

# LOTUS STARBASE

OFFICIAL NEWSLETTER OF LOTUS FLEET

ISSUE 6, SEPTEMBER 2014

"Find a time and place of solitude. Look into the distance, and into the future. Visualize the tomorrow you are going to build -- and begin to build that tomorrow, today."



*CATCHING UP ON OLD NEWS...*

LOTUS FLEET:: AN AUTHENTICALLY DEDICATED STAR TREK COMMUNITY

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## *Changes, and how not to deal with it...*

Well...

Changes.

Changes upon changes.

I don't deal well with changes. It upsets my routine, which in turn upsets my day, my week and my life. It makes me grumpy. When I am grumpy, I am not fit for polite society.

At all.

Because, well...I fight with everyone. Even the most innocuous remark will raise my hackles and sparks will fly. It used to, anyways. These days I just distance myself from wherever the changes took place to regroup my shattered life.

You can believe that with impunity. Changes really change me to something that looks like a wobbling piece of Jell-O hiding behind doors or under beds. The same with surprises. Hate that stuff.

The first change that caught me by surprise (uh-huh) was Admiral Kheren stepping down as Fleet Admiral. Yeah, major stamping of feet and pulling of hair with ugly screamy face and...

But let's read his explanation on the next page, right after this...



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## TOMORROW IS YESTERDAY : Admiral Kheren speaking...

*Forced by real life circumstances to take a leave of absence from the Fleet, I was asked to turn that bad moment into a positive experience by sharing my life and times as an officer of Lotus Fleet. Ok, you asked for it; so here goes.*

I officially joined Lotus Fleet exactly six years ago today (05-20-2008 Academy graduation date) almost by accident. I already had been quite active for a year on the Star Trek Online forums precluding the game itself and just out of a bad experience with a fledging fleet when I discovered Lotus Fleet Academy. Being quite the soloer when I play games, I was not looking to join a fleet, especially after the bad experience of my first try. But the very rigorous, detailed, professional style of the Academy seduced me instantly. It looked almost real! The game itself was not due for at least a year, there were no strings attached and it looked cool so I said to myself, why not?

Even the greatest journey begins with a first small step; and to me this was it. The Academy was not only a great learning experience, it was an engrossing and fun one; obviously the work of people who not only knew in detail what Star Trek was, but even more what it meant. I ought to know since Star Trek had been a part of my life since its first airing in September 1966. Be it on the small or big screen, in magazines, comics, novels and non-fiction books, in tabletop, console, PC and RPG games, in models, toys, jewellery, costumes... I had experienced the vision of Star Trek for almost half a century in almost every shape, manner and form, short of actually going into space and actually meeting a genuine Andorian. I always loved the optimistic, moral and exciting vision offered by Gene Roddenberry more than anything else; it became obvious to me that these Lotus Fleet people did too. When I realized the kind of mature, friendly, respectful and joyful community they had built on their website and forum as well, I decided to join.

I never even once regretted it. Finding myself among true fans of Trek stimulated me to no ends. I was not even out of the Academy yet that I was exchanging for hours on the forums and forcing my way into the RP! My enthusiasm certainly had been noticed because I was not yet confirmed as a graduated Ensign that I was recruited by the Diplomatic Corps of the Fleet. And thus, I went from solo gamer to fleet member in the online game, in text-roleplay from a security and tactical NCO on Starbase 10 to captain of the USS Artemis and from diplomatic envoy with the rank of Lieutenant up to Fleet Captain and Director of Diplomacy in an online community by the time STO went live and through its first year.

The letdown experienced with the game, then but a repetitive space shooter with an unpolished Trek skin, depleted our ranks almost as fast and severely as the game itself experienced. Almost, because Lotus Fleet had quickly become more than just a gaming guild; with the quality of the Academy, the strength and efficiency of its chain of command structure and the true quality work it demanded and provided from its officers, the richness and depth of its RP, the mature yet easy-going forum it offered and the true fans of Star Trek it attracted, Lotus Fleet endured. Not only did it endure, but it had prospered even through the rough first years of the game that had inspired it's birth, thanks to the inspiring dedication of its officers and the enthusiastic devotion of its members.



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After serving almost two years as an Ambassador, I was asked in 2010 to step up as Executive Officer of the Operations department and became Rear Admiral Lower Half (what a dreadful name!). A year later, I was then asked to take charge of the Judge Advocate General Office and rebuilt from the ground up and administer the very legislature and disciplinary structure of the community. Then, barely six months had passed when I was again promoted, now to Rear Admiral Upper half (hmmm, not much better sounding!) and to the command position of the Operations Division, tasked to revive and manage this time a whole third of the fleet. Fortunately for me, I was far from being alone to face these challenges and most of the fine officers still active today had then been there right to do the work of which we all harvest the fruits today.

Within the last three years, the Academy was graduating at least half a dozen people each week; RP was in full swing with no less than five fully crewed starships and a starbase with each their own stories and all together in massive fleet actions; our forum was ripe with discussions, games, friendly challenges, creative projects and chats. STO itself was finally starting to turn out as something resembling a Star Trek game and there were in-game activities several times a week. Lotus Fleet had become so great a community that even George Takei himself had heard of us!

But then, an ion storm formed before our bow.

2011 saw several serious and not so serious disciplinary incidents; a few tries and fails with the structure; disagreements on the forums; conflicts between RP players; a severe drop in game participation; attrition of working officers; a lingering feeling of disappointment from the early days of STO that would not completely wash away; the newest disappointment of the Abrams movie; and a growing sense of «being there done that» slowly but surely creeping in as other things started diverting attention, like the anticipated Star Wars MMO and several other Star Trek MMO projects that promised to succeed where STO had failed... but still would not go live.

The storm then culminated with the abrupt retirement of the founding Fleet Admiral, closing down the site... and his last order to disband the fleet.

Fortunately for all of us, those founders had had the forethought to provide Lotus Fleet with a solid structure of rules and means to prevent such a sudden death. But even more, Lotus Fleet had long since outgrown it's humble online gaming-guild goal and it's few hard-working and dedicated pioneers. Lotus Fleet had blossomed into a full-fledged community of people worldwide who shared, not just a game, not just a passion for Star Trek, but a certain vision inspired by both... and most of all simply enjoyed each other' company online. And so, I found myself with a handful of dedicated officers that simply refused to lose all that. Red Alert resounded throughout the fleet and we all rushed to battle stations to save what we have before it was simply yanked off from us. At the eleventh hour, we migrated the whole fleet to a public server and started to rebuild from the ashes.

