



Deep Space 2 Newsflash June 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/ds2archiefflas6_25.pdf

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1. A word from the DS2 CO

Hi all,

For the Belgian members, don't forget:

Comic Con Gent

June 28-29, 2025

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

<https://comiccongents.com/>

Guests:

Natalia Tena, Jack Gleeson, Andrew Wincott, Tim Downie, MTBA

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



The Delta Quadrant Needs You!

Become a Delta Recruit starting May 13th on PC, and earn great rewards across your account!

By Fero May 12, 2025, 08:00 AM

The special Delta Recruitment event is coming back! From May 13th at 8am PT to June 3rd at 12pm PT on PC, you can create a new Delta Recruit character. Any newly-made 2409 Starfleet character, Klingon Defense Force character, or Romulan Republic character is eligible to become a recruit for the 21 days that this event runs!

Delta Recruits gain a set of special goals in order to prepare for the Iconian War. Using a tesseract transceiver from the future, you'll chase down information about the Iconians and complete other tasks to make sure your faction's ready to handle the Iconians. Along the way you'll earn great rewards, and gain special account unlocks so that your other characters are rewarded, too!

Remember, to become a Delta Recruit and gain access to the rewards, you must make a new 2409 Starfleet character, a Klingon Defense Force character, or a Romulan Republic character during the event, then you must play the tutorial until you receive your special Delta Recruit tesseract transceiver device. Once you receive the device, your character is a Delta Recruit and you can complete the goals any time and claim the rewards, even after the event ends.

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.

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:

Jess Conrad Obe, Victoria Wicks, Christopher Villiers, Michael Praed, Karl Howman, Andrew Hawkins, Jane Merrow, Janet Ellis, Robert Duncan, Michael Cashman, David Charkham, Larry Dann, Ashley Knight, Andree Bernard, Jane Turner, Joanna Lee

Dutch Comic Con

June 20-22, 2025

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

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

Guests:

Jared Padalecki, Misha Collins, Dean Norris, Dave Jones, Samantha Beart

Comic Con Gent

June 28-29, 2025

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

<https://comiccongents.com/>

Guests:

Natalia Tena, Jack Gleeson, Andrew Wincott, Tim Downie, MTBA

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

Waagnatie, 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

Razor Reel Flanders Film Festival

October 23 October - November 1, 2025

Sint-Lodewijkscollege, Magdalenastraat 30, 8200 Sint-Andries (Brugge)

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

F.A.C.T.S.

November 1-2, 2025

Flanders Expo, Maaltekouter 1, 9051 Gent, Belgium

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

Guests:

TBA

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.

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

The Road So Far...

The Road Ahead

July 11-13, 2025

Suburban Collective Showcase, 46100 Grand River Avenue, Novi, MI 48374

Guests:

Jensen Ackles, 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, Steven Williams, Jason Manns

Vampire Fan Weekend Convention

July 19-20, 2025

Westin Boston Seaport District Hotel

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Candice King, Chris Lee, Rick Cosnett, Chris Brochu, Chase Coleman, Micah Joe Parker, Addison Briann

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The June 2025 Charity Link on the DS2 Blog is: Tele-Onthaal

<https://www.tele-onthaal.be>

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

(World Wildlife Fund)

Coping with change in a warming Mediterranean

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.

WWF's 'How climate changes wildlife' series focuses on the need to safeguard wildlife around the world from these harmful impacts. In this second feature, we look at how warming waters are changing ecosystems in the Mediterranean Sea – and how we're helping people and wildlife to respond.

Read more:

<https://www.wwf.org.uk/news/articles/coping-with-change-in-a-warming-Mediterranean>

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report May 2025

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
May 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
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 322nd 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 June 2025 (Page 339)

<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
June 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

Wim Keuleers: June 4

Conny Parmentier: June 9

Lieselotte Keuleers: June 20

Louis van Rhee: June 28

????????

6. DS2 Quiz

Deep Space 2 Trivia Quiz June 2025

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

Question 1 is about a race or a planet.

