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STAR TREK
VOYAGER™
ELITE FORCE™
OFFICIAL STRATEGY GUIDE

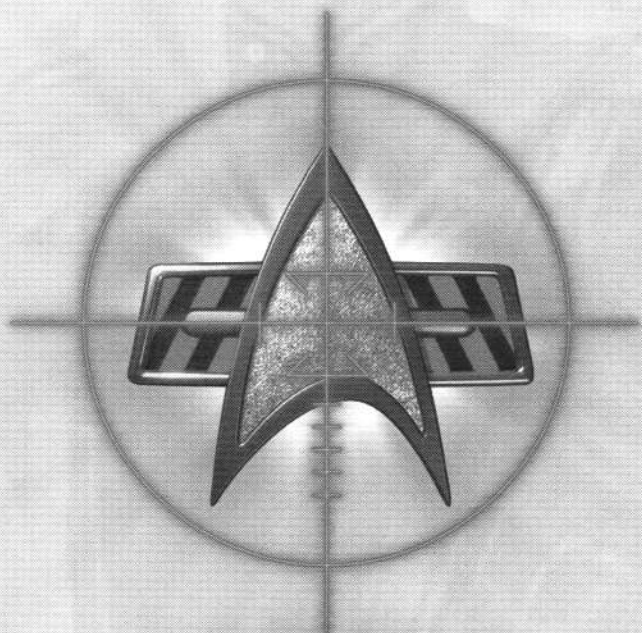
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received the
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from the ESRB:



For Windows® 95/98

ACTIVISION

LEVEL MAPS!



**STAR TREK
VOYAGER™**

ELITE FORCE™

OFFICIAL STRATEGY GUIDE

By Paul Bodensiek

STAR TREK VOYAGER™:
ELITE FORCE
Official Strategy Guide

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DEDICATION

For my father, Fred

Thank you for introducing me to the joys of writing.

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ABOUT THE AUTHOR

Federal regulations forbid the publication or dissemination of any specific information pertaining to the personal or professional life of Paul Bodensiek. Stricken of all details, here is what can be released:

Born 17 August, 1963 in Cape Cod Hospital, Hyannis Massachusetts, 02601, to Fred and Enid Bodensiek, Paul is the youngest of four children. He dropped out of Gettysburg College's physics program after his sophomore year to join a startup company and completed his mechanical engineering degree (*magna cum laude*) at Northeastern University night school. After 12 years and seven patents with the startup company, he left to begin another startup, ParaGrafix, which he runs to this day.

His wife, Mary, forced Paul to break his one cardinal rule: that he would never get married before he was 30. He was three months shy of this milestone when they were wed in a small ceremony in the magistrate's office in Hamilton, Bermuda. They have been happily married for over seven years.

Federal regulations also state that everyone who has read this bio must submit for radical brain surgery to remove all memory of this information.

ACKNOWLEDGEMENTS

First, and foremost, I have to thank Debra McBride, my longtime associate at Brady Games. Though she left the company just before I started this book, she has always gone to bat for me and given me a good reputation to try to live up to.

Leigh Davis, David Bartley, and Ken Schmidt at Brady Games have, as always, made working on this book a pleasure. Their help, guidance (and occasional nudging) have been invaluable. Thanks to Brady Games' production department for turning my text and hand-drawn maps into things of beauty.

Laird Malamed, Steve Elwell, and Aaron Gray at Activision and Kenn Hoekstra and Robert Gee at Raven deserve high praise for all their help in getting me the information that I've needed to write this book and for checking the finished product. (Thanks, Robert, for spending so much time showing me the latest build at E3.) Thanks to everyone at Raven for putting together such a fun game to work on.

Special thanks to the members of the DLF Clan, especially Wayne Vereb and Kevin Freeman, for helping me out with the multiplayer portion of the book and even putting their systems on the line when I wanted to test out a new config script.

As always, thank you Mary for putting up with my late nights.

INTRODUCTION

Trapped in the Delta Quadrant, isolated from any possibility of reinforcement, you and the crew of *U.S.S. Voyager* race home to Earth. Along the way, you are beset upon by every possible alien threat, from the savage and warlike Kazon to the dreaded Borg. To counter this threat, Lieutenant Tuvok has assembled a hand-picked team of elite security personnel.

It is your task, Ensign Munro, to become a valuable member of this elite force, known as the Hazard Team. Your training will be extensive. Not only do you have to know all about your own weapons and potential threats, you need to understand your opponents' tactics and vulnerabilities. Further, since you will often be cut off from *Voyager*, you will need to know how to resupply yourself during away missions using whatever materials happen to be at hand.

This strategy guide is your Hazard Team training manual. Between the covers of this book you will find all of the tactical information that you will need to help guide *Voyager* back to the Alpha Quadrant.

HOW TO USE THIS STRATEGY GUIDE

This strategy guide is broken into two main sections, Intelligence Data and Mission Prep, each provides specific information that can help you win *Star Trek: Voyager-Elite Force*. Although most every player will want to read Intelligence Data, those players wishing to take on the game unaided will prefer to ignore Mission Prep until such time as they run up against a brick wall and are unable to go any further. The third part of this book is devoted to information about multiplayer gaming and the cheat codes.

PART I: INTELLIGENCE DATA

This section is broken up into five chapters, each detailing a different aspect of the game. You will want to familiarize yourself with these chapters before getting to deeply into the game.

CHAPTER 1: ARMORY

Every weapon system that you or your enemy uses is explained in this chapter. Strengths and weaknesses are assessed, as are strategies for their best use.

CHAPTER 2: RESUPPLY

Since you'll often be away from the Doctor's ministrations and *Voyager's* armory, resupplying yourself in the field is of vital importance. Every source of resupply is detailed in this chapter.

CHAPTER 3: CREW ROSTER

Your survival depends on how you interact with the rest of the Hazard Team and all of *Voyager's* crew. Short biographies of the crew and Hazard Team are presented in this chapter.

CHAPTER 4: XENO BIOLOGY

The enemies that you encounter throughout the course of this game are many and varied — as are the strategies and weapons that you'll need to defeat them. This chapter presents each of the alien threats that you'll be up against and the best weapons and strategies for defeating them.

CHAPTER 5: BASIC TRAINING

Getting through *Star Trek: Voyager- Elite Force* is not simply a matter of having a bigger gun than your enemy. Using the proper weapon for the particular situation, marshalling your resources until you can resupply, and above all else getting the enemy before the enemy gets you will ensure your victory. Basic training is a crash course in survival, Delta Quadrant style.

PART II: MISSION PREP

Forewarned is forearmed. This is particularly true of the challenges you'll encounter in *Star Trek: Voyager- Elite Force*. Part II details every mission that you'll undertake as a member of *Voyager's* Hazard Team, providing you with maps to your objectives and step-by-step guides to walk you through the most harrowing of missions. If you want the minimum of information about a particular mission, just look at the map and leave the walkthroughs for when you're stuck.

PART III: SUPPLEMENTAL DATA

APPENDIX A: HOLODECK TRAINING (MULTIPLAYER GAMING)

This chapter provides you with strategies and tactics that will help you win even the most demanding of training missions. Remember, however, that most of the "enemies" you encounter in the holodeck will have the same training as you, so be on your guard.

APPENDIX B: CHEAT CODES

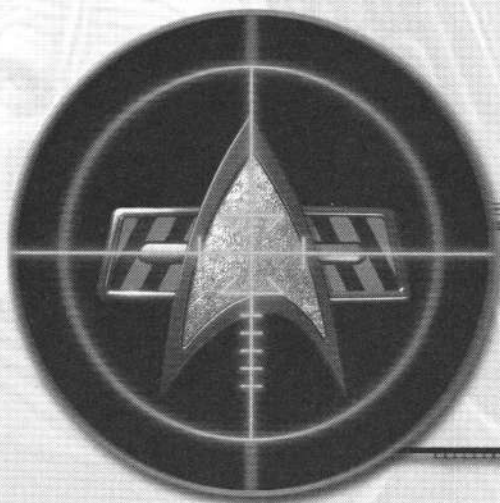
When all else fails...

REPORT TO TRANSPORTER ROOM ONE

It's time to begin your adventures in the Delta Quadrant. *Star Trek: Voyager- Elite Force the Official Strategy Guide* from BradyGAMES will help you survive and gain your rightful place among the Starfleet elite.

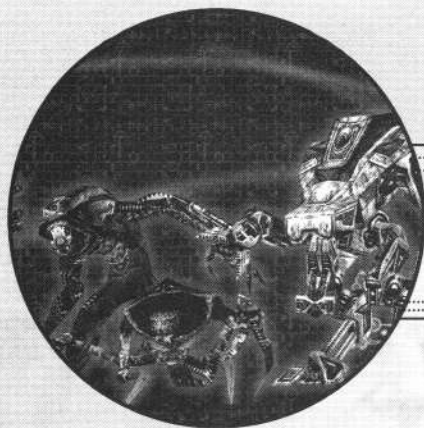
[CHAPTER]

1



ARMORY





TO: *U.S.S. Voyager Hazard Team Personnel*

FROM: Lieutenant Commander Tuvok

SUBJ: Weaponry

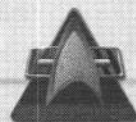
During the course of your appointment to *U.S.S. Voyager's* Hazard Team you will have the opportunity to use a number of Federation issue and alien technology weapons. Your survival, and that of your fellow crewmembers, will depend upon your effective use of these weapons. Use the wrong weapon for a particular situation and your death can be swift.

Study the following technical specifications carefully. You will be tested on it ... in the field.

TIP

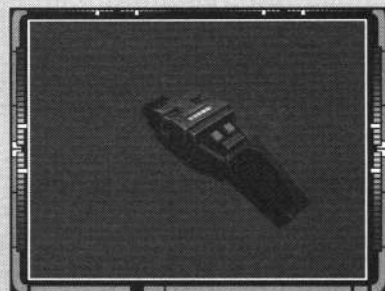
When firing against distant opponents you can increase your accuracy by employing the zoom option of your TED (Tactical Eye Display). Use the Z key to toggle zoom on and off. Holding the Z key increases the zoom level.

Zooming also enhances your view when using light amplification.



HAND PHASER

Quick Key	1
Advantage	Regenerative power supply
Disadvantage	Low damage yield
Secondary Fire	Disintegrate
Reload	Not applicable



The standard issue Federation hand phaser is a versatile weapon, capable of settings from warm to disintegrate. Engineering has modified the hand Hazard Team's phasers by simplifying the setting controls and replacing them with a dual trigger system. Although the least powerful weapon in your arsenal, the hand phaser's regenerative power supply makes it the ideal tool for destroying static targets (control panels, distribution nodes, etc.).

TIP

The hand phaser's regenerative power supply means that this weapon will never run out of energy. Recharging the weapon does take time, however, so remember to use controlled bursts and keep your eye on the power level indicator of your TED.

When the phaser's main power supply drains to 0, the beam loses most of its power and is very weak.

PHASER RIFLE, AKA COMPRESSION PHASER, AKA PHASER TYPE-3

Quick Key	2
Advantage	Good damage yield
Disadvantage	Slow fire rate, high energy consumption on secondary fire
Secondary Fire	Disintegration
Reload	Weapon energy



A heartier version of the hand phaser, the phaser rifle is most versatile weapon in your arsenal. Effective against targets small and large.

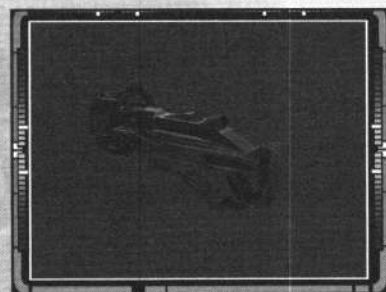
TIP

Use the secondary fire sparingly as it consumes extremely high amounts of weapon energy. Unless time is of the essence in destroying the target, it generally takes less power to fire more times using primary fire mode.

INFINITY MODULATOR, AKA I-MOD

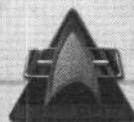
Quick Key	3
Advantage	Effective against Borg shields
Disadvantage	High energy consumption
Secondary Fire	High power fire
Reload	Weapon energy

Using a unique phase modulation scheme developed by Seven of Nine, the I-Mod continuously changes its energy frequency to render Borg shield modulations ineffective. This results in the only energy weapon able to constantly provide defense against the Borg. The weapon's high energy consumption, however, makes it a less than desirable weapon against other enemies.



TIP

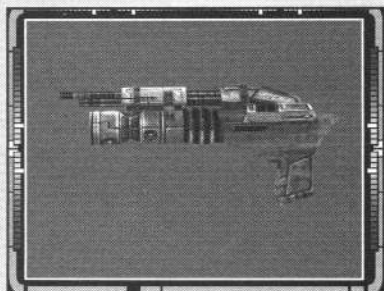
Because of the I-Mod's high power usage, you will want to make sure that you take careful aim before firing. While on board Borg vessels you will generally be outnumbered and running out of ammo is a quick way to become one of the Collective.



SCAVENGER WEAPON

Quick Key	4
Advantage	High rate of fire, projectile based
Disadvantage	Fast ammunition depletion
Secondary Fire	Explosive, ballistic projectile
Reload	Power crystals

The amalgam forces within the damping field use the scavenger weapon as they seek to strip newly arrived ships of their resources. This weapon's high rate of fire makes it particularly effective in crowded situations where exact aiming may not be possible. Short bursts are best with this weapon because of its high fire rate and ammo consumption.



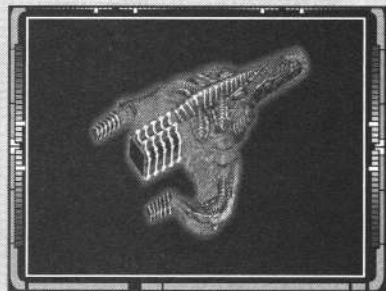
TIP

The secondary fire projectile does not do particularly high damage, but is excellent for crowd control and for taking out a number of wounded enemies that are all in a small area.

STASIS WEAPON

Quick Key	5
Advantage	Effective at short range
Disadvantage	Less effective at long range
Secondary Fire	Larger number of projectiles
Reload	Power crystals

Similar to a primitive shotgun, the stasis weapon fires a small number of projectiles in a conical spread pattern. Because of the spreading action of the projectiles, the weapon is most effective at short range where the impacts will be more concentrated.



TIP

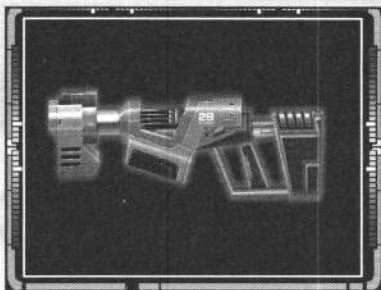
When the secondary fire option is used, more projectiles are fired with a smaller dispersal pattern. This option is more effective against single adversaries or enemies that are further away. The middle projectile does the most damage.

COMPOUND GRENADE LAUNCHER

Quick Key	6
Advantage	High damage yield
Disadvantage	May cause collateral damage if not fired with care, shell may bounce past target
Secondary Fire	Magnetic, timed explosive
Reload	Weapon Energy

The grenade launcher is particularly effective against crowds that are in small areas. Because the shell does not explode on impact, its launch velocity may cause it to continue past its intended target. Careful aim and practice are necessary for the use of the compound grenade launcher.

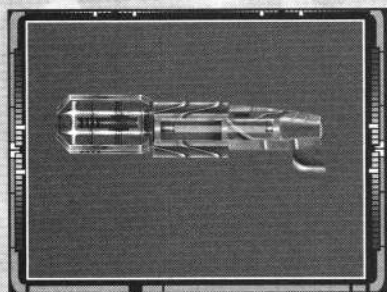
For precision firing, use the secondary fire option that magnetizes the shell allowing it to stick to bulkheads, floors, ceilings ... and alien beings.



TIP

The magnetic shells have a two second delay fuse. When firing at moving targets the shell should be placed well ahead of the target so that the opponent will be near the shell when it explodes.

TETRYON PULSE DISRUPTER, AKA TPD



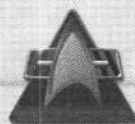
Quick Key	7
Advantage	High damage yield
Disadvantage	Wide dispersion at long range
Secondary Fire	Ricochet action
Reload	Power crystals

The TPD employs rotating disrupter chambers to greatly increase the firing rate. This results in a weapon of devastating potential—although

each individual disrupter bolt provides limited damage, the large number of bolts fired in a short time will tear apart even a heavily armored opponent. The favored weapon of the Hirogen.

TIP

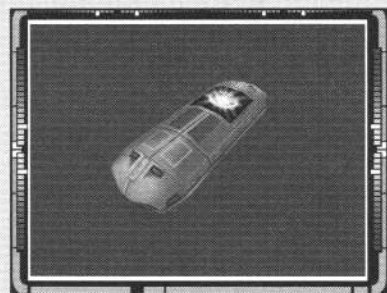
The secondary fire option of this weapon is most effective when you want to fire at an opponent without exposing yourself to return fire.



PHOTON BURST

Quick Key	8
Advantage	Extremely high damage yield
Disadvantage	High energy consumption, ineffective at short range because of collateral damage
Secondary Fire	Self-guided homing charge
Reload	Weapon energy

A compact photon torpedo launcher. Rather than using 2 meter long photon torpedoes, this weapon replicates photon particles which are smaller but still massively destructive. The photon burst is effective against the most powerful of enemies or large groups of less powerful ones.



TIP

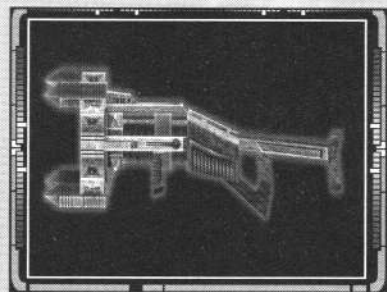
Care must be taken with this weapon that targets are sufficiently far away. If fired at close range, the blast can do damage to the bearer of this weapon.

The secondary fire will only be homing to its target if the target is in your crosshair at the time of fire. If your target then runs or moves, the tracking particle will home in on the target no matter how severe the angle.

ARC WELDER AKA DREADNOUGHT WEAPON

Quick Key	9
Advantage	High damage yield
Disadvantage	Relatively rare reload sources
Secondary Fire	Self-aiming disintegrator
Reload	Power crystals

The dreadnought weapon is one of the most destructive weapons in your arsenal. Although originally constructed as a welding tool for the maintenance robots aboard the dreadnought gun ship, the high energy output make it particularly effective against all manner of targets. The secondary fire mode automatically aims a higher power charge against the closest adversary.

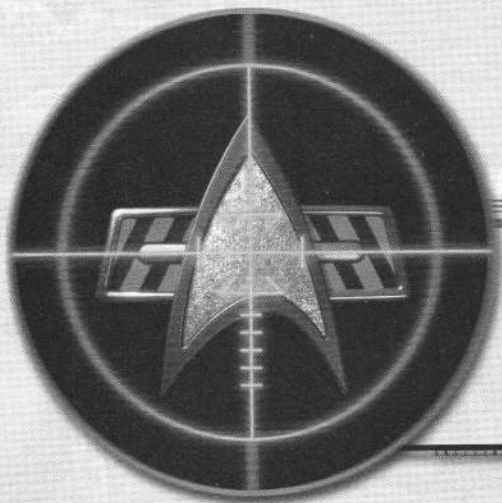


TIP

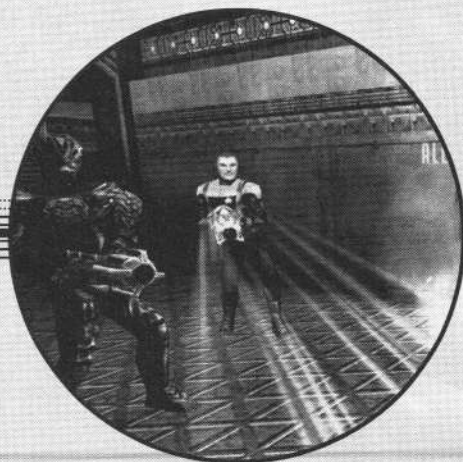
The secondary fire projectile only dissipates when it hits a wall after it has traveled a far distance. Because of that, it can be used to inflict damage on a large grouping or line of targets/enemies.

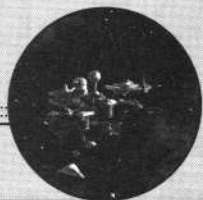
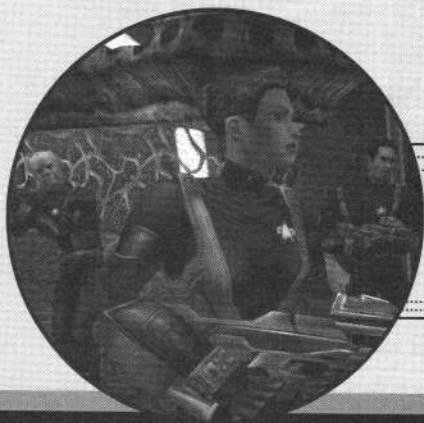
[CHAPTER]

2



RESUPPLY





TO: *U.S.S. Voyager Hazard Team Personnel*

FROM: *Lieutenant Commander Tuvok*

SUBJ: *Away Mission Assets*

Throughout your missions in the "starship graveyard" you will be aboard many alien vessels. As the name implies, these alien ships will have many systems that differ in appearance from those that you are familiar with. This portion of your training manual provides you with the most complete information we have available on the basic alien systems that you will encounter.

Training holomatches have separate assets specifically designed for their training value. See Appendix A, Holodeck Training, for more information on these assets.

TIP

Unless otherwise noted, all power systems and controls must be used (press the space bar).

POWER TERMINALS

While on away missions, you will not be able to resupply your weapons or hazard suit from standard Starfleet energy terminals. For this reason the hazard suit employs a universal power converter. This power converter is capable of transforming most any alien power source into one compatible with either your hazard suit or Starfleet issue weaponry.

There are three things that you must be aware of concerning energy sources:

- ⊗ The two types of energy — hazard suit and weapon — are incompatible with each other. Your power converter will automatically route power to the device(s) with which it is compatible.
- ⊗ Although power terminals provide two different types of energy, the two look identical. Your TED is programmed to indicate which type of energy a particular terminal's power can be transformed into. You can also tell the difference between the types of power terminals by their color — typically, health energy terminals are red, while weapon energy terminals are blue.
- ⊗ Hazard suit energy is also called "health energy" and the power terminals called "health energy terminals" since the hazard suit uses it to strengthen its ablative armor as well as replicate nanite medical robots — both of which contribute directly to your health and wellbeing.

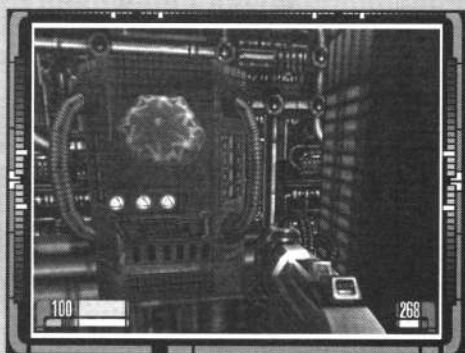
Scans taken throughout the "ship graveyard" have located a number of different models of energy sources that you will be able to use as you attempt to aid *Voyager's* escape from this region of space. It is in your best interests to familiarize yourself with the appearance of these power terminals so that you may use them when they are available.

While the power converter can adapt alien power supplies to Starfleet weapons, alien weapons may not be compatible. In this case, it will be necessary to find the appropriate ammunition for the particular weapon.



BORG POWER TERMINAL

Although they are essentially powered by their biological systems, the Borg utilize power terminals to provide energy to some of their implants.



STASIS SHIP POWER TERMINAL

This power terminal is found aboard the Stasis Ship.



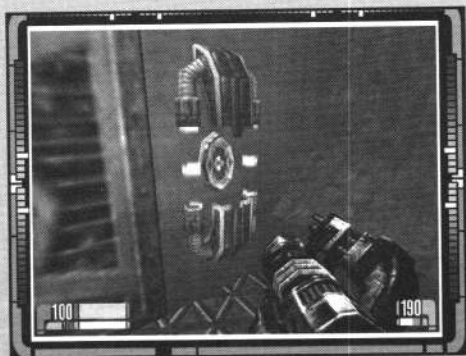
SCAVENGER POWER TERMINAL

The Scavengers employ any type of technology that they can find to supplement their basic technologies. Their power terminals are old 23rd century Federation units — primitive, but effective.



DREADNOUGHT POWER TERMINAL

Originally used to power maintenance robots, your power converter makes good use of the Dreadnought power terminal.



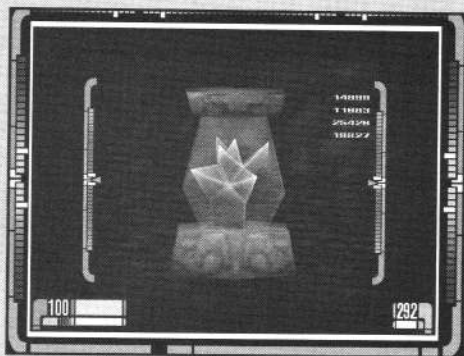
FORGE POWER TERMINAL

You will find these power terminals aboard the Forge.



MISCELLANEOUS WEAPON POWER SYSTEMS

POWER CRYSTAL



Powers the Stasis and Scavenger weapons. There are different looking power crystals for each alien space craft. Similar to the different energy terminals per ship.

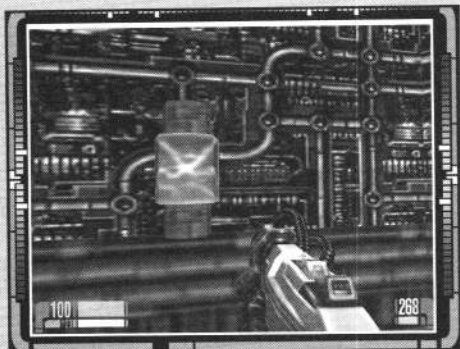
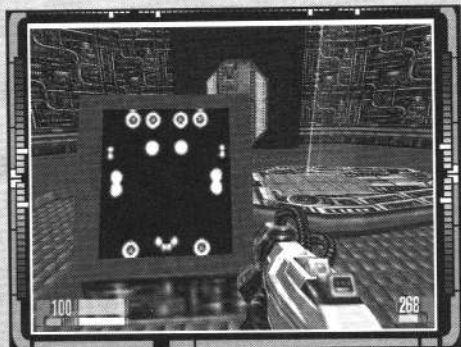
CONTROL CONSOLES

All races must have some way of interfacing with their respective vessels. On many away missions, you will be called upon to make adjustments to many different systems in the ships that you visit. Astrometrics has obtained the following scans of alien control consoles. Because of the great many controls aboard alien vessels, such a listing can not possibly show every type of console. This list is provided to help you familiarize yourself with the sometimes strange technologies.

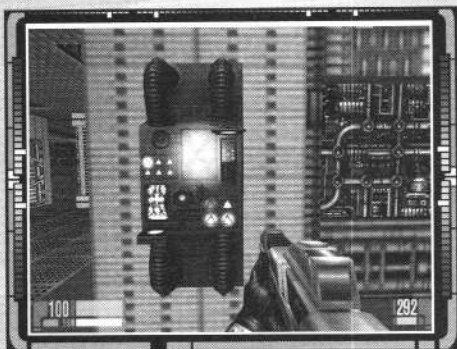
FEDERATION CONSOLES



BORG CONSOLES



Lift Control



Distribution Node (dis-node)



Plasma Filter

TIP

Borg distribution nodes supply broadcast power to all drones and containment fields within an area. Destruction of a dis-node will take all drones and fields within that area offline.

TIP

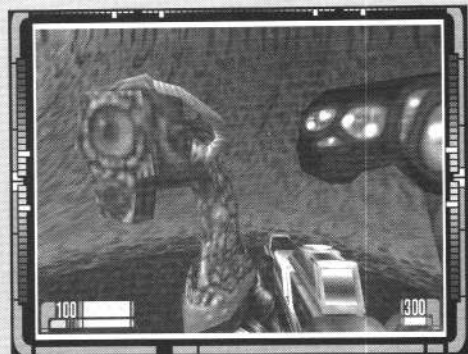
Plasma filters are power supplies created by highly compressed plasma. If shot, the plasma explodes, destroying any architecture within its blast radius.



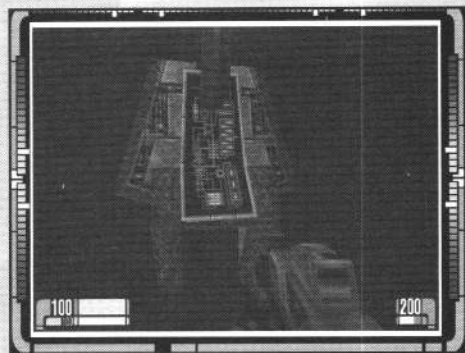
SCAVENGER CONSOLES



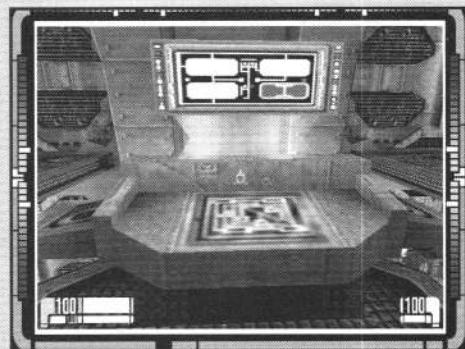
STASIS CONSOLE



FORGE CONSOLES



DREADNOUGHT CONSOLES



MISCELLANEOUS ALIEN SYSTEMS

In addition to controls and power systems, you will also encounter other alien systems.

ISODESIUM

Isodesium is the one material that seems to be immune to the effects of the Forge's damping field. With a sufficient supply of isodesium, Lt. Torres believes that she will be able to restore power to Voyager's systems.



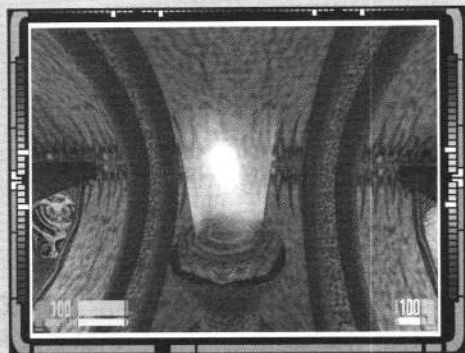
STASIS DEFENSE TRANSPORTERS

The Stasis defense transporters project Etherians where ever they are required.



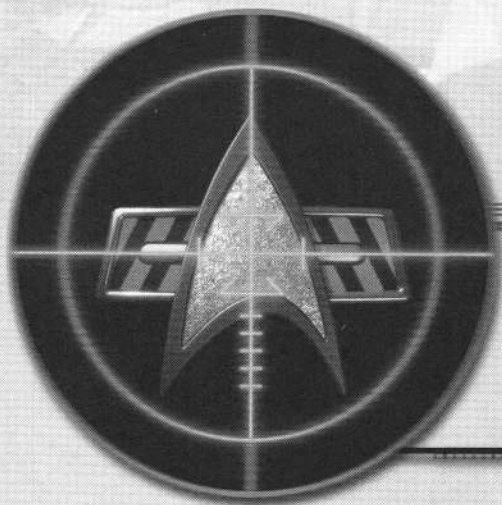
STASIS TRANSPORTERS

Use the Stasis transporters to move within the ship. Stasis transporters come in pairs that have locked phase variances, thus removing the potential problems of intra-ship beaming. This also limits them to having a single destination, which cannot be altered. Some pairs of transporters are one-way only, eliminating any possibility of retracing a route.



[CHAPTER]

3



CREW ROSTER





TO: *U.S.S. Voyager Hazard Team Personnel*

FROM: Lieutenant Commander Tuvok

SUBJ: Crew Assignments

As members of the newly formed Hazard Team, you must familiarize yourselves with the other members of the team. Your strengths and weaknesses will meld to form a single unit if you are to overcome the adversaries which *Voyager* might find itself up against.



U.S.S. VOYAGER SENIOR COMMAND CREW

As a member of the Hazard Team, you will often be in contact with members of *Voyager's* senior staff. It is their job, not that of Hazard Team members, to determine ship policy and you must always understand your position in the chain of command.

CAPTAIN KATHRYN JANEWAY

VOICE BY: KATE MULGREW

POSITION: CAPTAIN

Captain Janeway's devotion to duty and her ship were instilled at a young age by her father, a Starfleet admiral. Very much a hands-on commander, Janeway often takes part in away missions when more conservative officers would remain aboard their ships to direct the action. Her experience as science officer aboard *U.S.S. Al-Batani* early in her career and extensive knowledge of engineering have added much to *Voyager's* potential for again reaching Earth.

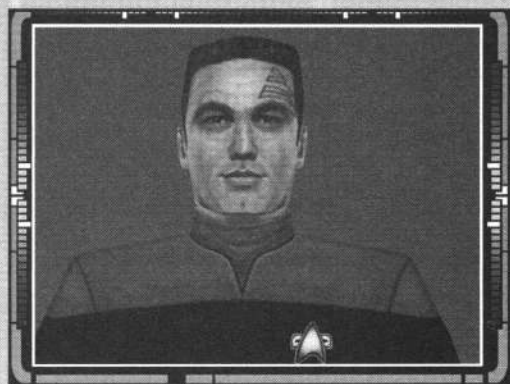


COMMANDER CHAKOTAY

VOICE BY: ROBERT BELTRAN

POSITION: FIRST OFFICER

Fiercely proud of his Native American heritage, Commander Chakotay left Starfleet for the Maquis to defend his homeworld against the Cardassians. While fleeing from a Cardassian ship, Chakotay and his crew entered the Badlands and were abducted to the Delta Quadrant. Subsequently, their ship was destroyed and, in an effort to help smooth relations between the combined crew, Captain Janeway made Chakotay her first officer.