Thus in 2012, a new Fleet Admiral was elected following a revamped and renewed structure still firmly built upon the original one and I was elected as Fleet Executive Officer with the rank of Admiral to help revive the Academy, rebuilt and continue RP, maintain and improve game activity, keep chat and forum alive... but most of all find a real home for the community. Again, many outstanding members, most still with us today, stepped up to face the challenge and, by the end of that struggling year, Lotus Fleet found itself a new home and a new future.

But the road ahead is never an easy one.



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Before half of 2013 had passed, we again lost our fleet commanding officer... and it was I who was then asked to take on the duty of leading the whole community to brighter skies. To be sure, even more than my two predecessors, anything I managed in this regard was only thanks to the great and wonderful people accepting the burden of working for others within this fleet, those we call our officers. It's because of those dedicated fleetmates that the Academy has now been fully rebuilt and re-opened, RP revived to new heights of originality and richness, STO gaming brought up to the highest standards with strong in-game leadership and vision, the forum rebuilt and filled with information and lively exchanges, and all manners of creative projects sprouting and on the design board. The greatest challenge left by the end of the year was recruitment of new members. The steady return of former members throughout the year gave us all reasons to be optimistic in the long run.

Again this year, I was asked to continue the work and I took on the responsibility with humility and pride, confidence and hope, knowing that with the friends I had beside me, we could all build something to enjoy and be proud to share with anyone who, like us, love all things Trek and gaze toward the horizon. Alas for me, personal setbacks are now forcing me away for an indeterminate period of time. Regretfully, I have to step down and pass the torch.

Fortunately, the fleet may be back to its modest beginnings as far as membership is concerned, but it is rich in both new ideas and a vast experience and inspiring past that can only made it soar again. I leave with a heavy heart, not being able to continue my own small contribution to this wonderful community I rose every day to meet for the last six years. But, I also leave with a smile and a wink. I know that I leave this community in the best of hands, the hands of friends. And I also know that, when I will come back, (and I will!), it will be to a thriving, wonderful bunch of Star Trek fans that more than ever share, even live, a better vision of what we are, what we do and what we aspire to.

Lotus Fleet might just be a «gaming guild» at the core, but it's to me, and too all of you I have no doubt, much more than the sum of it's parts. Lotus Fleet is you, fleetmates.

As for Li'l Ole Me, this is not «goodbye»; this is only, «see you later.»

Warp Speed!

*Kheren*

Retired Fleet Admiral



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OFFICERS

UNITED FEDERATION OF PLANETS



LOTUS FLEET

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*Editor's ranting continued...*

Oh yeah, leaving the original Fleet was my first major clash with change in the Fleet.

Not surprisingly, it was also the time I threw my first major hissy fit (tru dat, notwithstanding some Admiral's opinion of a previous time where I just stood on the side of right, but that's just another stinky cow not worth digging up).

I have proof of the pudding that the original site was offered as is - without strings and interference from the that time Fleet Admiral - and that pudding I already proved to someone in our current site. The closure of the original site only happened AFTER confirmation that the acting Fleet Command would rather change to another site and only happened after the week asked by the acting Command to think it over.

Stinky much? Oooohhhhh I so love my old cows!

Anyways, been there done that, past, over and done with.

So Admiral Evshell stepped up as Fleet Admiral in Kheren's stead and Admiral Jeff T took over the position as XO. Another change which I didn't take too well but I was expecting it, so no real fits or stuffs. Anyways, he still is the CO of Command according to the current Chain of Command. Having BLZBUB step up as XO in Command was also a calming factor. When I was head of Retention and Recruitment, he was my...uhhh..second (?) and he took over when I went back to the Newsletter. You are awesome, BLZBUB!

Now, Admiral Evshell is stepping down as Fleet Admiral. (OH NO!!!!) But what can a person do when Real Life takes a bite out of your...huh, no cussing!

Here is what he has to say: (After this, next page!)



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## *Admiral Evshell on his stepping down, but not out...*

Lotus Fleet,

Over the past few weeks I have come to realize that I no longer have the time or inclination to dedicate to the position of Fleet Admiral. This important position must be filled by someone with the drive and free time to keep things fresh, introduce new ideas, and always take the Fleet forward on to new and better times. Therefore I am stepping down, effective immediately. Admiral Jeff T will fill in as Acting Fleet Admiral, until there can be a new election for the position this coming January.

Rest assured, this is not due to any hardships in my personal life or disinterest in the Fleet, but more based on the fact that other interests keep me away from the computer more often (such as mountain biking and dancing), I am occupied by a busy work schedule, and most importantly, I spend a lot of time with my girlfriend, who I've been together with now for almost one year, in a relationship that continues to grow ever stronger! My interest and time to spend in STO and Roleplay has waned lately, which means that my level of dedication to the position of Fleet Admiral cannot possibly be enough for such an important role.

However, this is not goodbye. I will be around for a long time to come. Since I personally built the site as you see it now, the RP site, and resurrected the Academy, and since there's no one else that we can rely on to maintain the site, this means I will be taking on the role of Technical Supervisor so that the website and associated applications will continue to run smoothly, at least until we find someone with the technical aptitude, interest, and level of trust needed to replace me in such a vital position. I will be available when necessary if any urgent issues arise so that the Fleet may continue to operate smoothly.

Before I officially step down, however, I'd like to take the opportunity to pay special recognition to a few of our officers and offer some well-earned, and long-awaited awards and promotions for work and dedication that has helped our Fleet continue to thrive and, I believe, needs to be recognized.

First, I would like to recognize Admiral Jeff T who has continued to work with me for the good of the Fleet, putting aside many hours for meetings, has shown continued dedication to Roleplay, and has helped with keeping the Newsletter running in order to update everyone on the status of the Fleet. He continues to demonstrate the drive, initiative, and integrity that would be expected from any good Starfleet Officer. For this reason, I feel very comfortable in handing the fleet over to him and I am also greatly honored to be the one to be able to award him the Fleet Admiral's Star.

Next, while this person already maintains the highest rank possible at the moment and has received every prestigious award we currently have available, I would be remiss in failing to mention the accomplishments of Admiral Athos, not only for what he accomplished before he previously stepped down from the role of Fleet Executive Officer (most notably creating the Academy), but what he has accomplished since rejoining us in the role of Operations CO. He has shown unbelievable dedication to making sure the STO Fleet Resources grow, maintaining all the projects, and especially personally contributing, by far, the most resources to make it happen. If it were possible to award him with the Fleet Amdiral's Star again, he would surely deserve it.



