

LOTUS STARBASE

OFFICIAL NEWSLETTER OF LOTUS FLEET

ISSUE 12, JUNE 2015

"You said you wanted freedom. It's time you learned that freedom is never a gift, it must be earned."

- Kirk to Reger and Marplon (TOS: "The Return of the Archons")

STAR TREK MAGAZINE SPECIAL 2015



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A few home-truths by Sorripto

1. *Where are you from?*

I currently live in Norfolk, Virginia but my family is in South Carolina

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

Event coordinator and Cardassian quizmaster :)

3. *When did you join Lotus Fleet?*

I met some of the guys from the fleet back in the winter of 2009 and officially joined the fleet during beta back in 2010

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

These guys and girls are some of the nicest, smartest and most amazing people I have ever met. I have formed several real life friendships and know that there is always more to Lotus Fleet than just a game.

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

TNG

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

Flip a coin between Star Trek VI and First Contact

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

Picard. He was always the most personal to me, and was the better leader of men. This is of course only talking about television Picard, because TNG Picard and movie Picard are two different Captains.

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

Excelsior Class

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

Doctor McCoy and Barclay

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

The TNG movie / Later DS9 uniform

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

Like any good show there is always something fun to go back to. Many of the best fandoms are based on shows that are off the air, and have been for a long time. There are people that are alive today because of Star Trek. I know that sounds weird but think about it. There are doctors who are doctors today, engineers who became engineers and invented something that saved lives and scientists who have worked on cures who pursued those dreams because of Star Trek. Any series that has that

kind of impact on life will always bring me back no matter how long it was off the air.

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

Two actually. I did not like Andy Dick's cameo in Voyager. It felt forced for the sake of having a big name, which is a stretch considering he was already in the headlines for the wrong reasons at the time. Second was Doctor Pulaski. This is not to say that she was a bad character, but changing out characters, and character interactions without any explanation hurt the series and made the entire season feel forced. The change back took a little catching up to do as well. I think they could have done a lot more exploring of the undeveloped characters if they had just stayed with Doctor Crusher.

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

They are not true Star Trek. Those movies are space action movies that just happen to be called Star Trek. The movies are flashy, explosion filled and far too rushed. By the end of the first movie they had eliminated the need for space ships and by the end of the second they had cured death. There were plot holes, inconsistencies and very poor casting on several of the characters. JJ Abrams admitted he did not like the source material and it showed. Knowing his love of Star Wars, the difference is night and day with the level of respect he is showing the source material.

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

Now here me out on this one. If he was given free rein to do whatever he wanted, I would say Seth McFarlane. I have heard him speak and seen many of his side work, and he is a true Star Trek fan to the core. His movie would have the right mix of techno babble and comedy that would make it work in today's society. If not him than I would love to see the Star Trek continues crew get a professional budget.

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

If some of the technology Star Trek had could be applied today the world would instantly be better. The wars and corruption that exist over water, energy, fossil fuels and drugs would be a thing of the past.

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

From time to time. Being a full time worker, husband, student and in the process of looking for a house have taken most of my time. I am still as active as I can be in RP though.

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

Improved so much. The changes to ground combat, and the longer stories have helped. Along with the better visuals on travel between worlds, the game just feels better. This dwarfs in comparison to the fact that I don't beam to the planet as my ship anymore.

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

Sort of. They do the best they can given the story, but the game is far too combat based to be true Star Trek. The mission where you shoot up a bar and damn near torture the bartender are hardly Star

Trek feeling. Combined with the fact that you kill an entire medical facility worth of Romulans, granted because of a shape shifter, with no consequences, it just feels off at times.

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

I am currently working towards certifications with the goal of eventually becoming a college professor.

20. What is your biggest peeve?

People are purposefully stupid. People who deliberately mispronounce words, not accents of course but things like axe instead of ask. These people belittle intelligence, like it is something that makes you a bad person. I am only in my 30s and I remember when being smart and successful and working hard made you a good person, not a target for hate because people seem to think that being stupid on purpose is a good thing.

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

I have two. The day I married my wife and the day I walked off the boat I served on for the last time. Both of those events were steps in a life I have worked so hard to get to.

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

Brutal honesty? There is a medical thing I could think of, but I doubt you guys want to read that. For everyone else, my deep dark secret is my love everything musical theater.

23. Could you describe yourself in 5 words?

Fat, loveable, good hearted, nerd

24. Do you have a personal motto?

If you do what you always did, you will get what you always got

25. What advice would you give new members?

Enjoy the game and pick the brains of the old timers. These are some of the most well rounded and knowledgeable players, not just of STO but of everything Star Trek and MMO. Don't be afraid to ask us anything.

26. How would you define leadership?

A boss says go where I say from the back. A leader says follow me, from the front

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

Enjoy life. I have spent most of my life angry, alone, hurting and pissed off at the world. It was only after I let go of that part of me, and really began to see the world for what it is that I was ever truly happy. I know that sounds dark, but hear me out. Even the worst things in life come with some kind of good thing, even it is something as simple as a lesson. Go find it, and most importantly have fun. Fun is what truly separates the good from the bad.



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Phoenix ComiCon 2015: A Con to Remember

by Admiral Jeff T

Braving the first real blasts of heat reaching Phoenix this year, I arrived to ComiCon 2015 early on Thursday May 28th for several reasons. First, to avoid the traffic/parking challenges that I've learned to expect during a 4-day event that will endure more than 75,000 costumed fans of all ages roaming day and night through all of the halls, streets, sidewalks, rooms, restaurants, cafes and hotels within more than several city blocks. Second, to get to the North building of the Convention center while the outside temperature was still somewhat reasonable when walking the distance from the parking structure. Third, to scope out everything early before the crowds multiply exponentially, including Exhibition hall. Now Exhibition is the main area housing many vendors with an array of assorted goodies to entice and satisfy a variety of interests and obsessions. It therefore is a rather dangerous region for your wallet and your budget. Nevertheless, having the opportunity to peruse that area of merchandising hours before it is open to the general public is a great way to really scope out the variety of things on display and available to buy, with elbow room to spare. Forth, I didn't have any panels to present that day but only a requirement to help out for several hours later in the afternoon as a staff member. Therefore, this was going to be the biggest chunk of time available during the convention where I would have not some level of responsibility to contend with. It was my time to be there as a fan. Carpe Diem.

