests:

Celia Rose Gooding, André Dae Kim, Melissa Navia, Dan Jeannotte, Christina Chong, Liz Kloczkowski, Anson Mount, LeVar Burton, Terry Matalas, Mica Burton, Todd Stashwick

Comic Con Brussels

May 11-12, 2024

Tour & Taxis Brussels, Belgium

<https://comicconbrussels.com/>

Guests:

Bernard Hill, Harvey Guillén, Edward Furlong, Deep Roy, Temuera Morrison, Kat Graham, Karen Gillan, Mackenyu, Antony Daniels, John Rhys Davies, Elijah Wood, Dominic Monaghan, Sean Astin, Billy Boyd, Noah Hathaway

Comic Con London

May 24-26 May, 2024

ExCel, London, UK

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

Guests:

Alison Sampson, Armstrong I biggs, Billy Harris, Brendan Wayne, Chris Geary, Chris Imber, Chris, Sabat, Colleen Clinkenbeard, Colleen Douglas, Colleen O'Shayghnessey, Christina Vee, Cristo Fernández, Dan Martin, Dennis Menheere, Emily Swallow, Eric Vale, Gary Erskine, Hamish Steele, Ian Sinclair, Ingrid Comics, Jess Harnell, Jon Lock, Jordan Thomas, Kit Buss, Klaus Janson, Kola Bokinni, Laura Howell, Lee Tonsend, Luci Christian, MAF, Marc Ellerby, Marc Laming, Martin Griffiths, Martin Simmonds, Matt Garvey, Mike Garley, Mike McFarland, Mindy Lee, Ned Hartley, Nigel Parkinson Beano, Patricia Summersett, Phil Dunster, Pigeon, Pypah's Art, Rachael Smith, Richard Perry, Rob Paulsen, Robbie Daymond, Roger Craig Smith, Ryan Bartley, Safely Endangered, Schumn, Sean Chiplock, Sonny Strait, Stefano Caselli, Sulia, Toheeb Jimoh, Warwick Fraser-Coombe, Werther Dell'Edera

Fanexpo Dallas
June 7-9, 2024
Kay Bailey Hutchinson Convention Center, Dallas, TX, USA
<https://fanexpohq.com/fanexpodallas/>
Guests:
62 guests, please check website

Fanexpo Boston
June 14-16, 2024
Hynes Convention Center, Boston, MA, USA
<https://fanexpohq.com/fanexpoboston/>
Guests:
Rosario Dawson, Marisa Tomei, Sam Raimi, Charlie Cox, Chevy Chase, Alan Tudyk, Brent Spiner, Randy Quaid, Beverly D'Angelo, Mario Lopez, Kate Mulgrew, Vincent D'Onofrio, Dana Barron, Sean Gunn, Eman Esfandi, Holly Marie Combs

Dutch Comic Con
June 21-23, 2024
Jaarbeurs Utrecht, The Netherlands
<https://www.dutchcomiccon.com/>
Guests:
David Tennant, Cobie Smulders, Peter Milligan, Raúl Fernandez, Khary Randolph, Joanne Starer

Fanexpo Denver
July 4-7, 2024
Colorado Convention Center, Denver, CO, USA
<https://fanexpohq.com/fanexpodenver/>
Guests:
Raiin Wilson, James Phelps, Oliver Phelps, Adam Savage, Morena Baccarin, Rose McGowan, Shannen Doherty, Holly Marie Combs, Randy Quaid, Lana Parrilla, Jason Lee, Mark-Paul Gosselaar, Keith David, Ben McKenzie, Johnny Yong Bosch, Mario Lopez, Sean Gunn, Michelle Hurd, Diana Lee Inosanto, Jason Priestley, Ethan Suplee

German Film & Comic Con Babelsberg
July 6-7, 2024
Filmpark Babelsberg, Germany
<https://www.germanfilmcomiccon.com/Events/German-Film-Comic-Con-Babelsberg/>
Guests:
Christopher Lambert, Kate Mulgrew, Kat Graham, Alexander Ludwig, George Blagden, Georgia Hirst, Jess Bush, Gaia Weiss, Ethan Peck

The 16th North American Science Fiction Convention
July 18-21, 2024
Hyatt Regency Buffalo, NY, USA
<https://buffalonasfic2024.org/>
Guests:
Alan Dean Foster, Nilah Magruder, Kaja Foglio, Phil Foglio, Tony and Suford Lewis

