



Deep Space 2 Newsflash May 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/ds2archiefflas5_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,

For the Belgian Deep Space 2 members, don't forget:

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

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: Unparalleled

Latest episode: Axiom

April is the celebration of:

First Contact Day Event: April 8 – April 29, 2025

It's time to once again celebrate our first step into the stars. Happy First Contact Day!

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 8th at 8am PT and continuing until April 29th at 12pm PT.

Join the festivities by competing with four other players to build and launch your very own Phoenix Rocket, travelling back to April 4th, 2063 to thwart the Borg's efforts to prevent the historic event, or participating in a recreation of the Synth attack on Mars! Once per day, any activity will grant Daily Progress toward the Grand Prize – the Hangar Pets - Federation Mission Scout Ship!

Read more:

<https://www.playstartrekonline.com/en/news/article/11574819>

Some screenshots taken during the following mission (Pictures PDF Version only):

Visit Historical Bozeman!

The Borg continue their implacable advance, only this time the battlefield is across time, not space. Temporal abnormalities have prompted Daniels to slap together an away team to go back to mid-21st century Earth where the Borg have altered the timeline to ensure that they succeed in their previously-foiled plan to stop First Contact between Earth and Vulcan.

Team up with Seven-of-Nine and discover what the Borg have done to alter the timeline, and then do everything you can to correct it. Just make sure not to do more damage to the timelines than the Borg already have.

(Pictures PDF Version only)





Star Trek Online:

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

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

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

2. Announcements

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

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](https://www.dutchcomiccon.com/), 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

Waagat, 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.

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

The Road So Far...

The Road Ahead

June 6-8, 2025

Oklahoma City Convention Center

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, Jake Abel, DJ Qualls, Gil McKinney, Chad Lindberg, Jason Manns

Vampire Fan Weekend Convention

June 7-8, 2025

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

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Sara Canning, Chris Lee, Rick Cosnett, David Anders, Chris Brochu, James Masters, Deborah Ann Woll, Stephen Moyer, Chase Coleman, Micah Joe Parker, Addison Briann

Salute To One Tree Hill

June 28-29, 2025

Westin O'Hare Hotel, 6100 North River Road, Rosemont, IL 60018

Guests:

Chad Michael Murray, James Lafferty, Robert Buckley, Amanda Schull, Austin Nichols, Shantel Vansanten, Michael Trucco, Addison Briann

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The May 2025 Charity Link on the DS2 Blog is: Handicap International

<https://www.handicapinternational.be>

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

(World Wildlife Fund)

Deepening drought and the threat to iconic African elephants

More frequent and intense droughts, storms and heat waves, melting glaciers, warming oceans and rising sea levels – climate change is already causing immense harm to the natural world, putting countless species, including our own, at risk.

In WWF's new 'How climate changes wildlife' series on the need to safeguard wildlife around the world from these harmful impacts, we start in Africa where a severe drought in Kenya prompted an emergency WWF intervention to save a generation of elephants.

Read more:

<https://www.wwf.panda.org/?13889941/How-climate-changes-wildlife>

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report April 2025

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
April 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

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 321st 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 2025 (Page 338)

<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, 2025

SETI@home News

SETI@home: SETI@home hibernation

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

5. Birthdays

Thomas van Rhee: May 7

Nadine Peeters: May 14

?????????

6. DS2 Quiz

Deep Space 2 Trivia Quiz May 2025

Every month there will be a small Deep Space 2 Quiz. It is of course very courages 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 29

1. What is the name of the race that designed a retrovirus which was designed to alter the DNA of a male's host body?

A() Taresians

B() Kellasiens

C() Yadera

("Favorite Son") VOY

2. Which Excelsior-Class vessel tried to stop the USS Defiant during Admiral Leyton's attempted coup?

A() USS Farragut

B() USS Lakota

C() USS Adromeda

("Paradise Lost") DS9

3. What is the name of the Bajoran scientist who studied Odo at the Bajoran Institute of Science?

A() Dr. Kalon Ak

B() Dr. Mora Pol

C() Dr. Trajok Janir

("The Alternate") DS9

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*

*
*

ANSWERS

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

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 338

Deep within the bustling corridors of Deep Space 2, lower-ranking officers found their destinies converging in unexpected ways. Each officer excelled in their respective fields medical, engineering, astrophysics, and computer sciences but their individual journeys were about to intertwine, shaping the station's future in unforeseen ways.

