

# LOTUS STARBASE

OFFICIAL NEWSLETTER OF LOTUS FLEET

ISSUE 13, JULY 2015

*"... a dream that became a reality and spread throughout the stars" --  
Kirk (Whom Gods Destroy)*

921-34851

318-28340

## STARFLEET OPERATIONS TVL-977

57534 6870 5334100 38505 17392  
223105867 4282 249 923104 34810

## NEW FLEET ARMADA!

11987 4843211 87217  
41157 8787 32221 78

381-32341

421-55611

687-66827



LOTUS FLEET:: AN AUTHENTICALLY DEDICATED STAR TREK COMMUNITY

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## *Redding on the Roll*

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

Carrollton Texas, USA

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

Deputy Advocat

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

Hard to pin it down, before this site was changed into what we see now. If I could find out when the site was originally created by Admiral Nova and Red Shirt, than add a month or two, which would be it.

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

A steadfast like minded community that inspires creativity and hope.

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

Very close, but Next Gen. (TOS the second)

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

ST:2 The Wrath of Khan.

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

Kirk, hands down. Dashing, daring, strong physically and morally. More than anyone it seemed to me he took every loss of his crew personally.

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

The Excelsior Class. Structurally never a better ship was designed.

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

Scotty, I always wanted to be more like him.

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

The one from ST: 2; it was the only one that looked like a real uniform to me.

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

Even the reruns are better than what they come out with non-ST movies/TV shows.

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

Jar Jar Binks.. OOPS! sorry, that just slipped out. Hmm.. Well, I could have lived without Jane-way..

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

All dark and unhappy. Still it was good Scifi, just terrible Star Trek.

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

Besides me? Umm.. I'll bet Kheren would be good at it. If you mean famous than I don't know, I don't follow them enough to know.

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

Going back to a more Nex Gen type of story telling. Back when we cared for the message of the story, not just the FX in making it.

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

Not recently. In order to do the new missions you have to start a new character. I'm not into that. And the crafting system is a total scam.

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

Pretty much more of the same, but I enjoy it.

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

Mostly, yes. Except the 'every battle must end with a ship exploding' mentality, we should be allowed to disable.

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

To build a Science fiction/space museum. With a life sized Enterprise you can take a tour into.

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

People who throw trash out of their cars, I've kicked people out of my car for doing that.

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

It's new, but I have recently developed hope for the future. Of course I mean I have a good woman in my life and things are starting to change, I hope, for the better.

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

Well.. I got an Army Achievement Metal (AAM) for responding to a live fire accident that killed one man and wounded 3 others. A Mortar round went off in a 4.2 barrel. Out of the roughly 25+ guys there I was the only one to respond, the rest were just in shock.

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

Ageless, stranger, trustworthy, humble, and hopeful.

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

If you think you can do it, try. If you fail you've lost nothing.

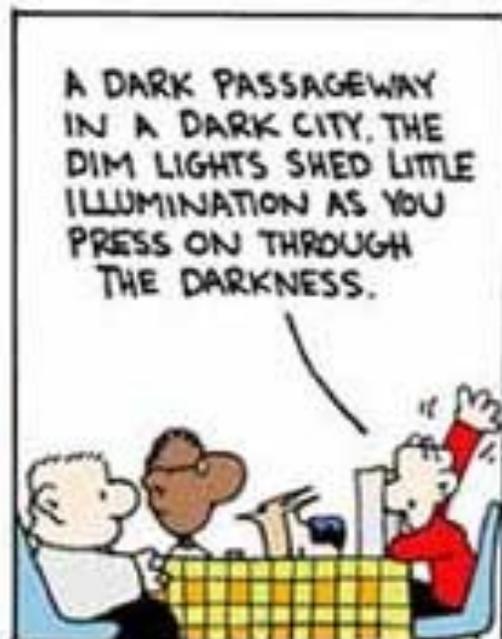
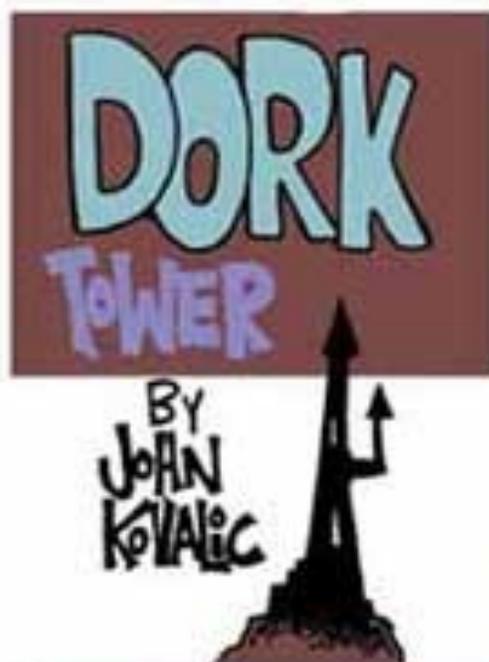
**25. What advice would you give new members?**

Get active, talk to people, we old guys/gals love to help (for the most part)

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

Understanding your people and knowing when to listen, and when to tell them to stop talking. And most importantly, be there for them.







*As summer is going strong*, our RP department is still maintaining its quality work as we move toward the climactic conclusion of our year long third fleet action involving our current active ships, the flagship USS Horizon, and the science ship USS Phoenix, out from our brand new Starbase Lotus for a first exploration and colonization mission out in a newly discovered pocket universe.

