

Deep Space 2 Newsflash August 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/ds2archiefflas8_25.pdf

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1. A word from the DS2 CO

Hi all,

I know this is a little bit early, but this way you can clear your agenda.

Razor Reel Flanders Film Festival
October 23 October - November 1, 2025
Sint-Lodewijkscollege, Magdalenastraat 30, 8200 Sint-Andries (Brugge)
<https://www.razorreel.com/>

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

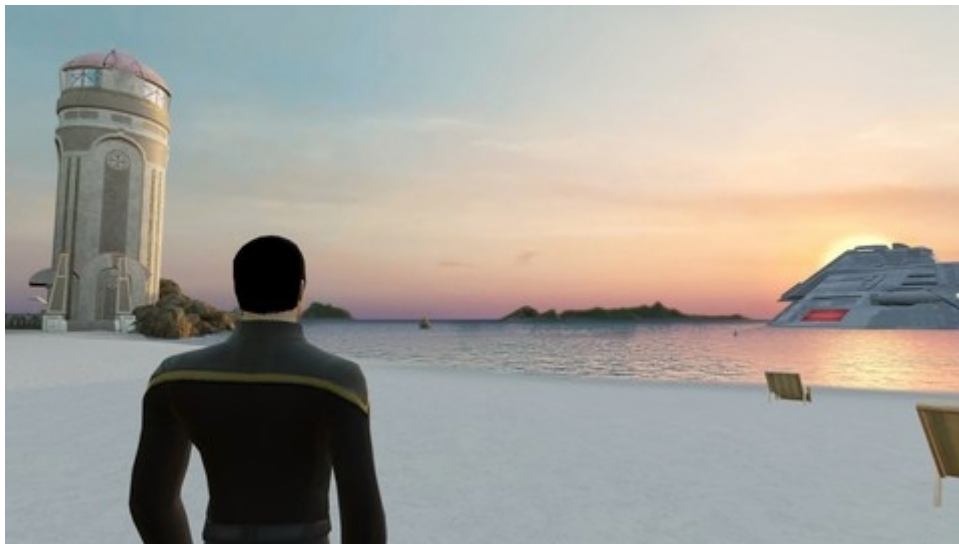
Latest episode: Heart of the Matter

Going on vacation? Why not to Risa!

Running **from July 1st, 2025 at 8am PT until July 30th, 2025 at 12pm PT across ALL PLATFORMS**, players could participate in the various activities available on the pleasure planet to earn Daily Progress towards this year's **Grand Prize - the Federation Intel Holoship [T6]!**

We have been to Risa and here are some screenshots (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.

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.

Creation Entertainment's STLV: Trek to Vegas 2025 Convention

August 6-10, 2025
Rio Las Vegas Hotel
Guests:
More than 100 guests, too much to list here, please check the website

Vampire Fan Weekend Convention
August 16-17, 2025
Greater Columbus Convention Center Columbus, OH
Guests:
Ian Somerhalder, Paul Wesley, Matthew Davis, Candice King, Michael Malarkey, Michael Trevino, Zach Roerig, Chris Lee, Rick Cosnett, Ben Levin, Leo Howard, Chris Brochu, Nathan Dean, Andrew Lees, Chase Coleman, Micah Joe Parker

The Road So Far...
The Road Ahead
August 22-24, 2025
Marriott Austin Downtown, 304 E Cesar Chavez Street, Austin, TX 78701
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, Addison Briann

ST-ORL: Trek to Orlando
August 23-24, 2025
Doubletree by Hilton Universal Orlando, 5780 Major Blvd., Orlando, FL 32819
Guests:
Anson Mount, Anthony Rapp, Bonnie Gordon, Casey Biggs, Celia Rose Gooding, Christina Chong, Cirroc Lofton, Connor Trinneer, Dominic Keating, Ethan Peck, Ethan Phillips, Eugene Cordero, Gates McFadden, Jeffrey Combs, Jeri Ryan, John de Lancie, Max Grodenchik, Michelle Hurd, Ryan T.Husk, Tawny Newsome, Terry Matalas, Vaughn, Armstrong

The Road So Far...
The Road Ahead
September 5-7, 2025
Hyatt Regency O'Hare Hotel, 9300 W Bryn Mawr Ave, Rosemont, IL 60018
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, Jake Abel, DJ Qualls, Gil McKinney, Jason Manns