Question 2 is about a ship or a starbase

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

Array 30

1. For which government was Vadosia an ambassador?

A() Vulcan

B() Zalkonian

C() Bolian

("The Forsaken") DS9

2. What is the name of the sleeper ship which carried the dictator Khan Noonien Singh after the eugenics wars?

A() Bounty

B() Botany Bay

C() Enterprise

("Space Seed") TOS

3. What is the name of the Cardassian professor of Rekelen and Hogue?

A() Natima Lang

B() Kora Hir

C() Mirya Hund

("Profit and Loss") DS9

[illegible]

ANSWERS

1.C

2.B

3.A

7. DS2 Story and RPG Monthly Status Report

DS2 Story

Current Episode: New Technology

The Continuing Story of Deep Space 2: Page 339

As the echoes of the subspace rift incident subsided, a new chapter unfolded on Deep Space 2, introducing additional officers whose unique skills and backgrounds added depth to the station's vibrant tapestry.

Lieutenant Commander Rafaela Nkosi (Security):

Lt. Cmdr. Nkosi, a seasoned security officer, observed a surge in internal security breaches during the subspace rift crisis. Working closely with Ensign Turner, she uncovered a sophisticated hacking attempt by an external entity attempting to exploit the station's vulnerabilities. Together, they strengthened Deep Space 2's cybersecurity, ensuring the station remained impervious to future threats.

Ensign Javier Ramirez (Communications):

Ensign Ramirez, a skilled communications officer, played a pivotal role in establishing contact with neighboring star systems during the crisis. His linguistic prowess and knowledge of interspecies communication facilitated collaboration with nearby alien civilizations, gathering valuable data on subspace rift occurrences and enhancing the station's interstellar alliances.

Lieutenant Maya Kaur (Environmental Sciences):

Lt. Kaur, an environmental sciences specialist, joined forces with Lt. Sato to address the ecological aftermath of the subspace rift. The station's ecosystems had been subtly affected, and their collaboration ensured the restoration of the delicate balance within Deep Space 2. Together, they implemented sustainable measures to harmonize the station's artificial environment with the natural order.

Ensign Nikolai Ivanov (Navigation):

Ensign Ivanov, a navigation expert, noticed irregularities in the station's navigation systems during the subspace rift incident. Collaborating with Ensign Rodriguez, he fine-tuned the station's course and trajectory, ensuring it moved seamlessly through space and avoided potential hazards caused by the lingering effects of the cosmic disturbance.

These new officers, each contributing their unique skills and perspectives, seamlessly integrated into the station's community. Deep Space 2, having weathered the storm of the subspace rift, emerged as a beacon of collaboration and resilience in the cosmos.

The lower-ranking officers, whose paths had initially converged during the crisis, continued to collaborate on various projects. Lt. Cmdr. Nkosi worked with Ensign Ramirez to implement advanced security protocols to safeguard against external threats. Lt. Kaur and Lt. Sato collaborated on research projects exploring the long-term effects of the subspace rift on the station's ecosystem.

As these collaborations flourished, friendships deepened, and the officers discovered newfound potential

within themselves and each other. The diverse array of expertise among the officers transformed Deep Space 2 into a center of innovation and cooperation, where individuals from different backgrounds and disciplines thrived in their shared pursuit of knowledge and exploration.

Admiral Arthur, observing the growing synergy among the lower-ranking officers, recognized the importance of fostering such collaboration. He initiated cross-disciplinary training programs, encouraging officers to expand their skills and understanding beyond their specialized fields. The station became a melting pot of ideas, with officers engaging in interdisciplinary projects that pushed the boundaries of their collective knowledge.

The success of Deep Space 2, both in overcoming the subspace rift crisis and in fostering collaboration among its diverse crew, sent ripples through the Federation. The station's reputation as a hub of innovation and unity grew, attracting attention and admiration from neighboring star systems.

As the officers continued their daily duties and embarked on new collaborative endeavors, the mysteries of the cosmos unfolded before them. The uncharted paths of the 25th-century universe beckoned, and the crew of Deep Space 2 stood ready to face whatever challenges and discoveries awaited them in the boundless expanse of space.