International Discworld Convention

August 2-5, 2024

Birmingham Hilton Metropole Feegle Mound, UK

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

Guests:

Stephen Briggs, Marc burrows, Jan Harkin, Pat Harkin, Lego, Ankh-Morpork, Bernard & Isobel Pearson, Colin Smythe, Ian Stewart, Jodi Taylor,

Worldcon Glasgow

August 8-12, 2024

Scottish Events Campus Glasgow, Scotland

<https://glasgow2024.org/>

Guests:

Chris Baker, Claire Brialey, Mark Plummer, Ken MacLeod, Nnedi Okorafor, Terri Windling

Fanexpo Chicago

August 16-18, 2024

Donald E. Stephens Convention Center, Rosemont, IL, USA

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

Guests:

Charlie Cox, Michael Biehn, Johnny Yong Bosch, Holly Marie Combs, Vincent D'Onofrio, Eman Esfandi, Sean Gunn, Mario Lopez, William Shatner, Lee Waddell

German Film & Comic Con Essen

August 17-18, 2024

Messe Essen, Germany

<https://www.germanfilmcomiccon.com/Events/German-Film-Comic-Con-Essen/>

Guests:

Hayden Christensen, Ragga Ragnars, Alex Hogh Andersen, Paola Lázaro, Melissa Ponzio, Colin O'Donoghue, Alicia Agneon, Rebecca Mader, Jefferson Hall, Peter Gadiot

Fanexpo Canada

August 22-25, 2024

Metro Toronto Convention Centre, Toronto, ON M5V 2W6, Canada

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

Guests:

Holly Marie Combs, Keith David, Felicia Day, Wayne Knight, Ben McKenzie, Jason Priestley, Joonas Suotamo, Alan Tudyk

German Film & Comic Con Berlin Station

October 5-6, 2024

Station Berlin, Luckenwalder Str. 4–6, 10963 Berlin, Germany

<https://www.germanfilmcomiccon.com/Events/German-Film-Comic-Con-Berlin/>

Guests:

Gina Carano, James Marsters, MTBA

Fanexpo San Francisco
November 29 - December 1, 2024
Moscone Center West, San Francisco, CA, USA
<https://fanexpohq.com/fanexposanfrancisco/>

Guests:

Mark Hamill, Ewan McGregor, Elijah Wood, Temuera Morrison, William Shatner, Katee Sackhoff, Alan Tudyk, Sean Astin, Sonequa Martin-Green, Carl Weathers, Rose McGowan, Dominic Monaghan, Billy Boyd, Eman Esfandi, Jason Lee, Jeff Ward, Henry Winkler, John Barrowman, Danielle Panabaker, Carlos Valdes, Emily Swallow, Mary McDonnell, Holly Marie Combs, Tony Todd, Emilie de Ravin, Sean Gunn, James Marsters, Adrienne Barbeau, Denis Lawson, Daniel Logan, Vivien Lyra Blair, Gina Schock

German Film & Comic Con Winter Edition

December 7-8, 2024

Messe Dortmund, Germany

<https://www.germanfilmcomiccon.com/Events/German-Film-Comic-Con-Dortmund-Winter/>

Guests:

Robert Englund, Tom Welling, Sean Asin

Seattle Worldcon 2025

August 13-17, 2025

Seattle Conventio 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.

Vampire Fan Weekend

May 3-5, 2024

Sheraton Music City Hotel, Nashville, TN

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Karen David, Michael Trevino, Quincy Fouse, Micah Parker, Chase Coleman

The Road So Far...

The Road Ahead

May 17-19, 2024

Medowlands Expo Center, Secaucus, NJ

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Ruth Connel, Rob Benedict, Richard Speight JR, Matt Cohen, Samantha Smith, Briana Buckmaster, Kim Rhodes, DJ Qualls, Lisa Berry, Adam Rose, Jason Manns

Vampire Fan Weekend

May 31-June 2, 2024

Embassy Suites, Charlotte-Concord, NC

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Karen David, Michael Trevino, Riley Voelkel, David Alpay, Quincy Fouse, Micah Parker, Chase Coleman

The Road So Far...

