

LOTUS STARBASE

OFFICIAL NEWSLETTER OF LOTUS FLEET

ISSUE 10, APRIL 2015

"Accepting death - by understanding that every life comes to an end, when time demands it. Loss of life is to be mourned, but only if the life was wasted." (Spock to younger Spock in Yesteryear - STA)

LOTUS FLEET:: AN AUTHENTICALLY DEDICATED STAR TREK COMMUNITY

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Foreword: Fleet Admiral Jeff T

Presented here at last is the first edition of the Lotus Fleet Newsletter for 2015. Because it is often an arduous process to create and compile each edition coupled with the declining health of our amazing Newsletter Editor-in Chief: Commodore Storm Windfall, on more than one occasion the question has been raised to me: *Why not just allow the Newsletter to discontinue?*

Here is my brief rationale/response to these *suggestions*, although I may initially digress a bit. In 2012 as we were simultaneously adding/preparing/modifying *all* the many parts of the new web-site that was being completed for the Fleet, I was also contemplating the significance of what was transpiring. At that time I was not privy to **all** of the details involving the departure from our first Lotus Fleet home into the temporary home that we were at the time preparing to abandon in a matter of months. I just knew that this current site, although it kept the remaining part of the Fleet intact, was not sufficient to allow the Fleet to have all aspects of the Fleet unified. But that was what we hoped that our new Fleet site would do: bring back full-functionality to our Forum, the Academy, and Roleplay under one virtual roof. A location where the Fleet would at least have the best chance to be housed to begin the challenging process of rebuilding what was a uniquely special Star Trek fleet.

Forward now to many months after launching the new site in December 2012. My role within the Fleet shifted in early 2013 from basically running the Operations Department to taking over as CO in Command. One of my first/top priorities was to resurrect our Fleet Newsletter. This now leads to my initial point, which to me still applies today: *Why continue the Fleet Newsletter?* The Newsletters are like Lotus Fleet *time capsules*. While the forum serves the daily aspects of member interactions, it is the Newsletter that serves to encapsulate a variety and multitude of these moments of time within the Fleet. Noting what is transpiring.... how things are shifting... who is doing what? It serves as a historical journal that can point out the obvious things we take for granted on a daily/weekly basis that are actually unique to these specific moments in time, while also presenting observations on aspects within the Fleet that many members may generally be unaware of: due to level of participation, availability or in some cases rank. It is also therefore a *timeline* of Fleet events as well.

In addition, the Newsletter also may include other Trek or member-related stories, anecdotes, developments or updates.

From my perspective the Newsletter holds a special place within our Fleet, just as our RolePlay department encapsulates all of the Trek stories that we create together over time. Just as our Academy serves to bring cadets through the process and course work toward graduation. Along with our Events department that plans and hosts multiple events and activities to involve member participation. It is the combination of these aspects plus the forum posts/responses and even Shoutbox conversations that are crucial aspects to the health and longevity of this Fleet.

In addition, all members are always welcome to submit an article or suggest ideas for upcoming editions. Features within the Newsletter may shift and evolve in the same way our manner of operating the Fleet itself has been modified these past months and years and will likely continue to do so as long as our banner remains atop our fleet starbase. This is not a static endeavor.



As with the robustness of the Fleet itself, our Newsletter can expand and grow with active involvement, or it can dwindle with neglect and apathy. In this capacity, it is up to **all** of our members to make a conscious choice about these real factors, which will be demonstrated by their activity or lack thereof. At an absolute minimum, all members should at least download and read each edition uploaded since each edition represents a significant amount and time, thought, effort, and creativity to bring each one of these creations into fruition.

I for one would like to see us continue with our adventure, making history one Fleet contribution at a time by a multitude of Lotus fleet members and later recording it within a Newsletter. However, like in many aspects of our lives, it all comes down to how we prioritize things in our life rather than the amount of perceived time available. Where there is determination and effort skillfully applied in lieu of excuses and such, it is amazing what humans can actually accomplish. Our Fleet Newsletter is no exception to this proposition.

Respectfully,

Jeff T

Fleet Admiral Jeff T





LOTUS FLEET

State of the Fleet Address

Greetings to all Fleet members, Ambassadors, and friends of Lotus Fleet.

I hope that as we just recently crossed through the calendar threshold into spring that you are healthy and full of transformed vigor as winter's end begins to thaw into a cycle of growth and renewal once again.

It has been a while since we've posted a State of the Fleet Address. Thoughts of growth and revitalization seem appropriate themes for such an address. Therefore, without further ado, I will proceed.

Maintaining the functionality of an online fleet over the course of many years is in some ways just as challenging as doing the same aboard an actual Starfleet vessel. Except for that with an imagined crew, this would be their livelihood in addition to being their passion. For us however, stuck in the confines of the 21st century on Earth itself, it is unfortunately a supplement to other aspects of our lives that demand both our time and attention. It is not always easy to carve out the time and put forth effort to maintain or enhance both the operations and the activity level of our fleet, yet in doing so, these moments help to strengthen the integrity and vitality of our fleet.

There are a range of reasons or circumstance that may have occurred that allowed each of us to discover this fleet.

