

OFFICIAL NEWSLETTER OF LOTUS FLEET

ISSUE 7, OCTOBER 2014

"Time is a companion that goes with us on a journey. It reminds us to cherish each moment, because it will never come again. What we leave behind is not as important as how we have lived."

---Jean-Luc Picard



LOTUS FLEET:: AN AUTHENTICALLY DEDICATED STAR TREK COMMUNITY

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Fleet Commanding Officer Address

Greetings to all of our fleet members.

In many ways my role as the acting Fleet Commanding Officer is equivalent to that of a substitute... as in temporarily fulfilling this role until an officer is *officially* selected to carry out this position in January 2015. This process of election is carried out by the tier 5 and 6 officers voting on a candidate for both Fleet Commanding Officer and Fleet Executive Officer during January of every year.

Meanwhile, I have also requested that Admiral Athos join me as acting Fleet XO during these next couple of months, which he has graciously accepted. He will also be maintaining his primary duty as Operations XO; much as Spock was handling double duty as CSO and first officer.

Nevertheless, with our positions in place, it has been my intention to immediately come up with workable solutions to reinvigorate our fleet and its level of activity to higher standards. This has become a call to action to *all* fleet members: regardless of rank, tier, position or experience.

This also includes establishing more consistent and effective communication among fleet members. This will be accomplished primarily through our Newsletter, open Fleet meetings and announcements on our main site.

A part of this action also includes re-examining our overall fleet structure. A team of fleet officers have been meeting over the past weeks about potential changes that may be implemented in the fleet organizational set-up. Several designs have been examined and circulated proposing possible chain of command reorganizational paradigms. Once we have any of these changes agreed upon, they will immediately be posted on site and implemented.

But perhaps the biggest aspect of this overall goal is to substantially increase the participation and involvement of our current members. Just as in successfully attempting to carry out the many operations required aboard an actual starship, a fleet cannot carry out its mission with only a few crew members on hand to handle all the different aspects that make a site vibrant and interactive. We need the activity of many members visiting and participating daily on-site to allow this fleet to thrive and move onward towards greater horizons.

So, how can any member immediately become more involved and active? Our fleet has multiple primary opportunities for participation:

1) Events: these can include planned and spontaneous events in STO primarily, but there is nothing preventing us from having a variety of other activities as well. Anyone can suggest or host a fleet event. Battle Lion has been hosting STO events over these past months with minimal turnout by fleet members. Vice Admiral Spawner has just returned to active duty as our new Event director. Perhaps we can all dust off our starships and begin joining in on these events or asking him to set up events on times when you are available. Check our fleet calendar of events along with the Shoutbox regularly. Basic communication alone can resolve a



host of issues when it comes to participating in an event. Here is a link to set up your own Lotus Fleet event as well <http://www.lotusfleet.org/form.php?f=4>

2) Site interactions: *Posting and responding* to thread topics and discussions, and thanking those for the ones that you have enjoyed and/or recognized took some time/effort to present to everyone is an easy way to start. There are a variety of discussion categories to choose from as well on site. Plus, there is the General Discussion to talk about any non Star Trek related topic; provided that posts or responses don't conflict with our established Code of Conduct. <http://www.lotusfleet.org/viewtopic.php?f=31&t=72>

3) Positions: There are opportunities to take on a position within the Chain of Command in any area that you may be interested in within the divisions of Command, Operations or the Academy. This does not mean that choosing a position will be an overwhelming responsibility... you can mostly choose your level of participation based on your availability and your interests. Many members start positions at entry level and over time and accomplishments, are able to work their way up to positions of greater responsibility.

Here is a link to our current positions on the Chain of Command. <http://www.lotusfleet.org/viewtopic.php?f=11&t=15>

Descriptions of these positions are in links within the Chain of Command

Here is a link to apply for a position: <http://www.lotusfleet.org/form.php?f=3>

4) Roleplay: RP... with a new season that has already begun to commence, there are still opportunities to take on major or minor roles... depending on your preference. RP Director Admiral Kheren has already posted an updated thread regarding this next season of RP: <http://www.lotusfleet.org/viewtopic.php?f=13&t=665&p=3459#p3459> along with a Roll Call for participants: <http://www.lotusfleet.org/viewtopic.php?f=54&t=666&p=3470#p3470>

5) Newsletter: anyone can write-up and submit an article for the next Newsletter or ask for a topic. As a general rule, there should just be some connection to Star Trek. You can also create and/or submit artwork or other features that could suit our Newsletter. A new template is also in the works for article submissions. There are also positions available to become a member of the Newsletter team for those interested in this important aspect of our fleet communication.