The Road Ahead

June 7-9, 2024

Greater Columbus Convention Center, Columbus, OH

Guests:

Jensen Ackles, Jeffrey Dean Morgan, Misha Collins, Mark Sheppard, Ruth Connel, Rob Benedict, Richard Speight JR, Matt Cohen, Samantha Smith, Briana Buckmaster, Kim Rhodes, DJ Qualls, Lisa Berry, Adam Rose, Julian Richings, Jason Manns

Psych

June 8-9, 2024

Renaissance Schaumburg Hotel, 1551 N. Thoreau Drive Schaumburg, IL 60173

Guests:

James Roday Rodriguez, Dulé Hill, Maggie Lawson, Timothy Omundson, Corbin Bernsen, Kirsten Nelson, Kurt Fuller, Jazmyn Simon, Steve Franks, Chris Henze

Vampire Fan Weekend

June 21-23, 2024

Hanover Marriott Hotel, Whippany, NJ

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Danielle Rose Russell, Karen David, Michael Trevino, Quincy Fouse, Chris Lee, David Alpay, Micah Parker, Chase Coleman

The Road So Far...

The Road Ahead

June 28-30, 2024

Hyatt Regency Bellevue Hotel, Bellevue, WA

Guests:

Jensen Ackles, Jeffrey Dean Morgan, Misha Collins, Mark Sheppard, Ruth Connel, Rob Benedict,
Richard Speight JR, Matt Cohen, Samantha Smith, Briana Buckmaster, Kim Rhodes, Alaina Huffman,
Felicia Day, DJ Qualls, Adam Rose, Julian Richings, Adam Fergus, Jason Manns

***** Convention Report *****

*****Pictures PDF Version only*****

F.A.C.T.S.

April 6-7, 2024

Flanders Expo Gent, Belgium

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

Guests:

Christopher Judge, Mckenna Grace, Marina Sirtis, Teri Hatcher, Marc de Bel, Sana Takeda, Marjorie Liu, Takeshi Miyazawa, Stefano Martino, Gianluca Maconi, Daniel Henriques, Cam Smith, Chris Weston, Graham Bleathman, Batem, Hermann, Steven Dhondt, Lectrr, Art Grafunkel, Romano Molenaar, Shirow Di Rosso

Pictures have been uploaded on the Deep Space 2 website:

<http://ds2pics.blogspot.be/>



Deep Space 2 members attended to the FACTS Spring 2024 Convention. Some went on Saturday, some went on Sunday, some went the entire weekend. Some spend the night in a hotel. And some even had an early bird ticket, which are like VIP tickets. Entry is an hour before opening, priority at food stands, restrooms, etc. An early bird ticket costs more, but is recommended if you don't want to wait.



F.A.C.T.S. is the biggest science fiction, fantasy, anime & comics convention in the Benelux, since 2016 two times a year.

A crowd favorite: the cosplay competition, but also the game zone with a/o Game Mania, Nintendo, PS4, Ubisoft, Marvel, retro gaming, pinball machines, and much more there were large screen screenings, Q&A sessions, chill out zones, grime sessions, and so much more artists workshops, cosplay workshops, tech workshops



Pictures PDF Version only

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The April 2024 Charity Link on the DS2 Blog is: Handicap International

<https://www.handicapinternational.be/>

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

(World Wildlife Fund)

Open Letter to the Coalition of Finance Ministers for Climate Action

The climate crisis is an existential crisis for the world. Already, communities globally are buckling under the pressure of climate impacts that affect the lives and livelihoods of the most vulnerable people and ecosystems. What we decide today will shape our future tomorrow. And finance for climate action is one of those decisions that will shape the future.

Read more:

https://wwf.panda.org/wwf_news/?11098841/Finance-Ministers-Coalition-Climate-Action-WWF

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report April 2024

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
April 2024

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

CHAPTER PRESIDENT:
Arthur van Rhee

CHAPTER VICE PRESIDENT:
Jan Theys

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

IF ALIEN FLEET, WHICH RACE:
N/A

NEWSLETTER NAME:
Deep Space 2 Newsflash (produced monthly)

CHAPTER MAILING ADDRESS:
Deep Space 2
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 309th 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 May 2024 (Page 326)

<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

May 1, 2024

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

Thomas van Rhee: May 7

Nadine Peeters: May 14

*
*
*
*
*
*
*
*
*
*
*
*
*
*
*

ANSWERS

- 1.A
- 2.C
- 3.B

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 326

As the USS Lima ventured deeper into the anomaly, the crew faced increasingly bewildering challenges. The laws of physics seemed to twist and turn unpredictably, and their technology was pushed to its limits. Communications with Deep Space 2 were intermittent at best, leaving the crew feeling isolated and vulnerable.