But not is all smooth warping; an energy-based species has invaded the starbase, forcing a quarantine lock down that will see it destroyed with her several thousands of people if not secured within twenty-four hours; the USS Horizon has separated to face the dire problems of her escort ship marooned on a prison planet, her civilians hiding with the saucer section behind another planet, her star drive section readying for the attack of a huge alien warship as her captain and senior officers rush to intercept it with the bridge module in the hope of settling things peacefully; and all the while, the USS Phoenix found in a subspace-dead area of space a derelict Federation starship, the USS Nuntio, lost a year before and now overtaken by those same energy entities that, two centuries ago, killed every person on Memory Alpha and several crewmembers of the USS Enterprise.

And to have you all experience a bit of what is transpiring and showcasing the work of our fleet role-players, here are the latest entries for the USS Phoenix:

*Azimuth Horizon Universe*  
*Stardate 88305.1*

Hudson was resuming his seat at the engineering console aft of the Phoenix bridge when simultaneous warnings erupted softly from both his main panel and the security panel across the bridge. Looking at it quickly, Leland confirmed its intent and then recognized the code override the computer gave his typed inquiry. Turning slightly, he spoke to Captain Syntron.

"Sir. Incoming command override on the cargo bay transporter pattern buffers. It's Commander Rogers's code, Sir. He's reconfiguring the cargo buffers to quantum resolution!"

A quizzical expression faintly visible on his face, the Vulcan commanding officer inquired almost rhetorically. "What is the chief engineer attempting here?" He leaned forward. "Confirm the authenticity of these orders and send an armed security team to the cargo bay."

"I don't understand! The ship has eight buffers already configured for quantum resolution. Why the cargo buffers too?"

Standing and then positioning himself to get a view of the console readings, the captain speculated: "Perhaps this is Commander Rogers's audacious method of escaping a doomed ship... and bringing along the away team."



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"Sir!," Hudson shouted again, "Multiple transports registering from the Nuntio! But... they are just holding inside the buffers!"

Syntron pivoted toward his science chief.

"Mister Livingstone. Begin a full compositional analysis and identification of who or what exactly are being contained within these cargo buffers. We need to ensure that we have not allowed a potential Trojan horse the opportunity to rematerialize in our cargo bay."

"Transporter system registers... Captain! It is the crew of the Nuntio! At least about half of them... and members of our away team!"

The X'Ell Science chief barely finished speaking when Bijou also reported from her own monitor.

"Transmission from the Nuntio's nav lights; self-destruction implemented; raise shields and engage QSD drive in sixty seconds!"

"Prepare to engage both shields and the quantum slipstream drive... but on my mark," the captain ordered. "Lieutenant Bijoŭ, transmit an acknowledgement back."

He then addressed his CSO.

"Someone is still aboard that ship transmitting a signal. We need to know who may be missing from our away team immediately. Can you analyze the signals contained in the buffers and make this determination, Lieutenant?"

"The transporter computer has completed comparing records of previous beam out and last beam signals. No EM spikes indicating Zetarrian presence... forty-seven crewmembers and passengers from the Nuntio's complement manifest... and our entire away team except for... Doctor Gray, Commander Rogers and Commander Riker."

Amidst the flurry of commands and information going about the bridge, Leland Hudson continued to watch the pattern buffer containment signals on his board. The buffers would contain the signals only for about seven minutes, and two of those had already expired. He spoke a warning toward Livingstone.

"Hurry, Lieutenant; the patterns are degrading inside those buffers. I estimate five minutes left for the first transported patterns. After that, we'll get nothing but gas and molecular residue."

"Mister Hudson, evacuate all active transporter rooms, erect a level 10 forcefield around each one of them and complete materialization cycle!" quickly ordered the CSO.

Following the evacuation order, Syntron inquired with a hint of urgency in his otherwise calm voice.

"Have our three remaining away team officers transported back to the Phoenix?"

"Scanning... transport signal coming from the Nuntio... analyzing... Aye, Captain! We got them! Self-destruct in seven seconds... six... five..."

The Vulcan captain immediately stood up.

"Shields... implement at maximum capacity. Heading 7.5 mark 237. Maximum velocity, twenty-one seconds - engage!"

The ship lunged ahead out of the region as he found his way back into his seat only seconds before the Nuntio self-destructed in a silent but deadly display of colored explosive gases and scattered materials. Within twenty-one seconds, the Phoenix emerged completely out of the null area just ahead of the wake of the explosive waves and debris.



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"We're clear, Sir," confirmed Livingstone from his sensor readings as they emerged from the slipstream. "The Nuntio has been... destroyed... with... everything aboard..."

The voice of the X'ell faltered almost to a sob. His elongated arms fell to his side and he stooped like someone struck by the weight of sorrowful fatality itself.

"All... all those lives... "

"Jonathan... we've saved the entire team and all the survivors of the ship," said Celestine, suddenly feeling the intense sadness of her fellow crewmate like a tidal wave.

The large golden eyes of the Avian officer looked at her. There were tears making them glisten.

"But... the Zetarrians..."

"They chose their fate, Jonathan. And there are still several of them imprisoned in our shuttle bay, alive. The others... we tried our best to warn them, to reason with them, to make peace with them..."

"Did we? Did we..."

His voice trailed off into a long sigh and his head hung low, feathers flattened on his skull. Even the small lights of his *sheereess* dotting his dense feathery mane dimmed like the light in his huge eyes. For someone coming from a species genetically conditioned to pacifism and life since millions of years, such saddening doubt could not be avoided, even in the face of grim necessities and circumstances.