6) Recruitment: this is a crucial need for each department and the fleet overall. We need new *active* and *eager* participants in STO, as writers, and as RPer's for example. But we also need critical roles to be filled... like experienced graphic artists and technical experts to allow us to add new features to our site. In addition, we need new cadets for the Academy. Every fleet member is encouraged to be a recruiter for our fleet on a regular basis in any and all areas that interest you and helps the fleet.

7) Shoutbox: At a minimal level, even conversing in the Shoutbox is at least proving a nominal level of activity.

8) Fleet Meetings: Participating in posted fleet meetings is a crucial aspect of our fleet. It is the rare activity that has all fleet members able to verbally communicate, and share ideas, and even personal experiences. It is like our Ten Forward in some aspects. Even if we start off



in an official capacity with announcements and such, we always shift into an open forum round-table of discussions. Sometimes immediately following these meetings are Fleet events in STO or perhaps a Trivia contest. Currently, these are occurring every other Sunday, but this may be open to a change as well if this would enable more participation to occur.

So in closing, these are the main areas we need to address and hopefully enhance over the coming months. Our fleet will rise or fall as a consequence of the level of activity and participation that we as members put into our fleet. Every member's participation resonates positively... just as a pebble creates ripples when tossed into a lake. Allow your own active involvement to begin to resonate within our fleet.

Respectfully,

Admiral Jeff 7

Fleet Commanding Officer (*acting*)



Yes! There is a new logo in the Forum!



LOTUS FLEET

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LOTUS FLEET

Battle Lion: No Escape Claws

1. Where are you from?

I'm from Massachusetts; I only work in outer space.

2. What is your position in the Fleet?

Operations Executive Officer.

2.1 You were recently instated in this position. What is your immediate intent within the new role/position that you have assumed? What are some of your long-range goals?

Well, I've had the job about 3 or 4 months now I think. I set about trying to get more fleet member participation. I set up a number of in game events of varying things I thought people would like to do, and offered to play with anyone and help with anything they needed. In game activity and member participation is really my number one concern. I'd like to see lots of members on, and getting as much enjoyment out of the game and playing with friends as I do when I am online.

Long range goals for me are STO activity and recruiting. I'd like us to have enough members so that when anyone logs in, they see at least 3 other people online and feel comfortable enough to do random teaming. I never really understood why people in an MMO want to play solo. Half the fun I get now from STO is playing with Fleetmates.

3. When did you join Lotus Fleet?

I joined in April of 2009. I've seen many members come and go...and come back again. Seen maybe 3 versions of LF's website? It's been a long road, getting from there to here...

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

I've been on a lot of Star Trek forums and fan sites. Lotus Fleet always seemed to me more like a rec room or ten forward or something. The people are what make us different. We have a high quality of membership here that leads to very little drama and lots of like minded individuals. Here's to the finest crew in StarFleet!

5. What is your favorite Star Trek series?

It's gotta be The Original Series. My dad and I used to watch it all the time when I was a kid. He told me that he was captain Kirk and I believed him. Most people now think it's campy and Shatner's acting is terrible, but they are analyzing it from a modern perspective and not fully appreciating what it meant at the time of its creation.

6. What is your favorite Star Trek movie?

The Undiscovered Country. (It's hard to not say TWOK). When I was a kid, it was awesome because cool space ships. Now I appreciate it more because of what it was really trying to say, and as a much better send off for the cast than the abomination that was Generations. Also it has cool space ships in it.

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

My favorite is Kirk because he can make androids explode just by talking to them, and he's not afraid to over hand karate chop people right on the neck. Also he beat Spock at chess.

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

Miranda class all the way. Cryptic said there would be no tier 5 Miranda, so I'm hoping for a tier 6 version. It's just a neat looking ship that's different from the standard federation fare. I like it so much that I fly it in STF's sometimes.