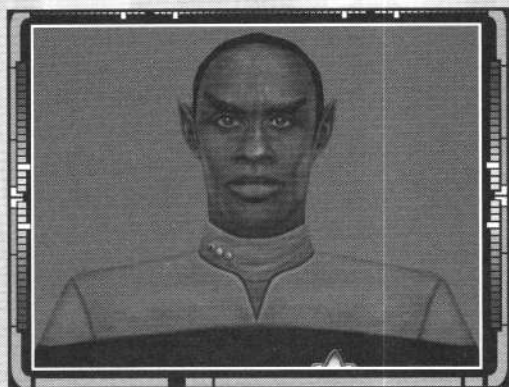


LIEUTENANT TUVOK

VOICE BY: TIM RUSS

POSITION: SECURITY CHIEF

Tuvok's youthful looks are deceiving. He is over 100 years old. Tuvok was serving aboard Chakotay's Maquis raider as a Starfleet spy, under Captain Janeway's command, when the ship was drawn into the Delta Quadrant. He taught at Starfleet Academy for 16 years and was an instructor in archery science at the Vulcan Institute of Defensive Arts for several years. This experience has helped shape him into an excellent security chief aboard *Voyager*. Although Vulcans are normally pacifists, Tuvok is not above using force when necessary.

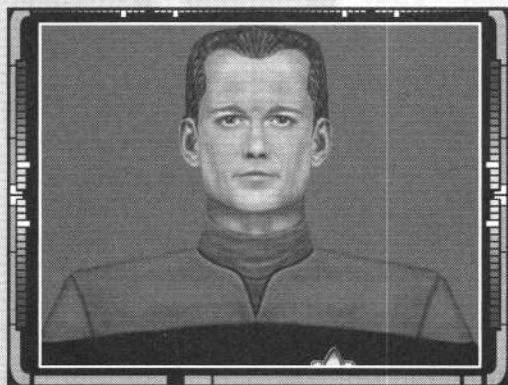


ENSIGN THOMAS EUGENE PARIS

VOICE BY: ROBERT DUNCAN MCNEILL

POSITION: HELMSMAN

Being the son of a Starfleet admiral was not enough to soften his reprimand following the death of three of his fellow Starfleet officers. Forced to leave Starfleet, Tom eventually became a mercenary for the Maquis, but was captured during his first assignment. His excellent piloting skills and familiarity with the Badlands, the favored Maquis hiding place, convinced Captain Janeway to get Paris out of the Federal Penal Settlement in New Zealand. Tom's temper and impulsiveness have often gotten him in trouble aboard *Voyager*, ultimately causing him to be busted to ensign from his provisional rank of lieutenant.

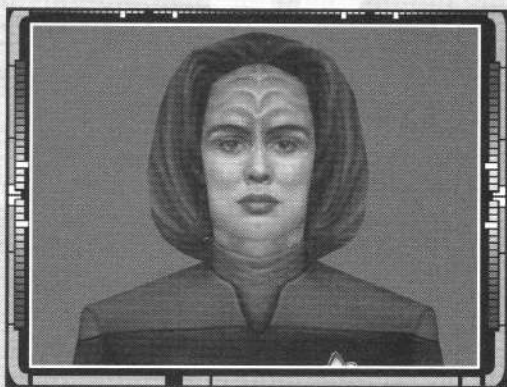


LIEUTENANT B'ELANNA TORRES

VOICE BY: ROXANN DAWSON

POSITION: CHIEF ENGINEER

A highly skilled engineer, B'Elanna's aggressive temperament (a product of half-Klingon, half-human lineage) caused her to leave Starfleet Academy during her second year. Although she did not believe that she was Starfleet material, her instructors at the Academy were not convinced of this, and her mostly exemplary record aboard *Voyager* seems to bear them out. Her relationship with Tom Paris appears to have a mellowing effect on them both.



ENSIGN HARRY KIM

VOICE BY: GARRETT WANG

POSITION: OPERATIONS OFFICER

Harry Kim is not the luckiest of people. His first tour of duty, fresh out of the Academy, was aboard *Voyager's* ill-fated journey to the Delta Quadrant. Adding insult to injury, he was killed when part of *Voyager* experienced explosive decompression caused by a spatial scission. The "Harry Kim" currently serving aboard *Voyager* is, in fact, a member of the crew of a duplicate *Voyager* created by the scission. Following his death, Harry's luck has been getting better and he has not died since.

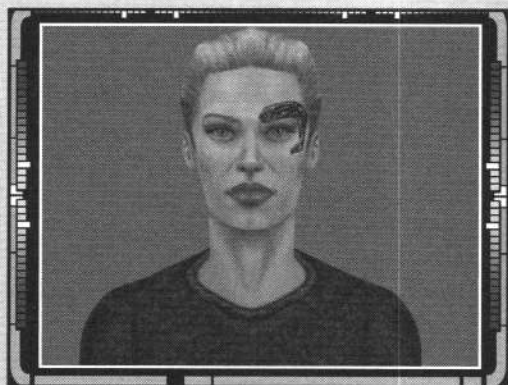


SEVEN OF NINE

VOICE BY: JOAN BUDDENHAGEN

POSITION: NO FORMAL ASSIGNMENT

Born Annika Hansen to human parents, Seven of Nine was assimilated by the Borg while still a young child. When *Voyager* entered into an unprecedented alliance with the Borg in their fight against Species 8472, Seven was assigned aboard *Voyager*. During the fighting, Seven's Cube was destroyed and she was forced to remain aboard *Voyager*. Although most of her implants have been removed, Seven has not fully adjusted to life as a human being and has trouble interacting with people on a personal level. Her varied skills, many developed during her time as a drone, make her an invaluable asset to *Voyager* and its away missions.

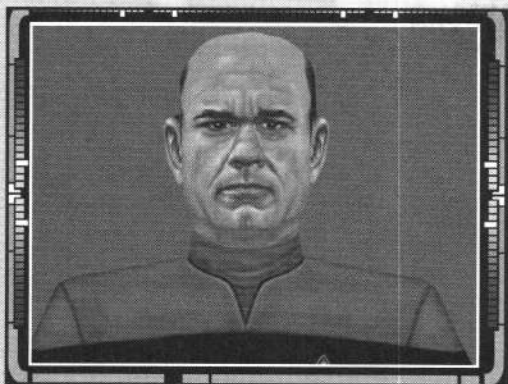


EMERGENCY MEDICAL HOLOGRAM

VOICE BY: ROBERT PICARDO

POSITION: SHIP'S DOCTOR

Although designed as a short duration emergency hologram, the Doctor has been operational almost continuously for over six years. This has put quite a strain on his original programming and been the cause of some tense moments. Growing beyond his original programming, the Doctor is an accomplished opera singer and painter. The Doctor was equipped with an autonomous holo-emitter by Henry Starling, a 20th-century computer "pioneer" who had acquired 29th-century technology from a crashed Starfleet timeship. The Doctor is now an integral part of *Voyager's* crew and an accomplished diagnostician and doctor.



NEELIX

VOICE BY: ETHAN PHILLIPS

POSITION: CHEF, MORALE OFFICER,
DIPLOMATIC ADVISOR

It would be wrong to underestimate Neelix. Although not a specialist in any particular field, Neelix is a jack-of-all-trades who is more than competent in a large number of disciplines. It was his general knowledge of the Delta Quadrant and love of adventure that first lead him to petition Captain Janeway to include Kes and himself in *Voyager's* crew. His most famous, or infamous, role aboard *Voyager* is that of chef, an attempt to reduce the ship's reliance on replicated provisions, Neelix concocts some meals that could best be called "interesting".



HAZARD TEAM ALPHA SQUAD LIEUTENANT LESTER FOSTER

VOICE BY: MICHAEL MCFALL

POSITION: HAZARD TEAM LEADER

As head of *Voyager's* Hazard Team, Les Foster is a stickler for regulations. After many of his fellow officers left Starfleet for the Maquis cause, Foster believed his duty lay in joining *Voyager's* mission to hunt them down. Tough as nails, Foster is an excellent addition to any away mission.



CREWMAN KENDRICK JAMES BIESSMAN

VOICE BY: TOM WILSON

ASSAULT WEAPONS SPECIALIST

Arrogant, combative, aggressive. These are the traits most often associated with Crewman Biessman—even the Maquis found them distasteful. His overzealous pursuit of a fight may lead to his downfall. His skill with weapons, however, make him an excellent choice for away missions in which combat is likely.



CREWMAN AUSTIN MICHAEL CHANG

VOICE BY: ALEXANDER ENBERG

POSITION: DEMOLITIONS SPECIALIST

Half-human, half-Rigellian, Chang is an intense young man who was brought up among the Keernai, a notoriously tight-lipped society. This upbringing has made Chang a taciturn member of *Voyager's* crew who, nonetheless, has been able to make friends among the rest of the crew. Although not the best shot with a phaser, Austin's skill with explosives are invaluable on many away missions.

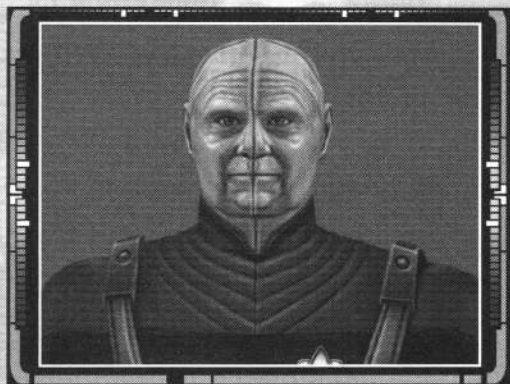


CREWMAN CHELL

VOICE BY: DEREK MCGRATH

POSITION: TECHNICIAN

Chell's constant complaining and a predilection for sloth belie an enlisted man of uncommon technical skills. Although a pacifist by nature, Chell will pick up arms when fighting is unavoidable. An expert in technology and engineering, Chell is an asset to away missions that require the manipulation of unknown alien devices.



CREWMAN JULIET JUROT

VOICE BY: LEIGH-ALLYN BAKER

POSITION: MEDIC

A skilled medic, Jurot is a study in contrasts. Her Betazoid emotional temperament has been softened by years of study at the Vulcan Science Academy. The result is a Betazoid who has a higher than normal command of her empathic abilities, and who uses these abilities to aid in her medical ministrations. This mental control is valuable on missions where telepathic aliens are encountered.



ENSIGN ALEXANDER MUNRO / ALEXANDRIA MUNRO

VOICE BY: RINO ROMANO / DEVON RAYMOND

POSITION: HAZARD TEAM SECOND IN COMMAND

Young and somewhat impulsive, Munro has potential to be a fine officer. The ability to solve complex puzzles and excellent combat skills are tempered by Munro's often rash tendency to take risks. As a member of *Voyager's* security team, Alex has exhibited the instincts and sensibilities of a natural leader.

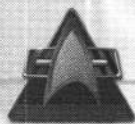


CREWMAN TELSIA CAITLIN MURPHY

VOICE BY: IRIS BAR-ZIV

POSITION: SCOUT / SNIPER

An accomplished marksman and stealth operative, Murphy joined *Voyager* as a Maquis crewmember. Her three and one-half year tenure at Starfleet Academy has served her well aboard *Voyager* and she has turned into a valued member of the crew. She is best friends with Alex Munro.



HAZARD TEAM BETA SQUAD

The Beta squad provides important support services for the Alpha squad.

CREWMAN MITCHELL CSATLOS

VOICE BY: KIRK BAILY

POSITION: SCOUT

A risk taker at heart, Csatlos lost his seat at Starfleet Academy after almost causing the deaths of himself and several teammates on more than one occasion. Although highly prized in the Maquis, this risk taking may be a problem for away missions in which he participates. Care must be taken to ensure that Csatlos does not cause irreparable harm to a mission.



GIOVANNI MICHAEL JAWORSKI

VOICE BY: JAMES CALVERT

POSITION: SCOUT

Although a brilliant and gifted individual, Jaworski opted to join Starfleet Security for the excitement. His excellent memory and problem solving abilities make Jaworski a natural choice for the Hazard Team. It's high concentration of former Maquis, however, initially led to a number of violent episodes due to his outspoken opinions concerning their cause.



CREWMAN ELIZABETH BEN LAIRD

VOICE BY: CYNTHIA GRAHAM

Devoted to the martial arts, Laird has studied hand-to-hand combat on many worlds. She has become an expert in many forms of combat that are known only to inhabitants of their homeworld. She is, however, still a follower and is not yet ready for the rigors of command.



CREWMAN KENN LATHROP

VOICE BY: JOHN CRAGEN

POSITION: INTELLIGENCE AND
OPERATIONS COORDINATOR

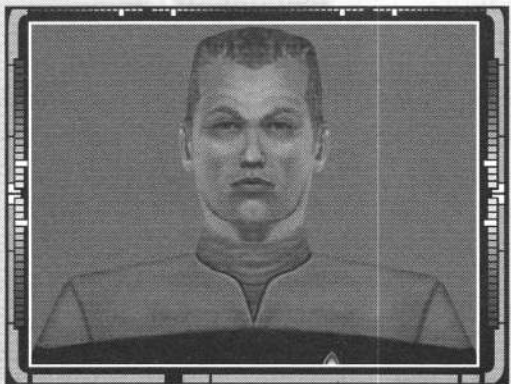
Skilled in combat and problem solving, Lathrop's lack of respect for authority and impulsiveness have thus far kept him from advancing through the ranks. He is slowly coming to understand the benefits of discipline and is becoming more valuable with each passing day.



CREWMAN JEFFREY PAUL NELSON

VOICE BY: JOSH FARDON

An impatient man, Nelson has jumped from one pursuit to the other before joining *Voyager's* crew with the other Maquis. Another Starfleet Academy dropout, Nelson has come to see the value of the training it instills and is working hard to become a better crewmember.



CREWMAN THOMAS FRANKLIN ODELL

VOICE BY: GEOFF MEED

POSITION: SCOUT

Odell is more than valuable in a firefight, but shows none of the aggressive tendencies of Biessman. His calm demeanor help bring a level of professionalism to any mission he is a part of.

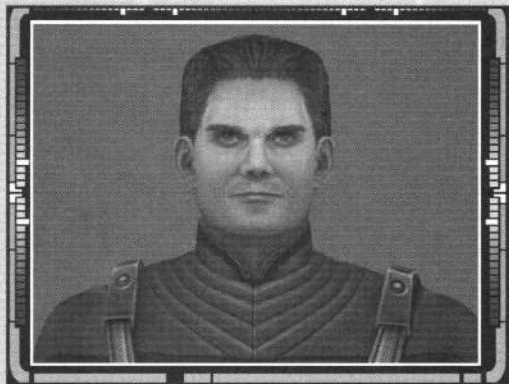


CREWMAN PERFECTO OVIEDO

VOICE BY: CHRISTOPHER HALSTED

POSITION: QUARTERMASTER

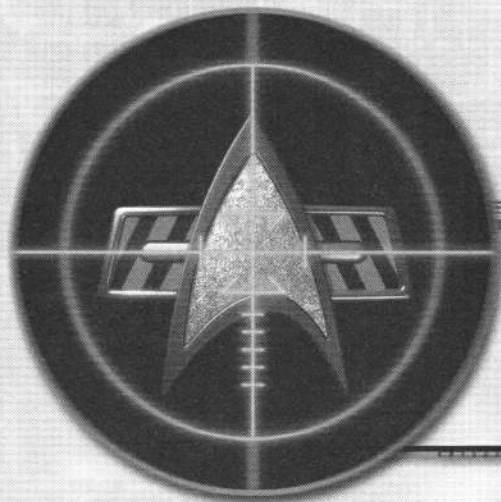
An expert in all manner of weapons repair, Oviedo builds and maintains all of the Hazard Team weaponry. His dedication to his position have earned him the respect of every member of the team. When Oviedo provides a weapon, it will always be in perfect operational order.





[CHAPTER]

4



XENO BIOLOGY





TO: U.S.S. Voyager Hazard Team Personnel
FROM: Lieutenant Commander Tuvok
SUBJ: Potential Adversaries

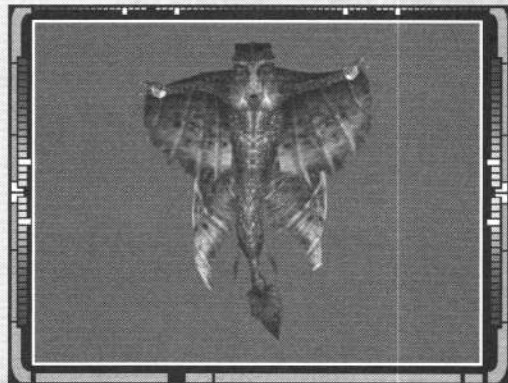
Sensor readings of the starship graveyard have uncovered a large assortment of alien and technological entities which Hazard Team members may encounter on their missions.

ALIEN INTELLIGENCES

ETHERIANS

A highly advanced species whose technology is a combination of organic and mechanical systems. The Etherians encountered aboard their Stasis Ship in the starship graveyard were colonists before being highjacked by the Forge. The ship has remained trapped for at least 25 years before *Voyager's* capture.

Although normally pacifists, the Etherians have learned from their experiences with the Scavengers that any boarding party must be repelled.



Preferred Weapon

Stasis Weapon

Defense

Etherians are lightly armored and may be defeated by most any weapon. They are fast and spawn from defense transporters located throughout the Stasis Ship. Destruction of the transporter projectors is often the best defense as this prevents the arrival of more adversaries.



SCAVENGERS

The Scavengers are a rough alliance of belligerent races that have banded together, as their name implies, to scavenge raw materials and foodstuffs from recently captured vessels. They have bonded their individual ships together to form a rough space station. Although allies, there is little intermixing of the crews except on raiding missions.

The Scavengers appear in large numbers within their vessel — stealth is generally the best option when dealing with them on their own turf.

HIROGEN

Hirogen society is based only upon the hunt — all other species are seen as prey. This single-minded pursuit has decimated a civilization that 100,000 years ago spanned the Delta Quadrant. Their technological advances included a communications network that extended to the very fringe of the Alpha Quadrant and has allowed *Voyager* to contact Starfleet on more than one occasion.

Recently, some Hirogen have looked upon their society and decided it is time for change. Attempting to co-opt *Voyager's* holodeck technology, they forced the crew to engage in mock battles from Earth's past. The aim of this technique was to satiate their desire for the kill while providing time to build a society based on other pursuits.

BETA-HIROGEN

Followers of the "Alpha", Beta-Hirogen hunters are bloodthirsty and will attack most anyone that comes within range. They will press the attack, even at the cost of every hunter in the area.

Preferred Weapon

Defense

Scavenger Weapon

Because of their excellent tracking skills, stealth is not an option when moving through Hirogen territory. Always attempt to take out as many hunters as possible from doorways and other areas outside of the main concentration of Hirogen. Be on the lookout for Hirogen that break from cover and press the attack — if they get a clean shot their weapons can kill quickly.



ALPHA-HIROGEN

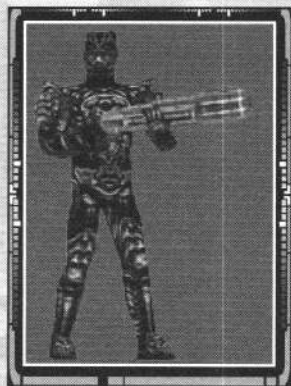
Alpha-Hirogen are the best of the best. Having attained the highest rank in their loose society, Alpha-Hirogen have access to the best weapons. There is no reasoning with them and if encountered one's first action should be to run... very fast.

Preferred Weapon

Tetryon Pulse Disrupter (TPD), Personal Deflector Shield

Defense

The Alpha-Hirogen's TPD has sufficient power to rip right through a hazard suit's armor. Effective use of cover and cunning are essential to surviving an encounter with the Alpha-Hirogen.



HUMAN—MIRROR UNIVERSE

First encountered by Captain James T. Kirk and other officers from the first starship U.S.S. Enterprise, humans from the Mirror Universe belong to an Empire that roughly mirrors the United Federation of Planets. This mirror, however, is foggy — whereas the UFP is based on peace and understanding of alien cultures, the Empire is committed to bloodshed, expansion and rising through the ranks by assassination.

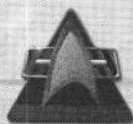
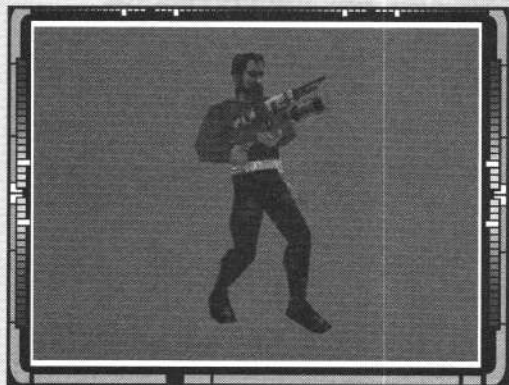
The imperial starship found in the graveyard appears to have been captured roughly 125 years before *Voyager's* capture. In this time, the humans have adapted to their new life and become a bit complacent. They are easily side tracked by such annoyances as broken doors. They are generally easy to get by if one is quiet, though there may be times when weapons are necessary.

Preferred Weapon

Scavenger weapon

Defense

Since they don't use the secondary fire option that their weapons provide, returning fire from cover is the best option for winning a battle against the Mirror Humans. They are unlikely to press an attack and will generally attempt to find cover rather than exposing themselves to direct assault.



KLINGON

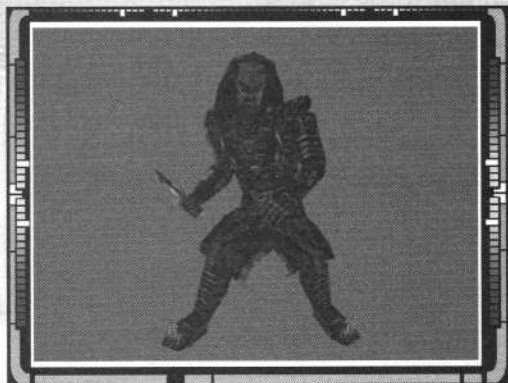
Starting with the reign of Kahless the Unforgettable, 1500 years ago, Klingon society has been totally devoted to duty, honor, and battle. This devotion has led to their subjugating dozens of planets within their Empire, to be used to fuel their ever-growing war machine. The destruction of the Klingon Homeworld's moon, Praxis, caused such widespread environmental damage to the homeworld, called Qo'noS, that the Empire was forced to enter into a peace treaty with the United Federation of Planets.

Preferred Weapon

Scavenger weapon

Defense

In most cases, Klingon warriors can be bypassed by using stealth and cover. If discovered, however, there is no use in attempting to negotiate a settlement — once a warrior sees you it is kill or be killed. Luckily, Klingon warriors feel that taking cover is for weaklings, so they make easy targets.



MALON

Up until recently, the Malon economy was based on an antimatter power generation system that produced extremely large amounts of toxic waste. In an effort to keep their own planet's ecology from being permanently damaged by this waste, large container ships transferred the residue to through a spatial vortex into an area called the Void. This resulted in theta radiation poisoning of the intelligent species living in the Void, known only as the night beings. To protect the night beings, *Voyager* sealed the vortex, effectively stopping the Malon's power generation system. *Voyager* has not been forgiven for this.

Within the starship graveyard, the Malons still employ a generation system that produces large quantities of toxic waste. This waste is stored wherever there is sufficient space, and often impedes travel through their section of the Scavenger space station.

Preferred Weapon

Scavenger weapon

Defense

Generally unobservant, the Malons are easy to get past using stealth. It is rare that weapons will ever have to be used against them, especially since their own toxic waste is as effective at killing them as Starfleet officers.



BORG

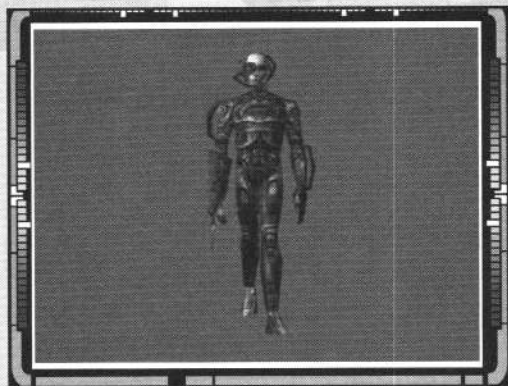
The Borg are a cybernetic race whose individual members are joined together by a hive mind. This collective consciousness gives the Borg an unprecedented ability to adapt to most any weapon system. Their continued presence in the starship graveyard is an indication of the strength of the Forge. They have adapted to their new situation by incorporating ranged weapons into their design.

Preferred Weapons

Energy discharges,
Assimilation Bore

Defense

The Infinity Modulator (I-Mod) is the only weapon consistently effective against drones. Slow moving, the Borg can be easily outflanked and outrun when encountered in large numbers. Distance must be kept from individual Borg as their bore can quickly overpower a hazard suit's ability to render medical help, leading to assimilation. When available, destroying distribution nodes (dis-nodes) will incapacitate all drones in the immediate area.



SPECIES 8472

Originating in a region known as "fluidic space", Species 8472 was invaded by the Borg — an invasion that nearly brought the wrath of Species 8472 down on Earth. Highly advanced, Species 8472 is not, apparently, innately hostile. The Borg invasion and *Voyager's* part in developing the genetic weapon used against them, however, made Species 8472 an enemy to Earth. It took another encounter with *Voyager's* crew several months later to defuse the situation and lead to an uneasy peace between the Federation and Species 8472.

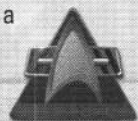
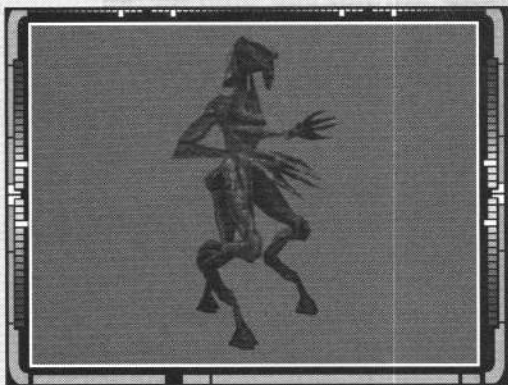
The current inhabitants of the spaceship graveyard were drawn there aboard a Borg cube which they were invading. Although nominally at peace with the crew of *Voyager*, the local members of Species 8472 require isodesium to continue their assault against the Borg and, therefore, are more than willing to kill Hazard Team members to prevent them from retrieving it.

Preferred Weapon

Claws, teeth, most any body part.

Defense

8472s are extremely fast and strong and can easily outrun even the fastest Hazard Team member. They should be eliminated at as far a range as possible. When encountered in close situations, use of the secondary fire mode in phaser rifles may be required — but take care as even a fully loaded weapon will only give six shots at this setting.



THE FORGE

Created thousands of years ago, the true purpose of the Forge is lost in the mists of time. Its current mission is to study all of the intelligent life forms in the galaxy and create a master race of warriors capable of total conquest.

HARVESTERS

Built by the Forge, Harvesters are employed to systematically dismantle alien starships and return raw materials to the Forge. Although they do not employ any ranged weapons, their claws can inflict heavy damage. They generally travel in packs and are quite fast when there is space.

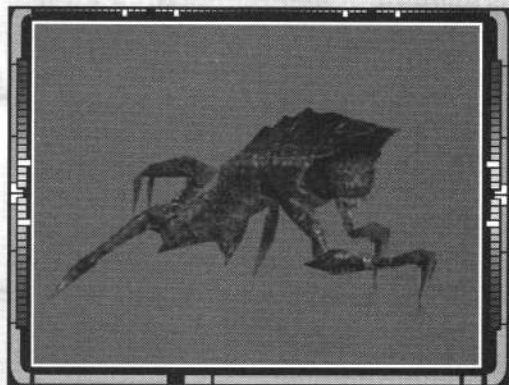
Preferred Weapon

Claws

Defense

Kill them — quickly. Staying behind cover is not useful when confronting the

Harvesters, since they will quickly scuttle over or around any obstacle in their way. Most any weapon is effective against Harvesters, though their tendency to bunch together makes explosive rounds, like those from the compound grenade launcher, particularly deadly.



RAVERS

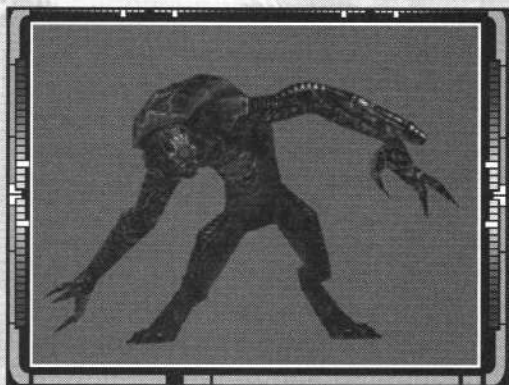
The Forge's warrior caste. Fast and ruthless, the Reavers are powerful enemies.

Preferred Weapon

Claws, Energy Blast

Defense

As with Harvesters, cover affords no protection from the Reavers. Since they switch from their energy blast to their claws when they get within about four meters, it's best to close ranks with them quickly, but then maintain a roughly four meter distance while you pummel them with your short-range weapons (i.e. anything that doesn't explode). When separated by distance, high energy weapons, such as the TPD, are the best defense.



AVATARS

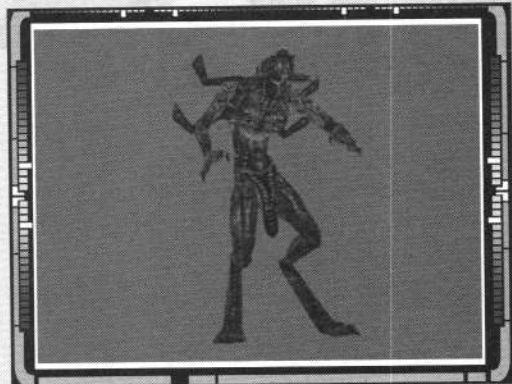
Smart and resourceful, the Avatars are the brain caste of the Forge's army. Typically found in laboratories and engineering spaces, Avatars can quickly incapacitate officers who don't seek shelter quickly. Avatars are relatively slow, compared to the Forge's other creations.

Preferred Weapon

Mind Blast

Defense

Cover will block the mind blast, so the best way to take out Avatars is to get behind cover then lean out and take them down.



VOHRSOOTH

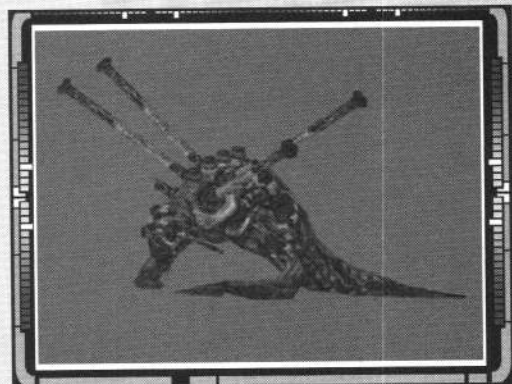
The mind behind the Forge, the Vohrsoth controls the actions of everything within the Forge.

Preferred Weapons:

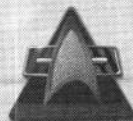
Floor energy discharge, missiles, energy discharge

Defense:

Keep moving. The Vohrsoth's weapons are deadly, but they are also relatively slow. Since the Vohrsoth doesn't move, sliding (side stepping) while maintaining aim is an invaluable skill; without it, your attack will take far longer, giving the Vohrsoth many more opportunities to fire at you.



To kill the Vohrsoth, use the secondary fire mode of the arc welder (Dreadnought weapon) aimed at its tentacles. Since the tentacles fire energy weapons, the arc welder's power creates feedback into their systems which eventually kills the Vohrsoth.



ALIEN CREATURES

Not all of the potential adversaries will be intelligent. Since the starship graveyard has trapped vessels for well over one hundred years, simple matters of survival have taken precedence over "housecleaning". Certain infestations which can normally be easily eradicated have been allowed to grow in numbers and, in some cases, have presumably mutated and evolved in the presence of the damping field's radiation.

FIREFLIES

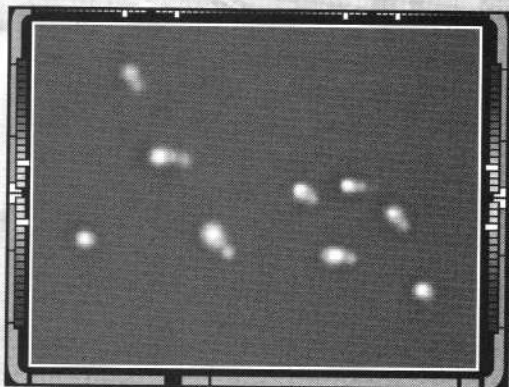
Presumably biological in nature, "fireflies" maintain and repair the Etherian's stasis ship. Working only by line-of-sight, the fireflies can not repair any system which they can not directly see.

Preferred Weapon

Not Applicable

Defense

Not Applicable



ANTIBODIES

Antibodies are used within the Stasis ship to repel or eliminate any hostile entities. Their energy weapons are particularly effective against hazard suit armor, while their flying ability and maneuverability make them difficult targets.

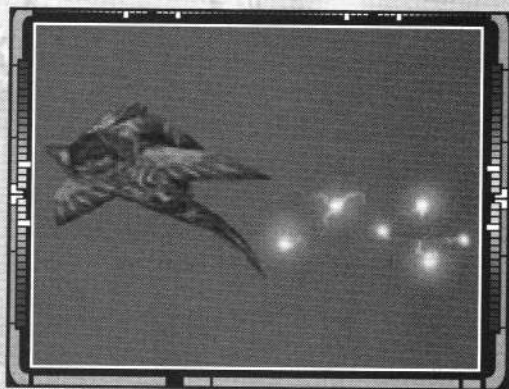
Preferred Weapon

Energy particle weapon

Defense

All weapons are effective against the antibodies, especially the Stasis weapon. Cover is a must

when confronting antibodies, but it must be the right kind — because they can fly, doorways and corridors, which limit antibodies' field of fire, are the best defensive positions to take.