My first panel presentation occurred noon on Friday. **Star Trek 101: A History of the Future**. We were in bigger rooms this year, at least twice the size of 2014. I was rather surprised at the large turn-outs that ensued. This panel is the "from soup to nuts" crash course on Star Trek: from things leading to the initial pilot: "The Cage" to the show actually being picked up by NBC. Then cancellation, fandom, the Animated Series, conventions, merchandising, Phase II (almost) into the motion pictures, and the ways in which this phenomenon has been immersed culturally and globally. Then all of the subsequent series, other movies leading later to the JJ Abrams alternative versions. The funny thing is how many knowledgeable fans show up and participate in this panel right along with those that are new to Star Trek. Plus lots of great Trek costumes and props are worn and presented thought the hall.

Immediately following this was my second panel **Star Trek: IDIC** at 1:30pm. This was a panel that focused on the diversity found throughout the series and movies thus far. The premise being that "The glory of creation is in its infinite diversity—and the ways our differences combine to create meaning and beauty." Again one thing that set Star Trek apart from other sci-fi was an overall positive view of the future vs. most of the dystopian literature and perspectives that continues to prevail throughout our cultures even today with Hunger Games, Divergent, Matrix, The Island, Blade Runner, etc.. Instead, there was hope. There was also seeing our differences/diversity as a strength rather than a divisive weakness. This was a very engaging panel in which we covered a wide range of topics and looked at a variety of diverse planets and species found throughout Star Treks 50+ years.

Then that evening the cast of **Star Trek Continues** was preparing to premiere **Episode 4: The White Iris**. This is the second premier that the web-series **Star Trek Continues** has done at **Phoenix Comicon** with **Episode 1: Pilgrim of Eternity** premiering at the 2013 event. The cast held a panel before and after the showing that included Vic Mignogna, Todd Haberkorn, Chuck Huber, Chris Doohan, Kim Stinger,



Wyatt Lenhart and Michele Specht. Plus they brought with them the director James Kirwin and Chris White, along with assistant directors, photographers, cinematographers, make-up artists, set designers, sound production, costume designers, art directors and a collection of secondary cast and guests on the show. The great thing is that they all participated in a variety of panels throughout the convention explaining and demonstrating all aspects of production on this series. I was fortunate enough to meet with them all multiple times throughout the conventions and see the majority of their panels. They also provided posters to every audience member patient enough to wait while each poster is individually autographed by each attending cast member. This took over two hours of non-stop meeting and signing. They were real troopers and as kind and gracious as could you could ever imagine. I took a few good photos with and of the crew as well during this entire process and we were there until after 11:00pm. I didn't get home until around 1:00am.

Saturday started off early with a 10:30 am panel **Star Trek: 50 Years of Humanism**. This was our opportunity to compare and contrast the vision of the future with what is mostly found out there in the science fiction genre. Star Trek creator Gene Roddenberry was a secular humanist. **Humanism** itself is a philosophy that emphasizes the value and ability of human beings, individually and collectively, and generally prefers individual thought and evidence (*rationalism, empiricism*), over established doctrine or faith. **Secular humanism** is an ideology that espouses reason, ethics, and justice, while specifically rejecting supernatural and religious ideas as a basis of morality and decision-making. If looking at the majority of entertainment offerings over the past half century, the majority of these as mentioned are dystopian. Roddenberry's view was not utopian, but it was certainly optimistic and emphasized the potential for humans to rise above their greed, prejudices, and other negative behaviors and work toward more cooperative and enlightening aspirations. A lot of interesting conversations/discussions ensued during this presentations.

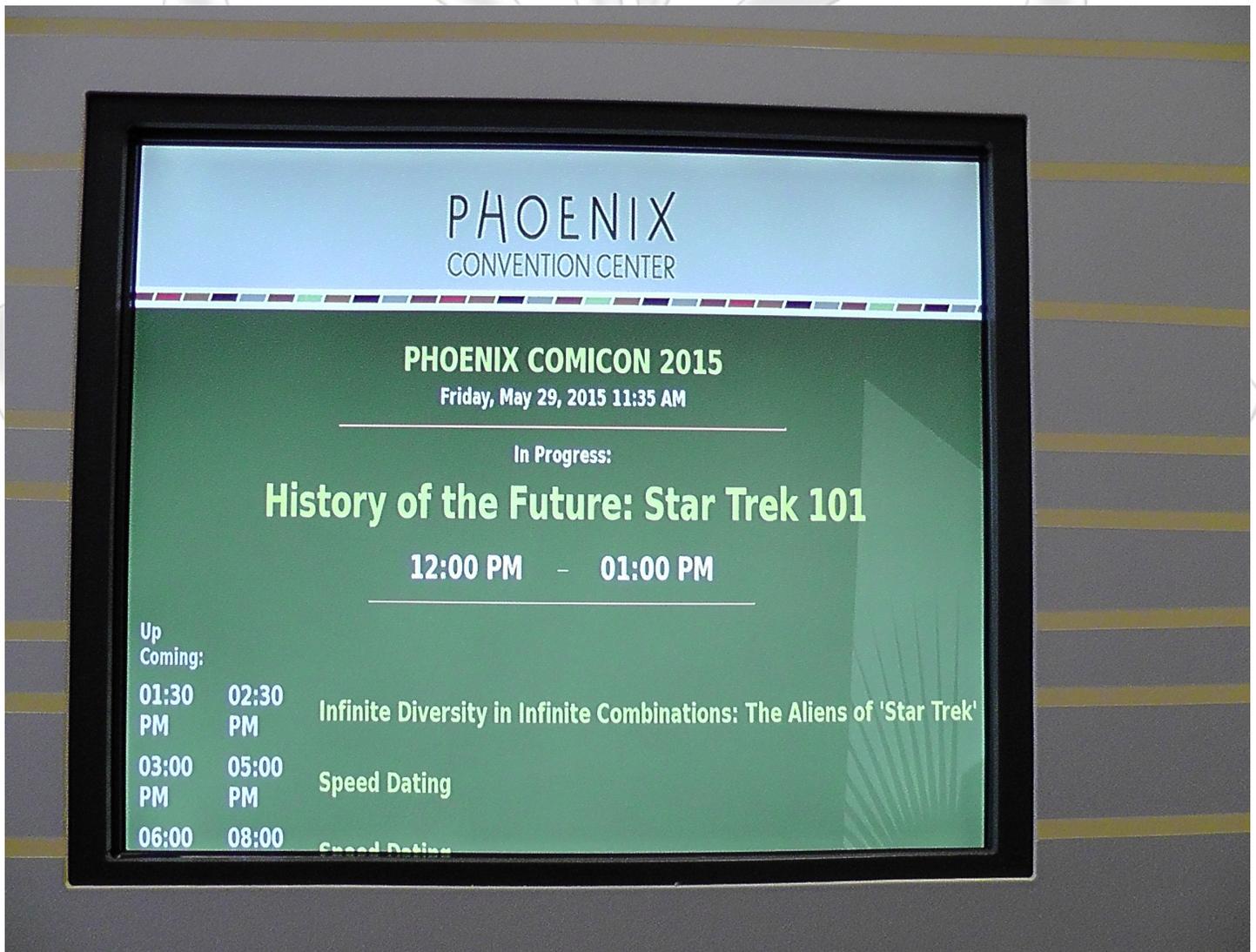
My final panel presentation was **LLAP: A tribute to Leonard Nimoy** which transpired on Saturday night at 6:00pm. This was a panel that was very close to my heart. This was also the largest ComiCon presentation I've ever led let alone presented in. It was also the first one in which we ran into a series of computer glitches as my presentation created on a PC was not running cooperatively on a Mac. So there we were in this cavernous hall that was literally filled to the brim twelve minutes before showtime and the videos and such that were embedded into my program for some reason weren't running properly. Thirteen minutes later we had everything operating on another PC laptop (*thank goodness I kept a spare of all of these files on a new 3.0 flashdrive*). Just as we were starting Larry Nemecek dashed in with his laptop. We had spoken earlier that he would join our panel and at some point present some really great rare photos that he had assembled. Unfortunately, due to the glitches, arriving late, audience input, etc... before we knew it we were out of time. I apologized profusely to Larry who was kind enough to share these images and stories with me afterward. I was crestfallen because there were really incredible things he had prepared and I wish that we had just cut into the 2nd half of what I prepared and switched everything over for him to present these to everyone. Hindsight. Sigh. Nevertheless, it was a great evening and it was amazing to see and hear how many people there alone were impacted by the life and the passing of Leonard Nimoy and thus his infamous character of Mr. Spock specifically.