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

Chekov has always been my favorite since as long as I can remember. I don't really know why. I got his autograph at a convention in June. Probably has something to do with wessels.

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

The TWOK uniform is pretty snazzy. Other than the enterprise jumpsuit, it's the only thing that really LOOKS like a uniform. I just wish they had name tags. That seems like a really useful addition. Pockets probably would be neat too; a place to put all your space cookies.

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

Besides STO, I think it's the lasting ideals of what Star Trek tries to teach us; and how even 50 years later its lessons can be still valuable.

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

Let me prepare my inbox for the wave of hate PM's I'm going to get, but...Worf. I honestly can't stand that guy. Even though there are lots of stories about him, I still feel like he's poorly developed and mostly a stereotype. And IMO it only got worse in DS9. I wish they had kept Tasha around instead of him.

13. *What are your thoughts on J.J. Abram's Star Trek movies?*

I wouldn't even say that they are Star Trek movies, more like movies ABOUT Star Trek. They're certainly entertaining, but I feel they lose what Star Trek is supposed to be about...not flashy effects and action. Star Trek doesn't really translate well into a movie, before JJ about half the movies (or less to some people) were good. The sooner they figure out what ST is supposed to be, the sooner we can get a TV series again. The only benefit to these movies is that the new fans will watch the shows, and in so doing come to appreciate Star Trek on the level at which it was intended.

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

Guillermo del Toro. I think he does a great job with imagery and can bring imagination and a unique perspective to the work he does. Or maybe Stephan Spielberg? He would make Star Trek grandiose again and not just another sci-fi action film.

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

By doing what's right even when no one is looking, to teach our children to be better than us and to be mindful of prejudice in any form.

16. Are you active in Star Trek Online?

Yes, I'm online nearly every day. Always around to chat or team, mostly with my boy Infernal Potato, who is also usually online. Nowadays I'm usually on my Fed aligned Romulan.

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

STO has come a really long way since I started playing in beta. It's turned from a junky 3rd person space shooter with terrible ground content with a faint Star Trek feel to it, to a game that I play almost every day. There's not a lot I haven't done in the game but I still keep finding things to keep my interest, which I feel is what makes the game. Always something to do or something you could be doing better.

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

Honestly, Star Trek isn't even staying true to Star Trek's vision anymore, so I don't fault STO for straying. After all it is a game and they need to make money off of it. So of course there's going to be lots of fighting and combat and whatnot. I really would like to see some exploration and more diplomatic content added in, but that will likely never happen.

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

Learning more about automotive and mechanical repair and maintenance. My father and grandfather and uncle are all incredible shade tree mechanics and I always enjoy working on cars with them. Also, I love pizza. Pizza Lion.

20. What is your biggest peeve?

It's either spelling 'lose' as 'loose' or idiot drivers.

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

Somehow being successful in life despite having no idea what the heck I am doing at any given time.

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

Sometimes I wear my tuxedo to work.

23. Could you describe yourself in 5 words?

Immortal ham beast moustache cube.

24. Do you have a personal motto?

You can live in your car, but you can't drive your house.

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

Come talk to Battle Lion about your ship build, and continually challenge yourself in game to keep it interesting.

26. *How would you define leadership?*

Lead by example. By that I mean; make an example of someone who is really bad at leading, and try not to do the things that they did wrong and you should be alright.

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

Only you can prevent forest fires.





Female



Male



Andorian



Android



Bajoran



Betazoid



Borg



Breen



Brunali



Cardassian



Changeling



Denobulan



Ferengi



Gorn



Hirogen



Hologram



Klingon



Ktarian



Q



Reman



Romulan



Talaxian



Tellarite



Tholian



Trill



Vidiian



Vulcan



Star Trek Species



SUBSPACE TRANSMISSION FROM STARBASE LOTUS: BOLDLY GO WITH US!

NEW RP SEASON BEGINNING

With the completion of the USS Horizon's second episode, **SEASON 4 of our Lotus Fleet Role-playing is officially beginning today, September 28th 2014!**

Season 4 launches with a roll call of all willing and able officers to report for a brand new mission in a novel format; the opening episode of this new season will involve both the flagship of Lotus Fleet, the Lotus class USS Horizon, and the explorer of Lotus Fleet, the Avenger class USS Phoenix in an important joint mission... which may turn out into our Third Fleet Action, depending on interest and participation.

