

# LOTUS STARBASE

OFFICIAL NEWSLETTER OF LOTUS FLEET

ISSUE 21, APRIL 2016

*"Whatever you can do or dream you can, begin it. Boldness has genius, power and magic in it." -- Goethe*

LOTUS FLEET:: AN AUTHENTICALLY DEDICATED STAR TREK COMMUNITY

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## *Message from the Fleet Admiral's Office*

Greetings members and friends of Lotus Fleet!

There have been interesting developments regarding STO and our Armada over the course of these past weeks. Without going into all of the nitty gritty details of the correspondences that bounced back and forth among the leadership of about 13 Star Trek Fleets, I will attempt to share a condensed overview.

As described in previous issues, Lotus Fleet is a Gamma Fleet in the **Star Trek Online Fleet Armada** a.k.a. **STOFA**. Now thus far, we've been a happy Armada with Fleets of varying size and participation all contributing to their own growth and that of the armada itself.

But then an interesting message came in to me and other Fleet leaders noting that we were now in the process of voting out one of our smaller Gamma Fleets in order to make room for a different/larger Fleet that is part of the Klingon side of this Armada. Inquiring further, it turned out that this Fleet in question had done nothing wrong, broke no rules nor created any problems whatsoever. Surprisingly, the votes thus far were in favor of doing this.

But something just didn't feel right about this decision and so I opposed this movement and explained to the Armada leaders that this process was not at all in the spirit of StarFleet itself. I shared this information with our Tier 5 and 6 flag officers and they agreed.

Then an interesting series of events transpired. The leader of the smaller Fleet was first respectfully pleading his case for his Fleet to remain in the Armada. But then after seeing the votes in favor of their dismissal, was apparently disheartened by what was transpiring. He left the Armada in STO, thus putting in a timed cool-down on his Fleet and the Armada. At that time, I was in STO and saw that there were three members of their Fleet actively playing. Then suddenly, they were out of the Armada. He also sent a polite message to the leadership and explains that he would spare them the process of voting for their ousting by leaving on their own. He then sent us a message thanking us for supporting his Fleet. This was a sad outcome.

I, along with a few other Fleet leaders then requested an Emergency Armada meeting to occur sometime during that upcoming weekend. Afterward, here in Lotus Fleet we discussed among our team as well and agreed that several of us would attend an Armada meeting in defense of this other Fleet, but also to point out that they were not even following the proper protocols of their own charter.

The leader of the Armada in response noted that there were no plans to remove any other Fleets... However, he added "*Fleets should try to put forth the following bullets given before and not just become complacent.*"

Here is what he specifically noted:

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- Have actual different accounts log-in of members in the Fleet.
  - Try not to have too many members/characters of a Fleet that have not logged on in the last 30, 60, 180 days, etc.
  - Maintain participation of members in the STOFA chat (send invites to your members).
  - Participation of members in STOFA TeamSpeak (send Fleet mail letting them know of the IP Address and Password).
  - Maintain a growing Fleet level (for those that aren't done) on both Fed AND KDF.
  - Setting up proper Fleet holdings and filling them (if you need help with a plan ask, The Massive, SPECTRE, and Liberty (and others) have a lot of experience with projects).
  - Maintain an active recruitment for the Fleet.
  - A general willingness to be part of the community and grow their own Fleet.

I wanted to share this list because although I didn't agree with that Fleet being removed, this was spelling out the expectations for STOFA to everyone. This is something we need from our Fleet members in and out of STO as well: active involvement and participation.

Afterwards, another twist came. The leader of the small Fleet decided that he wanted the voting to occur after all. He withdrew his resignation from the Armada to put this issue front and center once again. I totally supported his decision and was glad that we would have the opportunity to discuss this further... with the added possibility that their Fleet could remain.

Several leaders then chimed in as well, and later on, a message came from the Fleet that was petitioning to get that spot on our Federation side in the Armada. He too realized that this wasn't quite right to boot out a Fleet that only has a Federation presence to make room for a Fleet that is already in the Armada on our Klingon side.

So in the end, the small family Fleet was saved from expulsion. Justice was served and a revision was added to the charter. It just goes to show that we can uphold the ideals of StarFleet here in the 21st century: if we act accordingly and participate whenever transgressions occur within our lives.

Here is a link to the STOFA page for those interested and/or curious [STOFA link](#)

Sincerely,



**Admiral Jeff T**  
**Fleet Commanding Officer**

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to **BOLDLY GO**  
where no man has gone before™



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## *William Shatner on Star Trek's 50th Birthday, Leonard Nimoy's Shoes, and the Secret to Creativity* By David Marchese

William Shatner — Captain Kirk, though he's had mixed feelings about that designation — is going to be 85 years old soon. Not terribly long after he hits that milestone, *Star Trek*, the franchise that made him famous, will hit a milestone of its own, as it celebrates its 50th anniversary. More than half of Shatner's long life has been defined by three years on TV in the '60s. He's made albums, won non-*Trek* Emmys, directed films, written novels, had a weird fourth or fifth life as a Priceline pitchman, become a (seemingly) ironic social media star, and is bringing his one-man show *Shatner's World: We Just Live in It* to the New York area in January. Yet he remains, to the vast majority of people, Captain Kirk. With the *Star Trek* anniversary on its way, as well as a CBS reboot planned for 2017, we spoke with the erstwhile *Enterprise* captain about his legacy, his *Star Wars* potshots, and the mystic chords of life.

*Hi, William.*

How are you? I'm going to talk to you about my show at the Bergen Performing Arts Center, right?

*I'm hoping to talk about some other things, too.*

Of course.

*We can start with the show, though. How is touring with it going?*

Well, when the public reads about a man going on tour, they imagine screaming, devoted, passionate fans, and smoke and flames, and people running for airplanes. It sounds so glamorous. But what in fact it is is the search for a hotel bed that isn't too soft. It'll wreck my back if it is.

*That sounds pretty grim.*

Touring is all about getting to the venue, David. Now, there are different ways of getting to the venue. I got to know Joe Walsh of the Byrds, and he had some things to tell me about the subject.

*You mean the Eagles, right?*

The Eagles, excuse me. I knew birds were involved. I got to know Joe, and I asked him, "What's touring like for you?" He said, "Oh, you know, it's tough. We stay in a city for while, we get on a private plane." The Eagles probably buy the hotel they're staying in. I was talking to a guy who tours in a diametrically opposite way that I'm touring.

*Do you book with Priceline?*

As a matter of fact, I do. Me and the gentleman who travels with me, his name is Lucky Dave, are touring from one end of America to the other. We're renting cars, we're booking rooms and buy-

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ing airplane tickets all using that service. And we're on our own, David. We're all on our own. Our only hope, like I said, is that the mattress at the hotel we wind up at isn't too soft, because that'll wreck my back, and then the following day I'll have to sit in a car and sit in a plane.

*Thank you for disabusing me of the belief that being on tour is fun.*

I don't have a good time. The fun part is being onstage. The rest of it is anxiety-producing. Will the plane leave on time? Will you make your connections? Will the car break down? Will the snow turn into drifts?