Lieutenant Kira Sato (Medical Officer):

Lt. Sato, a skilled medical officer, was known for her compassion and innovative medical techniques. As a series of mysterious illnesses swept through the station, she found herself at the forefront of a medical crisis. Working tirelessly, she collaborated with colleagues from various departments to understand the origin of the illnesses and develop effective treatments.

Ensign Alex Rodriguez (Engineering):

Ensign Rodriguez, a young and ambitious engineer, discovered anomalies in the station's power grid. Unbeknownst to him, these anomalies were linked to a deep-space phenomenon that threatened to destabilize the station's core. His investigative prowess led him to collaborate with Lt. Sato, sparking an interdisciplinary effort to solve the station's growing technological challenges.

Lieutenant Commander Mei Lin (Astrophysics):

Lt. Cmdr. Lin, a seasoned astrophysicist, noticed unusual celestial patterns that hinted at an approaching cosmic disturbance. Realizing the potential threat to Deep Space 2, she initiated a research project to study the anomaly. Her findings suggested a correlation between the cosmic disturbance and the station's power anomalies, further connecting the dots between the officers' areas of expertise.

Ensign Marcus Turner (Computer Sciences):

Ensign Turner, a brilliant computer scientist, uncovered irregularities in the station's data networks. He detected subtle manipulations in the system, hinting at a possible intrusion. Collaborating with Rodriguez and Lin, he discovered a pattern of interference that mirrored the cosmic disturbance detected by Lt.

Cmdr. Lin. The officers began to suspect a connection between the external phenomenon and the internal malfunctions.

As the officers continued their investigations, they realized that their paths were converging toward a singular event the cosmic disturbance. The anomaly, now identified as a subspace rift, was growing dangerously close to Deep Space 2. The officers, armed with their diverse expertise, convened to form an interdisciplinary task force, working against time to mitigate the impending threat.

Lt. Sato's medical expertise was crucial in developing countermeasures to protect the station's inhabitants from the adverse effects of the subspace rift. Ensign Rodriguez, with his engineering acumen, devised plans to reinforce the station's structural integrity in anticipation of potential disturbances. Lt. Cmdr. Lin's astrophysical calculations guided their efforts, while Ensign Turner's computer sciences knowledge proved vital in establishing communication with an alien civilization that had experienced similar rifts.

As the officers collaborated, friendships formed, and a sense of camaraderie developed among them. The station, once facing a potential crisis, now stood united against the impending cosmic disturbance. The crew of Deep Space 2, unaware of the intricate web of collaborations among the lower-ranking officers, felt a collective sense of security as the task force worked tirelessly to fortify the station.

The culmination of their efforts arrived as the subspace rift approached. The task force, through a combination of medical advancements, engineering innovations, astrophysical calculations, and computer sciences ingenuity, successfully diverted the cosmic disturbance away from Deep Space 2.

The crew of the station, as they emerged from this unforeseen crisis unscathed, discovered the unsung heroes among them, the lower-ranking officers who, through their collaboration and dedication, had averted a potentially catastrophic event. The officers, now recognized for their contributions, continued their service on Deep Space 2, their individual paths forever intertwined by the shared challenge that forged unbreakable bonds of friendship and mutual respect.

The complex tapestry of their stories, woven within the corridors of Deep Space 2, reflected the station's enduring spirit of exploration, unity, and the ceaseless pursuit of knowledge in the vast reaches of the 25th-century cosmos.

DS2 RPG General Status Report April 2025

USS Earth/Starbase 44

USS Runner, under command of Captain Djavis

The Gift and the Storm

Following the harrowing battle with the pirates, the USS Runner, under the command of Captain Laura Djavis, remained at Deep Space 2 for critical repairs. The crew, weary but determined, worked side-by-side with the engineers of the outpost, patching hull breaches, recalibrating damaged systems, and restoring the warp engines to full operational status.

