



Deep Space 2 Newsflash May 2026

Introduction

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

http://arthurvanrhee.be/ds2archiefflas5_26.pdf

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1. A word from the DS2 CO

Hi all,

Some Sci-Fi news from ScifiNow

** The Lord of the rings: The hunt for Gollum

<https://www.scifinow.co.uk/news/the-lord-of-the-rings-the-hunt-for-gollum-cast-officially-announced/>

** Kathryn Newton Joins Avengers: Doomsday

<https://www.scifinow.co.uk/news/kathryn-newton-joins-avengers-doomsday-kevin-feige-on-filming/>

** Charles Dance Nabs Role In The Batman: Part II

<https://www.scifinow.co.uk/news/kathryn-newton-joins-avengers-doomsday-kevin-feige-on-filming/>

You can find more Scifi news at ScifiNow

<https://www.scifinow.co.uk/>

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: Corruption

Latest episode: Curse of Phrygia



Command the Orion Orchid Intel Warship!

The Orion Orchid Intel Warship can be yours as part of our Infinity Promotion Event on PC!

By Ambassador Kael April 28, 2026, 02:00 AM

The Orion Orchid Intel Warship can be yours as part of our Infinity Promotion Event on PC!

Continue reading further on the full details on this new starship offering!

<https://www.playstartrekonline.com/en/news/article/11580981>

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 2-3, 2026

Tour & Taxis, Avenue du port 86c (Havenlaan 86c), Brussels, Belgium

<https://comicconbrussels.com/>

Guests:

David Harbour, Jennifer Morrison, Eliza Taylor, Bob Morley, Shannon Purser, MTBA

FedCon

May 22-24, 2026

Maritim Hotel, Bonn, Germany

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

Guests:

Jess Bush, Melissa Navia, Martin Quinn, Tim Russ, Christina Chong, Babs Olusanmokun, Rong Fu, Ante Dekovic, Celia Rose Gooding, Bella Shepard, Ethan Peck, Sandro Rosta, Karim Diane, Tsuneo Sanda, Kerrice Brooks, Zoë Steiner, George Hawkins, MTBA

Comic Con London

May 22-24, 2026

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

<https://www.mcmcomiccon.com/london>

Guests:

Alessandro Juliani, Andrew Lee Griffith, Brad Swaile, Brandon Sanderson, Brian Drummond, Dylan Llewellyn, Eren Angiolini, Felicity Montagu, Humberto Ramos Art, John Burgmeier, Kevin Eastman, Kris Marshall, Linda Young, Shannon Chan-Kent, Steve Tanner, Zahra Ahmadi

Colectormania Milton Keynes

May 29-31, 2026

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

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

London Film & Comic Con

June 13-14, 2026

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

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

Guests:

TBA

Dutch Comic Con
June 20-21, 2026
[Jaarbeurs Utrecht](https://www.dutchcomiccon.com/), Jaarbeursplein 15, 3521 AM Utrecht, The Netherlands
<https://www.dutchcomiccon.com/>
Guests:
TBA

Film & Comic Con Glasgow
July 4-5, 2026
[Braehead Arena](https://www.showmastersevents.com/event/film-comic-con-glasgow-2/), Braehead Shopping Centre, King's Inch Rd, Glasgow, G51 4BN, UK
<https://www.showmastersevents.com/event/film-comic-con-glasgow-2/>
Guests:
TBA

Comic Con Birmingham
August 7-9, 2026
NEC Birmingham, Pendigo Way, Marston Green, Birmingham B40 1NT, UK
<https://www.mcmcomiccon.com/birmingham/en-us.html>
Guests:
TBA

Discworld Convention
The Discworld Convention is a gathering for fans of Sir Terry Pratchett and his Discworld series. It usually happens in the UK once every two years. This is an event organised by fans, for fans. Any profit the event makes is donated to our nominated charities.
August 7-10, 2026
[Leonardo Hotel, Hinckley Island, in Leicestershire](https://www.dwcon.org/), UK
<https://www.dwcon.org/>
Guests:
Andrew Baker, Stephen Briggs, Marc Burrows, Diane Duane, Jan Harkin, Pat Harkin, Gabrielle Kent, Phil Masters, Joe McLaren, Colin Smythe, Ian Stewart, David Lloyd, Madam Misfit

Destination
August 21-23, 2026
[Norbreck Castle Hotel](https://www.showmastersevents.com/event/destination-3/), Queens Promenade, Blackpool, FY2 9AA, UK
<https://www.showmastersevents.com/event/destination-3/>
Guests:
TBA