Vampire Fan Weekend
September 6-7, 2025
Westin Seattle Hotel, Seattle, WA
Guests:
Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Candice King, Michael Malarkey, Zach Roerig, Chris Lee, Rick Cosnett, Ben Levin, Leo Howard, Chris Brochu, Nathan Dean, Andrew Lees, Chase Coleman, Micah Joe Parker

ST-NJ: Trek To New Jersey

September 6-7, 2025

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

Guests:

Anthony Rapp, Bonnie Gordon, Celia Rose Godding, Christina Chong, Doug Jones, Gabrielle Ruiz, John de Lancie, Jonathan Frakes, Kate Mulgrew, Nana Visitor, Nicole De Boer, Ryan T. Husk, Terry Farrell, Tim Russ, William Shatner

Salute to Smallville

September 13-14, 2025

Westin O'Hare Hotel, Rosemont, IL

Guests:

Tom Welling, Michael Rosenbaum, Kristin Kreuk, Erica Durance, John Schneider, John Glover, Aaron Ashmore, Alaina Huffman, Adrienne Palicki, Addison Briann

Salute to Battlestar Galactica New Jersey

September 19-21, 2025

Hanover Marriott Hotel, Whippany, NJ

Guests:

Edward James Olmos, Mary McDonnell, Katee Sackhoff, Jamie Bamber, Tricia Helfer, Aaron Douglas, Grace Park, James Callis, Callum Keith Rennie, Mark Sheppard, Tahmoh Penikett, Michael Rymer

Vampire Fan Weekend

September 20-21, 2025

Sheraton Philadelphia Downtown Hotel, Philadelphia, PA

Guests:

Ian Somerhalder, Paul Wesley, Matthew Davis, Daniel Gillies, Candice King, Michael Malarkey, Michael Trevino, Chris Lee, Rick Cosnett, Leo Howard, Chris Brochu, Andrew Lees, Chase Coleman, Micah Joe Parker

The Road So Far...

The Road Ahead

September 26-28, 2025

Westin Bayshore Hotel, 1601 Bayshore Drive, Vancouver, BC V6G 2V4 Canada

Guests:

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

3. Community Service

The Charity Link on the DS2 Blog will change every first of every month. The August 2025 Charity Link on the DS2 Blog is: Unicef

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

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

(World Wildlife Fund)

Wheels of change: How climate-smart mobile training is reaching farmers in Pakistan

Farmers in Pakistan's provinces of Punjab and Sindh are embracing new techniques delivered by WWF and IKEA mobile training, leading to significant cuts in agriculture's carbon footprint and fostering a powerful movement for sustainable farming.

Pakistan's agriculture remains the backbone of its economy, with its roots deeply embedded in the rural landscape.

Faced with growing challenges from climate change, limited water resources, soil degradation, and an increasing need for more sustainable farming practices, a significant transformation began to take shape in 2020 through the long-standing WWF-Pakistan and IKEA partnership, which spans over two decades.

This partnership aims to strengthen the farming sector's resilience to climate change by equipping farmers with climate-smart agricultural practices.

Read more:

<https://wwf.panda.org/?14204391/Wheels-of-change-How-climate-smart-mobile-training-is-reaching-farmers-in-Pakistan>

4. DS2 Monthly Chapter Report

Deep Space 2 Monthly Chapter Report July 2025

UNITED FEDERATED PLANETS

CHAPTER REPORTING FORM

REPORT FOR THE MONTH OF:
July 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 324th 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 August 2025 (Page 341)

<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
August 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

Anne-Leen Keuleers: August 2

Gert-Jan Keuleers: August 18

????????

6. DS2 Quiz

Deep Space 2 Trivia Quiz August 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 32

1. From which race is the scientist Dr. Bejal Other?

A() Vulcan

B() Bajoran

C() Trill

("Rejoined") DS9

2.Of which class was the USS Hera NCC-62006, commanded by captain Silva La Forge?

A() Ambassador Class

B() Nebula Class

C() Constellation Class

("Interface") TNG

3. Who was the Kobliad security officer who tracked her prisoner Rao Vantika for 20 years?

A() Hara Cat

B() Ty Kajada

C() G'Trok

("The Passenger") DS9

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ANSWERS

1.C

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 341

Captain's Log – USS Oregon

Captain Kira Sato

The USS Oregon, Nova-class exploratory vessel, has officially departed Federation space under my command. Our directive: to explore the unknown regions beyond the star system Gliese 581, a sparsely studied void marked by erratic sensor readings and unverified subspace signals. We proceed under a spirit of peaceful exploration but remain alert—deep space seldom offers the luxury of certainty. The crew is an exceptional ensemble of talent drawn primarily from Deep Space 2. Many of them served with distinction during the subspace rift crisis and subsequent interstellar projects. While this mission represents a new chapter, the bond among them is already proving invaluable.