As usual, the costumes created and adorned by the attendees were spectacular again this year. The panels were great. The guests were plentiful. A 30th anniversary tribute to **Back to the Future** included not only a DeLorean time machine, but Christopher Lloyd as the unstoppable Doctor Emmet Brown himself.

But by late Saturday evening though I was exhausted. I had spent about 40 hours there from Thursday to Saturday. So for Sunday I had several things that I had planned on seeing and doing, but having completed all of my staff and panel obligations the night before, I decided to forgo the last day and rested on a couch in a somewhat vegetative state the entire day. It was one of those good exhaustions you get from completing a rather arduous task. Laying there is where I swore that I was done doing these things...

That is until next year rolls around and the call comes out again. Will I do this again? I guess I'll have to just wait and see.









STARBASE LOTUS UNDER SIEGE

The USS Asimov, a science ship sent to make an in-depth study of the strange alien ruins discovered by the USS Phoenix, brought back from the Sarabande asteroid field a group of energy beings that had destroyed Memory Alpha more than a century before. As they invade the beings and systems all over the base, a general quarantine situation is now in effect; under General Order 35, no ship is allowed to leave or approach the base... and if the contaminant incapacitating the installation is not removed within twenty-four hours, Starbase Lotus will be destroyed!

USS HORIZON FACING ATTACK

While on her mission to colonize the Eden star system in the pocket universe beyond the Azimuth Horizon, the flagship of Lotus Fleet is facing a double threat; her escort ship, the USS Polaris, is down on Eden IV, the prison planet of the disembodied Zetarrians, with no way to escape it's negative energy field or the energy creatures trying to possess the marooned crew... while a powerful battlecruiser of the Draxx, a local canine spacefaring race, is approaching fast with the intent of ensuring that the Zetarrians will not escape; by destroying the USS Horizon!

USS PHOENIX IN DIRE PERIL

While on her charting mission of the pocket universe, the explorer of Lotus Fleet found in a curious area of space the USS Nuntio, a ship lost a year before in the Azimuth Horizon anomaly. But they found more than the missing Federation media news starship; on board, the surviving crew has been abducted by escaped Zetarrians, the ancient energy beings intent of returning to life by stealing the bodies of everyone aboard both ships. Locked together in an area devoid of subspace, both ships are on the verge of destruction as the Nuntio's self-destruct mechanism will detonate in less than twelve minutes!

CAST

JEFF T as Captain Syntron and Lieutenant Elisha Leone

KHEREN as Captain Kheren and Lieutenant JG Jonathan Livingstone

REDDING as Commander Neil S. Redding and Lieutenant Robert Moore

SORRIPTO as Commander Joshua Riker

JURETH as Commander Oseno Jureth and Lieutenant JG Aron'Son

BLZBUB as Commander David Rogers

NIOMO as Lieutenant S'Tan Solius

with contributions by Snowfire, Hera and Evshell



A WORD FROM THE RP DIRECTOR

This Fleet Action, the third one of Lotus Fleet, will end around August. A new season of roleplaying adventures will then start for both new and returning players. In the meantime, anyone wishing to join in on the current megastory may still do so, even using this concluding adventure as a way to introduce their new or returning character before getting involved into our next season. Please leave me a private message on the fleet site (Kheren) and we will work promptly together to start build your legend in the LF RP Universe! All you need to know about roleplaying in our very own Star Trek universe is in the RP section of our website. There, you can also read many of our previous stories in novelized PDF format, to simply enjoy or prepare yourself to join in on the fun!



One person: Many characters. You can choose who you want to be in Lotus Fleet RP



LOTUS FLEET

PART OF THE

UNITED FEDERATION OF PLANETS



LOTUS FLEET

STO UPDATE BY ADMIRAL ATHOS

Greetings Lotus Fleet; this is Admiral Athos. A quick Fleet Holdings update, then a major update regarding Season 10.5; specifically the Fleet Armada System.

Our Fleet Spire is almost maxed out; we are trying to upgrade the Spire to Tier 3, but unfortunately I am the only one who has been donating dilithium (over 610K worth so far). This Fleet takes more than just 1 person donating materials. I know that dilithium is a highly-valued commodity; by mining the Fleet Dilithium Mine and the Vlugta Asteroid Field, you can gain more than 3,400 per day. You can get a quick 2,000 dilithium by exchanging contraband at a Starbase, and all of the DoFF assignments give dilithium, some more than others. 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; we are making progress!