FLOATING MINES

Floating mines are employed within the Stasis ship to retard progress and guard against entry to certain areas. Although individual mines do not cause much damage, they are never encountered alone and a chain reaction of them exploding can quickly kill a hazard team member.

Preferred Weapon

Self Destruct

Defense

Since they are built to be destroyed, floating mines have almost no armament — this means that even a hand phaser can destroy them (which saves limited weapon energy supplies). It's best to take out floating mines from a distance, as this ensures that officers will not take collateral damage. It is often possible to remove the entire threat of floating mines by firing only one and causing a chain reaction.



PARASITES

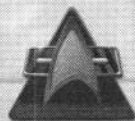
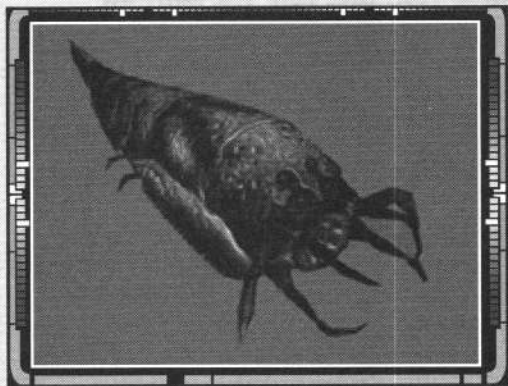
Parasites can be found aboard many of the ships trapped in the graveyard. Although they are small and slow, parasites can spit a powerful reactive agent that can eat through hazard suit armor.

Preferred Weapon

Acid

Defense

Killing them from a distance is preferable. Energy weapons (phasers) are most effective against parasites, though they can also be killed by projectiles and explosives. Parasites make a unique sound, making it easy to tell when you are getting near them — use this opportunity to use explosive shells (such as the grenade launcher) to fire around corners and kill them before they get close enough to use their acid against you.



TECHNOLOGICAL ADVERSARIES

DREADNOUGHT ROBOTS

Being an unmanned ship, the Dreadnought vessel employs a number of different robot classes to perform maintenance and provide defense.

HEAD BOT

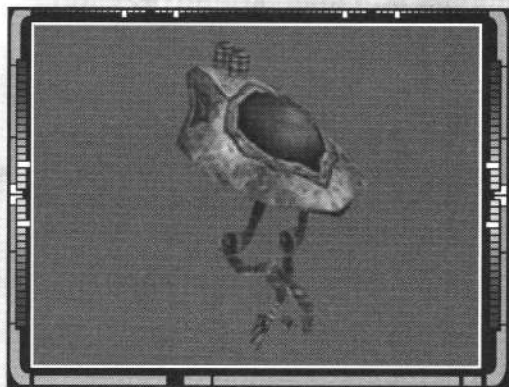
As their name implies, head bots are the brains and control units for most other robots aboard the Dreadnought vessel. Although they have no weaponry of their own, they become powerful when coupled with Scout and Worker bots.

Preferred Weapon

Not Applicable

Defense

If possible, kill them while still attached to their wall charging stations. If not, attempt to destroy them in flight before they reach a "body". If all else fails, destroy the main robot before it is activated.



SCOUT BOT

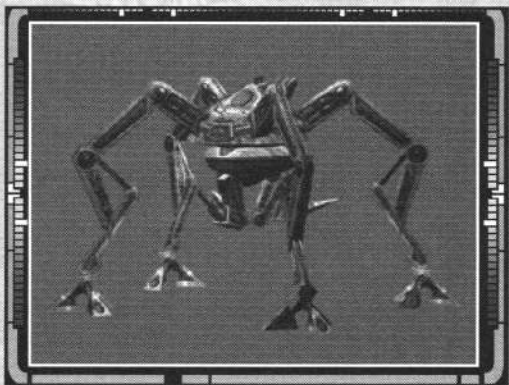
This small, quadraped robot is mainly used for repair aboard the Dreadnought vessel. Its welding torch, however, is quite effective against hazard suit armor ... and the human body underneath.

Preferred Weapon

Arc Welder

Defense

Destroying scout bots before they are coupled with a head bot is the best way to defeat them. If this is not possible, cover is very effective, due in large part to the low firing angle of the under-slung arc welder. Using packing crates and other such cover allows personnel to maintain a standing position (when scout bots are close) that is nonetheless free of the potential for damage by the arc welder while providing a good field of fire.



WORKER BOT

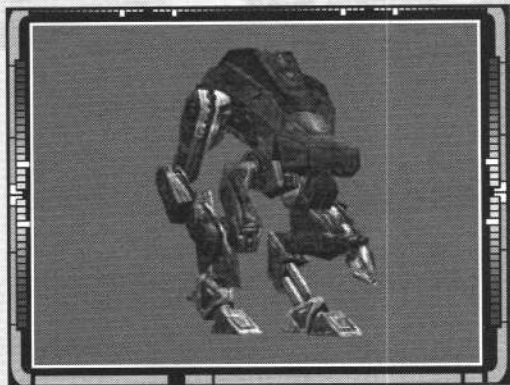
Worker bots are much larger cousins to the scout bot. Although larger, they are also faster and carry much more deadly weaponry in the form of giant crushing claws.

Preferred Weapon

Claw Arms

Defense

Cover and speed. Worker bots pack quite a wallop though they are not heavily armored. The best way to defeat workers is to use cover while leaning out and blasting away at them. Be ready to shift cover positions when worker bots press the offensive. They take 3 shots from the Photon Burst to kill.



HOVER BOT

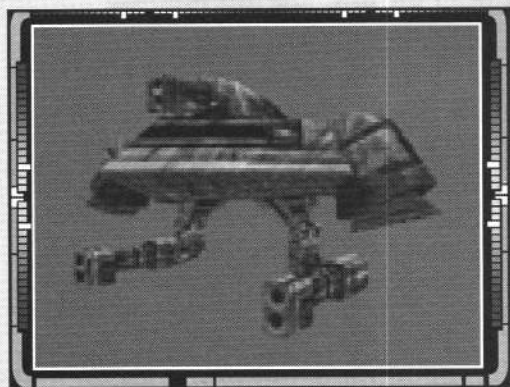
Purely defensive in nature, hover bots generally patrol large, open areas of the Dreadnought vessel. Their dual laser turrets and accurate sighting make them deadly adversaries. They also have homing missiles used when at great distances from their target. Up close, they use their dual laser turrets.

Preferred Weapon

Dual Laser Turrets

Defense

Since hover bots can fly, the best defense against them is to fire from doorways that limit their field of fire. All weapons are effective against hover bots, though ones with high rates of fire (such as the TPD, hand phaser, and Scavenger weapon) offer the best possibility for making hits.



TURRETS

Several of the ships trapped in the graveyard employ static point defense turrets to guard areas that are too hazardous or too low priority to waste crewmembers upon.

STASIS TURRET

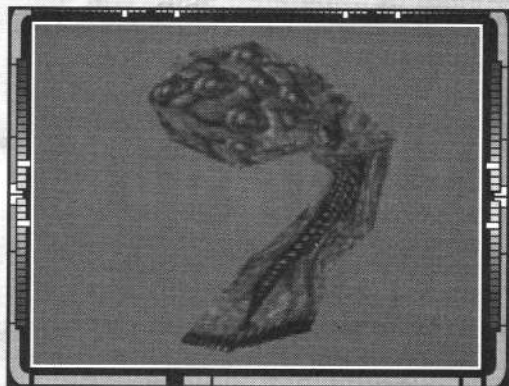
These turrets are in only two rooms in the Stasis ship and are easy enough to destroy that they shouldn't be a major threat.

Preferred Weapon

Defense

Energy Discharge

Cover. The turrets are easy to destroy, but are deadly accurate. It's important to use any available cover when confronted by these turrets.



DREADNOUGHT TURRET

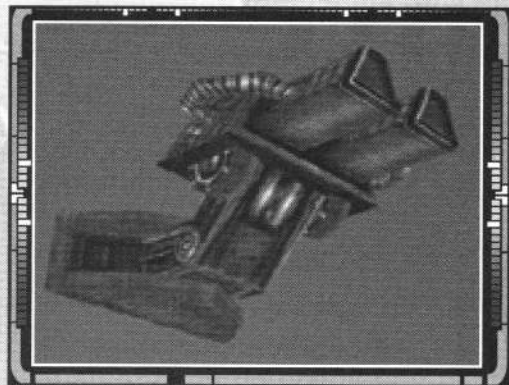
Used as point defense systems within the loading chamber and cargo holds of the Dreadnought vessel, these turrets are both accurate and deadly. The saving grace is their limited field of fire, imposed by their mounting system. The flip side of this is, however, that they are often shielded from view until it's too late.

Preferred Weapon

Defense

Laser

Slow and steady wins the race against these turrets. Since their field of fire is relatively small and their scanners don't have great range, it's sometimes possible to get directly beneath a turret and take it out with a hand or compression phaser. When encountered at a distance, use of the TED's zoom feature and compression phaser can make short work of the turrets.



FORGE TURRET

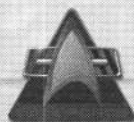
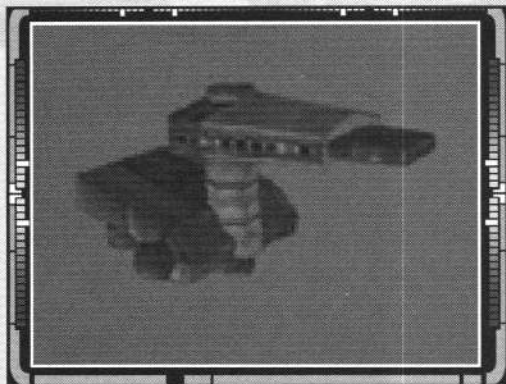
Set up in areas of high importance, the Forge turrets are deadly accurate, but have very short range. Beware that they are often located in areas where this lack of range is not a factor as they are come upon quite suddenly.

Preferred Weapon

Defense

Energy Discharge

Since Forge turrets have a short effective range, distance is the best defense against them. Use the TED's zoom feature to get a bead on the turret and then blast away. If encountered at short range, make use of available cover and lean out to aim at the turret, then fire.

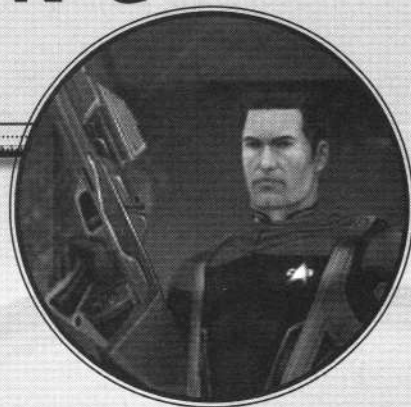


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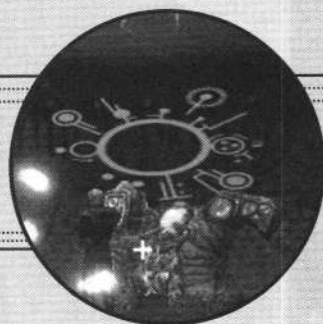
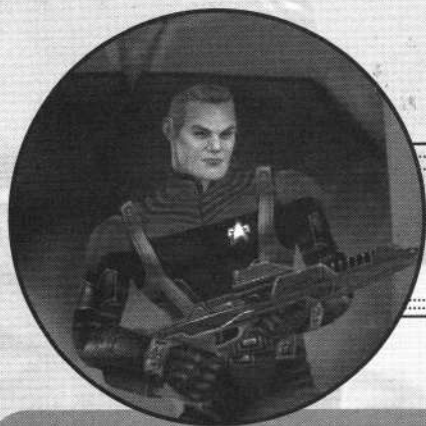
5



BASIC TRAINING



STAR TREK
VOYAGER
ELITE FORCE



TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Hazard Team Training

All Hazard Team personnel have already gone through Starfleet's intensive basic training program. In light of *Voyager's* present situation, however, it is important that aspects of that program be reiterated and additional training be added to help ensure the survival of all team members, as well as the rest of the crew.

The following techniques can save your life. Learn them.

CONFIGURATION

The configuration of your system is of paramount importance when attempting to extricate *Voyager* from the starship graveyard. Other than your video card and processor (the faster the better) and memory (the more the better) you also need to consider the following:



TAKE CONTROL

Every effort has been made to ensure that your hazard suit is easy to operate. You may find, however, that you keep hitting the improper key by mistake, or that you can't remember a particular key's action. Remapping the keyboard so that you are more comfortable with the configuration can mean the difference between life and death.

Aside from the keyboard configuration, make sure that you are comfortable with the controller you are using. While most gamers find that the standard keyboard-mouse combination works quite well, others are partial joysticks. Use the controller that you find most convenient.

TIP

If you are using a joystick and find that your aim "wobbles" when trying to get a precise bead on a target, consider going back to your mouse or purchasing a new fully digital USB joystick. The problem that you're encountering is caused by poor connections in the potentiometers in your joystick. USB joysticks, mice and newer controllers like Microsoft's DualStrike use a counter-type system that more precisely registers your movement, or lack thereof.

MONITOR YOUR MONITOR

"If you can't see it, it can't see you" does not hold on away missions. Ensure that the game brightness setting is sufficiently high to allow you to see details. Also, adjust the position and angle of your monitor so that there is no glare obscuring your view.

PRACTICE WITH EVERY WEAPON

TIP

No matter what type of controller you are using, consider adding a set of foot pedals to control your forward/reverse motion. This can free your hands from the necessity of moving you so that they are free to select weapons, slide you left or right, and, of course, blow the enemy away.

Before you go out in the field, it's important that you become intimately familiar with the firing and safety procedures of each weapon that you possess. In most cases, you will have time between away missions to practice with weapons in the holodeck. Use this time to try the alternate fire modes of your weapons, as well as the effects of close-range firing if the weapon fires explosives. Remember, you can't die on the holodeck so feel free to try things that may seem foolish, such as firing a photon burst point blank into a wall to assess its damage.

Practice is also important if you've changed your controller and/or keyboard configuration. You have to make sure that you know your control system by heart if you want to survive.

USE COVER

The easiest and most effective way not to be killed by an enemy's fire is to not get hit by it. Cover takes many forms—from the basic packing crate, to consoles, to doorways, and even a bend in a corridor. In the case of doorways, you need to be very careful when using explosive rounds. The door may close just as you're firing causing the round to explode in your face.



TIP

Remember that there are enemies capable of flight, so your cover will often have to deal with attacks from above. In this case, the best cover is often a corridor leading into the area

TIP

The secondary fire of the TPD ricochets, making it the perfect weapon to fire around the corner in a corridor where you suspect, or know, there are enemy forces.

LEAN

When you crouch behind it you may find that some cover blocks your field of fire. In this case, you'll want to do one of two things: either stand up, fire your weapon and crouch again; or lean out from behind the cover and take your shots. Leaning from behind cover both shields your body and makes you much harder to see. To lean, press your use and step (strafe) keys at the same time.



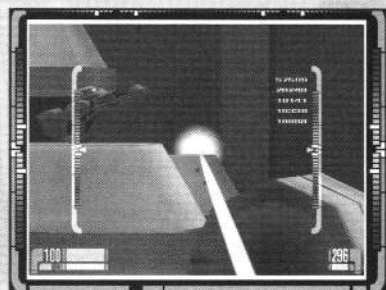
TEAMWORK

The other hazard team members are an invaluable resource, use them. When in a firefight, it's often less dangerous for you to hang back while the other team members go in and clear out an area than for you to charge in with your phaser blasting. In most cases, you will have to lead your teammates to a point where they can see the enemy before they will begin their attack. Then you can simply slide back behind some cover and wait 'til the fracas is over.



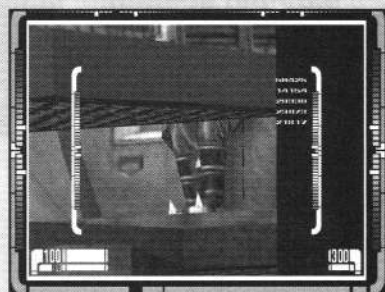
ZOOM MODE

Your Tactical Eye Display (TED) includes a variable zoom function. To activate the zoom, press and hold the Z key until the desired zoom level is reached—to un-zoom your view, press the Z key again. The zoom is particularly effective against adversaries that are attempting to hide behind cover and those that are too far away for efficient aiming. Zoom mode is available for use with all weapons.



USE ENEMIES' COVER AGAINST THEM

Many enemies will attempt to take cover behind objects that only partially conceal them. Since your weapons are nearly as effective when making a foot shot as when you make a head shot, fire at the enemy even if you can only see a bit of them.



KEEP MOVING

Enemy forces have a much harder time hitting a moving target. Therefore, make sure that you never stand in one place too long when there is a possibility of a hostile presence. Of course, there are also times when you'll need to stand perfectly still, such as when you are behind cover. When standing still, always be alert for the enemy that is trying to sneak up behind you.

SLIDE

A corollary to the keep moving rule is to remember to use your step (slide) movement.

CROSSFIRE

Crossfire involves being between two groups of the enemy. Since you can only fire in one direction, it's obvious that this is an untenable situation. The *best* way to survive a crossfire is to never get caught in one, second on the list is run from the crossfire location to one in which you have some cover and can take aim at both of the enemy groups.

DON'T BE IN A RUSH

It's very rare that you're under a real time constraint, so take your time. Weapons and resupply terminals are often located in out-of-the-way locations that are not obvious in a casual examination. When you've cleared all of the adversaries out of a particular area, take a moment to give it a throughout going-over. The supplies you find are well worth the time.

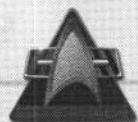
LOOK UP, LOOK DOWN

Many locations are several levels tall. Make sure that you always scan the levels above and below you for enemies to keep from being caught off guard. Your zoom is helpful in this maneuver because it helps you find enemies when only a small bit of them is visible.



YOU CAN LEAVE SURVIVORS

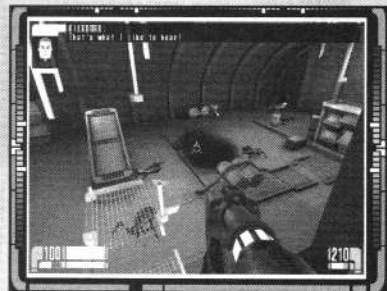
Starfleet is not the Romulan Star Empire. Not *every* enemy has to be killed. To conserve ammunition, it's often preferable to kill off only enough of the enemy to ensure that you have relatively safe passage through an area. Anything past this amount decreases your supplies and increases your chances of death. There are exceptions to this rule, but it will be pretty easy to recognize them when you see them.



KILL TWO (OR MORE) BIRDS WITH ONE STONE

Your explosive weapons (Scavenger weapon alternative fire, compound grenade launcher, and photon pulse) all inflict damage over a relatively large area. This makes them the weapon of choice when confronting groups, so long as they are not so close that you will take damage as well.

Aim toward the center of the group to damage or kill as many of the enemy as possible. When using the photon pulse, only use the primary fire—the secondary fire homing charge will go for the closest member of the group and limit the damage potential to the peripheral members.

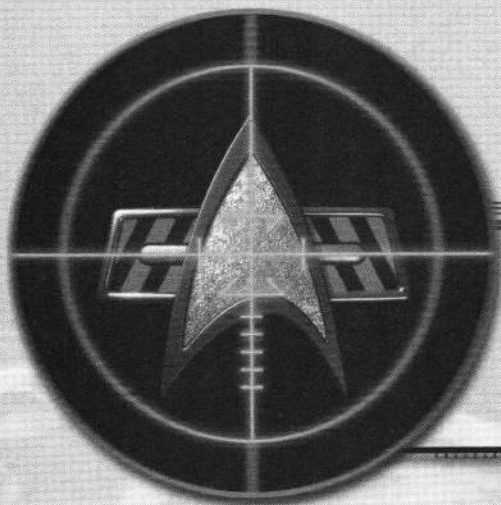


IF ALL ELSE FAILS ...

While cheat codes are included in this document (see Appendix B) Starfleet protocols strictly forbid their use except in the most dire of circumstances.

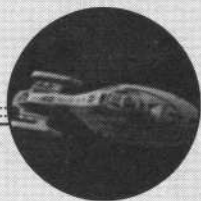
[CHAPTER]

6



MISSION 1: THE RESCUE





TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

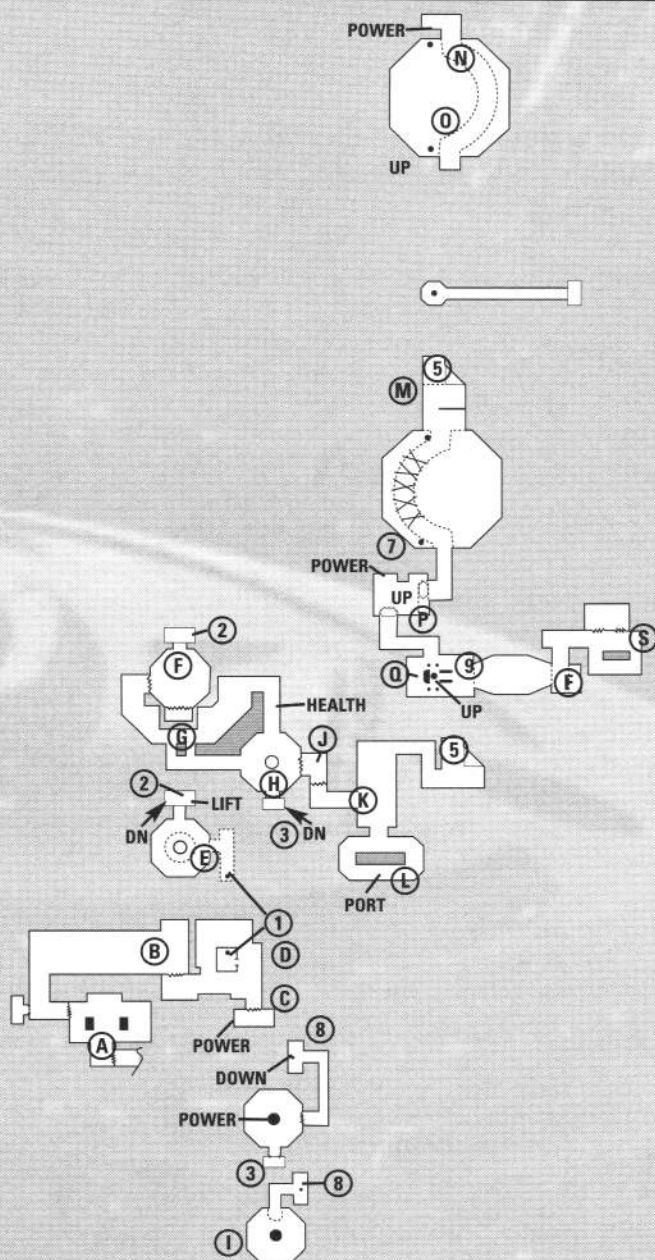
SUBJ: Sabotage Borg Cube

A Borg cube has been located in our vicinity. Since we cannot take the chance of it becoming interested in *Voyager*, the Hazard Team will plant explosive devices at key areas within the cube. These explosives should destroy the ship and keep *Voyager* safe from assimilation.

The Hazard Team will be equipped with our only current copy of Seven of Nine's latest innovation[md]the Infinity Modulator, or I-Mod—a modified phaser rifle with a continuously varying frequency. This frequency modulation should prevent the Borg from adapting their personal shield frequencies to the weapon's, thus making the drones vulnerable.

In the event that members of the team are captured, the first priority is to rescue fellow crewmembers. Their knowledge of HT tactics and weapons, especially the I-Mod, could prove disastrous if in Borg possession.

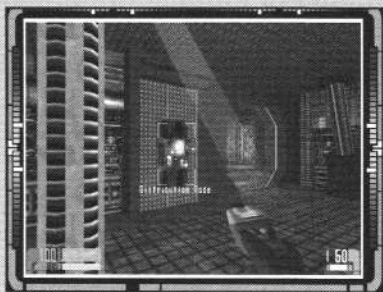
MISSION 1: THE RESCUE



OBJECTIVE ONE:

FIND THE I-MOD

The worst has come to pass: The remainder of the Hazard Team are either captured or missing. It's up to you, Ensign Munro, to save the rest of the team and keep them from being assimilated. Three members of the team are being held in the tertiary power matrix. Get them out at all costs.

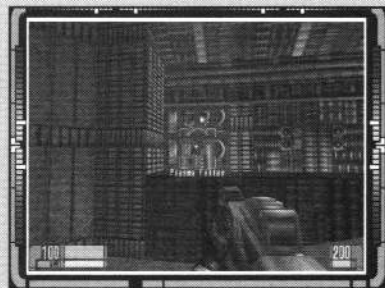


- A. You're in a small chamber, and the only exits are sealed by containment fields. The field to your left is located next to a distribution node being worked on by a drone. Take out the distribution node to drop the field, and disable the drones in the immediate area.

TIP

Your hand phaser has a regenerative power supply, while your pulse phaser's ammo is limited. Use your hand phaser to destroy distribution nodes and other static targets, leaving your heavy-duty weapon for the drones. Note that the hand phaser will take some time to cut through the node's armor, so you'll be vulnerable during this operation. Make sure you stay clear of any nearby drones while doing this.

- B. Proceed through the containment field and around the corridor past a number of drones. If you fire at them, they'll attack. Continue past the Borg until you spot another force field. The distribution node controlling this force field and the drones around it is located on the wall just opposite the force field and behind you when facing the force field doorway. Destroy the node and continue.
- C. There's a small ramp leading down to the right at the far end of the corridor you enter. Follow this ramp to the plasma filter at its end. Destroy the filter, which opens a hole in the panel beyond. Go through the hole in the panel and access the energy regeneration inside to recharge your pulse phaser.
- D. Head back out of the regeneration chamber and proceed up the ramp directly ahead. Destroy the plasma filter, head in through the small opening it creates, and then go up the ladder to the next level.



- E. At the top of the ladder, head through the small entryway and take a left. The entryway opens on a large chamber, but the path is blocked by a panel. Walk up to it or shoot it to make it fall away. Jump down and take the lift to your right down to the lower level of the chamber.
- F. Hop up on the diagnostic table and grab the I-Mod. Upon doing so, a group of drones bent on your destruction beam into the chamber. Retreat to the lift area and use the I-Mod to take them out. After eliminating the immediate Borg threat, access the control panel at the diagnostic table and release Biessman from his cell.

OBJECTIVE TWO: RELEASE THE FORCE FIELDS

- G. Dropping the containment field around Biessman's cell also dropped the field leading out of this chamber. Exit through this field arch and head down the corridor. At the bottom of the ramp in this corridor, you'll meet up with two more members of the Hazard Team who are being harassed by a drone. Use the I-Mod to remove this threat, and let them beam back to *Voyager*. Watch out, though, because this drone's death signals a horde of other drones to attack. Beware of the one behind you.
- H. If you're low on health, continue down this corridor and around the corner to the health regeneration unit. To increase your health, access the panel. Now go into the side area where the two crewmembers came from, and move toward the arcing unit ahead. A number of Borg will beam into this area, both in front of and behind you, so either retreat or advance to avoid the crossfire.



TIP

Biessman will follow you, but his pulse phaser has no effect on the drones that you meet up with from now on. Apparently they've adapted their shields to the frequencies of pulse phaser rifles. You can't depend on Biessman for any support, not even as a decoy, as the Borg realize the greater threat of the I-Mod that you carry.

Biessman can be assimilated at any time and taken by the Borg if you do not protect him. He can no longer give you clues later on in the level.

Biessman notes that there's no distribution node for the force field in this chamber, so you must track down its power supply. Head down the lift in the arcing unit's chamber into the lower chamber area. After taking out the drones in the lower chamber, use your hand phaser to cut away the remaining portion of the grate to the right of the lift and head into the accessway.



- I. Follow the small access to a ladder. Go down the ladder and continue through to the tall chamber. In the middle of the chamber, you'll find a power conduit with four plasma filters. Use your hand phaser to take out one of the filters. Using the hand phaser will create an explosion that takes out the other three filters and destroys the conduit. This cuts power to the force field in the upper chamber.



- J. Go back up the ladder and head for the upper chamber. Some drones will harass you at both levels of the chamber, so use the natural cover of the accessway and lift before entering the chambers.

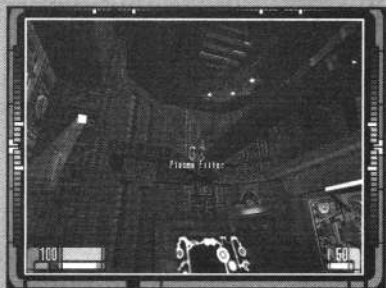
Once in the upper chamber, go through the now open force field arch and around the corner to another force field. Use the control panel to drop the field and continue on your way.

OBJECTIVE THREE: CROSS THE CHASM

- K. The Borg in this area are bent on your destruction, so be very careful. When you reach the main chamber at the end of the corridor, quickly retreat back to the now active force field and pick off the Borg as they come for you. If you remain in the main chamber, you will be assimilated...quickly. Another tactic when attacked by the first set of Borg at the end of the first corridor is to take a right and make your way around a central wall unit. Behind it is a distribution node that when destroyed, will shut down the Borg in this area.



- L. If you're low on ammo, return to the main chamber, then turn right and make your way to the energy regeneration unit. More Borg await you here, so repeat your advance, retreat, pick 'em off attack.
- M. Head back out to the main chamber and continue up the ramp at the far end. More Borg are waiting, so make short work of them and then move to the control panel in the middle of the room. This panel controls the lift directly in front of you.



At the top of the lift you meet another injured Hazard Team member, who's not too injured to take out a couple of attacking Borg. Unfortunately, he doesn't leave you his power packs before beaming back to *Voyager* for medical treatment *and* he destroyed your only direct route across the chasm.

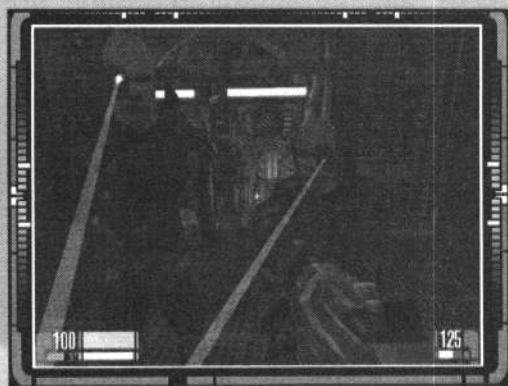
- N. The catwalk above your current position is your only way across, and you can reach it via the reciprocating power nodes located at various places around the chasm. To access the catwalk, use the power node that passes by the destroyed portion of the catwalk. There isn't enough room for you to fit up to the next level if you use the other node and you'll be crushed.

Upon reaching the upper level, hop off the node, quickly head into the small room and take out the two Borg guarding an energy regeneration unit. Recharge your I-Mod, and then destroy the Borg now standing guard on the catwalk.

- O. Cross the catwalk, go down to the lower level again by hopping on the node on the right, and head into the corridor. More Borg await you here, so destroy them quickly before continuing to the chamber at the end. If you are running low on health, you can take the left node up to a hidden alcove above your current location. In this alcove you will find a health power terminal.

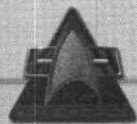
TIP

If your aim is steady, shoot the drone directly across the chasm from you. This will save you some work when you reach the far side.



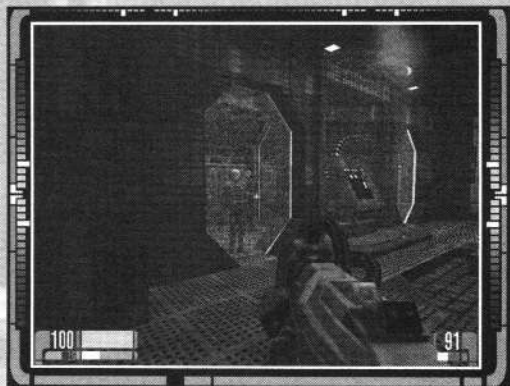
OBJECTIVE FOUR: RESCUE THE HAZARD TEAM

- P. When you reach the chamber, quickly turn around and take down the two Borg who beam in behind you. Now turn, face the chamber and kill all of the drones in the lower area of the chamber. After disposing of them, hop down and replenish your weapons' energy. Access the console facing the lift opposite where you came in, and then hop on the lift and take it to the upper level.



- Q. Exit the lift and go through the small "S" shaped corridor. There are potentially five Borg who will attack you at this point, so attack the three you can see first before they can leave the chambers and alert their mates. There's a reciprocating energy arc system in the middle of the chamber at the end of the corridor; hop on top of the arc head and ride it up to the upper level.
- R. Destroy the Borg who attempt to attack you when you get off the arc head and take the lift down.
- S. When the lift reaches the bottom, head down the corridor and around the corner. You've found the rest of the Hazard Team!

Head to the right by shooting the disnode, ignoring the team for now, and take out the Borg preparing to run heinous experiments on your compatriots. These drones are also guarding the distribution node that controls the force field protecting the brig isolation fields. The Borg react slowly. If you appear at one side of where the Borg are hiding, you can double back to the other side and get to the disnode more easily.



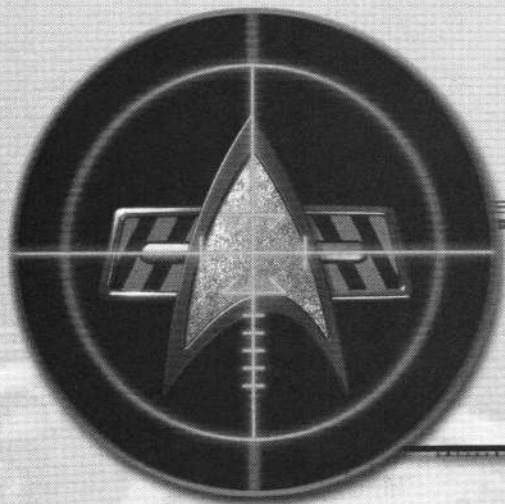
With the distribution node destroyed, access the control panel between the two brig isolation fields.

OBJECTIVES COMPLETED

Your solution to the malfunctioning control panel was not according to protocol. Luckily, this was only a training mission, or you would have been responsible for the deaths of four Hazard Team members, plus your own.