Overseeing everything from Starbase 44, Admiral Christine Steichen sent a clear order:

"Stay at Deep Space 2 until all necessary repairs are completed. We cannot afford another risk like the last one. I want the Runner to return home smoothly."

Captain Djavis understood. The Runner had fought hard — but now it needed to be strong again. Once the ship was back in prime condition, the day came for departure. As they prepared to leave, Admiral Arthur himself arrived at the docking bay with a mysterious gift. It was a large, armored crate, heavily shielded, marked boldly with two instructions:

- "Handle With Care."
- "Deliver As Fast As Possible."

No hint was given as to what was inside — only that it was vital to Starfleet's interests and must reach Admiral Steichen at Starbase 44 without delay.

"Captain Djavis," Arthur said gravely, "this package could tip the balance on the frontier. Trust no one but Starfleet Command with it."
Djavis nodded, understanding the weight of the task.

Trouble in the Darkness

The USS Runner departed Deep Space 2 at transwarp speed, cruising confidently through the relatively quiet sectors on the outer rim. However, only halfway to Starbase 44, disaster struck. Without warning, the ship's proximity alarms blared to life. "Captain!" shouted Lieutenant Kalen. "Uncharted space filament detected! High-density plasma — it's destabilizing the local subspace field!"

Before Djavis could react, the filament — a glowing, twisting ribbon of cosmic energy — sliced across their path.

The Runner slammed into the edge of it. The entire ship shuddered violently, systems flickering and sparks flying from overloaded consoles. Shields collapsed instantly, and one of the nacelles suffered a catastrophic energy surge.

"Damage report!" Djavis barked, gripping her chair.

Commander Hoshi grimaced. "Starboard nacelle offline. Hull breaches on decks 7 and 8, contained by emergency force fields. Warp drive is disabled. We can limp on impulse, but we're vulnerable."

In the cargo bay, the mysterious crate from Admiral Arthur remained secured, but internal sensors indicated subtle fluctuations in the shielding — as if the package itself were reacting to the damage.

The New Dilemma

Standing in the dim, damaged bridge, Djavis faced a critical decision:

- Option 1: Conduct repairs first. Stay where they were, fix the Runner's warp drive, and only after full repairs resume the journey to Starbase 44. This would guarantee the ship and cargo's safety, but it would delay the delivery significantly — possibly jeopardizing the purpose of the gift.
- Option 2: Send the gift via shuttlecraft. Launch one of the Runner's fast courier shuttles with a hand-picked crew to deliver the crate directly to Starbase 44. The shuttle could arrive much faster than waiting for full ship repairs. However, a lone shuttle would be far more vulnerable to further hazards or pirate interception.

- Option 3: Call for assistance from Deep Space 2. Request a starship from Admiral Arthur to retrieve the crate and transport it to Starbase 44. It would be a safer journey than a lone shuttle, but it would still take time for the ship to arrive and prepare for the journey — and not as fast as option two.

Djavis paced the damaged bridge, the weight of the choice bearing down on her. Every option carried risk — to the ship, to her crew, and to the vital cargo that could change the future of the frontier.

She had to decide. And fast.

To be continued...

Aboard the USS *Token*, Captain Sarah Reynolds in Command

Captain Reynolds made her decision with a firm nod.

"Open a channel. Let's make contact."

The communications officer struggled with the failing systems but eventually managed to establish a tenuous link. The viewscreen flickered again—and then the bridge was filled with the image of a dimly lit command center, different from any ship they had ever seen. The walls of the unknown vessel were made of shifting metallic patterns, and in the center stood three figures.

The one in front—tall, with narrow, luminous eyes and armor of intricate dark-blue plating—spoke first.

"This is Captain Tro of the *HMW Cord*, representing the Mli Defense Authority. Identify yourselves."

Reynolds rose from her chair. "I am Captain Sarah Reynolds of the Federation starship *USS Token*. We mean you no harm."

Tro tilted his head, studying her. His voice, though filtered through translation matrices, carried an edge of exhaustion and wariness.