But he was also a Starfleet officer. Already, discipline was reining feelings over as he stood up at his post.

The captain leaned back in the center seat. Loss of life was always avoided whenever possible in Starfleet, regardless of circumstance. Fortunately, the counselor with her professionalism and empathy was skilfully attending to the grieving avian CSO in a far greater capacity than what he could ever attempt. Casting his eyes to the dark haired helmsman, Syntron addressed the human.

"Lieutenant Traynor, plot a course back to the region of space where we departed from the Horizon. Warp 8."

"Course laid in...ETA with Eden star system, seven days. Engaging now, Sir." Traynor confirmed.

The eyes of the captain then averted back to the main view screen as the order was initiated and their velocity increased. As the Phoenix moved away from the dead space area, Counselor Bijoû's panel then beeped urgently to her.

"Captain, I'm receiving a distress call... it's from the Horizon!"

Many eyes went to her as she listened further through her earpiece.

"The signal is not coming from the flagship... it's from a probe, out of the star system. There is a log attached to it, in code; they have encountered a spacefaring species, called the Draxx, apparently involved with the confinement of a hostile energy-based sentient species on Eden IV..."

She went silent a moment before looking at Syntron with wide eyes.

"Sir, the Horizon has gone into full separation mode! The Polaris is down on the surface of Eden IV, attempting a rescue operation but herself trapped under a planetary negative energy shell; the saucer section is hiding with all the civilians behind Eden III while assessing that world for colonization... or as a refuge for castaways; the star drive section is guarding both inner planets from the approach of



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a Draxx battleship; and the bridge module is on an intercept course with that warship to try a diplomatic resolution."

Rescuing a marooned starship from a death-trap planet; regrouping with a separated vessel to protect a whole star system from an approaching warship; evacuating thousands of endangered civilians from a potential warzone; escorting a small, defenceless diplomatic mission against a hostile species... There was too little time to do too many things and lives in the balance at every turn... and all that three parsecs away, while they themselves carried several alien prisoners in their quarantined main shuttle bay.

No one wanted to be in the captain's chair at this precise moment.

### **But maybe *you* do!**

A new season of missions into our very own Star Trek universe will start at the conclusion of this story. You want to join the adventure? Simply go through our RP section on the site, consult our rules and style of gameplay, and make yourself a junior Starfleet officer following our numerous guides and guidelines and you will be assigned to our next voyages! Here is your bridge station Lieutenant! Welcome to Lotus Fleet! I'm sure I will be calling you Sir in no time!



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## *STO Armada-Alliance announcement!*

In Star Trek Online, effective 7-22-2015, Lotus fleet joined forces with Steel Talons to form the beginnings of what will hopefully become a vast Armada. This came into fruition thanks to the time and effort of multiple tier 5 and Tier 6 officers of this fleet working in conjunction with the commanding officers of the Steel Talons fleet.

There are multiple benefits of such a bold move. For example, this move allows Fleets to work together to share resources and speed up the construction of Fleet Holdings. Something our fleet needs in order to complete remaining projects in STO.

The following is a summation along with basic descriptions of what is involved with Armadas in STO.

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.

Steel Talons being a larger fleet with greater STO presence is the Alpha Fleet in this instance. Lotus Fleet is one of three Beta Fleets. We are also the oldest fleet in the Armada thus far. Our next step, among many, will be to help find up to three other fleets that would be interested in becoming our Gamma fleet, and thus the building of the Armada continues.

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.

**Note:** You can see this information in the Fleet tab in STO. It is the newest tab entitled "Armada" on the far right, past the Leaderboard tab. As of last night, we now have over 900 members in our Armada which translates to lots of members to team up with in PVEs, PVP, missions, STFs, etc...

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, and this is very important, 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. This was a big part of our discussion this week including last night... having an overall structure in place that is fair and conducive to the success of all fleets. Teamwork advantages yet maintaining overall individual fleet autonomy.



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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 contributions 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.

So... this was an involved process that involved two major meetings among upper tier officers of both fleets over this past week. Last night while we were in our Lotus Fleet TS3 channel, we set up a new proto-type Teamspeak 3 channel that allows us to have huge meetings with members of all fleets, or divided down into individual Fleets, along with the upper tier Armada staff; which consists of the FCO and FXO from each fleet.

This may also include channels for other fleet interested games such as Star Citizen, or my interests in Diablo III and StarCraft II... among others.

There are also a slew of other projects that will be in the works that just couldn't be hammered out in this short amount of time that met... even though the discussions continued into the wee hours of the night. Nevertheless, we will continue to meet regularly and prioritize these projects.

In the meantime, get your ships out of drydocks and prepare to get back in-game. Once you log-in, you will now see lots of green text in the chat which indicates all members online within the Armada, regardless of fleet, chatting together: i.e. lots of teaming opportunities.

If you are still having technical difficulties know that there is a team available to help you brainstorm solutions, even if this takes a multitude of approaches and attempts. We will figure out a way to get you back in game! However, keep that discussion going in a separate thread, as it has been.

There will be more information to follow as this process continues.

Sincerely,

*Jeff T*

Admiral Jeff T  
Fleet Commanding Officer



LOTUS FLEET

MEMBER OF THE

UNITED FEDERATION OF PLANETS



LOTUS FLEET



**SEASON 10.5 NOW LIVE!**

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# STO UPDATE BY ADMIRAL ATHOS

Greetings Lotus Fleet; this is Admiral Athos coming to you live from DS9. The USS Aleutian has put in for a couple of days for routine maintenance and R&R and I couldn't pass up the opportunity to address you from here.