Command Structure and Key Officers:

Captain Kira Sato – Commanding Officer

My role, as always, is to provide clarity and cohesion. The Oregon may be modest in size, but its crew is bold, and I intend to honor that with clear leadership and trust in their diverse capabilities.

Commander George Turner – First Officer

George Turner is an analytical tactician and a calm voice of reason. Where I lead from the heart, he leads from logic. We are a balanced command pair, and I'm fortunate to have him as my XO.

Lieutenant Commander Alex Rodriguez – Chief Engineer

Rodriguez's understanding of ship systems borders on intuitive. He's overseeing the implementation of adaptive energy modulation—a prototype system designed to allow Oregon's shields and engines to self-tune in reaction to unknown spatial conditions.

Lieutenant Mei Lin – Astrophysics Officer

Though junior in rank, Lt. Lin's expertise in stellar cartography and gravitational field analysis is profound. Her simulations have already revealed discrepancies in local space-time that we are actively monitoring.

Lieutenant Commander Marcus Turner – Chief Information Systems Officer

Our data systems, external communications, and cyberdefenses are in Turner's hands. He's already identified signal patterns that may indicate cloaked or stealth-transmitting objects along our route. No conclusions yet, but his vigilance is commendable.

Lieutenant Rafaela Nkosi – Security and Tactical Specialist

Lt. Nkosi, though technically junior in title, has the field experience of a seasoned officer. Her security protocols are strict but adaptive. She's run over 300 tactical response drills in the past two weeks alone.

Some of the crew now jokingly call her “Captain Contingency.”

Lieutenant Javier Ramirez – Communications Officer

Lt. Ramirez’s skill with alien languages, both spoken and symbolic, is essential for our mission. He’s been deciphering what may be fragments of an alien navigational code in the radiation signatures near Gliese 581-E.

Lieutenant Maya Kaur – Environmental Sciences Officer

Lt. Kaur is responsible for monitoring Oregon’s biocycles and managing environmental scans of potentially habitable worlds. Her team is already preparing probes for launch at our first planetary target: Juno-VI, a waterworld with unusual atmospheric chemistry.

Lieutenant Nikolai Ivanov – Chief Navigator

Ivanov has already plotted and re-plotted multiple courses to minimize exposure to radiation bands we’ve detected in deep space. His route threading through unstable gravitic eddies was nothing short of brilliant. It shaved six days off our journey.

Lieutenant Commander Jane West – Chief Medical Officer

Dr. West, newly assigned, brings surgical precision and diagnostic rigor to Oregon’s sickbay. She’s also coordinating with Lt. Kaur on physiological baseline tracking to observe any crew changes due to long-duration deep-space exposure.

Mission Day 7:

Thus far, we’ve encountered two anomalous energy signatures, both transient. One dissipated upon approach, the other remains stable—possibly a rogue warp signature. No identifiable source yet.

Personal Note:

It is surreal to command this crew. So many of them were once junior officers at Deep Space 2. Now, entrusted with a ship of their own, they are showing what Starfleet service is truly about: not rank, not power—but curiosity, integrity, and service to the greater good. I am honored to walk into the unknown with them.

We will continue on our vector toward the outer rim of the Tilarí Expanse. If the weak signals we’ve intercepted are of intelligent origin, we may be on the cusp of a historic encounter. Or they may simply be echoes of cosmic chaos. Either way, we are here to listen—and to learn.

Captain Kira Sato, commanding

USS Oregon – Continuing Mission: Explore the Uncharted

DS2 RPG General Status Report July 2025

USS Earth/Starbase 44

Aboard the USS Runner, Captain Djavis in command.

The Courier Run

Captain Laura Djavis stood before the cargo bay's secure containment field, her gaze locked on the mysterious crate entrusted to them by Admiral Arthur. Its surface hummed with faint energy pulses, the markings "HANDLE WITH CARE" and "DELIVER AS FAST AS POSSIBLE" seeming almost ominous under the bay lights.

She turned to her senior officers. "We can't risk losing this. Our warp engines are down, and every hour we wait for repairs puts this mission at risk. I've made my decision—we're sending the crate on a shuttle." Commander Hoshi shifted uneasily. "A lone shuttle will be an easy target, Captain."

"I know," Djavis replied, "but it's the fastest option, and Starfleet Command needs this immediately. We'll send our fastest courier shuttle with our best crew. Zara, you're in command of the shuttle. Take Ensign Vale and Specialist T'Ryl. Get this gift to Admiral Steichen."

