

SEPTEMBER 2025

ISSUE NO. 3

INFINITE PROBABILITIES

16+ BIT NEWSLETTER

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AMAZES AT IC**
- **STAR TREK STAR
REALMS REVIEWED**
- **UK GAMES EXPO REPORT**
- **TECH REVIEWS, NO MAN'S
SKY AND MORE**



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Contributors Michael Rosen Daniel Adams Matthew Chrysler PJ Davies Vince Cesaro	Infinite Probabilities is a newsletter offered to members of the STARFLEET Tactical Auxiliary.
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From the Director's Desk

July has been a busy and exciting month for STARFLEET Tactical! As I write this we are gearing up for the International Conference, our team is hard at work ensuring that Tactical has a strong presence not only in person, but virtually as well. For members unable to attend in person, we're proud to offer a lineup of virtual gaming activities so everyone can stay engaged and involved.

We've also continued to see fantastic feedback on our regular Twitch streams, and we're thrilled to announce that we've added two new staff members to help us expand both our streaming content and our awards program. These additions will allow us to better recognize member achievements and bring more exciting content to the STARFLEET community.

Gaming continues to be one of the most dynamic ways we can recruit new members, foster camaraderie, and showcase what makes STARFLEET unique. Whether it's through tabletop RPGs, video game livestreams, or virtual hangouts, every interaction is a chance to grow our ranks and build lasting connections.

If you haven't already, be sure to follow us on Twitch and check out our upcoming events on Discord and social media. We hope to see you online soon!

Socials

Discord

<https://discord.gg/pYmnJ5bX>

(If link doesn't work, please contact dep-tactical@sfi.org to request an invite)

Twitch

https://www.twitch.tv/starfleet_tactical

Facebook

<https://www.facebook.com/groups/969918324414252>

Web

<https://tactical.sfi.org/>



Welcome Aboard!



It's been a great few months for STARFLEET Tactical. Our team continues to grow, as does the menu of content that we provide online. I am running my first ongoing campaign as well as a few oneshots throughout the year. I love this organisation, the gaming table virtual or otherwise should be at the heart of what STARFLEET does, and I will continue to see that happen as our new leaders are chosen. What's more the amount of awards that we are giving out is a testament to the community we are building.

Once again we have a great variety of games from the table top and the electronic realm to look forward to. In this issue. Thank you once again to everyone who is reading.

On the Screen	I have recently been revisiting criminal sandbox game Grand Theft Auto, both the latest game, GTA V and the legendary Vice City.
At the Table	STA, STA and more STA. It sounds strange but I really can't get enough of this game!



Star Trek Star Realms review



Star Realms is a deck building card game released in 2014. Since then, it has had a number of expansions and a popular mobile app game.

Star Trek Star Realms, released in 2024 is essentially a reskin of the original where generic ships, locations and factions are replaced by those from four major Star Trek powers: The Federation, The Klingons, The Romulans and The Dominion.

The images used are taken from various live-action series and the movies. (Unless I missed it, there's no representation from

The Animated Series, Lower Decks or Prodigy). I was impressed by the fact the game draws from The Original Series right through to the later seasons of Discovery, despite the Enterprise-D focus on the box art.

One major difference is that the Trek version supports up to four players straight out of the box with no expansion needed. Another tweak, tokens are used to track Authority (your health), rather than cards.

The aim of the game is straightforward, be the last player standing, with some Authority left.

A paper game mat sits in the middle of the table, with spaces for communal cards and a turn guide. (Something I noted straight away: the symbols and phases are printed twice, once facing each side so there's no upside-down reading required!)

Players begin with basic cards which provide Trade (used to purchase new cards) and Combat (used to attack opponents).

There are four factions, but it's not a simple case of each player choosing one. Everyone can buy from any faction.

Instead, they provide the chance for linked play unlocking extra abilities.

Let's take the Oberth-class ship as an example,

- Played alone, it grants 4 Authority and 2 Trade.

- Played alongside another Federation ship (or with a Federation base already in play), its ally ability activates—adding 4 Attack.

So, focusing on just one or two factions can be a smart strategic move but not necessarily the only way to go.

Outposts are another handy element. These locations block your opponent from attacking your Authority or other locations until they're destroyed. They can be the key to surviving as the game proceeds.



