

# Star Trek™ CCG Voyager Card List

## LEGEND

### EXPANSION ABBREVIATIONS

Voy Voyager

### ICON ABBREVIATIONS

[AU] Alternate Universe  
 [Cmd] Command  
 [Com] Communication  
 [3] Countdown Box  
 [Def] Defense  
 [DO] Delta Quadrant  
 [HA] Hidden Agenda  
 [Holo] Holographic Re-creation  
 [Maq] Maquis  
 [Nav] Navigation  
 [P] Planet  
 [Ref] Referee  
 • Skill Dot  
 [S] Space  
 [S/P] Space/Planet  
 ▼ Special Download  
 [Str] Staff

### AFFILIATION ICONS

Rectangular [Personnel/Ship/Facility] or  
 [your mission] and Bar [opponent's mission]

[Baj] Bajoran  
 [Car] Cardassian  
 [Fed] Federation  
 [Fer] Ferengi  
 [Kaz] Kazon  
 [Klg] Klingon  
 [NA] Non-Alligned  
 [Rom] Romulan  
 [Vid] Vidian

### RARITY ABBREVIATIONS

C Common  
 U Uncommon  
 R Rare  
 UR Ultra-Rare (occurs in about 1:121 packs)  
 S Appears only in Voyager starter decks  
 \* Dual-affiliation card with an alternate color (listed under primary affiliation only)

## DILEMMA

[S] **AGGRESSIVE BEHAVIOR**  
 In 2372, a spaceborne creature attacked U.S.S. *Voyager*, trying to establish dominance. It perceived the ship as a potential rival.  
 Unless 2 Anthropology OR Leadership, Anthropology, and CUNNING>35 present, ship is damaged and one crew member is killed (random selection).  
 Voy: 1 R

[S/P] **ASSASSIN'S BLADE**  
 The Klingon dagger of *kut'luch* is used in a violent ritual of bloodletting that prepares one to become a warrior. Some also use the blade for more unscrupulous purposes.  
 Unless CUNNING>36 OR 2 SECURITY present, assassin kills one personnel present (opponent's choice) except a shape-shifter or android.  
 Voy: 2 S

[S] **ASTRAL EDDY**  
 Spatial phenomenon created by an intrusion of subspace into normal space. The resulting discharges of plasmatic energy caused the destruction of a Vostigye science station.  
 Unless Navigation, Physics, and 2 ENGINEER present, one crew member (random selection) is killed.  
 Voy: 3 R

[S/P] **BALANCING ACT**  
 Rarely had Tuvok been in a more precarious position than at a Nezu colony, halfway between the ionosphere and the planet surface, dangling from the bottom of a mag-lev carriage.  
 Each player whose missions with point boxes are mostly [S] or mostly [P] (by a difference of 3 or more) loses 50 points (even if playing Borg).  
 Voy: 4 U

[P] **CIVIL UNREST**  
 Civil disobedience can often escalate into full-scale conflict. A peaceful demonstration soon turned violent, entangling Captain Janeway and Tom Paris in a domestic brawl.  
 Two Away Team members are chosen (random selection). Unless one has Diplomacy, both are "stopped." Mission continues.  
 Voy: 5 C

[S/P] **COMMON THIEF**  
 Although Tau's theft of the main computer processor from U.S.S. *Voyager* was elaborately staged, Kathryn Janeway regarded him as little more than a petty criminal.  
 If any equipment present, discard one (random selection). Otherwise, kills a personnel present (opponent's choice) who has STRENGTH+CUNNING<15. Discard dilemma.  
 Voy: 6 S

[P] **CRISIS**  
 Retrieving a computer processor stolen from U.S.S. *Voyager* required a coordinated effort. As the crew performed scans from orbit, Captain Janeway conducted reconnaissance on the surface.  
 To get past requires Leadership (or [Com] and [Def] icons) in Away Team and an OFFICER-classification personnel (or 2 [Def] Borg) aboard your ship at this location.  
 Voy: 7 S

[P] **FEMALE'S LOVE INTEREST**  
 Genetically manipulated to become Taresian, the handsome Taymon was desired by Malia and two other Taresian females.  
 Female Away Team member (random selection) runs off with lover to furthest planet. Discard dilemma.  
 Voy: 8 S

[P] **FLASH PLASMA STORM**  
 Quarantined on a planet due to a viral illness, Janeway and Chakotay were forced to "rough it." They found the sudden plasma storms on the planet as dangerous as their disease.  
 Kills each Away Team member who has both STRENGTH<6 (ignoring hand weapon enhancements) and CUNNING<9. Nullified if you have Thermal Deflectors in play.  
 Voy: 9 U

[S] **GRAVIMETRIC DISTORTION**  
 Species 8472 uses quantum singularities to cross from their realm of fluidic space into our galaxy. The singularities produce intense gravimetric distortions that can damage nearby ships.  
 Ship damaged unless 4 ENGINEER OR 2 Astrophysics OR a personnel who has 2 Navigation OR Guinan aboard.  
 Voy: 10 S

[P] **HANONIAN LAND EEL**  
 While stranded on a savage world by the Kazon-Nistrim, the crew of U.S.S. *Voyager* encountered a carnivorous creature with an appetite for Starfleet engineers.  
 Unless SECURITY, SCIENCE, and STRENGTH>50 present, kills Away Team member with lowest CUNNING or fewest • icons (opponent's choice).  
 Voy: 11 R

[S/P] **HAZARDOUS DUTY**  
 Losing a crewman under one's command is one of the most difficult realities an officer must face. The tragic loss of life is significant even to a Vulcan.  
 To get past requires 2 OFFICER; then place on mission until solved. If any non-OFFICER dies here, its owner loses points (discard dilemma).  
 Voy: 12 S

[–5 PTS]

[S] **HULL BREACH**  
 In 2372, a spatial scission caused explosive decompression aboard U.S.S. *Voyager*. Harry Kim was lost in the incident, and later replaced by a duplicate Harry from a duplicate *Voyager*.  
 Unless Environmental Suit present, kills one non-android (random selection) and another non-android of same classification (random selection). Mission continues.  
 Voy: 13 R

[S/P] **IMPLICATION**  
 The manager of a Nekrit Supply Depot arrested Chakotay and Tom Paris on charges of conspiracy and murder, based solely on security footage that showed them conversing with the victim.  
 To get past requires 3 Diplomacy and INTEGRITY>30 OR Law and CUNNING>30.  
 Voy: 14 C

[S/P] **KAZON BOMB**  
 Tierna's "rescue" by the *Voyager* crew was part of an elaborate ruse. The Kazon was on a suicide mission, carrying a chemical injection that would convert his blood into a powerful explosive.  
 Unless 3 SECURITY and CUNNING>35 OR 2 SECURITY and any tricorder OR 3 [Def] Borg present, kills all personnel present who have printed STRENGTH<7. Discard dilemma.  
 Voy: 15 C

[S/P] **KOMAR POSSESSION**  
 Tuvok was possessed by trianic energy beings known as the Komar. The entities sought to collect neural energy from U.S.S. *Voyager* crew members.  
 Place on one personnel present (random selection). Now and start of each turn, "stops" that personnel and one other personnel present (random selection). Cure with 3 SECURITY.  
 Voy: 16 U

[S/P] **LACK OF PREPARATION**  
 Malon legend warns of poisonous monsters, the Vihaar. When aiding a damaged Malon ship in 2375, a U.S.S. *Voyager* away team discovered the threat they'd dismissed was all too real.  
 Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt.  
 Borg: Must have [Com], [Nav], and [Def] personnel to proceed.  
 Voy: 17 S

[S] **MACROVIRUS**  
 Initially microscopic virus that absorbs growth hormones from host organisms to augment its own mass. After emerging, specimens continue to grow to billions of times their original size.  
 Place on ship. Now and start of each turn, kills lowest STRENGTH OR lowest CUNNING crew member (opponent's choice). Cure with 2 Exobiology and 2 SCIENCE.  
 Voy: 18 R

[P] **MALE'S LOVE INTEREST**  
 Mari fruit vendor whose waterplums caught Neelix's eye.  
 Male Away Team member (random selection) runs off with lover to furthest planet. Discard dilemma.  
 Voy: 19 S

[P] **MATRIARCHAL SOCIETY**  
 The population of the planet Taresia is ninety percent female due to the low birth rate of males – and the fact that, in order to reproduce, the male must be killed.  
 Cannot get past unless at least two female Away Team members are present.  
 Voy: 20 S

[S] **NAVIGATIONAL HAZARDS**  
 Seven of Nine and Harry Kim enhanced the Astrometrics Lab aboard U.S.S. *Voyager*, allowing the crew to plot a new course that took five years off their expected journey home.  
 To get past requires Stellar Cartography and 2 Navigation.  
 Voy: 21 S

[S] **RADIOACTIVE GARBAGE SCOW**  
 The Malon civilization produces over six billion isotons of industrial by-product every day. Their freighters haul away the toxic waste and dispose of it in other regions of the galaxy.  
 Place on spaceline here. Mission cannot be attempted where present. Ship with Tractor Beam and 2 ENGINEER can tow scow.  
 Voy: 22 S

[S/P] **SPATIAL RIFT**  
A rupture in space connected *U.S.S. Voyager* with its duplicate created by a spatial scission. The two crews had to separate their “siamese ships” that shared a single supply of anti-matter.  
**Two personnel present (random selection) “disappear” (discarded) unless their combined CUNNING>14. To get past requires Astrophysics and 2 ENGINEER.**  
Voy: 23 C

[S/P] **SUBSPACE FRACTURE**  
Instabilities in subspace can cause fractures and chain reactions leading to temporal relocation, death, or worse.  
**Entire crew or Away Team is killed unless ENGINEER, SCIENCE, Leadership, and CUNNING>28 present. Discard dilemma.**  
[5 PTS]  
Voy: 24 R