The starship's sensors, which had been so meticulously upgraded, struggled to make sense of the anomaly. It was as if the fabric of space and time itself had become a turbulent sea, tossing the Lima about like a small boat in a storm. The crew's resilience and determination were tested as they navigated through this surreal and dangerous environment.

The turning point came when Dr. Selena Carter, the astrophysicist who had proposed the theory of extraterrestrial technology or a tear in the fabric of space-time, made a breakthrough. Her relentless analysis of the data revealed patterns and structures hidden within the anomaly. These patterns were not random but exhibited signs of intentionality.

Dr. Carter and her team deciphered a complex code embedded within the anomaly's distortions. It was a message, a form of communication of unknown origin. The revelation was both awe-inspiring and terrifying: the anomalies were not natural occurrences but were created by an advanced alien civilization.

The message contained information about the anomalies' purpose. The alien civilization had constructed these phenomena as a means of safeguarding their region of space from outsiders. The distortions in space-time were designed to repel and deter any intruders, a defense mechanism to protect their territory.

With this newfound knowledge, the USS Lima's crew faced a critical decision. They could either retreat from the anomaly, returning to Deep Space 2 with the revelation of the alien presence but respecting the extraterrestrial civilization's wishes to remain undisturbed. Or they could choose to push deeper into the anomaly to make contact with the alien race, potentially opening the door to peaceful cooperation and interstellar knowledge exchange.

Admiral Arthur, monitoring the situation from the station, understood the profound implications of this discovery. The choice made by the crew of the USS Lima would shape the future of humanity and its place in the vast cosmos.

DS2 RPG General Status Report April 2024

USS Earth/Starbase 44

As the USS Giant and USS Sun continued their mission to aid the Celestial Nexus, they encountered various species and civilizations throughout the realm. Each encounter brought new insights and opportunities to forge alliances in the fight against the looming external threat.

The Drakarrians:

In one star system, the starships encountered the Drakarrians, a reptilian species known for their formidable warrior culture. Despite their intimidating appearance, the Drakarrians were honorable beings who valued loyalty and bravery above all else. The USS Giant and USS Sun impressed the Drakarrians with their courage and determination in battle, earning their respect and friendship. With the Drakarrians by their side, the coalition gained a powerful ally, capable of holding their own against even the most fearsome adversaries.

The Volarian Technocrats:

In another part of the galaxy, the starships stumbled upon the Volarian Technocrats, a highly advanced civilization renowned for their mastery of technology and innovation. The Volarian Technocrats were initially skeptical of the USS Giant and USS Sun, viewing them as outsiders meddling in their affairs. However, through diplomatic negotiations and demonstrations of their shared values, the starship crews managed to earn the trust of the Volarian Technocrats. Impressed by the Federation's dedication to scientific progress and peaceful exploration, the Volarian Technocrats agreed to lend their expertise and advanced technology to the coalition, bolstering its capabilities in the face of the looming threat.

The Luminary Collective:

Deep within the heart of a cosmic nebula, the starships encountered the Luminary Collective, a mysterious society of energy beings who existed in a state of pure consciousness. The Luminary Collective had long observed the conflicts and struggles of the material universe from afar, choosing not to intervene in the affairs of lesser beings. However, when they witnessed the threat posed by the external enemy, they recognized the need for action. The USS Giant and USS Sun impressed the Luminary Collective with their commitment to protecting life and preserving harmony in the cosmos. In a rare gesture, the Luminary Collective agreed to lend their ethereal powers to the coalition, offering invaluable guidance and insights from their timeless perspective.

With the Drakarrians, Volarian Technocrats, and Luminary Collective joining forces with the Celestial Nexus, the USS Giant and USS Sun had assembled a formidable coalition to confront the looming external threat. Together, they stood united against the darkness that threatened to engulf the galaxies, ready to face whatever challenges lay ahead.

However, as they prepared to confront their common enemy, a new dilemma emerged. The stories they heard from the encountered species painted a grim picture of the adversary's strength and ruthlessness.

The coalition would need to devise a strategy that utilized the unique strengths of each member while navigating the complexities of intergalactic warfare. The fate of the Celestial Nexus and the USS Giant and USS Sun's quest to return home hung in the balance, and the outcome remained uncertain.

As the crew of the USS Horizon returned to Starbase 44, Admiral Steichen greeted them with a mixture of relief and admiration. She commended Captain Voss and her crew for their exemplary service in resolving the crisis in Sector 97216.