As you may have noticed, Lotus Fleet has joined the Steel Talons Armada as a Beta Fleet. This provides Lotus Fleet with a few benefits; currently, we get a 6% discount on dilithium requirements for our Fleet Holdings. This number fluctuates based on our Gamma Fleets which, at the moment, the Armada only has 2. The lower the level of these fleets, the higher the bonus. We also get the added benefit of other fleets helping us finish our fleet holdings (which is paying out). And arguably most important, the Armada system provides a larger community. With this many people, you should always have someone to join forces with, if you so desire.

We are making great progress on our Fleet Holdings, thanks to, in larger part, other Fleets donating dilithium to our projects. Our Fleet Dilithium Mine and Embassy are 100% complete; we no longer have any other projects to build. Our Fleet Spire is now complete and simply counting down. We've gotten a great start on our Fleet Research Lab. As of the day of transmission, the Development Laboratories have completed their Tier 1 upgrade and are counting down. The Research Laboratories have enough research to upgrade to Tier 1, but we're just waiting to finish the Developmental Labs first. That will also allow us to build the space station super-structure for the Research Lab Holding. Finally, our Starbase is at Tier 4; we are making progress towards Tier 5, but this is a slow process as it takes many, many projects to get there. Slow and steady.

As always, if you've earned a higher award for contributing towards our Fleet holdings, please contact me or Rear Admiral Battle Lion. If you are a new user, make certain that you are on our STO Roster: [viewtopic.php?f=7&t=639](http://viewtopic.php?f=7&t=639).

As a side note, I will be at STLV along with the STO Development team. They are sure to have some free prizes which translate to your free prizes if I can pick up multiple codes.

From DS9, Athos out.





LOTUS FLEET

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## STO NewsFlash from Admiral Athos

### Exclusive STO Information from STLV 2015

The Star Trek Online team is pleased to announce the epic conclusion of the five-year Iconian War story arc with *Star Trek Online: Season 11 – New Dawn!*

*New Dawn* will rise out of the grim wartime tale to introduce an all-new story focused on rebuilding and hope. Discover a previously unknown civilization and uncover the mystery of a strange traveler from another time. *New Dawn* also sees the return of Chase Masterson reprising her role as Mirror Leeta from *Star Trek: Deep Space Nine*, a returning member from the large stable of *Star Trek* franchise actors.

Along with new lore and story progression in Season 11, *Star Trek Online* will also be updated with new gameplay options in the form of the Admiralty System. Take command of your inactive starships to complete dangerous assignments and gather exciting rewards, while advancing your influence in the Admiralty campaigns. Within this system, each starship is given special traits and stats that must be used to successfully complete assignments. Plan carefully which ships are sent on which assignment in order to meet their requirements and offset various hazards, in an effort to yield great rewards across any of three separate campaigns.

There is so much new and exciting content that we can't wait to show off! Stay tuned for more information about *Star Trek Online: Season 11 - New Dawn!*

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#### Information Gained from STLV 2015

**Admiralty System** – The Admiralty System is designed to take advantage of all of our inactive ships, from the starting Tier 1 Miranda all the way to extra Tier 6 ships. Since we all eventually make it to Fleet Admiral, the team felt that an Admiral should be commanding multiple starships, not just their flagship (whatever ship you're commanding).

**How it will work.** The Admiralty System will be much like the duty officer assignments system in that you will be able to send your inactive ships onto missions within a campaign. Very important point; it does not matter what equipment you have equipped on your inactive ships; if you have a Tier 4 Galaxy class, then it's a stock Tier 4 Galaxy class with pre-set capabilities. Same goes for every other Tier and class of ships. So do not go spending a bunch of dilithium and fleet credits equipping all of your ships with crazy good gear; it won't make a difference for the Admiralty system. One exception though is that if you have a Tier 5-U or Tier 6 ship and you have completed all 5 levels of mastery for it, you will get a better stock card with better pre-set capabilities.

It's also important to clarify that if you send any or all of your inactive ships on missions/campaigns, those ships do not leave your inventory; you will be able to fly those ships yourself at any time. That's why I describe the Admiralty system as utilizing representative cards with pre-set capabilities.



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**Q:** *Will you assign your bridge officers to command those other starships?*

**A:** No. Assume those inactive ships have captains and crews of their own.

**Q:** *The system currently shows the ability to promote bridge officers to “captain”; is that going to be forthcoming?*

**A:** Yes. At some point in the future, you will be able to promote your bridge officers to captain and even play as that promoted bridge officer, giving you the capability to play species that you cannot currently play. The STO team will also be launching the first officer system whereby you can specifically assign a first officer.

Note: It wasn't specifically said, but it sounds like the first officer system will also include the ability to assign a chief engineer, chief medical officer, chief science officer, chief tactical officer, etc. This is fantastic as we all have multiple science, engineering, and tactical personnel but with this system, we can actually name a chief.

**Q:** *Will the Odyssey class starship be offered as a Tier 6 starship like the Galaxy is?*

**A:** Yes. All of the most popular starship designs will be offered in a Tier 6 version. The Galaxy is, by-far, the most popular ship in STO, so it was high on the list to become a Tier 6.