Rear Admiral Brigham has continued to show great dedication and consistent work when it comes to expanding and maintaining the Academy. His leadership to improve the Academy with updated courses and a more interactive presentation (colloquially dubbed "Academy 2.0") as well as his consistent work in either personally handing out course keys or making sure his team is on top of this task, as well as maintaining communication with new cadets in order to make sure they are on the right track, is all inspiring and important to the continuous functioning of Lotus Fleet. Therefore, I'd like to award him the Lotus Fleet Legion of Honor.

Commodore BLZBUB has continued to show consistent dedication to the Fleet and has been a long time officer in the Command Division, specifically in the Recruitment and Retention position. He has shown consistency in awarding the Longevity Award to honor those who have persisted in their association with Lotus Fleet, and is also on top of our roster and letting us know the amount of people we have in various roles. He is a continued presence in meetings and events. He has been a great help to Jeff T as Command Division XO and has been helping to bring new people into the Fleet for years. I'd like to recognize him with the Lotus Fleet Heart of Sacrifice.

Thank you for allowing me one last opportunity to thank our friends for their commitment and dedication. And I am certain that after a break, and when things have settled down, I will return with the ability to commit time every day to STO and Roleplay and the initiative to participate and be a productive RPer will return. Until then, I hope that you all are able to fully appreciate what Lotus Fleet has to offer and continue to welcome and engage new members to keep the Fleet continually prosperous.

Live Long and Prosper

Evshell

Fleet Admiral (Retired)



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*To continue...*

The good news in all this is that Admiral Kheren is back as the Role Play Director, a position previously filled by Admiral Evshell, who, in turn will take up the position as Technical Director. Though each position is rather different than that of their preceding posts, these new roles are ideally suited to the strength and interest of each officer.

Admiral Jeff T. will be acting Fleet Admiral until election time January when a new Fleet Admiral and XO will be chosen.

So was my anxiousness and frustration really necessary? In retrospect, no. But when you take in account past mistakes and communication breakdowns, it will take a stronger person than me to not at least feel a bit anxious about our future.

Looking a bit deeper, it is clear that the members that formed the backbone of the original Fleet and played a big role in building it and are still with us, will not let Lotus Fleet fail.

We are not just gamers who play Star Trek Online, we are not merely Star Trek fans. Even though we are from different cultures, different parts of the world and diverse personalities, we are all bound by the ideal that is Star Trek.

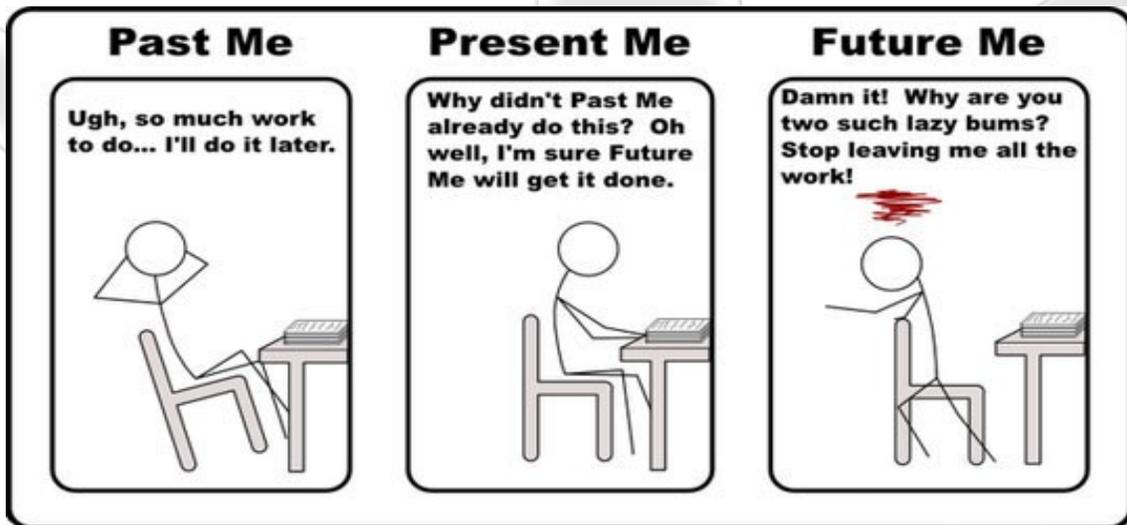
Every person in the world can play the game and be a Star Trek fan. But it takes a special kind of person to become and stay a member of Lotus Fleet.

I am humbled, proud and grateful to be counted as one of you.

*Storm Windfall*

Fleet Captain

Newsletter Editor



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LOTUS FLEET

## *Interrogating Commodore BLZBUB*

**1. *Where are you from?***

West-central Canada; Saskatchewan. Where on a clear day, you can see forever. Heh heh.

**2. *What is your position in the Fleet?***

Executive Officer, Command Division.

**2.1 *You were recently promoted to this position. Do you have any plans for the Department? How do you see this department in the future?***

Yes, very recently. As for plans, Admiral Jeff T has it set up extremely well, but we could always use some extra boots on the ground, so to speak. I hope we are able to draw those in.

**3. *When did you join Lotus Fleet?***

Technically, sometime in 2010, but I had partaken of Lotus Fleet's academy previously when I was in another fleet.

**4. *Lotus Fleet has often been described as more than just a gaming fleet, what does that mean to you?***

Well, to me I guess it means that we are a community. Sure we game, but I believe our core strength here is our membership.

**5. *What is your favorite Star Trek series?***

TOS. I watched the airing of "The Cage" on a black & white television. Yeah, I guess that date's me, eh?

**6. *What is your favorite Star Trek movie?***

"The Search for Spock."

**7. *Who is favorite Star Trek captain and why?***

James Tiberius Kirk. Not just because he is the 'original', but for his humanity. With the support of the Bones and Spock character's, he portrayed the hope of our specie's for a better world tomorrow, which is what I believe Roddenberry was conveying with the show.

**8. *What is your favorite Star Trek ship?***

I have always been drawn toward the Akira class. It is a bad-ass ship.

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**9. *Other than a captain do you have another favorite Star Trek character?***

Montgomery Scott. As the chief engineer, his ways and means of keeping the Enterprise's running, despite what Kirk, Spock or an antagonist may have done with it, was always inspiring to me.