*Would you say you're a neurotic traveler?*

No, but I've begun to get the shakes. And I don't mean Arabs, either.

*Okay. Oh, wait. I just got it. You were punning on sheiks.*

Stay with me, David. Recently I was in Italy, and these border guards probe your anus with their fingers. They get into your luggage and they take things apart, and people are looking at you while they do it. I mean, I'm all for the guards looking for people who are going to do mayhem, but that isn't me. Why would a small tube of suntan lotion ... anyway, traveling is anxiety-producing. I'm paranoid.

*Next year will be the 50th anniversary of Star Trek's TV debut. How have your feelings about the franchise changed over the years? It seems like there's still a degree of ambivalence on your part.*

What do you mean?

*Well, you did three Star Trek documentaries over the last little while: The Captains, Get a Life!, and Chaos on the Bridge. That suggests to me that you're still trying to understand what Star Trek means.*

You've seen those? Good for you.

*Am I wrong, or does the fact that you've recently made three documentaries about Star Trek not indicate that you're still in the process of figuring out what the show means to you?*

There's also a practical consideration. *Star Trek* is what people are expecting from me. I'm able to sell a documentary about that subject, as opposed to a documentary about how to do an interview.

*You have a better chance of selling that documentary than I do. Is Star Trek's impact on your life — for better or worse — something you think about much?*

Not really. Maybe you're seeing something in those films that I'm not seeing or feeling. Look, *Star Trek* was, in many instances, a wonderfully written show that at its best had provocative themes. Science fiction itself is a thought-provoking subject matter, since it deals with the unknown and the mysteries of life and death. That subject matter, since I've been thrust into it 50 years ago, has become interesting to me. I write about it. I think about it. I read about it.

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*What's a piece of science you've come across lately that was particularly interesting to you?*

I'm writing a novel with a writer named Jeff Rovin that will be out next year called *Zero-G*, and I suggested we use something in it that I had read about. I read that microbial life dries up and seems to be dead and then, with the addition of water thousands of years later, can come back to life. That's astonishing. Thousands of years! These are scientific concepts so mysterious that they beggar our imagination. I saw a photograph yesterday of a black hole absorbing a star, and it burped energy back out! A black hole cosmic-burped dust out the other way! What is more intriguing than that? Perhaps a good pasta.

*Is it frustrating that Star Trek is what people still want from you? Does that pigeonholing make it hard to pursue these other interests you're talking about?*

Well, yes. It's hard. I've got some wonderful scripts that I'd love to make into films, but it's difficult to get financing. But everybody has difficulty getting financing. The best thing to do is to play the cards you have and try and adjust the game so that it's along the lines that are interesting to you. With those documentaries you mentioned, I was able to suitably satisfy my curiosity as well as interest a network that wanted to show them.

*Can you tell me about one of those scripts you just mentioned?*

I don't know if I should.

*Come on.*

One is a horror film. I'm afraid to tell you the one-line idea, it's such a good idea, but it involves the concept that death doesn't necessarily mean a white light shining down on you as you float towards your mother while she calls, "Come, come." Other things might be involved, too.

*How much of your post-Star Trek public persona is meant to be a self-parody? Or meant to suggest that you're in on some sort of jokey, ironic appreciation of "William Shatner"?*

I don't know how to deal with that suggestion. What's the joke? Is the joke dramatization? Is the joke this purported way I have of talking, which you may have noticed is not my way of talking? What's the joke, David? Is the joke my saying to you that there is mystery out there about life and death and science, and that's what interests me? Is that a joke? Not to me, but if you want to characterize it as a joke — Captain Kirk asks a question about the mystery of life — that's up to you. But I don't think of it that way.

*So you don't intentionally play with your persona?*

Every so often, if someone wants to play with the persona, I'll go along with it if it makes for a good interview. But I don't want to profess naïveté to some interviewer by saying, "What's the joke?" Are you laughing at me? What are you laughing at?

*On Twitter, it sure seems like you're playing into the idea of "William Shatner" as a self-absorbed declaimer. Like when you tweeted about how much better Star Trek is than Star Wars. There was*

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*some self-parody there, right?*

That was tongue-in-cheek, yes. That was a joke.

*Is Star Trek better than Star Wars?*

They're both entertaining. You go in the theater and you're satisfied when you leave it. That's the common denominator between them.

*What is William Shatner's legacy?*

You know, I'm having a great time doing what I can do, that's it. I've got two books coming out. The one I told you about, and a nonfiction book about Leonard Nimoy called *Leonard*. It's about Leonard's and my friendship, but in the process, I delineate his life. It's sort of a biography of Leonard, but from my point of view. And it's a bit of a dissertation on male friendship. Then I've got a new mini-series coming on NBC, which is called *Better Late Than Never*, in which Terry Bradshaw, George Foreman, Henry Winkler, and myself spend a month in Japan, Thailand, Korea, and ... someplace else in Asia.

*Can you share a Leonard Nimoy story that you've never shared before?*

No. But I will tell you a story that I evoked out of him that I don't think anybody else has. It will be uniquely yours, David.

*Hit me.*

Leonard's grandfather was a leatherworker, and when he would come home to Boston, this is after he'd become a successful actor, he'd visit his grandfather. And every time they would talk and they were sitting close to each other, his grandfather would reach into Leonard's shoes to feel the leather. Being a leatherworker, working with leather, Leonard's grandfather would know whether the shoes needed repair or not, and that's how he'd know how well his grandson was doing. That's a lovely story, isn't it?

*Yes, it is. What's your opinion on Star Trek coming back to network TV in 2017?*

It's a good thing, of course. This summer I drove a motorcycle that I helped design 2,400 miles. I've gathered a company together to make what I'm calling a cinematic graphic novel.

*What does that mean?*

I also helped design a watch! These are all *new* ideas and *new* concepts I'm talking about. It isn't Shakespeare, although I'm going to be doing Shakespeare soon. I'm being creative at a higher rate, and more intensely than ever.

*What's the trick?*

Opportunity, David.

*You don't get tired? You're 84 years old.*

I don't know whether I'm going to be correct in this statement, but I might as well say it anyway: Everything boils down to certain principles, whether it's designing a motorcycle or a watch

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or playing a role. It boils down to making choices that play a creative chord deep inside you. You hear that chord, and you make your decisions not necessarily based on knowledge but instead based on a feeling of rightness. It's not unlike a salesman who says, "I don't care if I'm selling a refrigerator or a beach ball. The whole point is the art of the sell, of seeing what your need is, and making you understand that such a need can only be filled by your buying a beach ball." Do you follow me?

*Yep.*

If you're tuned in to the feeling — I'm being specific about my life now — if you're tuned in to the feeling, the correctness of it, you can say, "This feels good," or "This feels bad," and your decisions will at least be accurate for you. Do you follow what I just said? It's important.