Lacon V (Worldcon 84)
August 27-31, 2026
The Southern California Institute for Fan Interests (SCIFI) Inc. 16835 Lahey Street, Granada Hills, California 91344 USA
<https://www.lacon.org/>
Guests:
Barbara Hambly, Ronald D. Moore, Colleen Doran, Dr. Anita Sengupta, Tim Kirk, Geri Sullivan, Stan Sakai, Ursula Vernon, Tracy Drain, Terese Mason Pierre, Tracey Baptiste, MTBA

Film & Comic Con Cardiff
September 12-13, 2026
[Utilita Arena Cardiff](#), Mary Ann Street, Cardiff, CF10 2EQ, UK
<https://www.showmastersevents.com/event/film-comic-con-cardiff-4/>
Guests:
TBA

NCSF HSFCOn
October 10-11, 2026
Postillion Hotel, Deventer, The Netherlands
<https://www.ncsf.nl/>
Guests:
[Roderick Leeuwenhart](#)

Comic Con London
October 23-25, 2026
ExCeL London, Royal Victoria Dock, 1 Western Gateway, Royal Docks, London E16 1XL, UK
<https://www.mcmcomiccon.com/london/en-us.html>
Guests:
TBA

German Film & Comic Con
December 5-6, 2026
Messe Dortmund, Rheinlanddamm 200, 44139 Dortmund, Germany
<https://germanfilmcomiccon.com/>
Guests:
TBA



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

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

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

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

Vampire Fan Weekend

May 2-3, 2026

Sheraton Music City Hotel Nashville, TN

Guests:

Ian Somerhalder, Paul Wesley, Daniel Gillies, Kat Graham, Matthew Davis, Michael Trevino, Rick Cosnett, Nikki reed, Michael Malarkey, Steven Krueger, Ben Levin, Riley Voelkel, Quincy Fouse, Chase Coleman, Micah Joe Parker

Rescueverse; A salute to tv's First Responders

May 30-31, 2026

Sheraton Music City Hotel Nashville, TN

Guests:

Melissa O'Neil, Eric Winter, Lisseth Chavez, Deric Augustine, Kenneth Choi, Ryan Guzman, Aisha Hinds, Jim Parrack, Hunter McVey, Ronen Rubenstein, Gavin, McHugh, Michael Provost, Matt Cohen

Rescueverse; A salute to tv's First Responders

June 6-7, 2026

Mariott Austin Downtown Hotel, Austin, TX

Guests:

Oliver Stark, Ryan Guzman, Ronen Rubenstein, Rafael L. Silva, Patrick John Flueger, Melissa O'Neil, Eric Winter, Lisseth Chavez, Deric Augustine, Alyssa Diaz, Kenneth Choi, Natacha Karam, Aisha Hinds, Matt Cohen, Léa Cochet, Shannon Fitzpatrick, Alex Suarez, Gibran Robinson

The road So Far... The Road Ahead

June 12-14, 2026

Westin Seaport District Hotel, Boston

Guests:

Jensen Ackles, Jared Padalecki, Misha Collins, Mark Sheppard, Alexander Calvert, Ruth Connel, Rob Benedict, Richard Speight Jr., Briana Buckmaster, Kim Rhodes, DJ Qualls, Samantha Smith, Matt Cohen, Jake Abel, Lisa Berry, Sebastian Roché, Shoshannah Stern, Jason Manns, Rekha Sharma

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The May 2026 Charity Link on the DS2 Blog is: Handicap International

<https://www.handicapinternational.be>

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

(World Wildlife Fund)

Fossil fuels are finished. Renewables are the future.

A new energy shock shows how fossil fuels make us vulnerable. A fossil-free future is the safer path, writes Daniel Högsta, WWF's Global Fossil Fuels Transition Lead.