What will hopefully help our Fleet, in more ways than one, is the new Fleet Armada system. Here's the 411:

Fleets will soon be able to join together to form vast Armadas to share resources and speed up the construction of Fleet Holdings. Armadas are composed of a top level Fleet, called the Alpha Fleet, which can invite up to three other Fleets to become subordinate Beta Fleets. These Beta Fleets can additionally each invite up to three other Fleets to become their subordinate Gamma Fleets, allowing for a maximum Armada size of thirteen Fleets.

All Fleets in an Armada share a new Armada chat channel, and can contribute resources to the Fleet Projects of any other Fleet in the Armada. Fleets will be able to control which projects other Fleets are allowed to donate to, and will be able to control both what resources their Fleet members can donate to other Fleets and what resources other Fleets can donate to them.

All Fleets in an Armada will receive bonuses that increase based on the total Fleet level of all Fleets in the Armada. These bonuses may include Dilithium discounts for Fleet projects or bonus Skill Points. These rewards will also vary based on a Fleet's position in the Armada, with Alpha Fleets receiving a higher Skill Point bonus than Beta and Gamma Fleets, and Gamma Fleets receiving a higher Dilithium discount than Alpha and Beta Fleets.

However, the Alpha Fleet of an Armada does not have complete control over all of the Fleets in its Armada. The Alpha Fleet can only invite or kick the Beta Fleets directly under it. Beta Fleets in turn are the only Fleets that can invite or kick the three Gamma Fleets under them. Additionally, if a Beta Fleet leaves or is kicked out of an Armada, the Beta Fleet will take all of its Gamma Fleets with them, and will become the Alpha Fleet of a newly-formed Armada, with its Gamma Fleets becoming Beta Fleets.

While any Fleet can leave an Armada at any time, joining an Armada is a big commitment. Any Fleet that joins an Armada will not be able to participate in any of the bonuses or Armada contribu-

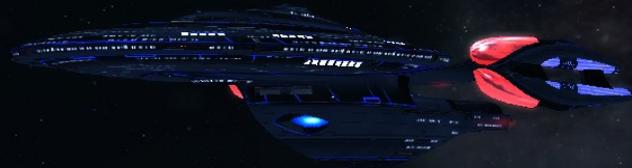


tions until a probationary period has passed. During this probationary period, any leader of the Fleet above it can kick them out of the Armada with no waiting period necessary. Or, if during the probationary period any one of your Fleet leaders decides the Armada is not the right environment for your Fleet, they can leave the Armada, once again with no waiting period.

The waiting period for leaving/kicking only applies for Fleets with multiple Fleet leaders. During this waiting period, the Fleet cannot participate in any of the bonuses or Armada contributions. The waiting period can be bypassed if all Fleet leaders agree to the leave or kick action. Alternatively, if any of the Fleet leaders disagrees with the kick or leave vote, they can undo the kick or leave any time before the waiting period is up. Hopefully this will help reduce instances of abuse in case a Fleet leader decides to take action without the consent of the other Fleet leaders.

Finally, if you have over 20,000 Fleet Credits and are a recruit in STO, please let me know by sending me a message. Also, check out the STO awards on website. If you qualify, send me a PM. Until then, keep calm and STO on.

Athos out.



USS Athena



STO Tips and Tricks by Rear Admiral Battle Lion

Basic Skill Tree awareness: Lieutenant Skills

This post will be about the Skill tree and basic awareness about what each skill does, and how useful it is based on my opinion, and for what builds.

The skill tree has oft been a place for confusion; however it is fairly easy to understand, especially with the popup help box.

First, general rule of thumb is that only a few of the skills are worth putting more than 6 points into. 6 are the sweet spot for cost to benefit. After 6 it costs the same amount, but the return is very small. Only useful for min maxing, or for the few skills that are actually worth it.

Let's begin.

Starship attack patterns

This skill is useful if you are a tac captain, as you have attack pattern alpha (APA) innate. Or, if you use any of the attack pattern Boff skills, beta, delta, or omega. It buffs the effectiveness of those skills, making them more powerful.

Starship Weapons Training

This is one of those skills where 9 points is actually worth it. Pretty straight forward, it increases the damage from your torpedoes, mines, and energy weapons. More points = more DPS.

Driver Coil

Makes your sector space travel and turn rate in sector space faster, however, it caps at warp 10. It does boost your quantum slipstream drive (QSD) though. It also makes your Full Impulse speed and turn rate higher, as well as reduces the power drain on your systems while in full impulse.

Ultimately, this skill is pretty bad. If you want to go fast in sector space, get the Borg or Maco engines. And your full impulse power loss shouldn't be a big deal, because there's a better skill to put points into to mitigate that. I never put points into this skill.

Starship batteries

This is another skill that isn't too useful. It improves the effectiveness of batteries. Also, the red matter capacitor and the consoles enhanced plasma manifold and enhanced induction coils. It CAN be slightly useful on an engineering build however, as it also affects the EPS manifold efficiency trait. Whenever you hit any emergency power to X, you will get a boost to all other subsystems as long as you have that trait slotted. The power boost will increase based on your batteries skill. This can be useful. However it's probably better to just get a plasmonic leech console, or a warp core engineer (power variant) Duty officer (Doff). I do not put points into this skill even as an engineer.

Starship hull repair

Good skill. Pretty obvious what it does. Improves the effectiveness of your hull heals. Examples include engineering team (ET) Hazard emitters (HE) auxiliary to structural (A2S) or miracle worker (MW) which is an engineering innate skill. I usually put 6 points in this skill.

Starship Flow capacitors

Often called flow caps. Buffs your energy and shield draining skills and abilities. Examples include: ANY beam target ability such as shields, weapons, etc. This is useful for science captains in science ships, as they have subsystem targeting built in. It also buffs energy siphon, tachyon beam and the Breen energy weapons dissipater. This is a good skill for drain builds, especially because this skill also buffs the polaron and tetrayon weapons procs, so each of those weapons abilities will be magnified. Most importantly though, this skill buffs the console Plasmonic Leech, which is a pay to win console that drains energy from an enemy and adds it to your own ship. Just about every high end ship has this console. Most people have flow caps points or consoles for this reason.

Starship shield emitters

Another good skill. Anything that says Emitters, like a deflector or a science console, will boost your shield HEALING. Thus, this skill will boost any shield heal skill or ability, such as transfer shield strength (TSS) science team (ST) emergency power to shields (EPTS), extend shields, rotate shield frequency (RSF, engineering innate skill) and extend shields. This skill does NOT affect reverse shield polarity (RSP) as far as I'm aware, as that isn't a Heal really, it's dependent on incoming damage for the heal.