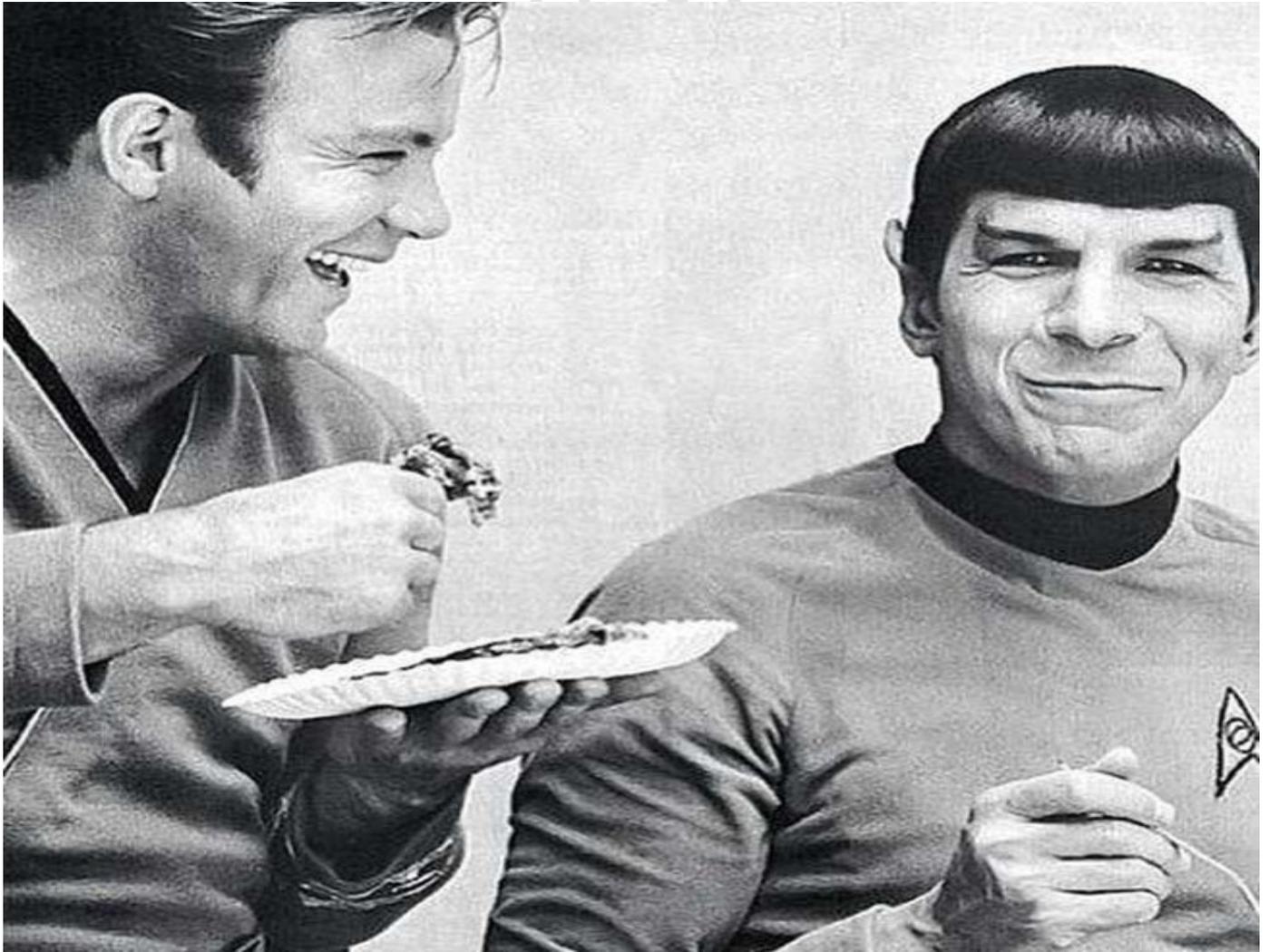
***The secret to creativity and energy is to understand intuition?***

That's absolutely dead-on! Exactly! The chords that are played musically inside you, you have to learn to recognize them. I have to go now. Do you know where I'm going to perform? January 21 at the Bergen Performing Arts in New Jersey, and January 22 in Westbury, New York. Get those dates right. Double-check them online.

***But how do you learn how to recognize the secret chords?***

I don't know, David. The world works against curiosity and wonder. I must leave you now. I'm sorry. Take care, man.

*\*A version of this article appears in the December 28, 2015 issue of New York Magazine.*





*Original cast members with creator Gene Roddenberry (top) and director Robert Wise (Getty Images)*



**UNITED FEDERATION OF PLANETS**

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Subspace transmission from Starbase Lotus  
From the office of Admiral Kheren  
Fleet Executive officer and RP Director

Admiral Kheren reporting the latest developments regarding the ongoing mission of our starships.  
Here are the extracts from their ship's logs and computer records:

**USS HORIZON**  
**Flagship**  
**Lotus class**

**Captain Kheren commanding**  
**Commander Neil S Redding Executive Officer**  
**Lieutenant Aron'Son Chief Strategic Operations Officer**

**Current Assignment: Investigate Klingon incursion in the pocket universe beyond the Azimuth Horizon gateway and an unidentified cosmic phenomena possibly related to this incursion.**

*Code name: Priorities*

Redding entered the office with a nod to his fellow officers and a "Sir" to his captain.

"This is turning out to be way more interesting than it first appeared, Captain," and took his seat. "Just off the cuff... We have a group of two-hundred year old Human-fusion Klingons allied with current age Romulans keeping a base of operations inside a temporal anomaly."

He let it sink in before going on and smiled.

"And I for one think that's interesting."

"Oh, so there are Romulans around here too? This is getting better by the minute," Kheren grumbled. "Interesting is quite the understatement, Number One. And somebody at the gate on the

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other side of the Azimuth portal is clearly not doing his job."

"Romulans, and time travel," Aron'Son said, the words dripping with disdain; "two equally contemptible things. But the fact that the two are connected is most likely worse than it sounds. It is possible the Romulans managed to send a covert team through the portal while the bulk of their fleet was battling during Operation Horizon. It seems unlikely, but yet they are here."

"Has any been detected?" Asked the Andorian.

"Negative, Sir," Irksos answered. "The only reference to them was from one of our prisoners calling them allies. Of course, cloaked Romulan ships could have been lurking without our knowing."

"And not take advantage of you alone engaging three Klingon destroyers? Letting the Klingons do all the work, reap all the profit from the disabled freighter... and the Klingons okay with them not shedding blood by their side? I find it really pretty hard to believe," Kheren shot back. "Especially in this day and age when the Romulans are supposed to be still the sworn enemies of the Klingon Empire. The Klingons never forgive or forget their treacherous attack of their civilian outpost on Narendra III a century ago. Fact is, it was the turning point that sealed our former alliance with them..."

His antennae shot up as his primary eyes on his face widened. It was about the only expression his rigid Andorian face could convene and to show up like this said much about how he felt.

"Now wait a minute... You said the only reference to the Romulans was your prisoner stating they were their... *allies*? But... that was in the twenty-*third* century!"

"And it so happens, Captain, that these Klingons, at least the three we caught, are of an artificially created genotype that had only been encountered between mid twenty-second and mid-twenty-third century," Doctor Osaro-Lyth's mesmerizing voice added.

"Any analysis of the debris of their ships?" asked a deeply frowning Kheren after a moment of thick silence.