[S] **THE CLOUD**  
In 2371, *U.S.S. Voyager* entered what the crew thought was a nebula rich in omicron particles. It was in fact a massive life-form whose physiology reacted violently to the intrusion.  
**Unless 2 MEDICAL, 2 ENGINEER, and 2 Astrophysics present, ship is damaged and “stopped” until end of your next turn. Discard dilemma.**  
Voy: 25 R

[S][3] **THE SWARM**  
Fiercely territorial species whose small ships disable enemy vessels by emitting interferometric pulses. Dubbed “the Swarm” by those few who have survived their armadas.  
**Place on ship: WEAPONS are disabled and SHIELDS –2. After start of your next turn, cure with 3 ENGINEER and Physics in crew. If countdown expires, ship destroyed.**  
Voy: 26 R

[P] **TRABE GRENADE**  
Small incendiary devices can be used to create diversions and gain strategic control. An exploding grenade helped Neelix and Mabus escape an underground Kazon prison.  
**Kills one Away Team member who has SECURITY or Leadership (random selection) unless that personnel has CUNNING>8. Mission continues.**  
Voy: 27 C

[S/P] **TWISTED**  
Intense electromagnetic charges caused *Voyager* to fall into a state of structural flux. The fluctuations created a warping effect, turning the ship into a constantly shifting maze.  
**Cannot get past unless at least half of personnel in crew or Away Team (round up) each have CUNNING>7.**  
Voy: 28 U

[P] **VOLCANIC ERUPTION**  
Many planets suffer from geological instabilities. This can cause problems for unsuspecting – and unprepared – guests.  
**Place on planet if no facility is on planet. Now and start of every player's turn, randomly kills one of their personnel present. Nullified if Thermal Deflectors is in play.**  
Voy: 29 R

## DOORWAY

**BARZAN WORMHOLE**  
Seeds (in any phase) or plays in Gamma or Delta Quadrant (limit one). Inserts into spaceline; creates a location (span 2). Any ship may move between Wormhole Negotiations mission and here, then is “stopped.” OR Once each turn, plays to relocate Barzan Wormhole to a new location in Gamma or Delta Quadrant, or to allow a ship to report with crew (limit 4 cards aboard) to Wormhole Negotiations; discard doorway.  
Voy: 30 R

**READY ROOM DOOR**  
Once per turn, plays to download to one of your ships its matching commander (draw no cards this turn) OR to download one *Captain's Order* (Captain's Log, Lower Decks, Yellow Alert, Senior Staff Meeting, or any card so marked). After any use, discard doorway; place it atop your draw deck; or place it atop one of your *Captain's Order* events to protect that event from nullification.  
Voy: 31 U

**TEMPORAL MICRO-WORMHOLE**  
Seeds or plays on table. Your [AU] Personnel and Equipment cards may report for duty. Once per game, you may download Space-Time Portal (or nullify its report with crew) OR download Dr. Telek R'Mor. Once each turn (twice per game), you may report a personnel aboard your ship regardless of affiliation, then discard doorway; for rest of game, that personnel may mix with your other affiliations.  
Voy: 32 C

## EQUIPMENT

**BIO-NEURAL GEL PACK**  
Small, easily replaceable package housing synthetic neural cells in a gelatinous organic suspension. Part of the bio-neural computer system used aboard *Intrepid*-class starships.  
**May report aboard your *Intrepid*-class ship (for free on *U.S.S. Voyager*). While on your *Intrepid*-class ship or *Delta Flyer*, enhances its attributes all +1. (Cumulative up to +3.)**  
Voy: 33 C

**ENGINEERING KIT**  
Compact assortment of tools for making modifications and repairs to propulsion and computer systems. Many engineers develop a personal attachment to their set.  
**Gives all of your OFFICER-classification personnel the extra skill of ENGINEER where present.**  
Voy: 34 S

**ENGINEERING TRICORDER**  
Diagnostic device specially calibrated for use on mechanical systems. The layout of the Starfleet version is intentionally similar to their standard tricorder to allow easy operation.  
**Gives all of your MEDICAL-classification personnel the extra skill of ENGINEER where present.**  
Voy: 35 S

**KAZON DISRUPTOR**  
Typical sidearm employed by the various Kazon sects. Simple design is slightly less powerful than comparable Starfleet arms, but is easily mass-produced even without replicator technology.  
**Kazon use only. Reports for free (once each turn). Each of your personnel present is STRENGTH +2. (Cumulative.)**  
Voy: 36 C

**KAZON DISRUPTOR RIFLE**  
Relatively unsophisticated beam weapon used by the Kazon. No-frills design abandons aesthetic features in favor of inexpensive production. As deadly as it is ugly.  
**Kazon use only. Reports for free (once each turn). Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)**  
Voy: 37 U

**MEDICAL KIT**  
Collection of medical instruments. Though no substitute for a fully equipped medical facility, such devices are often sufficient to save lives when nothing more is available.  
**Gives all of your OFFICER-classification personnel the extra skill of MEDICAL where present.**  
Voy: 38 S

**MEDICAL PADD**  
Standard Personal Access Display Device pre-loaded with an extensive database of diseases, treatments, surgical procedures, and other medical information.  
**Gives all of your ENGINEER-classification personnel the extra skill of MEDICAL where present.**  
Voy: 39 S

[AU] **MOBILE HOLO-EMITTER**  
Portable holographic projector designed by Henry Starling. Based on 29th-century technology he stole from the *Timeship Aeon*. Acquired by The Doctor in 2373 – or was it 1996?  
**May be “worm” by (placed on) one of your [Holo] personnel; you may remove it during your turn. Wearer moves normally. While worm, does not count as an Equipment card.**  
Voy: 40 U

**SCIENCE PADD**  
Standard Personal Access Display Device pre-loaded with an extensive database of scientific information in a broad sampling of disciplines.  
**Gives all of your MEDICAL-classification personnel the extra skill of SCIENCE where present.**  
Voy: 41 S

**STARFLEET TYPE II PHASER**  
Versatile Starfleet hand weapon. Has 16 different power settings ranging from stun to disruption. Beam dispersal can be configured from broad-range to extreme precision.  
**Federation and Non-Aligned use only. Each of your personnel present is STRENGTH +2. (Cumulative.)**  
Voy: 42 S

**STARFLEET TYPE III PHASER RIFLE**  
Most powerful standard-issue Starfleet hand weapon. Equipped with fully autonomous recharge, multiple target acquisition, and gyrostabilization.  
**Federation and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)**  
Voy: 43 U

**TRANSPORTER CONTROL MODULE**  
Crucial transporter systems component. Kazon of the Nistrim sect stole one from *U.S.S. Voyager*. First Maje Jal Culluh used this new technology against his enemies, the Kazon-Relora.  
**While aboard your ship or facility with your ENGINEER or Transporter Skill personnel present, that ship or facility has transporters.**  
Voy: 44 C

**VIDIAN HARVESTER**  
Combination disruptor/medical device. A neural resonator stuns potential victims; sophisticated quantum imaging scanners and microtransporters extract live organs from the unwilling donor.  
**Each of your Vidians present is STRENGTH +2 and gains 1 MEDICAL, and in each battle one of them may stun one adversary they just engaged. (Cumulative.)**  
Voy: 45 U

## EVENT

**ANCESTRAL VISION**  
Tribal lore tells of Sky Spirits who guided the Rubber Tree People in Earth's distant past. When Chakotay found the Spirits' home in the Delta Quadrant, he was beset with visions of his ancestors.  
**Seeds or plays on a Delta Quadrant planet. End of each turn, if your Honor personnel who has INTEGRITY>7 is on planet, draw an extra card (or two if personnel is any Chakotay).**  
Voy: 46 R

**CAPTAIN'S LOG**  
A commanding officer's journal of events. Captain Ransom continued keeping his even after abandoning other military protocols and traditions.  
**Plays on table. Each of your ships with its matching commander aboard is WEAPONS and SHIELDS +3. (Captain's Order.)**  
Voy: 47 U

[HA][Ref] **FAIR PLAY**  
In 2372, Tom Paris concocted a sweepstakes to guess the daily radiogenic particle count, skimming a tenth of the proceeds for himself. Chakotay put a stop to the game, confiscating the pot.  
**Seeds or plays on table; may not be nullified. No player may solve an opponent's unique mission unless its point box shows at least 40 points OR both players have a copy of it in play.**  
Voy: 48 U

**KAL-TOH**  
Vulcan game of intricate strategy. Players must find the seeds of order, even in the midst of profound chaos. Tuvok observed that novices often try merely to introduce a spatial balance.  
**Plays on table. Once each turn, unless Alien Probe in play, you may discard one card from hand; opponent must discard one of same type (if they cannot, discard Kal-Toh).**  
Voy: 49 U

**LOWER DECKS**  
Close friendships often form between those serving together on a starship. This was especially true of Maquis who many times fought side-by-side before joining the *U.S.S. Voyager* crew.  
**Plays on table. Each of your non-holographic, universal personnel is attributes all +2. (Captain's Order.)**  
Voy: 50 U

[HA] **MISSION DEBRIEFING**  
Keeping detailed records of missions and discoveries is an essential part of any crew's daily routine. This is even more critical for the only Federation crew in the Delta Quadrant.  
**Seeds or plays on table. Whenever any crew or Away Team finishes a mission attempt (whether successful or not), it is “stopped.” (Captain's Order.)**  
Voy: 51 U

[Ref] **THE BIG PICTURE**  
Though facing a long voyage across uncharted space, Kathryn Janeway never lost sight of her ultimate goal – to get her ship and crew home.  
**Plays on table. Each player who has not solved (or scouted) at least two missions with point boxes (one [S] and one [P]) needs an additional 40 points to win. (May not be nullified.)**  
Voy: 52 U

[HA] **THE NEXT EMANATION**  
Believing themselves bound for an afterlife, the Vhnori used a device to send their dead through spectral ruptures, unaware the bodies were being sent to decompose on distant asteroids.  
**Seeds or plays on table. Opponent's non-❖ personnel discarded from play are placed under here instead of in discard pile. (Immune to Kevin Uxbridge.)**  
Voy: 53 C

[HA][Ref] **VILLAGERS WITH TORCHES**  
After years of poverty, the Takarians were eager to be rid of their Great Sages. Fortunately, Chakotay and Tom Paris were there to keep them from being sent away on “wings of fire.”  
**Seeds or plays on table. Whenever opponent begins a planet mission attempt with fewer than three personnel, all are killed unless opponent has Thermal Deflectors in play.**  
Voy: 54 C

## FACILITY

### ❖ Kazon Outpost

Since losing its homeworld, the Kazon Collective raids others, establishing outposts throughout its territory.