"Captain Voss, Commander Varik, and the entire crew of the Horizon," Admiral Steichen began, her voice filled with pride, "your actions have averted a catastrophe of galactic proportions. You have shown courage, resilience, and a commitment to duty that exemplifies the finest traditions of Starfleet."

In recognition of their efforts, Admiral Steichen made a decision. "I hereby grant you and your crew a well-deserved vacation," she announced. "You have earned the opportunity to rest and recuperate after your harrowing ordeal. Enjoy your time off, and return refreshed and ready for whatever challenges lie ahead."

The crew erupted into cheers and applause, relieved to finally have a respite from their duties. Captain Voss, with a grateful smile, expressed her appreciation to Admiral Steichen for her support and guidance throughout the mission.

As the Horizon's crew dispersed to enjoy their much-needed break, Captain Voss reflected on their journey. They had faced adversity, uncertainty, and the unknown depths of space, but through teamwork and perseverance, they had emerged victorious.

But there is still the issue of the Arbiters.

After a moment of contemplation, Admiral Steichen made her choice. With a voice filled with authority, she issued the command:

"Stand down all weapons. Prepare to launch a boarding party to secure the Arbiters' ships. We will capture them and demand their immediate withdrawal from Federation space. Let it be known that we will not tolerate further aggression."

As her orders echoed through Starbase Operations, Admiral Steichen watched with steely resolve as Starbase 44's crew sprang into action, ready to carry out her directives. The fate of the Arbiters hung in the balance, their next moves dictated by the unwavering resolve of the Federation and the formidable power of Starbase 44.

"We surrender! We surrender!!

Admiral Steichen observed the surrendering Arbiters with a mix of caution and curiosity. Their abrupt shift from aggression to humility was unexpected, but she knew better than to let her guard down. The Arbiters' surrender and apology were extremely humble, but their motives remained shrouded in mystery.

"Lower our shields and prepare a security team to board the Arbiters' ships," Admiral Steichen ordered, her tone firm but measured. "We will accept their surrender, but we must ensure that they pose no further threat to the Federation."

As the security team boarded the Arbiters' vessels, they found the crew compliant and cooperative, offering no resistance as they were escorted to the detention area of Starbase 44. The Arbiters' ships were secured and subjected to thorough scans and analysis to uncover any hidden threats or technology.

In the days that followed, Admiral Steichen engaged in diplomatic discussions with the Arbiters'

representatives, seeking answers to the questions that lingered in the wake of their attack. The Arbiters expressed remorse for their actions, claiming that they had been misled by false information and manipulated by factions within their own society. They pledged to cooperate with the Federation and provide valuable intelligence to prevent future conflicts.

Admiral Steichen weighed her options carefully. On one hand, she could choose to extend a hand of friendship and cooperation to the Arbiters, integrating them into the galactic community and fostering a new era of peace and understanding. On the other hand, she could opt for a more cautious approach, keeping the Arbiters under close surveillance and limiting their access to sensitive information until their true intentions could be verified.

As the Arbiters awaited their fate in detention, Admiral Steichen faced a dilemma. The captured Arbiters and their ships represented both an opportunity for reconciliation and a potential threat to the stability of the sector. The decision she made would shape the course of future relations between the Federation and the Arbiters, and the consequences would reverberate throughout the galaxy.

With the weight of responsibility heavy on her shoulders, Admiral Steichen knew that the path forward would require careful consideration and unwavering resolve. The fate of the Arbiters and their ships now rested in her hands, and the choices she made would determine the future of peace and diplomacy in this corner of the cosmos.

But even the most seasoned of leaders sometimes find themselves in need of guidance beyond the reaches of conventional wisdom. And so it was that Admiral Steichen, faced with a dilemma of cosmic proportions, sought counsel from an enigmatic figure from a species known only as Lorem.

The Lorem possess knowledge beyond comprehension, wielding the powers of the cosmos with a mysterious grace. Among the stars, their name was whispered in reverence, for they were rumored to hold the keys to secrets that spanned the breadth of existence.

Admiral Steichen, determined to unlock the mysteries that lay hidden within the fabric of the universe, ventured forth to seek the counsel of the Lorem. Amidst the swirling nebulae and the glittering expanse of the cosmos, they found one of the Lorem, a figure shrouded in the veils of eternity.

The Lorem regarded the Admiral with eyes that seemed to pierce the very fabric of reality, and spoke in riddles as old as time itself:

"In the heart of the void, where stars are born and die,
A beacon of knowledge awaits, beyond the reach of mortal eye.
Seek not in the places where light fears to tread,
But in the shadows where the forgotten secrets are fed."