Normally, season 3 should end with such a FA, but the second one (Crusade) had been so long and involved that the department felt it was too much to ask our current player base to get so deeply into play again. That, and the fact that a FA requires a major story theme and development that we were not quite ready yet to implement.

However, the upcoming play is all but a Fleet Action in name, as all our players will be called into the one and same story; the only missing element will be Starbase Lotus itself, which is mandatory for such a story to be truly called a Fleet Action. This might just become the case if the story become so active and enriched by the players themselves, and/or more players join us, that the story needs to be expanded further and could spill over to include our headquarters in the Hromi sector...

We shall see. It ALL depends on YOU, Fleetmates!

So, anyone wishing to join in on the fun should answer as soon as possible the RP roll call so as to have us all be ready for the beginning of the story on October 4th. Any later application will be taken into the Junior Officer Cruise gameplay until the next story. That story however may not come until January 2015 so if you want to be part of the main event, do not loiter around and apply now!

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

**... AND
ACTION!**



LOTUS FLEET

A RENEWED ROLEPLAY EXPERIENCE

Season 4 of LF RP will see some important changes in our usual play format in the hope of stimulating even more participation in the game.

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

This is not to say however that they lose all their opportunity for creativity and personalizing the adventures of their starship.

2- The second big change in our RP format will be in fact to allow *each and every* player to contribute ideas, plots and scenes to the story, not just their character's actions, thoughts and dialogs as they used to. It is from those ideas that the story will be built upon, instead of imposing a predetermined one. The goal is to have each and every player bring his or her own center of interest to the forefront, not just play it out with NPCs as we used to. Moreover, it will give more opportunities to have the other players involved as well, as part of the main plot. After all, interactions between the player characters are what RP is all about. By having all players stating what they want in a story right from the start and then throughout the entire play, we hope to stimulate even more and steadier participation, creativity and originality.

The story will no longer be the GM's story but truly *everyone's* story.

Case in point, the current changes we will experiment all came from our active player base. This trend is what we hope to keep up whether we stay with those changes or not or implement new ones in the future.

This game is *your* game.

3- The third change implemented with season 4 will be the opening of junior positions on board our ships. Thus, if we have many players wanting a specific position, we will have experienced players assuming senior status (department head), less experienced ones (lower ranking newcomers) assuming one of the usual three assistant chief positions and even some other PC's take on the roles of specialists assigned to the ship and her specific mission (tailored to their proposed ideas).

This way even if, for example, *everyone* wants to play a tactical officer on board the flagship, everyone *will* have the opportunity to play one and in a significant role (and we will have then a *very* conflict-based story to be sure!).

4- The fourth major change will be the systematization of the Junior Officer Cruise for new players. Conceived as a cadet cruise, this will be a starship adventure, shorter but just like the main ones, aboard the USS Alsea, our Prometheus class vessel. These shorter plays will be solely dedicated to help new players experience our RP, adjust to its style and flesh out their character while they await the end of a story and the return of the main ship they will be assigned to... and before they involve themselves in loner play sessions.

It will also serve as a tutorial after the Academy initiation in the Kobayashi Maru test for those who feel the need to get their space legs in our RP.



Older RP-ers coming up with new characters or wanting more play time than just their main PC will also have the opportunity to participate there as well and guide our newcomers into our unique RP universe.

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

A NEW ROLEPLAY EXPERIENCE PROPOSED

A novel proposal made by one of our fleet member (Science Lieutenant Junior Grade Hera) is proposed. Those who had read or played our RP stories know full well how often we interact with the Empire; Starbase Lotus, being the command center for Starfleet in the Hromi sector, is both near the Romulan Neutral Zone and the Klingon Empire border. Interaction with the proud and aggressive warriors of Kahless is bound to happen. So far, it has always been through NPCs; but maybe there are some among you who do hear the call to battle!

Of course, it has always been possible, and is still is, to make a Klingon-type character to become an officer aboard our Starfleet crews. Lieutenant-Commander Sydona V'Krull, a half-Klingon, had been chief engineer of the USS McKenzie in the first season of our LF RP, up to our first Fleet Action (Borg Invasion), to name but one. But what we are talking here is playing a Klingon character serving the Empire, as we do in our STO House of Lotus!