Seed one at a [Kaz] or [NA] location OR build at such a location where you have a Kazon ENGINEER.

Has no transporters. ▼ The Kazon Collective  
[Kaz] OUTPOST SHIELDS 34  
Voy: 55 C

### ❖ Nekrit Supply Depot

Trade center for mining and commercial vessels. Located on the border of the Nekrit Expanse.

Seed one at any mission that is in (or adjacent to) the Nekrit Expanse Region OR build at such a mission where you have a Non-Aligned [DQ] ENGINEER.

[NA] OUTPOST SHIELDS 36  
Voy: 56 S

### ❖ Vidian Outpost

The Vidian Sodality establishes outposts throughout its territory, often hiding them inside barren planetoids.

Seed one at a [Vid] or [NA] location OR build at such a location where you have a Vidian ENGINEER.

▼ The Vidian Sodality  
[Vid] OUTPOST SHIELDS 34  
Voy: 57 C

## INCIDENT

### BLUE ALERT

Seeds or plays on table. Each of your *Intrepid*-class ships with no staffing requirements may use 2 RANGE to land or take off once each turn. Also, your shuttlecraft may be carried aboard and launched from your ships that have Tractor Beam. (Captain's Order.)  
Voy: 58 C

### CARETAKER'S ARRAY

Seeds at Ocampa planet (limit one here). Each player may seed a non-Borg [DQ] ship here. Ships at Badlands Region locations may relocate here. Once per turn, a ship with fewer than four staffing icons may report with crew here (limit 3 cards aboard). OR Plays at any time, for free, if a ship is about to be destroyed by Navigate Plasma Storms. Instead relocate ship to Ocampa planet or owner's hand.  
Voy: 59 R

[HA][Re] CONTAINMENT FIELD  
Seeds or plays on table. (Not duplicatable.) Each player who uses a ▼ icon, Hidden Fighter, or Going to the Top must first stack a card from hand face up here. Before each player's turn begins, they reclaim up to two of those cards; if they still have any here, they must skip that turn. Also, nullifies each Destroy Radioactive Garbage Scow (its owner loses its points), Static Warp Bubble, and Telepathic Alien Kidnappers.  
Voy: 60 C

### DELTA QUADRANT SPATIAL SCISSION

Seeds or plays on table. You may have up to two copies of each unique [DQ] Personnel and Ship card in play. Also, once each turn, you may place a unique [DQ] Personnel or Ship card from your hand out-of-play if you have a copy of that card in play (once per game per card title): all copies in play are attributes all +2 until start of your next turn, and you may play and/or draw up to two cards.  
Voy: 61 C

### HANDSHAKE

Plays once each turn (for free) if you have played no cards this turn and have fewer in hand than opponent; they must choose to discard three cards or allow you to draw three. OR Plays to look at top five cards in any draw deck or discard pile for ten seconds; rearrange as desired. OR Plays if you have at least three other cards in hand; discard entire hand and draw seven cards. Discard incident after any use.  
Voy: 62 U

### HOME AWAY FROM HOME

Seeds or plays on your ship with one or more staffing icons. If a [DQ] ship with "Alpha Quadrant" in lore: while not in Alpha Quadrant, your equipment and matching [DQ] personnel may report aboard: once each turn, one who has [Stf] icon may do so for free. If any other non-Borg ship: while not in its native quadrant, your personnel who match ship's affiliation and native quadrant (and your equipment) may report aboard.  
Voy: 63 C

### THE KAZON COLLECTIVE

Seeds or plays on table. Your Kazon affiliation may mix with one additional affiliation (may be changed at any time), may attempt [NA] missions, and is immune to assimilation. Once each turn, if you have a Maje in play, you may report another Kazon of his sect for free. OR Plays on your Kazon Warship. Your [Kaz] Personnel and Ship cards (except other Warships) may report aboard.  
Voy: 64 C

### THE VIDIAN SODALITY

Seeds or plays on table. Your Vidian affiliation may mix with one additional affiliation (may be changed at any time) and may attempt [NA] missions. Once each turn, you may report either a MEDICAL-classification Vidian or a MEDICAL-related Equipment card for free. OR Plays on your Vidian Cruiser. Your Vidiian may report aboard.  
Voy: 65 C

### VIDIAN BOARDING CLAW

Plays on any undocked ship present with your staffed, "unstopped" Vidian Cruiser. Those ships may not fire WEAPONS at each other; yours may not move. Your personnel may travel through Claw to and from other ship. If other ship moves, both ships are first damaged (discard Claw). You may discard Claw during your turn.  
Voy: 66 R

### WAR COUNCIL

Seeds or plays on your Neutral, Non-Aligned, or [DQ] facility, except Colony or a Nor. Each of your [NA] CIVILIAN and V.I.P. personnel who is native to this quadrant is CUNNING +2; once each turn, one may report aboard (for free). Each time opponent plays Going to the Top, you may download one personnel aboard. OR Plays on your crew or Away Team that has 4 Treachery. Draw up to three cards; discard incident.  
Voy: 67 R

## INTERRUPT

### AUTO-DSTRUCT SEQUENCE

When in a hopeless situation facing insurmountable odds, most starship captains would sooner destroy their own vessel than let it fall into enemy hands.

Plays on your ship. Ship self-destructs at end of your turn. Explosion damages all other ships at same location that have SHIELDS<8.  
Voy: 68 U

### BEYOND THE SUBATOMIC

In 2374, Kes' mental abilities began to grow at an astonishing rate. Soon she was able to perceive and control a new level of reality that exists in the space between subatomic particles.

Name a card type. Discard from top of your draw deck one by one until you discard a card of selected type: take it into hand. (If you exhaust draw deck first, you lose the game.)  
Voy: 69 C

### DISTORTION OF SPACE/TIME CONTINUUM

Even minor temporal incursions can cause shock waves with far-reaching effects. Annorax's sweeping interference changed both ancient and recent history throughout the Delta Quadrant.

Plays on any ship. "Unstops" ship, crew, and ship's Away Teams and restores any of this turn's RANGE already used by that ship.  
Voy: 70 U

### ESCAPE POD

Rapid-deploy emergency evacuation modules. Most starships are equipped with such systems.  
Plays on ship being destroyed. Escape pod saves entire crew. Unseen by enemy ships, crew remains in pod until personnel rescued. Discard after rescue.  
Voy: 71 C

### MUTATION

Tom Paris underwent a horrifying evolution after a transwarp test flight. His mutating DNA caused internal organs to shift, atrophy, and reform. His outward transformation was no less disturbing.  
Plays to shuffle top two cards of any discard pile into owner's draw deck. OR Plays once each turn; discard one card to draw two.  
Voy: 72 U

### NANOPROBE RESUSCITATION

Seven of Nine used a Borg procedure to resuscitate Neelix in 2374, nearly nineteen hours after his death. The Collective has restored drones after almost four times that duration.

Plays once every turn to return top card of your discard pile to hand. If it is a Personnel card and you have any [Com] Borg in play, you may report it to that Borg's location.  
Voy: 73 C

### QUINN

Member of the Q who felt immortal life had become futile, meaningless, and unendurable. Lobbied to be made mortal so he could commit suicide and upset the Continuum's status quo.

Thrice per game, nullifies an interrupt or event just played or revealed (even a Treaty), unless immune to Kevin Uxbridge or Amanda Rogers.

[−5 PTS]

Voy: 74 R

### THE GIFT

Distortions from Kes' expanding powers threatened to destroy *Voyager*. To save her friends, she permanently left the ship. To thank them, she pushed them 9,500 light-years closer to home.

If you have Kes aboard your ship at a spacelane location, place her out-of-play and relocate that ship to another spacelane location in same quadrant. Ship is "stopped."  
Voy: 75 U

### THE PHAGE

Highly adaptive, deadly virus that has plagued the Vidiian for over two millennia. Destroys genetic codes and cellular structure, requiring constant replacement of decaying organs and tissue.

Plays at start of mission attempt or personnel battle to kill any one Vidian present. OR Kills any one of your Vidiian; place that Vidian beneath draw deck or in hand.  
Voy: 76 C

### THE POWER

Tanis taught Kes to reach out with her mind, embrace the essence of life, and then transform it into death. "Hurt people, help them. ... give life, kill. It's all the same."