Admiral Steichen pondered the cryptic words of the Lorem, feeling the weight of the universe pressing down upon them. The quest for advanced technology for example was no simple matter, and the path ahead was fraught with peril.

As they gazed out into the infinite expanse of space, a dilemma weighed heavily upon Admiral Steichen. Should they venture into the unknown depths of the cosmos, risking all in pursuit of knowledge? Or should they remain within the safety of Starbase 44, content with the technology they already possessed, but forever haunted by the tantalizing allure of the undiscovered?

Players: CS

Starbase 88

Admiral Van Nieuwenhove studied the reports of Captain Dora Jenkins with a mix of fascination and apprehension. The discovery of an unknown intelligent life form on the uninhabited planet had ignited a flurry of excitement among the crew of the USS Celestial Voyager. However, the Admiral knew that this development brought with it a host of complex considerations and potential risks.

After careful consideration, Admiral Van Nieuwenhove made a pivotal decision. He ordered the USS Celestial Voyager to initiate contact with the unknown intelligent beings inhabiting the planet. The Admiral recognized the importance of establishing communication and understanding the level of technology possessed by this newly discovered civilization.

As the crew of the Celestial Voyager prepared for their encounter, a sense of anticipation permeated the ship. They understood the significance of their mission and the responsibility that rested upon their shoulders.

Upon arrival at the planet's surface, away teams were deployed to establish a dialogue with the indigenous inhabitants. The encounter was met with cautious curiosity on both sides as the crew of the Celestial Voyager sought to bridge the gap between two vastly different civilizations.

Through careful communication and observation, the crew began to unravel the mysteries of this alien society. They discovered a civilization rich in culture and tradition, with advancements in technology that rivaled their own. It became evident that these beings were not only intelligent but also possessed a deep reverence for their planet and its natural wonders.

As the dialogue between the two civilizations deepened, Admiral Van Nieuwenhove faced yet another dilemma. The decision of how to proceed with this newfound relationship weighed heavily on his mind. Should they reveal the existence of the Federation and offer assistance and cooperation? Or should they maintain a cautious distance, respecting the sovereignty of this alien civilization?

With the fate of interstellar diplomacy hanging in the balance, Admiral Van Nieuwenhove knew that the choices made in the coming days would shape the course of history for the Federation and the newly encountered civilization.

As the crew of the USS Celestial Voyager continued their interactions with the alien beings, they embarked on a journey of discovery and diplomacy, guided by the principles of respect, cooperation, and the pursuit of knowledge.

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!

As the Borg's negotiations with the Dominion continued, the captured Founder remained a crucial pawn in their intricate game of diplomacy and subterfuge. The Borg's science department spared no effort in extracting every last bit of information from the Founder's consciousness. However, despite their relentless efforts, the Changeling's resilience proved formidable.

Faced with the possibility of failure and the risk of exposing their covert operation to the Great Link, the Borg deliberated their next move. With a heavy heart, the Borg Queen issued a directive to destroy the captured Founder, ensuring that no trace of their interference would reach the Dominion's ruling council.

Meanwhile, the Borg intensified their efforts to locate another Changeling and study the workings of the link between them. They sought to understand the unique connection that bound the Changelings together, hoping to uncover vulnerabilities that could be exploited to their advantage.

As the Borg's intricate plans unfolded, a dilemma emerged. Despite their formidable technological prowess and unwavering determination, the Borg found themselves faced with the limits of their understanding. The enigmatic nature of the Changelings and their link presented a challenge that even the Borg's vast collective intelligence struggled to comprehend.

The Borg's quest for perfection, once driven by a singular focus on assimilation and adaptation, now faced an unforeseen obstacle. The very essence of the Changelings defied the Borg's logic and rationale, challenging their assumptions and pushing the limits of their capabilities.

As the Borg grappled with this dilemma, the fate of their negotiations with the Dominion hung in the balance. Would the Borg's efforts to understand the Changelings yield success, or would their relentless pursuit of perfection be thwarted by forces beyond their control? Only time would tell as the galaxy braced itself for the next chapter in the Borg's relentless quest for dominance.

As the Borg's influence spread across the galaxy, the conquered Romulan territories fell under the collective's control. Some Romulans were assimilated into the Borg Collective, their individuality extinguished as they became drones serving the hive mind. Others, willing to collaborate with their new overlords, were spared assimilation, tasked with serving as spies within their own society, echoing the role of the Tal Shiar agents before them.