"We are trapped," he said bluntly. "Our ship was caught in this spatial fracture a week ago. Our propulsion systems are insufficient to break free. Only by employing experimental sensor and communication technologies have we been able to detect you."

Behind him, his two officers—Kla and Fre—stood silently, monitoring their own flickering consoles.

"You're trapped too, I suspect," Tro added. His tone was not accusatory—just matter-of-fact, almost grim.

On the *Token's* bridge, tension grew like a gathering storm.

Lieutenant Jin's eyes were wide with uncertainty. "Captain," she whispered, "if they've been here for a week and can barely survive, what chance do we have?"

Ensign Rilak sat rigid at navigation, clutching the console so tightly his knuckles were white. "We can't even find which way is *up* in this place," he muttered under his breath. "Are we already dead and we just don't know it yet?"

Commander Tovak, though Vulcan and outwardly calm, arched an eyebrow—a subtle show of concern for the ship's degrading systems.

"We have limited time before life support failures become critical," he said. "A decision must be made swiftly."

Captain Tro waited patiently on the screen, the faint buzz of static and distant groaning of stressed metal filling the background.

The *Token* was drifting deeper into the anomaly, and the life of every soul aboard hung in the balance.

Reynolds knew she had to act. But the choices before her were dangerous:

1. Help Captain Tro. Aid the *HMW Cord* with Federation technology—even though the Prime Directive and Starfleet protocols forbade sharing advanced tech with unknown species. It could save both ships... but might expose the Federation's secrets.
2. Ask for help instead. Perhaps the Mli had superior technology specific to anomalies like this. Admitting weakness, however, might risk making themselves vulnerable if the Mli proved untrustworthy.
3. Refuse cooperation. Apologize and maintain strict non-interference. Protect Starfleet principles—but leave both ships to struggle, perhaps fatally, on their own.

The faces of her crew reflected their fear, their hope, their loyalty.

The fate of the *USS Token* and its crew—and perhaps of Captain Tro and his people—hung by a fraying thread.

Captain Reynolds steeled herself.

What would she choose?

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.

The USS Vanguard, USS Horizon, USS Pathfinder, USS Endeavor and USS Celestial were sent out, but only the crew of the USS Horizon found some holodeck technology, usable everywhere and without holoprojector.

The Decision 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?

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."

Steichen made her decision: they would build a new starship—from scratch—incorporating all the newly discovered technologies.

Building the Future

Work began immediately. Engineers at Starbase 44 started drafting designs for the new vessel. It would incorporate the displacement device discovered by the Marconi, the ancient efficient systems from the Endeavor's find, and the advanced fuel system found by the Celestial. It would be a ship unlike any ever built.

But progress was painfully slow.

The ancient technology recovered by the Endeavor was difficult to reverse-engineer. Whole teams of scientists worked day and night, trying to understand its alien logic. The displacement device required entirely new safety protocols. The fuel adaptation demanded fundamental changes to engine design.

Sections of the ship's frame were laid out in the drydock, gleaming but incomplete. The shipyard workers faced constant choices:

1. Use standard Federation technology for components where no new technology was available, ensuring steady progress.
2. Halt construction on those sections, hoping that future missions would uncover better, more advanced alternatives.

Steichen decided on a balanced approach—core systems critical to survival and operation would use standard, proven technologies to maintain a timeline, while non-critical systems would wait for the possibility of new discoveries. The construction would take no less than four months, and any new components found would be carefully considered for integration.

Meanwhile, the starships continued to launch into the unknown, their captains driven by the knowledge that their discoveries could shape the very bones of the Federation's future flagship.

Steichen stood once more at the observation window, gazing out at the skeletal beginnings of the new ship. Hope and uncertainty warred within her.

The question that loomed now was not just *what* they were building. It was *what would it become?*

And still, the Lorem were watching.

Players: CS

Starbase 88

The decision had been made.

Admiral Van Nieuwenhove transmitted the new orders to Captain Dora Jenkins aboard the USS Celestial Voyager, now fully resupplied and ready for departure. The target: the Mlein Star System—uncharted, long off-limits due to regional instability, and full of unknown promise.