KDF characters could include Gorns (conquered), Orions and Fesarans (allies) and Nausicaans (mercenaries), not just Klingons.

This opens up several possibilities I submit to you all:

- **One or a few players want to play a KDF character:** although this is not enough to warrant full play from this perspective (1 or 2 players get quickly bored between themselves, especially if one becomes inactive), it can easily be incorporated in current gameplay as the antagonist/possible circumstantial ally of the Starfleet players.

The upcoming episode involving our two ships offers such an opportunity. So even if only one of you wants to do this, you can create a Lieutenant Junior Grade character who will be part of a Klingon ship crew (with an NPC Captain under the control of the RP Director) and still interact with all the other players... albeit from a rival perspective.

- **Several players want to play KDF characters:** several means at least five players; enough to minimally crew a vessel. Following our RP rules, only ranking RP Captains could play a KDF commanding officer (meaning currently Redding, Jureth, Jeff T, Evshell and myself) although current RP ranking Commanders (meaning Sorripto, BLZBUB and now Snowfire) could apply for the position. All others would-be KDF characters would have to start at the usual starting rank and work their way up the RP ladder, but this time on the side of the Empire and for the glory and honor of their House!

Again, the upcoming episode could be modified to allow this. If one of our Starfleet ships finds itself too depleted of personnel because of this, we might consider double shift play for the command



staff and/or having only one Starfleet ship active. Again, the Klingon crew would play as antagonist/possible ally or even a competitor's role within this story.

Later, if that crew remains whole, separate Klingon episodes could certainly be viable.

- **All players want to play KDF characters:** this might seem unlikely but I do not wish to exclude the possibility. The above statements would all apply; but the next episode then would be entirely from the Klingon perspective!

This might have the benefit of solving our current low level of participants as everyone would then be on the same Klingon ship (a big one) or perhaps part of a Bird Of Prey squadron (if we have several captains and small crews).

As you can all see, this idea opens quite a few yet untapped opportunities for our RP gaming. And some among you may have other ideas...

All thoughts, ideas and comments are welcome.

LOTUS FLEET RP DEPARTMENT WANTS YOU!

Our RP activity welcomes all old and new Fleetmates wishing to live great adventures in our own detailed Star trek universe. But you can do more than just play; you can be part of the team that makes all this fun and wonder possible. So, anyone who would want to assist the RP director and the Captains/GM's in this fun work and/or contribute in recruiting new or returning players, there is a RP Director Assistant position open!

LATEST RP NOVELIZATIONS AVAILABLE

SECOND FLAGSHIP EPISODE

The second RP story of our flagship, the Lotus class starship USS Horizon is now available for download: [viewtopic.php?f=22&t=101&start=10](http://www.lotusfleet.com/viewtopic.php?f=22&t=101&start=10)

This is a 200 pages long story that concludes our 3rd season. Thanks to Jureth, Redding, Snowfire, Niomo, Jeff T, Evshell and AlexSomers for making this another tall tale of our own RP universe.

SECOND FLEET ACTION

At last! It is here! The long awaited novelization of Lotus Fleet's second Fleet Action!

This is a crowning achievement of our Role-playing department; an epic tale of galactic proportion that involved nearly twenty players aboard five starships and a starbase over fifteen months of daily posting!

Here is where you can download this entire saga: [viewtopic.php?f=22&t=101&start=10](http://www.lotusfleet.com/viewtopic.php?f=22&t=101&start=10)

And here is the trailer made to celebrate this massive work: <http://www.youtube.com/watch?v=lmIIdgFu0do>



Get some Romulan ale and Bajoran hasperath ready for long thrilling hours of original Star Trek storytelling involving so many of your fellow fleet members... because this mammoth tale is 800 pages long!

Enjoy!

By the way... another Fleet Action is in the works. If you want your name immortalized within such epic Star Trek storytelling, why not join us? Go to the RP section of this site to get all the info to make up a character, learn the play and have fun with us!

A new season is about to begin... There will never be a better time! YOU can be part of the adventure too! Join our RP group and create a character to take one of the several open positions on our RP ships... and boldly go where no one has gone before!