**10. *What is your favorite Star Trek uniform?***

None really stands out for me. I suppose if I were to pick one, it would have to be the Admiral Variant from TNG, circa 2270. It had the gold braid running down the center with rank stripe's on the cuffs.

**11. *What keeps you interested in Star Trek despite the lack of a current episodic series?***

The next episodic series! Lol. Although I hope for the next series to re-start soon, my next interest baring that would have to be Lotus Fleet.

**12. *Is there a character or actor you wish had never appeared in Star Trek?***

Dr. Katherine Pulaski. She was clearly a "knock-off" of McCoy, even sharing his transporter phobia.

**13. *What are your thoughts on J.J. Abrams Star Trek movies?***

Abrams made a Star Trek movie?

**14. *Is there someone else you'd like to see direct a Star Trek film?***

Peter Jackson. His direction for The Lord of the Rings and The Hobbit trilogies, as well as 2005's King Kong, were spectacular. I think he could do extremely well with a Star Trek movie.

**15. *How do you think we can best apply Gene Roddenberry's vision today?***

Eliminate poverty. That's it! Once the entire population of earth has all they need, there will be no cause for war or tyranny.

**16. *Are you active in Star Trek Online?***

Semi-active. I get in a couple times a month I guess. As I don't really like the "grinding" genre prevalent in most MMO's, getting the enthusiasm up to go grind for duty officer's and dilithium is sometimes beyond my ambition most days.

**17. *What is your impression of the game today vice when it launched?***

STO has come a long way. As I mentioned above, the grind is still there, but the new season's being added help break the tedium of repeating the same few missions of the first couple seasons.

**18. *Do you believe Cryptic stays mostly true to Star Trek's vision?***

I cannot truly say mostly. Although they try to keep the core of the original series vision alive, the corporate leaders must answer to their shareholder's, and thus, the game will suffer a similar fate akin to the Abrams-verse reboot. It will just be a matter of time until that happens.



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**19. What is your passion in life or your biggest aspiration?**

I don't think I have one actually. Emotion is so highly over-rated.

**20. What is your biggest peeve?**

Bullying.

**21. What would you say is the highlight in your life to this point?**

My son and daughter.

**22. What is one thing nobody in the Fleet knows about you?**

I really, really like Michael Jackson music.

**23. Could you describe yourself in 5 words?**

Five foot eleven, hazel eye's.

**24. Do you have a personal motto?**

Go placidly amid the noise and haste.

**25. What advice would you give new members?**

Lend a hand. It does not matter in what capacity, neither in what amount. Just lend a hand. There is strength in numbers.

**26. How would you define leadership?**

I have mostly taken the term leadership at its root word, lead. And lead, as a verb, is the position at the front. But also as an intransitive verb, to guide. The noun denotes the one at the front, the lead, but as an adjective, it is serving as a lead, or leader. Thus to me a leader is a guide, that just happens to lead from the front.

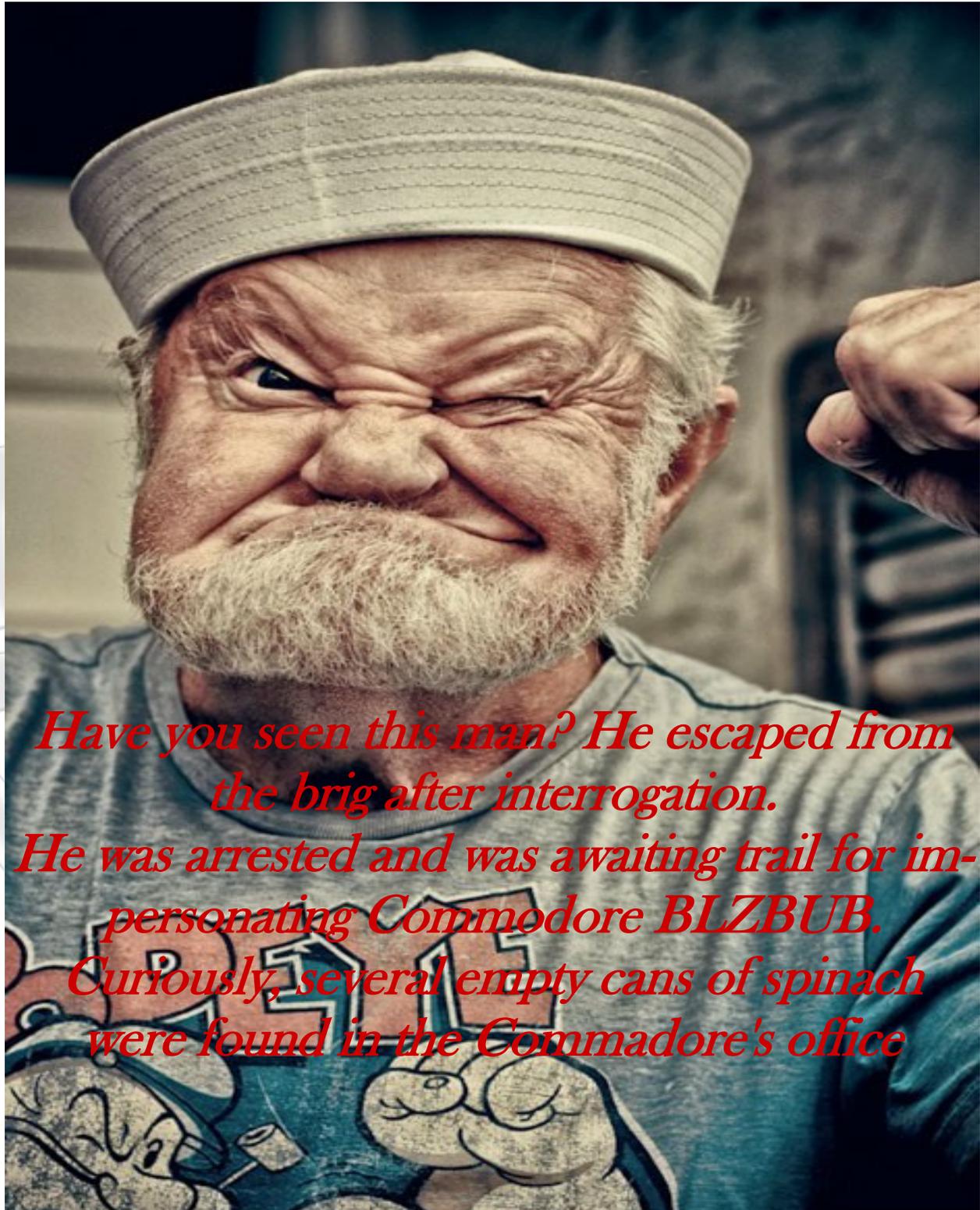
**27. Are there any other thoughts or information that you'd like to add?**

Nothing much that I can think of. Just ... Live your life! If life deals you lemons, make lemonade.