DS2 RPG General Status Report May 2025

USS Earth/Starbase 44

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

Location: Starbase 88 — Command Deck
Commander: Admiral Van Nieuwenhove

After lengthy consultation with the Federation Council, environmental science advisors, and strategic planners, Admiral Van Nieuwenhove authorized Option 2: Designation of Filla3 as a Future Colony World. The order was formalized and encoded into the Starfleet Colonial Expansion Act records:

"Filla3 shall be developed as a strategic and sustainable colony, under Federation environmental regulations and long-term planning protocols, with the USS Celestial Voyager continuing oversight until Colonial Authority vessels arrive."

It was a bold move. Filla3 was the first new colony world approved in over five years—and the first since the recent destabilizing conflicts. Its development symbolized the Federation's resilience, optimism, and belief in responsible expansion.

Onboard the USS Celestial Voyager

Captain Dora Jenkins — Commanding Officer

"We've begun laying the groundwork for controlled settlement zones on Filla3," Captain Jenkins reported in her latest log.

"Initial sites are being mapped for landing zones, infrastructure modules, and environmental monitoring posts. Our science and engineering teams are coordinating with Federation Colonial Command on all protocols. We're taking every precaution to minimize our footprint."

Temporary facilities were established near a large freshwater lake on the southern continent, where the soil was fertile, the climate temperate, and seismic activity minimal. Automated survey drones mapped the biosphere, cataloging species, terrain anomalies, and hydrological patterns. Special bio-containment labs were constructed to handle potential hazards, while shuttlecraft teams began testing low-impact construction technologies designed for minimal disruption to native life.

Jenkins took the lead in setting the tone: the Federation would be guests first, settlers second.

But Not All Was Peaceful...

Within weeks of the development plans being transmitted to Federation outposts and civilian networks, resistance began to stir—not from an alien power, but from within.

Several respected xenobiologists, including Dr. Elira T'Sai, a Vulcan ecologist aboard the Celestial Voyager, voiced ethical concerns in official protest:

"To disturb a planet so biologically rich and untouched by intelligent life is an error in judgment. We do not yet fully understand the interactions within this biosphere. A single species introduced in error could devastate the balance."

On top of that, a quiet message was intercepted in Federation diplomatic channels—a Huranon ambassador sent a coded communique:

"We have taken note of your interest in Mlein Sector. Filla3 may not be as unclaimed as you presume. We request a dialogue before further development proceeds."

New Dilemma for Admiral Van Nieuwenhove

As preparation for colonization progressed, Admiral Van Nieuwenhove now faced a complex new dilemma:

1. Proceed with Colonization Plans Without Delay

Finalize and accelerate the settlement process. This reaffirms the Federation's claim and shows strength—but could risk diplomatic fallout with the Huranon and worsen internal scientific dissent.

2. Pause and Open Dialogue with the Huranon

Engage in talks to determine whether the Huranon have a legitimate claim or concern. It's diplomatic and cautious—but it may delay colonization indefinitely and be seen as weakness by some Federation members.

3. Temporarily Suspend Colonization and Expand Scientific Research

Halt development to allow deeper ecological study. This may ease internal resistance and buy time for diplomacy—but at the cost of political capital and the perception of indecisiveness.

The weight of the future now rested again on his shoulders—expand, pause, or protect?

The fate of Filla3, and perhaps future Federation strategy, hinged on his next order.

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!

Good Borg or bad Borg

A cold silence settled over the interior of the Borg cube, its systems purring with quiet efficiency after the purge of the infected drones. Captain Elyra stood still in the command chamber, communing with the vast intelligence of the Collective. The moment stretched as streams of data coalesced into a new directive—this time, not from the collective consensus but from a higher singular will.

The Borg King had spoken.

"Captain Elyra. You are to seek out the Vidi'ans. Their knowledge of biological degradation is unrivaled. The pathogen that infected our drones may not be unique. Future threats must be anticipated. We will adapt. You will lead this mission."