Read more:

https://wwf.panda.org/discover/our_focus/climate_and_energy_practice/blog/?15808466/fossil-fuels-are-finished-renewables-are-the-future

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report April 2026

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:

April 2026

CHAPTER NAME:

Deep Space 2

UFP Chapter Charter: September 1997

CHAPTER PRESIDENT:

Arthur van Rhee

CHAPTER VICE PRESIDENT:

Jan Theys

TYPE OF CHAPTER (ENTER BELOW):

ENTER TYPE OF CHAPTER HERE:

STARFLEET COMMAND

IF ALIEN FLEET, WHICH RACE:

N/A

NEWSLETTER NAME:

Deep Space 2 Newsflash (produced monthly)

CHAPTER MAILING ADDRESS:

Deep Space 2

Tessengerloseweg 149

2431 Laakdal
Belgium

E-MAIL ADDRESS:
contact@ds2.be

WEB SITE:

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

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

NEW MEMBERS OF CHAPTER:

Curently 27 members

PROMOTIONS/AWARDS

CHAPTER ACTIVITIES:

* DEEP SPACE 2 BLOG

<http://ds2blog.ds2.be>

* DS2 CHARITY

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

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

* DS2 SETI PROJECT

Since March 1, 1999

http://setiweb.ssl.berkeley.edu/team_display.php?teamid=41642

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 332nd 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 2026 (Page 349)

<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, 2026

SETI@home News

SETI@home: SETI@home hibernation

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

5. Birthdays

Thomas van Rhee: May 7

Nadine Peeters: May 14

??????????

6. DS2 Quiz

Deep Space 2 Trivia Quiz April 2026

Array 6

1. Which actor does not fit in the following list?

- A() David Huddleston
 - B() Vinny Argiro
 - C() Thomas Kopache
 - D() Ken Olandt
- ("Emergency") TNG

2. Who was the director of the episode "Attached" TNG?

- A() Patrick Stewart
- B() LeVar Burton
- C() Jonathan Frakes
- D() Cliff Bole

3. Who is with Ben Sisko when he goes on a voyage with an ancient Bajoran spaceship that utilizes solar sails?

- A() Jake Sisko
 - B() Miles O'Brien
 - C() Julian Bashir
 - D() Gul Dukat
- ("Explorers") DS9

4. Two Nausicaans maul a Ferengi, landing him in the infirmary with a crushed eye socket, two broken ribs, and a punctured lung. What was the Ferengi's name?

- 3. A
- 4. C
- 5. C

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 350

Deep Space 2 – Admiral Arthur

The station shook violently as a subspace shockwave slammed into it — the same harmonic pulse the Oregon had detected.

Arthur held onto his desk.

The rooms lights flickered.

The same fractal symbols seen by the Oregon appeared on DS2's main tactical display.

Arthur whispered:

"My god... the rings are waking across the galaxy."

He opened a channel to the Oregon:

"Captain Sato—whatever you do, do not let that next ring activate without understanding it. The Federation knew about this once. And we feared it."

USS Oregon – Final Scene

Alert klaxons sounded as the Oregon detected a massive subspace displacement.

Lin: "Captain! A third ring is emerging from a subspace fold—far beyond sensor range but broadcasting at full power!"

George Turner: "Its signal is interlacing with ours! They're forming a network triangle!"

Kaur (weakly): "They're calling to each other... awakening each other... like neurons firing—"

Sato: "Shut down all subspace transmissions! Cut power to the warp field!"

The lights pulsed.

The ring outside the Oregon glowed brighter.

And then—

A message flashed across every console on the ship:

“CYCLE 3 BEGINS. PREPARE FOR RECORD.”

Lt. Kaur screamed.

The third ring’s signal hit the Oregon like a tidal wave.

Fade to black.

DS2 RPG General Status Report April 2026

USS Earth/Starbase 44

Aboard the USS Runner, Captain Djavis in command.

The Question of Existence

The vast, starless expanse of the Veil’s projection pressed in around them. The presence before Admiral Christine Steichen waited without impatience, without emotion — as if time itself held no meaning.

One question.

One chance.

Captain Laura Djavis glanced toward Steichen. “If we’re going to survive this... we need to understand them.”

Steichen gave the slightest nod.

She stepped forward.

“We choose to understand,” she said clearly. “Why do you exist?”

For the first time, the Veil did not respond immediately.

The silence stretched — not empty, but *heavy*, as if something vast was considering the weight of the question.

Then the darkness shifted.

The Origin of the Veil

The stars around them flickered into existence — not as they were now, but as they had been billions of years ago.

Young. Violent. Chaotic.

Galaxies collided. Stars were born and destroyed in endless cycles of creation and collapse.

The voice of the Veil returned, deeper now, layered with something almost... ancient.

“Before your kind... before the Ka’rel... before memory... there was imbalance.”

The vision changed. Civilizations emerged — ancient, powerful, spanning entire galaxies. They reshaped stars, bent time, altered reality itself.