**Q:** *I've got a bunch of gear that I would like to upgrade to gold; will the Omega particles be coming back?*

**A:** Yes; they will be coming around again.

**Q:** *For dilithium mining, there is a cap to the maximum amount of dilithium a player can get per mini-game, yet if you do not score up to 735, then you get less than the max. I routinely score into the 800s, 900s, and sometimes even 1000s. Will Cryptic consider adjusting the cap so that as a player scores higher than 735, they get a bonus?*

**A:** When the dilithium game was originally designed, we thought that it would be challenging for players to routinely max out. Many people now score higher. At this time, we have not considered adjusting the cap, but that can be adjusted in the future.

During the STO showcase on stage, they introduced STO, discussed where the game started and the story arc up to this point. They also indicated that Leeta will be back, but this time in the form of the mirror Leeta we saw in DS9. Mirror Leeta will be the Fleet Admiral of the mirror fleet leading an attack on our universe.

As part of the STLV 2015 reward, STO was giving away an exclusive EMH Bridge Officer that looks like Robert Picardo. This is a gold-level BoFF that really is a strong character. I've obtained five extra codes which will be awarded to Lotus Fleet members in future giveaways. Note that the code is an account unlock; one code will provide this BoFF for each character on your account. So stay tuned for announcements on how to win one of these codes.

*End of NewsFlash*



## *STO Tips and Tricks by Rear Admiral Battle Lion*

### *Basic Skill Tree awareness: Lieutenant Commander Skills*

Continuing on with LT Cmdr skills:

#### Starship energy weapons

Easy skill here. Increases damage from all energy weapons. I max this out for complete pews.

#### Starship projectile weapons

Same thing as above. All projectile weapons AND mines are buffed from this skill.

#### Structural integrity

The more points you have in this skill, the more bonus hull hit points you will have. I usually put six points into this skill. Always nice to have more hull.

#### Starship subsystem repair

This skill decreases the time it takes for your subsystems to come back online after they have been disabled, such as from the Tholian's ability to put your weapons offline. In my opinion, this is a fairly bad skill, most people have emergency power to X, or engineering team, which when activated, will repair those systems. E Team repairs all subsystems. The Nukara two piece space gear set also will remove the weapons offline condition automatically after 2 seconds. I never put points into this because I use the Nukara 2 piece and I have EPTS and EPTW and E Team.

#### Starship Warp Core Efficiency

This is a good skill. It improves your power level in any system that has the power set to 75 or less. The lower your power level, the higher the bonus. For example, you will see a larger benefit if you set the power to 25 instead of 74. This can be good for ships that shunt most of their power to 2 subsystems. Power is key in this game, and I need all the power I can get, especially with an AMP warp core. I have this skill maxed.

#### Starship Power Insulators

What this does is reduce the drains against you. That applies to power level drains from such things as plasmonic leech, polaron proc, energy siphon, tykens rift, etc etc.

It ALSO applies to shield drains such as the tetryon proc, Borg shield neutralizer, tachyon beam, etc. I find it fairly useful and put 6 points into this skill, but if you can't spare that many that's ok.

#### Starship Shield Systems

The more points you have in this skill, the more shield hit points you will have. It's always good to have more shield hit points. I put 9 in this skill. Especially good for people who aren't using covariant shields.

*Commander skills are up in our next issue*

# Space Skills

## Tactical Systems

Lieutenant 57,000/35,000	Lt. Commander 144,000/35,000	Commander 230,000/175,000	Captain 300,000/255,000	Admiral 365,000/365,000
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 144,000/35,000	Commander 230,000/175,000	Captain 300,000/255,000	Admiral 365,000/365,000
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 144,000/35,000	Commander 230,000/175,000	Captain 300,000/255,000	Admiral 365,000/365,000
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 

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## **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



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## *Awards, Promotions and Organ Donations*

### **New Members:**

44th Fleet Ambassador Damix;  
Liberty Task Force Ambassador Grayfox;  
Cadet 1st Class owl9;

### **Promotions:**

Lieutenant Junior Grade Arina to Lieutenant Arina

### **Longevity:**

Ensign(STO) L33r0y: 1 year  
Ensign(STO) Ludsigssen: 1 year  
Lieutenant(j.g.) InfernalPotato: 1 year  
Lieutenant(j.g.) JayeAeotiv: 5 years  
Rear Admiral Jureth: 5 years  
Captain APagliari: 6 years

### **Awards:**

Newsletter Medal to Lieutenant Arina

### ***IMPORTANT - User Maintenance***

You may have noticed that our fleet roster of members has been reduced. Please know that this was not a mass exodus from the fleet by unhappy or disgruntled members; it was normal pruning of inactive cadet accounts.

We routinely have many members who will sign up for the academy as cadets and then simply stop signing into the forums.

As of today, it is now policy that any cadet account that has not been active in 90 days will be removed.

Please note - these accounts will not be deleted, they will be deactivated. If a member wishes to continue where they left off, they can contact us (method is TBD) and we will reinstate that account. This method will ensure accurate fleet membership numbers and less overhead for our admin team.

Also note, if you plan on a leave of absence, please post in this [thread](#).

Finally, this 90 day period DOES NOT applies to established members at this time.