"Aye, Captain," Zara said firmly.

The Shuttle's Journey

The sleek courier shuttle Avalon departed from the USS Runner, breaking away from the damaged starship with its warp engines blazing. Inside, the tension was palpable. Zara kept her eyes on the navigation controls, while T'Ryl, the Vulcan specialist, monitored the crate's energy readings.

"Containment fields are stable," T'Ryl reported. "The contents remain... unusual. I still cannot determine its exact composition."

Zara nodded but kept her focus forward. "Doesn't matter what it is. Our job is to get it there in one piece."

The shuttle darted through the star lanes, weaving past subspace eddies and the remnants of ion storms. Twice, long-range sensors picked up potential pirate activity, but Zara used clever warp jumps and gravitational slingshots to avoid any confrontation.

By the time they approached the Starbase 44 sector, the crew was exhausted, but their mission was intact.

"This is courier shuttle Avalon to Starbase 44," Zara transmitted. "We are arriving with priority cargo for Admiral Steichen."

"Acknowledged, Avalon," came the voice of Starbase Operations. "Dock at Bay 7. Admiral Steichen is expecting you."

The shuttle docked without incident. The mysterious crate, unharmed and secure, was transferred directly to the Starbase's command center.

At Starbase 44

Admiral Christine Steichen stood before the crate, her hands clasped behind her back as she studied its armored surface. Beside her, several members of Starfleet's science division waited, their curiosity barely contained.

"Captain Djavis' crew handled this well," Steichen said quietly. "But what could Arthur have sent that needed this level of urgency?"

The crate emitted a soft pulse of blue light, almost as if it were alive.

"Admiral," said Science Officer Dr. Arlen Voss, "with your permission, we can begin a thorough analysis. I recommend we do not open it until we know exactly what's inside. The energy readings alone suggest it could be highly unstable."

Steichen hesitated. Her instincts told her to open the crate immediately — Arthur's message had been clear that time was of the essence. Yet, her caution as a seasoned officer warned her that a single mistake could be catastrophic.

Just as she was about to decide, a transmission came in:

"Starbase 44, this is the USS Runner. We have completed repairs and are arriving in-system now."

On the main viewer, the USS Runner, under Captain Djavis, glided into the docking corridor, its hull still scarred from the space filament but operational once more.

Djavis arrived in person, entering the command deck where Steichen still stood, contemplating the crate.

"You made good time," Steichen remarked, still staring at the object.

"Faster than I expected," Djavis replied. "But I see you haven't opened it yet."

Steichen's fingers hovered over the activation pad on the crate's side. "The question is," she said slowly, "do I open this myself and risk whatever's inside... or let my science team examine it first?"
The room was silent.

The Admiral had a choice — one that could define what came next.

To be continued...

Aboard the USS Token, Captain Sarah Reynolds in Command

Captain Reynolds straightened her shoulders and looked directly at Captain Tro on the screen.

"Captain Tro, your ship has been in this anomaly longer than ours. I believe your experience here—and your technology—may be more suited to navigating it. We're willing to cooperate and share our data if you can assist us in finding a way out."

There was a long pause. Tro's luminous eyes narrowed slightly, as if weighing her words. Behind him, Kla and Fre exchanged a quick glance, their expressions unreadable.

"You're admitting you are at a disadvantage," Tro said finally. There was no mockery in his tone, just a statement of fact. "That is rare among species we encounter."

Reynolds met his gaze without flinching. "The truth is, we're both in danger here. If we don't work together, we may never leave this anomaly alive. I'm not asking for a handout. I'm asking for a chance for both our ships to survive."

Tro studied her for a moment longer, then inclined his head slightly. "Very well. We will assist you. But understand this—our methods are not... safe. If we combine our ship's energy signatures, we may punch through the anomaly's edge. Or we may tear both ships apart. Are you willing to take that risk?" Reynolds glanced at her officers. Commander Tovak gave a single, approving nod. Lieutenant Jin hesitated but finally said, "It's better than drifting until we die."

"Alright," Reynolds said. "We'll integrate our data with yours and attempt a joint escape maneuver. Let's make it work."

Four hours later...

The *Token* and the *HMW Cord* floated side by side, both ships barely holding together. Power conduits sparked intermittently across the Mli ship's hull, while the *Token's* nacelles groaned under the strain of modified energy output.

"Linking our deflector arrays is complete," Jin reported. "But Captain, this is dangerous. If our frequencies slip even slightly, the resulting feedback will overload both our warp cores."