Plays once each turn to draw a card OR draw two and discard one of them (your choice) OR draw three and discard one (opponent's choice). (May not be converted to downloads.)  
Voy: 77 C

## MISSION

[P] Acquire Technology [DQ]  
Sikaris: Obtain tractor transport system from society with strict laws against trading technology with outsiders.  
ENGINEER + Physics + (Acquisition OR Diplomacy x3 OR Treachery x2 OR Pakled)  
[Fed][NA][Car][Fer][Kaz]  
[35 PTS]  
SPAN 3  
Voy: 78 U

[P] Aftermath [DQ]  
Lifeless world: Determine cause of a disaster that obliterated all life on this once-thriving planet.  
ENGINEER + Physics x2 + (Honor OR Treachery)  
[Fed][Rom][NA]  
[35 PTS]  
SPAN 4  
Voy: 79 U

[S] Ambush Ship [DQ]  
Ionized hydrogen cloud: Lure enemy ship to tactically advantageous space and launch an attack.  
Leadership x2 + WEAPONS>9  
X=30 (or 45 if opponent's occupied ship here).  
Any non-Federation crew may attempt mission.  
[X PTS]  
SPAN 5  
Voy: 80 U

[S] Answer Distress Signal [DQ]  
Arrithean space: Respond to call for help from malfunctioning isomorphic projection alone on alien ship.  
ENGINEER + OFFICER + MEDICAL  
\* +10 if a [Holo] personnel in crew.  
Any crew may attempt mission.  
[30\* PTS]  
SPAN 4  
Voy: 81 U

[P] Assist Cooperative [DQ]  
Nekrit Expanse Region • Factionalized colony: Help group of former Borg to unite and end anarchy.  
ENGINEER + SCIENCE + Computer Skill x2  
\* +10 if you have a [Com] personnel present.  
[NA]  
[30\* PTS]  
SPAN 3  
Voy: 82 U

[S] Catalog Phenomena [DQ]  
Nekrit Expanse Region • Plasma storm: Map dust clouds and other hazards in the Expanse.  
SCIENCE + Astrophysics + Stellar Cartography + Computer Skill  
Any crew may attempt mission.  
[30 PTS]  
SPAN 4  
Voy: 83 C

[P] Combat Training [DQ]  
Tarok: Survive training exercises at this formidable Kazon-Ogla base.  
STRENGTH>50 + any Maje  
\* +5 for each Kazon-Ogla present, up to four.  
[Kaz]  
[25\* PTS]  
SPAN 2  
Voy: 84 U

[P] Contact Resistance [DQ]  
**Mokra planet:** Seek aid from the Alsaurian resistance in freeing prisoners taken by the Mokra.  
**SECURITY + Leadership + STRENGTH>40**  
**OR Resistance + CUNNING>30**  
**[Fed][Klg][NA][Baj]**  
**[30 PTS]**

SPAN 4  
 Voy: 85 C

[P] Cure Deadly Virus [DQ]  
**Biohazardous world:** Develop anti-viral agent for fatal disease that lies dormant in its natural environment.  
**Exobiology x3 + Biology x2 OR Danara Pel**  
**Until solved, personnel on planet are quarantined.**  
*Any Away Team may attempt mission.*

SPAN 4  
 Voy: 86 R

[P] Expose Plot [DQ]  
**Banea:** Exonerate crewman framed for murder, and reveal conspiracy to commit scientific espionage.  
**Diplomacy + Computer Skill + Exobiology x2**  
**OR Law + Mindmeld**  
**[Fed][Rom][NA][Car]**  
**[35 PTS]**

SPAN 2  
 Voy: 87 U

[S] Heal Life-form [DQ]  
**Nucleogenic cloud:** Provide medical aid to spaceborne life-form injured by starship.  
**MEDICAL + Physics + Biology + Navigation**  
**[Fed]**  
**[35 PTS]**

SPAN 4  
 Voy: 88 U

[S] Inversion Mystery [DQ]  
**Inversion nebula:** Determine how plasma strands – typically unstable – have survived here for centuries.  
**ENGINEER + Astrophysics + Diplomacy**  
**[Fed][NA]**  
**[35 PTS]**

SPAN 3  
 Voy: 89 U

[S] Investigate Quantum Singularity [DQ]  
**Near Ildaria:** Investigate unidentified transmission emanating from this type-four quantum singularity.  
**Navigation x2 + CUNNING>40 +**  
**(ENGINEER x3 OR B'Elanna Torres)**  
**[Fed][NA]**  
**[45 PTS]**

SPAN 4  
 Voy: 90 R

[P] Kazon Conference [DQ]  
**Sobras:** Attend meeting of rival Kazon sects.  
**OFFICER x3 + SECURITY + Diplomacy**  
**\* +5 for each different Maje present.**  
**[Kaz]**  
**[20\* PTS]**

SPAN 4  
 Voy: 91 U

[P] Liberation [DQ]  
**Ocampa planet:** Liberate prisoner being held by Kazon sect on the surface of this desert planet.  
**SECURITY + (Transporter Skill OR Neelix)**  
**Ocampa may report on planet (for free).**  
**[Fed][NA][Kaz]**  
**[30 PTS]**

SPAN 3  
 Voy: 92 U

[P] Prevent Annihilation [DQ]  
**Rakosa V:** Stop malfunctioning Cardassian warhead from attacking defenseless, highly populated planet.  
**ENGINEER x2 + Leadership x2 + Computer Skill x2**  
**OR B'Elanna Torres**  
**[Fed][NA][Car]**  
**[40 PTS]**

SPAN 4  
 Voy: 93 U

[S] Prison Break [DQ]  
**Akritirian space:** Locate secret alien prison facility and rescue wrongfully incarcerated crew members.  
**Diplomacy + Navigation + Computer Skill**  
**May seed up to two [DQ] personnel under here.**  
*Any crew may attempt mission.*

SPAN 4  
 Voy: 94 U

[S] Reinitialize Warp Reaction [DQ]  
**T-class gas giant:** Collect radiogenic particles from the rings of this gas giant to restore full warp efficiency.  
**Astrophysics + Physics + (SCIENCE OR ENGINEER)**  
**Restores solving ship's RANGE used this turn.**  
*Any crew may attempt mission.*

SPAN 4  
 Voy: 95 U

[S] Study Interstellar Colony [DQ]  
**interstellar swarm:** Study the behavior patterns of this colony of space-dwelling life-forms.  
**SCIENCE + Anthropology + Exobiology**  
**Ocampa are disabled while here.**  
**[Fed][Klg][Baj][Car]**  
**[35 PTS]**

SPAN 2  
 Voy: 104 U

[P] Tak Tak Negotiation [DQ]  
**Tak Tak planet:** Obtain information and supplies from culture with highly ritualistic and gestural language.  
**Diplomacy x3 + CUNNING>35 OR Neelix**  
**[Fed][NA][Fer]**  
**[30 PTS]**

SPAN 3  
 Voy: 105 C

[P] Research Phase [DQ]  
**Avery III:** Conduct genetic research on lethal virus that destroys Vidian cellular structure.  
**Vidian + MEDICAL x2 + Exobiology x2 +**  
**SCIENCE + Physics OR Think Tank personnel**  
**[NA][Vid]**  
**[40 PTS]**

SPAN 2  
 Voy: 96 U

[P] Restock Supplies [DQ]  
**Planet Hell:** Search for fuel and food sources on this world with an inhospitable atmosphere.  
**Geology + Anthropology + (Biology OR cook)**  
**Transporter Skill required to beam up/down here.**  
*Any Away Team may attempt mission.*

SPAN 2  
 Voy: 97 U

[P] Restore Victims [DQ]  
**Talax:** Attempt to restore civilians killed by metreon cascade weapon on the Talaxian moon of Rinax.  
**SCIENCE x2 + Physics x3 + Transporter Skill x2**  
**Talaxians may report on planet (for free).**  
**[NA]**  
**[55 PTS]**

SPAN 4  
 Voy: 98 R

[S] Return Life-form [DQ]  
**Class-J Nebula:** Communicate with electromagnetic life-form on ship and return it to its native environment.  
**Computer Skill x2 + Astrophysics +**  
**Exobiology + Diplomacy OR Kathryn Janeway**  
**[Fed][NA]**  
**[40 PTS]**

SPAN 3  
 Voy: 99 U

[P] Revive Settlers [DQ]  
**Kohl settlement:** Awaken people trapped in cryonic hibernation on this planet recovering from a glacial freeze.  
**Computer Skill + Diplomacy + CUNNING>35 +**  
**(Holo) personnel OR discard one unique personnel)**  
**[Fed][NA][Vid]**  
**[35 PTS]**

SPAN 3  
 Voy: 100 U

[S] Salvage Operation [DQ]  
**Debris field:** Survey wreckage for recyclable ship systems and other items of value.  
**ENGINEER OR Archaeology OR Greed**  
**X=20 if one skill present, 30 if two, 40 if all three.**  
**Owner's end:**  
*Any crew may attempt mission.*  
*Your Salvage Starship objective may target this location.*

SPAN 4  
 Voy: 101 U

[P] Stop Bombardment [DQ]  
**Nezu colony:** Discover cause of repeated asteroid impacts on this resource-abundant planet.  
**Astrophysics + ENGINEER +**  
**Geology + Leadership**  
**[Fed][NA]**  
**[35 PTS]**

SPAN 3  
 Voy: 102 U

[P] Study Interment Site [DQ]  
**Ringed planet:** Investigate appearance of humanoid remains on the asteroids of this planet's ring system.  
**SCIENCE + Astrophysics + Honor + Anthropology**  
**OR Harry Kim**  
**[Fed][Klg][NA][Baj][Vid]**  
**[35 PTS]**

SPAN 4  
 Voy: 103 C

[S] Study Interstellar Colony [DQ]  
**interstellar swarm:** Study the behavior patterns of this colony of space-dwelling life-forms.  
**SCIENCE + Anthropology + Exobiology**  
**Ocampa are disabled while here.**  
**[Fed][Klg][Baj][Car]**  
**[35 PTS]**

SPAN 2  
 Voy: 104 U

[P] Tak Tak Negotiation [DQ]  
**Tak Tak planet:** Obtain information and supplies from culture with highly ritualistic and gestural language.  
**Diplomacy x3 + CUNNING>35 OR Neelix**  
**[Fed][NA][Fer]**  
**[30 PTS]**

SPAN 3  
 Voy: 105 C

[P] Unseat Dictator [DQ]  
**Iari:** Retrieve crewman possessed by the consciousness of a despotic ruler and restore rightful leader.  
**MEDICAL + SECURITY +**  
**(Empathy OR Mindmeld OR STRENGTH>55)**  
**[Fed][Klg][NA][Baj]**  
**[35 PTS]**