As an engineering DPS tank, I have this skill at 9. Everyone needs a shield heal. Having points here will really help out your Heals. I recommend putting at least some points in this category.

Note: This is not my skill tree, just one I found online for reference. (Image on next page)





Space Skills

Tactical Systems

Lieutenant 57,000/35,000	Lt. Commander 144,000/93,000	Commander 230,000/173,000	Captain 300,000/253,000	Admiral 365,000/265,000
Starship Attack Patterns 	Starship Energy Weapons 	Starship Maneuvers 	Starship Stealth 	Starship Energy Weapon Specialization
Starship Weapons Training 	Starship Projectile Weapons 	Starship Targeting Systems 	Starship Threat Control 	Starship Projectile Weapon Specialization

Engineering Systems

Lieutenant 57,000/35,000	Lt. Commander 144,000/93,000	Commander 230,000/173,000	Captain 300,000/253,000	Admiral 365,000/265,000
Driver Coil 	Structural Integrity 	Starship Electro-Plasma Systems 	Starship Engine Performance 	Starship Armor Reinforcements
Starship Batteries 	Starship Subsystem Repair 	Starship Impulse Thrusters 	Starship Hull Plating 	Starship Auxiliary Performance
Starship Hull Repair 	Starship Warp Core Efficiency 	Starship Warp Core Potential 	Starship Shield Performance 	Starship Weapon Performance

Science and Operation Systems

Lieutenant 57,000/35,000	Lt. Commander 144,000/93,000	Commander 230,000/173,000	Captain 300,000/253,000	Admiral 365,000/265,000
Starship Flow Capacitors 	Starship Power Insulators 	Starship Graviton Generators 	Starship Inertial Dampers 	Starship Countermeasure Systems
Starship Shield Emitters 	Starship Shield Systems 	Starship Particle Generators 	Starship Sensors 	Starship Subspace Decompiler

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>

Also, please RSVP so that we know who is planning to attend, and indicate if you will be bringing a guest.

Invited: Everyone



Awards, Promotions and Organ Donations

New Members:

Cadet 1st Sikkith

Promotions:

Lieutenant(j.g.) Arina: promotion from Ensign

Longevity:

Ensign pk1360: 1 years

Lieutenant(j.g.) XuDan: 1 years

Lieutenant Maurs: 5 years

Captain Kalten: 6 years

Provisional Commodore Tom Wallace: 6 years

Commodore Storm Windfall: 6 years

Awards and Honors: Captain James T. Kirk (2233 - 2371)



Palm Leaf of Axanar Peace Mission

Grankite Order of Tactics (*Class of Excellence*)

Prentares Ribbon of Commendation (*Classes First and Second*)

Starfleet Medal of Honor

Starfleet Silver Palm (*with cluster*)

Starfleet Citation for Conspicuous Gallantry

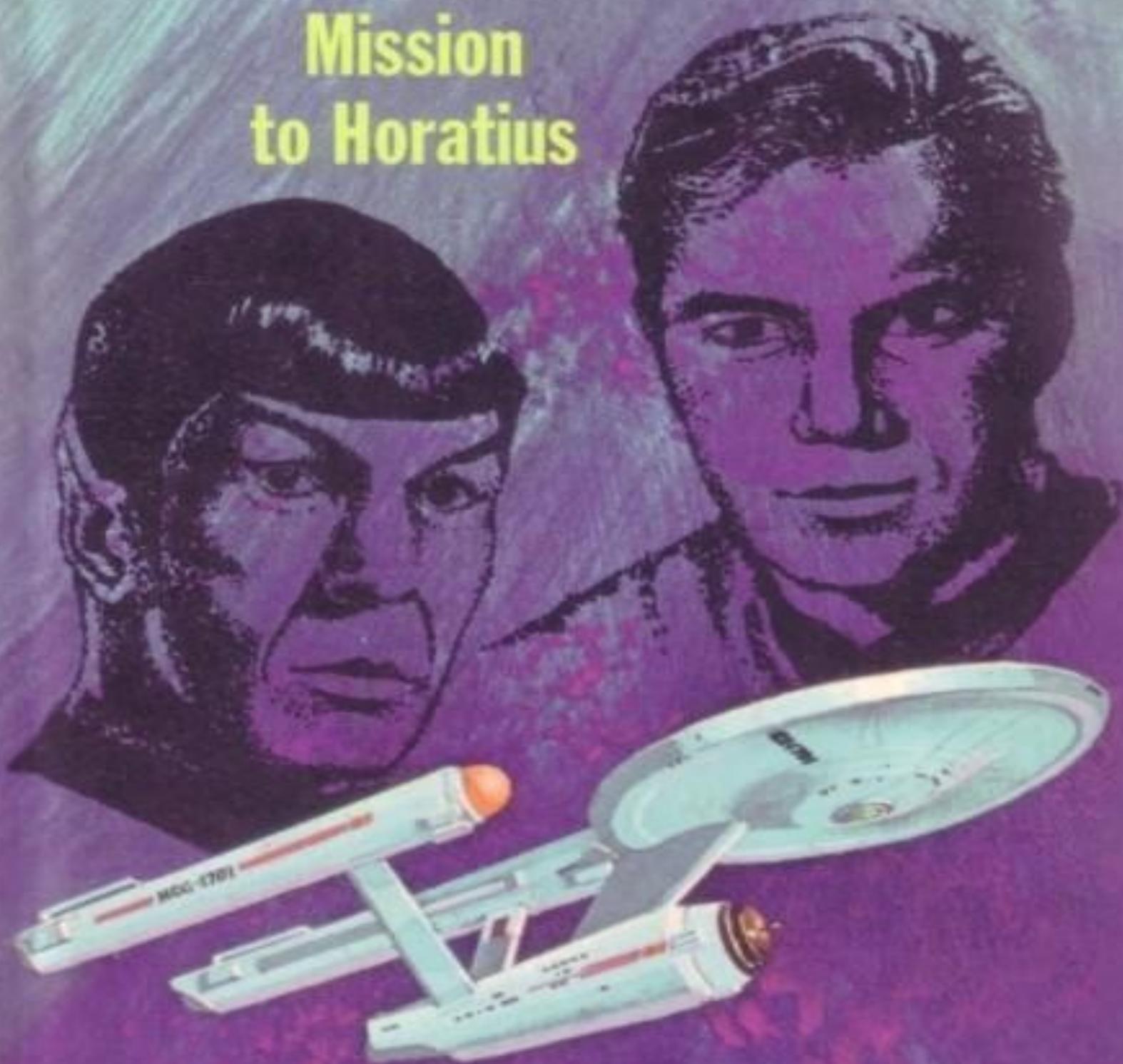
Karagite Order of Heroism

Leonard James Akaar - *The Teer of Capella IV bears the name of McCoy and James T. Kirk*

USS *Enterprise* (NCC-1701-A) - *A starship was re-christened in recognition of his service, bearing the registration number of his original command, an honor carried on for generations.*

STAR TREK

Mission to Horatius



AUTHORIZED EDITION

(Since 1967, hundreds of original novels, short stories, and television and movie adaptations have been published. The first original *Star Trek* novel was *Mission to Horatius* by Mack Reynolds, which was published in hardcover by Whitman Books in 1968.)