[CHAPTER]

7



MISSION 2: CONDITION





ADDENDUM: Ensign Alexander Munro's Duty Log

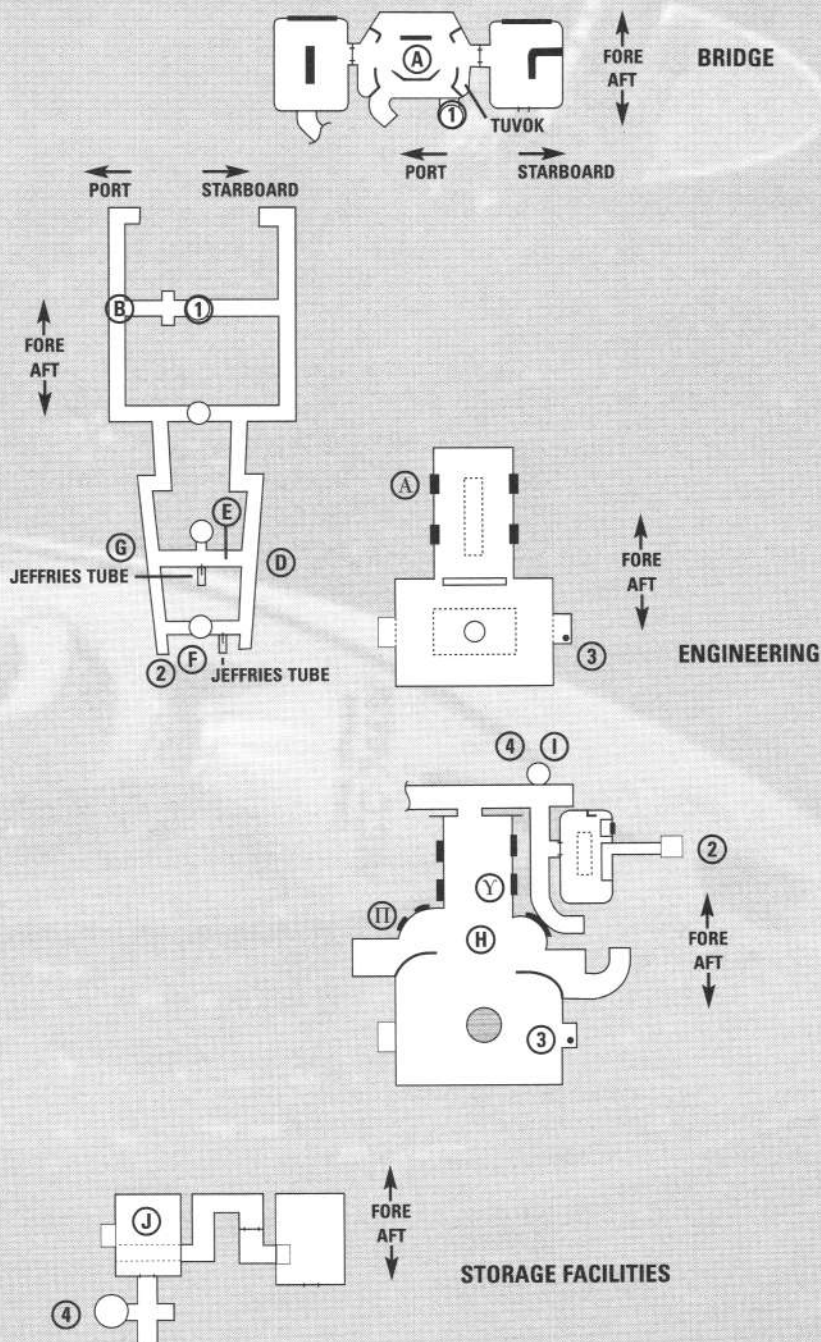
FROM: Lieutenant Commander Tuvok

SUBJ: Potential Warp Core Breach

U.S.S. Voyager has been transported via an isodimensional rift to an unknown area of space. The ship that attacked *Voyager*, and presumably transported the ship, caused damage to EPS conduits in Engineering. This damage has resulted in a containment leak in the ship's warp core.

Per direct orders from Captain Janeway, you are to proceed to Engineering, seal the leak and prevent a full warp core breach.

LEVEL 2: CONDITION



OBJECTIVE ONE:

GET TO ENGINEERING



- B. Exit the turbolift and take a left at the end of the corridor. You should now be heading aft. Continue aft around a left, right, right, and another left-hand turn.

- A. When Ensign Kim receives the report that *Voyager* has a potential warp core breach in progress, you are ordered to Engineering to seal the leak. To reach Engineering, enter the turbolift next to Tuvok's station and use the control panel.

TIP

To learn more about *Voyager*'s current situation, you can stay in the bridge for a few moments. Don't let Janeway remind you more than once that she ordered you to Engineering, though, or you'll end up in the brig.

You will end up in the brig by failing to follow discreet orders or by killing members of *Voyager*. There are over a dozen different brig sequences featuring various members of the crew. Each time a random one will play. See Appendix B, Cheat Codes, to learn how to view all of them.

TIP

Voyager's hallways can all look the same after a while. A map directly across the hall from the turbolift can help orient you.



- C. At the hallway that cuts straight across the ship (there's a mobile control console in the corridor in front of you), an EPS conduit begins to give way. You really don't have a choice: erect a containment field and save your fellow crewmembers. If you don't activate the containment field, you condemn everyone in the corridor with you to death. Since your death will end the mission, and likely doom *Voyager* to an uncontrolled warp core breach, activate the control panel. Unfortunately, this cuts off your route to engineering.

TIP

If you want to be semi-evil, you can erect the containment field immediately upon reaching the control console. This will trap one crewmember within the blast radius.

- E. Return toward the port and enter the Jeffries tube on the aft bulkhead. Watch out! As soon as you open the access, a conduit ruptures and blocks the tube. You must find an alternative way into the relay room at the end of the tube.

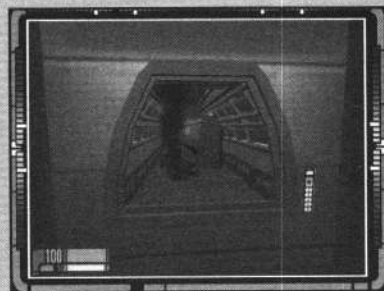
Turn around and enter the destroyed turbo shaft across the corridor, and take the ladder up to the Jeffries tube access. Enter the tube and go past the smashed portion of the floor, jump into the lower tube, and continue on to the relay room.

Upon reaching the relay room, use the control panel to shut down the aft portions of the containment field.

- F. Exit the relay room the way you came in, and then head to the starboard and then aft. When you reach a corridor to your right, enter it and then go into the vertical Jeffries tube access room on your left.



- D. With the containment field in place, you must shut down the power to the aft portion of the field. Head to the starboard side of the ship, where you find Chell and another crewmember working on a data shunt under the floor. After shutting down the data shunt and saving them both from death, you're informed where to find the power relay controlling the containment field.



- G. Climb down the ladder to the bottom of the Jeffries tube. At the bottom, exit through a horizontal tube to the hazardous materials storage room. Unfortunately, one of the storage containers has ruptured and the automatic disposal system has failed. Because of this, the room's floor is covered in the hazardous substance. Fortunately, the autolocks have activated so none of the material can leak into the rest of the ship. You must manually drain the material before the locks will open.

Hop down to the section of storage rack that has crashed to the floor (it's positioned at an angle). Jump from this rack onto the containers next to the ladder. Climb up the ladder to the remainder of the catwalk from which you entered. Use the control panel to drain the hazardous material and unlock the doors.

- H. Leave the hazardous materials room and turn right. At the intersection, turn left and receive instructions for shutting down the warp core from B'Elanna Torres.



To shut down the warp core:

Unlock the power relays by using the second console on the left (gamma on the map). You aren't allowed to use the panel because you don't have the access code.

Use the security panel across from Engineering in the engineer's alcove (pi on the map).

Return to the power relay panel and use it. This cuts the power relays.

Take the ladder to the upper Engineering level, and head for the last console on the left above where you entered Engineering (alpha on the map). Use this panel to shut down the warp core. Leave Engineering the way you came in.

- I. Although you just saved *Voyager*, don't expect a hero's reward. A group of aliens have entered the ship and you're needed to help repel them. Turn right and enter the turbolift on your left.
- J. Exit the turbo lift at the storage level, and head to the storage area door to receive your briefing. After the briefing, enter the storage area and help repel the boarders.

TIP

If you are low on health, you can return to the hallway and talk to the doctor for healing.



When Foster informs you to follow him up the lift, follow him to the other storage facility to help defend Tuvok and the rest of the Hazard Team. After sending the boarders packing, you can relax a bit.

TIP

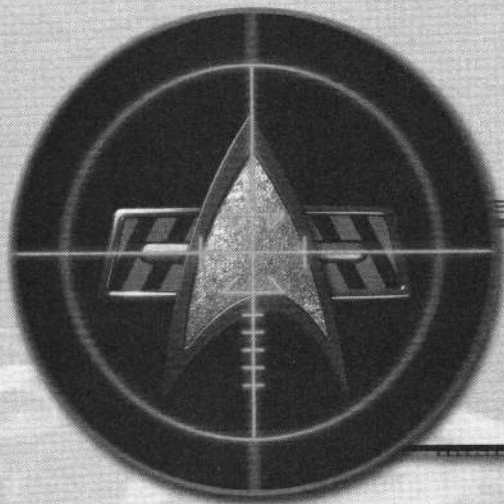
Pick up the enemy weapons when you can. Don't forget the secondary fire on this weapon—it shoots an explosive shell and is useful for picking off aliens behind containers.

OBJECTIVES COMPLETED

Although you've repelled the alien scavengers, they'll probably be back. The Captain believes that the best hope of leaving this area of space is to learn as much as possible. You are told everything that's currently known in Tuvok's briefing for the next mission.

[CHAPTER]

8



MISSION 3: STASIS





TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Data Acquisition Away Mission

Captain Janeway's strategy for getting out of this area of space requires that we obtain additional information not available to *Voyager's* sensors. To this end, two Hazard Team groups will beam aboard a nearby derelict ship and attempt to access its computer records. After these records are analyzed, it is hoped that they will provide fresh insights into our current situation.

MISSION 3: STASIS



OBJECTIVE ONE:

PREPARE FOR AWAY MISSION



- A. After you've been briefed on the upcoming mission, leave mission prep and head into the locker room. After talking with your fellow hazard team members, go to the equipment room and get your gear.
- B. Oviedo has duplicated the Scavengers weapon and you should get in some practice with it before your mission. Enter the holodeck and activate the control panel next to the door. This begins the holoprogram "High Noon". To complete High Noon, you have to eliminate all 15 of the Old West gunfighters.

TIP

The upper level of the fort provides the best locations for picking off the enemy, while all of the weapon and health energy terminals and ammunition crystals are located at ground level.

- C. When the holoprogram ends, head back out into the corridor, turn right and enter the transporter room to join up with the rest of the away team. After Foster's group has beamed away, get onto the transporter pad and prepare for your portion of the mission.

OBJECTIVE TWO:

OBTAIN DATA

- D. You beam aboard the alien ship directly into one of its control centers. Chell immediately gets to work on downloading data from the alien computer while you and Telsia stand guard.

Although all appears to be quiet and serene, keep a sharp eye out for a bunch of Etherians that materialize behind you. Take them out so that Chell can finish his downloading.



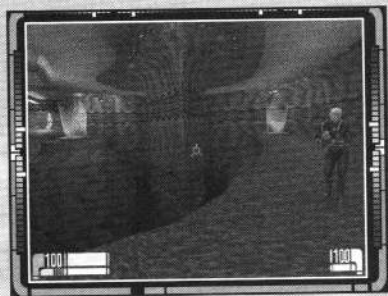
TIP

Keep close to Chell to ensure than none of the aliens succeed in killing him. If he dies, your hopes of completing your mission, getting out of the graveyard, and returning to Earth are over.

TIP

Notice that if any of the terminals are destroyed during your firefight, the "fireflies" will repair them.

OBJECTIVE THREE: JOIN FORCES WITH FOSTER



- E. When Chell has finished, he'll open a door so you can exit. Head through the door, keeping an eye out for the two Etherians just past the doorway at the end of the corridor. Continue out onto the catwalk where you'll find a transporter-like pad. Hop on the pad to move to the far side of the room.
- F. Proceed onto the next chamber. There are more of the alien transporters here that spawn a number of the Etherians. As fast as you kill them, more arrive, so quickly run to the door along the left wall.

Note that there is a health energy terminal near the exit to the room. Use this station while Telsia and Chell provide cover. Destroy the alien transporters to stop their reinforcements from arriving. Now it's easier for you to 1) survive and 2) use the health energy terminal.

Once you're through, turn around and take out the few stragglers that pursue you.

TIP

The hallways can be very useful in fighting off hordes of Etherians. Enter a room and lure the Etherians into attacking you. Then retreat to the corridor and pick them off as they follow you. This limits the number of aliens that can simultaneously attack you, while also makes aiming easier.

- G. Walk across the catwalk over your initial beam-in point and through the door at the far end which leads to a balcony. There is an alien transporter projector on the floor, destroy it to prevent the Etherians from receiving reinforcements. With the projectors out of the way hop on the transporter pad or jump down to the lower level. Under the balcony you'll find an energy regeneration unit and another alien. Take out the enemy and recharge your weapons before proceeding through the door on this level.





TIP

There are reinforcement transporters circling the transporter pad in area D, and fireflies to repair them. Trying to fight off the enemy is almost futile. Your best bet is to dive into the room with your phaser blasting to clear your way to the pad. Subtlety is not an option here.

- I. Go through the short corridor to the chamber beyond. The central column houses a number of defensive turrets and the ramp is mined with floating explosives. Your first task is to take out all of the turrets you can see from the safety of the doorway. After removing this threat, concentrate on the mines. When it's clear, make your way slowly around to the base of the ramp, taking out turrets as they become visible.



- H. The door leading out of this room is locked. The control panel to open it is located on the small ledge halfway up the room. Climb up the ladder-like structure in the middle of the room, then jump to the upper level and walk back toward the control panel. Use the control panel to open the door.

When the door opens, be ready for another onslaught. Fight your way out of this room and into the corridor. Make your way along the corridor until you arrive at the room you first beamed into (area D on the map). The transporter pad has now been lowered to ground level and it's being guarded by a veritable throng of aliens. Get to the transporter pad and beam to the area of relative safety.



- J. At the top of the ramp, head through the doorway and hop on the transporter pad. It takes you to a two-level chamber where you meet up with Foster and his team. Unfortunately, they're on the top level, so each will head off on separate missions.

While in this chamber, grab the stasis weapon that's sitting in the middle of what appears to be a control panel grid. Be aware that as soon as you take the weapon a host of Etherians show up to try to get it back. With your new weapon, kill the opposition and then rearm it by picking up an energy crystal.

OBJECTIVE FOUR: GET TO COMPUTER CORE

- K. Enter the short passageway through the newly opened door. In the next chamber there are three Etherian transporter projectors: two floor models (one on each side of the doorway) and one wall mounted unit on the far left wall next to a doorway. Destroy these while simultaneously killing the Etherians who block your progress through this chamber.
- L. Head through the left-hand archway and down the short corridor. Upon reaching the next chamber, the unthinkable happens; Telsia heads toward the transporter pad and instantly disappears. There's no time to mourn her loss, however, so destroy the large projection in the middle of the chamber to deactivate whatever killed Telsia and jump onto the pad— but make it quick before the fireflies repair the structure or you'll suffer the same fate as Telsia.



TIP

The doorway out of chamber J leads to another chamber with a health energy terminal and two stasis weapon energy crystals. Remember that there are three reinforcement transporters located here, so be sure you really need the ammo and health.

- M. You are transported to the upper level of a large chamber. There is a non-functioning transporter pad at the far end of the room, but the control panel on the level you're on activates it. Trip the control panel, then jump down and hop onto the transporter pad.



- N. The transporter takes you to a chamber with a number of control panels located in the center: the computer core. Move carefully into the room eliminating the opposition as you go.

Activate the four control panels in the center to pull up a map of the area of space that *Voyager's* trapped in to learn what's holding the ship. While you're doing this, Chell is studying the other control panels. He can't shut down the computer core from here, you'll have to make your way to the upper level.

The door out of this area is locked, but Chell is able to access the control codes from one of the consoles and opens the door.



OBJECTIVE FIVE:

SHUT DOWN COMPUTERCORE

- O. Slowly make your way through the corridor. There are a number of transporter projectors set into the roofs of alcoves along the sides. Kill the aliens and destroy the projectors. After a short distance you enter a small chamber with health and energy regeneration units. Make good use of them.
- P. Patience is the only way to survive the next room. Keep pummeling away at the Etherians as they transport into the chamber. Watch out for the flying creatures, their electric bolts cause a lot of damage. Eventually, the aliens realize that you're much better than they are and decide to regroup somewhere else. Proceed through the room and through the now unlocked door at the far end.

TIP

Remember the health and weapon energy terminals in chamber P: you'll need them.

- Q. Continue to a large chamber with an electrical field in the middle and a door along the far wall. Don't go for the door. The electric field will kill you instantly.



To get through the door, fire at the floating mines on the far side of the room. When they've exploded, hop on the transporter pad behind you which transports you to the location where the pods were. (If you don't destroy the pods, they'll explode when you arrive.)

Destroy the pod that's sitting next to the pillar in the middle of the room. This neutralizes the electric field so you can safely get to the door.

- R. Go through the door into the corridor. There are more projectors in alcoves here, so tread carefully. At the end of the corridor you come to the upper level of the computer core. Activate the two control panels here to deactivate the computer core while Chell opens the door.

The Etherians take down Alpha Team, so it's up to you to shut down the power core. Proceed through the now open doorway.

OBJECTIVE SIX:

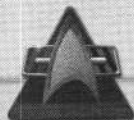
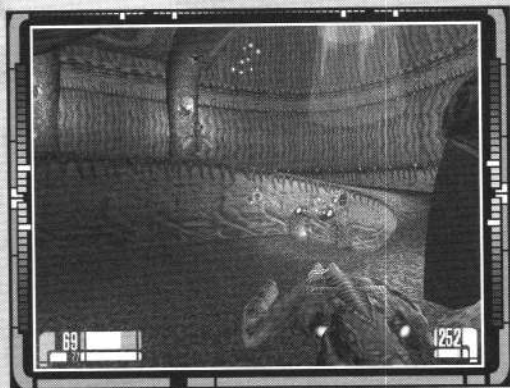
SHUT DOWN POWER CORE



- S. The next chamber is empty except for floating mines and health and ammo. Pass through the chamber into a short "S" shaped corridor. Notice the fireflies near a control panel in the middle of the corridor. When you reach the end of the corridor, be on the lookout for Etherians, they're here in force. Using the cover of the doorway, remove the threat. Unfortunately, Chell isn't that good of a shot and he destroys the transporter pad that can take you up to the next level. The fireflies can fix the pad, but they're way back down the corridor.

Lure the fireflies up to the transporter pad by destroying the control console in this chamber and the one just inside the corridor. The fireflies will come to both of these consoles and then notice the transporter pad. When they're done fixing the pad, hop onto it to get up to the top level of this chamber.

- T. Make your way around the upper level to a doorway. Here you'll be greeted by Etherians and a couple of floor mounted projectors. Stay out in the corridor and take out the Etherians as they come to you. Eventually, they'll give up and you can move on.
- U. Proceed through the doorway and down the hall to a room with a ramp in it. Be very careful! This room is infested. Don't waste your ammo on the projectors, there are fireflies here to repair them. After the Etherians absorb your phaser blasts for a while, the projectors stop sending reinforcements. Kill off the remaining enemies and you'll be home free, for now.
- V. A force field blocks the archway at the top of the ramp. While Chell holds it open, make your way through into the large chamber beyond. Again, don't waste your time on the Etherians. Your best bet here is speed. Run to the far side of the chamber and take the transporter up to the catwalk. Run to the transporter at the far end of the catwalk.





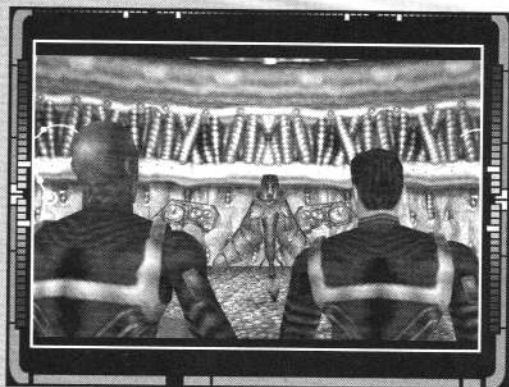
- W. Be very careful when you get to the far side of this transporter. If you keep running, you will end up in another electric floor field, dead. To traverse the field safely, destroy the control panel near where you beamed in. This will distract the fireflies while you take out the pod in the middle of the field and then run to the far side.
- X. Go through the twisty corridor. When it opens into a small chamber, you find Foster fighting off a group of Etherians. Help him decimate the enemy.

- Y. Go through the doorway to the left of where you entered the chamber and walk down the hallway. There's a single projector in an alcove on the right wall so be prepared. Continue until you come to a large chamber. Here you find the remnants of the away teams in stasis pods. Destroy the Etherians in the room. Foster will figure out how to drop the force field blocking your exit.



- Z. Past the force field is another short corridor. Follow it to a large, multi-level chamber. Quickly make your way around to the transporter pad at the far end. This pad transports you to the upper level. Walk to the two control panels and shut down the power core.

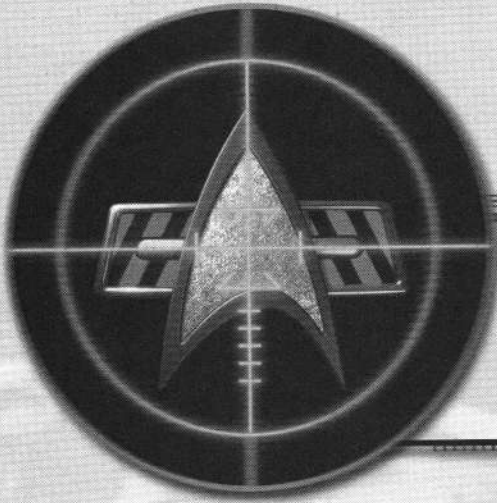
OBJECTIVES COMPLETED



There you meet the leader of the Etherians. He (she? it?) explains that they did not mean to attack the away teams. They were only trying to defend themselves. You, Foster and the Etherians work out a deal that's mutually beneficial.

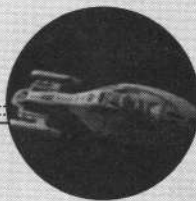
[CHAPTER]

9



MISSION 4: COUNTDOWN TO LAUNCH





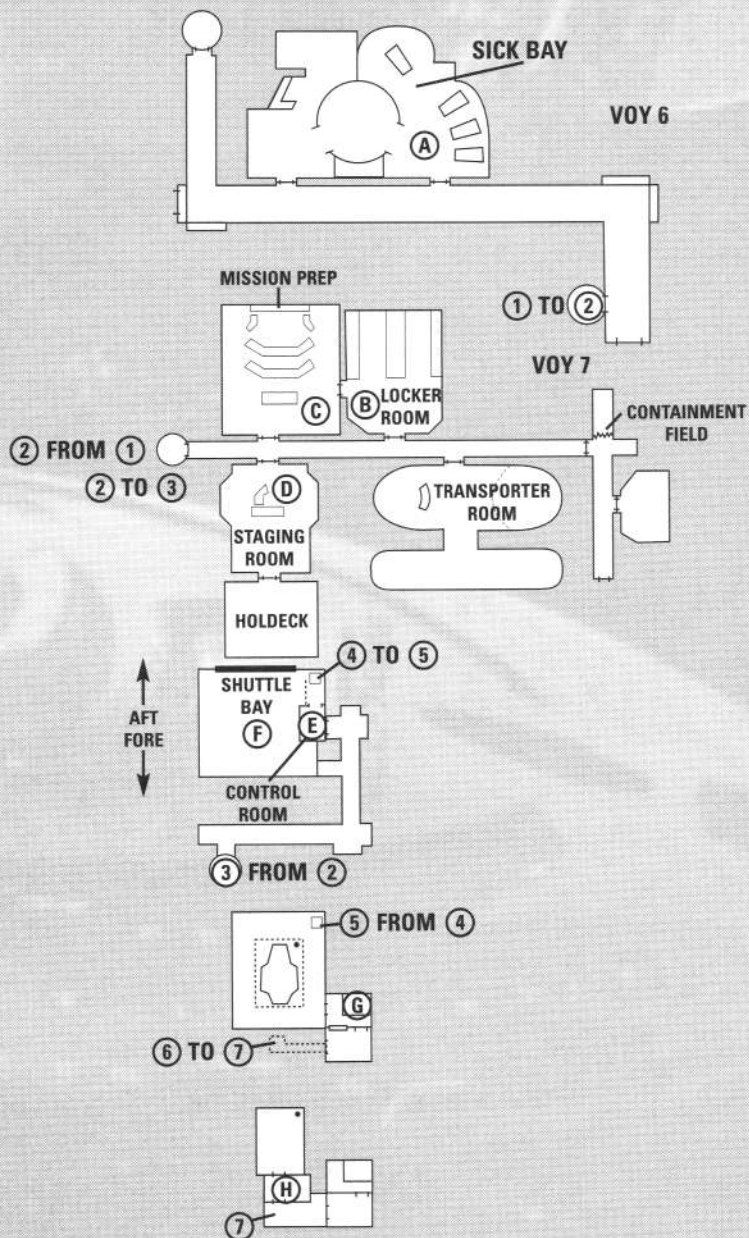
TO: *U.S.S. Voyager Hazard Team Personnel*

FROM: Lieutenant Commander Tuvok

SUBJ: Downtime

Many members of the Hazard Team were injured during the mission aboard the Stasis ship. All personnel are to report to sick bay for an assessment by the Doctor before proceeding to Mission Prep. If Crewman Oviedo is able to complete them in time, you will be equipped with the new compound grenade launcher on your next away mission. The Captain and I understand that these back-to-back missions can put a strain on the Hazard Team, but we have every confidence that you will perform your mission well.

MISSION 4: COUNTDOWN TO LAUNCH



OBJECTIVE ONE: GET MEDICAL ATTENTION

- A. You beam directly to sickbay where your fellow Hazard Team members are already receiving medical care. After Foster commends you for your valiant efforts aboard the Etherian ship, it's your turn.

The Doctor is a busy hologram, so to get medical attention you first have to gain his attention. This is one of those times where it pays to be pushy. Walk up to the Doctor and "use" him (press the use key). He will begin a scan and then render his diagnosis. Your injuries don't require much in the way of treatment, so you're free to go.



OBJECTIVE TWO: RECEIVE MISSION BRIEFING

- B. Foster ordered you to Mission Prep as soon as the Doctor finished with you, so get a move on. Leave sickbay and head to the turbolift.

When you arrive on the Hazard Team deck, head to the lounge. After talking with teammates go to the locker room. Here you'll find all of your fellow Hazard Team members alive and well. After shooting the breeze with them for a while, it's time to get into Mission Prep for your briefing.



TIP

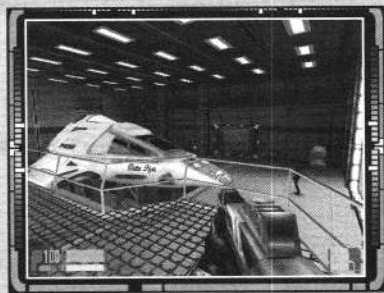
A map of this deck is located in the corridor just outside of the locker room.

- C. Go through the only other door in the locker room into Mission Prep. Here you receive your briefing about Isodesium, the Scavenger stronghold, and your upcoming mission.
- D. Upon completion of your briefing, head to the shuttle bay and begin your mission. Leave Mission Prep through the main door to the corridor and enter the holodeck equipment room directly across the hall. Here you'll find a number of weapons, including the new compound grenade launcher. Pick them up, you'll need them.

To practice with the grenade launcher, enter the holodeck and activate the control panel just inside the door. This begins the holoprogram "Camelot". The objective is to eliminate the 15 palace guards. You'll have to work your way throughout the castle to take them out. The guards are armed with bows; your hazard suit's armor can take handle these archaic weapons.

OBJECTIVE THREE: UNLATCH DOCKING CLAMPS

- E. When the holoprogram is finished, go back into the corridor, turn left and go into the turbolift. When the lift finishes its journey, get out and make your way to the shuttle bay control room at the end of the corridor.
- F. Go through the other door in the control room and take the lift down to the main deck. Here you find out that the docking clamps are stuck and you'll have to find a way to unlock them. If you take too long unlocking the clamps, Foster will have you sent to the brig.



The clamps are controlled via the small maintenance room just off the "pit" below the *Delta Flyer*. The door to this room is sealed from the inside, so you'll have to find another way to get to it.



- G. Go into the maintenance lift room. Take the lift to the lower level and try to get into the maintenance room. This way is blocked by superheated ceraton gas. You can't get through that way.

Head back up the lift. You'll notice here that one of the panes of transparent aluminum in the windows is cracked. An explosion will rock this area, knocking down the crewman down here, and shatter the cracked panes of transparent aluminum, giving you access beyond the venting ceraton gas.

- H. Follow the shaft to its end and then drop through the grate to the area just outside the maintenance room beyond the ceraton gas. Use the control panel mounted on the wall near the door to the maintenance room.



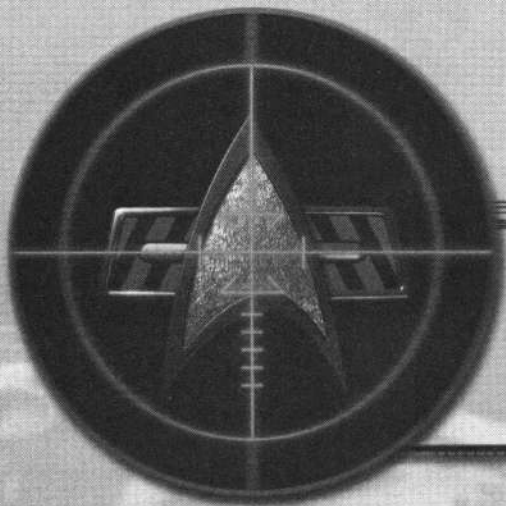
Now enter the room and use the control panel along the left-hand wall. This unlocks the docking clamps. The Delta Flyer is ready to go.

OBJECTIVES COMPLETED

Go through the other door, enter the pit below the Delta Flyer and climb the ladder. Now just sit back, enjoy an episode of Captain Proton and get ready for your next mission.

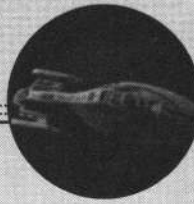
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10



MISSION 5:
SCAVENGERS





TO: U.S.S. Voyager Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

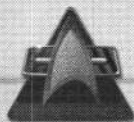
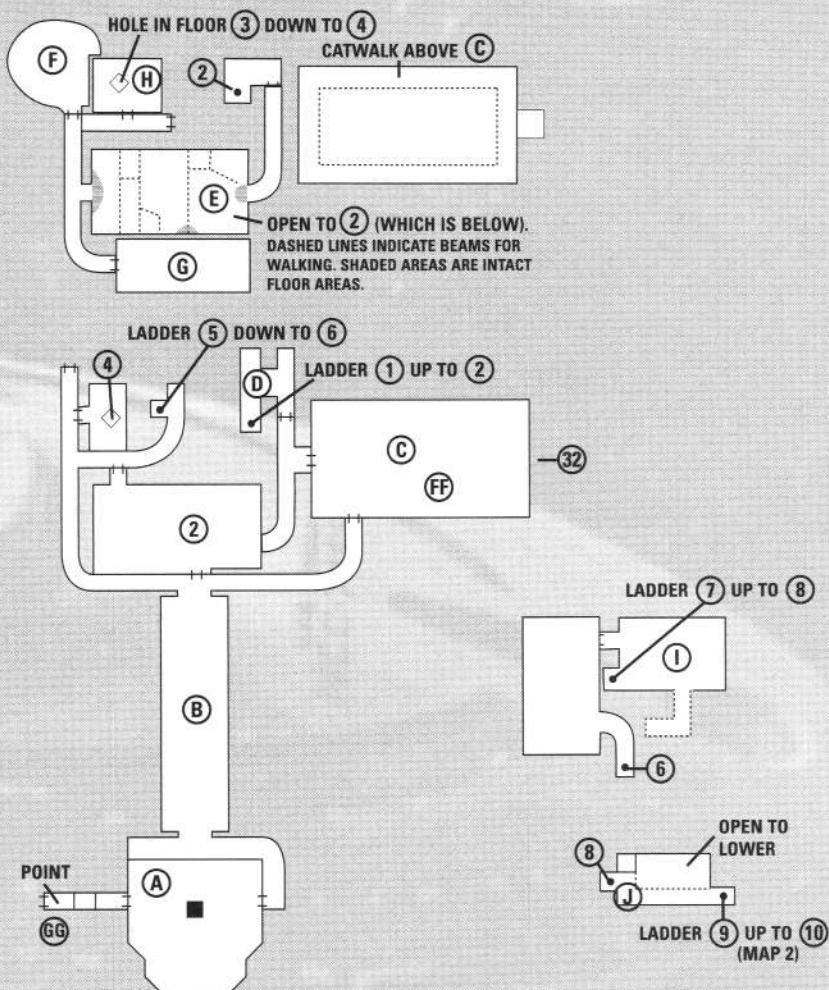
SUBJ: Isodesium Retrieval

The dampening field holding Voyager in place is affecting all of our energy producing systems. This is putting a strain on life support and other critical areas. Engineering has identified that isodesium should be able to power our systems without being affected by the dampening field. This should greatly aid our escape.

Isodesium has been located aboard the ship belonging to the Scavengers. Since turnabout is fair play, the Hazard Team will take the Delta Flyer to the Scavengers' station and retrieve as many samples of isodesium as possible.