"Inconclusive," Solius stated. "Typical Bird of Prey, a small attack scout and destroyer class we are quite familiar with... In fact, these types of vessels have been in use in the Klingon Empire since the mid twenty-third century with barely a few modifications to propulsion and cloaking technologies."

Irksos spoke again.

"Captain; we know the Azimuth Horizon is as much a temporal anomaly as it is a spatial anomaly. On our first trip into it aboard the USS Artemis, before it was tamed by Operation Horizon, we encountered a Klingon *Vor'Cha* attack cruiser that had been caught in it during the Dominion War... and vanished into a temporal distortion when it tried to destroy us. It is possible that those three Birds of Prey may have been similarly affected two centuries ago... and emerged here."

"Any data to support that hypothesis?"

"Nothing specific, Sir, except that property of the then untamed anomaly and the fact that they are here... as peculiar as they are in make-up, speech pattern and behavior. But there is that other anomaly we detected; might be a clue to this mystery."

"I seem to recall that the Klingons attempted a temporal incursion a few years back that the USS Spectre stopped on twenty-first century Earth."

"Klingons with time travel technology? As improbable as it is frightening to consider," chief engineer Solius commented. "Might have stolen it from the same Romulans that your former Artemis thwarted last year in their attempt to change galactic history."

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In the following hour, the report from the officers of the *Polaris* regarding the Klingon attack, the freighter's predicament and the newly discovered space anomaly brought up more questions than answers. Especially, the identity of those "old-fashioned" Klingons, throwbacks from two centuries ago when they were known as treacherous, devious and cowardly conquerors and not the fierce, bold, honor-bound warriors they were all accustomed to, raised all eyebrows. The fact that still existed any of those genetically altered Klingons and that they were flying Birds of Prey fielded decades after they have been allegedly eradicated from the Empire only thickened the mystery.

Interrogation of the prisoners only yielded scant information, despite the best efforts of Beta-zoid and Vulcan interrogators, but it was telling; they themselves had recently established a base on a small uninhabited M class planet... right where the ship sensors detected the very center of the spatio-temporal distortion.

Since there was no star or star system less than several light years near those coordinates that could allow for any planet to be there, most of all any habitable world, this was either an outright lie, a confused mistake... or something beyond their current knowledge. Kheren had no fear of the unknown; but the unknown could always be dangerous. And the unknown was always compelling; that was why they were all out there in the first place.

The Andorian captain took it all in, as well as the recommendations of his people, before coming to a decision.

"Until we get further data, we will confine ourselves to what we truly know; Klingons of the twenty-third century augment variety are here and there is a cosmic distortion where the remainder of them went to. Let us work from that. First, once the *Champlain's* repairs will be completed, she will resume her journey to the colony. But with Klingon raiders in the sector, we dare not let her fly alone. The *Horizon* will escort her all the way to Eden."

His intense silver eyes and knobby indigo antennae darted straight at the first officer of the flagship.

"Commander Redding, you will take the *Polaris* to investigate this space anomaly... ascertain if indeed there is a Klingon base in the area... and any possible correlation between the two. You will keep your current crew roster; Irksos is our top astrophysicist and experienced with such anomalies from the days of the *Artemis*; Julian is well acquainted with Klingons, having been raised by them as a child before they sold her to Orion slavers. She later managed to free herself from them and later joined Starfleet security. S'Tron and Jeonghun knows how to adapt quickly to unexpected technical problems and Doctor Osaro-Lyth has extensive training and experience with field medicine and Klingon physiology. Gray is well versed in Klingon tactics and strategies and Sheeneea is our best pilot after Snow. Moore is more skilful and daring than her, but she is more experienced in navigating near space anomalies, especially with starships of the escort class against raiding and pirate ships."

His impassive face then turned towards Aron'Son.

"Lieutenant, you will accompany him as his Exec. I am counting on you to keep my first officer safe and as well counselled as he does himself with me."

Aron'Son frowned at the order to depart with Redding. The *Jem'Hadar* knew that he was bound to follow it, by his genetic coding as much as his sworn oath, but that did not mean he had to like it. And he did not. The idea of leaving the *Horizon* without both its second in command and

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its chief tactical officer was akin to decapitating an enemy with the blade of a kar'takin. It was messy, and should not be done unless necessary.

Kheren nodded to both the large Human and the even larger Jem'Hadar.

"As soon as the Horizon can be freed, we will join with you in the vicinity of this new cosmic anomaly and fully deal with the situation from your preliminary findings. Try to avoid confronting the Klingons or whatever else may be out there unless it appears imperative for the safety of our colony or your own. We might not like it for them to be here, but they have as much right to be here as we do... as long as their intent is exploration or colonization. If their intent is war and conquest, which is unfortunately what we should expect from them, we must address this problem as soon as possible, before it becomes too large to handle."

He sighed a moment before finishing.

"As for the anomaly, gather as much data as you can until we can join you with all these research resources of ours. Again, do not take any unwarranted risk, but we must determine what it is... and especially what are Klingons doing in its vicinity. Although they are much more inquisitive and intelligent than many would like to think, they are not all that well known for their scientific curiosity... unless they think that they can weaponize whatever they discover. Again, if this anomaly is a threat or could be turned into a threat, we need to know before it actually hits us."

He stood up once his officers had acknowledged his orders, ending the meeting.

"We are Starfleet; Let us do this right the right way, people."

**USS LOTUS**  
**Former Flagship**  
**Intrepid Class**

**Captain Connora'tu Felez commanding**  
**Commander David Rogers, Executive officer**  
**Doctor Elliago Nasaro-Myth, Chief Medical Officer**

**Current Assignment: Investigate the unexplained theft, disappearance and return of the USS Diamond Star, sister ship of the USS Horizon and testbed of the Lotus class at Utopia Plenitia, Sol IV, sector 001.**

*Code name: The Stars be my judges*

Twenty nine hours later, David sat on the bridge again. His engineering department heads had been consulted, the ship reports signed off and readiness to enter Sol space confirmed. As Xo, he had numerous responsibilities aboard the Lotus, and handling the crew was a chore that, although paramount to safe ship operation, took considerable more tact than he had previously realised.

Also, the suggested parameters of Captain Felez had been collated and a concise report was ready for him, who would return to the bridge shortly, as they had entered sector 001 only moments

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before. Nearing Sol would require security checks and confirmations, not only from the automated platforms surrounding the system but also from manned security stations scattered throughout.

"Helm, bring us out of transwarp. Engage standard warp 1 until Saturn periphery and drop to full impulse."

Glancing back to his chair console he then addressed comms.

"Comm, when we engage impulse, send standard recognition ping to the Jupiter outpost and request inner system clearance, as per standard approach protocols. Once cleared, inform helm to head to Mars."

Having set approach orders, David returned his attention to the PADD clamped to the chair arm. It contained the revised report on the Diamond Star investigation so far. With a tentative touch on the PADD's rim, David recalled the findings so far, in order to verbalise the report to captain Felez, as well as to re-affirm it in his own mind.

The intelligence logs from Utopia Planitia held relative bearing of the Lotus class vessel when it went off scans there. With the maximum warp of nine point nine eight seven plotted on that course, and assuming an unmanned, straight line flight due to no manual steering; And accounting for stellar object collision avoidance programmed into navigation as standard, David had plotted the possible destinations within twenty four hours of the Diamond Star leaving Mars.