I played the game with my brother who isn't necessarily a Star Trek fan but is a big board game enthusiast. I'd only dabbled in the mobile app and never really gotten into deck-building games, but I picked this up quickly. It's not complicated, but it's engaging and encourages strategic thinking.

Is it worth getting over the original Star Realms game? That depends, at the time of writing there are no any expansions for the Trek version although a Borg Invasion expansion is coming in August 2025. The original however has plenty of extras to expand your play possibilities.

As a Trekkie, it's definitely more satisfying to play cards like the Negh'Var-class cruiser rather than generic options like 'Survey Ship'. That said, I did find the screen grabs a bit lacking in quality. Some bespoke artwork (like in the Star Wars deck-building game we played later the same day) would've been a welcome upgrade.

All that being said it's a quick enjoyable game and there are instructions for other formats, some playable by up to six players

Perfect for some downtime at a convention, or a quick game at a pub meetup



ENS PJ Davies

USS Mercia



What's Coming Up?

STARFLEET Tactical has the following lined up. But whatever you do be sure to check out the discord regularly for new and interesting events.

Recurring

Event	Dates	Format	About
The Expanse – Weekly Live Streaming Event	Weekly Thursday Nights 0130 BST 2030 EDT	Twitch Livestream	Strap in, OPA loyalists and Earthers alike — Andrew is diving headfirst into The Expanse: A Telltale Series on Twitch, and you're invited to ride shotgun. Join the crew, make the call, and let's explore the Belt — one choice at a time.
Overwatch 2	Weekly Friday Nights 0000 BST 1900 EDT	Cross Platform	Join us for some Overwatch 2. We will be doing arcade and quickplay to allow cross platform players. Overwatch 2 is a free to play team based FPS. If you have never played before we can help you get started.
STO	Fortnightly Saturdays 2000 BST 1500 EDT Next cohort expected 03/05/25	Xbox	Playing Star Trek's very own MMORPG on the Microsoft systems.
STO	Weekly Saturdays 1800 BST Sundays 0300 EDT	PC	Star Trek's very own MMORPG on its first system.

One Offs¹

Please note that events are subject to change due to player availability.

For more information visit our discord page



STOP PRESS! IC Awards

As I write this we are a few scant weeks from the International Conference, STARFLEET's flagship event. Even if you can't have boots on the ground in the venue [which this year was Houston] there is always exciting news. 2025 was no different, and Tactical was pleased to announce its latest slew of awards



Away Team Valor

Bronze



Allison Boggs
Chris Boggs
Matthew Chrysler
Lance Davies
Kairi Garza
Brad Julian

Silver



Allison Boggs
Chris Boggs
Matthew Chrysler
Lance Davies
Kairi Garza
Brad Julian

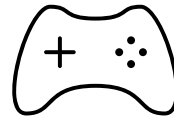
Photon Torpedo Accuracy

Gold



Dustin Freeman
Brad McRobert
Andrew Munroe
Michael Rosen

Diamond



Andrew Munroe
Michael Rosen
Cyril Stelzer
Michael Stelzer

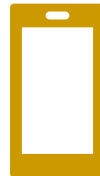
Latinum



Cyril Stelzer
Michael Stelzer

Red Alert Readiness

Latinum



Cyril Stelzer
Michael Stelzer

Dilithium



Cyril Stelzer
Michael Stelzer

*To find out about these awards
and more click here [SFI Tactical
Awards – STARFLEET Tactical](#)*

Review: Audeze Maxwell Gaming Headset



After spending the past year using the Logitech G Pro headset, I started to feel like something was missing in my audio experience. While the sound quality was decent, I wanted something that truly delivered immersive, high-fidelity detail—especially for competitive gaming. That led me down the rabbit hole of headset research, and two names kept coming up: the Heavys (which I reviewed previously) and the Audeze Maxwell.

Audeze is a well-respected name in the world of high-end audio, headquartered in Costa Mesa, CA. They're known for delivering some of the most accurate sound reproduction on the market. But high-end audio doesn't always translate to great gaming performance—so I was curious to see how their entry into the gaming space, the Maxwell, would hold up.