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*Red Alert! Red Alert!*



*Have you seen this man? He escaped from the brig after interrogation. He was arrested and was awaiting trial for impersonating Commodore BLZBUB. Curiously, several empty cans of spinach were found in the Commodore's office*

more awesome pictures at [THEMETAPICTURE.COM](http://THEMETAPICTURE.COM)



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A night sky filled with stars, with the Milky Way galaxy visible as a bright, hazy band of light stretching across the center. In the foreground, a wooden boardwalk leads from the bottom towards a bright, glowing light source on the horizon. A person is standing on the boardwalk, looking towards the light. The overall scene is dark and atmospheric, with a sense of wonder and exploration.

**“Somewhere, something  
incredible is waiting to  
be known.”**

*- Carl Sagan*



<http://www.lotusfleet.org/rp/>

## ***TO BOLDLY GO: ANNOUNCING SEASON 6 OF LOTUS FLEET'S ROLEPLAY!***

It is my pleasure and privilege to take on the command seat of the roleplay department of Lotus Fleet. In that capacity I announce that, with the closing of season 5 as the USS Horizon's second adventure concludes, season 6 will start on Sunday September 28th.

Season 6 of LF RP will see some changes in our usual play format. The first big change will be that I, as RP director, will come up and directly supervise all the episodes. Captains of course will still have complete freedom to handle their ship and crew, but now they will have the same thrills and chills as the other players have by not knowing and controlling themselves all the story elements as they used to. Basically, this is the classical RPG format of a Gamemaster bringing the setting and events to all the players and them uniting ideas and talents to face them.

This is not to say however that Captains lose all their opportunity for creativity and personalizing the adventures of their starship. The second big change in our RP format will be in fact to allow *each and every* player to contribute ideas, plots and scenes to the story, not just their character's actions, thoughts and dialogs as they used to. It is from those ideas that the story will be built upon and played out, instead of imposing a predetermined one. The goal is to have each and every player bring his or her own center of interest to the forefront, not just play it out with NPCs as we used to, but have the other players involved as well as part of the main plot. After all, interactions between the player characters is what RP is all about.

Moreover, by having all players stating what they want in a story right from the start and then throughout the entire play, we hope to stimulate even more and steadier participation, creativity and originality. The story will no longer be the GM's story but truly *everyone's* story.

The third change implemented with season 6 will be the opening of junior positions on board our ships. Thus, if we have many players wanting a specific position, we will have experienced players assuming senior status (department head), less experienced (lower ranking) player-characters assuming one of the usual three assistant chief positions and even some other PCs take on the roles of specialists assigned to the ship and her specific mission (tailored to their proposed ideas). This way even if, for example, everyone wants to play a tactical officer, everyone *will* have the opportunity to play one and in a significant role (and we will have then a *very* conflict-based story I would guess!).



The fourth major change will be the systematization of the Junior Officer Cruise for new players. Conceived as a cadet cruise, this will be a starship adventure, shorter but just like the main ones, aboard the USS Alsea, our Prometheus class vessel. These shorter plays will be solely dedicated to help new players experience our RP, adjust to it's style and flesh out their character while they await the end of a story and the return of the main ship they will be assigned to... and before they involve themselves in longer, more demanding play sessions. Older RPer's coming up with new characters or wanting more play time than just their main PC will also have the opportunity to participate there as well and guide our newcomers into our unique RP universe.

So, all of you out there who wants to live out adventures in the Star Trek universe, come on and join us! Create a character, choose your career and send out your story ideas and interests to me, either via website PM or RP site PM to Kheren, or through Skype to Kherenkalel.

Season 6 launches September 28 with a brand new mission involving both the flagship of Lotus Fleet, the Lotus class USS Horizon, and the explorer of Lotus Fleet, the Avenger class USS Phoenix.

And there is a Fleet Action in the works for next year...

So! Join us to boldly go where no RP has gone before!

## Kheren

Admiral Kheren  
RP Director



more awesome pictures at [THEMETAPICTURE.COM](http://THEMETAPICTURE.COM)



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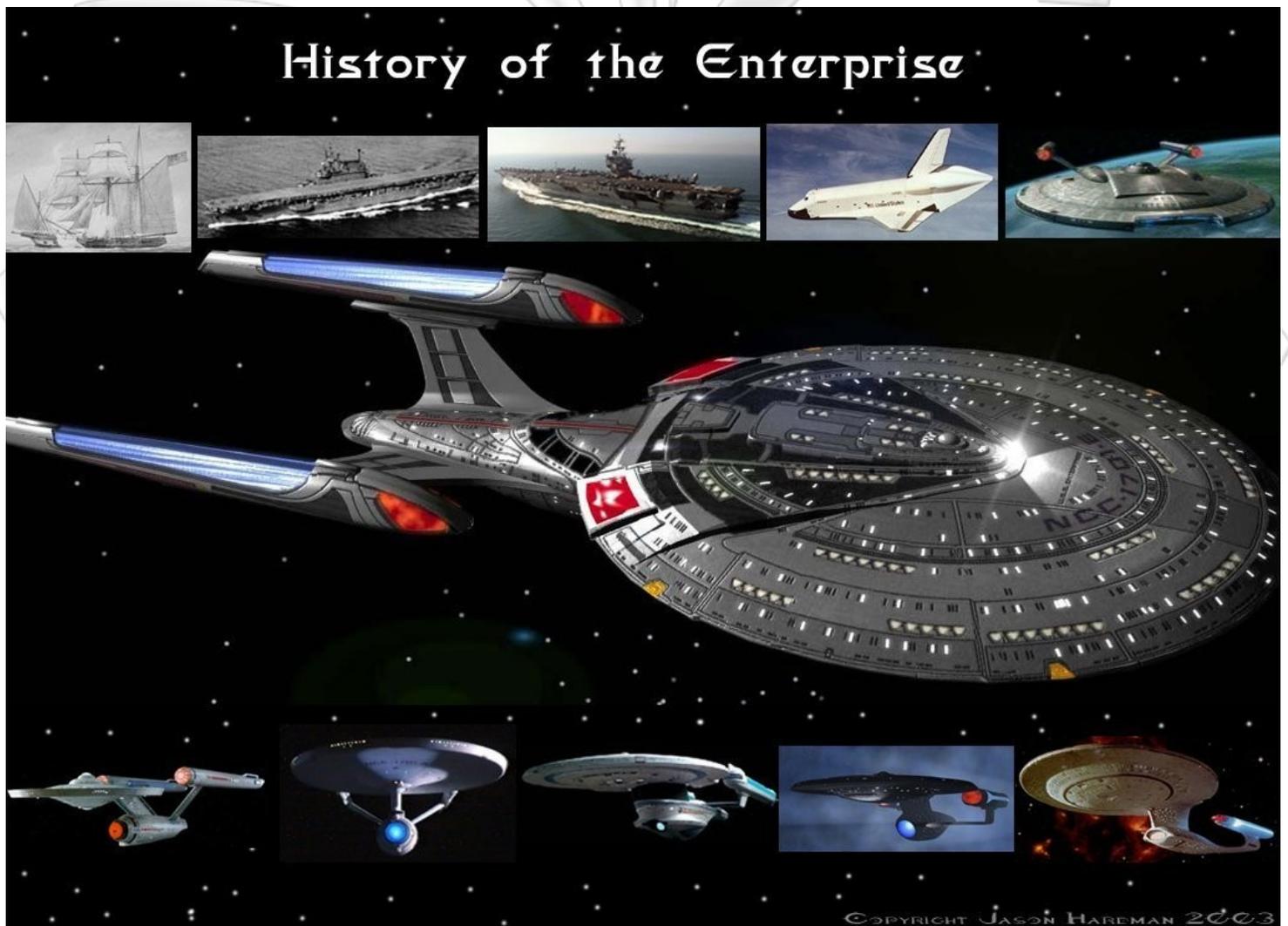
## Role Play Awards