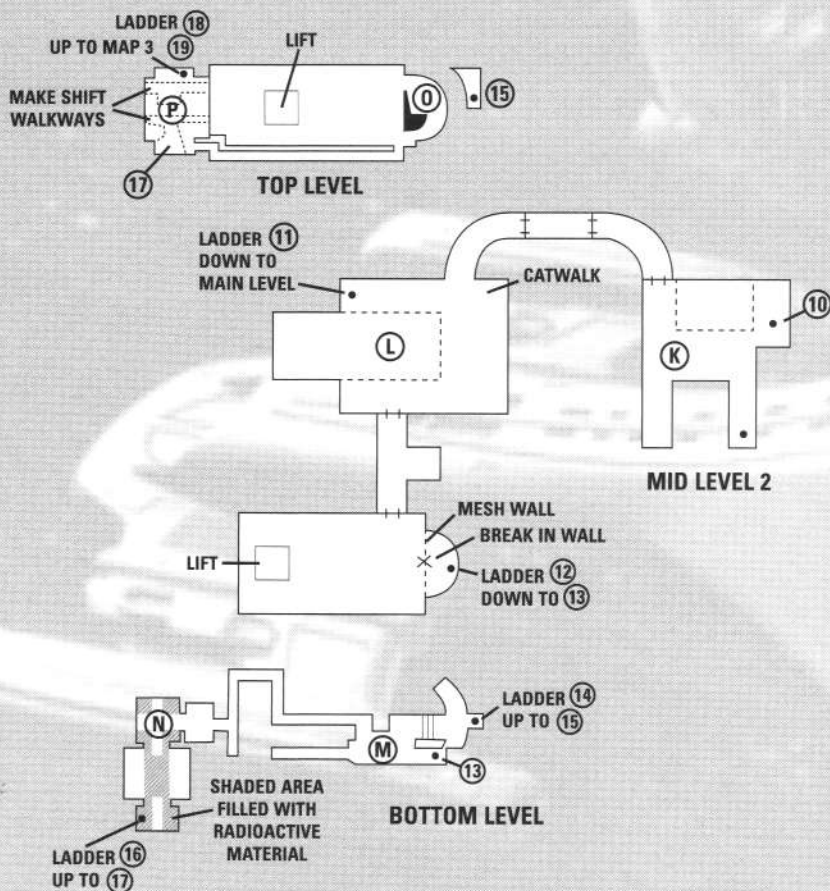
Due to our low transporter energy levels, however, the away team will be small, so a frontal assault will not be possible. Therefore, stealth must be employed throughout this mission. Since you will be greatly outnumbered, avoid armed conflict with the Scavengers.

MAP 1



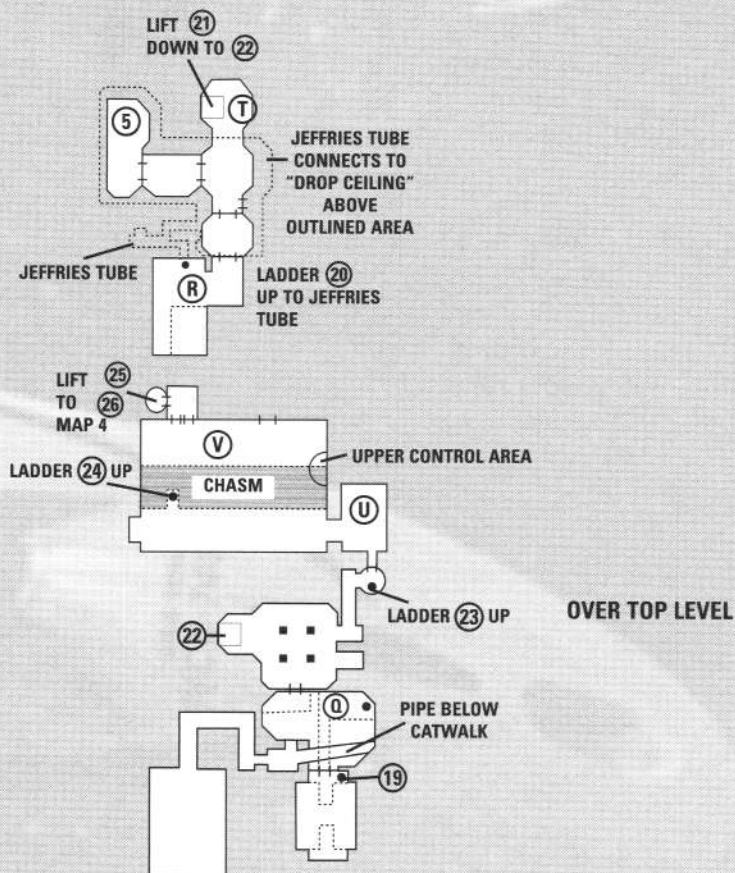
MISSION 5: SCAVENGERS

MAP 2



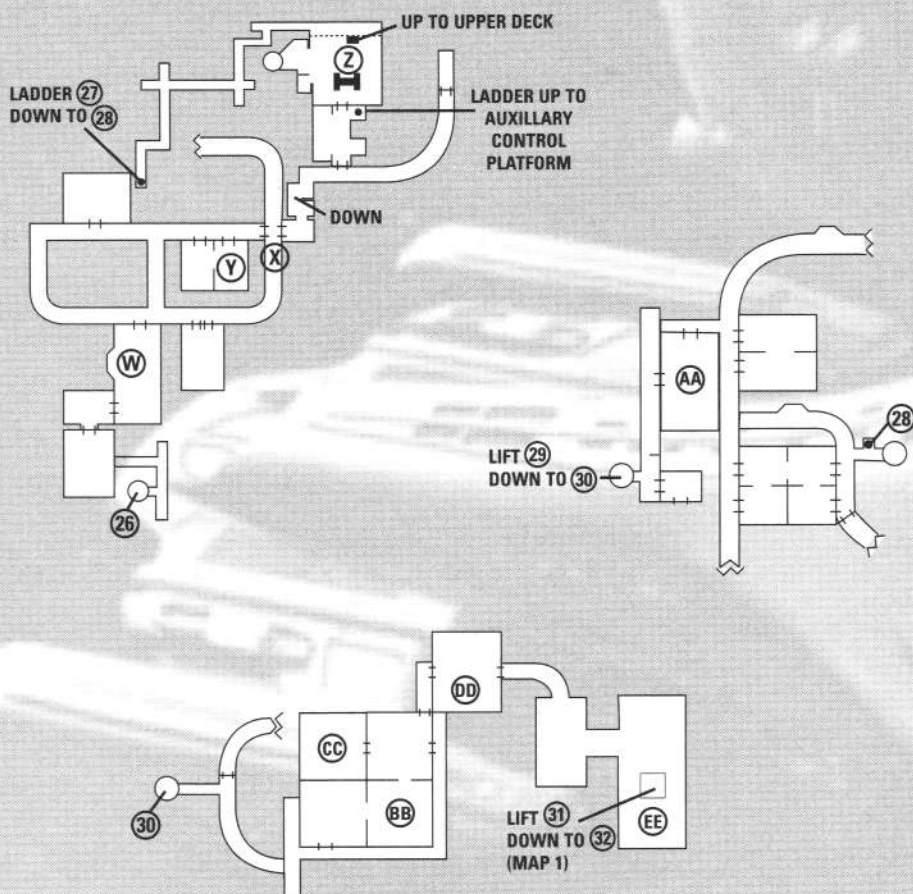
MISSION 5: SCAVENGERS

MAP 3



MISSION 5: SCAVENGERS

MAP 4



OBJECTIVE ONE: RETRIEVE KLINGON SUPPLY OF ISODESIUM

- A. Upon entering the airlock into the Klingon section of the Scavenger station, head up the ladder and into the bridge. The captain is sound asleep in his command chair, so walk quietly into the room. The only other exit from the bridge is locked. Use the control panel directly to the right of the door to unlock it.



TIP

If you've turned on the "always run" option, you should turn it off for this mission. This will help ensure that you are as stealthy as possible.

The Scavengers do a lot of damage with their weapons in a short period of time. Don't try engaging in combat. Always find a stealthy solution.

- B. Leave the bridge through the door and turn left down the corridor. Stop before you reach the open doorway on your right and lean into the opening to see the two Klingons in this area (one's asleep while the other is patrolling). To lean, press the use and step (strafe) keys at the same time.

To move through this chamber unhampered, you will have to move only when the patrolling Klingon is looking in the other direction. First, make your way behind the stack of crates to the left of the door (behind the sleeping warrior). From here, wait for the patrolling guard to look away and then head diagonally across the chamber to another set of crates. Repeat this "wait, cross, wait" routine to get to the next batch of crates on the other side.

The next move isn't a crossing at all. There's a sleeping warrior curled up behind the pile of crates across from your current location. Instead of crossing the chamber, slip into the open middle section, head toward the door and then take refuge behind the next set of crates on the same (left) side of the passage. You are now right near the door. Wait until the guard is looking away and take a leisurely stroll through the door to relative freedom.



NOTE

If you alert the Klingons 3 or 4 times while in their portion of the base, Foster will notify you that you weren't stealthy and the Scavengers know you are there. If this happens, Odell will be found dead.

- C. Turn right and head down the corridor. You'll come to a large cargo hold with a catwalk one deck up. About the first thing you'll see is a parasite. Don't kill it! The sound of your phaser will alert the two Klingons on the catwalk. Wait for the warriors to kill the parasite and then move into the hold and hide behind the stack of packing crates. When the Klingons enter the lift and leave, move out of your hiding place.



The one door out of this area is locked and the control panel that opens it is located on the catwalk next to the lift door. To reach the upper level, fire your phaser at the only remaining support holding the cargo lift. This drops the lift and allows you to jump onto its crates and ultimately up to the catwalk. Use the control panel to open the door. Don't forget to use the health and weapon energy consoles before you leave this area. Of course, since you've been stealthy, you don't have any need for them.

- D. After going through the door, turn right and head into the small control room. There is a warrior here. If you're quick about it, you can make your way around the corner and up the ladder as he leaves his control panel heading away from the ladder or hide behind the doorway near the ladder and wait for him to make another patrol. At the top of the ladder, you'll find another control room with yet another warrior. Move quietly; you can get to the door without alerting him to your presence.
- E. Now that you're out of harm's way, it is time to go up against a bunch of Klingons eating dinner. Follow the corridor until it opens into a room whose floor has caved in on the area below. Some of the floor joists are still intact and you can use these to move unseen to the door at the far side of the room. Here you should notice the isodesium to your left as you cross the room.



- F. Once in the doorway, lean into the corridor to see the Klingon on patrol there. Your objective is in the room at the end of the hallway to your right. You know the drill. Move when the guard is looking away, find shelter when he's looking toward you. Make your way to this room and activate the control panel you find there to unlock the door leading to your first sample of isodesium. Be sure to watch the Klingon in the monitor. Time it so that you leave the room while the Klingon is patrolling the side corridor.
- G. Leave this room and go to the opposite end of this hallway. In the room, you'll find the isodesium as well as a Scavenger weapon power crystal and health and weapon energy terminals. Use the control panel located at the end of the room to open yet another door in this level. Again, you can watch the guard in the monitor. This time it should be a little trickier since he is heading towards you.
- H. Head back into the corridor and go to the side corridor using the alcoves to hide if the guard gets close. Enter the room whose door is now open and drop through the hole in the floor into the room below. Make sure you land on the crate first. The sound you make if you jump all the way down will likely wake the sleeping Klingon.
- I. Leave this room and turn left. Take the first left and follow this passage to its end. Go down the ladder into a cargo hold and stealthily make your way through the room, kneeling behind the crates to avoid the guard, to a door. This leads to the lower engineering level. Here you'll find a small Jeffries tube-type opening, at the end of which you'll find another sample of isodesium. As you move to the ladder, Telsia calls and asks you to create a diversion to help her make her way through another part of the ship. Cutting off the power is just the thing.
- J. Taking the isodesium causes power fluctuations that puzzle the Klingon engineers directly above you. Luckily, this forces them to man their consoles and ignore you as you make your way up the ladder to the mid-engineering deck. Remain quiet and sneak behind the two engineers to the ladder across the deck.
- K. Take this ladder up to the main engineering deck. Use the packing crates for cover and wait for the engineers to move. When the coast is clear, head to the old 23rd century Starfleet control console and divert the power. Telsia is now in the clear and you can concentrate on getting your third sample of isodesium.



- L. Once the guards leave, sneak through the door at the far side of main engineering and follow the corridor to another cargo bay. Here you find a group of Malons accusing some Klingons of diverting their power. Let them have their little argument in peace while you quietly make your way along the catwalk over their heads to the ladder.

Take the ladder to the lower level (making sure to stay behind the boxes). To get past the Malons, head into the smaller chamber right beside the ladder and work past the crates to the far side of the room. Once there, you can see your last sample of isodesium. Since you're behind the boxes, brazenly walk up and grab it.

OBJECTIVE TWO: FIND ODELL

- M. Rather than stick around, leave the cargo hold through the door near the isodesium and continue on to the small chamber beyond. There appears to be no exit from this room, but there is a small grate to your left that will break away when you walk up to it. Go through the break in the grate and take the ladder down to the maintenance crawl shaft.



- N. When you get off the ladder, turn around and crouch to enter the small maintenance crawl shaft on your right. Watch out for the large number of parasites that infest this tube. At each corner a couple of secondary fire shots from a Scavenger weapon, if you have one, will do wonders to help keep you healthy.

At the end of the shaft you find yourself in a tall chamber whose bottom is filled with toxic antimatter waste. Don't fall in this stuff.

TIP

Right around the corner from the ladder, there's a set of stairs leading to another ladder. This ladder, in turn, leads up to a small chamber with a weapon energy terminal. If you need it, use it.

- O. Climb up the ramp onto the edge above the waste, then jump onto the large crate in the middle of the chamber. From here, drop onto the long, dry area opposite where you came in. Now, leap onto the ladder and make your way up to the top. Just below the catwalk you now find yourself on, you can see a small grate. Drop down to the grate, push it in and proceed up the ramp to your right. Enter the shaft and follow it to the large chamber beyond.



There are a number of Malons in this room. Be careful and use stealth to move into the smaller portion of the chamber to the right of the shaft. Use the control panel here to disrupt the flow of the toxic waste. The Malons will take the lift to the lower level to discover what the problem is. Go into the main chamber and use the control panel just to the right of the lift. This raises the toxic waste level. If you so desire, walk over to the lift and watch the toxic waste rise up and kill off the Malons.

- P. Exit through the door into the toxic waste chamber. The liquid level is now almost level with the catwalk, but it has also lifted the crate. Jump onto the crate and then onto the far catwalk and make your way up the ladder to the top level. There's a health energy terminal at the far end of the catwalk past the break, if you need it.

- Q. Go through the door and drop onto the broken conduit/pipe directly below you. You are now in the Hirogen area of the Scavenger station, so you can pretty much forget about stealth. These hunters are sharp lookouts. Crouch into the conduit and crawl through it to the end. Carefully walk over the debris on the floor to avoid the antimatter waste and move into the flow tube beyond.



- R. Follow the flow tube until you reach the chamber that it spills into. There are some parasites here, so take them out before proceeding into the room. Once in the room, jump over to the raised area using the floating debris for support and then climb up to the catwalk above by jumping up on packing crates. There are health and weapon energy terminals in this area if you need them.

- S. Climb the ladder and enter the crawlway junction area. Take the right-hand turn and follow the crawlway until it opens into a wide, low-ceilinged area. This dark area is above the ceiling of the chambers below. Walk through this area until you come to a broken section of ceiling which allows you to drop down. Make sure to drop onto the storage containers or you will take damage due to the height. It is here you will find Odell, dead, if you have alerted the Klingons to your presence.



- T. Move to the door, ensuring that you take cover when it opens. There are a bunch of Hirogen hunters in the room beyond just waiting for some new prey. From the safety of the doorway, remove the threat before moving into the chamber. Use the same strategy to clear out the hallway beyond the room before moving to the left, to find the small lift located at the end.



- U. Use the lift control and take the lift to lower level. You'll encounter tough resistance here, so make sure you use every available piece of cover. Once the Hirogen are out of the way, head across the room to the raised duct in the wall. Jump up on some debris, climb into the duct and follow it around to the turboelevator shaft. Here you meet Odell alive, if you were stealthy enough in the Klingon section. Once you've had Odell safely transported away, continue through the duct to a small cargo bay.

TIP

There is a slight delay between the time that you use the lift control and when the lift moves down. Use this to your advantage. After using the control, run off of the lift so that you remain on the upper level as the lift descends. Now, jump down to the lower level and immediately run to the nearest set of containers, crouching behind them for cover. Jumping down gets you to the lower level faster, making it harder for the Hirogen to get a bead on you.

- V. It will take some good shooting to get through this next section. Using all of the available cover, take out the Malons guarding the cargo. Next, move into the much larger cargo area. Once again, use cover to avoid being shot while you take out the remaining Scavengers on the far side of the chasm.



Once they're out of the way, Telsia arrives in the far control room to start up the cargo crane so you can get across. No sooner has she done this, than a couple of men in 23rd century Starfleet uniforms arrive and drag her away. There's something odd about those uniforms, though.

To cross the chasm, move out onto the short catwalk and climb up the ladder. When the crane is under your position, jump onto it and then over onto the far side of the chasm. You can now climb the small ladder and retrieve the final sample of isodesium.

OBJECTIVE THREE:

SAVE TELSIA

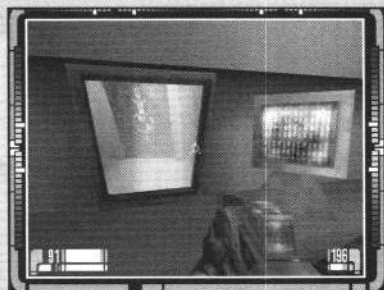
- W. Once you have the isodesium, it's time to save Telsia. Go across the chamber to the yellow door, pass through it and enter the turbolift on your left. Use the control handle to head to the next deck. What's that insignia on the door? It looks oddly familiar, like something you might have seen in a historical archive. That's it, they're from the Mirror Universe visited by Captain James Kirk of the U.S.S. Enterprise over 125 years ago!



When you leave the turbolift, turn left and make your way along the passageway and through the two rooms filled with sleeping crewmembers. Make sure you keep it quiet; one bit of noise and you'll wake them all.

- X. Leave the sleeping crewmembers and turn right. Follow the corridor until you come to your first door on the left, the one directly across from the force field protected door. It won't open. Not only that, but it's alerted a couple of guards who come to investigate.

- Y. Go back the way you came, and take your first right. Go to the end of this hallway and sneak a look around the corner. The two guards should be investigating your door. Once they're done, they head off to grab some food. Now's your chance. Enter the hallway and go into one of the doors on your right, then use the mirror-like control panel next to the communications screen. This drops the force field.



- Z. Go through the door that the force field used to protect. Turn left and then go down the short ladder. Leaving this area, you come to a door on your left. Go through it.



Head up the ladder you see on your right. Spread below you is the engineering deck. From your relatively safe cover, listen to the engineers converse. After the conversation, two of the three imperials leave. Go back down the ladder and enter the engineering room.

Keep to the left of the room and use the control panel to cause an explosion. The remaining imperial will run out of the room to see what happened.

TIP

There is a health recharge station at the end of the Klingon hallway. Put it to use if needed.

Once the room is empty climb the ladder across the room. Go through the grate on the left-hand side of the upper engineering deck and follow the Jeffries tube to the ladder at the far end. Watch out for parasites, they are around every corner of this area.

- AA. Go down the ladder. Leave the ladder alcove and turn right. Go through the door into a curving passageway. Head to the door almost directly ahead and pass through the crews quarters into the hallway beyond. Hide in the hallway out of view from patrolling imperials. Once there, turn right and enter the door on your right that leads into another set of crew's quarters.

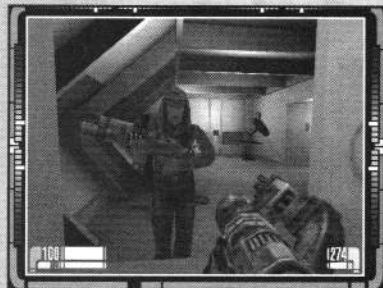
Use the control panel in this room to overload the console located on the other side of the room, beyond a pile of debris. This eliminates a guard and allows you to look at the console he was viewing. There's Telsia, strapped to a diagnostic bed in sickbay!

Outside the room you hear a couple of guards bickering. When they stop, watch the view console since it shows the patrolling guard outside the door. When the coast is clear, make a dash down the short corridor directly across the hall. Go into the room on your left where you find some tunics that would make a perfect, well, an OK disguise.

- BB. With your disguise in place, leave this room through the other door and turn left. There are two Mirror Starfleet officers just down a short ladder; they'll let you pass. There is a room, to the left, behind these two Mirror Starfleet officers that has a health and energy terminal in it, in case you need it.

Go down the ladder, then turn right and enter the turbolift. This lift is out of order, so you'll have to go down using the emergency ladder.

When you leave the lift, proceed down the short corridor then take a right. Continue down this corridor until you come to an intersection. Jog left and then right and go through the door into sick bay.



- CC. Approach the doctor/interrogator. When he asks you to get Veritrax-Twelve, leave the diagnostic area, enter his office and go through the door on your left: the laboratory. Instead of picking up the Veritrax(blue vial), grab the red vials which contain a quick acting tranquilizer. Return to the doctor inject him with it (use your fire key when you're right up next to him.) With the doctor out of the way, Telsia wakes up and you begin to plot your escape.

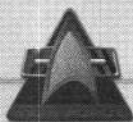
NOTE

If you give the doctor the Veritrax-Twelve he requests, Telsia will identify you as an intruder and you will have to fight your way out. Don't blame her, it's the truth serum.

If you need to fight your way out, get into the office quickly to limit the enemy's field of fire and then pick them off one by one. When they stop approaching, move into the corridor and work your way around the entrance you first came in, taking out the Imperials as you go. Enter sickbay and eliminate the few remaining Imperials before moving to Telsia's side.

OBJECTIVE FOUR: RETURN WITH YOUR ISODESIUM

- DD. Follow Telsia to the entrance to auxiliary control and attempt your guard-with-prisoner ruse. Your disguise doesn't work and the Mirror officers try to kill the two of you. If dying isn't your idea of fun, take cover behind some consoles and ensure that the enemy is the one that doesn't have any fun. To keep them from receiving reinforcements, blast the small, standing control panel next to the door where you came in to lock the door. When they're all dead, activate the console on the arm of the command chair to open the exit door.
- EE. Go through the door to the next area. Learning from past experience, you don't try the guard-with-prisoner routine again. Engage the enemy while Telsia escapes. Once the hostiles have been eliminated, pick up their weapons and follow Telsia through the door. In the middle of the next room you find a lift. Hop onto it and take it down.
- FF. Waiting for you at the bottom of the lift is the Alpha Hirogen, a hunter of unparalleled accomplishment: you are his prey. Once he's finished his speech about how you will die, immediately drop to the lower level of the cargo hold and take cover. He's carrying a tetryon pulse disrupter that will rip through your hazard suit, and your body, like a hot knife through butter. To make matters worse, he has a personal deflector shield which will deflect any weapon you have.



Luckily, he has to drop his shield periodically for it to recharge and during this recharge period he is vulnerable. The Alpha keeps his shield on while firing his TPD and it recharges while he is not firing.

- GG. With the Alpha dead, and his TPD in your possession, it would be nice to think that getting back to the extraction point would be a walk in the park. Nothing could be further from the truth. Your exchange of fire with the Alpha has alerted all of the Klingon warriors in this section of the station and they are intent on spilling your blood.

Take refuge behind some packing crates and watch as the Klingons cut open the door leading out of the cargo hold. As they begin pouring in, take them out one at a time. Now move cautiously into the hallway. There are warriors waiting around the corner. Use your TPD's secondary fire to ricochet rounds past the corner and soften up the warriors. When the hallway is clear, move to the intersection and follow the same routine to clear out the next corridor.

Move into the corridor and work your way toward the bridge using the packing crates as cover. More warriors are waiting in the corridor leading to the bridge. You know the routine, ricochet fire from your TPD to soften up the enemy or launch a few grenades around the corner with your compound grenade launcher, then nail them when they come out of hiding.

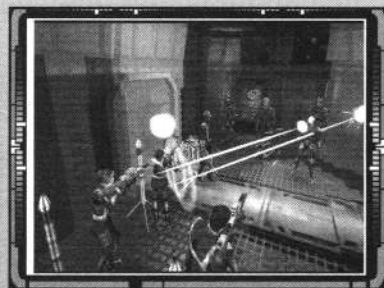
You have only one enemy left: the Klingon commander. Make your way around to the bridge entrance and, as soon as the door opens, take him out in a flurry of weapon fire. You can now nonchalantly walk through the other door and back to the airlock that you arrived in.

OBJECTIVES COMPLETED

All of your hard work and sacrifice seems to have been for naught. No sooner does the away team activate the pattern enhancers than a contingent of Borg drones arrives to steal the isodesium, and Foster. There's nothing you can do. Your only option now is to get back to Voyager and plan how to retrieve your lost assets.

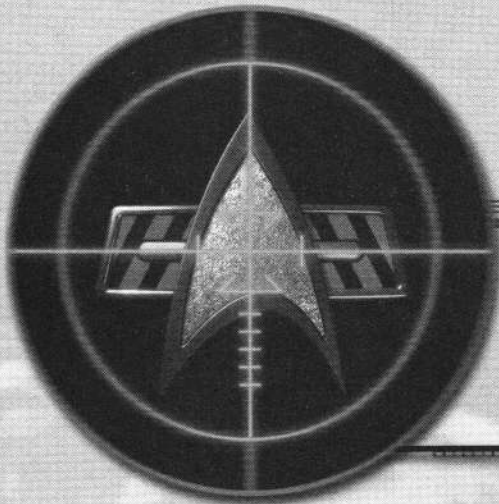
TIP

Although it is generally thought of as your most limited weapon, your hand phaser is ideal for killing the Alpha. Since you can fire continuous bursts of secondary fire, you can inflict higher damage than with your single-shot compression phaser or even your Scavenger weapon. While you're hiding from the Alpha's fire, your hand phaser is recharging and it will be ready when you next pop from behind the packing crates and let loose.

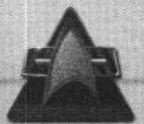


[CHAPTER]

11



MISSION 6: THE BORG





TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Isodesium Reclamation Mission

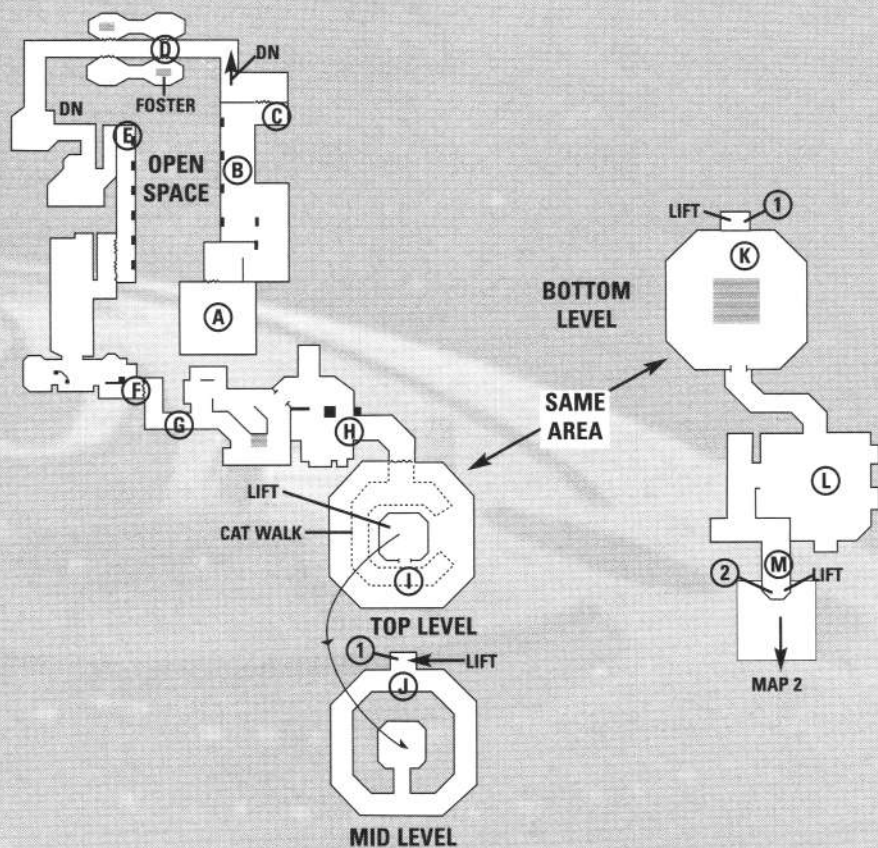
As you are no doubt aware, the Borg who are also trapped within this region of space stole our isodesium just as we were about to beam it back to *Voyager*. This isodesium is required to repair the warp drive and other critical systems so that we can effect our escape. The Hazard Team is to beam aboard the Borg's Cube and retrieve the isodesium.

Lt. Foster was captured during the Borg raid. Ensign Munroe is now in command of the Hazard Team. I expect you to give the ensign the same respect and devotion that you gave to Foster.

Although it is unlikely, there is a possibility that Lt. Foster is as yet unassimilated. In the event that you locate Foster while aboard the Cube, you are not to jeopardize the mission by attempting a rescue, unless such rescue can be accomplished with a high probability of success.

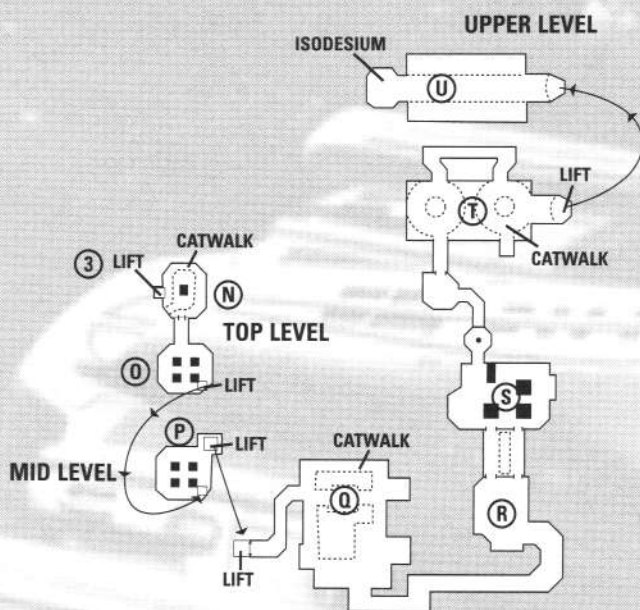
MISSION 6: THE BORG

MAP 1



MISSION 6: THE BORG

MAP 2



MISSION PREP

After beaming back to Voyager you speak with Tuvok, who chastises you for putting your feelings for Foster ahead of the mission. Once he leaves you alone, wander the deck and speak to the other members of the hazard team. Most of them seem to blame you, though they won't say it to your face.

Eventually Tuvok will call you to astrometrics. Head to the nearest turbolift and go to join him. In astrometrics, the plan for retrieving the isodesium, and perhaps Foster, is outlined ...

OBJECTIVE ONE: RESCUE FOSTER

- A. The Hazard Team, along with Seven of Nine, beam into the Borg Cube in a relatively uninhabited chamber. A force field bars the way to the remainder of the ship. Destroy the distribution node that controls field. Use your phaser so that you don't deplete your limited compression phaser / I-Mod power supply.
- B. Leave the chamber and go to a catwalk bordered by regeneration chambers on the left. Be very careful making your way along this catwalk as the Borg may be awakened and attack your team.
- C. If you make no threatening moves, you can make it to the end of the catwalk unmolested. Unfortunately, when Chang attempts to destroy the generator controlling the containment field at the end, the Borg you've just passed will attack your team. Take them out as quickly as possible.
- D. Go through the now open force field and down the ramp. In the first chamber on the left you find Foster! You can either continue on your way, leaving Foster to become a member of the Collective, or save him from a fate worse than death.



Assuming that you have more heart than Seven of Nine and want to save Foster, wait for the force field to the drop at the far right-hand assimilation chamber. Run to the adjoining chamber and activate the control panel on that couch to go up, then make your way through the small accessway to the upper level of the chamber you were just in. Cross to the side with Foster and take out the two Borg you find there. Now activate the control panel on the assimilation couch to go down to the waiting Foster and shoot the Borg who are assimilating him. Move to the control panel located between the two chambers and you will call *Voyager* to beam Foster back to sick bay.

OBJECTIVE TWO: FIND VINCULUM

- E. Leave the assimilation chamber and continue down the corridor and down the short ramp. Here you'll find a broken grate that can be completely eliminated with your hand phaser. Enter the area behind the grate and follow the accessway to its end. Through the grate you see a distribution node; destroy it to deactivate the Borg and any force fields in the area.



Exit the accessway and wait for the rest of the team to meet up with you. Continue out of this chamber onto the catwalk and make your way to the end. When the Borg attack, make sure that you keep in the cover of the regeneration chambers or the Borg across the chasm will pick you off. After you've eliminated all of the Borg that attack the force field at the end will drop.

- F. Once through the force field, go down the corridor to your left killing the Borg as you go. When you reach the next force field prepare for a siege. As Seven attempts to drop the field, you are beset by Borg. First they will come in via the corridor you just walked down, but when they

TIP

Although it doesn't seem very sporting, take out the Borg in their regeneration chambers as you make your way down the catwalk. If you don't you could be caught in a cross-fire as they awaken in front of and behind you.

realize that this is an effort in futility, they begin beaming in among your team. Kill them off as quickly as they arrive to buy Seven the time she needs. Since Seven is the main target, make sure that you remain near her to draw the Borg fire and allow her to complete her mission.