The Maxwell boasts impressive specs, including:

- Planar Magnetic Drivers (90mm) for ultra-precise sound with minimal distortion
- Lossless Low-Latency Wireless via USB-C dongle (2.4GHz)
- Bluetooth 5.3 with LE Audio, LDAC, and AAC support
- Up to 80+ hours of battery life with fast-charging support (20 minutes = ~20 hours)
- Built-in Dolby Atmos support (PC/Xbox models)
- AI Noise Filtration on the detachable boom mic
- Compatible with Audeze HQ software for EQ customization and firmware updates
- Premium build with aluminum and steel frame and suspension headband

MSRP: \$299 USD for both PC and Xbox versions (Xbox version includes full PC compatibility)

Setup & First Impressions



Setup was refreshingly simple. The headset connects via a USB-C dongle that includes a switch to toggle between PC and Xbox mode. I also downloaded Audeze's companion app and enabled Dolby Atmos on my PC, which immediately enhanced spatial audio performance.

The sound detail is nothing short of stunning. Anyone who knows me knows I spend an excessive amount of time in Overwatch and Marvel Rivals, and this headset made a

noticeable difference. The directional audio is precise—being able to clearly pinpoint footsteps or audio cues gives you a real edge in competitive play. It genuinely changes how you approach positioning and engagement in fast-paced shooters.

Battery life is another standout feature: over 80 hours on a single charge is incredibly convenient, especially for long gaming sessions or weekend marathons. However, the headset is on the heavier side, and I noticed that the stock ear cups tend to run warm during extended use. To improve comfort, I swapped them out for cooling gel ear pads from Wicked Cushions, which made a big difference during longer sessions.

The Audeze Maxwell is a powerhouse of a headset that brings high-end audio quality into the gaming world without sacrificing practical gaming features. While it has a bit of weight and can get warm without ear cup modifications, the sound quality, battery life, and directional accuracy make it a serious contender for any gamer looking to level up their audio experience.



Meet the Fleet

A Rundown of my Cosmic Cavalry

There are two games I live out my sci-fi fantasies in: No Man's Sky and Starship Simulator. Both games take place in their own procedurally-generated universes, the former being an original setting and the latter being a 1:1 scale of the Milky Way Galaxy.

Starship Simulator places you on a faster-than-light vessel to let you explore the Solar System and the furthest reaches of the Milky Way Galaxy's 400,000,000,000 stars. The game is still in production at the time of this article, but is available in its current form on Steam for free. It will also be free when the full game is out.

As for No Man's Sky, you can have multiple save files. You can be a space explorer charting the uncharted in distance systems in one save, or a ruthless pirate collecting bounties and robbing fleets in another. Having multiple saves also means you have more ships and fleets to play around with.

So, let's take a closer look at my fleet and how I use them to explore the virtual stars.

UNSF *Meriwether* XCS-2405



- Class: *Magellan*
- Registry: United Nations Space Fleet (UNSF)
- Game: Starship Simulator

In humanity's quest to seek what lies beyond our shores, the United Nations Space Fleet was founded to peacefully explore the Milky Way Galaxy's 400,000,000,000 stars. By the mid-22nd century, the UNSF's inaugural *Magellan*-class starships had become our vehicle to distant, strange new worlds. UNSF *Meriwether* XCS-2405, named after explorer Lewis Meriwether, is one such ship.

Much like Federation starships, these beautiful ships are designed based on real-world naval vessels. Engineering, sciences, security and more are spread throughout your ship's seven decks, accessed with ease by stairs.

In July 2025, Demo 3 for Starship Simulator was released to the public. The new demo features more content for the navigation tutorial including a segment on how to scan planets. Players can now read more extensive



information on planets they discover, such as orbital periods, atmospheric content, and detailed planetary surface maps. For players who prefer to fly solo, Demo 3 introduces NPCs on the ship's bridge. You can now have an NPC at every station, even the captain and co-captain's chairs, to feel less lonely in your cosmic endeavors. Eventually, there will be planetary exploration with away teams.

UNSF *Meriwether* has traveled far and wide in search of the temporarily hidden. The crew of this exploration vessel seeks to educate people back home on what we've found among the stars, and how these findings can benefit science and our understanding of the universe.

As a Captain-level backer for Starship Simulator, one of my perks is having my own star system. I'm currently surveying some systems about 800 light-years from the Solar System and will have updates on my search in the future.

Emancipation SF-01



- Freighter Class: *Enterprise*
- Registry: Skyfleet Freighter (SF)
- Fleet Flagship: S.S. *Washington*
- Game: No Man's Sky

The *Emancipation* SF-01 is my most advanced capital freighter in No Man's Sky. With a maximum hyperdrive range of 5,361 light-years, she's the perfect vessel for deep-space exploration and survey missions. Although she is not my first freighter, she's certainly one of the most reliable I have owned.