In fact, this is *exactly* what will happen in the upcoming episode!

Join in, share the fun... and become legendary!

STARBASE LOTUS... END TRANSMISSION

EXTRALIFE



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LOTUS FLEET

STO UPDATE BY ADMIRAL ATHOS



Lotus Fleet has a Tier 4 Starbase!! Here's a run-down of where we're at:

- **Dilithium Mine:** Completed. The only project remaining is 1 cosmetic upgrade (Motherlode) which requires dilithium.
- **Embassy:** We are at tier 2 and working on getting the "Diplomacy" and "Recruit" track up to Tier 3 which will allow our Embassy to be upgraded to Tier 3 and thereby, completed.
- **Spire:** Similar to the Embassy, we are at Tier 2 and working on getting the "Research" and "Operations" track up to Tier 3 thereby allowing the Spire to be upgraded to Tier 3 and maxed out.
- **Starbase:** We have a Tier 4 Starbase!! Only the Fabrication Facility remains to be upgraded to Tier 4 and we're only 1 project away from having enough points to upgrade.

Fleet Holdings Way-Forward:

As our Starbase, Comm Array, and Shipyard have all been upgraded to Tier 4, only the Fabrication Facility remains as needing to be upgraded to Tier 4. We only need one more project



LOTUS FLEET

completed to have enough points to work on the upgrade. Once we complete the Fabrication Facility upgrade, our full concentration should be placed on upgrading the Embassy and Spire to Tier 3.

Long term, once the Embassy and Spire holdings are fully upgraded to Tier 3, we will just work on working towards a Tier 5 Starbase. The Starbase projects take a lot of resources, but no dilithium. So use the dilithium to compete all of the cosmetic projects that improve the look of our holdings.

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

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

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



Awards, Promotions and Organ Donations

Longevity awards:

Lieutenant(j.g.) XuDan: 3 months

Lieutenant(j.g.) Adam Wilcox: 18 months (1 year, 6 months)

Ambassador [GF]Aussie: 21 months (1 years, 9 months)

Retired Fleet Officer Jae Onasi: 54 months (4 years, 6 months)

Lieutenant(j.g.) Jerik: 57 months (4 years, 9 months)

Fleet Captain Storm Windfall: 63 months (5 years, 3 months)

Commodore BLZBUB: 66 months (5 years, 6 months)

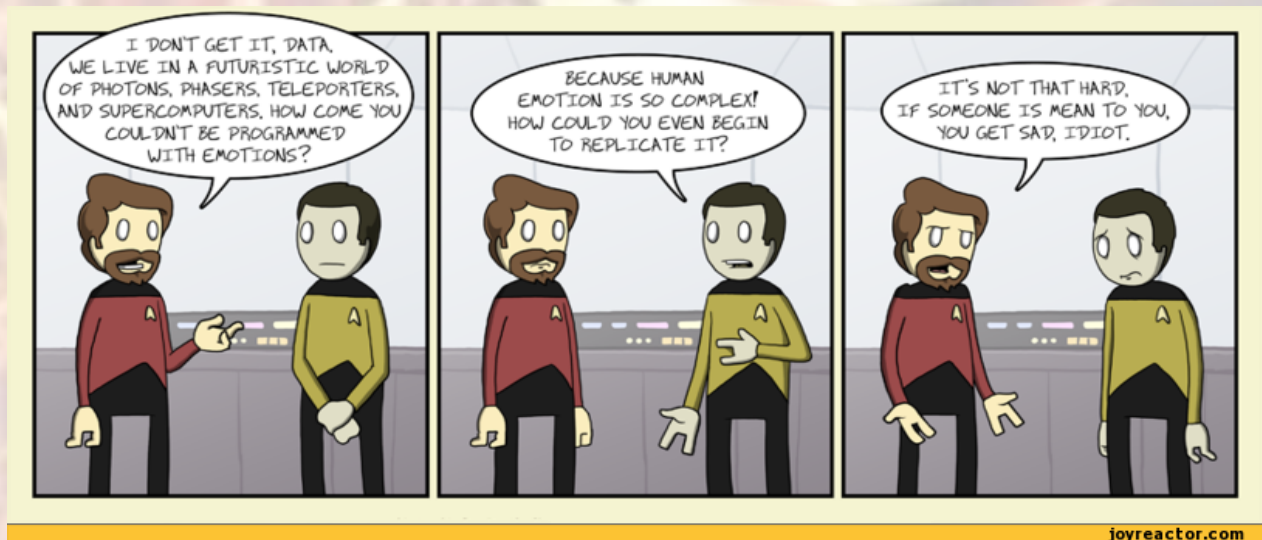
Provisional Vice Admiral Spawnnner: 66 months (5 years, 6 months)