AN INTRODUCTION

When man first reached out into space, he began slowly, slowly. *Sputnik 1* and *Explorer 1* came first. Then, in less than a year, the first animal, the dog Laika, shortly to be followed by the first human in orbit. And, more quickly, the first spacecraft to carry more than one person, the first crash landing on the moon, the first woman in space, the first spacewalk, the first landing of an unmanned spacecraft and televised shots of the lunar surface. The first this, the first that; and finally the first successful landing of man on the moon!

Then came the real explosion. Man to the planets. Probes to Mars. Probes to Venus. The first landings on other worlds, the first bases, the first colonies.

And then, seemingly overnight—with the discovery of the space warp, of hyperlight speeds—mankind was suddenly everywhere. Only a century or two earlier he had measured his distances in miles. Suddenly the term "parsec" came into everyday use. A parsec—3.262 times the distance light can travel in a year's time, or 19.2 trillion miles.

The closest star to our own sun is Proxima Centauri, 4.2 light years away, and suddenly it became a neighbor.

The galaxy to which our solar system belongs—sometimes known as the Milky Way—consists of uncounted billions of suns and possibly millions of worlds quite like our own Earth. And it was these that man began to seek out and colonize, as once the explorers sought out, in their simple wooden ships, new islands and continents to settle.

But each new world—even the Class-M planets, which were the most similar to our own—was at least slightly different, and the colonists from Earth found it necessary to adapt to fit the new conditions. By the time the United Federation of Planets began to patrol the galaxy, there was much that was strange.

Of the strange things man finds in space, however, one of the strangest is man himself when he must adapt to new environments. Whole sets of new problems arose. Among these was the need for man to discipline himself in the protection of other life forms and other cultures, other civilizations foreign to his way of life on Earth.

Thus it was that starships such as the United Space Ship *Enterprise* became necessary to survey new sectors of the galaxy, to assist scientific investigations, to stimulate trade between worlds, to prevent conflicts, to pave man's way, and sometimes even to become involved in relatively minor items, such as searching for a lost explorer, prospector, or schoolmistress....



1. SECRET MISSION

DR. LEONARD MCCOY, senior ship's surgeon of the U.S.S. *Enterprise*, stormed from the turbo-lift elevator which opened onto the starship's bridge and glared about. The scene, however, couldn't have been more normal. Captain Kirk sat musing in his command chair, facing the large bridge viewing screen. Directly in front of him, also facing the screen, sat the navigator, Ensign Chekov, and Helmsman Sulu. In the outer circular elevation behind them, various crewmen and ship's officers stood or sat before their control panels. Immediately to the doctor's right was Communications Officer Uhura, her trim eyebrows a bit high at his precipitate entry. Immediately across from the elevator and behind the captain, Commander Spock, the ship's science officer, sat at his library computer station, also looking mildly surprised at the doctor's obviously upset condition. Mr. Spock, with his long face, his pointed ears, his satanic eyes, never allowed himself to show more than mild surprise; it would have been beneath his dignity as a supposedly emotionless native of the planet Vulcan.

Captain James T. Kirk looked up as the ship's doctor marched toward him. "Yes, Bones?" he said. "Something bothering you?"

Although he had had wide experience in the Star-fleet Service, James Kirk was a young man in his early thirties. An Academy graduate, he held the rank of starship captain, the youngest man in the fleet to do so. He prided himself on the fact that he had won his command solely through his own efforts. He was a handsome specimen, with a wide, generous mouth but with the seriousness that the responsibility of his rank demanded. Even his closest intimates, such as Mr. Spock, Dr. McCoy, and the other senior officers of the *Enterprise*, seldom jested with their captain.

Dr. McCoy stood before him now and put his fists on his hips as though in belligerence. "Look here, Jim," he said, "I demand to know where we're going."

The attention of everyone on the command bridge was on him, but he ignored them all as he glowered into Captain Kirk's face.

Kirk looked at him strangely. "Why, Bones?"

"Why! I'll tell you why! This ship has no business being in space! That's why!"

Mr. Spock replied, "To the contrary, Dr. McCoy. The *Enterprise* was built in space and is much too large ever to land."

Dr. McCoy turned his glare in that direction. "You know what I mean, Spock. We should not be on a mission at this time. We should be in orbit around some Starfleet Command Center for a period of rest and reconditioning of the ship. More than half the crew are due for extended leaves. The chief steward tells me that the commissary is shockingly low on supplies. Scotty tells me that his section is in need of various repairs. I want to know where we're going and how much longer we expect to be in deep space."

Captain Kirk shifted in his chair and allowed himself a slight frown. Dr. McCoy was possibly his closest friend and the only man on board who called the captain by his first name.

He said, "I repeat, Bones—why? What is this sudden interest on your part in the performance of this ship's duties—that is, beyond the workings of the medical department?"



The other snapped, "My interests do not extend beyond the medical department, Jim. That's what I'm talking about."

The captain thought about that He said, "I see what you mean, Bones. Space strain? The confinement syndrome?"

"Worse than that. Head Nurse Chapel has detected the first symptoms of cafard in Yeoman Thomkins."

Captain James Kirk winced.

Helmsman Sulu looked over his shoulder, his alert face dismayed. "Cafard?" he blurted.

"That will be all, Mr. Sulu," Kirk said. He looked over at his science officer. "Mr. Spock, comments?"