On the viewscreen, Tro's face was grim but steady. "We are prepared for the risk. Kla and Fre are rerouting every ounce of power we have to our dimensional stabilizers. If this fails... at least we die fighting."

Reynolds nodded. "We're ready too. On my mark, both ships will initiate the energy surge."

As the final preparations were made, tension was palpable on the *Token*. Ensign Rilak muttered under his breath, "If this doesn't work, we'll just... vanish. No one will ever know what happened to us."

"We will succeed," Tovak said with calm certainty, though his eyebrow twitched ever so slightly. Reynolds stood, looking around the bridge, feeling the weight of command press on her shoulders like never before. "This is it. All hands, brace for impact."

The plan:

The combined energy surge would tear a narrow corridor through the anomaly—a single shot at escape. But as the final seconds ticked down, a terrifying realization struck.

Lieutenant Jin shouted: "Captain, there's a second way! I'm reading an unstable rift forming on our port side. If we divert our energy differently, we might use the anomaly's own forces to catapult us out—but it's unpredictable and could shred both ships."

Now Reynolds faced two risky options:

1. Proceed with the joint deflector surge with the Mli ship—a controlled but highly dangerous maneuver.
2. Use the unstable rift—risking being torn apart, but potentially escaping faster if it works.

The crews of both ships waited, holding their breath. The anomaly swirled around them like a living storm, its unseen forces hungry to swallow them whole.

Which path would Captain Reynolds choose?

The Lorem

Building the Future Ship

Admiral Steichen had ordered the construction of a new starship that would incorporate all the discovered technologies. But this time, she chose to halt construction on sections where new technology had not yet been found.

"We wait," she told her engineers, "for the future to reveal itself."

This decision slowed progress to a crawl. The skeletal frame of the ship hung in the drydock like an unfinished promise. Some days, only a handful of workers were active, waiting for updates from the exploration fleets.

A New Mystery During Construction

Midway through the second month of construction, engineers encountered something strange. While testing the integration of the displacement device, they triggered an unexpected reaction. A localized anomaly appeared—an area of distorted space-time—inside the ship's unfinished corridors.

Objects placed in the anomaly would vanish, reappearing seconds or even minutes later in unpredictable places, sometimes outside the drydock itself. The displacement field seemed to grow stronger each time the device was tested, as if it were feeding on the ship's power systems. Science teams rushed to study the phenomenon, but the more they probed, the more questions arose. Was the device malfunctioning? Or had they uncovered a technology that operated on principles they could not yet understand?

The Dilemma

Admiral Steichen stood in the observation room, watching the engineers cautiously dismantle parts of the deck around the anomaly. The ship, still months from completion, was becoming something neither fully understood nor controlled.

She was faced with two difficult choices:

1. Continue building the ship despite the risks, believing that understanding would come as they pushed forward, even if it meant potential danger.
2. Pause all construction, sending out more ships to search for new technology and answers to the growing mystery, risking the loss of time but avoiding catastrophic mistakes.

Steichen knew the Lorem were watching. Their riddle still echoed in her mind: "*The hand that holds it shapes its course.*"

Players: CS

Starbase 88

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

After several days of tense deliberation, Admiral Van Nieuwenhove made his decision:

"The Federation will assert its right to colonize Filla3. Resume operations immediately, but maintain a defensive posture and diplomatic channels open. We will not retreat."

This decision was broadcast to Captain Dora Jenkins aboard the USS Celestial Voyager, and her crew immediately began reactivating construction efforts on Filla3. New atmospheric domes were deployed, and Federation colonial modules began their descent into the planet's southern hemisphere. The Federation Council, under pressure from several overpopulated core worlds, hailed Van Nieuwenhove's move as "a bold step for expansion and survival." But in the shadows, dissent grew. Dr. Elira T'Sai and other science officers openly warned that colonizing so aggressively risked not only ecological harm, but a diplomatic rift with the Huranon—a species with an unpredictable temperament.

Huranon Response

The Huranon envoy, Tralak'Mor, was quick to reply once the decision became public:

Tralak'Mor:

"Your Federation dares to plant flags where you have no rightful claim. We will not permit your kind to desecrate what has been preserved for centuries. Cease your actions or face consequences."

The message was short and final. Within 48 hours, long-range sensors detected Huranon warships mobilizing near the Mlein border. While they had not yet crossed into Federation space, their formation patterns were aggressive and clearly designed to intimidate.