The *Emancipation's* registry is named for my fictional in-game organization Skyfleet, a moniker I used when posting my discoveries on the game's fan-powered No Man's Sky Wiki.

With different freighter designs comes different classes of freighters. The hull of the *Emancipation* has a distinct saucer finish; players came up with *Enterprise*-class for this type of freighter.

No Man's Sky allows for up to thirty frigates in your fleet. There are different frigate classes: Combat, Exploration, Trade, Industrial, Support. Your fleet can embark on extended missions based on their class; support frigates are for reducing fuel costs.



Each fleet has a flagship. The flagship of *Emancipation* is the S.S. *Washington*, a combat frigate. While combat is not part of my mission, the *Washington* and similar frigates are used only to protect my exploration ships. Whenever I'm under attack by pirates or, Atlas-forbid, Sentinels, the *Washington* can warp to my aid.

Since the release of the Worlds, Pt. II update, *Emancipation* and her crew have been hard at work surveying and gathering samples from gas giants and other new types of planets. With the introduction of purple star systems, there's a whole new frontier to map.

The crew of Skyfleet's *Emancipation* recently finished an extensive survey of the Asbrogr Nebula, a galactic region in the Eissentam Galaxy. For almost forty days, scientists and geologists visited over a hundred planets and moons to collect samples of minerals and flora, as well as studying faunae from birds and cave-

In the next issue of Infinite Probabilities, I'll have a report on my missions from this summer.

SCS *Knoxville*



- Freighter Class: *Cargo*
- Fleet Flagship: S.S. *New Jersey*
- Registry: Sol Cargo Service (SCS)
- Game: No Man's Sky

The SCS *Knoxville* is a *Cargo*-class capital freighter whose registry stands for Sol Cargo Service, a space delivery company started in 2450. With that said, the *Knoxville*'s mission is one of commerce.

No Man's Sky has a thriving economy with trading outposts spread throughout each of the 256 galaxies. Player groups in the game have even created their own currencies such as the HubCoin! Travelers can spend hours blasting away at infinitely spawning asteroids for gold and platinum. These resources can be sold at space stations or planetary trade terminals for a profit. They can also be used for crafting. Many players even give their valuables away to newcomers at the Space Anomaly.

The best place to make a profit or get the best upgrades is any system with an economy tier of three stars, indicating wealth and affluence. In these systems, there is a much higher chance of finding advanced (S-class) equipment for your personal starships, multi-tools, exocrafts and exosuit.



The *Knoxville* has multiple cargo pods, allowing plenty of room for resources and valuables gathered from mining on and off planets. Every few systems I go to, I sell off my inventory. Other times, I take valuable artifacts to a planetary archive for bigger rewards.

Similar to the *Emancipation* SF-01, SCS *Knoxville*'s fleet flagship is a combat frigate. Named after the American battleship, S.S. *New Jersey* has an identical job to S.S. *Washington*. Although *Knoxville* and the fleet focus primarily on trade and industry, the large quantities of valuables make them a desirable target for system pirates. The *New Jersey* is the guardian of the fleet, ensuring that peaceful, voluntary trade and industrial ventures go smoothly.

Nero's Revenge



- Freighter Type: Pirate Dreadnought
- Fleet Flagship: S.S. *Undertaker*
- Game: No Man's Sky

Exploring and trading is fun, but we love some action as a treat. *Nero's Revenge* is my massive Pirate Dreadnought freighter for just that purpose.

Rather than exploration, the voyages of *Nero's Revenge*, named after the Romulan antagonist from *Star Trek* (2009), are of conquest and occupation. Inspired by the Galactic Empire from *Star Wars*, I have begun to slowly build up my own empire—the Black Star Dominion—beginning in a single system. My plan is to expand into the regions surrounding the home system. The new Beacon update allows for players to become overseers of Autophage (a robot race) settlements, which I think would go nicely with my empire.

The galaxy I've chosen to settle the Black Star Dominion in is Calypso, a harsh galaxy of lava and ice planets. Storms make exploration and combat a much more dangerous undertaking. A perfect galaxy for my empire.