Something then motivated us to then join. Regardless of the varying circumstances that transpired, I would venture that there may be a commonality inherent within philosophical and humanistic examples of the possibilities conveyed over these 50 years throughout the Star Trek franchise that resonated to some degree within each of us. A sense of optimism that we will somehow work our way past many of the awful ways we as a species behave and treat each other. Glimpses that we can somehow evolve beyond the seven deadliest aspects of human nature and rechannel our minds and resources toward more productive and inspiring ambitions. A possibility that perhaps we could as a species eventually work toward something magnificent like the Enterprise and Starfleet. But such a future is dependent on what occurs in the present.

Since joining Lotus fleet I've always perceived this fleet to be an authentically dedicated Star Trek community; even though we almost diverged a bit some years back. Our living document: the Code of Conduct, the Academy, our evolving fleet structure, the RP department, Events and the overall teamwork and camaraderie that exists are aspects of what make this Fleet unique and inspiring to be a part of. It is my hope that despite losses of members over the years that we can stay on course with our vision intact. We have also witnessed that some members do find their way back to the fleet; even though our virtual space station itself may have been transported to other sites. We are survivors and through our tenacity, we can continue to move beyond a variety of adverse situations. But this is only possible with the active participation and involvement of our members and the willingness of all of us to seek out new potential members as well.

Presently, we have several changes regarding the fleet in various stages of development or implementation that I would like to share.

The team of Vice Admiral Spawner, Rear Admiral Battle Lion, Commander Sorripto and Lieutenant J.G. InfernalPotato will be leading our Events department as they are currently gearing up for the Delta Recruitment for our Star Trek Online players who can prepare for the upcoming Iconian War with Delta Recruitment, a new in-game event that will go live on April 2. According to Perfect World Enter-



tainment and Cryptic Studios, novice and veteran players alike can earn unique rewards when embarking on a tale five years in the making. One of our objectives this year is to reignite not only our presence in STO but our weekly participation in scheduled events. This week alone Battle Lion has scheduled multiple events allowing all members interested to join in and defeat the Crystalline Entity with any or all of their STO characters/alternates that are of sufficient rank. There is even more to come in the weeks and months ahead.

Also within Events, Rear Admiral Battle Lion will also kickstart the **Weekly Star Trek Episodes** back into place: rotating among the franchise series. But for this to be successful, we need multiple members throughout the fleet to participate in whatever capacity available. There have been some very interesting and intriguing discussions that have stemmed from these episode comments by our fleet members... and we would like to see this trend continue and expand.

The **Starship Smackdown** that Admiral Evshell created has not only had good weekly participation, but will be closing in on completing round one of this competition over the next few months. Nevertheless, there is still plenty of time for any and all members to get involved in this elimination competition before round two even begins.

Meanwhile, Admiral Athos will be working on implementing the **Daily Trek Trivia** into the site by April 1st. He has already set-up a thread on-site to allow everyone to sign in ahead of time and then try out how this works before it officially begins. So this will be a great opportunity to check out your level of Star Trek nuanced facts.

In the Academy, Commodore Josh Vincent along with Rear Admiral Brigham have a few ideas brewing to inspire cadets to complete each year and graduate with their highest possible achievement. Some new awards and perks may be included into this mix. They will also be reaching out to candidates to inform them of other changes that have transpired over this past year to perhaps bring them back into the fold again with new options and opportunities available.

Within our active Roleplay Department, Admiral Kheren is continuing with the daunting task of expertly juggling multiple threads and storylines in our RP Fleet action: including the Lotus, Phoenix, other ships and locations as the story-lines begin to coalesce. The participation is good among the current RPer's yet there is room for others that want to participate. There are still the junior cruises available to those new to RP along with the opportunity for new or secondary characters available for those that are experienced and continually active in RP. If you have not seen the work of this department, peruse this thread of RP story novelizations in this collection created by Admiral Kheren: <http://www.lotusfleet.org/viewtopic.php?f=22&t=101>

In regards to our Fleet Newsletter, unfortunately we are in the process of losing our amazing Editor Commodore Storm Windfall due to medical reasons. Even though those will be some very big shoes to fill, we will nevertheless be seeking someone with the aptitude, desire and skill to fill this position a.s.a.p.. Fortunately though, we still have intact those officers in the departments of the fleet that continue to make contributions to each issue.

These are just some initial ways for us to work toward our primary goal: which is to expand our contacts and bring more active participants and participation into the fleet. There are three immediate ways in which we can begin accomplishing this:

First, we want to reach out to our inactive members and invite them to come back on-site. Perhaps there may be things in which they are interested that can coincide with the needs of the fleet.



Something after all brought them here to begin with. We just need to match-up these needs with interest.

Related to this effort is our intention to seek out new recruits wherever Star Trek fans may congregate. Our fleet has a variety of Trek-related opportunities available for new recruits. But we need to actively engage our recruitment efforts as a crucial component within the fleet. Often new members aren't brought in only by an *official* person from a recruiting department, but by a member in STO who reaches out to another player, be it a friend or perhaps someone they've teamed up with in a mission or PVE. Or someone inquiring on Earth Starbase thread. Or contacts made at a science fiction convention. The bottom line is that there are numerous opportunities to find Trek enthusiasts. To be successful, we need *everyone* to begin to explore these opportunities further whenever possible.

In addition, we also want to expand our Diplomacy with other STO Fleets, whether through joint STO events or simple conversations to begin with. Ambassadors from other fleets could potentially team-up with members of our Events team to create joint activities. This is a win-win situation that can increase participation, activities and ideas.