G. When the force field is down, beat a hasty retreat through the now open doorway. Although Seven says that "either way will suffice", go straight ahead and bear right to limit the size and direction of the next Borg assault. Turn left at the intersection (just to the right is a weapon energy station that you should take advantage of) and continue around to the left toward a health energy terminal. The Borg will attack as you approach the terminal. Beat back the resistance and continue on.

H. Kill the Borg in the alcove to your left as you enter the larger chamber. More Borg will attack almost immediately, so be ready for them. Once the onslaught has ceased, enter the small alcove in this chamber and go through the access way to its end. Blast through the grate and take out the distribution node to drop the force field. Retreat down the accessway to rejoin the team.



I. After the force field has been eliminated, enter the large chamber beyond. Walk around the perimeter to the lift entrance on the far side. Trip the switch outside the lift, then enter it and activate the switch to go down to the next level.

J. Exit the lift and take the catwalk around to the far side of the chamber. Here is another lift down to the lower-most level. Trip the switch, then enter the lift to go down.

K. When you reach the bottom, exit the lift, kill off any remaining Borg and make your way around to the force field at the other side of the chamber. Seven notices a computer terminal here and accesses new information about the Forge and its strength, and most importantly, the location of the isodesium. When she completes her analysis the force field is dropped.



L. Enter the short corridor and follow it to the left and right. When you reach the chamber at its end, prepare for another Borg attack. When you have finished off this contingent make use of the weapon and health energy terminals before continuing on. To drop the force field that's blocking your escape from this room, use your TPD's secondary fire to take bounce a shot behind the grate that blocks your phaser fire. (Note that you can also use a grenade if you launch it in behind the grate.)

TIP

While on the upper level, it's a good idea to take advantage of your superior position and kill off as many of the Borg in the lower level as possible. Your telescopic sight and secondary fire mode of your I-Mod are invaluable in helping you conserve weapon energy.



TIP

Destroying the disnode right away will stop the battle in this room.

- M. Go through the now open doorway, enter the corridor and follow it to the lift at its end.

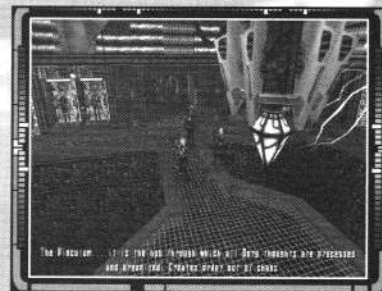
- N. Exit the lift at the bottom and follow the catwalk clockwise around the central shaft until you come to a doorway.

- O. Carefully follow the corridor to a large, multi-leveled chamber with a number of columns in it. This chamber is chock full of Borg intent on your destruction. Use the cover of the columns to attack the menace and make your way to the lift at the far end of the chamber. There is a weapon energy terminal on this level, make use of it to keep in top fighting form.



- P. Take the lift to the mid-level of the chamber and fight your way to the next lift.

- Q. Flip the control switch for the lift, but hop off before it begins to go down. In the area between decks you see a plasma filter. Eliminate the group that attacks the away team in the corridor and then take out the plasma filter. A small accessway is now revealed; hop down to the accessway and make your way to the distribution node that prevents the team from continuing on. Return to the lift shaft and jump down to rejoin the team. There are energy terminals at the far end of the accessway, and you will probably want to use them before continuing on.



Go down the corridor to the large chamber that contains the Vinculum. Despite all of your care, the Borg erect a containment field around your away team and...negotiate with you. The real surprise is who negotiates: Seven of Nine, now under control of the Borg, unless you didn't save Foster before. It is he who negotiates with you in that case.

The Borg want your away team to attack an infestation of Species 8472 that has control of Quaternary Environmental Control Chamber Nine-Alpha containing the isodesium. Since you must go there anyway, and you'll be assimilated if you don't agree, a bargain is struck whereby you'll eliminate the threat posed by Species 8472 and the Borg will hand over the isodesium.

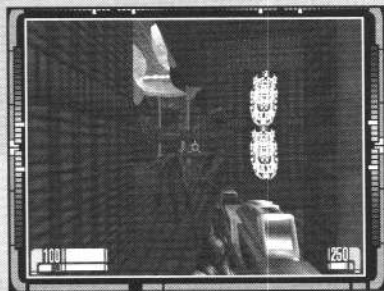
OBJECTIVE THREE: RETRIEVE ISODESIUM

- R. Leave the large chamber through the door indicated by the Borg "diplomat" and continue through to the force field. While she deactivates the field, Seven of Nine explains how she has upgraded the standard weapons to deal with Species 8472 since *Voyager's* previous encounter with them. With the field down, continue down the corridor to a small chamber and your first encounter with Species 8472. Don't be lulled by the Borg's slow, meandering pace, Species 8472 is fast and can be upon you quickly.

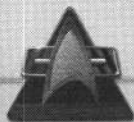
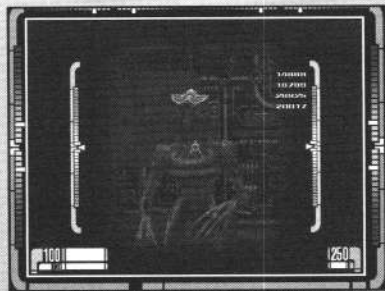
TIP

Use the TPD weapon as aliens come at you fast. This weapon's continuous fire is best used against their onslaught.

- S. Once the aliens have been cleared out of this chamber, continue over the short catwalks to the next chamber, and your next encounter. Try to keep out of the room and on the catwalks to limit Species 8472's angle of attacks on you. Take them out one at a time before entering the chamber. There's a health energy terminal here, use it before proceeding.



- T. Leave this room via the corridor at the far side and continue along until you come to a large chamber with a series of catwalks. Enter carefully, keeping a sharp eye out for Species 8472; they'll enter through the three regeneration chamber alcoves along the sides of the chamber, as well as the lift area at the far end.



- U. When all of the attackers have been eliminated, make your way to the lift and take it to the upper catwalk. Kill off the remaining members of Species 8472 and head to the far end of the catwalk where you can see the isodesium.

The Borg have learned one thing in having assimilated other species: how to lie. Now that you have eliminated the threat of Species 8472, they do not intend to allow you to leave with the isodesium. Luckily Chang has planted an explosive directly under the Vinculum, which he now detonates. Most of the Borg attempting to assimilate you are now killed. As soon as the explosions stop, kill the few remaining Borg, they are fighting for the life of their Cube and will be extremely tough. Make sure that you make good use of the health and weapons energy terminals in this area.



TIP

If you didn't save Foster, he will be among the Borg that attempt to assimilate you here. He can not be killed until the other Borg have been, so don't waste ammunition on him. There's no way to take him alive now, you have killed a fellow Starfleet officer.

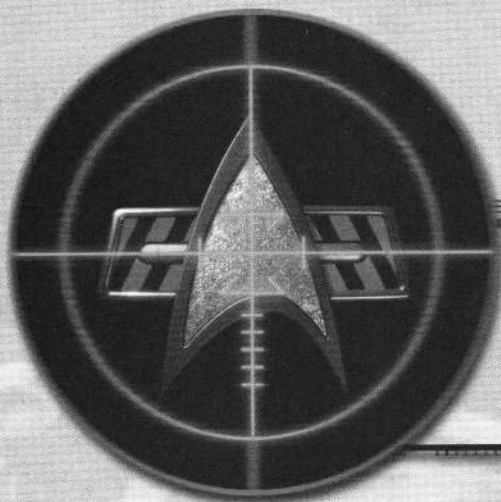
Once they are dead, you get beamed back to *Voyager*.

OBJECTIVES COMPLETED

With the isodesium back in your hands, retrofitting of *Voyager's* main systems can now commence and you can take some well deserved R&R on the holodeck.

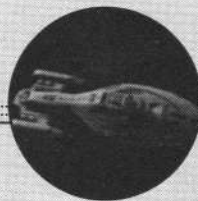
[CHAPTER]

12



MISSION 7: REST AND RELAXATION





TO: U.S.S. Voyager Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Down Time

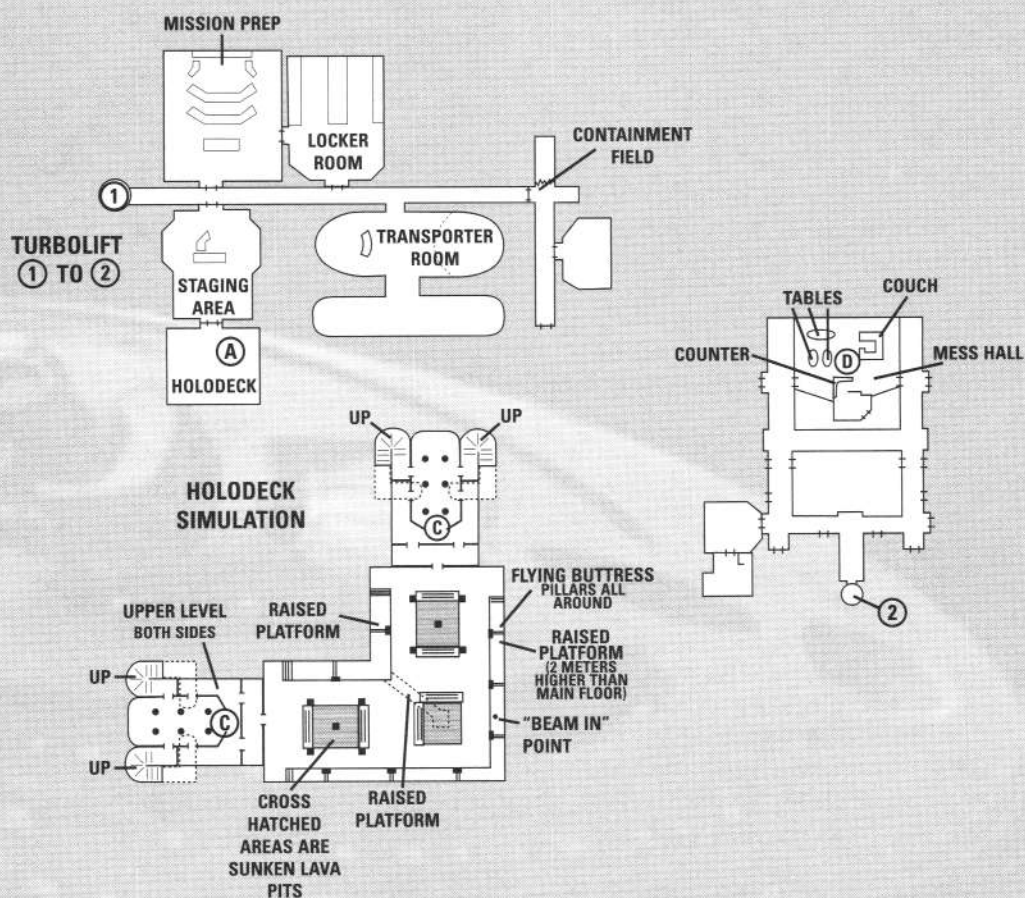
The Hazard Team displayed exemplary service in the retrieval of our isodesium and Lt. Foster. If you saved Foster, the Doctor has indicated that he expects Foster to pull through his ordeal.

The isodesium is now in Engineering being integrated into Voyager's systems. Lt. Torres and the engineering team should be able to restore a majority of systems to full power within two days.

Although an extended period of R&R is in order, I suggest that you use some of your down time after this mission to train with the new Photon Burst, personal photon particle launcher. This weapon is the most powerful anti-personnel device at your disposal, but effective use of it requires practice. You will each have an opportunity to train with the photon burst in the holodeck.

I believe the phrase is "enjoy your vacation".

MISSION 7: REST AND RELAXATION



OBJECTIVE ONE: TRAIN WITH THE PHOTON BURST

- A. After discussing your recent mission with Tuvok, leave the transporter room and turn left toward the holodeck. Enter the holodeck staging area and discuss the photon burst with Oviedo. When he gives it to you, take it, proceed into the holodeck and activate the control panel to start the training mission.

Before you enter the holodeck, Telsia will track you down to tell you to meet her in the Mess Hall when you're done. You cannot go to the Mess Hall until you visit the holodeck.



- B. The holodeck training program is based on a Klingon fortress. Your mission is to eliminate all warriors within the enclave.

You beam into the fortress on the upper level of the main keep and are immediately set upon by a large number of Klingon warriors firing Scavenger weapons. If you remain stationary for long, you will be "killed" and the holodeck mission will restart.



Your first priority is to locate cover, so move behind the nearest flying buttress and take out any warriors that can still get a bead on you. From the relative security of this position, lean out to get a good view of another warrior, kill him, and then repeat the leaning maneuver to eliminate any other warriors that you can see from this position. You will eventually have to move in order to eliminate all of the opposition, but you should be able to significantly reduce the number of warriors before you leave your cover.

Work your way around the outer rim of the keep until you have completely removed the enemy threat.

TIP

Remember that this is a Photon Burst training mission. It will do you no good in the field if you use "liberated" Scavenger weapons to kill off the Klingon warriors.

- C. At each end of the keep is a small temple. Once you have killed off the warriors in the keep, move into one of the temples. Once inside, move to one side of the doorway until you can see down the short hallway ahead of you. Use the secondary fire of your photon burst to send a seeking charge down the corridor to kill off the warrior located there. Now turn toward the inner sanctum and move inward until you can just about see the warrior on the raised platform across the way. Lean in toward the open area and fire off a round to kill the guard.

Staying in the antechamber, move to the other side of the temple and kill off the other two guards in the same manner. By now, there is only one warrior left, and he is standing at the far end of the inner sanctum. Move out from the antechamber until you can almost see all of the sanctum. Lean in and fire at the remaining warrior to clear out the temple.

Leave this temple, go to the other one, and remove the Klingons from it as well. As soon as all Klingons have been eliminated, the computer will say "excellent" and the simulation will fade, leaving you back in the holodeck.

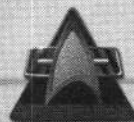
TIP

Remember that the photon burst is an area weapon, that is, if its charge goes off too close to you, you will take damage. Never fire the weapon at an enemy closer than about 10 meters away (unless you have no other weapon capable of defeating it). Also, make sure that homing charges will clear any nearby obstacles before altering course toward their targets; the charge may hit the obstacle and damage *you* instead of the enemy.

OBJECTIVE TWO: TALK TO TELSIA

- D. Leave the holodeck and staging area and turn left. Enter the turbolift and activate the control panel. The lift takes you to deck two, where the mess hall is located.

Leave the lift and go to the end of the corridor, you're now facing forward. You can turn either left or right. Whichever way you turn, at the next intersection, turn the opposite way, so that you are heading forward again. (If you want to visit your quarters, turn left and go through the door directly ahead.) The last door on the midship's side (toward the center of Voyager) is the entrance to the mess hall. Go in and talk to Telsia, who's already at the counter.



After Telsia has her say and leaves, move around to the other knots of people and try to strike up conversations with them. (To interact with another crewmember, move up to him or her and press your Use key.) Eventually, someone will notice an object that appears to be moving toward Voyager. As soon as a theory about its origin is put forward all senior officers are ordered to report to the briefing room, Chakotay tells you to come along

TIP

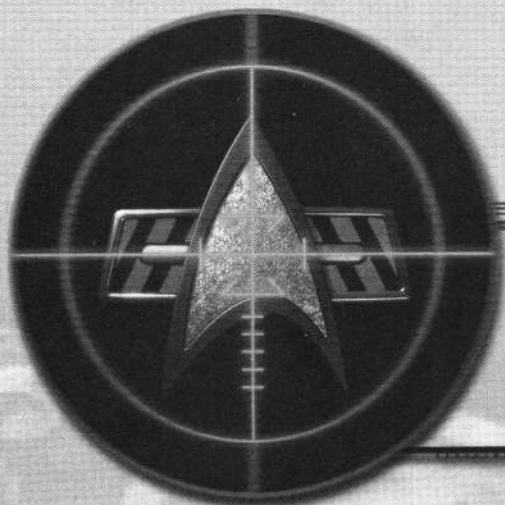
"Use" everyone in the mess hall and the cinematic will start sooner.

OBJECTIVES COMPLETED

The Harvesters that you've heard about are apparently making their move on *Voyager*. With the weapon systems down, there's no way to avoid the attack. Harry remembers something he noticed in the Etherians' logs, something about a dreadnought ship.

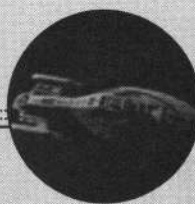
[CHAPTER]

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MISSION 8: DREADNOUGHT





TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Harvester Ship

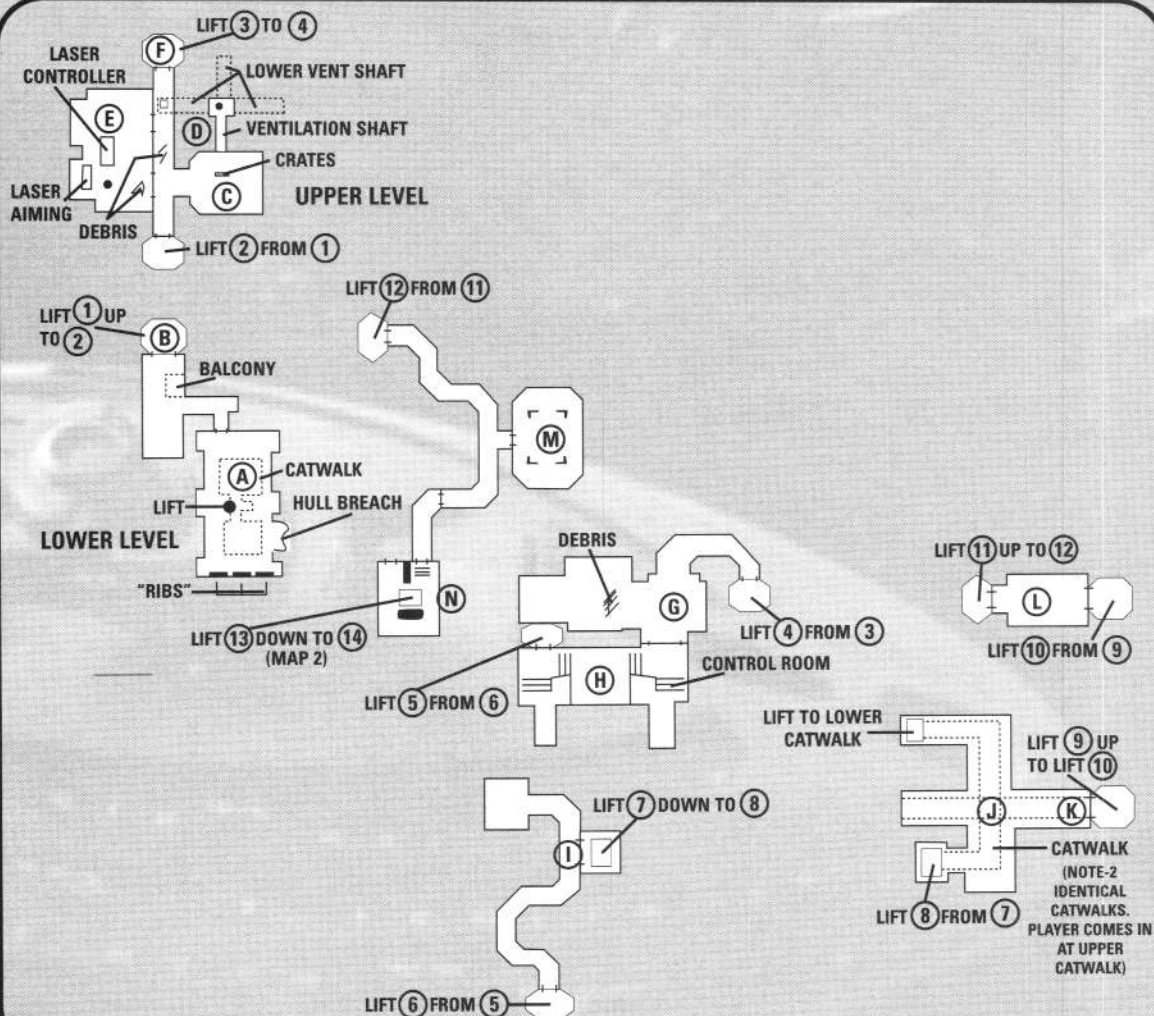
A Harvester ship is *en route* to *Voyager* and will arrive in approximately three hours. If this vessel acts as the records found on other ships in this graveyard indicate, upon arrival it will begin dismantling *Voyager* and abducting the crew. At this time, our defensive systems are still off-line and we have no way to beat back this attack.

Scans show that a large gunship is located here in the graveyard as well. Although we don't know if its weapons systems are still operational, it appears that our best prospect for defense lies in using this ship's weaponry against the Harvester.

The Hazard Team will beam aboard the "dreadnought" to fire the weapon. Although we do not anticipate resistance, all personnel should be ready for active combat at all times.

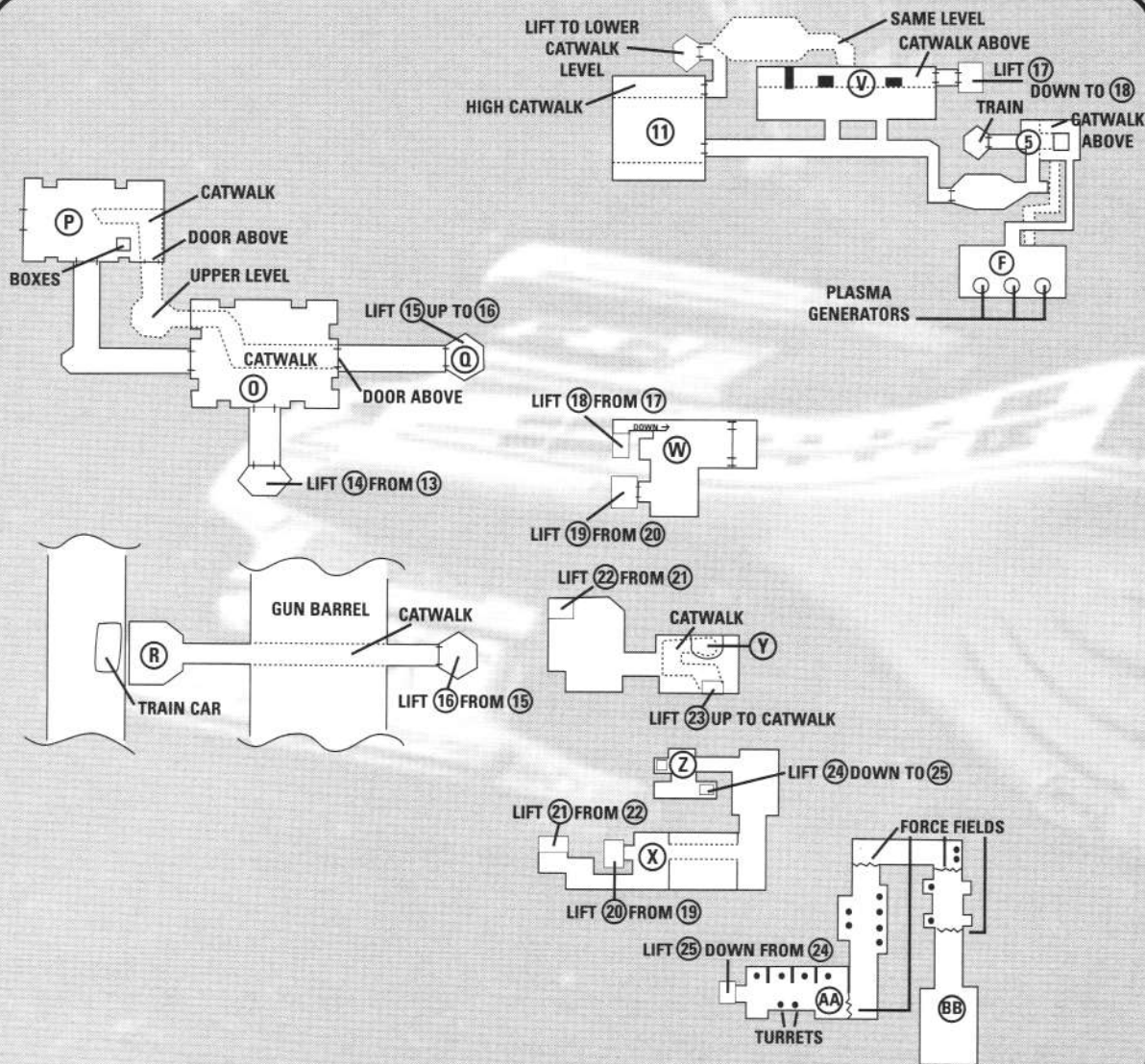
MISSION 8: DREADNOUGHT

MAP 1



MISSION 8: DREADNOUGHT

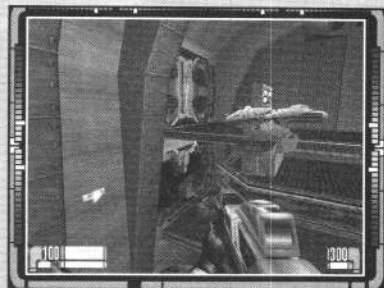
MAP 2



OBJECTIVE ONE: LOCATE GUNSHIP CONTROL

- A. The Hazard Team is beamed into a docking bay aboard the Dreadnought gunship. Chell is unable to open the door into the rest of the ship because of the hull breach. You must reach the control panel on the upper catwalk.

Jump up to the top of the octagonal port directly across from the breach. You can reach the angled portion at the top from either the lower catwalk or the ground just below the port. From here, leap to the nearest exposed rib in the wall of the bay. Now jump to the next two ribs in succession until you are even with the upper catwalk. Jump onto the upper catwalk, go the control panel, and activate it.



To reach the bottom of the bay you'll need to use the lift near the control panel. Since you've restored full life support systems, the gravitation is too great and you will be hurt badly if you jump down.

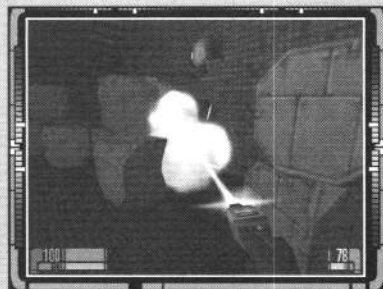
- B. Chell is now able to open the door from the docking bay. Leave the bay and turn left. Stay to the left-hand side of this corridor so that you're not hurt by falling debris. When you approach the end of this short hallway, move quickly to the right to avoid the small creatures lurking among the debris in the next area. Once the creatures are dead, Chell opens the door to the lift shaft at the end of this chamber.

TIP

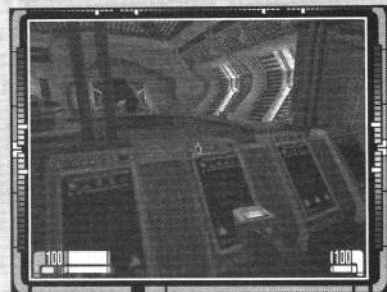
Because of the lower gravity in the docking bay, controlling your motion can be difficult. When moving on the catwalk, make sure to walk so that you do not fall off and have to climb back up all over again.

When jumping and floating in the low gravity, you can use your movement controls to guide yourself better and actually have some movement ability while floating.

- C. Take the lift up and exit. There's more debris blocking the hallway and the left-hand door. Go through the door on the right. Along the left-hand wall are a bunch of packing crates. Use your phaser to destroy enough of the boxes so that you can gain entrance to the ventilation shaft.



- D. Enter the shaft and move to the ladder. Go down the ladder and head back toward the corridor, keeping an eye out for parasites. Directly under the corridor is another ladder leading up to a maintenance hatchway. Head up the ladder and through the hatchway.
- E. Enter the room with two lasers. Directly opposite the door that couldn't be opened from the other side is a control panel behind the laser bed with four switches. These switches control the aiming of the laser. Use the switches to aim the laser at the chair that's blocking the door. Move to the central control panel and activate it to shoot a high-powered laser pulse at the chair, destroying it. The rest of the Hazard Team can now use the door.
- F. Leave the laser room and go to the lift at the end of the hall.
- G. Exit at the top of the lift and make your way around the bend in the corridor. Be careful as you approach the end of the corridor as the next room is chock full of Scavengers. From the safety of the hallway and behind the cover of the debris, eliminate the threat posed by the Scavengers.
- H. When all of the Scavengers have been killed, Chell opens the door to the control room. Enter the control room. You can relax for a bit while the other members of the Hazard Team analyze the alien computer systems.



From instrument readings, Tuvok determines that the weapon cannot be fired by remote control as he had hoped. You will need to take a small party and repair the plasma focusing router and manually load the warhead.

OBJECTIVE TWO: REPAIR THE PLASMA FOCUSING ROUTER

- I. Exit the lift and proceed down the corridor. When you reach the third bend, a small flying robot leaves an alcove and moves to a waiting body. The mated robot now attacks. Destroy the robot and continue down the hall to the doorway on your right.



- J. Enter the doorway and take the lift down to the bottom. Stay to one side as you get off the lift and use the doorway as protection as you destroy the robots and wall-mounted turret that bars your way. Once this welcoming committee is gone, move out onto the catwalk—don't fall off the catwalk or you'll find yourself in radioactive gas. Use your telescopic sight to destroy the two robots on the catwalk before they get in range.

TIP

Do not go down the hall past the doorway. All that's there are two more robots intent on your death.

TIP

Csatlos is vulnerable throughout this mission. Although you will often want to hang back and let your support crew handle the enemy, you will have to enter into the fray so that you can protect Mitch and gain the benefit of his firepower later on.

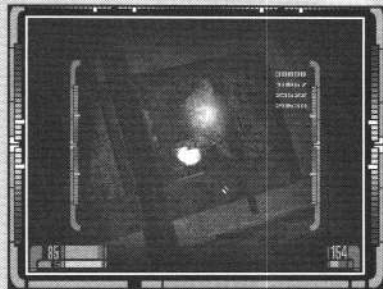
Slowly make your way toward the intersection on the catwalk. To your right is another robot and on your left is a turret underneath the catwalk. Take out the robot on your right first, then concentrate on the turret to your left. Use the walls as cover and lean outward to minimize yourself as a target.

- K. With this menace gone, continue down the catwalk to the far end. Vaporize the turret that's guarding the lift at the very end. Take the lift down and destroy the turret at the far corner (*before* it kills you). Work your way down this lower catwalk to the control panel located directly under the door. Use the control panel to lower the drawbridge blocking the door. Return to the upper catwalk and head to the door.

TIP

The open areas at the catwalk intersections can be passed without jumping if you walk very carefully and keep close to the support pylons.

- L. Go through the door and take the lift. While the lift is in transit, get to one side as you will be greeted by a robot when the doors open. Take out the unit and then proceed to the door at the far end of the room. Go through the door into the lift and take it up.
- M. When the lift door opens, prepare for battle; you will be instantly attacked by a robots. Kill them and move into the corridor. Soon after, you will be attacked by another group of robots, so be ready. Once these robots are gone, the corridor is clear and you can move with freedom.



If you are short of health and weapons power, you will want to consider entering the room on the left side of the corridor. You must enter here carefully, though, as there are a number of robots that you must destroy before you can access the power terminals. Luckily, the doorway provides excellent cover.

- N. Once you have filled your power supplies, continue down the corridor, through the two doors and into the chamber at the end. Here you find another robot who is far more powerful than those that you previously encountered. Kill this one off and move to the lift platform in the middle of the room to head down to the area where the robot came from.

- O. Move on to the door. Take up a defensive position before you reach it, because you will be assailed by a large number of robots. Take out as many of the robots located on the upper catwalk for you'll be encountering them soon enough.
- P. With all of the robots obliterated, go through the other door, pick up the arc welder weapon and make your way to the second storage area. Again, you've got a mass of robots, plus turrets, to contend with before you can enter the room successfully. Destroy the robots first and then concentrate on the turrets across the room using the doorway as cover. Next, move a short distance into the room and take out the turrets on either side of the door.

With the immediate threat eliminated, go to the small crane located to the left of the door and use its control panel. The crane heads off out of control...directly into a support for the catwalk. With the broken area of the catwalk acting as a ramp, head to the upper door.

- Q. Be extremely careful when you open this door; another cluster of robots awaits. Kill them and head toward the far door, which leads to the catwalk above the first cargo hold. Kill the remaining robots on the catwalk and follow it to the far side. Go through the door, destroy the robot on the far side, and take the lift up to the next level.

TIP

Speed and dexterity are important when trying to kill this robot. As soon as the cut-scene ends, run behind the wall that cuts the room in two and use it as cover as you duck and scurry behind it, taking pot shots at the big robot. It will take a while, but eventually you will destroy it. The robot winds up its claws before striking—if you're close to it at this point, backpedal quickly while firing your weapons at it to avoid their devastating attack.

TIP

Csantos positions himself at the right of the doorway and takes most of the attacks from robots. He is likely to die here if you don't protect him.



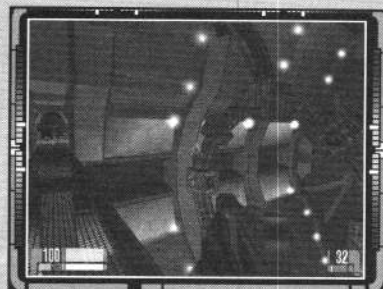
- R. Exit the lift and make your way across the catwalk to the train terminal at the far side. Hop on the train and take it all the way to the other end of the ship.
- S. The train deposits you in a small room with ion flames pouring from ports in the right-hand wall. This flame covers the route you need to take, so you'll need to shut it off somehow.
- T. Head to the small maintenance tube across the room. Jump up into the tube and crawl along it. As you approach the intersection, you will be accosted by a parasite. Kill it quickly and continue along.

When you reach the end of the tube, remain inside and shoot out the glowing ion reactor across the room on your right. You'll want to use your telescopic sight for this as there are turrets protecting each of the reactors and, since you can shoot the reactor from the safety of the tube, there's no need to put your life at risk. When the generator's been destroyed, the ion flame in the other room stops, freeing your path.