Unlike the other two freighters, I didn't buy this one. I defeated a band of pirates who were attacking civilians and seized their vessel, making their fleet of pirate raiders my own. And because this is my pirate save, I proceeded to rob the grateful civilian fleet of all their cargo pods moments later. [*evil laugh*]

With multiple massive anti-ship turrets and cannons, you would be wise not to fire on *Nero's Revenge*. Disabling the freighter shields would require a starship run through not one but two narrow, heavily-defended trenches. Imagine doing what Luke Skywalker did...twice.



As for the fleet flagship, S.S. *Undertaker* doesn't fall into any of the usual frigate categories. A pirate frigate is classified instead as a Raider. Armed to the teeth, they have a better chance of surviving high-difficulty expeditions. The *Undertaker* is my go-to for just about any expedition I assign to my fleet.

I've talked about these games before, but I want to reiterate that what makes them so enjoyable is that both games give you the freedom to create your own narrative. In *Starship Simulator*, players can either go single-player (my preference) or get together and form a crew with other players to explore the game in private servers. Even though *No Man's Sky* doesn't allow for crewed freighters of anyone other than NPCs, players have taken the opportunity to form roleplay groups for both experienced and new players.

One great thing about the space simulator community is that it's one of the most active, welcoming, and, as we've seen throughout these voyages so far, creative sections of the gaming community.

LT JG Vince Cesaro
USS Challenger



Experience for My First International Conference

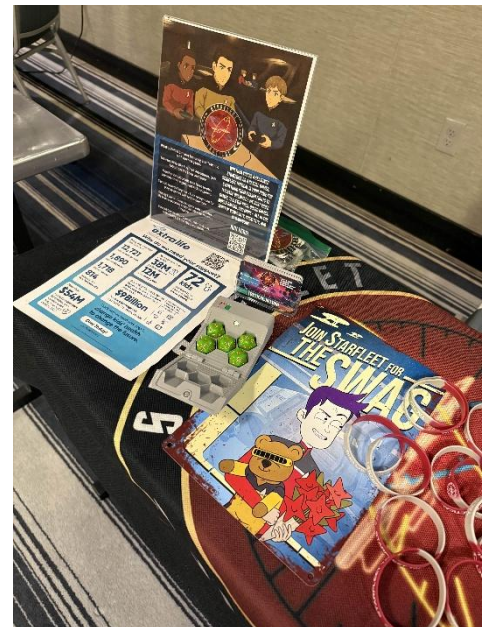


As the newest member of STARFLEET Tactical command staff for about a month and a half. I couldn't express how impressed with the comradery that was formed around the game table, but I'm getting ahead of myself. First, let's talk about my thoughts about getting ready for International Conference (IC), then how I felt when I got there first, lastly my thoughts during game times during both days of IC. Let's start with the thoughts and decisions I made before heading to IC.

My thoughts about getting ready for IC were many different things depending on the duties I was doing while there. Tactical wise I was worried about picking games that would be good for a small group and a larger group. So, I went with the smaller groups Munchkin with the board and Critical Role version. Also, Sheriff of Nottingham was another one for a smaller group. For the larger groups I decided to bring Card Against Humanity and Trial by Trolley. I then decided to bring my Dungeons and Dragons books and additional things for people to make character sheets. My thought process with the

games was something that would be simple and wouldn't take so long to explain for most of the games. Secondly, there is a vast difference between the games because of the difference in most people's interests. Picking these games was probably extremely easy due to knowing these games very well and hoping for multiple groups for a turnout. I was happy with the selections I had made and hoping others would enjoy them as well. Now, on to my thoughts when I got to IC.

First, while getting there it was overwhelmed in general due to the number of people who were there and checking in. Then I was worried about finding everything such as checking in, where I needed to place my games for that night and the next, and I wondered how people would enjoy the games that were brought. That is when I did see, at that time, FCapt Rosen and we started to talk about where the room is at for the gaming room. He offered after checking in and getting to the registration table for the conference. After checking in he did help to get the games, and my other objects that were brought for game nights if needed. Those were dice to give out and to make character sheets. I started to feel a little less anxiety the more settled I became at IC. Unfortunately, due to the time constraint for the Dress Mess that STARFLEET Marines was putting on that night, it was quickly approaching. So, I will have to unpack the games during the game night and that leads to my thoughts during the game nights for both days of IC.