There was no refusal. Elyra's assimilated mind pulsed in obedience. She accepted the command and linked with her crew.

The Vidiians, scattered and nomadic, traveled throughout the Delta Quadrant in aging, grotesque ships. Known across star systems for their terrifying reputation—harvesting organs, stripping tissue, living or dead—they were a species both reviled and feared. Their affliction, the Phage, was incurable by their own technology.

To Elyra, they were not monsters. They were an opportunity.

Initiating the Hunt

The Borg cube disengaged from orbit around Redneron and slipped into transwarp. Through a combination of intercepted communications, sensor sweeps, and manipulation of data networks, Elyra and her crew triangulated probable paths of Vidiian movement.

Days passed. Then a faint echo—a scavenging Vidiian ship preying on a mortally damaged freighter. The Borg intercepted.

The Vidiian vessel attempted to flee, but it was futile. The Borg surrounded them like shadows from the void and pulled them into stasis.

Elyra appeared before the startled Vidiian command crew, her presence simultaneously serene and terrifying. Metal metered every motion; her eyes, enhanced with Betazoid clarity, bore into the very psyche of the leader.

“We are the Borg,” she said. “We have not come to assimilate you. We require your help.”

The Vidiians looked among themselves, confused and suspicious. No one asked for their help. No one trusted them.

Elyra continued:

“You are three options.”

Option One: Offer a Cure

“We possess fragments of Vidiian genetic archives gathered from assimilated specimens. With our computational power, we may construct a viable path to reversing the Phage. In return, you will assist in neutralizing a bio-synthetic pathogen that threatens us.”

The Vidiians listened, hungry hope flickering beneath centuries of paranoia. But they had heard promises before.

Option Two: Bribe with Bodies

Elyra’s tone did not change.

“We can deliver biological resources to you. Entire planets of primitive life. Millions of bodies. Some dead. Some alive. You will never want for tissue again.”

Gasps filled the Vidiian bridge. Some smiled darkly. Others recoiled. To be offered so much, so easily—it felt like a trap. But the offer’s power was undeniable.

Option Three: Ask... and Wait

“Or,” Elyra said simply, “you help us. Because we ask. Because we see value in alliance, not conquest.”

This silenced them. Never before had the Borg offered trust, not even in calculated tones. And never before had the Vidiians been given the dignity of choice. It unsettled them more than threats.

The Vidiian commander, a scarred but sharp-eyed woman named Saskal, stepped forward. “You offer a cure to the Phage? Proof. Give us the research. We will decide.”

Elyra gave only this: “You must choose without certainty. This is how trust begins.”

The Vidiians withdrew to deliberate.

The Dilemma

Aboard the Borg cube, Elyra and her crew waited. Time passed. From her chamber, she felt the tension ripple through the Collective. It was alien. Inorganic minds were not meant to feel suspense. And yet it pulsed within them now.

The Vidlians could:

1. Accept the deal, aid the Borg, and take the chance that Elyra's cure might save them.
2. Accept the bribe, demanding bodies in return for their assistance, reducing the Borg's effort to a transactional horror.
3. Refuse entirely, suspecting manipulation, and possibly attempt to infect or trap the Borg as revenge or desperation.

The Borg had extended a hand instead of a blade. Now, they waited to see what would be placed in it.

Captain Elyra, standing in silent stillness at the edge of something unknown, could feel it:

The outcome of this alliance—or the failure of it—could determine how the Borg evolve... or how they fall.

To be a god or not to be a god

The Borg King's Decision

The Borg King stood before the Central Nexus, his mind merged with the highest sub-nodes of the Collective. Streams of thought raced through the hive mind: projections, probabilities, outcomes. The Kobali had proven slippery—anomalous in their ability to cheat death, and resourceful in their efforts to scatter and flee.

"Pursuit would be... inefficient."

Thus, the decision was made.