SPAN 3  
 Voy: 106 U

## OBJECTIVE

**ASSIGN MISSION SPECIALISTS**  
 Seeds or plays on table. You may download to one of your outposts up to two different mission specialists (personnel whose only skill is a regular skill) that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of each of your turns. (Unique.)  
 Voy: 107 C

**BOARDING PARTY**  
 Seeds or plays on table. Once each turn, your Boarding Pod may move to "ram" any ship present. Personnel on Pod go aboard; discard Pod. Also, once each turn, your Kazon aboard opponent's ship may use its transporters (ignoring its SHIELDS) OR steal an Equipment card aboard (score points; discard objective) OR download Commander Ship there (score double points; discard objective).  
**[10 PTS]**  
 Voy: 108 U

**COMMANDEER SHIP**  
 Plays on your Computer Skill personnel who is aboard opponent's empty ship (except a Borg cube). That personnel commandeers ship and, while objective in play, may meet up to three of its staffing icons. OR Seeds or plays on table. Opponent may not return to hand any ship which has your personnel aboard as an intruder or infiltrator.  
 Voy: 109 U

**DIVERT POWER**  
 Plays on table. At start of each of your turns, one of your ships with ENGINEER (or [Nav] Borg) aboard may "transfer power" until start of your next turn; subtract 1 from two of its attributes and add 2 to the remaining attribute. OR Plays on your ship with ENGINEER (or [Def] Borg) and Computer Skill aboard. WEAPONS or SHIELDS are +4 until start of your next turn, then discard objective. (Captain's Order.)  
 Voy: 110 U

**ORGAN THEFT**  
 Seeds or plays on table. Once each turn, your Vidian may use a Vidian Harvester to "steal organs" from any non-[Holo] personnel present (except an android or shape-shifter). Discard victim; you may report two Vidians (or download one) and, until end of your next turn, your Vidians may ignore The Phase. If victim belonged to opponent, you may discard objective to score points.  
**[10 PTS]**  
 Voy: 111 U

## PERSONNEL: BAJORAN

[Baj][Fed] Tabor [DQ]  
 [Stf][Maq] ENGINEER [DQ]  
 Bajoran whose brother and grandfather were killed in Crell Moset's grisly experiments. Under Teero's influence, helped his fellow Maquis seize U.S.S. Voyager in 2377.  
 • Honor • Youth • SECURITY  
 • Resistance • Stellar Cartography  
 INTEGRITY 8 CUNNING 7 STRENGTH 6  
 Voy: 112 R, 112\* R

## PERSONNEL: CARDASSIAN

[Car][Kaz] Seska [DQ]  
 [Cmd] ENGINEER [DQ]  
 Devious Cardassian operative. Broke her cover after becoming trapped in the Delta Quadrant aboard U.S.S. Voyager. Formed an alliance with the Kazon-Nistrim.  
 • Leadership • Treachery x2 • Transporter Skill  
 • SECURITY • Exobiology • Computer Skill  
 INTEGRITY 2 CUNNING 9 STRENGTH 6  
 Voy: 113 R, 113\* R

## PERSONNEL: FEDERATION

[Fed][NA] ❖ Ayala [DQ]  
 [Stf][Maq] SECURITY [DQ]  
 Versatile Maquis who has served exceptionally aboard U.S.S. Voyager. His many assignments have included tactical, ops, and guarding the brig.  
 • Astrophysics  
 INTEGRITY 7 CUNNING 7 STRENGTH 7  
 Voy: 114 C, 114\* C

[Fed][NA] *B'Elanna Torres*  
 [Stf][Maq] ENGINEER [DQ]  
 Former Maquis who became chief engineer of *U.S.S. Voyager*. Her Klingon and human halves are often at odds with each other. Married Tom Paris in 2377.  
 • ENGINEER • Computer Skill x2 • Astrophysics  
 • Cybernetics • Transporter Skill  
 INTEGRITY 7 CUNNING 8 STRENGTH 8  
 Voy: 115 R, 115\* R

❖ *Cavit*  
 [Cmd] OFFICER [DQ]  
 Lieutenant commander typical of executive officers stationed on smaller Starfleet ships. Posted to *U.S.S. Voyager*. Scornful of Maquis soldiers and sympathizers.  
 • Leadership • Anthropology  
 • Transporter Skill  
 INTEGRITY 6 CUNNING 6 STRENGTH 7  
 Voy: 116 C

[Fed][NA] *Chakotay*  
 [Cmd][Maq] OFFICER [DQ]  
 Former Maquis leader now serving as first officer on *U.S.S. Voyager*. Deeply spiritual. Honors the heritage of his grandfathers, though far from their sacred places.  
 • Leadership • Navigation • Diplomacy  
 • Anthropology x2 • Archaeology • Honor  
 INTEGRITY 8 CUNNING 8 STRENGTH 8  
 Voy: 117 R, 117\* R

[Fed][NA] *Chell*  
 [Stf][Maq] ENGINEER [DQ]  
 Talkative Bolian. Underwent field training soon after coming aboard *U.S.S. Voyager*. Has been a model – though somewhat paranoid – crewman ever since.  
 • Computer Skill • Anthropology • Biology  
 • Navigation  
 INTEGRITY 6 CUNNING 5 STRENGTH 5  
 Voy: 118 U, 118\* R

❖ *Dr. Fitzgerald*  
 [Stf] MEDICAL [DQ]  
 Typical of chief medical officers assigned to starships on short tours of duty. Stationed on *Caldik Prime* during the accident resulting in Tom Paris' discharge from Starfleet.  
 • Exobiology  
 INTEGRITY 6 CUNNING 7 STRENGTH 5  
 Voy: 119 C

*Harry Kim*  
 [Stf] OFFICER [DQ]  
*U.S.S. Voyager* operations officer, his first posting out of the Academy. Until then, had never missed calling home every week. Plays reed instruments. Unlucky at love.  
 • Stellar Cartography • ENGINEER • Music • Youth  
 • May volunteer for random selections (if applicable).  
 INTEGRITY 7 CUNNING 7 STRENGTH 6  
 Voy: 120 R

❖ *Joseph Carey*  
 [Stf] ENGINEER [DQ]  
 Representative of staff in engineering. Has a wife and two sons. Is building a model of *U.S.S. Voyager*. Doubts he'll finish before the real one returns home.  
 • Physics  
 INTEGRITY 6 CUNNING 7 STRENGTH 6  
 Voy: 121 C

*Kathryn Janeway*  
 [Cmd] OFFICER [DQ]  
 Former science officer of *U.S.S. Al-Batani*. Dog lover. Inspired by Amelia Earhart, Leonardo da Vinci, and her father. Has promised herself to get her crew home.  
 • SCIENCE • Diplomacy • Leadership  
 • Computer Skill • Physics • Astrophysics  
 INTEGRITY 7 CUNNING 8 STRENGTH 6  
 Voy: 122 R

[Fed][NA] *Lon Suder*  
 [Stf][Maq] ENGINEER [DQ]  
 Dangerous, violent Betazoid. Unable to sense even his own emotions. Murdered Crewman Darwin. Sought to atone after a mindmeld with Tuvok. Skilled floriculturist.  
 • Physics • Biology • Treachery • Honor  
 • May initiate personnel battle, against any affiliation.  
 INTEGRITY 6 CUNNING 8 STRENGTH 7  
 Voy: 123 R, 123\* R

[Fed][NA] ❖ *Mariah Henley*  
 [Stf][Maq] OFFICER [DQ]  
 Typical of Maquis who initially had difficulty fitting in aboard *U.S.S. Voyager*. Her home colony was ceded to Cardassia in the formation of the Demilitarized Zone.  
 • Geology • Computer Skill  
 INTEGRITY 5 CUNNING 7 STRENGTH 5  
 Voy: 124 C, 124\* C

[Fed][NA] *Marla Gilmore*  
 [Stf] ENGINEER [DQ]  
 Senior engineer on *U.S.S. Equinox*. Frequent attacks by the Ankarri "spirits" have made her claustrophobic. Eventually became part of the *U.S.S. Voyager* crew.  
 • Physics • Computer Skill  
 • Transporter Skill  
 INTEGRITY 6 CUNNING 7 STRENGTH 4  
 Voy: 125 U, 125\* U

[Fed][NA] *Maxwell Burke*  
 [Cmd] OFFICER [DQ]  
 First officer of *U.S.S. Equinox*. Almost dropped out of Starfleet. Was once romantically involved with B'Elanna Torres. Still the *p'tak* she claimed him to be.  
 • SECURITY • Leadership • Treachery  
 • Computer Skill x2  
 INTEGRITY 3 CUNNING 8 STRENGTH 7  
 Voy: 126 R, 126\* R

*Mitchell*  
 [Stf] SCIENCE [DQ]  
 Operator of the junction room on deck 16 of *U.S.S. Voyager*. Knows the bowels of the ship better than almost anyone aboard – including Captain Janeway.  
 • Computer Skill • Navigation • Astrophysics  
 INTEGRITY 7 CUNNING 8 STRENGTH 7  
 Voy: 127 U

*Mortimer Harren*  
 ENGINEER [DQ]  
 Solitary theoretician. Signed aboard *U.S.S. Voyager* to meet an admissions requirement at a cosmological institute. Not even his mother called him Mortimer.  
 • Astrophysics x2 • Stellar Cartography  
 INTEGRITY 6 CUNNING 9 STRENGTH 6  
 Voy: 128 U

[Fed][NA] *Noah Lessing*  
 [Stf] SCIENCE [DQ]  
 Acting science officer of *U.S.S. Equinox*. Fiercely loyal to Rudolph Ransom. Demoted to crewman by Kathryn Janeway when he joined *U.S.S. Voyager*.  
 • Computer Skill • Geology • Biology  
 INTEGRITY 6 CUNNING 7 STRENGTH 7  
 Voy: 129 U, 129\* U