With the Romulans subdued, the Borg turned their attention to the Betazoids. The telepathic abilities of the Betazoids presented a unique opportunity for the Borg. Their innate gift could provide valuable insight into the thoughts and intentions of other species, potentially enhancing the Borg's strategic capabilities.

However, assimilating the Betazoids proved to be a formidable challenge. Aware of the Borg's telepathic vulnerability, the Betazoids refused to surrender themselves willingly. They knew that their ability to read the thoughts of every Borg could give them a crucial advantage in any confrontation.

Realizing the necessity of assimilating the Betazoids despite their resistance, the Borg devised a cunning plan. They deployed droids – advanced robotic units designed to emulate humanoid behavior – to infiltrate Betazed society. The droids, indistinguishable from living beings, blended seamlessly into Betazoid communities, gathering valuable intelligence and identifying key targets for assimilation.

Once the droids had established themselves among the Betazoids, the Borg selected a few individuals for assimilation. These chosen Betazoids were targeted covertly, their minds shielded from detection by the Borg's telepathic inhibitors. As they were assimilated, their telepathic abilities were harnessed by the Borg, enhancing the collective's knowledge and capabilities.

Yet, despite the Borg's meticulous planning, a dilemma emerged. The Betazoids, with their innate telepathic prowess, remained a formidable adversary. Even with the droids' infiltration and the assimilation of selected individuals, the Betazoids could potentially outmaneuver the Borg at every turn.

The Borg faced the unsettling realization that their attempts to assimilate the Betazoids could ultimately lead to a costly and protracted conflict. The telepathic abilities of the Betazoids posed a threat to the very core of the Borg Collective, challenging its unity and cohesion.

As the Borg grappled with this dilemma, the fate of the Betazoids hung in the balance. Would they succumb to the relentless advance of the Borg, or would their telepathic abilities prove to be the key to their survival in the face of assimilation? Only time would tell as the galaxy braced itself for the next chapter in the Borg's relentless quest for perfection.

As Captain Elyra and her assimilated crew continued their work on Dronaze, they faced the challenge of navigating the planet's intricate social structures and diverse cultural beliefs. While progress was being made, it became evident that the process of convincing the entire population to embrace the Borg way would be a lengthy one.

Recognizing the need for alternative strategies, the Borg shifted their focus to the lower-developed societies scattered across Dronaze. These communities, untouched by the advancements of modern civilization, were more receptive to the awe-inspiring presence of Captain Elyra and her crew. To these societies, the Borg appeared as gods, their cybernetic enhancements and technological marvels resembling feats of magic.

The assimilated crew engaged with these societies, presenting themselves as benevolent deities guiding them towards enlightenment and prosperity. They demonstrated the power of the Borg's technology, providing solutions to age-old problems and offering advancements that seemed miraculous to the inhabitants of Dronaze.

Some among the lower-developed societies willingly embraced the Borg's influence, revering them as divine beings and adopting their teachings eagerly. Others remained skeptical, clinging to their traditions and beliefs, wary of the advanced beings who had descended upon their world.

Amidst the progress and challenges, a dilemma emerged for the Borg. While the lower-developed societies provided fertile ground for spreading their influence, the process of assimilation remained slow. The Borg faced a choice: to continue their patient efforts to sway the populations towards the collective consciousness, or to expedite the assimilation process to replenish their numbers and ensure the success of their mission.

For Captain Elyra and her crew, the dilemma weighed heavily. They believed in the transformative power of the Borg's ideals, but they also understood the urgency of their mission. As they deliberated, they grappled with the moral implications of assimilating beings who had not yet consented to join the collective.

Ultimately, the Borg decided to maintain their course of patient persuasion, trusting in the power of their message to eventually sway the populations of Dronaze towards unity and cooperation. Yet, the dilemma lingered, casting a shadow over their mission and raising questions about the nature of their purpose in the galaxy.

As Captain Elyra and her assimilated crew continued their work on Dronaze, they confronted the complexities of their mission and the challenges of reconciling their beliefs with the realities of their actions. In the vast expanse of space, where morality and pragmatism often collided, the Borg faced a dilemma that would shape the fate of worlds and civilizations for generations to come.