We also have a newly designed fleet structure that will be implemented over the next week that was spearheaded by Admiral Athos with recommended modifications by Tier 5 and Tier 6 officers. This was an arduous process that Admiral Athos went through to get everything tweaked accordingly. I will be working on getting this all of this information in place on our website by April 1st.

As a consequence of this, some things within the fleet structure will be a bit different. Rear Admiral BLZBUB, for example, is preparing for a new role and is currently working to redefine the roles of his current staff.

Additionally, from this point we will also be actively seeking to fill other key roles needed within our fleet. Examples include a Graphics Artist to serve as a Media Developer, Recruiting Officers, Newsletter personnel, and Professors within the Academy. These are examples, other positions will be posted as well once the new fleet structure is in place.

In conclusion, It doesn't matter where in the world you are located, what age or gender you are, what your favorite Star Trek series, character or movies are or even how much time you have available during any given week. What matters is your interest and willingness to serve in some capacity within the fleet, as so aptly demonstrated in Star Trek. Your options for participation could include participating in discussions in the Shoutbox, creating or responding to thread posts, writing an article for the Newsletter, playing STO with fleet members, participation in one of several fleet contests, seeking out new members to join the fleet, participating in RP: from minor to major roles and/or applying for a posted position in any department within the fleet. Whatever capacity and role you select, by following through with this involvement you will help to bind the strength of our fleet and ensure its continuation for years to come.

Sincerely,



Fleet Admiral Jeff T



Fleet Command Structure & Open Officer Positions

Lotus Fleet Command:

T6 Fleet Commanding Officer: Fleet Admiral Jeff T

T6 Fleet Executive Officer: Admiral Kheren

T5 Director of Staff: Rear Admiral BLZBUB

Public Affairs Branch

T4 Publications Director: Commodore Storm Windfall

T3 Media Developer: OPEN

T2 Newsletter Writer: OPEN

Technical Support Branch

T4 Technical Director: Admiral Evshell

T3 Technical Developer: OPEN

T2 Technical Assistant: OPEN

Fleet Advocate Office:

T5 Fleet Advocate: Commodore Sainthill

T4 Deputy Advocate: Commodore Redding

Operations Division:

T5 Commanding Officer: Admiral Athos

T5 Executive Officer: Rear Admiral Battle Lion

Role Play Branch

T4 Roleplay Administrator: Admiral Kheren

T3 RP Assistant Administrator: OPEN

Events Branch

T4 Event Director: Vice Admiral Spawner

T3 Event Coordinator: Commander Sorripto

T2 Event Planners: LT J.G. InfernalPotato

T2 Event Planners: OPEN

T1 STO Event Planner (non-Academy grads only): OPEN

Academy Division:

T5 Commanding Officer: Rear Admiral Brigham

T5 Executive Officer: Commodore Vincent

Academy Branch

T4 Dean of Academics: OPEN

T3 Command School Director: OPEN

T2 Professor of Engineering & Tactical/Security: OPEN

T2 Professor of Science & Medicine: LT. Maurs

T2 Professor of History & Operations: OPEN



Recruiting Branch

T3 Senior Recruiter: OPEN

T2 Recruiting Officer: OPEN

T2 Recruiting Officer: OPEN



The Skinny on Couch...Uhhh...InfernalPotato



1. Where are you from?

Originally, I am from Michigan. I grew up outside of Detroit. Now, I live in New Jersey... but I have bounced around quite a bit in between.

2. What is your position in the Fleet?

Event Planner

2.1 What is your immediate intent within the position that you have assumed? What are some of your long-range goals?

I enjoy participating and helping to organize in-game events with other Fleet members and Star Trek Fans when I can, and generally try to help everyone have a good time while doing so.

3. When did you join Lotus Fleet?

Tuesday, June 24th 2014. Battle Lion finally convinced me to abandon my original mothballed fleet in STO and be a member somewhere I can do something useful!

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

In my fairly short time as a fleet member, It has become clear to me that our members are good people, dedicated Trek fans and some truly interesting folks to boot. To me, this is great compared to being a member of some clan or guild in other games where the only topic of discussion would be the game itself. Being a Star Trek fan since I was a child, there are plenty of opportunities to have interesting discussions with our members. Lotus Fleet is definitely more substantial than your average gaming fleet, and that is definitely a good thing in my book.

5. What is your favorite Star Trek series?

I love them all, but Next Generation always comes out on top for me. Probably something to do with watching the episodes air while I was growing up!



6. What is your favorite Star Trek movie?

This is a tough one... I have seen every Trek movie many, many times. I believe I'd have to say ST6: The Undiscovered Country is probably my personal favorite.

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

Next Generation may have been my favorite series overall, but I always liked Kirk more as a Captain, especially from the original cast movies. I was always fond of his just-reckless-enough approach when faced with problems.

8. What is your favorite Star Trek ship?

The Excelsior class has been my favorite ship for as long as I can remember. I always liked the "beefed up Constitution" look, the Enterprise-B was a ship of this class, and they continued to be in service all over the place for a long time across Star Trek canon. A truly utilitarian workhorse starship of the Federation.

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

I like the Voyager EMH quite a bit... always snarky and quick-witted, but never to the point of neglecting his duties. Plus, many of his scenes make me laugh, and that's always enjoyable.

10. What is your favorite Star Trek uniform?

I am particularly fond of the "monster maroon" original cast movie uniforms and the DS9/Voyager jumpsuits. I also enjoy the Odyssey uniform designs used in Star Trek Online.