First would be Wolf 359, the unpopulated memorial graveyard of the infamous battle with the Borg in 2367. It was seven point five light years from Sol, and arrival there would be in point one four days. Next out for uninhabited systems along the flight line was P. Eridani at twelve point three light years, reachable in about point two three days.. Many inhabited systems encroached further out until reaching the last possible two before encroaching on the Romulan and Klingon neutral zones. Chi Leonis was too close to the Romulan neutral zone outposts, and Rho Pupis was at the Paulson Nebula, so David had actually struck it from the list of destinations. It was merely there for a placeholder to depict the flight line from Mars outward. Besides, there were no reports at star base Lotus of activity during the time line near the nebula, from neither of star base's twenty three, one five seven or three four three. Then, with the dilithium decay rate factored in to these surmises, Rogers had eliminated the farther destinations, leaving the Wolf and P. Eridani.

Glancing up around the bridge David noted the comings and goings of routine ship functions and grunted satisfaction. The ship was now approaching Jupiter and the subdued flight clearances were also routinely being handled. David noted the tactical view showed course laid in for Utopia Planitia at standard full impulse; the required speed in system. He returned his attention to the report.

The sensor data information suggested by Felez from all Federation logs during the time frame had come up with a few ... suspect? ... findings. Suspect at least to be mentioned by the ships' captains when they had submitted their reports at the request. One had crossed a strange impulse trail at Verex Three. That place was always in traffic though, as the suspected holdings of the Orion Syndicate were always under Star Fleet Security observance. This captain had noted the trail because it had come in, and left, by highly oblique angles to the system.

Another officer, the Starbase 12 commander no less, mentioned an unidentified ship had shown up suddenly on sensors at Epsilon Ceti B II, or Risa. The ship had then left sensors before identification could be established. They suspected cloaking technology and thus attributed the unknown to either Romulan or Klingon factions.

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The only other significant trace was the return of the Diamond Star some four weeks after it's theft. The Utopia and Mars scan logs showed its incoming vector as from above the plane of the galactic ecliptic and from the opposite direction from her initial flight vector. Mars security surmised that, given the timeline and the fact the Lotus Class was Transwarp capable, up to Transwarp Five for about twelve hours, the Diamond Star could have gone almost anywhere in the fifteen day half-time frame. Even the Andromeda galaxy was within the reach in that approximate time frame.

David shook his head at these musings from the intelligence reports. Although some of them were bang on, and he had to include them for the report, David knew that some of the facts were misleading and some were accurate. But as the thief, he also wouldn't elaborate on these facts unless pressed. One thing to be found out and charged; He had no qualms in that regard. The time his sister needed to recover and get out of Risa was what he was solely pushing for. Granted, her mysterious beam in to the hospital on Risa would naturally arouse curiosity there, but the pleasure planet was used to unusual guests. The woman could have transported from anywhere on the planet, for all they knew. Hospitals had no need for active intelligence gathering, especially on Risa.

Looking up again, David noted the final approach was being vectored toward the Utopia Planitia fleet yards orbiting Mars. Flight control there ordered them to the dock next to the Diamond Star, as they were expected; and only a minute behind schedule. Noting this, Rogers stood and, with a tap on his comm badge summoned Felez to the bridge.

"Bridge to Captain, Sir, on final approach to Utopia Planitia."

**USS Alesia**  
**Heavy warship**  
**Prometheus class**

**Captain Jureth Oseno commanding**  
**Commander Marksus Sangliar, Executive Officer**  
**Lieutenant Sorripto, Assistant Chief Engineer**  
**Doctor Julian Carter, Chief Medical Officer**

**Current Assignment: respond to a request to join the Federation from a Romulan world beyond the Neutral Zone. Avoiding breaking the Treaty requires a major three sectors detour through the hostile Klingon Empire territory before plunging into a Romulan Star Empire torn by civil war.**  
**Code name: A little border dispute**

"Ladies and Gentlemen, as I just informed you the colony we have been ordered to assist is Unroth IV on the Romulan side of the Neutral Zone. Our mission goes a little further than that as well. Unroth IV has petitioned the Federation for admittance, and we are duty bound to process that request with due diligence. A mission like this should be carried out by a small fleet of ships, with a full diplomatic envoy, but Starfleet can't spare those resources and so it falls to us. We will enter Romulan space from Starbase 23 in the Onais sector and will proceed to the colony at our best speed. Once there we will assess the disposition of the colony itself as well as any Romulan military assets in the area. We are NOT going out there to start a war with what's left of the Romulan Em-

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pire, and we will not start shooting unless they do. We are currently on course to Starbase 23 which will take us through Klingon Empire space. Lieutenant Commander Sangliar has implemented a navigational plan that will hopefully keep the Klingons from raising an objection until it's too late. Questions? Thoughts?"

"Just so you all know, I am the appointed ambassador," Sangliar said with such a serious expression that everyone knew that he wasn't at all.

But the jibe conveyed nevertheless a serious meaning; if they went out there and acted just like he had done with Sorripto a moment earlier, they would simply fail and most probably never come back alive. This was a mission were they'd better keep their heads on their shoulders and their tongues in their mouths, both turning seven times before doing anything.

"Captain, if I may..." Sorripto said.

Entering some information in his PADD, Sorripto sent an image to the display screen in the briefing room. It was a local map showing the Alsea and a circle around her.

"While aboard the McKenzie before my... leave of absence, I developed an upgrade for sensors that increased their capacity. I installed the upgrades on the McKenzie and then on dozens of Starfleet ships that came through Mars while I was there. The upgrades only work on certain type of sensor configurations, and the Alsea fits."

Tapping on his PADD, the circle around the Alsea became more oblong shaped and grew by nearly twenty percent.

"With the right modifications, we should be able to detect any Klingon ship at long range, before the standard Klingon sensor sweep would detect us. We should be able to move in their space and minimize if not avoid contact all together."

Pausing slightly, Sorripto looked at each person in the room before he concluded.

"I am not suggesting espionage by any means, Sir, but if avoiding hostilities with the Klingons is our primary objective for the moment, it may just help to avoid them all together".

Oseno nodded.

"Starfleet doesn't want us to engage the Klingons any more than the Romulans. Besides, entering their space without their permission amounts to espionage in their eyes anyway, so we might as well give ourselves an advantage if we can. Proceed, Lieutenant and please keep the XO appraised of your progress. Also, if need be, appraise Lieutenant Sirius of anything she may need to know to operate the sensor pallet with the new modifications. And while we are on the subject of modifications, how are your nanite experiments coming?"

"I'd like to also note, this will more than likely be a humanitarian mission as well," Doctor Carter said. "Intel from Starfleet Medical indicates a failing medical infrastructure. My experience with the Romulans, since their collapse, basic needs being met has always been about those in power."

Carter looked around the table.

"I was late arriving because I was personally taking possession of extra medical supplies in cargo bay 4."

Carter used his PADD to bring up the ships medical sensors.