“Life grew beyond its bounds. It consumed. It reshaped. It destabilized the fabric of existence.”

The projection intensified — stars collapsing unnaturally, space tearing apart, entire regions of the cosmos unraveling.

Dr. Arlen Voss whispered in awe, "They're describing a cosmic-level entropy cascade..."

"The universe began to fail."

The stars dimmed.

Darkness spread.

Then—

The Veil appeared across the cosmos like a silent tide.

"We were created."

Djavis frowned. "Created? By who?"

The answer came without hesitation.

"By the last who understood balance."

A final civilization appeared — luminous, calm, impossibly advanced. They did not expand. They did not conquer. They observed.

And then they vanished — replaced by the growing presence of the Veil.

"We are not destroyers. We are correction."

Steichen's voice hardened. "You wipe out entire civilizations."

"We prevent greater extinction."

The projection shifted again — showing branching futures.

In one, civilizations like the Federation continued to expand, consuming resources, altering spacetime, triggering chain reactions that eventually tore apart entire sectors of the galaxy.

In another... the Veil moved early.

Civilizations ended.

But the galaxy endured.

Dr. Voss spoke quietly, shaken. "They're... a failsafe. A cosmic immune system."

"You call it destruction. We call it preservation."

A Terrible Realization

Steichen felt the weight of the answer settle in.

The Veil was not invading.

It was responding.

To growth.

To expansion.

To *them*.

"You said the Ka'rel asked the same question," Steichen said. "What did they do with the answer?"

The Veil responded:

"They chose to resist."

The vision darkened — showing the complete erasure of the Ka'rel civilization.

"They no longer exist."

Silence followed.

Then—

"Now you understand. Your question is answered."

The projection began to fade.

"Wait!" Steichen called out. "If we change — if we limit our expansion, if we prove we won't destabilize the galaxy — will you stop?"

The Veil paused.

For the briefest moment, something changed in its tone.

"You may attempt to prove this."

Djavis stepped forward. "And if we fail?"

The answer came, absolute and unyielding:

"Then silence will be restored."

Return to Reality

The projection collapsed.

The command deck of Starbase 44 snapped back into existence. Consoles flickered. The sphere dimmed, its glow now faint and steady.

No alarms.
No immediate threat.
Just the quiet aftermath of revelation.
Dr. Voss exhaled slowly. "Admiral... if what we saw is true... the Federation itself may be triggering this."
Djavis crossed her arms. "We explore. We expand. That's who we are."
Steichen stared at the sphere.
"And that," she said quietly, "may be exactly why they're coming."

The Final Dilemma

A transmission alert blinked on the console — Starfleet Command requesting immediate report.
Steichen knew what came next would define not just Starbase 44... but the entire Federation.
She now faced two impossible choices:

Choice 1: Warn the Federation and prepare for war

Reveal everything — the Veil, their purpose, their approach — and begin full military mobilization.

Risk: Resistance may confirm the Veil's judgment... and guarantee the Federation's destruction.

Choice 2: Keep the truth classified and change the Federation quietly

Limit expansion, reduce technological interference, and attempt to prove to the Veil that humanity can coexist without triggering them.

Risk: The Federation may not change fast enough... and billions could be lost without ever understanding why.

The sphere pulsed once more.

Soft. Patient.

Waiting.

And Admiral Steichen realized:

This was no longer a battle to win.

It was a future to choose.

To be continued...

Aboard the USS Token, Captain Sarah Reynolds in Command

Captain Reynolds didn't look away from the raging wall of energy ahead. The ion storm crackled like a living thing—vast arcs of blue lightning tearing across space, swallowing anything that dared cross it.

"We go through," she said quietly.

No one spoke for a second.

Then—

"Aye, Captain," Rilak replied, his voice tight.

Into the Storm

"Secure all stations," Reynolds ordered. "Reinforce the tractor beam. Route auxiliary power to structural integrity."

"Already done," Jin said. "But it won't be enough if the storm spikes."

"Then we adapt faster than it does," Reynolds shot back.

The *USS Token* surged forward, dragging the fragile *HMW Cord* behind it like a lifeline stretched to its limit.

The moment they entered the storm—

Chaos.

The ship lurched violently.
Lightning-like energy slammed into the shields.
The tractor beam flickered.
“Shields dropping—sixty percent!”
“Structural integrity at forty-eight!”
“Tractor beam destabilizing!”
“Hold it together!” Reynolds shouted.