- U. Return to the other members of your party and make your way past where the ion flames were. Follow this passage all the way to the end, taking out the robots that try to stop you. (Ignore the chamber you pass for now.)

When you reach the large chamber at the end of the passage you'll notice that the gravity is low here. Therefore, you can jump up to the platforms with relative ease. Use these platforms to make your way to the catwalk on the right-hand side of the room. Here you'll find a control panel that drops a lift so that the other members of your team can join you.

- V. After Chang blows a hole in the door, go through it and follow the passage to the lift. Enter the lift and take it down to another passage. Follow this passage until you come to a catwalk with the plasma stream running next to it. You can see that the final length of the plasma stream is heading into a doorway rather than the port that it's supposed to hit. Use the control panel at that end of the catwalk to refocus the flow of the plasma stream.



TIP

While heading down this passage, watch out for the turrets along the left-hand side. If one of the plasma tubes is hit, by them or you, it will send out a blast of super-heated plasma. If you see the cloud, run back for the protection of the doorway or you'll instantly be burned to a cinder. Of course so will any robots, so you can use this to your advantage.



OBJECTIVE THREE: LOAD THE WARHEAD

- W. Go through the doorway that was recently being bombarded by plasma, but watch out for the worker bot behind the door. Take the lift down to the munitions storage area. This area is heavily guarded by robots and turrets, so you'll have to remain on your guard.

When you leave the lift, head down the short ramp and prepare for your first attack wave. A large door opens directly ahead, spilling out some of the big robots. Kill them off while taking advantage of the cover at the top of the ramp. Make your way to the right and on to the lift that's there; take out the robot that's guarding it as soon as you see it to ensure your own safety.

- X. Take the lift down to a large chamber with a bunch of cooling rods blocking your path. Turn away from the cooling rods and head toward the other lift. There are two robots guarding this lift, but if you move quickly you should be able to take them out before their flying "brains" team up with them.

- Y. Take the lift up and then cross the large chamber to yet another lift. Beware of hidden attacks by bots. Take this second lift up to a catwalk and make your way to the control panel located at its end. This panel controls the cooling rods that were blocking your path.



TIP

As soon as you lift the cooling rods, a bunch of robots try to get across. By alternately raising and lowering the rods, you can kill off a good portion of the robots making the journey across that much easier. Unfortunately, the large robots aren't stupid enough to fall for this trick.

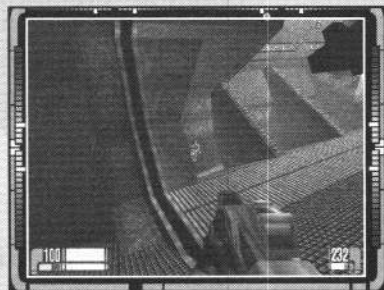
- Z. Go back down to the cooling rod area (making sure that you've left the rods in the up position) and take out any remaining robots. As you cross the bridge, be ready for the wall directly opposite to open, revealing some turrets. Backpedal away from the turrets, firing all the while to destroy them. Continue past this area, mopping up the opposition as you go. In short order you'll arrive at the warhead storage area. Use the control panel next to the warhead to send it down to the loading deck. Hop onto the lift at the other side of the room to follow it down.



TIP

Just past the rod cooling room, you will be attacked by big bots. Run back to the cooling room and jump down into the pit so the bots cannot reach you. You can now pop out from under the bridge and pick them off at your leisure.

- AA. Steady nerves and even steadier aim are necessary for the next part of this operation. Make sure that you are at the right-hand side when the lift arrives. There are a couple of turrets that will blast you almost immediately if you don't use what little cover there is and take them out first.



When these immediate "problems" have been taken care of, don't run madly into the chamber. Each of the four alcoves on your left contains another turret. Work your way slowly forward and, as soon as you can see the first turret by leaning toward it, shoot it. Repeat this process for the remaining three.

When all of the turrets are down, the force field directly ahead drops and the charge continues on its way until it's stopped by the next force field.

TIP

Using the secondary fire mode of the TPD bounces shots and can be used to destroy the turrets without exposing yourself to their fire.



The next area of guns is also tricky. You can see the first three from the area where the force field just was. Use your telescopic sight to aid in taking these out. When the first three are gone, advance down the chamber until you can get a bead on the turrets on the left. Destroy these one at a time and advance again only so far as is required to safely destroy the one remaining turret on the right. The force field drops and the charge takes off again.

Move forward until you reach the turn in the passageway. Lean out into the passage and pick off the two turrets at the far end. As soon as you proceed into the corridor, doors open and a bunch of robots spill out. Take out the robots and the charge moves on.

The final series of turrets add another dimension to the mix; they come in groups of two, one over the other. The top two turrets are easy to see and easy to kill while the bottom ones are more hidden. Take out the top two turrets and then advance to take out the bottom ones using the now familiar lean-and-fire technique or shoot the plasma tubes across from the turrets. The explosion from the tube will destroy the turrets.

- BB. When the last of the turrets has been destroyed, the charge moves forward into the breach of the weapon. Follow it into the breach chamber and activate the control panel to lock it into position and set the weapon for firing. As soon as you're done, Tuvok informs you that he is firing the weapon and to prepare to be transported back to *Voyager*.

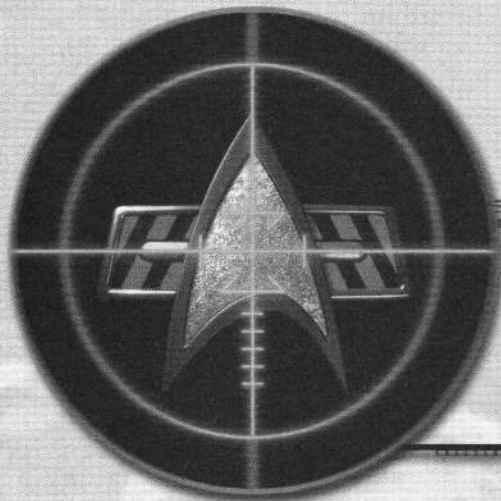


OBJECTIVES COMPLETED

Although the Dreadnought's weapon severely injured the Harvester, members of its crew are still busily trying to rip *Voyager* apart. It's up to you and the Hazard Team to ensure that this doesn't happen.

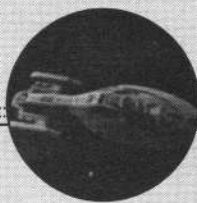
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MISSION 9:
INVASION





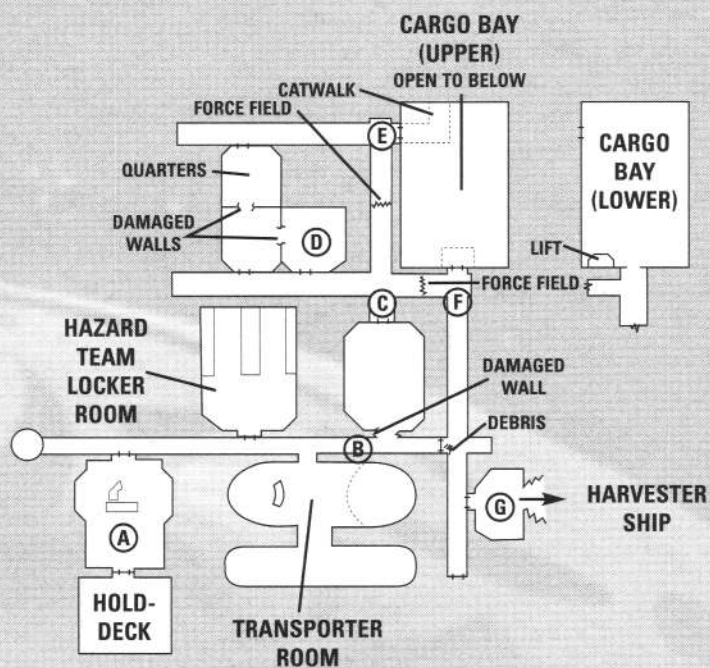
TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Point Defense

While your actions aboard the Dreadnought ship won the battle, we have yet to win the war. The Harvester ship was only damaged, and its crew is now infiltrating *Voyager*. It is vitally important that the Harvesters be eradicated before they can do significant damage to the ship.

MISSION 9: INVASION



OBJECTIVE: KILL ALL HARVESTERS

- A. There is no rest for the weary; no sooner have you beamed back from the Dreadnought ship than Tuvok calls to inform you of the Harvesters' invasion. Leave the transporter room on the double and turn left and follow Pelletier to the holodeck staging area. Here you'll find a complete assortment of weapons in the armory racks. Take everything: you'll need it.
- B. When you have all of the weapons, head back to the door and follow Pelletier down the hallway. The Harvesters will blow a hole in the wall toward the end of the corridor, so don't follow too closely if you don't want to take damage. Before the Harvesters have a chance to escape, fire through the hole in the wall to kill them. Firing your grenade launcher over their heads so that the grenades ricochet back into the crowd is an effective way to kill Harvesters with a minimum of shots fired.
- C. When you have cleared the small cargo hold of Harvesters, enter the hold and move to the doorway at the far end. Just beyond the door is a lone crewmember attempting to hold an intersection. There are Harvesters directly ahead and to your left. Use your grenade launcher to soften them up and then switch to a weapon that will not harm you when they close for the attack: i.e. compression phaser, scavenger weapon, tetryon pulse disrupter.



TIP

The Doctor is in the staging area taking care of the wounded. If you take too much damage, return to the staging area for some quick medical treatment. Note that the Doctor does not have a power source capable of recharging your hazard suit, so once you're out of armor, that's it.

TIP

One of the traits of command is letting others take your punishment for you. When you get into the hallway, hang back and let Chang pass you. He will then serve as a shield while the Harvesters attempt to enter the corridor; you'll be able to pick them off in relative safety.



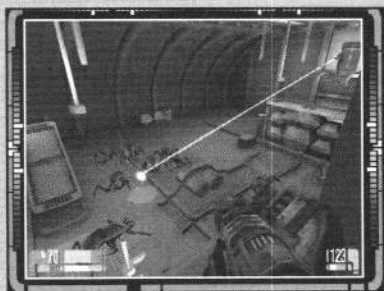
- D. With the hallway cleared, it's time to move on and kill more Harvesters. Two out of the three ways you can go are blocked by force fields. Therefore, you will have to go left and make your way through the remains of some crews' quarters.

TIP

Watch out when you enter these rooms, they're crawling with Harvesters. The best way to make it through these rooms alive is to creep up to the door until it starts to open, then lob a couple of grenades or fire the arc welder in secondary mode through before it closes. Move backwards and switch to a short range weapon to take out any Harvesters that come through after you. You may have to repeat the grenade tactic a couple of times before the rooms are safe to enter.

- E. When you've made it through the crews' quarters, carefully lean into the hallway and take out the Harvesters just to the left of the door. Once they're gone, turn to the right and kill the others at the far end of the corridor.

Make your way to the door at the end of the corridor (making sure to kill off the Harvester just around the corner). Approach the door and stand in the doorway to keep the door from closing. Kill the single Harvester on the catwalk to your left, now it's time to shoot fish in a barrel. There are Harvesters spread out below you just waiting for you to use your superior firepower upon them. Don't let them down.



TIP

The Harvesters have been munching on it and it's completely unstable. If you move out onto the catwalk it will collapse and you will be surrounded with little hope of survival. However, you must make the lift fall in order to trigger Biessman's showing up. Therefore, move out onto it and then quickly jump back into the corridor. The catwalk will now collapse (hopefully taking out a couple of Harvesters) and Biesman shows up to give you a hand.

TIP

There are barrels of explosive liquids on the floor of the cargo hold. If you're running low on ammo, your hand phaser can set these off and take out a good number of the Harvesters.



- F. Unfortunately, as soon as you go through the door, it locks behind you, butting off your retreat. The only way to go is forward. Once Biessman arrives and starts the lift, clear a path through the Harvesters, then leap down to the main floor and quickly get to the lift. Jump up on it while Rick provides covering fire and ride it up to safety.
- G. Teamed up with Biessman, go down the corridor until you come to the doorway. Again, discretion is the better part of valor, and after you've opened the door, get out of the way and let Biessman move in and start to take out the Harvesters.

When the hallway is clear, continue down it until you come to the Hazard Team lounge on the left. From the cover afforded by the doorway, eliminate the Harvester threat in the lounge and rescue Tuvok and Neelix.

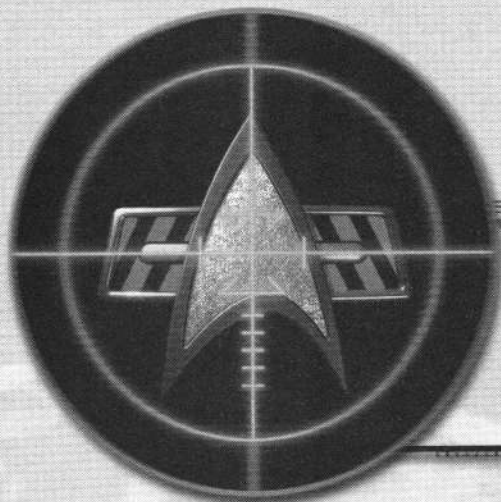


OBJECTIVE COMPLETED

Although the immediate threat posed by the Harvesters has been eliminated, their Forge still controls the destiny of every ship in the graveyard. Although Captain Janeway feels that *Voyager* has a good chance of escape, you suggest that crew morale would be greatly improved if an attack were made on the Forge. You and your big mouth.

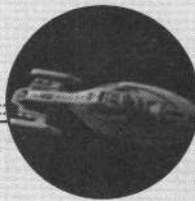
[CHAPTER]

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MISSION 10: THE FORGE





TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Assault on the Forge

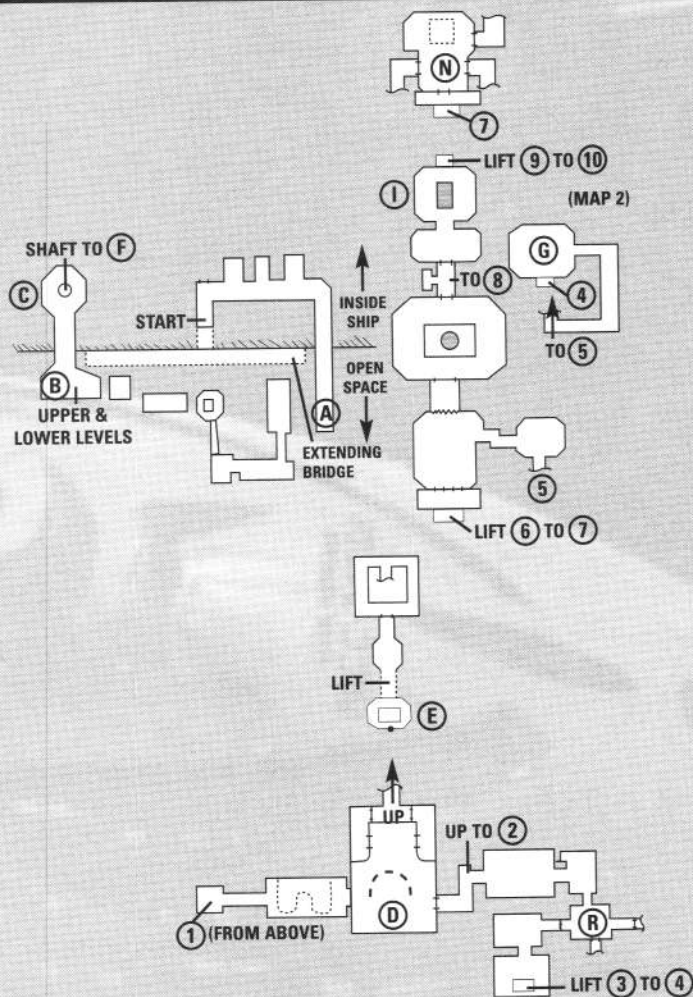
Voyager's main systems are now functioning properly, however, we still cannot escape the dampening field that is holding us here. Before we can leave this region of space, the dampening field generator aboard the Forge will have to be eliminated.

From our sensor readings, and the information we have gleaned from the other ships trapped here, the Forge will be well guarded. A large contingent will be necessary for the attack. Because of the Forge's defenses, we will not be able to beam a large enough party over to accomplish the mission. Therefore, a small force will infiltrate the Forge and drop its defensive perimeter, thus allowing the main attack force to enter via the docking ring.

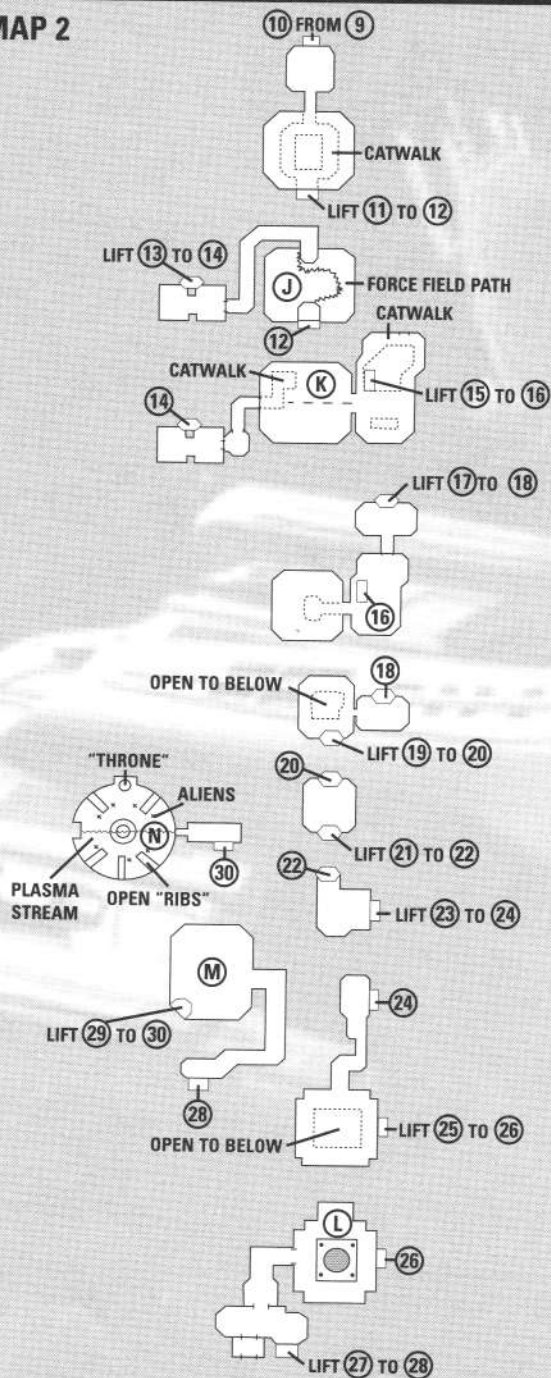
This will be a perilous mission. Be alert for alien troops at all times. There is a high probability that some members of the Hazard Team will not survive. The sacrifices made will not be in vane if we are able to rescue the rest of the crew.

MISSION 10: THE FORGE

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MAP 2



OBJECTIVE ONE:

DISABLE PERIMETER DEFENSES



- A. After riding the Harvester ship to the Forge, make your way along the corridor until you reach the area of disconnected platforms spanning open space.
- B. Since gravity is low in this area, you can jump long distances and not become injured from falls of many meters. Leap from platform to platform, or do a tightrope walk on the piping, until you arrive at a two-leveled platform (the one with the bridge leading back to the Forge). Jump to the lower level and activate the switch you find there. This extends a bridge leading down to your level so that the rest of the Hazard Team can join you.

TIP

Use your telescopic sight to aid in picking off aliens and turrets before you jump to new platforms. If you wait to try and kill them at close range, you will die. When you reach the upper deck of the lowest platform, use your grenade launcher to take out as many of the aliens as possible before dropping down to their level.

Remember, you can control your movement while jumping in low gravity by using the movement controls accordingly.



- C. When the rest of the team joins you, enter the doorway leading back into the Forge. Continue until you reach a room and jump into the shaft in its center.
- D. At the bottom of the shaft, head down the short corridor into a small chamber and make your way across the catwalks to the door at the far end. Prepare for battle before the door to the next area opens. This control room is heavily guarded and it will take a lot of firepower to clear it out.

When the waves of aliens finally die down, make your way into the room. Use the control panel just to the right of center to deactivate the force fields blocking access to the upper control regions.

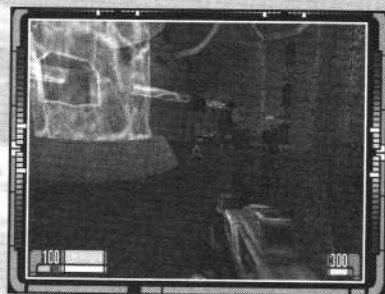




- E. With the force fields down, enter the passageway leading up to the circular catwalk. Be aware that there are more aliens and turrets lurking behind every corner in these passages, so you will have to take it slowly. When you and Chell arrive at the ramp, take it up to the perimeter defense controls. Go to the panel and watch Chell deactivate them.

OBJECTIVE TWO: RENDEZVOUS WITH TUVOK'S TEAM

- F. Make your way back down to the main level and exit through the disabled force field. Make your way through the passage until you arrive at a glowing transport tube. The contents that have been taken from *Voyager* are being offloaded along this tube. Notice that the force field blocking their path drops for a short period of time as they approach. Move to the force field and step through as a package passes through.



- G. Once past the force field use the control panel to let your teammates through, then enter the chamber beyond. After fighting off more aliens, continue through to the next chamber. Be on the lookout for aliens as you pass through this chamber and around to the ramp beyond. Go down the ramp to the level below.



- H. Enter the passageway on the right. Follow this and go through the small room continuing on to a larger chamber with incubation chambers in it. Aliens will be coming fast and furious at this point

When the force fields across the room drop, make a mad dash through. Trip the switch on the left wall to drop the force field around the lift and take it up to the next level. Your troubles aren't over yet, this chamber is just as heavily guarded as the last. Quickly get to the far end of the chamber and take cover. The carnage is not over yet. Continue battling the aliens until they have all been killed so you can take a short break and discuss strategy with Tuvok.

Biessman, as impulsive and trigger-happy as always, leaps from behind cover and keeps the aliens at bay until reinforcements from *Voyager* arrive. Biessman makes the ultimate sacrifice to save the other members of the team: yourself included.

TIP

Try not to shoot the incubation chambers. If they break, they release their reavers which only adds to your problems.

OBJECTIVE THREE: DESTROY DAMPENING FIELD GENERATOR

- I. Tuvok splits up the team to increase the chances of success. Chang and Jurot come with you, while the rest of the Hazard Team goes with Tuvok.

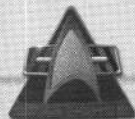
Hop onto the incubation chamber lift and take it down to the lower area of this chamber. Go through the archway into a short hallway. Halfway down the left-hand wall there is a small chamber with ammunition crystals and health and weapon energy terminals; climb up the piping to reach it. While watching out for the opposition, head into the large chamber. After receiving the Vohrsoth's message, follow the catwalk around to the far side and continue through two more chambers until you come to a lift.

- J. Take the central lift in the room you are in down, then pass into a small chamber. There's an upper level in this room, so beware of more aliens. You can reach the health energy terminal on the upper level by climbing up over the exit and then onto the catwalk, or by climbing into the upward moving energy beam. When you've cleared out all of the aliens, head into the Forge's main shaft. Cross the shaft and take the lift located here down to the level below. There seems to be no apparent way to get across. Before you can do anything else, kill off all of the aliens that molest you in this precarious position.

To cross this chasm, fire your phaser downward to highlight the force field stepping stones that you can use to cross. Be very careful here as one wrong step will send you falling to your death.

TIP

If you're a coward, you can hang out in safety within the small chamber in the hallway while the rest of your team clears out the large chamber. After Jurot block's the Vohrsoth's message, you can come out.



TIP

Use your hand phaser rather than your other weapons so that you can conserve weapon energy. The hand phaser's regenerative power supply makes it ideal for this task.



- K. When you reach the other side, follow the passageway to its end. Here you'll find a lift, along with a couple of aliens. Pick off the aliens and put the lift to good use. At the bottom of the lift, make your way out of the room and along the passageway back to the main shaft.

Kill the aliens in the shaft and the ones that jump across toward you. When you are alien free, access the control panel on the catwalk to extend the retracting bridge. (Although you can jump down to the bridge slightly below your current position, if you cross the retracting bridge you'll be in a better strategic position on the other side.)

- L. Enter the room at the far end of the bridge. As soon as you enter, another contingent of aliens will come in through the door — you know what to do.

Leave this room and take the lift down. (You can soften up the aliens below by dropping some grenades through the openings in the floor, but no matter how much damage you do, there'll still be some waiting for you.) Working your way down via five lifts until you come to the dampening field generator.



The generator is far too tough to destroy directly, but the mounting brackets holding its lower portion in place are vulnerable. These are accessible only from the lower level, so take yet another lift down and destroy the brackets by firing at the four glowing circles above them. When all four of the mounting brackets have been destroyed, the generator falls and explodes, ending the threat to *Voyager*.

OBJECTIVE FOUR:

KILL THE VOHRSOOTH

- M. Leave the generator area through the doorway and, after fighting off hordes of aliens, make your way to the rendezvous point with the rest of the team.

After sending the team away, activate the control panel to provide access to the lift. Enter the lift and take it up to the next level.



- N. At the top of the lift, follow the corridor around to a large room with incubation chambers. When the room is clear, use the weapon energy terminal; this terminal boosts all of your weapons up to 999 units of ammunition. You'll need it in your next encounter.
- O. Enter the lift in the far left-hand corner of the room. It automatically takes you upward. During your trip, Tuvok tries to talk you out of the stunt that you are attempting, but to no avail.

At the top of the lift, exit into the small chamber. Make use of the health energy terminal before proceeding to the Vohrsoth's lair; once you've gone in, you can't get out until one of you is dead. (If you're not quick and deadly accurate, the dead one will be you.)

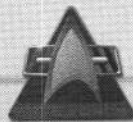
The onslaught that comes is furious. The Vohrsoth transports in waves of Reavers, Avatars and Harvesters. Use your compression phaser rifle for the most part and, if you get in serious trouble, your dreadnought weapon or photon burst. You'll be needing your energy crystals against the Vohrsoth itself, so be stingy when using the dreadnought weapon.

When there's a lull in the fighting, use the weapon and health energy terminals to get back in fighting shape.

TIP

The two health energy stations nearest the Vohrsoth will be behind force fields after it leaves its protective shield, so make these your first priority when replenishing your supplies.

When the Etherians arrive, the fight is almost over. They fly up to the energy emitter transferring the seed to its firing position. Once the seed falls, the Vohrsoth decides that its army is not enough to kill you and will attack.



Do not let the Vohrsoth's lack of movement lull you into thinking that you can simply sit around and take potshots at it. Its weapons are deadly and they will home in on you. The Vohrsoth has three attacks:

Floor energy discharge — The Vohrsoth rears up and shoots energy into the floor below it. The energy travels through the floor and bursts through at the location where you were about a half second before. To avoid death by this attack, keep moving so the energy discharges don't catch up with you.

Missiles — The missile launcher on the Vohrsoth's back sends out salvos of four homing missiles. These don't cause much damage in and of themselves, but in combination with its other weapons can prove more than a mere nuisance. To avoid being hit by them, run an evasive course toward the Vohrsoth as soon as you see the missiles firing. Once they've hit, move away just as quickly.

Energy discharges — These lightning balls come from the waving tubes on the Vohrsoth's back. They pack quite a wallop, but travel relatively slowly so they can be avoided if you have access to cover and are far enough away.

To kill the Vohrsoth, make the weapon turret tubes your target. Fire on them with the dreadnought weapon's secondary fire. This sets up a feedback loop through its energy weapons and eventually, the Vohrsoth will keel over and die, but not before letting you know that it will be back...

TIP

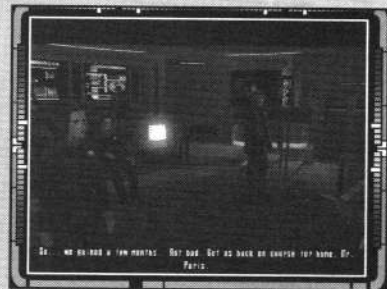
Killing the Vohrsoth is much easier if you can side step while maintaining your aim. This is a skill that must be practiced, but is invaluable, especially if you plan on doing holomatches.



OBJECTIVES COMPLETED

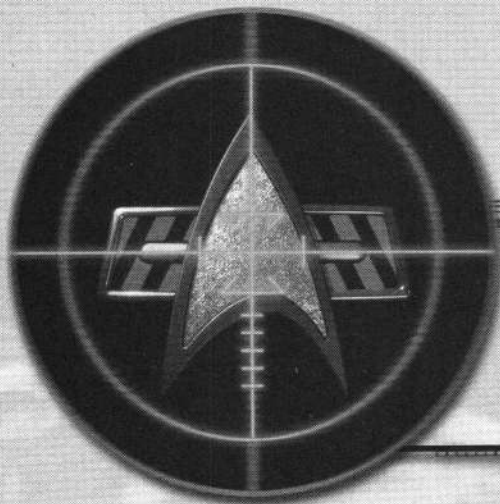
With the Forge destroyed, its dampening field dissipates and all of the ships it ensnared are free, except, of course, the ones which were caught in the explosion. Back on *Voyager*, life is returning to normal, even for a newly promoted lieutenant.

Although this ship gained 200 light years on its journey home, the loss of trusted and valued crewmembers is not worth the sacrifice. They will be missed as *Voyager* continues its trek toward the Alpha Quadrant.



[APPENDIX]

A



HOLODECK TRAINING





TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Simulation Exercises

Your survival on away missions depends entirely on how well prepared you are. To ensure this preparedness, Engineering has developed several holomatrices based on *Voyager's* encounters throughout the Delta Quadrant. You will train in these simulations until you are proficient in the use of your weaponry and tactics.

Certain members of the Hazard Team (and you know to whom I refer, Mr. Biessman) have inquired as to the possibility of using these holoprograms in their off hours for personal enjoyment. While I do not understand the term "enjoyment" in this context, I have nonetheless granted permission in the hopes that it will make the Hazard Team more effective.

HOLODECK TIPS

When practicing in the holodeck, keep the following in mind:

KEEP MOVING

This is even more important than in standard away missions. Since other participants in the simulations know that they cannot be killed, they will often take greater risks than they would normally. This generally removes the possibility of your taking up a defensive position and requires that you keep moving to reduce the chance of your being easily targeted.

CONFIGURE YOUR CONTROLS

The holographically simulated hazard suits provided to you in holomatches are equipped with the standard control configuration. If you have updated the controls in your "real" hazard suit, you should update your holodeck controls to match. Familiarity with your control configuration is imperative to ensuring that you complete your holodeck training successfully.

RUN BACKWARDS

Running backwards while aiming at an opponent who is chasing and firing at you is an important way to turn retreat into victory.

USE SHORT BURSTS

Most weapons provide visual feedback on exactly where you are aiming (i.e. the beam of a phaser and the tracers of the tetryon pulse disrupter). This aids greatly in fine tuning your aim, but it also lets your adversary know exactly where you are. To limit the negative effects of this feedback, use short bursts and keep moving while firing. With luck, your opponent will fire where the first blast came from, which is not where you are anymore.



KNOW YOUR WEAPONS

In most cases, your standard issue hand phaser will be an ineffective weapon in holomatches. Here is a brief rundown of the weapons that will be available to you. Additional information on each weapon is provided in the *Armory* section of this guide.

HAND PHASER (1)

The hand phaser is the default weapon in holomatches. Its advantage is its high fire rate. It is the weakest weapon in your potential arsenal, however.

COMPRESSION PHASER RIFLE (2)

Produces adequate firepower. It has a low rate of fire, especially in secondary fire mode, making it difficult to use against quick-moving targets.

INFINITY MODULATOR (3)

Generates much higher power than the compression phaser rifle. Its rate of fire is even lower than that of the rifle and takes excellent aim. It is the only weapon which affects the Metaphasic Shielding.

SCAVENGER WEAPON (4)

Its high rate of fire makes the Scavenger weapon an ideal weapon in many situations. Ineffective against adversaries employing multiphasic shielding.

STASIS WEAPON (5)

A solid addition to your arsenal, the Stasis weapon provides good damage and a moderate rate of fire. The spreading action of its energy pulses, however, makes it less effective at long range.

COMPOUND GRENADE LAUNCHER (6)

The grenade launcher is an excellent weapon against most any opponent. It is particularly effective when employed against adversaries that are in enclosed areas as you can fill the area with grenades. With nowhere to run, the opponent will take the brunt of the explosions. It is also effective when you are being chased; running backwards while dropping grenades behind you can dissuade your pursuer from continuing on, or even kill him.

TETRYON PULSE DISRUPTER (7)

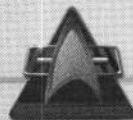
The TPD will rip through most any shielding, making it one of the most versatile weapons in your arsenal. It's secondary fire mode (ricochet) is particularly useful when fighting an opponent who is behind cover. Hallways and small, enclosed areas were made for the secondary fire mode as there is a good possibility of hitting your adversary even if you can't see him. The downside to the primary fire mode is that the projectiles leave the weapon in a spread pattern, making this weapon less effective at long range.

PHOTON BURST (8)

One of your highest power weapons, the photon burst will take out most opponents in only a few shots. Its major drawback is the potential for self-inflicted damage if fired at an opponent that is too close. Therefore, this weapon is best used in large, open areas. Secondary fire mode (tracking) is not effective against adversaries that are moving quickly or employing evasive maneuvers since the guidance mechanism can't react fast enough.

WELDING TORCH (9)

The most powerful weapon in your arsenal. Its high-energy electrons can cut through most shielding and deliver a quick deathblow. Its cohesive beam is accurate at both short- and long-range.