The Kobali would be permitted to escape. The Borg would mark their genetic code, monitor their movements, and ensure that when the time came—when the galaxy was under complete control—they would be dealt with permanently. The era of their necrogenic trickery would end. For now, however, they were an unnecessary distraction.

"Let them flee to the stars. They will not escape eternity."

The Next Assimilation Targets

With the Kazon fully assimilated and the Kobali temporarily ignored, the Borg turned their cold, analytical attention to new species in the Delta Quadrant. The hive mind ran millions of simulations, seeking optimal candidates that would both enhance the Collective and bring them closer to absolute galactic control.

Here were the top three species identified:

1. The B'omar Sovereignty

* Profile: A xenophobic, bureaucratic species with a tightly controlled and highly organized society. Their technology is defensive in nature, built around denial of space and territory.

* Value to the Borg: Their spatial denial technology and intricate navigational grid control systems could be adapted to create regional assimilation lockdowns, isolating areas of resistance with precision.
* Challenges: Their obsession with protocol and tight defense networks could slow initial incursions, but their rigidity is exploitable.

2. The Hierarchy

* Profile: A race of information brokers and surveillance masters who monitor vast swaths of space to prey on weaker ships.
* Value to the Borg: Their advanced surveillance algorithms and tactical foreknowledge systems would give the Collective unprecedented early-warning capabilities and real-time battlefield control.
* Challenges: They operate in small covert cells, often mobile and decentralized, requiring complex coordination to track and assimilate fully.

2. The Devore Imperium

* Profile: A militaristic regime obsessed with purity and control, known for their oppression of telepaths and aggressive territorial claims.
* Value to the Borg: Their anti-telepathic technologies and deeply structured military doctrine could be integrated into the Collective to counter psychic threats—especially relevant after recent encounters with the Betazoids and Cairn.
* Challenges: Their authoritarian unity makes resistance strong, and their hatred of telepathy may make assimilation psychologically unstable.

The Strategic Dilemma

The Borg King and Master One now faced a critical decision once again:

* Should they pursue the Devore, to strengthen their internal control over future telepathic species?
* Should they go after the Hierarchy, gaining unmatched eyes and ears across the galaxy?
* Or the B'omar, to control space itself and isolate pockets of resistance permanently?

"Perfection is not merely a path—it is a lattice. Every step must strengthen the next."

The Borg had time, yes. But they would not delay. The next assimilation would begin soon. All that remained was to decide which path would most effectively bring the galaxy to its knees.

Players: FK

USS Vertigo / USS Gdonsk

Day 439 13.20

Then, on the fifth day, a faint, fractured signal came through on the Vertigo's communication array. The crew sprang to attention as the distorted voice of Lieutenant Kara Reese, the away team leader, crackled through the static.

"...This is Lieutenant Reese... aboard the Geleon... engines offline... structure nearby... massive... dormant... but it's... waking up... coordinates—"

Day 439 13.21

The transmission was cut short, and the channel went silent again. The room froze for a moment, the ominous words hanging in the air.

Commodore Slater immediately turned to his science officer. "Triangulate that signal. Now!"

Day 439 13.26

The Vertigo and Gdonsk combined their sensor data, working quickly to pinpoint the origin of the distress call. Within moments, they had a rough location—a region of space near the edge of a massive, dense nebula. It was a part of the sector that was known for interfering with sensors, likely masking the Geleon from their previous scans.

Slater opened a channel to the Gdonsk. "Captain Matz, we've got a lead. It's near the Orion Nebula drift. That signal came from Reese. They're still alive."

Players: NP

USS Atlantis/Starbase 99

"The Song of the Silent Victory"

An Account from the Logs of Captain Bar, IKS Dork

The IKS Dork, a battered but fiercely loyal Klingon Bird of Prey, skimmed through the edge of the Vantar Expanse under the command of Captain Bar, son of Groll, a freighter captain by title, but warrior by blood. The Dork was no warship in truth—its hull bore the scars of trade disputes and asteroid collisions rather than glorious battles—but its crew carried themselves with the honor and fire of the Empire.