When I first went into the room, I saw four people sitting around a table playing a game and one of those were, I will refer to the former rank before promotion, FCapt Rosen and three others that were at the table. I started to unpack my games and brought up the box of Card Against Humanity which was smaller than the one I brought. That is when Rosen was playing and joked about what I said. This started to calm my nerves down a little bit but while relaxing already. When I was unpacking the games, I showed the box of Cards Against Humanity, and someone brought up the hidden card that was in the box. That is when





Philip mentioned that he had never played the game before. Well, that decided what game we are playing tonight. Once I started to take cards out, we had many more people to come in and play. We ended up having about twelve people join at one point and join in on the game. This really made my night thinking it was well worth bringing this game. While playing the game it came out to one other person who hasn't played this game. It made me smile. Then during the game, we had few people to join and leave while playing. It was very relaxing seeing a large group of people laughing and having a good time while people reading the cards. During the game Philip mentioned about my masonic ring, and I said, "I'm surprised you didn't notice my pin." It was a delta and square. That sparks the interest in bringing up the pin I donated for the silent auction as it was the similar one that I was wearing. Before we knew the time was getting close to 4 o'clock in the morning. So, we all decided to go to bed to end the first night of gaming.

The second night was something I was looking forward to due to the night before. When I got down there Philip, Jacob and his wife, and Ian Bryne where 3 of them were there the previous night. We discussed what game we should be playing since we have a short time to play. So, we decided to play Trail by Trolly, which was a big hit with the group that was playing the game. That is because we could debate and state our own reasoning why we could win, and our own trail would be safe. We ended up ending it around 12 and we all started to talk and pack up. Which made me happy that the games that were played and enjoyed by everyone who played. I do hope the next time I can go to IC we have a longer game time than two hours. Due to the great time, I had with the membership of STARFLEET International, I hope it expands where more people can enjoy what Tactical has to offer.

From my experience I would highly recommend any to go to IC if they are able to do so, because I had a blast not only during the Dress Mess, Admiral Ball, other activities that were planned but most importantly the games nights. The feeling of the comradery during IC was great and you only have that feeling in very few groups I have been apart of in my few years of life. So, if you are worried about what you want to do or what part of IC to look forward to then look forward to the game times because you will feel closer to other members of the organization than playing games and laughing. Lastly, I would like to say thank you to the 3rd Brigade for putting together a great IC experience, to Comm Rosen for doing everything you do for Tactical and to everyone else who hasn't gotten a thank you for your part of putting on IC for this year.

Text: 1LT Matthew Chrysler
USS Blackstone

Images: COMM Michael Rosen
Director Starfleet Tactical

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Star Trek: Adventures

Tactical x Sciences

The beautiful thing about being part of STARFLEET International is that it offers lots of way do “your Trek Your Way” If you enjoy computer and video games, well Tactical is for you. But that doesn’t mean you have to completely ignore the other auxiliaries. Just because you are interested in health and medicine but you have a furry family member doesn’t mean you have to ignore PETFLEET for STARFLEET Medical. Similarly, if you love to play games, and have an interest in how the universe works, it doesn’t mean that you have to choose between Sciences and Tactical.

Recently we here in Tactical ran a series of gaming sessions for our friends in sciences, and of course being part of either programme was not a prerequisite for taking part.

We ran the Star Trek adventures missions written by Erin McDonald. She is the science consultant for modern Star Trek. These are mission briefs that we as the GMs flesh out. For reasons that will become clear at the end of this article, I won’t be going into super details, but members from regions 1,3,4,12,13 and 20 amongst others took part via zoom.

From discussion with Michael, there was definitely fun and laughter. And this is what STARFLEET all about for me. Getting together, despite coming from different parts of the world.. it’s the wonderful experience of Star Trek that brings us together.

So the reason why I am being so coy? We are looking to running it back in soon. In the meantime we are planning on running some spooky adventures to tie in with Halloween. Look out for info on both on our Facebook and Discord



RADM Dan Adams
Deputy Director
STARFLEET Tactical.



Event Report – UK Games Expo



The UK Games Expo is the UK's biggest gaming convention, perhaps only rivalled by Gencon on the international gaming convention stage. A three day convention, it takes over both the NEC Complex and the nearby Hilton hotel. Even the other non events nearby are consumed with gaming fun.