The Federation hoped to rekindle its spirit of exploration, and the Voyager, with its experienced and adaptable crew, was the ideal vessel to lead the charge.

Mission Log – USS Celestial Voyager
Captain Dora Jenkins, Commanding
Stardate 9213.2

“We’ve entered the Mlein system. Long-range sensors have confirmed six planetary bodies orbiting the central star. Preliminary scans suggest three are gas giants, two are barren rock worlds—but the third, designated Mlein-Filla3, is something else entirely. A terrestrial planet with oceans, dense continents, and a breathable atmosphere. The first signs of life are unmistakable.”

The USS Celestial Voyager settled into orbit over Filla3.

Shimmering green forests stretched across vast valleys, broken by jagged mountain ranges and sapphire-blue seas. The air was clean, rich in oxygen and nitrogen. Early atmospheric readings showed low levels of pollutants or natural toxins.

Surface expeditions revealed a planet brimming with flora and fauna—many harmless, some bioluminescent, and all unlike anything catalogued before. Towering fungal growths, amphibious mammal-like creatures, crystalline plants that responded to sunlight—Filla3 was a living canvas. There were no cities, no constructed monuments, no artificial satellites. The biosphere showed no signs of intelligent life. It was pristine, untouched, and full of potential.

The USS Celestial Voyager’s science teams collected samples, ran detailed scans, and established a temporary research outpost on a temperate island chain. The data was transmitted back to Starbase 88. Within 72 hours, the reports reached Admiral Van Nieuwenhove.

Back on Starbase 88: A New Decision

Seated in his command chair, Admiral Van Nieuwenhove reviewed the transmission from Captain Jenkins with keen interest. Filla3 was a rare find—an unspoiled world rich in biodiversity, ideal for scientific inquiry and possibly even colonization.

Now, the Admiral faced three possible choices regarding the future of this planet:

Option 1: Establish a Long-Term Scientific Research Station

Turn Filla3 into a center for xenobiology, ecology, and planetary sciences. Scientists from across the Federation could study its ecosystem, gaining insights that could benefit medicine, agriculture, and even terraforming technologies.

- * Pros: Non-invasive, preserves the environment, furthers Federation science.
- * Cons: Requires continual protection from exploitation or unauthorized access.

Option 2: Designate Filla3 as a Future Colony World

Begin planning a controlled colonization effort. Filla3's climate and biosphere could support Federation citizens, helping ease overpopulation on core worlds and expanding the Federation's reach.

- * Pros: Strategic foothold in the Mlein system, economic expansion.
- * Cons: Risk of ecological disruption, ethical concerns over altering untouched ecosystems.

Option 3: Declare Filla3 a Protected Planetary Preserve

Under the Federation's Environmental and Cultural Protection Act, Filla3 could be declared off-limits to settlement or exploitation. The planet would remain untouched, a sanctuary for life in its natural state.

- * Pros: Full environmental protection, preserves natural wonder.
- * Cons: No direct scientific use or expansion benefits, potential for future conflict over access.

The Admiral stood by the large viewport of Starbase 88, gazing into the distant stars. The fate of Filla3 was now in his hands—a cradle of life, untouched and full of possibilities. Would it become a beacon of science, a new home, or a preserved paradise?

The stars awaited his answer.

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 21.46

The USS Vertigo, under the command of Commodore Jeffrey Slater, and the USS Gdonsk, commanded by the astute and determined Captain Matz, were left reeling after the sudden disappearance of the SS Geleon. Their away team was gone, and the ship had vanished without leaving any trace of its trajectory. The silence was deafening as both crews stared at the empty void on their respective viewscreens.

Day 434 21.52

Commodore Slater's voice cut through the tension. "We can't give up. Initiate a sector-wide search pattern. If the Geleon is out there, we'll find it."

Captain Matz nodded solemnly on the comm. "Agreed. We owe it to our people and to the truth of whatever's happening out here. Let's get to work."