Spock said, "Space cafard. Compounded of claustrophobia, ennui—boredom, if you will—and the instinctive dread of a species, born on a planet surface, of living outside its native environment. The instinctive fear of deep space. Formerly the fear of being in free fall, though that seldom applies any longer. A mania that evidently is highly contagious. It is said that in the early days of space travel, cafard could sweep through a ship in a matter of hours, until all on board were raging maniacs, and—"

Captain Kirk said dryly, "I did not require a complete rehashing of the illness, Mr. Spock." The science officer finished, however. "It does not, of course, apply to Vulcans. Only to the less adjusted and less well balanced humanoid species."

McCoy snorted. "Unhappily, Spock, you're the only Vulcan aboard the *Enterprise*. The rest of us are subject to cafard."

"All right, all right," Kirk said. He looked at Spock again. "The most recent case known?"

"Only last year—on the Space Scout *Westmoreland*. It was found drifting, the whole crew dead. The investigation determined space cafard."

"Dead! Of what?"

"They had killed each other, Captain. Evidently in their madness."

Lieutenant Uhura couldn't refrain from asking, "Killed each other? How?"

Spock looked at the pretty young lieutenant, his face characteristically empty of emotion. "They tore each other apart with their bare hands, Lieutenant"

Uhura closed her eyes in pain and shuddered.

Kirk said in irritation, "The *Westmoreland*, if I recall, Mr. Spock, was a four-manner without artificial gravity and consequently subject to free fall. The *Enterprise* is a starship with a crew of four hundred and thirty persons, a gravitational support system so that Earthside conditions are duplicated, ample recreational facilities, and a completely equipped and staffed ship's sick bay. Do you know of any starship class spacecraft that has ever succumbed to cafard?"

Spock said, "No, Captain."

Captain Kirk looked at his ship's doctor. "Well, Bones—comments?"

Dr. McCoy said testily, "There can always be a first. This ship has been on continual patrol for a year—long past the normal period to be spent in deep space. Our supplies are shockingly low."

"We took on supplies at Space Station K-Eight"



"As you well know, Jim, a space station is not a star base. It lacks the facilities. We took on emergency supplies of fuel and basic food. We did not take on new recreational equipment. We did not have shore leave. The officers and crew were not allowed to journey to their home worlds to visit families, wives, husbands, or sweethearts. It was no more than an emergency stop. Our people need fresh air; they need to participate in sports impossible in the confines of the *Enterprise*. They need to look at mountains, lakes, rivers, and oceans, walk city streets, go to shows, restaurants, have a good time. They're normal, flesh-and-blood people, Jim. They can't spend their whole lives in the confines of a starship. They go stale. Finally they get sick. I'm warning you, Jim. Cafard is the farthest thing from a joke in the medical book."

Captain Kirk's face worked. "I obey orders, Bones. Like any other ship's captain in the Starfleet" "They're the wrong orders, then!"

"I didn't issue them."

Dr. McCoy demanded, "I still want to know where we're going. How much longer do you expect to be in deep space?"

Kirk said, looking at him evenly, "I don't know."

Even Spock blinked at that.

Captain Kirk looked around the bridge. "All right, now hear this. All of you. I am under verbal orders only. We were scheduled, as you know, to return to Star Base Twelve for the protracted shore leaves, replenishing of ship's supplies, and the repairs that Bones has pointed out have become necessary during the past cruise. While en route we were redirected to Space Station K-Eight to take on emergency supplies. There it was revealed to me that a subspace distress call had been received by Starfleet Command."

McCoy snorted, "But why us? Why not some other ship?"

The captain looked at him. "We were the nearest".

"The distances can't be as great as all that!"

"Evidently they are, Bones."

Dr. McCoy was unhappy and argumentative. "But where are we heading? What was this distress call?"

"I don't know."

All eyes were on him now. On the face of it, this made no sense at all. Spock lifted his satanic eyebrows in question.

Captain Kirk said wearily, "On my desk is a sealed tape. When we reach our immediate destination, NGC four hundred, I am to open it"

It was Spock who worded it for them all. "Very interesting. As everyone knows, NGC four hundred is about as far into the galaxy as the Federation has penetrated. So far as we are concerned, there is nothing beyond."

"There is always something beyond, Mr. Spock. True, neither the United Federation of Planets, the Klingon Empire, nor the Romulan Confederation has penetrated into the quadrant beyond NGC four hundred. However, at the present rate of expansion of all three, it cannot be too very long before we do."



The doctor said testily, "If we have to go as far as NGC four hundred before this mysterious mission even begins, there is simply no saying how much time will be involved. I repeat, I demand that we turn back."

Captain Kirk looked at him for a long, empty moment before answering. Then he said, "Dr. McCoy, the *Enterprise* has a proud tradition. Since I took over its command from Captain Pike, it has never failed to take any assignment ordered, no matter what excuses might be available. I have no intention, Doctor, of ending that proud tradition now."

The glare had returned to the ship doctor's eye. "Very well," he snapped. "But I request that my position be logged."

Kirk looked at him in surprise. He shrugged. "That is your right, Doctor."

He reached forward, touched a switch, and then said in a flat tone, "Captain's log, star date" — he cast his eyes up at the chronometer-calendar on the bulkhead — "three-four-seven-five, point three. We are on a secret mission, the nature of which will not be revealed to us until we have reached the position NGC four hundred. Senior Ship's Surgeon Leonard McCoy has officially put himself on record as opposed to continuing on the grounds that the personnel of the *Enterprise* are in no condition to remain in space."

Captain Kirk flicked the switch again, ending his log entry, and turned back to the doctor. "Bones," he said, "I will make one concession to your fears. We'll speed up as much as possible." He flicked another switch and looked up into the intercom viewing screen which faded in on an empty command chair in the engineering section.

Kirk said crisply, "Lieutenant Commander Scott, please."

The screen faded again and then flicked to a smaller compartment which was a maze of electronic equipment. Three men in coveralls were working over a confusion of wires, tubes, and circuits.

Senior Engineering Officer Montgomery Scott, an electronic wrench in one hand, a tiny power connector in the other, looked up impatiently until he saw who it was. Then he came to his feet and looked into the screen.

"Aye, Captain?" He said over his shoulder to his two engineers, "Bide a wee, lads"

Kirk said, "Scotty, we've been proceeding at a standard warp factor five. Please increase this to warp factor seven."

"Seven?" The chief engineer scowled.

"That is correct" Kirk began to extend his hand to flick off the intercom.

"Wait a minute, sir," Scott said worriedly.

"What is it, Scotty?"

"An order's an order, sir, and if necessary, of course...." He hesitated.

Captain Kirk could see that the craggy-featured space engineer was unhappy. He well knew the other's fierce pride in the engine department of the ship. And he also knew how much the Scotsman hated to admit that anything in his department wasn't functioning at top level.