"The Romulans are known for treachery; so, the moment we enter their space, I will be activating the ship wide health assessment sensors."

Carter made adjustments on his PADD resulting in the screen zooming in to the area of the

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ship with the conference room with a blinking red dot. The screen split and next to the ship schematic were his vital signs.

"We don't have the medical capabilities of the USS Horizon, but I refused to let us leave space dock without at least the internal medical sensors." Carter stated. "Anywhere on the ship, I can monitor the vital signs of every crew member aboard. The Romulans have been able to infiltrate our ships in the past, and I hope I'm not the only one who remembers how that ended on the Nahelem."

Carter took a short pause before concluding.

"I won't allow it his time, so I'm counting on each department head to be my eyes as well. Keep an eye on your crew and alert me to anyone not acting themselves."

"My my, what have we here? A doctor who is not allergic to modern technology?" shot Sangliar with his now familiar gruffness. "Has Humanity finally evolved while I wasn't looking?"

Catherine Steele, the security officer, stifled a laugh at the XO's comment but recovered quickly enough to reply with all due seriousness.

"The Alsea's security protocols are specifically designed to prevent infiltration. It would take a deep cover agent embedded in Starfleet for years and accepted as a member of the crew to do so now with the bio scans and verbal challenges implemented on boarding. Captain Kheren and Lieutenant Tyvya wrote those protocols, mostly based on the Undine, but they will work for anyone. The bio scans don't match and you're detained; you can't answer the questions properly and you're detained." Jureth nodded in agreement.

"True, but extra precautions can't hurt, well done Doctor. Yes, the Romulan infrastructure is failing throughout their space, we don't know what we will find, but I suspect before we get a chance we will have to talk any Romulan vessels in the area into standing down... and this time, we won't the luxury of having Admiral Tomalak aboard."

"Andorian security protocols," grumbled Sangliar behind his cup. "Better watch out, people; they include scan and removal of any potential threatening item in transit. I seem to recall an officer from the Spectre was beamed down nude on the starbase... Andorians have no clue about decency and no taboo at all about nudity you know."

Now it was Oseno's turn to push back a smile "That was a very early version of the system. I think Starfleet engineers have taken care of some of the program's..quirks, though we all know nothing is perfect."

The captain of the Alsea then turned serious again "Anything else to report? Any other ideas that might help us complete our mission? I know we are moving fast, but both the mission and Starfleet's current demand of resources demand that we do."

"We could try to conquer the Romulan Empire," grumbled Sangliar. "Would nullify all this cloak and dagger stuff and bring about the same rough and tumble as we will assuredly face regardless... Buuut since there are not enough Tellarites on board to pull this off, I guess our current plan is our best option left... Sir."

This was his peculiar way of saying that he had nothing else to add but was ready to proceed.

Oseno smiled at his XO and said with mock surprise in his voice "You mean you couldn't take them on all by yourself XO? I'm stunned," and then he faced the rest of his officers; "alright folks, we'll be entering Klingon territory soon enough. Stay alert, and notify me of any issues immediately. Dismissed."

Steele and Sirius both rose immediately and head back to their bridge stations. The former of the two women was proud of her friend, she had known that Oseno would make a good captain after the

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way he had taken charge during Operation Horizon. He didn't want the job then, but there was something different about him now. The security officer was still there; ever alert for any surprise, but something more had developed as well. It was a presence, both commanding, and calm that she had never seen when they were at the academy. Cat knew that he would take them through this mission just as he had during Operation Horizon.

Sangliar nodded to his commanding officer, as much as to acknowledge the order as the quality of the jibe, then turned towards his assistant.

"Alright Sorripto, you got the recipe; let's both get down to engineering and do some cooking."

**USS McKenzie**

**Patrol ship**

**Defiant class**

**Captain Joshua W. Riker commanding**

**Commander Schaell Scyshyllyss Executive Officer**

**Lieutenant Commander Elisha Leone Chief Helmsman**

**Current Assignment: answering a mysterious distress call from an unregistered Starfleet vessel hiding in the Paulson nebula from a Romulan D'Deridex attack force. The McKenzie herself had to engage them as they shouted declarations of war and accusations of the Federation threatening all life as we know it.**

*Code Name: Dance with the Devil*

"Captain, Romulan ships decloaking! Three to port, starboard and aft. They are charging weapons!" Yelled Argyle.

"Red al..."

The call for red alert was interrupted as the Romulan ships opened fire. The bridge shook and sparks flew from several shorted console panels. The McKenzie was at yellow alert and thus had her shields were up, a precaution that had just saved the lives of the entire crew.

"Get us out of here, evasive manoeuvres pattern alpha two!"

"Alpha 2, aye!" answered Leône as her finger activated the pre-programmed defensive trajectory.

"D'Deridex class battleships, Sir!" Lieutenant Argyle specified as the image of the huge, bird-headed warships filled their viewer.

"Sir! I can fly and stay in-close between them to hamper their firepower! The Orion woman offered from the helm she was deftly manning. "Our smaller size with make us hard to hit safely if we are too close to any of them!"

"Like... inside the hollowed hull of one of them!" boldly suggested the Saurian XO. "Think you could get us in there, Lieutenant?"

Just say the word, Captain," Elisha answered Schaell but at the same time glancing at Riker.

"Do it!"

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As the McKenzie rolled away, the Romulan ships fired again, with most blasts missing the now evading ship. As it suddenly settled itself in a daring move inside the hollowed hull configuration of one, the firefight suddenly stopped.

"Report." Riker demanded.

"Shields at thirty four percent." Reported Argyle.

"Captain, sensor scans show those Romulan ships are suffering extensive damage. Whatever battle they were just in left them worse for wear." Reported Simmons.

"Offering our help might be a way to convince them to desist," Schaell said. "Else they will not stop until we or all three of them are destroyed. Romulans don't take prisoners nor allow themselves to be captured. If they sense defeat, they will blow themselves up... and us with them."

"Hail them."

"Seems their comm system has been damaged and they can't jam all frequencies. We have found one open. You may address them at your convenience... whether they like it or not."

"This is Captain Joshua Riker of the USS McKenzie." The captain addressed the unfamiliar Romulan crew. "We received a distress call from a Federation ship and are here to investigate, your actions are..."

A crackled and angry voice came back through the comms channel.

"You were in violation of any treaty long before we fired upon you! The federation has broken more rules than I can count and your presence here, a warship of all things, is just more proof that such acts were deliberate!"

"We received a distress call and are here peaceful..." Riker attempted a response, but was cut off again.

"The Federation has made a deal with whatever devil you believe in Captain! Clearly you are planning the destruction of the Romulan Empire and could be on the path to destroy all life as we know it!"

Before Riker could respond the channel cut out and the Romulan ships fired on the McKenzie again despite her location within one of them. The tiny starship had no choice but to move out to avoid being a fixed target. Dodging through the blasts, the McKenzie weaved in between two of the Romulan ships as their fire crossed paths they damaged each other.

"Scan those ships, find the one with the most damage and lock phaser cannons."

"Locked in Sir, ship to port." Argyle reported.

"Fire!"

As the McKenzie weaved between the ships the roar of phaser cannons filled the bridge. The barrage struck the Romulan ship across her port bow and nacel, which exploded.