Players: FK

USS Vertigo / USS Gdonsk

Day 420 14.06

Commodore Slater and Captain Matz faced a dilemma—whether to maintain their defensive position and

protect the main front or divert forces to rescue the beleaguered colony. The ancient allies, aware of the moral dilemma, emphasized the importance of preserving life and aiding those in need.

Day 420 14.08

The captains made a difficult decision. They split their forces, sending a portion to reinforce the colony while holding the line against the alien invaders. It was a risky move, and the fate of both the colony and the main defense rested on the ability of each force to withstand the enemy onslaught.

Day 420 14.12

As the two battles unfolded simultaneously, tension gripped the crews of the USS Vertigo and the USS Gdonsk. The outcome of this pivotal moment would not only determine the immediate safety of the Federation but also shape the course of the ongoing conflict.

Players: NP

USS Atlantis/Starbase 99

Ensign Troa adjusted the toolkit strapped to his side as he and Lieutenant Greden made their way down the dimly lit corridor of Starbase 99. The hum of the starbase's machinery filled the air, but something seemed off to Troa. He glanced at Greden with a furrowed brow.

"Did you hear that, Lieutenant?" Troa asked, his eyes narrowing.

Greden paused, his sharp gaze scanning their surroundings. "Hear what, Ensign?"

"That... buzzing sound," Troa replied, pointing towards a bulkhead nearby.

Greden tilted his head, straining to listen. After a moment, he nodded. "You're right. That doesn't sound normal. Let's check it out."

They followed the mysterious noise, weaving through the labyrinthine corridors until they reached an unassuming maintenance compartment. Troa's eyes widened when he saw a flickering indicator light above a panel on the wall.

"Looks like we've got a breach," Greden said, crouching down to inspect the panel. "This could be bad if it's not fixed soon. We should call it in."

But Troa hesitated, glancing around as if expecting someone to pop out of the shadows. "What if we fix it ourselves? We're here, and it might take a while for the repair crew to arrive."

Greden arched an eyebrow. "You want to fix it without anyone noticing? That's risky, Troa."

Troa grinned, his eyes gleaming with determination. "Come on, Lieutenant. It's a small hole, and we've both been through the repair simulations. We can handle it. Plus, imagine the praise we'll get for being so efficient."

Greden sighed, realizing the enthusiasm in Troa's eyes was contagious. "Fine, but if anyone asks, we were just on our way to report it."

They set to work, the hum of the starbase providing a rhythmic backdrop to their clandestine repair mission. Troa accessed the panel's controls, while Greden fetched a small welding tool from his toolkit. As they worked, their hushed conversation echoed through the narrow compartment.

"You ever done an on-the-fly hull repair before?" Greden asked, his hands expertly manipulating the welding tool.

Troa chuckled nervously. "Can't say I have, Lieutenant. But hey, it's just like the simulations, right?"

Greden grinned, appreciating Troa's positive attitude. "Let's hope so. We wouldn't want any unexpected surprises in the vacuum of space."

The minutes passed in a tense silence as they focused on the repair. The buzzing sound diminished, and soon, the indicator light stopped flickering. Troa wiped sweat from his forehead, and Greden nodded approvingly.

"Good work, Ensign. Looks like we pulled it off," Greden said, sealing the panel.

Just as they were about to leave the compartment, the sound of approaching footsteps made them freeze. They exchanged nervous glances as a superior officer, Commander Lira, turned the corner.

"Ensign Troa, Lieutenant Greden, what are you doing here?" Commander Lira asked, a stern expression on her face.

Troa and Greden exchanged a quick glance before Troa spoke up with a sheepish grin, "Just doing our routine rounds, Commander. Thought we heard something odd and wanted to check it out."

Commander Lira eyed them suspiciously but seemed satisfied with the explanation. "Very well. Carry on with your rounds, but report any anomalies immediately."

"Yes, Commander," they replied in unison, watching her walk away.

Once she was out of earshot, Greden turned to Troa with a smirk. "Routine rounds, huh?"

Troa chuckled, "Well, it worked, didn't it? No one suspects a thing."

As they continued their journey through the starbase, Troa couldn't help but feel a sense of accomplishment. They had successfully patched up a potentially dangerous breach, and the starbase continued to hum along, oblivious to their covert repair mission.

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

A Choice

Alone in the rift, Horkan and his loyalists continued their pursuit of the Q, their ship deteriorating around them. The rift's power increased exponentially, and it was unclear whether they would ever emerge from its grasp. Horkan's obsession, now bordering on madness, drove him deeper into the heart of the chaos.

Players: TvR