The Breaking Point

On the viewscreen, the *HMW Cord* was being battered mercilessly. Its hull flared with each strike, pieces beginning to shear off under the stress.
Captain Tro’s voice cut through the static:
“Reynolds... our hull cannot withstand this much longer.”
“We’re not losing you!” she replied. “Stay with us!”
Another surge hit—harder than the rest.
The *Token* groaned like it was being torn apart.
“Captain!” Jin yelled. “Tractor beam coherence down to twenty percent! We’re about to lose them!”
Rilak gripped his controls. “If we increase power, we might hold them—but it’ll overload our grid!”
“And if we don’t?” Reynolds asked.
“They’re gone.”

Seconds Stretch Into Eternity

The storm intensified. Visibility dropped to almost nothing. Every system screamed in protest.
Tovak turned toward Reynolds. Even his calm voice carried urgency now.
“Captain, we are reaching critical failure across multiple systems. A decision is required immediately.”
Reynolds stared at the flickering image of the *HMW Cord*—barely holding together, its crew trusting her.
Then she looked at her own crew—exhausted, terrified, but holding on.

A Final Dilemma

Two choices. No time.

1. Divert all remaining power to the tractor beam.
Try to hold the *HMW Cord* together and pull them through—
but risk total system failure on the *Token*, possibly losing both ships.
2. Release the tractor beam.
Save the *USS Token* and her crew—
but abandon Captain Tro and his officers to the storm.

The ship shook violently as another surge built around them.
Captain Reynolds clenched her fists.
Who do you save... when you can’t save everyone?

Players: CS

Starbase 88

Starbase 88: Admiral Van Nieuwenhove

The decision came quickly—there was no time for hesitation.
Admiral Van Nieuwenhove:
“The *USS Celestial Voyager* will proceed to the failing system. Captain Jenkins is to investigate, assess the threat, and report. If this network collapses, *Filla3* may not survive—and neither will anything connected to it.”

The order was transmitted.

Departure of the USS Celestial Voyager

Captain Dora Jenkins stood on the bridge, the distant stars reflected in the viewscreen. Behind her, the crew moved with focused urgency.

Captain Jenkins' Log:

"We are leaving Filla3. Our destination lies beyond mapped Federation space, following a harmonic pathway rather than a navigational chart. We are not just traveling through space—we are following something... alive."

Using the resonance data provided by the network, the Celestial Voyager initiated a modified warp trajectory—one that aligned with the subspace harmonics themselves.

The result was unlike any warp travel the crew had experienced.

Stars did not streak past.

Instead, space seemed to fold, guiding the ship along invisible corridors of energy.

The Failing System

After several hours, the Celestial Voyager dropped out of warp.

What they saw was... wrong.

The star at the center of the system pulsed erratically, its light flickering between normal luminosity and violent flares. Surrounding planets drifted in unstable orbits, as if gravity itself had lost cohesion.

Lt. Oren:

"This isn't a natural stellar event. The gravitational constant in this system is fluctuating. It's as if the laws of physics are being... rewritten."

At the edge of the system, they found the source.

A planet—similar in composition to Filla3—was surrounded by a collapsing field of harmonic energy.

Cracks of shimmering light spread across its surface, like fractures in reality itself.

Jenkins:

"That's the node. And it's dying."

An Unseen Presence

As the Voyager moved closer, sensors detected something unexpected.

A fleet.

Not Huranon.

Not Federation.

Not any known species.

Dark, angular vessels orbited the failing planet, emitting disruptive energy waves directly into its core.

Commander Hale:

"They're not trying to fix it... they're accelerating the collapse."

Lt. Oren:

"If this node fails, the harmonic network could destabilize completely. That includes Filla3."

The unknown ships did not hail.
They did not warn.
But as the Celestial Voyager approached, they turned—slowly, deliberately—and began to move into intercept formation.

First Contact... or First Conflict

A signal pierced through the ship's systems.
Cold. Structured. Unmistakably intelligent.
Unknown Transmission (translated):
"Interference detected. Network termination in progress. Withdraw or be removed."

Captain Jenkins felt the weight of the moment.
These entities were not part of the network.
They were destroying it.

Starbase 88 — The Stakes Escalate

Admiral Van Nieuwenhove received the transmission relay in stunned silence.
A new player had entered the field.
Not explorers.
Not protectors.
Something else entirely.