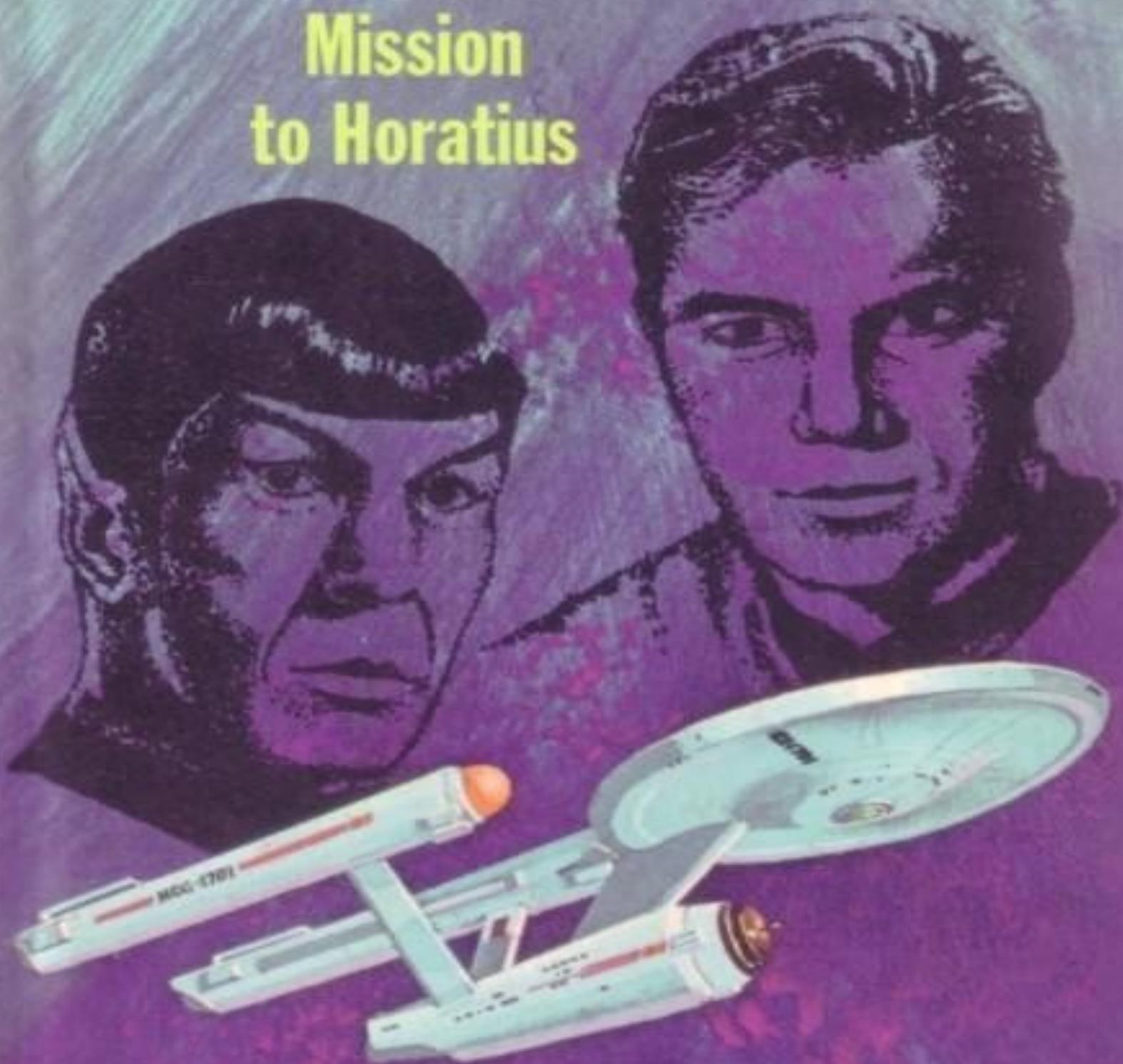
Thank you

R.Adm Battle Lion  
OPs XO  
Lotus Fleet

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# STAR TREK

## Mission to Horatius



AUTHORIZED EDITION

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## 2. MYSTERY PLUS MYSTERY

CAPTAIN KIRK, said, "Mr. Chekov, go to my quarters. On my desk you will find a tape. Please bring it here."

"Yes, sir." The ensign made his way toward the turbo-lift elevator, the door of which slid open at his approach and closed automatically behind him.

Those remaining behind on the bridge waited it out.

The captain flicked an intercom switch and said, "Mr. Scott, we have arrived at our destination. We will drop out of space warp and remain at these coordinates until further orders are determined."

Scott's voice came through. "Aye, sir."

Chekov returned, having obviously made every effort at speed. He laid the message container before his commanding officer and stepped back, his youthful Slavic face as inquisitive as any of the others on the ship's bridge.

The captain broke the seal on the container, brought forth the tape, and inserted it deftly in a scanner which he then activated. He stared down into the screen and almost immediately scowled.

"The sun system Horatius," he said, looking up. "Mr. Spock?"

The Vulcan raised his strangely shaped eyebrows. "I do not believe I have ever heard of it, Captain."

"Which surprises me, Mr. Spock. Horatius. I can't even think of the source of the name."

The science officer was on firmer ground now. "A legendary Roman hero, sir. The story is that when the Etruscans, under Lars Porsena, were attempting to capture Rome, there was only a single bridge crossing the Tiber River, and the Etruscans were advancing rapidly. The sole chance was to cut the bridge down before the enemy could overrun it. Horatius and two companions —"

"Just a minute, Mr. Spock," the captain broke in. "We will take your word for it"

The captain returned to the perusal of his orders. He looked up at last, his face very thoughtful. "Our instructions, briefly, are to proceed to the star system Horatius and investigate the sub-space distress call received by Starfleet Command."

"Who issued the distress signal, Captain?" Spock asked.