Open to all, the convention brings together all facets of the gaming experience, from huge corporate sponsors looking to launch their games for the coming year, to retailers selling huge libraries of games, to indie retailers trying to share their own games, including artists making dice and dice storage solutions. It's very hard not to come away with something from the halls. Of course, that's to say nothing for the players themselves. From official sanctioned tournaments, to casual games, to demos of what is to come if there is a vacant, publicly accessible table within a 2 mile radius at the UK games expo and it isn't occupied by someone playing a game then that just means it hasn't been noticed yet! Its not just the tabletop too, there is a starship simulator and Bridge Command themselves were represented at the expo as well.

However in 2025's event my activities were mostly restricted to the aforementioned Hilton Metropole. That building and I have such an interesting relationship. I went to my first major convention there, I've met some of my favourite actors, including those from Trek, and the memories I have of fun in that bar.. but I digress

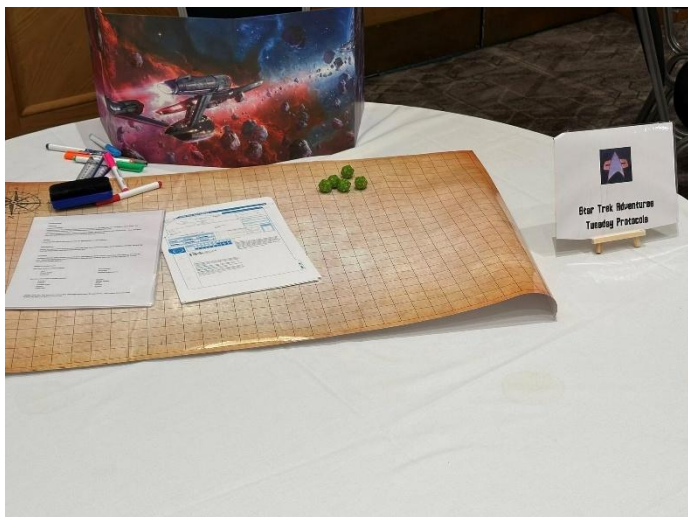
I was running Star Trek Adventures games. As an official GM games I picked my times and was allocated slots. In the run up, players that wished to take part in my games could by paying the convention for a ticket. In return I got free entry to the event and an exclusive pin badge. This year the theme was Cthulhu. I could have had free meals and accommodation, but I would have had to run more sessions which would have required me being present from Friday morning until Sunday night and/or running slots until midnight. Also, I would be allocated a roommate. I like having my own space at the end of the evening to my detriment (if I shared more hotel rooms I would probably be able to afford a trip to Vegas) but a full weekend schedule isn't for me!

I was running a session called the "Tuesday Protocols" in which the players had to deliver a constitution class refit ship, the USS Sinclair from the Starfleet museum in the Sol System to its new home at Athan Prime. I always thought the Starfleet Museum was in the Sol System so in my head that when Picard established that it was set in the Athan system, they moved it out so they could use the space near utopia planitia to build the ill fated Romulan evacuation fleet.

The name comes from the fact that after the incident with the USS Enterprise B, Starfleet established the protocols in which a Starship is not permitted to leave drydock without a minimum amount of ship readiness, for any reason including ceremonial purposes.

Of course, the fun lies in the danger that awaits, including renegades, Ferengi and Romulans.