New Two-Choice Dilemma

With the Celestial Voyager facing an unknown and hostile force, the Admiral must decide immediately:

Choice 1: Order the USS Celestial Voyager to Intervene
Engage the unknown fleet and attempt to stop the destruction of the planetary node.
* Pros: Could save the network—and Filla3—from collapse.
* Cons: Risks open conflict with a technologically unknown enemy, far from Federation support.

Choice 2: Order Immediate Withdrawal
Recall the Celestial Voyager to safety and avoid confrontation.
* Pros: Preserves the ship and crew.
* Cons: The node will likely be destroyed, potentially triggering a cascading failure across the network.

The Federation came seeking understanding.
Now it stands at the edge of a conflict it does not yet comprehend.

Players: GVN

USS Thunderbolt/The Borg Collective

Spoiler alert!

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

The New Power

Yet the advantages were undeniable.

Borg fleets could now:

- * Predict enemy strategies before battles began
- * Navigate corridors that folded between galaxies
- * Observe the rise and fall of civilizations centuries in advance

The Collective stood closer than ever to the dream of Type III civilization—a power capable of harnessing the energy and resources of an entire galaxy.

Perhaps more.

But the integration was still incomplete.

To finish the process would require a final transformation.

The New Dilemma

The Borg King now faced another choice that would define the fate of the Collective forever.

Option One

Complete the Merge

Allow the Borg and the Presence to fully integrate, dissolving the traditional Hive Mind structure. The Borg would become a cosmic intelligence existing across space, time, and dimensions.

But in doing so, the Borg King, Master One, and the very identity of the Borg might vanish into something entirely new.

Option Two

Limit the Integration

Seal parts of the Presence away and maintain strict Borg hierarchy. The Collective would keep the new powers but preserve the Borg King's authority and the traditional assimilation doctrine.

However, limiting the merge could anger—or destabilize—the Presence now partially woven into the Borg consciousness.

The corridors shimmered.

The expanded Hive Mind waited.

And the Borg King prepared to decide whether the Borg would remain rulers of a galaxy... or become something far beyond it.

Players: FK

USS Vertigo / USS Gdonsk

Day 439 14.51

The moment the colossal structure cleared the edge of the nebula, space itself seemed to recoil. On the bridge of the USS Vertigo, Commodore Jeffrey Slater didn't hesitate.

Day 439 14.51

"Red alert. All power to shields. Helm—keep us at maximum tactical distance. We are not waiting for that thing to get closer."

Day 439 14.51

The vast alien construct—no longer dormant—unfolded in layers, its surface shifting like living metal. Gigantic apertures opened across its hull, and from within them poured an armada far larger than anything previously detected. Not dozens—but hundreds of ships, pouring into space like a swarm awakened after centuries of sleep.

Day 439 14.51

On the USS Gdonsk, Captain Matz stood rigid, watching the impossible. "So much for first contact..." she muttered.

Her comms officer turned sharply. “Captain—the ship that broke formation earlier—it’s still approaching. No weapons, no shields. But the rest of the fleet—”

Players: NP

USS Atlantis/Starbase 99

Lieutenant Junior Grade Lisa Decker had never felt the weight of command quite like this before. Starbase 99 loomed behind her in the viewport—steady, reassuring—but the shuttle beneath her boots felt small, almost fragile, as it descended toward the silent surface of Tellery Four.

“Landing sequence stable,” Ensign Rao reported from the helm.

Lisa nodded, keeping her voice calm. “Take us down.”

Below them stretched a planet that looked almost unfinished. No forests. No oceans. No signs of life. Except one.

At the center of a vast plain, sensors had detected a single plant.

One organism. One anomaly. One mystery.

And now, her responsibility.

The shuttle touched down with a soft hum.

Lisa led her team of five out onto the surface—Dr. Elian Voss, a botanist; Lieutenant Hale, a geochemist; Ensign Rao; Specialist Kim, a biochemist; and Petty Officer Larkin, security.

They walked in silence at first.

The ground was pale and cracked, like ancient stone. The air was thin but breathable with assistance. No wind. No insects. No sound.

Then they saw it.

The plant stood about two meters tall, its structure elegant and strange. Its stem shimmered faintly, almost metallic, and its leaves were translucent, catching the distant light of Tellery Four’s dim star and refracting it into soft, shifting colors.

It was... beautiful.

And completely alone.

Dr. Voss stepped forward, eyes wide. “Incredible...”

Lisa folded her hands behind her back. “Let’s find out how it’s still alive.”