USS Celestial Voyager's Defensive Preparations

Captain Dora Jenkins ordered immediate defensive protocols around Filla3. Phaser arrays were set to defensive arcs, and shield harmonics were recalibrated for planetary defense. She also dispatched probe buoys to monitor Huranon fleet movements.

Captain Jenkins' Log:

"We stand ready, but I hope it doesn't come to this. Filla3's beauty deserves more than to become the cause of war. The Admiral believes in this mission, and so do I—but the Huranon may see this as a provocation that cannot be forgiven."

Admiral Van Nieuwenhove's New Dilemma

As reports of Huranon warships continued, Van Nieuwenhove faced a dangerous crossroad:

1. Deploy a Federation Task Force to Filla3

Send reinforcements (e.g., USS Verona, USS Florida, and others) to support the Celestial Voyager and deter Huranon aggression, showing that the Federation will not be intimidated.

- o Pros: Strong deterrence, ensures colony security.

- o Cons: Could trigger a direct confrontation if the Huranon misinterpret the move.

2. Open Emergency Negotiations with the Huranon

While continuing colonization, dispatch a high-ranking envoy to attempt last-minute diplomacy with the Huranon to avoid escalation.

- o Pros: Could prevent war while holding Federation ground.

- o Cons: May be seen as a sign of weakness, emboldening Huranon demands.

3. Suspend Colony Expansion but Keep Claim Active

Freeze all further building on Filla3, leaving minimal Federation presence to hold the claim, while preparing for potential conflict.

- o Pros: Buys time to de-escalate.

- o Cons: Could frustrate colonization advocates and appear indecisive.

The Huranon fleet is now only days away from the Mlein border.
Admiral Van Nieuwenhove must decide: Will the Federation stand firm with a show of strength, risk negotiation, or take a strategic pause?

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

The decision came after days of silence. Then, aboard the Borg cube, a signal arrived from the Vidiian vessel—encoded, cautious, and marked with the glyphs of old Vidiian diplomacy.

They had accepted the deal.

The Borg, through Captain Elyra's cube, transmitted the full molecular schematics of the preliminary cure—drawn from assimilated genomes, Borg nanotechnology, and decades of data acquired through the Collective's analysis. It was not an instant salvation. The cure required a slow, deep reconstruction of immune and cellular systems. But for the first time in over two thousand years, the Vidiians had hope.

The Phage would end.

The Vidiians, in return, shared their extensive medical libraries—centuries of desperate innovation, organ-grafting techniques, viral suppression protocols, and synthetic-tissue regeneration systems. The Borg absorbed it all. Every cell harvested by the Vidiians became a footnote in the Borg's growing arsenal of biological adaptation.

The Long Game

The Borg did not forget.

When the last Vidiian was cured—whether in ten years or twenty—they would be assimilated. Their debt paid, their usefulness fulfilled, their individuality erased in the name of unity.

Their medical knowledge would be fully integrated.

And more importantly, with their insights, the Kobali — a species who reanimate the dead with genetic conversion—would be countered. Their methods had challenged Borg assimilation protocols before. With Vidiian knowledge, that anomaly would soon be corrected.

A New Mission for Elyra

But the future of the Vidiian cure would unfold over decades. The Borg King deemed Captain Elyra and her crew—proven, clever, and efficient—too valuable to sit idle during that time.

A new mission was required.

Three possibilities were presented to Elyra through the neural lattice:

Option 1: The Mirror Path

A transdimensional rift had been detected in an unstable region of space, leading to what the Borg designated as Mirror Reality 29-J. This alternate dimension contained a version of the Borg—fractured, regressive, and weak. Elyra's mission: infiltrate, assess, and convert this primitive Borg faction into a compliant node of the Prime Collective.

"Convert our reflection. Bring them into perfection."

Option 2: Project Distant Ember

A deep-space signal from Quadrant Farinax, outside the known galactic plane, had been intercepted. It hinted at a forgotten species known as the Cindari, extinct for millennia but possibly harboring advanced relics—perhaps even an AI older than the Borg Collective itself. Elyra's crew would be sent to investigate and, if needed, awaken and assimilate what remains.

"Find the first. Become the last."

Option 3: The Garden Initiative

On the outer rim, in a calm system known as Voralis, a species of post-organic philosophers known as the Aelari lived in peace, disdaining war and technology. Yet their mental cohesion and hive-like empathy make them ideal pre-assimilation subjects. Elyra and her crew would enact a long-term operation of cultural influence, indoctrination, and eventual voluntary integration—just like on Dronaze.

"No resistance. Only reverence."