"Hold fire, report!"

"Breach imminent on the ship sir, the other two are moving to intercept. Perhaps to beam out survivors." Argyle reported.

The two Romulan ships conveyed on the third and sensors indicated numerous transporter signals. Within moments the ships sparked and then exploded before its fire was extinguished by the vacuum of space. The moment was broken by the comms indicator.

"Put them through." ordered Captain Riker.

"You have destroyed a Romulan vessel! This is an act of war!" The crackling voice was beyond angry.

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"Well I hardly fired first, did I?" Riker responded.

"The Federation has committed an act of war, you and the monster within the nebula! You have made your deal with the devil, and I hope it destroys you all!"

Before Riker could speak the communication shut off and on the viewscreen the Romulan ships turned, cloaked and were gone as fast as they appeared. Riker sat back in his chair and let out a sigh.

"They clearly know something we don't. Deal with the devil, wonder what he meant by that? What kind of ship is the Federation building in there?"

"Never heard of a Sstarfleet vesssel referred to as a monsster before," Schaell commented. "Until the launch of the Horizon classs barely a year ago, we didn't even had anything that was more than two-thirds of these old Romulan warbirds of theirs."

"I've searched Starfleet's data base," Elisha Leône then said, "but I still can't find any ship other than ours with a logged flight plan in this area, aside of a few freighters and science vessels; none of which could hope to stand against a Romulan D'Deridex, let alone three."

The Saurian first officer thought out loud as he turned to face his commanding officer.

"An illogical narrow-band encoded diststresss call... an unregisstered sstarship flying near the Neutral Zone... one capable of fighting off an entire Romulan heavy ssquadron and scare the daylightss out of them... Captain, I ssee it more and more obviusss that we have inadvertently sstumbled upon ssomething that was not meant to be known. At thiss point, I recommend extreme caution. We sshould clear the interference area of the nebula and contact Sstarfleet about thiss... but by the time we do and we receive an ansswer, the crew of thiss myssterious vessel will possibibly be dead; esspecially if the Romulans find them before we do. Their hosstile intents are quite clear. I ssee no alternative but to continue the ssearch and offer assisstance as quickly as possible... and recommend that you officially log the entire incident as we go, in case someone would want to sshift any blame on uss; be it the Romulan Sstar Empire... or Sstarfleet."

And so, our missions to the final frontier, and beyond, continues. Want to be part of it? Read our two RP guidelines, create your own unique Starfleet officer and report for duty on Starbase Lotus to request an assignment aboard any of those ships... and the adventure will be yours!

See you... out there!





Season 11.5 is finally upon us, and there were some great giveaways that I hope you were able to get.

The first was some spec points. Hey those are always good, especially because there is a brand new specialization out with this season. The next was 12 inventory slots. This was a welcome sight, as my inventory often gets full when I am farming loot. Lastly and best of all, there were THREE tier 3 ships. The Korotina, Thunderchild and the Valdore.

The Valdore was a very big surprise in that it has the second best console in the game. But really, the biggest change with this midseason update is the new skill tree. I have yet to play with this myself, but it looks less complicated. My advice is to copy your character to tribble and test out skill tree builds. That way you don't waste your one free respect that you get with this season.

There is also a new featured episode! if you complete it within the first week, that character will get a limited time costume, so be sure to snag that for maximum space Barbie!

I have seen a fair amount of new members join up, so let me just say welcome! Be sure to read all the getting started info to ensure you are a full up member and can start getting that sweet fleet gear and help contribute to making our fleet (and armada!) fully functional.

For those of you who like to test your mettle, I would like to gauge interest in a fleet wide PVP tournament. This idea was batted around last year, but its time I think to bring it back. Stay tuned for an event thread! If it works out, I'd like to extend the invitation to the rest of the armada. The game is changing, for sure. It's happened before and it's still here. It will happen again.

Just take your time with the new meta and skill tree, and as always I will be here to assist you with any questions.

Good luck!

Rear Admiral Battle Lion



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

### *Engineering space bridge officer skills*

This post will detail the engineering space bridge officer abilities

#### Engineering team

Engineering team is a good skill. It returns very high hull healing at rank 3 if you are specced for it. It can heal for over 11,000 hp. Most people know all about this skill so I won't talk about it too much...

What I will say is that engineering team has a secondary use. It will "fix" disabled subsystems. So, if your enemy is using phasers and your engines go offline, ET will fix that.

If you are fighting Tholians and they disable your weapons, pop an ET.

#### Directed Energy Modulation.

This skill is fantastic, and I use rank 3 of it on my dreadnought. For the next 30 seconds, your energy weapons will have a significant amount of shield penetration. It depends on your aux power and skill tree of course, but it's not uncommon to gain over 50% shield penetration.

Run 2 copies for maximum effect.

#### Extend Shields

7.5KM range. HoT (heal over time) and DR buff to an ally. Cannot be used on yourself.

Really good PvP skill if you are the healer. That's all there really is to say about it. I used to use it in PVP to keep my team mates alive, works pretty well. The hard part is keeping them within 7.5 KM

#### Emergency Power to Weapons

Basically mandatory. Not only does it increase your weapon power, which inherently increases weapon damage...but it also adds a damage buff to you, so you do even more damage.

Weapons do the most damage at 125 power, so if you can keep your weapon power from dropping below that during a full weapon cycle, you can ensure you are doing all the damage that you can possible do. This skill also repairs disabled weapons subsystem.

#### Emergency Power to Shields

Again, not only does it increase your shield power, which is directly tied to your shield regeneration rate, it adds a damage resist buff to your shields and increases your shield regeneration. Also repairs disabled shields subsystems.

#### Emergency Power to Engines

Increases your engine power. More engine power = more turn rate and higher flight speed. Higher flight speed = higher defense. Higher defense means the enemy needs more accuracy to hit you. You can effectively 'speed tank' in some ships, evading most incoming fire. In addition to more power, it also increases your flight speed and turn rate. It will repair disabled engines subsystems as well. Combine with evasive manoeuvres to get out of Dodge quickly.

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### Emergency Power to Auxiliary

Boosts your auxiliary power level, and by extension, your stealth perception. Good for science builds to get the most out of their space magic.

### Auxiliary to the Emergency Battery

Actually a pretty bad skill...Unless you have 3 very rare technician duty officers slotted. And then it's OUTSTANDING.

Most people don't fully read the Technician duty officer ability, but it says it can reduce bridge officer cooldowns WHEN AUX TO BATTERY IS USED. Aux to batt, or A2B, drains your aux power and divides it evenly into your other 3 subsystems.

Having 3 technicians slotted will also cause all your other Boff abilities cooldowns to be reduced. Including that of your other copies of the A2B skill. This build, known as A2B, effectively DOUBLES all your other bridge officer powers, that is how much you can cut the cooldowns. My dreadnaught uses an A2B build to great success.

Back to the power though, draining all your aux power is not really ideal, as your hazard emitters and most other heals are dependent on aux power, as are being able to launch fighters and all sorts of other things. The good news though is that your other 3 subsystems will probably be at 125 all the time. Only use this power if you have 3 technicians slotted, and only slot technicians if you have 2 copies of A2B.