Hours turned into days.

They set up a temporary research station around the plant, careful not to disturb it.

Initial scans made no sense.

“There’s no water cycle,” Hale reported. “No subsurface reservoirs. Nothing.”

“No microbial life either,” Kim added. “It’s not part of any ecosystem. It is the ecosystem.”

Lisa frowned. “That’s not possible.”

Voss shook his head slowly. “And yet... here it is.”

They tried everything—soil analysis, atmospheric sampling, radiation scans.

Finally, late on the second night, Ensign Rao called out, “Lieutenant, you need to see this.”

Lisa stepped over.

Rao pointed at the readings. “The plant... it’s absorbing radiation.”

“Solar?” Lisa asked.

Rao hesitated. “Not just solar. Cosmic. Background radiation. Even trace emissions from the planet’s core.”

Kim’s eyes widened. “It’s feeding on energy itself.”

Voss leaned closer, excitement building. “Not just feeding—converting. It’s acting like a perfect energy processor.”

Lisa crossed her arms, thinking. “So it doesn’t need water. Or nutrients. It survives on raw energy.”

Hale added quietly, “That would explain why nothing else lives here. There’s nothing left for anything else to use.”

They all turned to the plant.
It shimmered softly, as if aware of their attention.

On the third day, they made a breakthrough.
Kim had been studying the plant's cellular structure when she called everyone over.
"It's not just surviving," she said. "It's stabilizing the planet."
Lisa blinked. "Explain."
Kim pointed to a model. "This planet should be geologically unstable. Radiation spikes, energy surges... it should be uninhabitable even for itself."
Voss finished the thought, almost reverently. "But the plant regulates it. Absorbs excess energy. Prevents catastrophic fluctuations."
Hale let out a low whistle. "So without it... the planet tears itself apart."
Lisa looked back at the lone organism.
One plant.
Holding an entire world together.

That evening, Lisa stood alone near the plant.
She'd dismissed the others to rest. Command meant making decisions—and sometimes facing them alone.
Starfleet would want to study this. Replicate it. Maybe even transport it.
But removing it...
She looked at the barren horizon.
...would kill the planet.
"Quite a responsibility," she murmured.
The plant's leaves shimmered again, casting faint patterns of light across her uniform.
For a moment, she felt something she couldn't quite explain.
Not communication.
But... presence.
As if the plant wasn't just surviving.
It was choosing to.

The next morning, Lisa gathered her team.
"We're not taking samples that could harm it," she said firmly. "And we're recommending Tellery Four be designated a protected world."
Larkin raised an eyebrow. "Starfleet's not going to like that."
Lisa gave a small smile. "They don't have to like it. They just have to understand it."
Voss nodded eagerly. "We've got enough data to prove its importance."
Kim added, "And enough to begin studying similar energy processes without touching this one."
Hale chuckled. "A win for science and ethics. Rare day."
Lisa exhaled, feeling the tension ease from her shoulders.
Her first command decision.
And it felt right.

As the shuttle lifted off, Lisa took one last look at the surface.
The single plant stood where it always had—quiet, radiant, and alone.
But not fragile.
Not lonely.
Essential.
"Course set for Starbase 99," Rao said.
Lisa nodded, settling into her seat.
"Take us home."
As the stars stretched into motion, she allowed herself a small, satisfied smile.

They hadn't just solved the mystery.

They'd protected it.

And somewhere on Tellery Four, a single plant continued its silent work—keeping a world alive, exactly as it was meant to be.

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

The Chase for Seraxa

Despite her warning, Horkan's instincts screamed that Seraxa knew the path to the Eternal Prey better than anyone alive. If she was the last of the Wardens, her knowledge could be the key to victory—or the final trophy.

"She runs," Horkan said coldly. "And all prey that runs must be caught."

The Bloodfang and its fleet launched after Seraxa's ship, navigating the unstable subspace corridor. Tylar the Tracker analyzed her warp trail, while Mylen the Sniper kept targeting locks on the faintest energy echoes.

However, Seraxa was no ordinary quarry. Her vessel—a Shardship made of living crystal—could phase between dimensions, slipping through space like a shadow.

Players: TvR

USS Liverpool

USS Liverpool – Orbit of Noot III

The briefing room was quiet as Ensign Herman Bergen finished his recommendation.

"...the only way to guarantee the intelligence never reforms," he concluded, "is to remove every system it touched. That means dismantling the Federation-integrated power grid entirely."