Promotions:

None

Role-Play Awards & Recognition:

None



Editor's Corner by Fleet Captain Storm Windfall

One of the best changes, ever! It's a little blurry, but I had to post it here! (Mainly because I suffer from writer's block!) Enjoy!

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STAR TREK: VOYAGER

The following statement was released today by Rick Berman, Michael Piller and Jeri Taylor, executive producers of *Star Trek: Voyager*:

"Genevieve Bujold has resigned her role in *Star Trek: Voyager*. After several days of production, she realized that the rigors of episodic television were too demanding.

"We will remain in production while continuing our search for the best possible captain, and fully expect to meet our January 1995 launch date."

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September 9, 1994

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Important Links

[Lotus Fleet Official Site](#)

[Lotus Fleet Academy](#)

[Star Trek Online Official Site](#)

LFN Staff

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Newsletter Editor: Cpt. Storm Windfall

Lotus Fleet Staff

Acting Lotus Fleet Commanding Officer: Admiral Jeff T

Acting Lotus Fleet XO: Admiral Athos

Command Division CO: Admiral Jeff T

Operations Division CO: Admiral Athos

Academy Division CO: Rear Admiral Brigham



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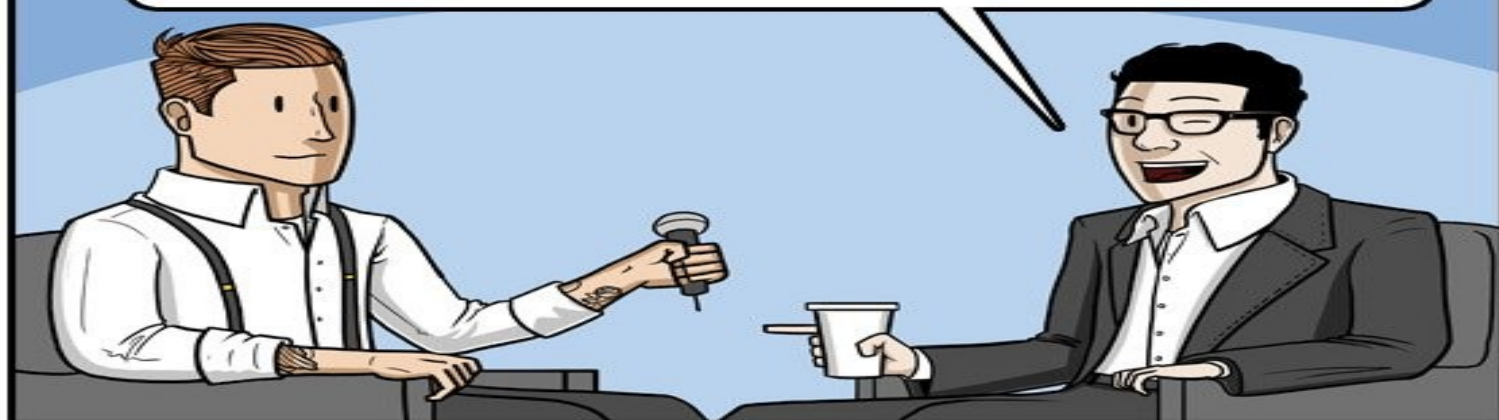


LOTUS FLEET

SO BENEDICT CUMBERBATCH IS RUMORED TO BE STARRING IN THE NEW STAR WARS MOVIE. CAN YOU TELL US WHAT ROLE HE MIGHT PLAY?



WELL, I'LL TELL YOU THIS MUCH - HE'S DEFINITELY NOT PLAYING KHAN THIS TIME!



HA HA HA

HA HA HA



My name is...
Jedi Master Khan
Noonien Singh.



AAAABRRRRRAAAAAAMMMSSSS!!!