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

Star Trek Online, watching episodes over again for a bit of nostalgia, and most of all the discussions with other fans!

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

I seem to recall becoming agitated any time I realized that Lwaxana Troi was going to be in an episode. I also absolutely hated Kai Winn on DS9... but that was likely by design.

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

I found them enjoyable enough as sci-fi action films, but to me they aren't quite in the spirit of Star Trek movies. I didn't hate them, but it certainly seemed like they went out of their way to cram as many references to the original productions as they could into the new movies... and then covered everything in lens flares. Also, (SPOILERS!) Spock screaming "KHAN!" in Into Darkness just about made my eyeballs roll out of my head.



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

I doubt I'm familiar enough with the work of most directors to have a meaningful answer to this question.

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

I try to treat everybody with respect, not stir up conflict where I go, and lend a hand when and where I can. Nobody is perfect, but making that effort is a good start. We certainly have a long way to go as a people before we even come close to Roddenberry's vision of the future, but I believe being good to each other as a foundation is one of the most important steps.

16. Are you active in Star Trek Online?

I've had to take some time off from the game lately to deal with the dreaded real world, but otherwise yes I am! I always try to help out any fleet members or players I can who need it. As Event Planner I am usually eager to arrange or hop into any in-game activity with fleetmates.

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

Other fleet members have been playing since launch, or even before then. I have only been playing STO for a fraction of that time, but it seems that it has come a very long way from its original incarnation. I definitely have the most fun in game when flying around with a group rather than on my own, and being a part of Lotus Fleet is great for that!

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

I believe that they do what they can to make a Star Trek game that is still fun to play. Specifically, far more space and ground combat than you would ever see in a Trek series or movie... but the game would not be particularly fun to play for everyone if you spent most of your time cruising around scanning gaseous anomalies. As of this interview, it seems like Cryptic has a small but dedicated development team made up of Trek fans who are mostly interested in what the community thinks. You can't please everyone, but I think considering the age of the game and the lack of new Trek material to work into it, they do a pretty good job!

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

As in question 15, I just try to be happy and help others be happy most of the time. It's amazing what a little encouragement can do when someone is feeling down. :)

20. What is your biggest peeve?

Intolerance.

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

I'm not sure. I've never done anything amazing like skydive while spinning plates... but every time I get to have a good time with friends and/or family it's a highlight in its own right.



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

I have a birthmark that vaguely resembles Tennessee.

23. Could you describe yourself in 5 words?

Cautiously curious, loyal, obsessive and a little crazy at times!

24. Do you have a personal motto?

No motto to speak of, but as above I try to be a good person overall.

25. What advice would you give new members?

Don't be afraid to ask for help! I was a little shy at first, but I quickly learned that our fleet-mates are wonderful, helpful people. In STO, if you play, there are a great many things that are not explained well at all. There are also a lot of little tricks that can make playing the game a lot easier. Definitely take a look at Battle Lion's STO 101 forum posts!

26. How would you define leadership?

In my eyes, a leader is someone with their head on straight who you know without a doubt you can follow. Projecting confidence goes a long way.

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

Live long and prosper.



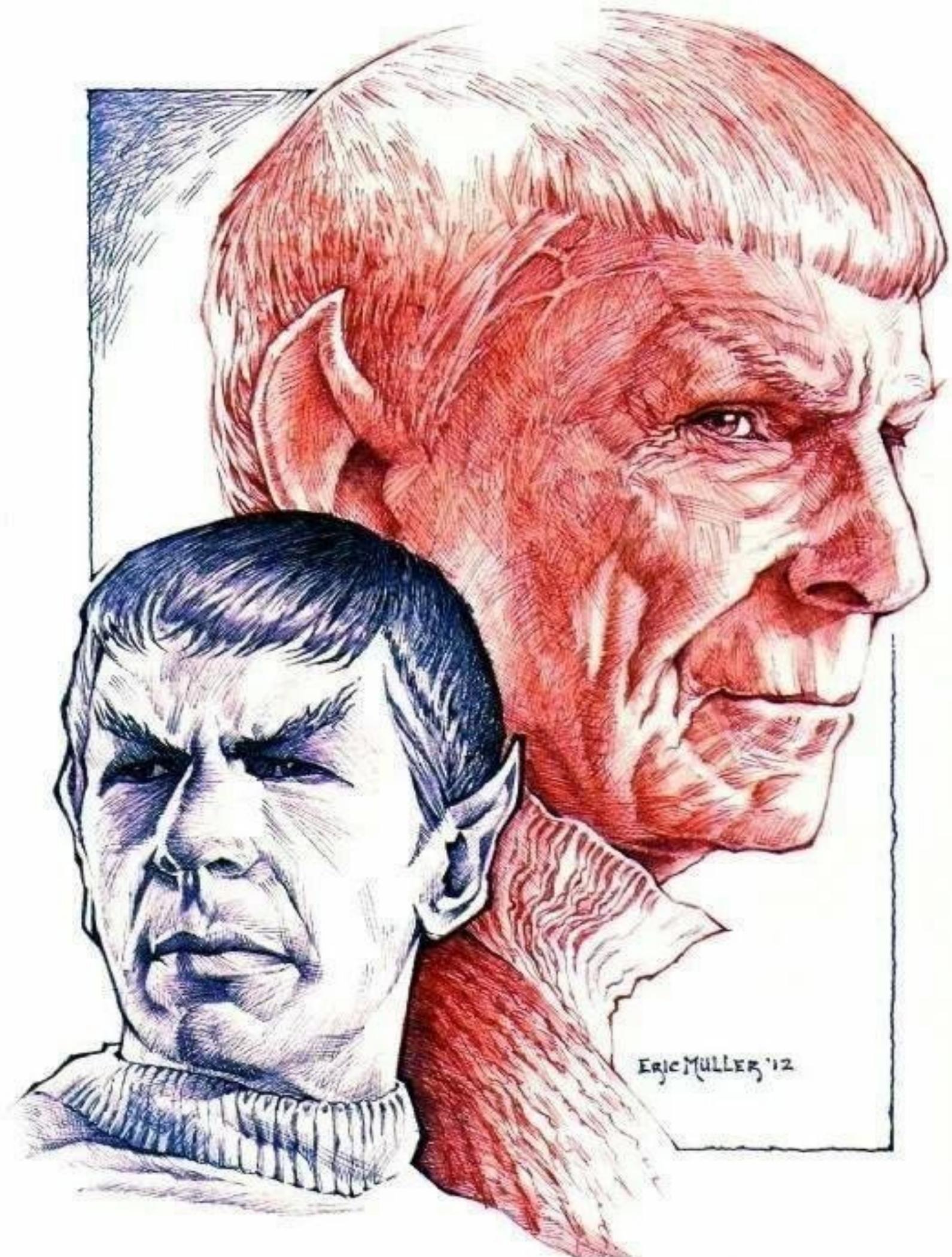
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LOTUS FLEET