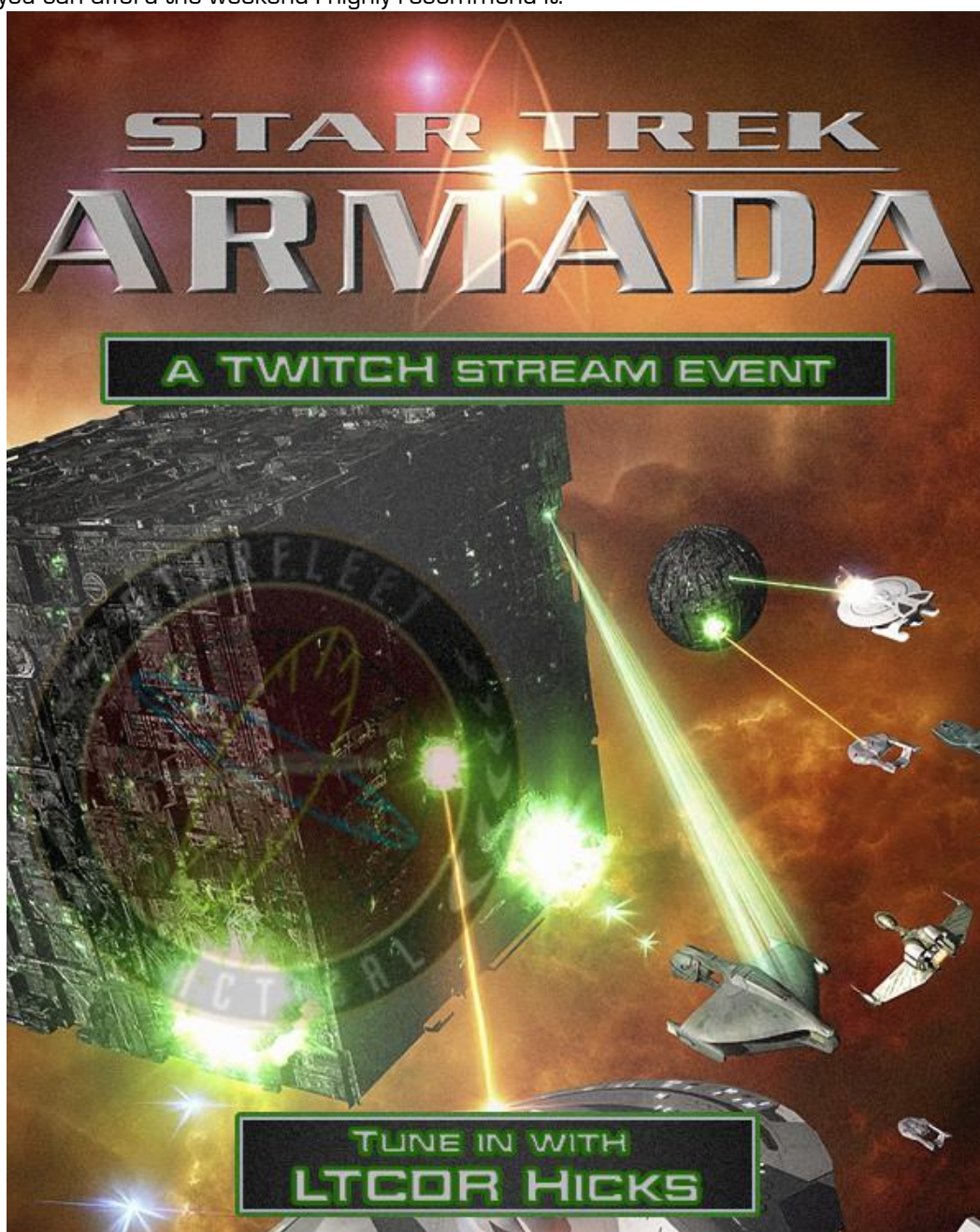


All of my players seemed to enjoy the adventure. The only negative is that with 5-6 other tables of 5-6 players each it can get very hard to hear yourself think, let alone narrate. Still I learned a few things that I will do differently for next time.

One of the things that I do is to give away Star Trek swag as a thank you to my players for playing. This year it included some rather spiffy Starfleet Tactical stickers that I got made and some old fashioned Star Trek trading cards. Its something I learned at the Star Wars X-Wing tournaments I used to play in, just a small token to say thank you.

Away from the gaming fun, I was able to get my hands on the starter set for Second edition. True not essential for an experienced player like me, but the dice are lovely!

Overall, the event is quite well known, so accommodation rates of even the most budget hotels. Still, if you are in the area and you can afford the weekend I highly recommend it.



The Team

Director of Tactical	FCAPT Michael Rosen
Deputy Director of Tactical	RADM Daniel Adams
Section 1- Tabletop Gaming	
Section Chief	COL Zebariah James Young
Deputy	1LT Matthew Chrysler
Section 2 – Video gaming	
Section Chief	VADM Dustin Williams
Deputy	CAPT Dustin Freeman
Event Coordinator	Vacant
Section 3 - Live Gaming	
Section Chief	LT Andrew Munroe
Deputy	LTCDR Landan Hicks
Section 4 -Mentorship and Support	
Section Chief	CAPT Meg Karper
Deputy	Vacant



NEXT ISSUE

Infinite probabilities is coming up to our 1st Anniversary! In the meantime, we want to hear from you. From adventures in *Star Trek Online*, to hijinks in *Star Trek Adventures* or if you have played some other awesome game on your console or tabletop let us know about it by the 30th November