The following awards for participation in Role Play, has been awarded to:

BLZBUB, Jeff T, Kheren, Sorripto and Storm Windfall for participating in the maiden voyage of the USS Phoenix: From the Ashes

Commander David Rogers (BLZBUB) earned a Special RP Award (Starfleet Engineers Decoration) during this mission for creative engineering work conducted within the nebula at great personal risk to contain overheated systems following the disengagement of the experimental quantum slip-stream drive during the maiden voyage of the USS Phoenix.

Awards issued by Captain Syntron



LOTUS FLEET



## *Updates by Admiral Athos*

I am amazed at just how much progress our Fleet Holdings have made since the last Newsletter. Here's a run-down of where we're at:

***Dilithium Mine:*** Completed. The only project remaining is 1 cosmetic upgrade (Motherlode) which requires dilithium.

***Embassy:*** We are at tier 2 and working on getting the "Diplomacy" and "Recruit" track up to Tier 3 which will allow our Embassy to be upgraded to Tier 3 and thereby, completed.

***Spire:*** Similar to the Embassy, we are at Tier 2 and working on getting the "Research" and "Operations" track up to Tier 3 thereby allowing the Spire to be upgraded to Tier 3 and maxed out.

***Starbase:*** We've made huge strides moving forward in building our Starbase. We've upgraded our Science (Comm) to Tier 4; our Tactical (Shipyard) to Tier 4 (which allows for some great Fleet ships), and now we're in the middle of upgrading our Starbase to Tier 4.

### ***Fleet Holdings Way-Forward:***

As stated, we are in the middle of upgrading our Starbase to Tier 4. It only requires dilithium, and unfortunately it requires a lot of it. All members should concentrate on completing this project. Once the Fabrication Facility (engineering/yellow) is ready to upgrade, we'll concentrate on it. This will give Lotus Fleet a full Tier 4 Starbase Holding.

While we are finishing off our Starbase upgrades (the Starbase & Fabrication Facility), complete Embassy projects, then Spire Projects. Once the Starbase & Fabrication Facility are at Tier 4, we will concentrate on getting the Embassy, then the Spire maxed out at Tier 3.

Nothing has been stated as yet, but with as massive of an expansion Delta Rising will be, I fully anticipate another Fleet Holding. Depending upon the benefits of this holding, we may ignore it until the other holdings are complete. If the new holding has great benefits, we will still complete the Starbase first, then get the new holding at least to Tier 2.

A big thanks to those working hard at building our Fleet Holdings. Those listed as receiving Fleet Builder awards are the largest contributors, but every single resource donated helps. As Dilithium is the resource that is most in need, here is a guide to accumulating dilithium: <http://www.lotusfleet.org/viewtopic.php?f=7&t=395&p=1527#p1527>

Continue to keep tabs on the STO Fleet Holdings Current Strategy post; it is updated as necessary. Keep at it everyone; steady as she goes.



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## ***STO Rank Changes***

Recently you may have noted that the names of the various Fleet Ranks in STO have changed from the "Tier 1", "Tier 2", etc. system to Recruits, Cadets, Officers, Senior Officers, Flag Officers, Admins. These changes were implemented to provide more privileges to our members and, at the same time, protect our Fleet Resources.

When our Fleet changed policies to allow people to join Lotus Fleet without going through the Academy, it opened up the potential for people to join and take resources without contributing. By restructuring our Fleet Ranks, we created the "Recruits" group which basically has no privileges, save the ability to donate resources towards the Fleet Holding projects. Once members contribute a minimum of 30,000 Fleet Credits towards our Fleet Holdings, the member will move up to "Officers" or "Cadets" (if the member chooses to attend the Academy). At that level, members have access to in-game resources. "Senior Officers" have additional privileges, to include inviting new people to the Fleet. "Retired Officers" have essentially the same privileges as "Senior Officers"; they are members of Lotus Fleet that have previously held a Tier 5 or higher role, who are in retired status, and who the current Tier 5/6 feel can be trusted. The "Flag Officers" and "Admins" are current Tier 5/6 personnel.

### ***Recruits:***

Newly-invited personnel to Lotus Fleet that do not yet have an account on our site  
New non-academy members, less than 30,000  
Cadets that do not have access to Fleet Resources

### ***Cadets:***

Cadets in the academy that have hit 30,000

### ***Officers:***

Academy graduates (Tier 1, Tier 2)  
Non-Academy members at 30,000+

### ***Senior Officers:***

Tier 3, Tier 4

### ***Retired Officers:***

Tier 1 retired officers who have gained a certain level of trust among the flag officers

### ***Flag Officers:***

Tier 5/6 alt characters

### ***Admins:***

Tier 5/6 primary characters



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**STO Fleet Builder Awards:**

These awards are for contributing towards building our Fleet Holdings.