ERIC MULLER '12



ROLEPLAY DEPARTMENT REPORT

The RP department has been as active as ever, with daily entries from the dozen player-characters involved. The 3rd Fleet Action "Brave New World" is still ongoing, with the heroes now face to face with the main difficulty and antagonist of the plot... which is not whom they had expected! Even Starbase Lotus is now in the grip of this adversary from the past and a major invasion is on the verge of striking not one but two universes!

Any new or returning player may join on the adventure even as it is ongoing. Returning characters can involve themselves in the events of Starbase Lotus, while new ones can either do the same as recently recruited officers or as crewmembers of the USS Nuntio just recently rescued.

The adventure awaits you!

STARBASE LOTUS:

Strange energies have been released from the derelict USS Asimov sent by Starfleet to thoroughly investigate the Sarabande ruins recently unearthed by the USS Phoenix. Fleet Captain Allen Samji locked down the entire base to try and contain the unknown menace... and sent a message buoy to warn any and all ships and installations of the sector that Starbase Lotus is under quarantine. Unless the situation is resolved quickly, they have but twenty-four hours before Starfleet will be bound by their emergency containment directive to destroy the entire base and everyone on it!

CURRENT PLAYERS: Kheren

USS HORIZON: The flagship of the fleet discovered that the planet Eden IV, intended for the first colonisation effort of the Federation in the pocket universe beyond the Azimuth Horizon, is surrounded by an unexplained negative energy field. Following the Prime Directive, the planet was declared off limits and the Horizon moved to the next objective when the patrolling USS Polaris returned with an alien pursuer hot on her tail. The Draxx, a lupine humanoid life form native to this universe, treated them as servants of some unknown puppeteers they were adamant in fighting. Although the conflict was resolved without bloodshed, the leader of the colonists attempted to force the issue, causing some of the alien crew to crash-land on the forbidden planet... along with her and the brave officer trying to retrieve her. Now, the Polaris, the integrated escort vessel of the Horizon, is following to save them and, like them, is confronting directly the very beings threatening all... while the Horizon awaits the coming of the infuriated Draxx.



USS Phoenix (update by Jeff T)

Current Players:

- Jeff T
- Sorripto
- BLZBUB
- Kheren

The USS Phoenix arrived to the universe beyond the Azimuth Horizon along with the USS Horizon. Soon afterward, this ship and crew were off on their own mission of exploration and space mapping.

While involved on their scientific exploration, the Phoenix discovered a lost federation vessel that had been a part of the Lotus fleet years ago but had somehow vanished. Now this Nova-class starship was adrift in this uncharted sector of space with its entire crew of 60 unaccounted for at this point.

After scans and remote investigations provided virtually no answers to the many questions that arose from this lost vessel's re-emergence, Captain Syntron sent an away team protected by environmental suits and led by Commander Riker to this apparently abandoned vessel in search of crewmembers; or at least to find clues as to what transpired that brought this vessel here in this condition.

What they initially found were no signs of crew members, but instead, level 10 force fields curiously activated throughout the ship. It was not only a puzzling situation, but was inhibiting their progress to gain access to sections throughout the ship.

After this hindrance was discovered, the away team decidedly split into two separate teams: one led by Commander Riker that would be working their way toward auxiliary control in an attempt to re-establish environmental systems and conditions. The second team was led by Commander Rogers that would complete their part throughout the ship's engineering department of attempting to bring integral components of this lost ship back online. Their joint intent was to recover the logs of the commanding officer and others stored on the bridge and bring them back to the Phoenix to ascertain what they could potentially reveal about all of these mysterious circumstances.

Neither team however was prepared for what they later discovered as they began to systematically deactivate the force fields in linear paths toward their initial respective destinations. Nor did any of them know how to immediately respond to the danger that accompanied their unexpected circumstances.