Kirk said, "Well? What is it, Scotty?"

Scott took a deep breath. His voice was almost surly. "Captain, we've been on continuous patrol for a solar year, and ... well, sir, I hate to push the engines beyond our present speed." The Scottish burr in the engineer's voice was obvious, as it always was when he was under pressure.



Kirk stared at him. "We've been proceeding at warp five, Scotty. I fully realize that maximum safe speed of this vessel is warp six, but that it is capable of warp eight, under considerable strain. Do you mean to tell me —"

The senior engineering officer said doggedly, "You are the captain, sir. I'll give you warp six, if you feel it necessary. However, any warp factor beyond that is against my better judgment"

"We're in a hurry, Scotty."

"Aye, sir. Obviously. However, if you order me to proceed at a factor greater than warp six, it is over my protest, considering the present condition of the outboard engine nacelles, both of which need replacing."

"Your protest, Scotty?"

Scott said doggedly, "If one of the matter antimatter engines blows this far out, we'd take the rest of eternity to limp back on the impulse power engines. In fact, we'd have to send out a distress call for emergency repairs. It'd be a spot on my record I wouldn't like to see, Captain Kirk."

"Very well, Scotty," Kirk said stiffly. "We'll proceed at warp factor six." He flicked off the screen.

Dr. McCoy had gone over to Spock's library computer station where he was saying, "You have some influence over him, Spock. Use it to have him turn back."

Spock said, "My dear doctor, he is the captain. Besides, I am as familiar with the *Enterprise's* proud tradition as anyone else. Most enviable. I would dislike to see it ended by a simple fear of the crew's going stale."

The doctor stared at him. "Going stale!" he blurted. "Spock, you have no conception of the reality of cafard." He turned to stomp off in disgust

Captain Kirk, still irritated, was staring at the helmsman before him. He said suddenly, "Mr. Sulu, what in the world is wrong with your tunic?"

The helmsman turned, his face blank. "My tunic, sir?"

"That bulge. It seems to be moving."

Lieutenant Sulu cleared his throat unhappily. "Bulge, sir?"

Captain Kirk said, "Mr. Sulu, what do you have there under your tunic?"

By this time all attention was on the slightly built helmsman, even that of the disgruntled Dr. McCoy.

Sulu closed his eyes in apprehension. "Well, sir," he said, "it's probably Mickey."

The captain looked at him.

Sulu cleared his throat again and reached a hand up under his uniform tunic. He brought forth a small brown animal. He set it down on the console before him and said apologetically, "Mickey, sir."

Captain Kirk stared. "Where did *that* come from, and what is it doing on my bridge?"

Sulu said, more bravely now but still with the element of apology in his voice, "From the planet Vishnu, sir. When we stopped at Space Station K-Eight I was fortunate enough to acquire Mickey from one of the locals. He's a highly trained animal, sir."

"I thought you were clear on the orders against pets aboard the *Enterprise* since our troubles with the tribbles, Lieutenant" The captain was looking with distaste at the little beast, which was nervously twitching its well-whiskered nose and staring back at the ship's skipper with slightly reddish eyes.



"Well, yes, sir, of course. However, Mickey isn't exactly a pet, sir."

"Not a pet? What would you call him, or *it*, then? I assume, Lieutenant, you didn't bring it aboard with the intention of utilizing it as food."

"Eat Mickey? Oh, no, sir. He's the first of my collection of exotic animals, Captain. You see"—the words were beginning to come in an enthusiastic rush now—"here we are, touching a hundred different planets, many of them with strange life forms. The way I see it, we should pick up samples of these and when we return to Earth turn them over to the zoological authorities. Very educational, sir. Perhaps someday—" there was a wistful something in Sulu's voice now—"someday, perhaps, there will be a section of a zoo back on Earth called the Lieutenant Sulu section, consisting entirely of rare animals I have donated."

Spock had been eyeing the crouching little animal. He said now, "Most interesting. I had thought them extinct"

The captain looked at him. "Mr. Spock, comments?"

Spock said, "If Lieutenant Sulu wishes to start a collection of exotic alien life forms, I would suggest he begin with other than, ah, Mickey. We have a specimen here of *Rattus norvegicus* of the family *Muridae*, originally native to Central Asia—"

"A bit less technical, if you please, Mr. Spock."

"Better known as the brown rat. If I am not mistaken—"

"You are seldom mistaken, I find, Mr. Spock," the captain said dryly.

"—the brown rat migrated westward early in the eighteenth century, reaching Great Britain about A.D. 1730. A great frequenter of ships, it had soon spread throughout the world, reaching the United States in 1775."

"Very well, Mr. Spock, we will not at this time go into the full details of the rodent family." The captain looked at his chief helmsman witheringly. "I doubt if the zoo authorities back on Earth would be interested in your far-traveled specimen, Mr. Sulu. Consequently—"

Dr. McCoy spoke up. "Jim, I suggest you allow Lieutenant Sulu to retain his trained pet as a ship's mascot. We can use such little diversions. Our recreational facilities are in a sad state after all these months in deep space."

Captain Kirk was not averse to placating his old friend, whom he had just had to step upon. He said, "Very well. However, I am not interested in having, ah, Mickey, on my bridge during your watch, Mr. Sulu. I suggest that you take him below. Mr. Akumba, please take over Mr. Sulu's position at the helm."

"Yes, sir." The large junior officer stepped forward and slid into the chair Sulu vacated.

The navigator spoke up. "Sir, we have reached our position. NGC four hundred."

Dr. McCoy snorted. "So now, I assume, we can find out just what this mysterious mission is and how long we can be expected to remain in deep space."

.....

(Chapter 2 in the next issue)



Editor's Corner

The Ship

By Henry Jackson VanDyke

I am standing upon the seashore.
A ship at my side spreads her white sails to the morning breeze
and starts for the blue ocean.

She is an object of beauty and strength
and I stand and watch her until at length
she hangs like a speck of white cloud just where the sea
and the sky meet and mingle with each other.

Then someone at my side says,
'there, She's gone'
Gone where?

Gone from my sight, that is all.
She is just as large in mast and spar and hull
as ever she was when she left my side;
just as able to bear her load of living freight
to the place of her destination.

The diminished size is in me, not in her.
And just at the moment someone at my side says,
'There, she's gone' there are other eyes watching her coming
and other voices ready to take up the glad shout.
'Here she comes'



Commodore Storm Windfall: May 1989 - June 2015

(See you in the next life!)



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