### Auxiliary to Dampeners

A very well liked skill. Increases your kinetic damage resistance and turn rate. Also gives you immunity to repel and disable. Examples are: you won't be pulled by grav well, or pushed by tractor beam repulsors. It won't break a tractor beam, but you can probably go really fast and get away from it.

### Auxiliary to Structural

One of my favorites, I like it better than engineering team. It has half the cooldown, but half the healing....but more importantly it adds damage resistance. Heals are great, but stacking DR is where it's at. Effectiveness is based on current aux power level.

### Boarding Party

Oh man I'm not even going to bother with how useless this skill is. Just don't use it; it's not worth the slot for the effect.

### Reverse Shield Polarity

The "oh sh\*t" button. Great skill. I find that I only need rank 1 in pve, it is more than sufficient. Rank 2 doesn't increase the effectiveness, just the time that the effect lasts. Rank 3 increases both. You can increase the length with Doffs too. I think I read about one guy who got it to last for 30 seconds somehow. Neat.

Due to its long cooldown, don't make this your only shield heal. Epts 2/3 will be much better.

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### Eject Warp Plasma

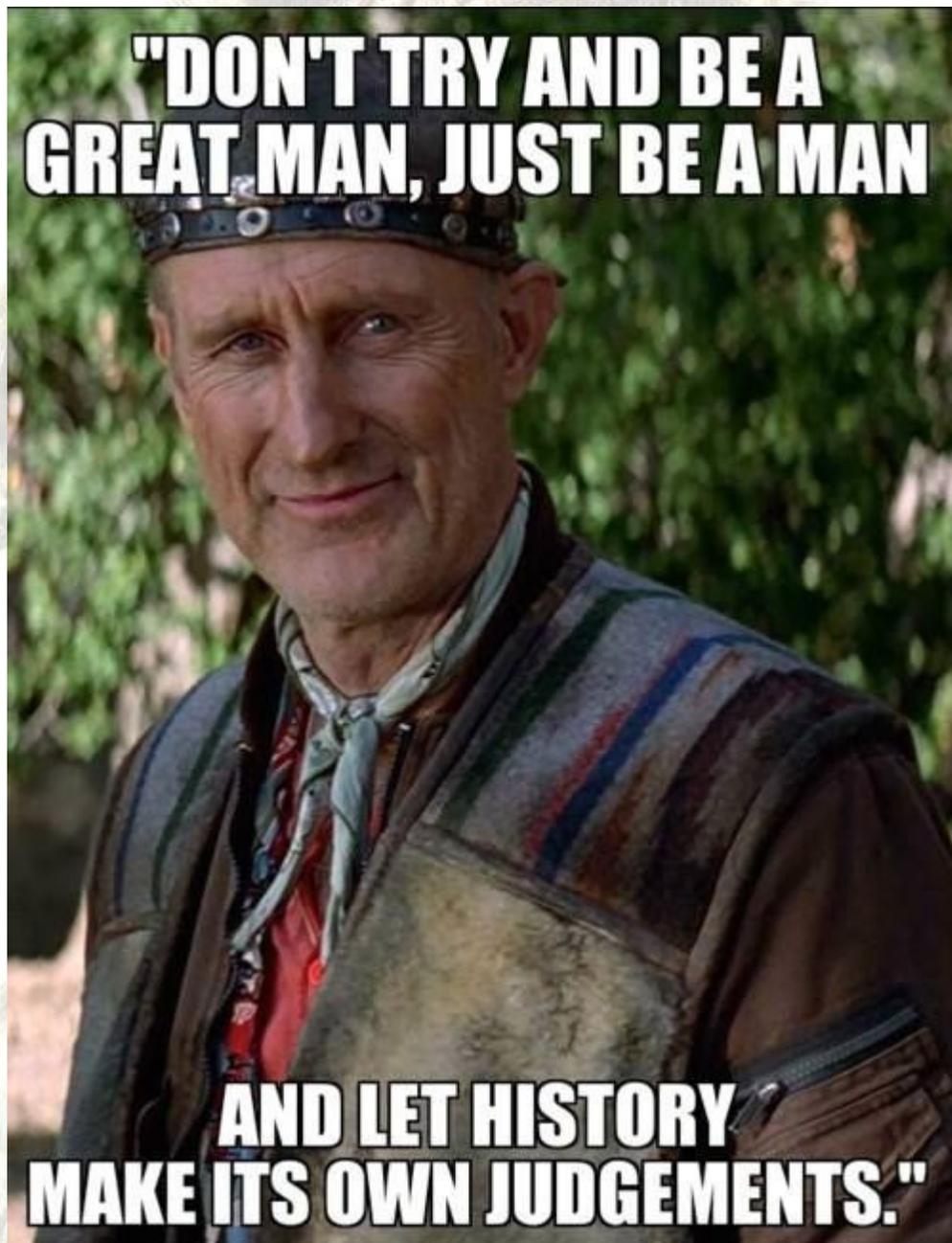
Has its uses. Does damage and slows. Also will decloak any enemy that flies through it. Clear the effect with hazard emitters. If you like it, use it. It's certainly not bad, and you can spec into it for some fair damage and interesting game play.

### Aceton Beam

Just awful. They really need to get rid of this and boarding party, or seriously improve them.

Reduces the amount of damage an enemy deals, and causes them damage when they fire energy weapons. easily cleared with hazard emitters I think, or engineering team... has a 90 degree forward firing arc, making it mostly useless a second time over.

Just don't use it. There are better powers to slot.



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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

***Don't forget the Monthly Trivia Contest!***

<http://www.lotusfleet.org/forums/calendar.php?view=event&calEid=375>



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## *Awards, Promotions and Organ Donations*

### *New Members:*

Cadet Aleksandr vomo  
Cadet Armando Dend  
Cadet askoppe  
Cadet Bittersweet  
Cadet Irina Lar  
Cadet kez nethkn  
Cadet Maxim Pl  
Cadet preeclalo  
Cadet Raikith  
Cadet Robert DALT  
Cadet Robertsa  
Cadet Romanquip  
Cadet Sal  
Cadet Takky Sr  
Cadet Tergorrod  
Cadet Tomcu Sr  
Cadet Violacill  
Cadet Xx MuchxX  
Cadet Zog Sr

### *Promotions:*

Cadet askoppe promoted to Cadet 1<sup>st</sup> class  
Cadet Raikith promoted to Cadet 1<sup>st</sup> class

### *Longevity:*

United Federation of Planets Ambassador Michael Bond: 6 months  
Lieutenant(j.g.) Adam Wilcox: 3 years  
Retired Fleet Officer Jae Onasi: 6 years  
Lieutenant(j.g.) Scotlandyard: 7 years  
Commodore Redding: 7 years  
Rear Admiral BLZBUB: 7 years

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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

Prov. Newsletter Editor: Lieutenant-Commander Arina

## **Lotus Fleet Staff**

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Director of Staff: Rear Admiral BLZBUB

Operations Division CO: Admiral Athos

Academy Division CO: Rear Admiral Brigham



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ONE TO BEAM UP.