Yet with communication lines severed, their lives were all now in peril and their time to react accordingly was diminishing.

END TRANSMISSION



STO UPDATE BY ATHOS



Kirk: "Keep looking, Mr. Spock. I am sure the update is in there somewhere..."

Spock: "I told you, Captain, I only found this:

""A big thanks to those working hard at building our Fleet Holdings. If you've contributed enough to earn one of our Fleet Builder awards, please message Admiral Athos or Rear Admiral Battle Lion. We can't track all of you, so it helps if you self-identify.

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.""

Diagnostics imply that there are nothing wrong with the computer. It's illogical to search any further." (Bleep-bleep) "Just found the signal now Captain. It appears that the file was sent via an old fashioned carrier wave... which would explain why it took so long to get here."

Kirk: "#\$%^!!! what was the Admiral thinking?"

Spock: "More... colorful metaphors Captain? Here's the message Sir:"

""This is Admiral Athos coming to you from the bridge of my flagship. The Iconion War is upon us; the Iconions are through manipulating their pawn races and have sent their Heralds to directly engage with us. The Aleutian has been on the front lines engaged in heavy fighting; we've taken some damage and some casualties, but we're dealing out some damage of our own.



Due to the Iconian's own actions, we've known that they were coming for a while now. As such, Starfleet, and our counterparts in the Klingon & Romulan Empires, has seen a dramatic rise in recruitment. Starfleet has increased our productivity of starships and expanded training of crews; we have also seen an increased promotion rate for officers to command those new starships. Don't let that lull you into a false sense of security about this war; we'll need every ship and every crew to drive these Iconians back.

Coming up against such an advanced adversary requires us to be innovative and to equip our ships and away teams with the latest of technologies. Our Fleet Holdings are an invaluable resource to provide said technologies. Our Dilithium Mine is fully operational and provides Fleet warp cores and engineering consoles. Within the last month, we've completed the full construction of our Fleet Embassy on New Romulus which provides its own Fleet consoles and ground gear. Right now, our focus is on completing construction of our Fleet Spire; being located in a Dyson Sphere makes it key to understanding and combating the Iconians. The operations platform is already at tier 3; our research facilities are 92% towards being complete at tier 3, which will then allow us to upgrade the superstructure of the Spire to tier 3. The Spire will provide vital weapons consoles to increase our ships' firepower. Finally, our Fleet Starbase is at tier 4; a fine starbase with much to offer. Fleet weapons, impulse engines, shields, ground gear can all be obtained there. We are a long way away from upgrading our starbase to tier 5, but just keep at it.

While I am certain many have been contributing towards our STO Fleet holdings, not many have stepped up to claim their awards. If you've contributed enough to be recognized, please send me a PM. Congratulations Admiral Kheren on earning the Fed Fleet Builder VIII (Fleet Captain) and the KDF Fleet Builder IV (Lieutenant).

Keep up the fight! Athos out."''



STO 101: Tips & Tricks from Battle Lion

I figured I would post some basic to intermediate knowledge articles on the game, UI, loot, gear, etc.

Most, if not all of you will already know a lot of this. Enough people I've met in game didn't, so I might as well make a thread out of it.

First let's look at the space UI and its customization options.

If you look at red circle #1, no matter your current tray configuration you will see this button. If you click it, it will give 4 options. Options 1, 2 and 3 correspond to how many rows are shown. Option 4 adds the fire weapons clickable commands to the right edge of the tray. This is not necessary or useful as those commands are also on your weapons tray, and you should also be using keybinds for weapons firing anyway.

While it is nice and somewhat organized to see the little pictures of your bridge crew with their corresponding powers, that takes up a lot of screen real estate and if you use your mouse to click powers, it adds tracking time.

Using option 3 (or 4) gives you three rows of powers that you can organize yourself, based on your buff order, or whatever you like. You might think you will run out of space, and you might. On my dreadnought I have 3 full trays and half a fourth tray. I just toggle when I need a different row. Let's look at how to do that now.

Moving on to red circle #2:

The number here with up and down arrows means this is row 3 currently being displayed on the tray. You can click the up and down arrows to display different rows. Usually, you won't run out of space with 3 rows worth of powers. But if you have ship devices, and special consoles, fighters and batteries, T6 ships...it can fill up fast.

Easy solution is to take the barely used powers, like ramming speed, self destruct, diplomatic immunity, subspace fold, runabout pet...and put it on row 4. It's not that hard to click the arrow to get to lesser used powers, especially in PVE.

This is also a good way to macro, though I don't personally do it. You can set a macro to fire off everything in tray 5 for example, automating critical time sensitive tasks like Aux to Batt, tac team cycling, EPTx drake/dragon cycles, etc.

Red circle #3:

This is found on your power level tray, when you click it you get 3 options. There is no benefit to having this on 1 or 2.

Setting 1 shows you the numerical power levels of each of your systems. It's current power level, over its base power level. The current power level reflects all the buffs and bonuses you currently have from things like consoles or skill trees. That is why you can set your power level to 50 and have it actually rest at 70.

Setting 2 shows you a bar graph of sorts, color coded for each system. In order from left to right they are weapons, shields, engines and aux. Setting 2 is slightly better than setting 1 in that you can visually see your power levels in and quantify that visually as opposed to numerically. When you are getting power drained, you can actually SEE the drop in power.