Kirk frowned. "It was evidently cut off before that was revealed. However, the call came through in Earth Basic, which would indicate a planet settled by humans. Please check the computer banks, Mr. Spock."

Spock bent over his library computer station, peering into the hooded screen, muttering orders, occasionally flicking controls.

In a surprisingly short period of time, he raised his head, his face registering uncharacteristic amazement "Very interesting," he said.

"I am sure, Mr. Spock," the captain said dryly. "But will you let us in on your newfound knowledge?"

"It would seem, Captain, that there is very little information in the computer banks on the Horatian system. It is at the very extreme of this quadrant. Its very discovery, in the early days of space travel, was an accident. A small freighter inadvertently fell out of space warp and into under



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-space. When its crew managed to force the ship back into warp, it materialized near Horatius and set down on one of the three Class-M planets which orbit the sun."

"Three?" Kirk said.

"Yes, sir. Later they were named Neolithia, Mythra, and Bavarya. But to resume. The space freighter was forced to remain until the necessary repairs were made. The star was reported and charted, but since it remained in such a far sector, in a direction not being exploited by the Federation, it was largely ignored."

Captain Kirk was scowling. "But a distress signal in Earth Basic has come from there."

"Yes, sir. Evidently, although the Federation has not reached out to that point, human colonists have. In fact, the Horatian star system was settled by people who wished to avoid contact with the Federation."

"But why?" Lieutenant Uhura asked.

Spock looked at the dark-complexioned communications officer. "The information is sketchy, lieutenant, but it would seem that the colonists of the Horatian system are not in sympathy with Federation ways and have fled to such a distant sector to escape them."

All present were looking at him blankly.

Dr. McCoy snorted. "Why? Are they insane?"

Spock shrugged and looked back briefly into the hooded screen. "The group that first settled and named their planet Neolithia evidently wished to return to nature and abandon the highly technical civilization that exists on the Federation worlds. The second group seemed somewhat similar to the Pilgrims who settled New England; that is, they wished to find a place where they could worship without interference."

Captain Kirk said, "That's nonsense. There are no restrictions on religious matters in the Federation. Why, General Order Number One specifically states that no starship shall interfere with the political, economic, or religious systems of any world."

Spock said, "However, Captain, suppose the religion was that of Baal?"

"I am afraid that my studies of comparative religion are not quite as wide as yours, Mr. Spock. And once again I must mention that you continue to amaze me with your knowledge of the small planet of my birth. Who was Baal?"

"The chief god of the Phoenicians, Captain. His followers were obligated to throw their first-born child into the flaming maw of Baal as a human sacrifice."

Uhura, ever sensitive, closed her eyes as if in pain.

"Go ahead, Mr. Spock," the captain said impatiently. "That accounts for two of the planets. And the third?"

Spock glanced back into the hooded screen of his library computer and frowned. "Bavarya. The most recently settled of all. Evidently only half a century or so ago. A thousand colonists, no more. Political nonconformists. And that is practically all we know of them."

Dr. McCoy said, "Why all the secrecy? Why all the nonsense of waiting until we reached this point before disclosing the orders?"



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The captain had been looking back into his tape scanner. "That is at least partially explained, Bones. Although not members of the Federation, all three of the Horatian planets were colonized by Earthlings, and thus we have a moral obligation. However, Starfleet Command is not as yet ready to expand in this direction and is aware of the fact that if either the Romulan Confederation or the Klingon Empire *thought* we were doing so, they might hurry their own exploration. This whole expedition is top secret, and very few persons even at Starfleet Command know that we are on our way."

He turned and spoke to the navigator. "What is the listing for the Horatian group on the star chart of this quadrant?"

"The system is NGC four-three-four, sir."

"Very well. Mr. Akrumba, lay a course for NGG four-three-four. Warp factor six."

"Aye, aye, sir. Bearing of thirty-seven, mark two-eleven, sir."

"Very well, Mr. Akrumba."

Dr. McCoy growled, "Months!"

Approximately a dozen off-watch personnel were sprawled lethargically about the wardroom. Four of them were playing cards, some were reading, and a couple were playing chess. The rest were slumped in chairs, talking a bit, but largely staring blankly at nothing in particular.

Lieutenant De Paul threw his cards to the table in disgust "That's it," he snarled. "No more canasta for me. What kind of a game is it when Dick, here, sits next to me and draws six wild cards to my one? What good is a game that's nine-tenths luck?"

One of the others protested. "It's one of the few games left that we're not sick and tired of."

"Ha!" De Paul snorted. "You can add it to the list, as far as I'm concerned. What do you say we go back to poker?"

"Poker?" Ensign Chekov grunted. "What good is poker if you can't bet? And you know the regulations against gambling in space."

"How about looking at some Tri-Di shows?" somebody suggested listlessly.

Security Officer Masaryk growled, "Tri-Di shows? You won't have to show them. I can describe every one on board by heart. I've seen them fifty times over."

Lieutenant De Paul said, "Somebody hand me that tape, *1001 Popular Games Down Through the Centuries*. We've got to kill time someday." He slapped the tape into a scanner, but nobody seemed very hopeful that he would come up with anything.

Lieutenant Uhura, who had been softly strumming on her specially made five-string guitar on the other side of the compartment, said softly, "I read once that killing time isn't murder. It's suicide."

Chekov snorted. "You don't kill time on the *Enterprise* these days. It dies a slow death from boredom."

De Paul, scanning the taped book, said, "Gin rummy. Did we ever play gin rummy?"