Day 438 12.24

For days, the Vertigo and Gdonsk swept through Sector 9741, running detailed scans, analyzing subspace readings, and sending out automated probes. The sector was vast, filled with uncharted anomalies, asteroid fields, and nebulae that hindered the search. Both crews worked tirelessly, desperate to find any trace of the Geleon or their missing team. The frustration mounted as each scan returned inconclusive, and theories swirled about what could have caused the ship's mysterious disappearance.

Players: NP

USS Atlantis/Starbase 99

Mono Starbase Hunt

The starbase was a place of movement. Its metal veins pulsed with life, and the scent of steel, coolant, and humanoid sweat drifted through the halls. But beyond all that—beneath the chatter of officers, the hum of warp cores, and the sigh of docking ships—there were other presences. Tiny ones, scuttling and darting, hiding in the shadows.

Mono knew them all.

The chase began before the first shift even started. The air ducts carried whispers of clawed feet—a bold intruder, one that thought itself invisible in the vents. Mono's ears twitched. Her muscles coiled, her breath measured. A leap, a squeeze through a forgotten maintenance hatch, and she was inside the labyrinth where her prey had fled.

A skittering shape ahead—small, quick. Mono crept forward, silent. The creature—a station rat, its fur bristling with static from the artificial gravity—paused, sniffing the air. It knew danger was near, but not near enough. Mono inched forward, weight shifting with precision. Then, a pounce!

The rat bolted, diving into the tangle of wires and panels. Mono followed, twisting, contorting through the gaps. The thrill of the pursuit sent electric excitement through her limbs. The rat turned down a side path, desperate—but too slow. Mono struck, claws flashing. The prey let out a final, pitiful squeak before going limp.

Satisfied, Mono left the cooling body behind. It was not hunger that drove her, nor malice. It was the thrill of the hunt, the eternal game between hunter and hunted.

But the hunt was not over.

As she emerged back into the main corridors, another scent caught her attention—different, foreign. Something new had come aboard. Something feathery. Her tail flicked with renewed interest. Mono followed the scent, weaving between legs, past the boots and uniforms of those oblivious to the battle waged beneath their feet.

She found it in the arboretum—a plump, winged creature, no doubt some officer's pet or a careless experiment escaped from the xenobiology lab. It perched on a railing, unaware. Mono crouched, inching closer. The angle was tricky. One wrong move, and the bird would take flight.

She leapt.

A flurry of feathers. A screech. Claws met soft flesh, but not enough—her prey wrestled free, spiraling upwards. Mono landed gracefully, eyes locked onto the frantic flapping above. The chase would continue another day.

Satisfied, she padded back through the starbase, her movements fluid and measured. The patrol had been a success. The station was once again in balance. The creatures who scurried and flitted through the halls would remember her presence. They would fear it.

Back at her quarters, the door hissed open. Warmth greeted her. The familiar scent of her companion—Lieutenant Deirdre Thon. A steady presence in this shifting metal world.

Mono stretched, her spine arching, and leapt onto the bed where she curled into a perfect coil of contentment. Her tail flicked once, then stilled. Another day, another hunt.

She was, after all, a cat.

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 Third Seven Chosen Hirogen Hunters

15. Mylen the Sniper

From a distance of three light-seconds, Mylen landed a single shot on a cloaked target traveling at warp speed during a marksmanship trial.

16. Raknor the Engineer

Raknor repaired a failing Hirogen vessel during a simulated ambush, ensuring its survival and defeating the simulated attackers with clever weapon modifications.

17. Zyra the Empath

Zyra was the most unconventional selection. Her trial involved defusing hostilities between rival Hirogen factions, proving she could navigate internal conflicts among the team.

18. Gorak the Titan

Gorak excelled in raw endurance, holding a collapsing structure in place long enough for his team to escape.

19. Xelya the Decoy

Xelya used holographic projections to outwit her prey, drawing them into a trap that showcased her skill with misdirection.

20. Nyrak the Seeker

Nyrak deciphered ancient Hirogen texts to unlock a path through a labyrinth, showcasing his scholarly knowledge and intuition.

21. Volkra the Relentless

Volkra's test involved chasing prey across shifting terrain for days without rest. His persistence made him the ultimate pursuer.

Players: TvR