The bright green on top of each bar is your bonus power that you are getting from the skill tree and consoles and what not.

Setting 3 though is the best. Here's why.

You get SLIDERS. You can manually adjust the power level in each system. And you can SAVE presets. The game comes with 4 standard presets. See red circle #5 that is the standard preset for weapons power. Next to it is shields, engines and aux. the power level I have currently is basically the best preset for most applications.

To create your own preset, first click one of the 4 preset buttons. For example, the AUX preset. Then drag the sliders where you want them to be. Once you get it in place, hit the LOCK icon, red circle #6, and that slider will stay there. This is important because as you move a slider, the others will move too. Move them one at a time, and lock them when they are where you want. Then you need to hit the floppy disk save icon, red circle #4, and that preset will be saved.

Switching between presets is a good habit to get into. I have one for traveling, fighting, healing and tanking.

Now let's look at red circle #7. This is your weapons tray. never mind that weird space I have between it and my other trays. It's good to have all your trays squished together to minimize mouse tracking time. Anyway, that space is for my hangar bay on my dreadnought, which I am obviously not flying in this picture.

Well. As you can see I have my 8 weapons. You may notice a green box around each of them. This means they are set to AUTOFIRE. Right click each weapon and you will set it to auto fire. Some weapons you do not want on autofire, like mines or special torpedoes, but that is up to you and your build. In general, all energy weapons should be set to autofire for maximum DPS.

This concludes the first lesson; I will post later as I have time about things like powers, ships, ground gear and other things ranging from basic to advanced.



Fleetwide Meetings:

(check the site Calendar for your local time)

Occurs every: 3rd Sunday of month - every month UTC - 5 hours [DST]

This is our Fleet meeting to discuss Lotus Fleet business, events, and other important information.

Afterward, the meeting goes "unofficial" and unrecorded into a round table, where anyone may have a chance to speak; i.e. ask questions, present ideas, etc... This is the social aspect of our meeting and provides an opportunity to get to know everyone involved in the Fleet even better.

Think of it as our Fleet's Ten Forward

Each meeting will be held on TeamSpeak 3. Please download and install TS3 following this guide:

<http://www.lotusfleet.org/viewtopic.php?f=34&t=55>

LIVE LONG AND PROSPER

10 BUSINESS LESSONS FROM STAR TREK

1. Know Yourself
2. Embrace Humility
3. Be Afraid of the Big Chair
4. Innovate as if Your Business Depended On It
5. Get Good At Making Decisions
6. Clients are Aliens
7. Embrace Diversity
8. Find Your Rabbit
9. Don't Lose Your Enterprise
10. Have Fun - Do Good



Awards, Promotions and Organ Donations

January 2015:

New members:

Cadet 4th class RobertOakley

Cadet Selocin

Promotions:

Fleet Captain Storm Windfall promoted to Commodore

Commodore BLZBUB promoted to Rear Admiral

Longevity Awards: January 2015

Admiral Athos attained 7 years Longevity

Provisional Admiral Christopher Stevens attained 6 years Longevity

Provisional Fleet Admiral Jamie attained 6 years Longevity

Provisional Vice Admiral Spawner attained 6 years Longevity

Lieutenant(j.g.) Hera attained 2 years Longevity

Lieutenant(j.g.) InfernalPotato attained 6 months Longevity

Medals and Commendations:

Commodore Battle Lion awarded Commendation 4

Rear Admiral BLZBUB awarded Commendation 4

Admiral Evshell awarded Lotus Fleet Benefactor

Provisional Fleet Admiral Jamie awarded Lotus Fleet Benefactor

Admiral Kheren awarded Legion of Honor

Commodore Storm Windfall awarded Lotus Fleet Ribbon of Excellence

Update: April, 2015:

New Members:

[FC]Costello

[FC]Picard

Izzy46

WG4575

Arina

Willow Hannigan

tjaleth

Stormer



Promotions:

Junior Ambassador status awarded to [FC]Costello and [FC]Picard
WG4575 promoted to Cadet 2nd Class
Arina promoted to Cadet 4th Class
Willow Hannigan promoted to Cadet 1st Class
tjaleth promoted to Cadet 1st Class
Stormer promoted to Cadet 1st Class

Longevity, January/February, 2015:

Lieutenant(j.g.) AlexSomers attained 1 year longevity
Commodore Josh Vincent attained 4 years longevity
Fleet Admiral Jeff T attained 4 years longevity
Lieutenant(j.g.) Father Hensley attained 5 years longevity
Lieutenant(j.g.) mindblade attained 5 years longevity
Lieutenant(j.g.) Vimes attained 5 years longevity
Commander Sorripto attained 5 years longevity
Captain Arma attained 5 years longevity
Fleet Captain Vladan attained 5 years longevity
Admiral Evshell attained 5 years longevity
Lieutenant(j.g.) binhawkins attained 6 years longevity
Provisional Rear Admiral Crist attained 6 years longevity
Provisional Rear Admiral SACKeen attained 6 years longevity
Rear Admiral Joester attained 6 years longevity

Longevity, March 2015:

[FC]Bailo attained 3 months longevity
Lieutenant(j.g.) Adam Wilcox attained 2 years longevity
Retired Fleet Officer Jae Onasi attained 5 years longevity
Lieutenant(j.g.) Scotland Yard attained 6 years longevity
Commodore Redding attained 6 years longevity
Rear Admiral BLZBUB attained 6 years longevity