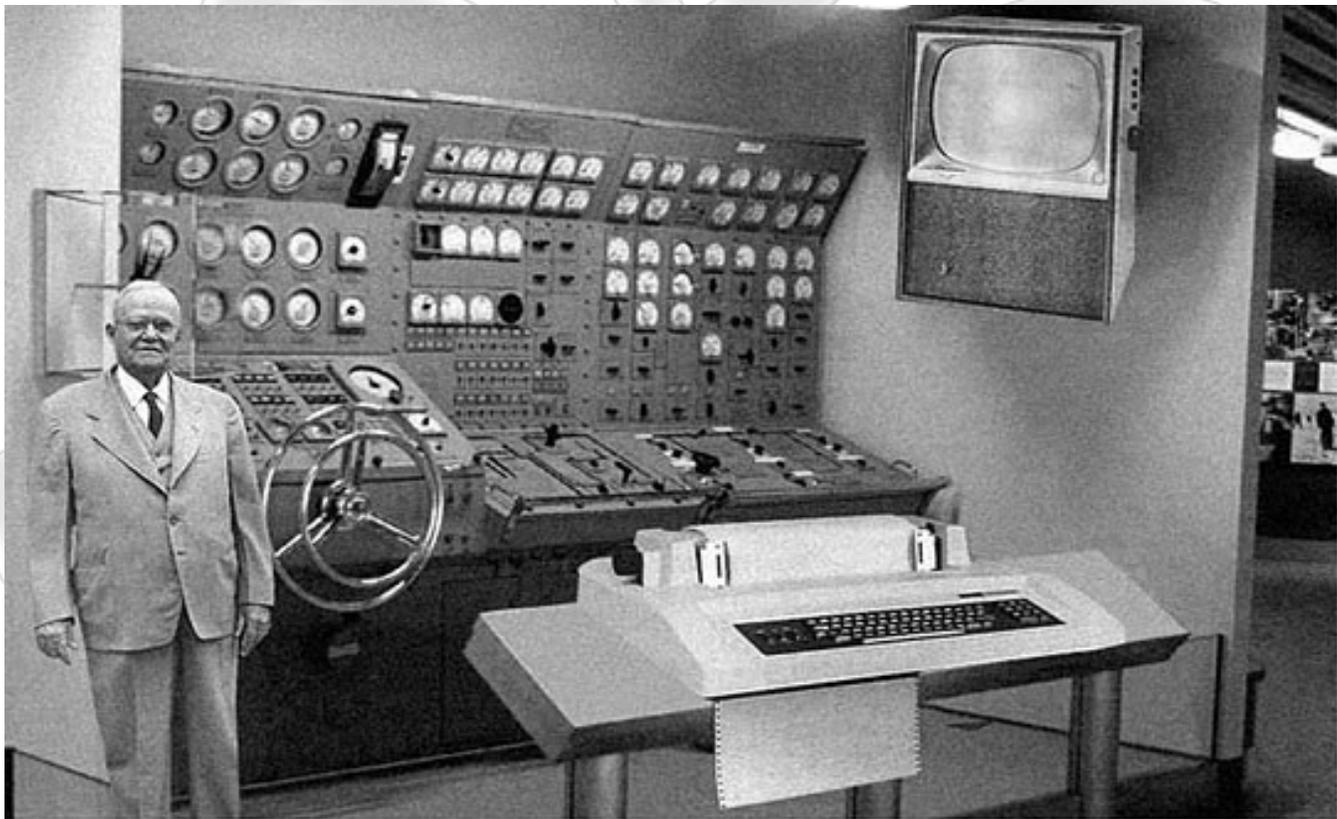
Hera - Commodore - Over 6,000,000 Fleet Credits

Redding - Captain - Over 3,000,000 Fleet Credits

Battle Lion - Lieutenant Commander - Over 1,500,000 Fleet Credits

Infernal Potato - Lieutenant - Over 1,000,000 Fleet Credits

*\*Note: If you think you have qualified for an STO Fleet Builder Award, notify Admiral Athos or Rear Admiral Battle Lion.*



*Scientists from the RAND Corporation have created this model to illustrate how a "home computer" could look like in the year 2004. However the needed technology will not be economically feasible for the average home. Also the scientists readily admit that the computer will require not yet invented technology to actually work, but 50 years from now scientific progress is expected to solve these problems. With teletype interface and the Fortran language, the computer will be easy to use*

Thank goodness for some changes!

Ed.



LOTUS FLEET

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## Awards, Promotions and Organ Donations

### PROMOTIONS:

Provisional Fleet Admiral Kheren re-instated to Admiral  
Retiring Fleet Admiral Evshell re-instated to Admiral

### LONGEVITY AWARDS:

Lieutenant(j.g.) AlexSomers: 6 months  
Lieutenant(j.g.) Veela: 18 months (1 year, 6 months)  
Ambassador [GF] Aussie: 21 months (1 year, 9 months)  
Commander BlueKnightOne: 36 months (3 years)  
Commodore Josh Vincent: 42 months (3 years, 6 months)  
Acting Fleet Admiral Jeff T: 42 months (3 years, 6 months)  
Lieutenant Snowfire: 48 months (4 years)  
Lieutenant Maurs: 51 months (4 years, 3 months)  
Rear Admiral Brigham: 51 months (4 years, 3 months)  
Lieutenant(j.g.) Father Hensley: 54 months (4 years, 6 months)  
Lieutenant(j.g.) mindblade: 54 months (4 years, 6 months)  
Fleet Captain Vladan: 54 months (4 years, 6 months)  
Commodore Sainthill: 54 months (4 year, 6 months)  
Admiral Evshell: 54 months (4 years, 6 months)  
Retired Fleet Officer Devem: 57 months (4 years, 9 months)  
Lieutenant(j.g.) Anders: 60 months (5 years)  
Lieutenant(j.g.) Montgomery: 63 months (5 years, 3 months)  
Captain Kalten: 63 months (5 years, 3 months)  
Fleet Captain Teancum: 63 months (5 years, 3 months)  
Provisional Commodore Tom Wallace: 63 months (5 years, 3 months)  
Admiral Kheren: 63 months (5 year, 3 months)  
Lieutenant(j.g.) binhawkins: 66 months (5 years, 6 months)  
Lieutenant(j.g.) Scotlandyard: 66 months (5 years, 6 months)  
Commodore Redding: 66 months (5 years, 6 months)  
Provisional Rear Admiral Crist: 66 months (5 years, 6 months)  
Provisional Rear Admiral SACKeen: 66 months (5 years, 6 months)  
Rear Admiral Crist: 66 months (5 years, 6 months)  
Captain Julian Carter: 69 months (5 years, 9 months)  
Provisional Vice Admiral Niomo: 72 months (6 years)