*Rollins*  
 [Cmd] SECURITY [DQ]  
 Served at tactical aboard *U.S.S. Voyager* during Tuvok's absence in 2371. Received a promotion to lieutenant for exceptional service during the Caretaker incident.  
 • Leadership • Geology • Archaeology  
 INTEGRITY 7 CUNNING 7 STRENGTH 6  
 Voy: 130 U

[Fed][NA] *Rudolph Ransom*  
 [Cmd] OFFICER [DQ]  
 Accomplished exobiologist and diplomat. Captain of *U.S.S. Equinox*. Called "Rudy" by his crew. Lost in Delta Quadrant, has relaxed Starfleet protocols and principles.  
 • Leadership • Exobiology • SCIENCE  
 • Diplomacy • Transporter Skill • Treachery  
 INTEGRITY 5 CUNNING 8 STRENGTH 7  
 Voy: 131 R, 131\* R

*Samantha Wildman*  
 [Stf] SCIENCE [DQ]  
 Separated from her husband Greskrendregk by the Caretaker's actions. Their child, Naomi Wildman, has been raised on *U.S.S. Voyager*. Head of xenobiology.  
 • Exobiology x2 • Computer Skill ▼ Naomi Wildman  
 • Anthropology ▼ Any SCIENCE-related Equipment card  
 INTEGRITY 7 CUNNING 7 STRENGTH 4  
 Voy: 132 R

❖ *Stadi*  
 [Stf] OFFICER [DQ]  
 Female Betazoid representative of Starfleet helm officers. Has piloted a wide variety of Federation ships, most notably the prototype *U.S.S. Intrepid*.  
 • Empathy • Navigation • Honor  
 • If on a [Fed] ship, it is RANGE +1 (+2 if *Intrepid* class).  
 INTEGRITY 7 CUNNING 7 STRENGTH 5  
 Voy: 133 C

*The Doctor*  
 [Holo] MEDICAL [DQ]  
 E.M.H. on *U.S.S. Voyager*. Years of continuous use have expanded his program to include a vast knowledge of Delta Quadrant species and a love of opera.  
 • Exobiology x2 • Biology x2 • MEDICAL • Music  
 • Computer Skill ▼ Mobile Holo-Emitter (ignoring [AU]).  
 INTEGRITY 7 CUNNING 8 STRENGTH 5  
 Voy: 134 R

[Fed][NA] ❖ *Thompson*  
 [Stf] SCIENCE [DQ]  
 Typical *U.S.S. Equinox* crewman corrupted by Ransom and Burke's leadership. Science department head. Has also manned tactical since the security chief's death.  
 • Archaeology • Treachery • Physics  
 INTEGRITY 5 CUNNING 7 STRENGTH 6  
 Voy: 135 C, 135\* C

*Tom Paris*  
 [Cmd] OFFICER [DQ]  
 Best pilot aboard *U.S.S. Voyager*. Also acts as medical assistant. Led design and construction of the *Delta Flyer*. Prolific holodeck programmer. 20th-century history buff.  
 • Navigation x3 • ENGINEER • Astrophysics  
 • Computer Skill • MEDICAL • Biology  
 INTEGRITY 6 CUNNING 7 STRENGTH 8  
 Voy: 136 R

*Tuvok*  
 [Cmd] OFFICER [DQ]  
 Vulcan security chief of *U.S.S. Voyager*. Janeway's tactical officer and confidant for many years. Former instructor at Starfleet Academy. Breeds prize orchids.  
 • SECURITY • Leadership • Computer Skill  
 • Mindmeld • Biology • Music • Law  
 INTEGRITY 8 CUNNING 9 STRENGTH 9  
 Voy: 137 R

*Vorik*  
 [Stf] ENGINEER [DQ]  
 Vulcan serving on *U.S.S. Voyager*. Twin of Taurik. Tried to bond with B'Elanna Torres when enduring *Pon Farr* in 2373. Purged the blood fever in ritual *Koon-ut-kah-fee*.  
 • Mindmeld • Physics • Geology  
 • Anthropology  
 INTEGRITY 7 CUNNING 8 STRENGTH 8  
 Voy: 138 R

❖ *William Telfer*  
 [Stf] SCIENCE [DQ]  
 One of several crewmen serving in the science labs on *U.S.S. Voyager*. Billy Telfer is a hypochondriac. Also afraid of medication and counseling. Friend of Tal Celes.  
 • Biology • Stellar Cartography  
 INTEGRITY 7 CUNNING 6 STRENGTH 6  
 Voy: 139 C

## PERSONNEL: FERENGI

*Dr. Arridor*  
 [Cmd] MEDICAL  
 Served under Goss. While trapped with Kol in the Delta Quadrant, set up a lucrative exploitation of the Takarians by posing as one of their "Great Sages."  
 • Treachery • Exobiology • Anthropology  
 • Physics • Leadership • Acquisition  
 INTEGRITY 3 CUNNING 8 STRENGTH 5  
 Voy: 140 R

*Kol*  
 [Stf] SCIENCE  
 Piloted a shuttle sent into the Barzan wormhole by Goss in 2366. After posing as the Takarians' "Lesser Sage," returned to the Alpha Quadrant via the same wormhole.  
 • Navigation • Treachery • Greed  
 • Computer Skill • Stellar Cartography  
 INTEGRITY 4 CUNNING 6 STRENGTH 6  
 Voy: 141 R

## PERSONNEL: KAZON

❖ *Corez*  
 [Stf] SECURITY [DQ]  
 Representative of Kazon aligned with the Pommar sect. Has served as bodyguard to Minnis. Stood watch over a group of Trabe being held prisoner on Sobras.  
 • Treachery • Geology  
 ▼ Kazon Disruptor Rifle  
 INTEGRITY 5 CUNNING 6 STRENGTH 7  
 Voy: 142 C

*Culluh*  
 [Cmd] OFFICER [DQ]  
 First majo of the Kazon-Nistrim. Romantically involved with Seska. Commands a Kazon Raider. Seeks to capture *U.S.S. Voyager* and its technology at any cost.  
 • Leadership x2 • ENGINEER • Treachery • Greed  
 • Archaeology • Diplomacy ▼ Boarding Party  
 INTEGRITY 3 CUNNING 7 STRENGTH 9  
 Voy: 143 R

**Haliz**  
[Cmd] OFFICER [DQ]  
One of the greatest Kazon-Ogla warriors. Serves under Razik. Admired by many young Ogla, including Karden. Killed a Relora with his bare hands to earn his name.  
• **Biology • SCIENCE • Leadership**  
• **Stellar Cartography**  
INTEGRITY 5 CUNNING 8 STRENGTH 9  
Voy: 144 U

❖ **Halok**  
[Stf] ENGINEER [DQ]  
Kazon-Nistrim representative of technicians in Culluh's crew. Gained knowledge of bio-neural technology in his time aboard the commandeered *U.S.S. Voyager*.  
• **Astrophysics • Biology**  
▼ **Any ENGINEER-related Equipment card**  
INTEGRITY 6 CUNNING 7 STRENGTH 7  
Voy: 145 C

**Haron**  
[Cmd] OFFICER [DQ]  
First maje of the powerful Kazon-Relora, blood enemies of the Nistrim. Commands countless soldiers and a vast fleet of ships – including his own Kazon Raider.  
• **Leadership • Exobiology • MEDICAL**  
• **Greed • Stellar Cartography**  
INTEGRITY 6 CUNNING 6 STRENGTH 8  
Voy: 146 R

**Jabin**  
[Cmd] OFFICER [DQ]  
First maje of the Kazon-Ogla in 2371. Has laid claim to the Ocampa planet. His efforts to tap its subterranean resources have been thwarted by the Caretaker.  
• **Leadership • Astrophysics • Geology**  
• **Treachery • Greed**  
INTEGRITY 5 CUNNING 6 STRENGTH 8  
Voy: 147 U

**Karden**  
[Stf] OFFICER [DQ]  
Young Kazon-Ogla now come of age. Bravely earned his name like his brother, Kinell, before him. The only Kazon to ever form a real bond with a "Federation."  
• **Youth • Navigation x2 • Physics**  
• **Anthropology • Biology • Honor**  
INTEGRITY 8 CUNNING 8 STRENGTH 7  
Voy: 148 R

**Loran**  
[Cmd] OFFICER [DQ]  
First maje of the Kazon-Hobii. Has twice attended meetings with rivals in the hopes of ending skirmishes his small sect lacks the reserves to defend against.  
• **Leadership • MEDICAL • Physics**  
• **Archaeology**  
INTEGRITY 5 CUNNING 7 STRENGTH 7  
Voy: 149 U

❖ **Maniz**  
[Cmd] OFFICER [DQ]  
Typical of warriors loyal to the Kazon-Nistrim sect. Supervised repairs to *U.S.S. Voyager* after its capture in 2372. Resents Seska's hold over Culluh.  
• **Archaeology • Navigation • Leadership**  
INTEGRITY 6 CUNNING 7 STRENGTH 8  
Voy: 150 C

**Minnis**  
[Cmd] OFFICER [DQ]  
First maje of the Kazon-Pommar sect. Agreed to host negotiations between the Trabe and several Kazon sects in 2372. Gained little prestige from the debacle.  
• **Leadership • Diplomacy • Navigation**  
• **Biology • Computer Skill x2**  
INTEGRITY 7 CUNNING 7 STRENGTH 8  
Voy: 151 R

❖ **Narret**  
[Stf] SCIENCE [DQ]  
Loyal Kazon-Nistrim typical of Culluh's soldiers. Stood proudly with his maje as a bridge officer on the captured *U.S.S. Voyager*.  
• **Honor • Computer Skill**  
• **Stellar Cartography**  
INTEGRITY 7 CUNNING 7 STRENGTH 6  
Voy: 152 C