Longevity, April 2015:

[FC]Costello attained 3 months longevity
[FC]Picard attained 3 months longevity
Lieutenant(j.g.) InfernalPotato attained 9 months longevity
Lieutenant Decatur attained 2 years longevity
Lieutenant-Commander Jovani_Picard attained 5 years longevity
Commodore Battle Lion attained 6 years longevity



Lotus Fleet Base - Special Ensign's in Star Trek Online:

Ensign L33r0y - 9 months longevity

Ensign Ludwigssen - 9 months longevity

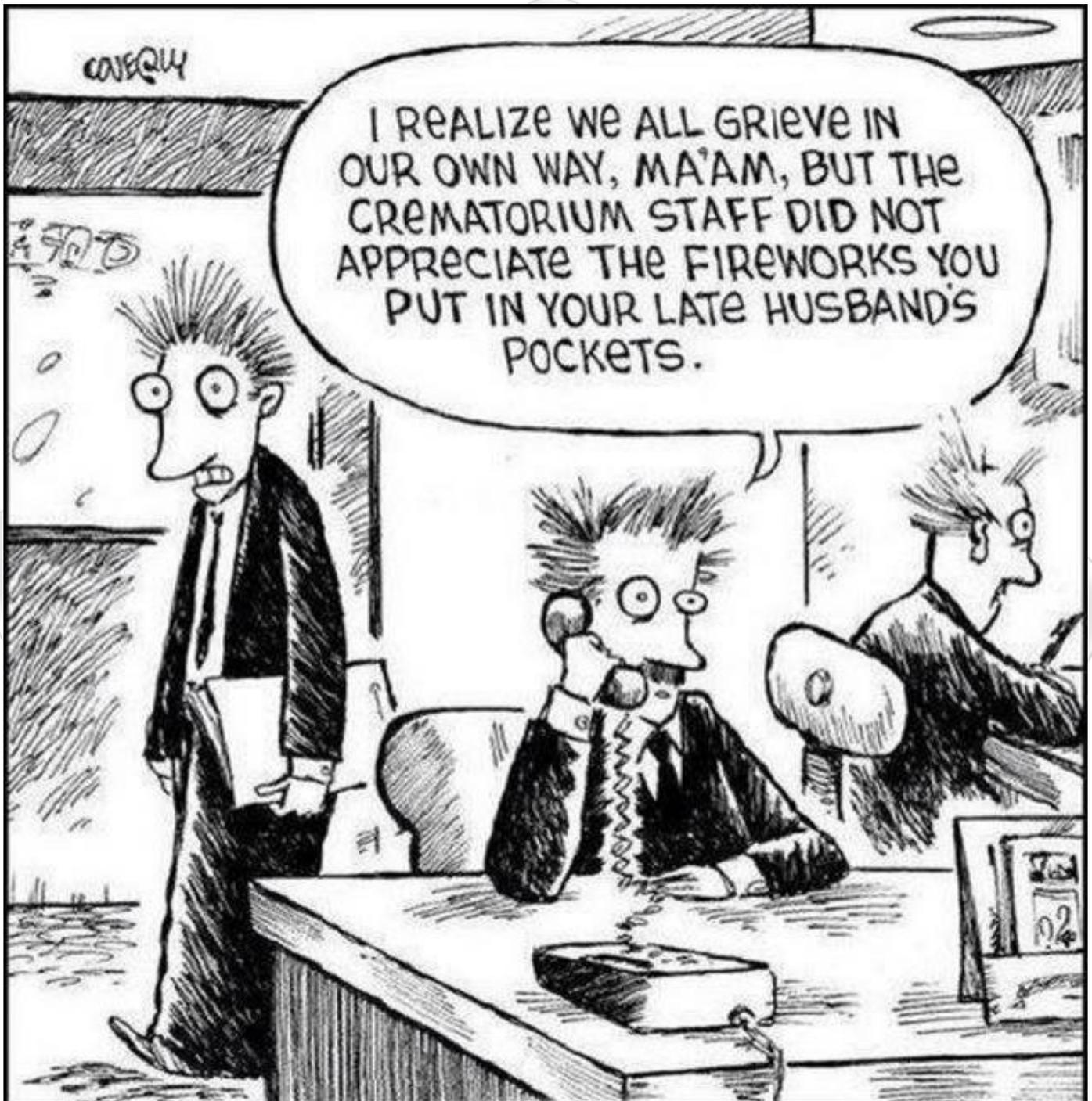
Ensign pk1360 - 9 months longevity

You have been and
always shall be our friend.
(1931-2015)



Editor's Corner by Commodore Storm Windfall

Now this is all I am going to say. Make sure it happens!, I had a blast, people! You all made my world just that little more brighter. :)



Important Links

[Lotus Fleet Official Site](#)

[Lotus Fleet Academy](#)

[Star Trek Online Official Site](#)

LFN Staff

Lotus Fleet Commanding Officer: Admiral Jeff T

Newsletter Editor: Commodore Storm Windfall

Lotus Fleet Staff

Lotus Fleet Commanding Officer: Admiral Jeff T

Lotus Fleet XO: Admiral Kheren

Director of Staff: Rear Admiral BLZBUB

Operations Division CO: Admiral Athos

Academy Division CO: Rear Admiral Brigham



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