Elyra processed the options. Each path promised evolution. Each carried risks.

But above all, each called to something within her.

The Borg worshipper. The missionary of unity. The seed of strategy and submission.

Now she had to choose. And her choice would shape not only the Borg's future — but the galaxy's.

To be a god or not to be a god

The Next Phase of Ascendance

In the darkened core of Unimatrix Prime, where thoughts moved faster than light and consciousness spanned the stars, the Borg King and Master One convened once more. The galaxy quivered under the weight of their collective will, yet still, the final vision—the Divine Collective—remained just beyond reach. Their options were clear. The path to godhood must be paved with precision.

Option One: The Devore Imperium – The Wall Against the Mind

"Telepathy and telekinesis... tools of divinity, threats to structure."

The Devore Imperium had long stood as brutal sentinels against the psychic arts. They hunted telepaths with merciless efficiency, deploying dampening fields, psychic inhibitors, and anti-empathic barriers that could nullify entire populations of mentally gifted species.

Their hatred of the mind was pathological, yet their technology was brilliant. If assimilated, the Borg would gain perfect psychic countermeasures—tools to neutralize Betazoid, Cairn, and even potential rogue elements within their own growing collective of gifted drones. This would ensure control, stability, and protection from the very powers the Borg now sought to master.

"To rise as gods, we must understand and defend against gods."

Yet, the Devore's unity and paranoia meant the invasion would be fierce. Their anti-telepathic warfare made standard infiltration unlikely. A blunt force assimilation would be required—messy, but perhaps necessary.

Option Two: The Hierarchy – The Eye of the Galaxy

"Information is power. Power is destiny. Destiny is... control."

The Hierarchy were shadow-dwellers, opportunists. They tracked, spied, recorded, and anticipated. Their reach extended farther than even the Borg had estimated. In each quadrant, their cloaked probes and data buoys pulled knowledge from the airwaves of a thousand civilizations. Their strength lay not in numbers, but in secrets.

Master One called them "cowards who thrive in fear," but the Borg King saw something more profound: the potential for omniscience. With Hierarchy surveillance systems merged into the Hive Mind, the Borg could see everything—not just where enemies were, but where they would be. Pre-emptive assimilation would become reality.

"To become the masters of the universe, we must first see all of it."

The challenge? The Hierarchy were not centralized. Their cells were independent, hidden, suspicious. Assimilating them would be like catching shadows... unless one were willing to become a shadow first.

The Galactic Crossroads

Master One stood at the strategic map, his cloak of darkness brushing the edge of stars. The Borg King's will pulsed through the Nexus.

"We stand on the verge of Type III Civilization... Our grasp is tightening.

To harvest an entire galaxy, we must understand thought and vision.

We must become gods... and gods must decide."

And so the dilemma now loomed again, like the stars themselves paused for judgment:

1. Assimilate the Devore Imperium – and gain total psychic control, learning to defend against and eventually command all telepathic and telekinetic forces.
2. Assimilate the Hierarchy – and inherit a galaxy-wide intelligence network, enabling true foresight, subterfuge, and complete surveillance.

Both roads led to godhood. But which first?

The decision... must be made.

Players: FK

USS Vertigo / USS Gdonsk

Day 439 13.38

Both ships came to a stop just outside the nebula's denser region. The outline of the structure began to emerge on their viewscreens as their sensors cut through the interference. It was a titanic, monolithic structure, covered in strange, intricate patterns that seemed to glow faintly in the nebula's dim light. Its shape was alien and almost organic, as though it had been grown rather than built.

Day 439 13.44

"Good God..." Slater muttered, staring at the image. "What is that?"

Captain Matz's voice came through the comm. "We've found it, Commodore. That's where the Geleon is—somewhere near that... thing."

Day 439 13.46

But before either ship could take further action, their sensors flared with a new warning. The structure began emitting a low-frequency energy pulse that grew in intensity. The pulse resonated through the fabric of space, causing turbulence that rocked both ships. Lights flickered, systems sputtered, and both crews scrambled to maintain control.

"Sir," Slater's tactical officer called out, "we're detecting movement—inside the structure!"

Players: NP

USS Atlantis/Starbase 99

Title: The Prank Wars of Starbase 99

Starbase 99 was a massive outpost on the edge of Federation space, commanded with an iron will (and a well-trimmed mustache) by Admiral Tom Walker. While Admiral Walker was known for his strict discipline and calm demeanor, there were five lower-ranking officers aboard the station who had made it their unofficial mission to keep life aboard the base... entertaining.