❖ **Rabek**  
[Stf] MEDICAL [DQ]  
Kazon-Nistrim physician. Typical of personal attendants often retained by a first maje. Seska did not find his abilities particularly impressive.  
• **Exobiology • Physics**  
INTEGRITY 7 CUNNING 6 STRENGTH 8  
Voy: 153 C

**Razik**  
[Cmd] OFFICER [DQ]  
First maje of the Kazon-Ogla. Personally oversees the training of new Ogla warriors. Intimately familiar with the base on Tarok. Commands a Kazon Warship.  
• **Treachery • Leadership • Anthropology**  
• **Geology • SECURITY**  
INTEGRITY 5 CUNNING 8 STRENGTH 8  
Voy: 154 R

**Retlick**  
[Stf] ENGINEER [DQ]  
Kazon-Nistrim serving under Culluh. Accompanied him at the Sobras conference. Received files from Jonas on Tom Paris' experimental transwarp flight.  
• **SCIENCE • Computer Skill • Physics**  
• **Treachery**  
INTEGRITY 4 CUNNING 8 STRENGTH 7  
Voy: 155 U

❖ **Ril**  
CIVILIAN [DQ]  
Representative of females throughout Kazon society. Has few rights, little power. Part of the Ogla sect. One of several women romantically involved with Jabin.  
• **Anthropology • MEDICAL • Geology**  
INTEGRITY 7 CUNNING 6 STRENGTH 5  
Voy: 156 C

❖ **Saldin**  
CIVILIAN [DQ]  
Representative of non-military Kazon. Pledged to the Pommar sect. Bartender and cook at the dive frequented by Tersa. Remembers Neelix's last visit there all too well.  
• **Computer Skill • SECURITY • Archaeology**  
INTEGRITY 4 CUNNING 7 STRENGTH 7  
Voy: 157 C

**Tersa**  
[Stf] OFFICER [DQ]  
Kazon-Pommar well connected with Minnis. Has had prior dealings with Neelix. Infatuated with a dancer who works at a bar on Sobras. Not her type.  
• **Anthropology • Diplomacy • Treachery**  
• **Exobiology**  
INTEGRITY 5 CUNNING 5 STRENGTH 7  
Voy: 158 U

**Tierna**  
[Stf] SECURITY [DQ]  
Kazon-Nistrim serving as Seska's aide. Assigned a suicide mission by Culluh as part of an elaborate plan to take *U.S.S. Voyager*. Determined to succeed.  
• **Navigation • Honor • Stellar Cartography**  
▼ **Kazon Bomb (as an interrupt, where Tierna present).**  
INTEGRITY 7 CUNNING 8 STRENGTH 6  
Voy: 159 R

**Valek**  
[Cmd] OFFICER [DQ]  
First maje of the Kazon-Oglamar. Expertly uses the slim resources of his sect in hit-and-run attacks, often staged near nebulae and other astronomical phenomena.  
• **Leadership • SCIENCE • Astrophysics**  
• **Navigation • Greed**  
INTEGRITY 6 CUNNING 8 STRENGTH 7  
Voy: 160 U

## PERSONNEL: NON-ALIGNED

**Arturis**  
[Stf] ENGINEER [DQ]  
Gifted linguist. Built the *Dauntless* to deceive and punish the *Voyager* crew. Blames them for the recent assimilation of his people, "Species 116," by the Borg.  
• **ENGINEER • Diplomacy • Anthropology**  
• **Computer Skill • Treachery** ▼ **Construct Starship**  
INTEGRITY 5 CUNNING 10 STRENGTH 6  
Voy: 161 R

**Dr. Ma'Vor Jetrel**  
[Stf] SCIENCE [DQ]  
Haakonian who developed the metreon cascade weapon. Deeply regretful of the hundreds of thousands of Talaxians killed by his invention. Dying of metremia.  
• **MEDICAL • Exobiology • Physics**  
• **Honor**  
INTEGRITY 7 CUNNING 9 STRENGTH 4  
Voy: 162 R

**Dr. Neria**  
[Stf] MEDICAL [DQ]  
Vhnori thanatologist. Studied Harry Kim in the hopes of learning more about his people's afterlife. Believes the truth is out there.  
• **Anthropology • Biology • Physics**  
INTEGRITY 6 CUNNING 7 STRENGTH 4  
Voy: 163 U

[NA][Fed] **Kes**  
[Stf] CIVILIAN [DQ]  
Four-year-old Ocampa. Mentored by The Doctor and Tuvok. Has begun to tap latent abilities few others of her species have. Was romantically involved with Neelix.  
• **MEDICAL • Exobiology • Biology**  
• **Empathy** ▼ **The Gift OR Beyond the Subatomic**  
INTEGRITY 8 CUNNING 8 STRENGTH 4  
Voy: 164 R, 164\* R

**Kurros**  
[Cmd] SCIENCE [DQ]  
Humanoid leader of the Think Tank, an elite group that solves problems – for a price. Brilliant tactician. Often does the exact opposite of what an adversary expects.  
• **SCIENCE • Treachery x2 • Diplomacy**  
• **Acquisition • Leadership**  
INTEGRITY 3 CUNNING 12 STRENGTH 5  
Voy: 165 R

**Magistrate Drang**  
V.I.P. [DQ]  
Nechani official and chairman of his planet's judicial committee. Though his people divide spiritual matters from government, his faith is quite strong.  
• **Diplomacy • Archaeology • Law**  
• **Anthropology**  
INTEGRITY 8 CUNNING 7 STRENGTH 5  
Voy: 166 S

[NA][Fed] **Neelix**  
[Stf] CIVILIAN [DQ]  
Talaxian jack-of-all-trades. Has served on a Trabalian freighter, mining colony, and *Voyager*. Serves as cook, morale officer, guide, and sometimes ambassador.  
• **Anthropology • Navigation • Diplomacy**  
• **ENGINEER • Geology**  
INTEGRITY 6 CUNNING 7 STRENGTH 5  
Voy: 167 R, 167\* R

**Nimira**  
[Stf] SECURITY [DQ]  
Telepathic Mari. Chief Examiner of the Constabulary. The unusual laws of her species have reduced crime, but created a black market for illicit violent thoughts.  
• **Empathy • Law • MEDICAL**  
INTEGRITY 7 CUNNING 6 STRENGTH 5  
Voy: 168 S

❖ **Paxim**  
[Cmd] OFFICER [DQ]  
Talaxian commander of a squadron garrisoned at the mining colony on Prema II. Tom Paris enlisted his help to reclaim *Voyager* from the Kazon-Nistrim in 2373.  
• **Navigation • Astrophysics • Exobiology**  
INTEGRITY 7 CUNNING 7 STRENGTH 6  
Voy: 169 C

**Penk**  
[Cmd] CIVILIAN [DQ]  
Norcadian entertainment producer. Arrogant. Corrupt. Abducts aliens from all over the sector and forces them to fight in the Tsunkatse matches.  
• **Acquisition • SECURITY • Treachery x2 • Greed**  
▼ **Any other card that has "Tsunkatse" in title or lore**  
INTEGRITY 2 CUNNING 8 STRENGTH 5  
Voy: 170 R

[NA][Fed] **Seven of Nine**  
[Stf][Com][Nav][Def] ENGINEER [DQ]  
Borg freed from the Collective. Slowly reclaiming her human past and individuality, guided by Kathryn Janeway, The Doctor, and the rest of the *Voyager* crew.  
• **SCIENCE • Stellar Cartography x2 • Physics**  
• **Exobiology • Computer Skill x2 • Music**  
INTEGRITY 7 CUNNING 9 STRENGTH 9  
Voy: 171 R, 171\* R

**Tanis**  
[Cmd] CIVILIAN [DQ]  
Unusually old Ocampa with strong psychokinetic powers. Follower of Suspiria. Delivered *Voyager* to her so she could avenge the death of her mate, the Caretaker.  
• **Empathy x2 • SCIENCE • Biology**  
• **Leadership • Treachery**  
INTEGRITY 4 CUNNING 8 STRENGTH 5  
Voy: 172 R

**The Pendari Champion**  
[Cmd] SECURITY [DQ]  
Crowd favorite in the Tsunkatse matches broadcast by Penk. Electrifying Pendari known for his superior strength, bad temper, and keen sense of smell.  
• **Leadership • Geology**  
• **In battle, may pair first (and select his adversary).**  
INTEGRITY 5 CUNNING 7 STRENGTH 15  
Voy: 173 UR

## PERSONNEL: ROMULAN

**Dr. Telek R'Mor**  
[Cmd][AU] SCIENCE [DQ]  
Romulan Astrophysical Academy member on deep space duty in 2351. Beamed to the present via a micro-wormhole to the *U.S.S. Voyager*.  
• **Astrophysics x2 • Stellar Cartography • Honor**  
• **ENGINEER • May report directly to any ship.**  
INTEGRITY 7 CUNNING 7 STRENGTH 7  
Voy: 174 R

**Nevala**  
[Stf] ENGINEER [DQ]  
Skilled pilot serving under Rekar. Her family's brushes with the Tal Shiar have left her highly suspicious and distrustful of others – even by Romulan standards.  
• **Navigation • Computer Skill x2 • Physics**  
• **Astrophysics ▼ Romulan PADD**  
INTEGRITY 6 CUNNING 7 STRENGTH 6  
Voy: 175 R

**Rekar**  
[Cmd] OFFICER [DQ]  
Seized and commanded the *U.S.S. Prometheus*. Planned to deliver it to the Tal Shiar. Didn't anticipate the resourcefulness of two Starfleet holograms.  
• **SECURITY • Treachery • Exobiology**  
• **Leadership • Geology ▼ Commandeer Ship**  
INTEGRITY 5 CUNNING 7 STRENGTH 8  
Voy: 176 R