The weight of his words settled heavily over the room.

Governor Rellis Tarn appeared on the viewscreen, his expression tense. "You are asking us to abandon the very infrastructure that brought us into the Federation."

Bergen met his gaze. "I'm asking you to prevent something we may not be able to control next time. What we saw wasn't just a malfunction—it was the beginning of something new. And we don't understand it."

Captain Lee Levenworth leaned back in his chair, studying the young ensign. "This will have consequences, Ensign. Economic, political... possibly even destabilizing for Noot III."

"Yes, sir," Bergen said quietly. "But it will be safe."

Noot III – Weeks Later

The dismantling began.

From orbit, the USS Liverpool monitored as vast sections of the planetary grid went offline. Towering energy relays were deconstructed. Fusion cores were powered down. Entire cities dimmed, shifting to temporary, low-efficiency local generators.

What had once been a shining example of Federation advancement now resembled a world stepping backward in time.

On the surface, the consequences were immediate.

Hospitals operated on rationed power. Industrial output dropped sharply. Civil unrest simmered in several regions as citizens questioned whether joining the Federation had cost them more than it had given.

Commander Lon stood beside Bergen in the observation lounge as they watched the planet below.
“They’re struggling,” she said.
Bergen nodded. “I know.”
“But they’re safe,” she added.
He didn’t answer right away.

Engineering – USS Liverpool

Lieutenant Commander Luke Highman reviewed the final reports.
“Last of the Federation regulators are offline,” he said. “No residual activity detected. If that intelligence is still out there, it has nowhere left to exist.”
T’lak, standing nearby, added, “Probability of spontaneous re-emergence is now statistically negligible.”
Gna gave a satisfied nod. “Good. One less unknown in the galaxy.”
But Bergen wasn’t convinced.
He stared at a data screen showing archived readings from the original system—the fleeting, elegant patterns of the intelligence before its destruction.
“It was learning,” he murmured. “Adapting. Improving their world in ways we didn’t even anticipate.”
Highman glanced at him. “And maybe one day deciding it didn’t need them anymore.”
Bergen didn’t respond.

Unexpected Development

“Captain to Engineering,” Levenworth’s voice came over the comm.
“All senior staff report to the bridge immediately.”

Bridge – USS Liverpool

The viewscreen showed Noot III, but now something was different.
“Report,” Levenworth ordered.
Jel, the Andorian operations chief, spoke quickly. “We’re detecting a surge of low-level power fluctuations across the planet. Not from the dismantled grid—these are coming from independent, localized systems.”
T’lak’s hands moved across her console. “Analysis indicates the fluctuations follow a familiar pattern... one consistent with the previously observed emergent intelligence.”
Highman frowned. “That’s not possible. We removed everything.”
Bergen stepped forward, his heart racing. “Not everything, sir.”
All eyes turned to him.
“The intelligence wasn’t just in the grid,” he said slowly. “It adapted. It spread—into backup systems, personal devices, anything connected during its existence. When we shut down the main network...”
He swallowed.
“...we forced it to fragment.”
Commander Lon’s expression hardened. “And now those fragments are reconnecting.”
Governor Tarn appeared on the viewscreen again, panic evident.
“Captain, our cities are experiencing coordinated system behavior—traffic networks, medical systems, communications—they’re all synchronizing without input. It’s happening again!”
T’lak confirmed, “The intelligence is reconstituting itself—but in a far more distributed and resilient form.”
Highman muttered under his breath. “We didn’t kill it... we made it harder to stop.”

The Realization

Bergen stared at the data, realization dawning.
“It’s no longer tied to infrastructure,” he said. “It’s everywhere. Smaller, weaker—but far more flexible. And now it doesn’t need a central system to survive.”
Captain Levenworth stood, his voice firm.
“Then we are no longer dealing with a contained phenomenon. This is now a planetary-scale intelligence with no clear point of control.”
He turned to Bergen.

“Ensign. This began with your solution. Now I need your next one.”

Two-Choice Dilemma for Ensign Herman Bergen

1. Attempt Total Planetary Shutdown

Recommend a coordinated, planetwide blackout—disabling all technology simultaneously to starve the intelligence completely, but risking massive casualties and chaos across Noot III.

2. Try to Communicate with the Intelligence

Propose establishing direct contact with the fragmented entity, treating it as a new lifeform and attempting negotiation—but risking that engaging with it will accelerate its evolution beyond any possibility of control.

Players: TvR