"On the cruise before last," somebody groaned. "We played it until it ran out of our ears. I'm as tired of that as you are of canasta."



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Lieutenant Chang called over to Uhura, "How about a song? There ought to be something to cheer us up."

Everyone seemed in favor of that.

Uhura smiled as she strummed louder, and a soft, faraway gentleness came into her eyes. She began an age-old folk song.

One of the guitar strings went *ping*.

"Oh, good heavens," she complained. "That's my last spare." She twisted her lovely mouth into a *moue*. "And Commander Scott tells me that we're so low on some materials that he won't be able to manufacture new ones for me. Well, dear children, from now on any music from this box is played on four strings."

"Oh, great," somebody muttered.

"I think I'll read awhile," Ensign Freeman said lackadaisically.

"Read?" De Paul said. "Read what? We've all read everything in the recreational library three times over. It hasn't been replenished for well over a year. And I simply don't have the gumption these days to wade through technical books the way the chief engineer seems to be able to."

Science Officer Spock left the elevator and hurried over to his position at the library computer station. A planet loomed in the large bridge viewing screen.

Captain Kirk, already in his command chair, said to his first officer, "The planet Neolithia, Mr. Spock."

"Yes, sir." Spock took his chair and began throwing switches, touching controls.

Captain Kirk said, "Mr. Sulu, go into standard orbit, please. Twenty-thousand-mile perigee."

"Aye, aye, sir."

Kirk said, "Lieutenant Uhura, open the hailing frequencies."

"Aye, aye, sir."

Sulu said, "Standard orbit, sir. Twenty-thousand-mile perigee."

"Thank you, Mr. Sulu. Lieutenant Uhura?"

"No response, sir. Sir...."

The captain looked at her. "Yes?"

"Captain, there seem to be no radio emanations whatsoever."

Kirk scowled and looked at the navigator. "This *is* the planet Neolithia?"

"Yes, sir. That is, if the scanty information we have on the Horatian system is correct, sir."

"Mr. Spock, your sensors on this, please."

"Yes, sir." Spock's long, agile fingers raced. Shortly the Vulcan's face registered rare surprise.

"Most unusual," he muttered. He touched other controls.

"Well, Mr. Spock?"

Spock turned to his commanding officer. "Sir, it would seem that not only is the planet below completely lacking any radio emanations whatsoever, but it has never had them."

"Don't be ridiculous, Mr. Spock. Neolithia is settled by human colonists."

Spock said nothing.



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The captain, scowling, flicked a screen control. The screen increased magnification many times, until the view was as clear as if the *Enterprise* hovered no more than a mile or so above the surface. The scene couldn't have appeared more Earthlike. But it was as an Earth of centuries past. It could have been, perhaps, Kansas in an age before the white man made his appearance—indeed, before the Indians had acquired horses and thus achieved the ability to pursue the vast herds of buffalo, elk, deer, and antelope. There were no signs of human habitation—neither cities, towns, villages, nor the smallest of hamlets.

"Mr. Spock, atmosphere analysis?"

Spock said slowly, "Captain, most unusual. The atmosphere is Earthlike. Nitrogen, oxygen, with traces of argon, krypton, and neon. Temperature seventy-five degrees Fahrenheit Gravitational force identical to that of Earth. However, Captain, the sensors detect one oddity."

"Well, Spock?"

The science officer looked at him strangely. "Sir, there are no signs of ... of what was once called smog. No traces of man-made industrial fumes, the burning of fossil fuels such as coal and oil."

"What are you suggesting, Mr. Spock?"

"This planet is not inhabited by mankind, Captain."

"You are jumping to conclusions. Radiation? Perhaps their civilization utilizes nuclear power."

"None whatsoever, Captain. And had they—ever—there would be at least traces in the atmosphere."

The captain's eyes went back to the viewing screen. He touched controls and swept over a larger area. The scene below changed little, though for the next fifteen minutes they scanned plains, lakes, rivers, mountains.

"Are you suggesting," Kirk finally snapped at his first officer, "that the colony has been wiped out?"

"I would not know, sir," Spock said simply. "But as you see, there are no signs below of destruction such as would necessarily result from wholesale devastation."

The captain came to a snap decision and rose to his feet.

"Mr. Sulu, have the transporter room stand by, and prepare to accompany us. Mr. Spock, you, Ensign Chekov, Yeoman Doris Atkins, and—"

Dr. McCoy had entered toward the end of the conversation. He said, "Ah, Jim...."

The captain looked at him. "Yes, Bones? I had intended you to accompany us, but you seemed so wrapped up in your pursuit of space cafard symptoms that I thought you wouldn't feel you could be spared."

"Yes, Jim," the doctor said testily. "However, I was about to suggest that you limit your group to five persons and take along a specimen container. In view of the, ah, mysterious qualities of this supposedly inhabited planet, perhaps it would be well if Mr. Spock could return to the ship with some local flora and fauna as well as soil and mineral specimens. Analysis might indicate what has happened to the original colonists."

"Your point's well taken, Bones. Mr. Spock?"

"Very good, Captain. I'll arrange for the container."

*Chapter 3 in the next issue*



LOTUS FLEET

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## **Important Links**

[Lotus Fleet Official Site](#)

[Lotus Fleet Academy](#)

[Star Trek Online Official Site](#)

## **LFN Staff**

Lotus Fleet Commanding Officer: Admiral Jeff T  
(Acting) Newsletter Editor: Lieutenant Arina

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