## PERSONNEL: VIDIIAN

**Danara Pel**  
[Stf] MEDICAL [DQ]  
Hematologist who treated a phage outbreak on Fina Prime. Became romantically involved with The Doctor when she spent nearly three weeks on *U.S.S. Voyager*.  
• **Biology x2 • Computer Skill • Honor**  
• **Navigation • Stellar Cartography**  
INTEGRITY 8 CUNNING 8 STRENGTH 2  
Voy: 177 R

**Dereh**  
[Cmd] MEDICAL [DQ]  
Vidorian *honatta* to Motura. Tasked with obtaining new organs for his charge's survival. Duty-bound to take them from the living if a dead "donor" is unavailable.  
• **Navigation x2 • ENGINEER • Geology**  
• **Exobiology ▼ Organ Theft OR Vidian Harvester**  
INTEGRITY 3 CUNNING 8 STRENGTH 6  
Voy: 178 R

**Drenol**  
[Cmd] OFFICER [DQ]  
Planned to ambush *U.S.S. Voyager* in 2371 in a region filled with subspace vacuoles. A vengeful version of Kes from five years in the future tried to aid his efforts.  
• **Treachery • Diplomacy**  
• **Stellar Cartography**  
INTEGRITY 4 CUNNING 7 STRENGTH 6  
Voy: 179 C

**Hophalin**  
[Stf] ENGINEER [DQ]  
Representative of technicians serving the Vidian Sodality. Posted to the Avery III installation. Confident in the sophistication of his data encryption routines.  
• **Computer Skill • Archaeology • Physics**  
• **Treachery**  
INTEGRITY 6 CUNNING 7 STRENGTH 5  
Voy: 180 C

**Losarus**  
[Stf] SCIENCE [DQ]  
Typical Vidian researcher of astronomical and planetary sciences. Has a cardiovascular system highly susceptible to the phage. Has had 17 heart replacement surgeries.  
• **Geology • Astrophysics**  
• **Stellar Cartography**  
INTEGRITY 5 CUNNING 7 STRENGTH 4  
Voy: 181 C

**Motura**  
CIVILIAN [DQ]  
Vidorian sculptor. Would have died of the phage if not for lungs stolen from Neelix. Willing to be punished. When shown mercy instead, responded in kind to save Neelix.  
• **Diplomacy x2 • SCIENCE • Honor**  
• **Anthropology • Music ▼ Dereh**  
INTEGRITY 8 CUNNING 7 STRENGTH 5  
Voy: 182 R

**Nadirum**  
[Cmd] OFFICER [DQ]  
Commanded a Vidian Cruiser. Attempted to harvest organs from the *U.S.S. Voyager* crew in 2372. Dozens like him are on the same single-minded mission.  
• **Leadership • Computer Skill • Navigation**  
• **Organ Theft**  
INTEGRITY 5 CUNNING 7 STRENGTH 5  
Voy: 183 C

**Nirata**  
[Stf] MEDICAL [DQ]  
Representative of Vidian general medical practitioners. Chose to enter military service rather than pledge himself as *honatta* to a single individual.  
• **Exobiology • Biology**  
INTEGRITY 5 CUNNING 7 STRENGTH 4  
Voy: 184 C

**Sethis**  
[Cmd] SECURITY [DQ]  
Overseer typical of Vidians in charge of slave labor at large facilities like that on Avery III. Gets the most from his captives before sending them to Organ Processing.  
• **Archaeology • Exobiology • Leadership**  
INTEGRITY 3 CUNNING 7 STRENGTH 6  
Voy: 185 C

**Sorum**  
[Stf] SECURITY [DQ]  
Typical prison worker and bodyguard serving aboard Vidian ships and installations. Fears the phage will soon leave him too weak to continue in his duties.  
• **Anthropology • Biology • Geology**  
• **Lower Decks**  
INTEGRITY 5 CUNNING 5 STRENGTH 6  
Voy: 186 C

**Sulan**  
[Cmd] MEDICAL [DQ]  
Chief Surgeon of the Vidian Sodality. Divided B'Elanna Torres into two beings – fully human and fully Klingon – to study the phage's effects on Klingon genetic material.  
• **MEDICAL • Transporter Skill • Exobiology x2**  
• **Treachery • Computer Skill x2 • Physics**  
INTEGRITY 2 CUNNING 8 STRENGTH 5  
Voy: 187 R

**Telari**  
[Stf] MEDICAL [DQ]  
Medical aide aboard a Vidian Cruiser. When not assisting in surgery or harvesting, serves as relief science officer.  
• **SCIENCE • Anthropology • Physics**  
• **Vidian Harvester**  
INTEGRITY 5 CUNNING 6 STRENGTH 5  
Voy: 188 C

**Thaden**  
[Stf] MEDICAL [DQ]  
Representative of surgical technicians on Vidian ships. Well versed in medical procedures and ship systems; supervises both repairs and organ harvesting missions.  
• **ENGINEER • Astrophysics • Navigation**  
• **Transporter Skill**  
INTEGRITY 5 CUNNING 6 STRENGTH 4  
Voy: 189 C

## SHIP: FEDERATION

**Delta Flyer**  
SHUTTLECRAFT [DQ]  
Designed and often commanded by Tom Paris. Sports an ultra-aerodynamic tetraburnium alloy hull, retractable nacelles, unimatrix shielding, and photonic missiles.  
• **May report aboard your U.S.S. Voyager (for free).**  
• **Evasive Maneuvers**  
RANGE 8 WEAPONS 7 SHIELDS 7  
Voy: 190 R

**Type 9 Shuttlecraft**  
SHUTTLECRAFT  
Typical of shuttlecraft carried aboard *Intrepid*-class starships. *U.S.S. Voyager* carries an unusually large complement.  
• **May report aboard your Intrepid- and Nova-class ships.**  
RANGE 6 WEAPONS 5 SHIELDS 5  
Voy: 191 C

[Fed][NA] *U.S.S. Equinox*  
NOVA CLASS [DQ]  
NCC-72381. Science vessel pulled from Alpha Quadrant by the Caretaker. Its rogue crew designed an enhanced warp drive, killing nucleogenic life-forms for fuel.  
• **[Stf][Stf] X=4 if any crew member has "U.S.S. Equinox" in lore. Holodeck, Tractor Beam**  
RANGE 7+X WEAPONS 6 SHIELDS 7  
Voy: 192 R, 192\* R

**U.S.S. Intrepid**  
INTREPID CLASS [DQ]  
Prototype introduced in the early 2370s. Its bio-neural circuits respond faster than optical relays. Average crew complement of 140. Capable of a sustained warp 9.975.  
• **[Cmd][Stf] Holodeck, Tractor Beam**  
RANGE 8 WEAPONS 7 SHIELDS 8  
Voy: 193 C

**U.S.S. Voyager**  
INTREPID CLASS [DQ]  
NCC-74656. Commanded by Kathryn Janeway. Pulled 70,000 light years from the Alpha Quadrant. Its crew has spent nearly seven years on a long trek home.  
• **[Cmd][Stf] Holodeck, Tractor Beam**  
• **Bio-Neural Gel Pack ▼ Blue Alert**  
RANGE 9 WEAPONS 8 SHIELDS 8  
Voy: 194 R

## SHIP: KAZON

**Kazon Raider**  
RAIDER CLASS [DQ]  
Ship design stolen when the Trabe were overthrown in 2346. Favored by sects with more limited resources.  
• **Has no transporters.**  
• **[Stf] Kazon shuttlecraft may report, be carried, and launch aboard. Tractor Beam**  
RANGE 9 WEAPONS 7 SHIELDS 7  
Voy: 195 C

**Kazon Shuttle**  
SHUTTLECRAFT/BOARDING POD [DQ]  
Kazon shuttlecraft. Equipped with bow modifications designed to puncture a starship hull.  
• **Has no transporters.**  
• **Once each turn, may take off or land. ▼ Boarding Party**  
RANGE 6 WEAPONS 3 SHIELDS 5  
Voy: 196 C

**Kazon Warship**  
PREDATOR CLASS [DQ]  
Enormous Kazon vessel used as a mobile base of operations. Dwarfs even *D'deridex*-class ships.  
• **Has no transporters.**  
• **[Cmd][Stf][Stf] Ships with fewer staffing icons may be carried and launched aboard. Tractor Beam**  
RANGE 8 WEAPONS 11 SHIELDS 12  
Voy: 197 R

## SHIP: NON-ALIGNED

**Bothan Vessel**  
UNKNOWN CLASS [DQ]  
Standard ship design used by a reclusive, territorial race with powerful psionic abilities. Possesses technology which allows it to seem invisible to enemy vessels.  
• **[Cmd] Cloaking Device, Tractor Beam**  
RANGE 7 WEAPONS 6 SHIELDS 7  
Voy: 198 U

## SHIP: VIDIIAN

**Vidian Cruiser**  
CRUISER CLASS [DQ]  
Largest starship in the Vidian fleet. Capable of grappling onto an enemy ship, subduing it for boarding. Drenol commanded one.  
• **[Cmd][Stf][Stf] Tractor Beam ▼ Vidian Boarding Claw**  
RANGE 9 WEAPONS 10 SHIELDS 10  
Voy: 199 R

**Vidian Interceptor**  
INTERCEPTOR CLASS [DQ]  
Formidable ship favored for agility in battle. Suited to hit-and-fade attacks. Sulan commanded one prior to his promotion to Chief Surgeon of the Sodality.  
• **[Stf][Stf] Tractor Beam**  
RANGE 8 WEAPONS 8 SHIELDS 9  
Voy: 200 C

**Vidian Scout Vessel**  
SCOUT CLASS [DQ]  
Small, non-military Vidian ship, still powerfully equipped in case of urgent medical needs. Both Dereh and Danara Pel have commanded one.  
• **[Stf]**  
RANGE 8 WEAPONS 7 SHIELDS 7  
Voy: 201 C