***Congratulations, All!***

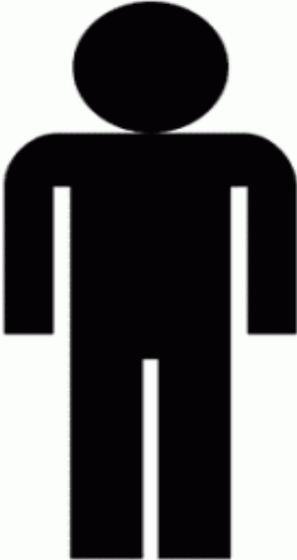
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## Academy News from Rear Admiral Brigham

The Academy has been changing over some of the courses to the more interactive flash player style used in the advanced school, however due to the lack of interest in the Academy and the lack of man power in the Academy this process has been halted unless a course needs a major re-write such as the STO courses.

Currently the day-to-day is being handled quite well by Commodore Vincent, Captain Arma and myself, I would like to see some recruitment into the Academy in the future. To make this an attainable goal I have decided to consolidate the professorships into 3 positions. Tactical/Security & Engineering, Medical & Science, Operations & History. This way in the future if anyone wishes to contribute to the Academy it will ensure that there are sufficient tasks to be handled.

I have also decided to eliminate the position of Associate Dean of Academics, since there is not nearly enough volume within the Academy to sustain such a position.



### Human v 1.1 Hotfix patch

- dislodged eyelashes will no longer enter eyeball area and become inaccessible
- random cheek and tongue biting issue during food consumption fixed
- memory leak patched, should fix the "enter room and forget why" and item misplacement issues
- fixed a bug where the motivation module would randomly fail to load



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## Where the Wilds Things Congregate: PHX ComiCon 2014

In the midst of the rising mercury and in the heart of down town Phoenix AZ, an invasion of sorts was transpiring. Traveling by cars, busses, trains, planes, bicycles and on foot, hordes of people of all ages, interests and commitment began their journey into the 2014 Phoenix ComicCon which encompassed not only the entire Phoenix Convention Center north, south and west buildings, but many of the surrounding hotels such as the Renaissance, Hyatt and Sheraton as well. To state that this was a mash-up of some very diverse individuals and groups would be a vast understatement.

I had my own agenda in mind as I left the cool comforts of my vehicle and felt the torrid wind immediately evaporating the moisture from my body. I would be leading and/or participating in four Star Trek-themed panel presentations over this 4-day event, which would draw close to 80,000 rabid fans of comics, sci-fi, animation, gaming, Cosplay, contests and a slew of other interests and opportunities. The convention itself would be drawing those numbers that is... not my panels among the many other options; especially all the goodies on display and for sale in Exhibition Hall plus all of the celebrity guests and speakers roaming about.

Armed with my laptop, which stored my extensive and painstakingly assembled precious PowerPoints, I was on a vital mission to hopefully help enlighten four different enthusiastic audiences with a range of details, images, footage, facts, annotations, and whatever else comes about during the presentations, while also striving to recruit a few new members into our fleet.

Here were the panel topic titles, along with a brief description of each panel:

### STAR TREK 101: THE HISTORY OF THE FUTURE

New to Star Trek? Don't know the difference between a Klingon and a Ferengi? Join us as our panelists provide an introductory look at one of the most enduring science fiction series on television!

### STAR TREK ONLINE: THE MMORPG

Ever wanted to command a starship or lead an away team? While we can't explore strange new worlds in real life yet, Star Trek: Online lets us do the next best thing. Join us as we introduce you to STO, and explore its digital frontiers!

### THIS AIN'T YOUR FATHER'S STAR TREK OR "JJ VS. GENE: A BATTLE FOR THE AGES!"

Like it or lump it, the "Abramsverse" has a profound impact on Star Trek Fandom! Join our panel as we discuss the Pros and "Khaaans" of JJ's take on our beloved Sci-Fi series.

WARNING: Level 3 Environmental Suits may be required - this one's going to get... ..spirited!  
And it did!

### HEY - THAT'S NOT WILLIAM SHATNER PLAYING CAPTAIN KIRK!: AN EXPLORATION OF STAR TREK FAN FILMS

Over the years various fan groups have made their own Star Trek fan films. Join us for a discussion of some of these fan films, from those locally made to the semi-professional Star Trek: Phase 2 and Star Trek Continues.



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Well... everything went splendidly with the panel and the audiences. They were very responsive and engaged; even the heated discussion about the JJ Abrams films. Admiral Kheren sent me a comprehensive document to use during this intense yet fun panel of which key elements were infused into my PowerPoint; giving my points and counterpoints tremendous ammunition of facts, figures, and logic. Results? The "Gene" points washed over the JJ verse proponents like it was a dingy capsized by a huge tsunami.

Also a big thank you goes out to our own irrepressible Storm Windfall for creating Fleet ID badges and business cards for me to use during the convention... to continue with my ongoing promotion of the Lotus Fleet throughout the convention.

In between all of the obligations and distractions, I also managed to snap hundreds of photos of the amazing costumes and such that people created and wore. It is astounding the level of detail and effort that went into some of these creations or recreations.

We even managed to have a few people from the convention visit and apply to our fleet. Afterward, I collapsed and slept the deepest sleep I had in a long time.

## Jeff T

Acting Fleet Admiral



LOTUS FLEET

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## **Important Links**

[Lotus Fleet Official Site](#)

[Lotus Fleet Academy](#)

[Star Trek Online Official Site](#)

## **LFN Staff**

Command Division XO/: Commodore BLZBUB

Newsletter Editor: Fleet Cpt. Storm Windfall

## **Lotus Fleet Staff**

Lotus Fleet Commanding Officer: Admiral Jeff T (acting)

Lotus Fleet XO: Vacant

Command Division CO: Admiral Jeff T

Operations Division CO: Admiral Athos

Academy Division CO: Rear Admiral Brigham



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**KING KONG**  
THE OLD VS. THE NEW  
(see page 16)

16 PAGES OF **COLOR** PHOTOS

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