Their mission was unremarkable: to ferry a volatile mix of Romulan plasma regulators and Federation ale (stolen, of course) to a Ferengi trader near the Ka'la Drift. Boredom clung to the deck like spilled blood... until the stars themselves shifted.

Bar stood at the forward viewport, his ridged brow furrowed. He felt it before he saw it—an echo in the void, like prey disturbed in tall grass. Then: flashes. Disruptor fire. Torpedoes. The void lit up ahead like a Forge Festival on Qo'noS.

"Magnify that sector," Bar barked, slamming his fist into the console. The image resolved to show the massive, regal form of the USS Socrates, a Federation cruiser of the Intrepid-class, trailing ion wake from Starbase 99. Before her—three pirate ships of Orion and Nausicaan design, crude and bristling with stolen tech.

"Ha! They dare challenge her in open space?" scoffed Lieutenant Drex, the gunner, his eye already gleaming for action.

Bar said nothing. His gaze was fixed.

The pirates closed in like hungry targs, but the Socrates did not slow. Instead, she split. Not in damage—but in motion. With a series of spiraling, unpredictable maneuvers that defied inertial logic, the Federation ship curved through the attackers, looping in a triple-helix pattern, venting ionized plasma behind her that clouded sensors.

One pirate ship—a squat Orion scow—collided with its sister vessel, confused by the Socrates' holographic countermeasures. The third ship fired wildly, only to be sliced in half by a return volley of quantum torpedoes, each locked with machine precision.

Bar's hands were clenched into fists. Not from rage—but awe.

"That was no ordinary helmsman," murmured K'Vor, the engineer, half-whispering to himself. "That was art."

In less than forty-three seconds, all three pirate vessels were debris—burning ruins drifting in space. The Socrates didn't even hail them, did not linger to boast or claim. She veered slightly, resumed her course, and disappeared into the stars like a shadow leaving a fire. Silence held the bridge of the IKS Dork.

Bar turned to his crew. His voice rang like a gong in a war-council.
"We have witnessed greatness today. The crew of the Socrates fought not like humans—but like sons and daughters of Kahless!"

He stepped to the center of the deck and unsheathed his d'k tahg.
"They asked for no aid. They gave no quarter. Their blades were clean. Their kill was clean. They passed through fire and emerged untouched. We do not leave such deeds unsung!"

And so he began.

A low chant, deep from the chest, rising like the heartbeat of war. The crew joined in, stomping their boots, slapping their chests, until the small Bird of Prey rang with the Song of the Silent Victory:

They came from the void in silent pride,
The Socrates, with stars as guide,
Three foes they faced with no retreat,
Their fire swift, their justice sweet.
By plasma's burn and photon light,
They danced through flame with lethal might,
No glory claimed, no tribute sought,
But honor won and lessons taught.
So sing we now, in Dork's old hull,
Of brave ones clad in Starfleet's cull,
Though they wear not our crimson red,
They walk the path the warrior's tread.

When the song ended, no one spoke.

Captain Bar turned back to the stars, where the Socrates had gone.
"We shall drink to them tonight," he said. "And remember that even those we once called weak may strike with the hand of Kahless when fate demands."

And in that moment, under the hum of ancient engines and distant stars, the freighter crew of the IKS Dork stood taller than they had in years.
They had seen something rare.

Not a battle...

...but a legend in motion.

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

A New Brotherhood

With the trials complete, Horkan stood before his chosen 21. They were no longer individuals but a unified force, bound by their shared trials and purpose. Each bore scars of their tests, physical and mental, but they stood ready for the ultimate hunt.

As Horkan briefed them on the Eternal Prey, he emphasized the stakes. "This is not merely a hunt for glory," he said. "It is a test of the very essence of what it means to be Hirogen. Should we succeed, our names will echo in eternity. Should we fail, our souls may be lost forever."

The group departed Dreandar to prepare for the journey ahead, their hearts steeled for the challenge. Yet an unspoken tension lingered—each of them knew the prophecy's warning. Would they survive as Hirogen, or would this hunt transform them into something unrecognizable?

Players: TvR