The Officers of Mischief

1. Ensign Riley "Sparks" Henderson – The Tech Wizard

Sparks was a genius with starship electronics and spent most of her time recalibrating warp conduits and bypassing security locks "for testing purposes." With her short, spiky blonde hair and a grin that always hinted she was up to something, Sparks could hack anything—from the station's environmental controls to the Admiral's personal replicator (which once "accidentally" replicated a dozen tiny, rubber tribbles).

2. Lieutenant Junior Grade Theo "Gunner" Vasquez – The Muscle with a Sense of Humor

Gunner was the tactical officer in training, a broad-shouldered, dark-haired ex-Marine who looked intimidating until you heard his laugh. He loved physical pranks—switching the grav-boots in the training bay or planting holographic spiders in the quarters of unsuspecting crew members. He was surprisingly sneaky for someone who looked like he could bench-press a shuttlepod.

3. Ensign Myra Chen – The Master of Disguise

Myra was a communications specialist, but her real talent lay in using the holodeck's avatar programming to impersonate senior officers. She once walked into the officer's lounge as a perfect holographic copy of Admiral Walker and ordered everyone to perform "spontaneous karaoke" before vanishing in a burst of pixels. She always wore her black hair in a tight bun, but her eyes sparkled with constant mischief.

4. Crewman First Class Jonah Price – The "Accidental" Trickster

Jonah was an engineering apprentice who somehow managed to pull off pranks without even meaning to—though he insisted they were always intentional. He was the guy who'd "accidentally" swap the Admiral's chair's sound effects so that every time Walker sat down, it made a loud "boing!" Jonah, with his mop of curly brown hair and perpetually smudged uniform, was the lovable wildcard of the group.

5. Ensign T'Lara – The Deadpan Vulcan

T'Lara, the science officer, was the wild card nobody expected. She never smiled, never raised her voice, and never admitted to any prank... yet somehow she always orchestrated the most elaborate ones. She once replaced all of the Admiral's morning reports with reports of Klingon opera reviews, complete with audio samples. Her stoic demeanor made it impossible to tell when she was joking—if ever.

The Prank Wars Begin

It all started when Sparks decided to “upgrade” the tactical training room's holo-targets to look like miniature versions of Gunner holding up “Hit Me!” signs. Gunner retaliated by sneakily recalibrating Sparks' replicator to produce nothing but broccoli for an entire day. Not to be outdone, Myra disguised herself as Sparks (via holodeck projection) and walked into engineering shouting, “ALL REACTORS TO MAXIMUM PIZZA OUTPUT!” The chaos that ensued required two full hours of explanation to a very unamused Admiral Walker.

Jonah then made his move, secretly reprogramming the station's door sensors so that every time Myra entered a room, a triumphant trumpet fanfare played. She walked into the mess hall to “DA-DA-DA-DAAAA!” more times than she could count.

But the masterstroke came from T'Lara. Without saying a word, she carefully arranged for all of the pranksters' personal logs to be replaced with their most embarrassing holodeck adventures—then set them on a timed rotation to play on the lounge's main viewscreen during dinner. Sparks' “Captain of the Dance-Off Galaxy” holodeck scenario got a standing ovation from the entire crew.

The Admiral's Response

Admiral Tom Walker eventually caught wind of these “harmless” antics when his own ready-room door began mooing like a cow every time it opened. He called the five officers into his office, glared at them for a full thirty seconds... then burst out laughing. “Keep it fun,” Walker said, “but if I find another rubber tribble in my replicator, I'll have you all reassigned to scrubbing warp nacelles with toothbrushes.”

The prank wars continued, of course, but the five officers had learned one important rule: never prank the Admiral directly.

Players: JM & CP

Ovion (Hirogen/Ori/Replicator Vessel)

Title: The Hunt for Ascension: The Path to the Eternal Prey

The Decision to Hunt

The chilling warning from the unknown voice did nothing to sway Horkan or his chosen 21 hunters. Fear was alien to the Hirogen; to turn back was worse than death—it was dishonor. Horkan's voice roared across the command deck of his flagship, The Bloodfang:

"We are Hirogen! We are the hunters, not the hunted. Whatever stands between us and the Eternal Prey will be slain and mounted as a trophy. Ready the fleet. Our hunt begins now!"

The 21 elite hunters saluted, each gripping the emblems earned in the brutal trials of Dreandar. Their mission would take them into the most uncharted regions of the galaxy—a route whispered about in

ancient Hirogen texts as The Shattered Expanse, a region where even Borg scouts had vanished without a trace.

Players: TvR