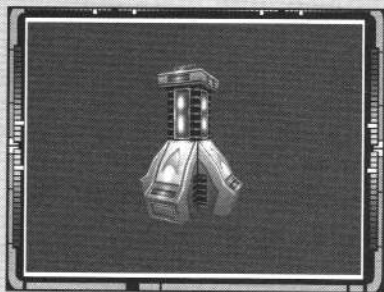


HOLODECK ASSETS

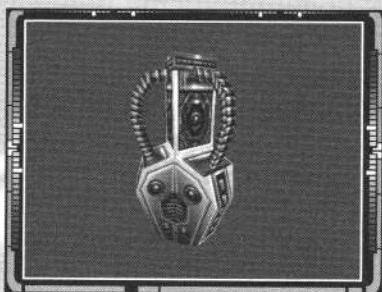
The holodeck has many assets which are not generally available on standard away missions. It is in your best interests to know what these are so that you can quickly identify them.

AMMUNITION

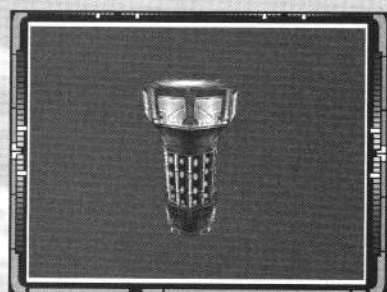
Power crystals and weapon energy terminals are not employed in holodeck simulations. Rather, each weapon has its own particular type of ammunition package. Familiarize yourself with these packages so that you will be able to quickly get the ammo you need for the particular weapons in your arsenal (it does you no good to have tons of compression phaser ammo when you don't have the rifle in your arsenal).



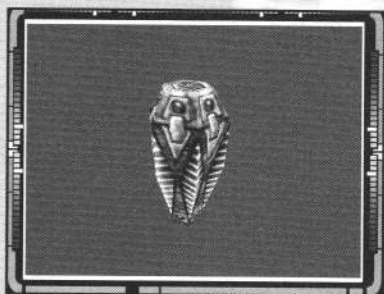
Compression Phaser Ammunition



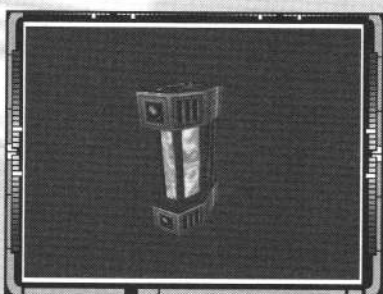
I-Mod Ammunition



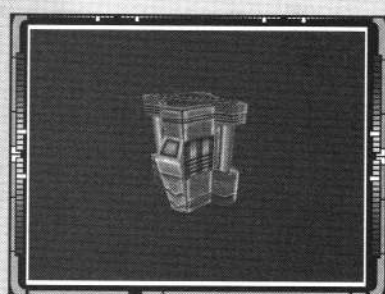
Scavenger Weapon Ammunition



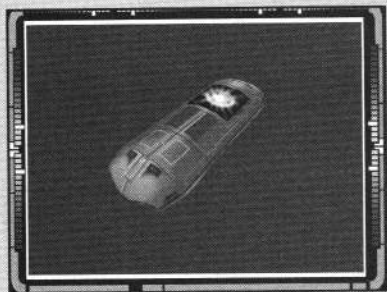
Stasis Weapon Ammunition



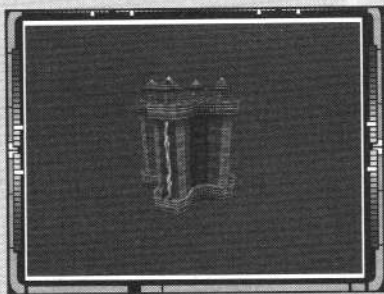
Compound Grenade Launcher Ammunition



Tetryon Pulse Disrupter Ammunition

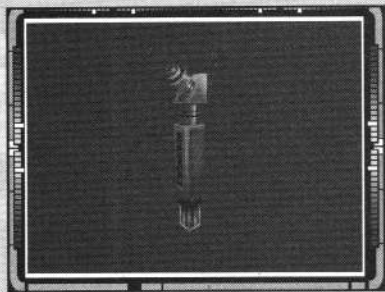


Photon Burst Ammunition

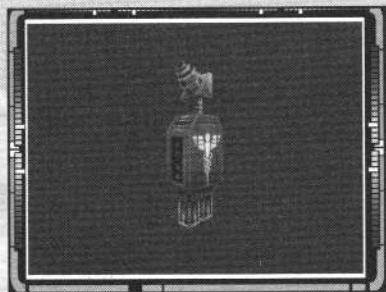


Welding Torch Ammunition

HYPOSPRAY



Emergency Hypospray



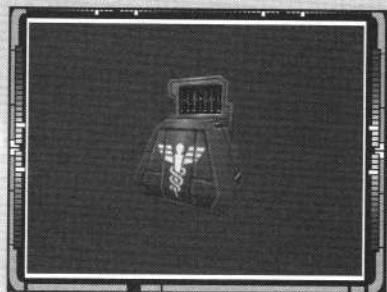
Booster Hypospray

The hypospray replaces one-half of the health energy terminal's function in holodeck simulations. It injects nanites to increase your health rating, but does not increase your shield power. The hypospray comes in two varieties: booster and emergency. The emergency hypospray raises your health rating up to a maximum of 100, while the booster unit can extend your rating up to a maximum of 200. When your rating is over 100, the effects of the booster hypospray are short lived and your health will decline to 100.



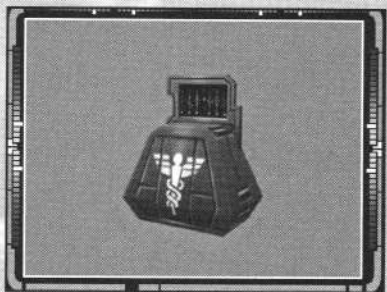
PORTABLE MEDKIT

The portable medkit is an emergency medical package that releases sufficient nanites into your system to instantly return your health level to 100. It does not affect your shield rating. Use the Enter key to activate.



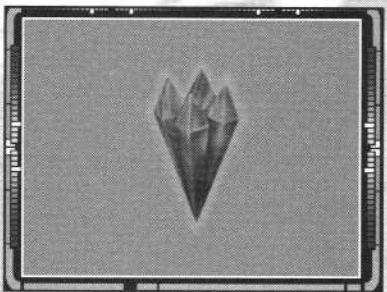
NANO-REGENERATIVE PROTOPLASMER

This unit automatically adds to your health rating by periodically injecting nanites into your system over a period of 20 seconds.



INCREMENTAL SHIELD BOOST

As the name implies, the incremental shield boost adds power to your shield rating, up to a maximum of 200. For levels over 100, shield energy drains until the level reaches 100.



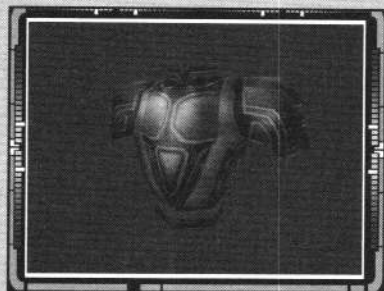
PERSONAL DEFLECTOR SCREEN

Adds 50 points to your shield energy. If this results in your rating being over 100, the energy level will slowly drop until it reaches 100. Green in color.



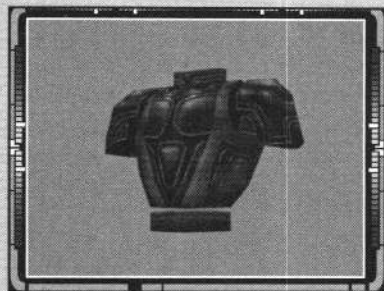
ISOKINETIC DEFLECTOR SCREEN

Instantly raises your shield energy rating by 100, up to a maximum of 200. As always, if your shields are over 100, power will dissipate until it reaches 100. Translucent green in color.



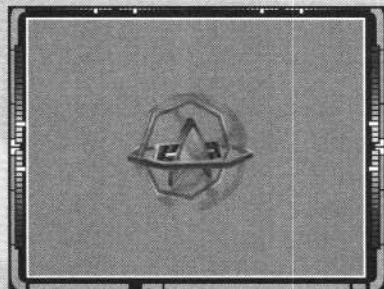
METAPHASIC SHIELDING

Renders you virtually impervious to all injury for 20 seconds. Yellow in color.



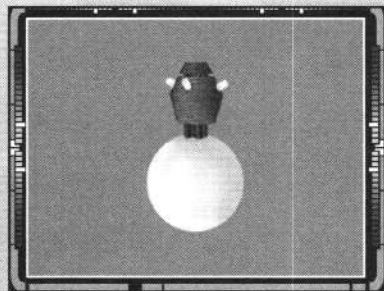
QUANTUM WEAPON ENHANCER

Uses quantum level effects to boost the power output of any weapon by 400 percent. The effect lasts for 20 seconds.



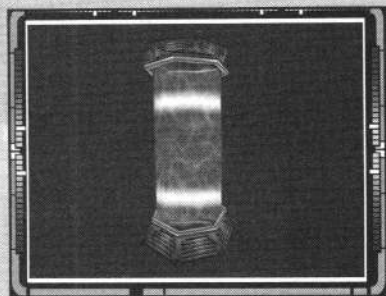
PERSONAL CLOAKING DEVICE

Renders you virtually invisible to your opponents for a period of 20 seconds.



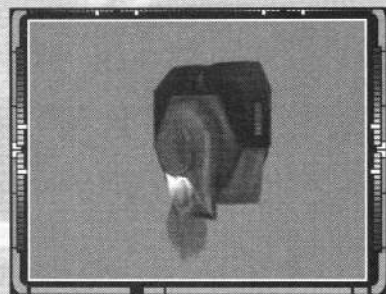
PERSONAL TRANSPORTER DEVICE

Instantly transports you to a random location within the holomatrix. Press the "Use key" to activate.



ANTI-GRAVITY PACK

As the name implies, the anti-gravity pack allows you to defy gravity and fly (though not quickly). Up and down motions are accomplished using the jump and crouch controls respectively.



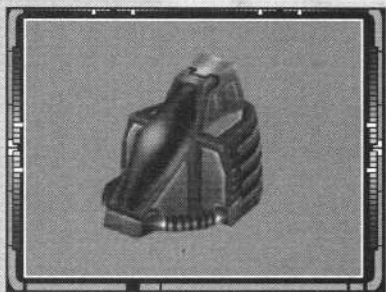
TEMPORAL ACCELERATOR

For 20 seconds, the temporal accelerator speeds up the person who has it.



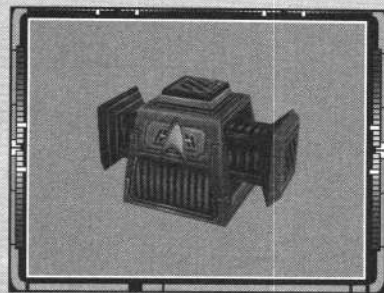
PORTABLE FORCE FIELD

The portable force field generator erects a containment field perpendicular with the player's field of view for 20 seconds. This is a particularly effective way to isolate the flag in capture the flag games. To activate, use the enter key.



DET PACK

Small explosive packages, Det Packs are handy for creating traps. Once you have a Det Pack, press "Use key" to drop it, and then press "Use key" again to detonate it. An icon will show when the Det Pack is set and ready. Det Packs can also be exploded by firing weapons at them — which is a handy way to eliminate enemies or a liability if you drop them in the presence of an armed enemy.



HOLODECK CONFIGURATION PROTOCOLS

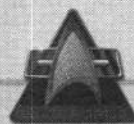
When using the holodeck with other individuals, you will often be the person hosting the match. While manual configuration of the holomatch protocols is simple and straight-forward, they are also time consuming and leave out a couple of options, such as being able to automatically load a new simulation matrix when one is completed.

NOTE:

The script given here addresses only the most basic of holomatch configuration options. For complete specifications on the scripting commands, see the readme and help files contained on the Elite Force CD.

NOTE:

Since the commands must be entered exactly as shown, an annotated copy of the script and copies of the batch processing files may be downloaded from Raven's Web site at <http://www.ravensoft.com/eliteforce/>.



CONFIGURATION SCRIPT

To automate this process, a configuration script can be stored with the holomatrix programming. To create the configuration script, open Windows Notepad and type in the following:

```
seta sv_hostname "DISPLAY NAME OF SERVER"seta g_motd "WELCOME MESSAGE"seta g_quadfactor 4seta g_gametype 0seta timelimit 15seta fraglimit 30

seta g_weaponrespawn 3

seta g_inactivity 3000

seta g_forcerespawn 0

seta bot_enable 1

seta bot_minplayers 5

seta sv_maxclients 8

set d1 "map hm_voy1 ; set nextmap vstr d2"
set d2 "map hm_voy2 ; set nextmap vstr d3"
set d3 "map hm_scav1 ; set nextmap vstr d4"
set d4 "map hm_noon ; set nextmap vstr d5"
set d5 "map hm_kln1 ; set nextmap vstr d6"
set d6 "map hm_for1 ; set nextmap vstr d7"
set d7 "map hm_dn1 ; set nextmap vstr d8"
set d8 "map hm_dn2 ; set nextmap vstr d9"
set d9 "map hm_cam ; set nextmap vstr d10"
set d10 "map hm_borg1 ; set nextmap vstr d11"
set d11 "map hm_borg2 ; set nextmap vstr d12"
set d12 "map hm_borg3 ; set nextmap vstr d13"
set d13 "map ctf_and1 ; set nextmap vstr d14"
set d14 "map ctf_kln1 ; set nextmap vstr d15"
set d15 "map ctf_voy1 ; set nextmap vstr d16"
set d16 "map ctf_voy2 ; set nextmap vstr d1"

vstr d1
```


When you are done, save the document as **server_config.cfg** in the **BaseEF** folder located within your Elite Force folder. By default, Elite Force is located at **C:\Program Files\Raven\Star Trek Voyager - Elite Force**.

BATCH PROCESSING FILES

The configuration scripts are not used if you start Holomatch normally. Instead, you must create batch files that will load Holomatch and the configuration script. There are two versions of the batch file, one for a server which is also used by one of the players, and the other for a dedicated server.

To create the file, open Windows Notepad and enter the following:

```
stvoyHM +set dedicated # +exec server_config.cfg
```

If you will be playing and serving the game from the same computer, replace **#** with **0** (zero) and save the file as **player.bat** in the main Elite Force folder. If the game will be used as a dedicated server, then **#** should equal **1**, and the file should be saved as **dedicated.bat**.

Now, instead of using the standard shortcut to stvoyHM.exe, double-click on the batch file to automatically start Holomatch and load the configuration file.

CONFIGURATION SCRIPT ANALYSIS

All lines of the configuration script can be updated (and many should, based on your system), here is a breakdown of what each line means.

SETA SV_HOSTNAME "DISPLAY NAME OF SERVER"

This sets the display name for your server—the name that is displayed when a person searches for servers.

SETA G_MOTD "WELCOME MESSAGE"

This value sets the welcome message that is displayed while a match is loading.



SETA G_QUADFACTOR 4

The quad factor is the amount of extra damage when a player has the Quantum Weapon Enhancer. By default, this value is four (four times the damage) though you can change it if you like.

SETA G_GAMETYPE 0

Indicates the type of game that will be played. 0 and 2 are Free for All, 1 is Tournament, 3 is Teamplay, and 4 is Capture the Flag.

SETA TIMELIMIT 20

The time limit of the mission, in minutes.

SETA FRAGLIMIT 25

The number of kills (by a single player) that will end the current mission.

SETA G_WEAPONRESPAWN 3

The length of time, in seconds, between when a weapon is picked up and a replacement is respawned.

SETA G_INACTIVITY 3000

The length of time, in seconds, that a player is inactive before he or she is automatically booted from the game.

SETA G_FORCERESPawn 0

The length of time, in seconds, after which a killed player will automatically be respawned into the game. If set to zero, the play will not be automatically respawned, but must do so manually.

SETA BOT_ENABLE 1

Are bots available in the current game? One equals yes, zero equals no.

SETA BOT_MINPLAYERS 5

The minimum total number of players in the game. If bots are active and there are fewer than the number indicated, then sufficient bots will be spawned to bring the number of players up to that indicated.

SETA SV_MAXCLIENTS 8

The maximum total number of players in the game, both human and bot. Typically, you will want to limit this number to eight for Internet play.

SETA RCONPASSWORD "PASSWORD"

If the game is played on a dedicated server, the password allows the game's owner to access the dedicated server via remote control. For more information on the remote control access procedure, and the commands available via remote control, see the help files on the Elite Force CD.

MAP CYCLING LIST: SET D1

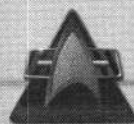
"MAP HM_VOY1 ; SET NEXTMAP VSTR D2"

This list determines which maps are used by the server, and the order in which they are played. Notice that each line has a control number (d1, d2, d3, etc.). The first part of the quoted section indicates which map is to be loaded (using its filename, without the extension), while the second part indicates which map will be loaded next.

The final line should indicate that the first map will be loaded next. As an extra safeguard, the line vstr d1 is added to ensure that the cycling runs correctly.

NOTE:

The configuration script listed above includes all of the holomatch maps that are included with Elite Force. If you download or create additional maps, you will want to add them to your list using the same format.

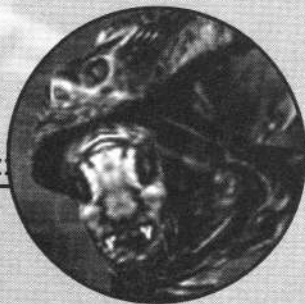
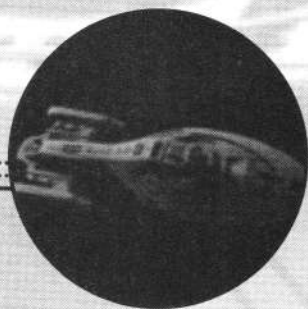


SIMULATION SPECIFICATIONS

On the following pages, you will find maps of all of the holomatch missions. Knowing their layouts can help you "survive" your holodeck sessions.

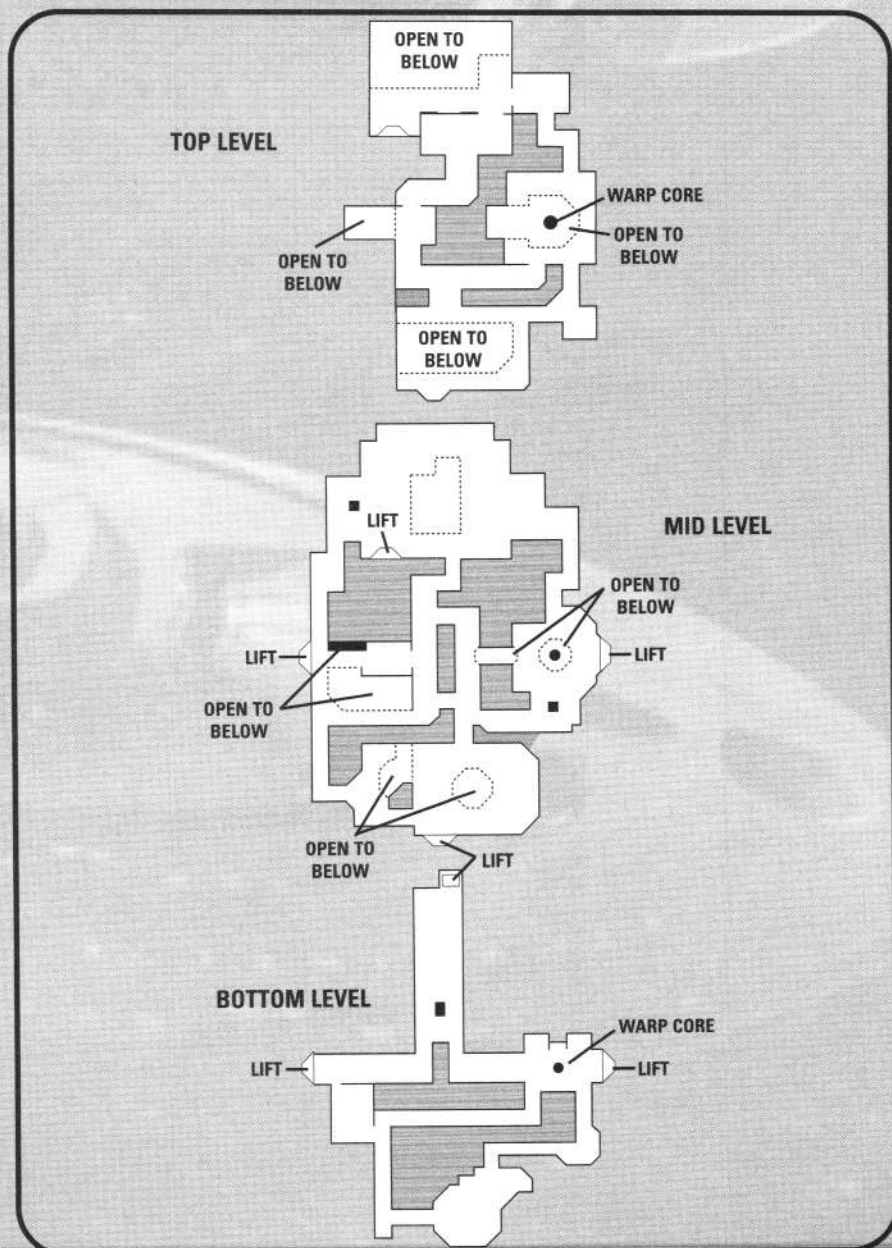
TIP

To further familiarize yourself with the holomatch levels, you can explore them free from bots. When creating a solo match, just turn off all of the bot characters and then enter the level. Unharassed by bots, you can investigate all of the potential cover and traps at your leisure.

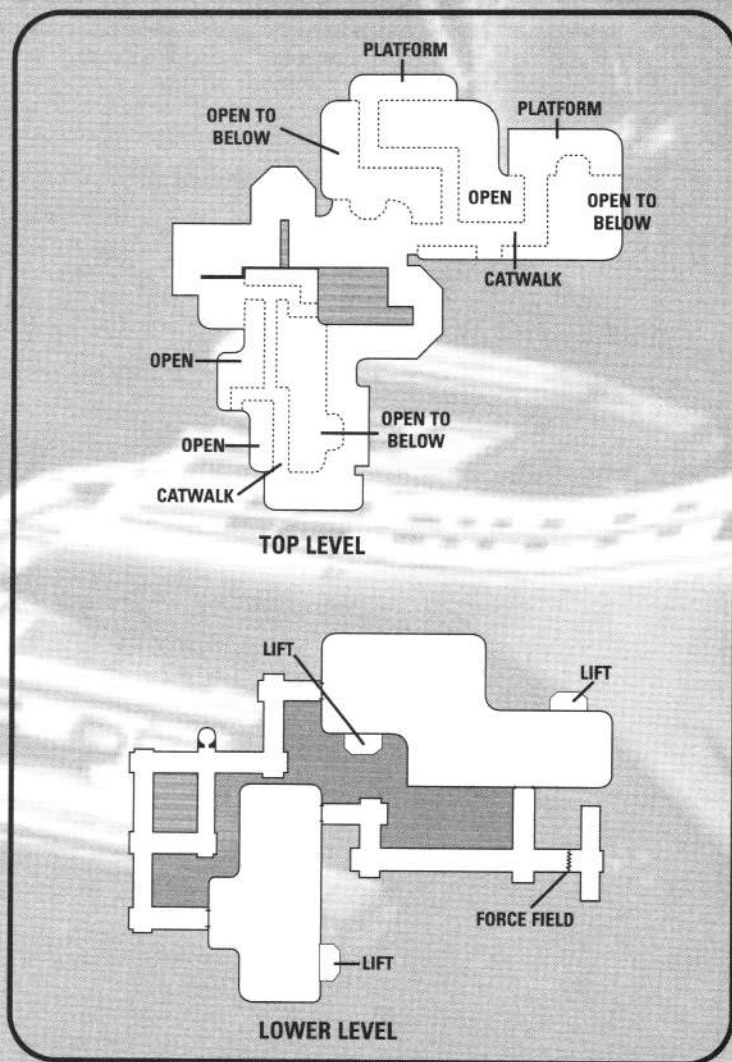


FREE FOR ALL AND TEAMPLAY MAPS

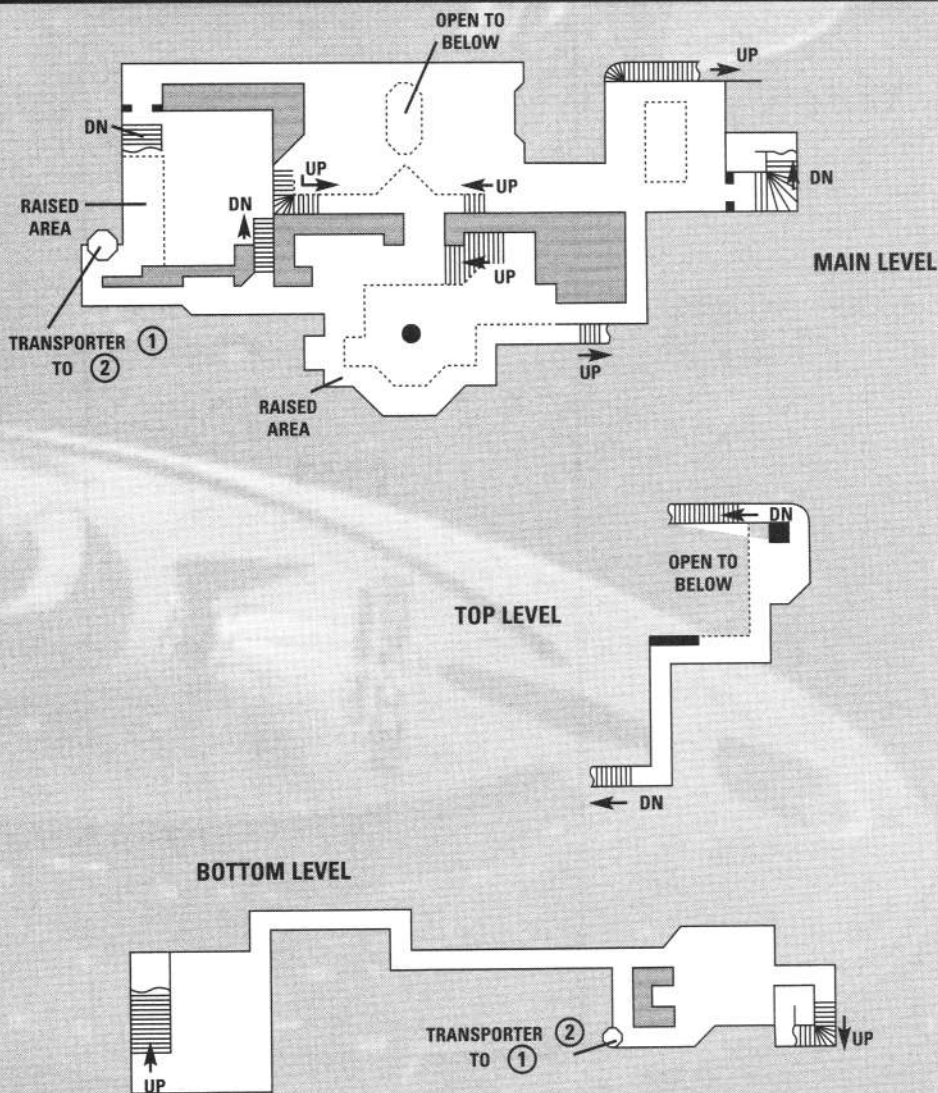
ISOLATION



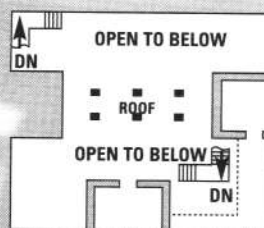
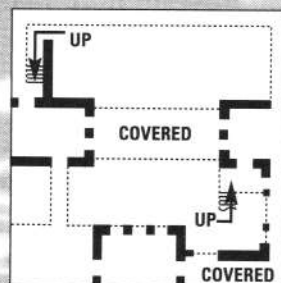
DANGEROUS CARGO



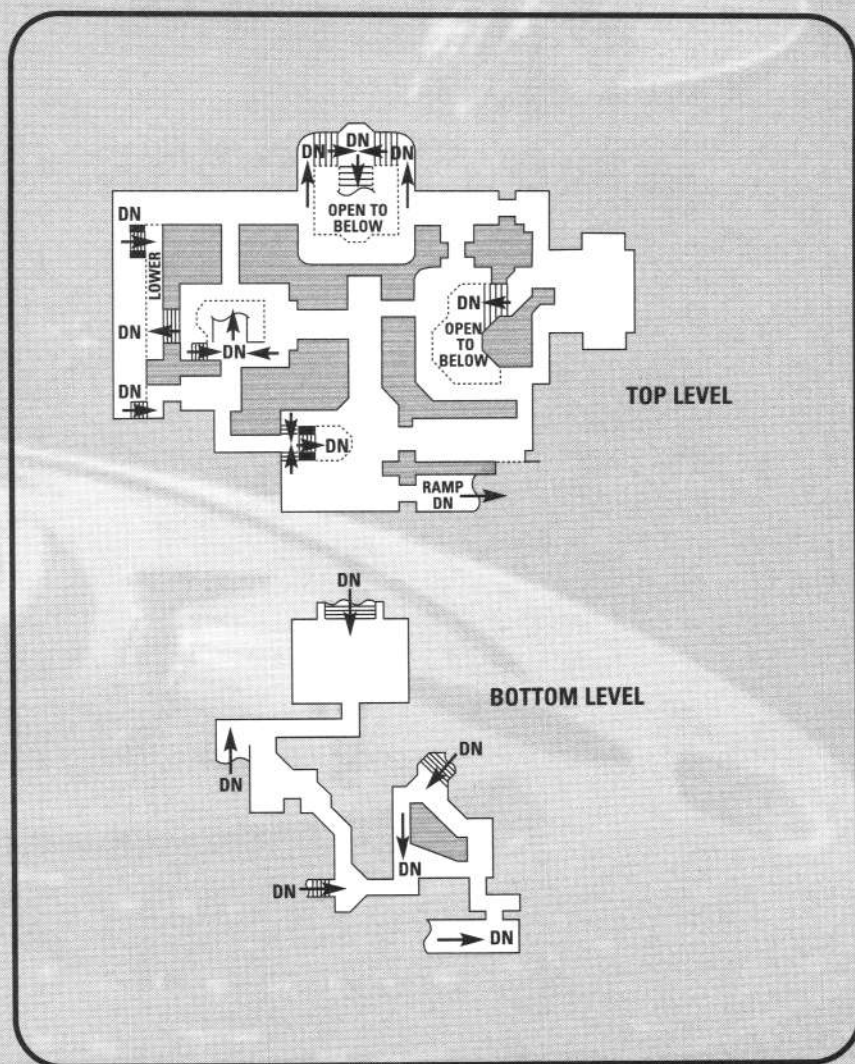
WASTE DISPOSAL



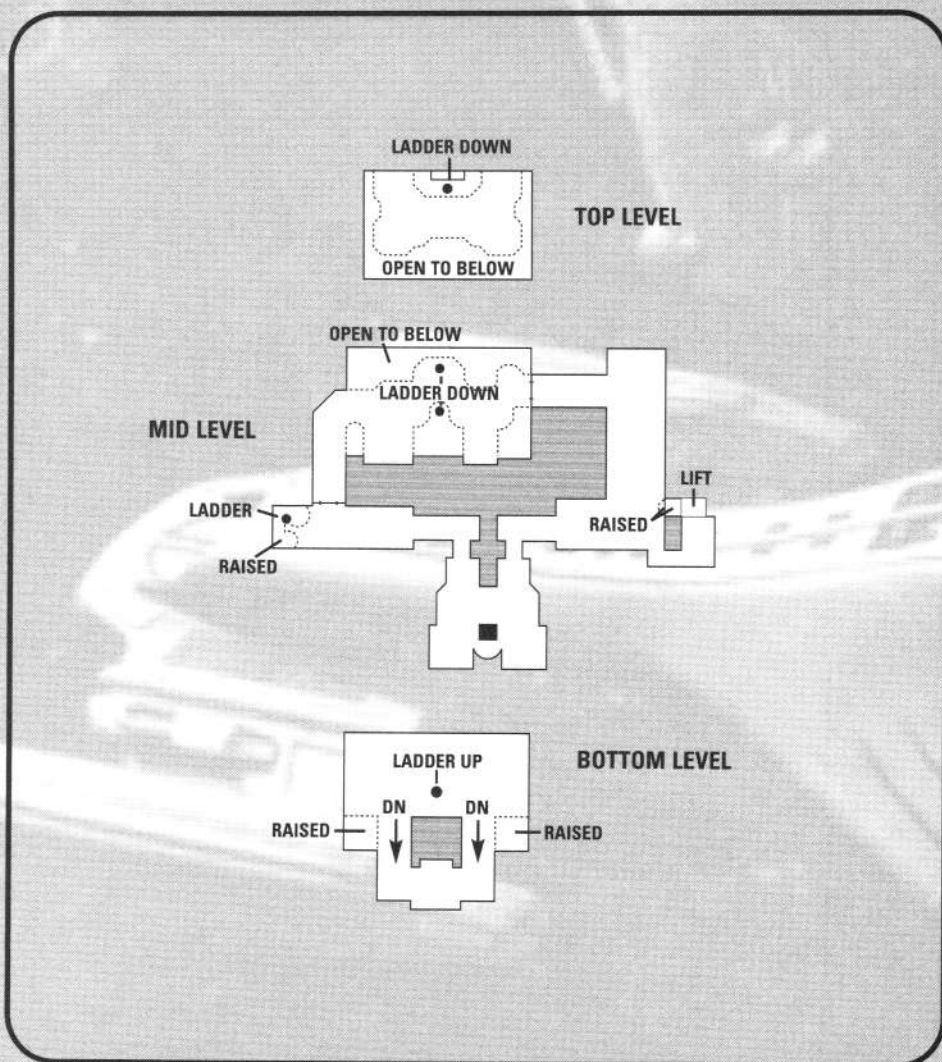
SHOWDOWN



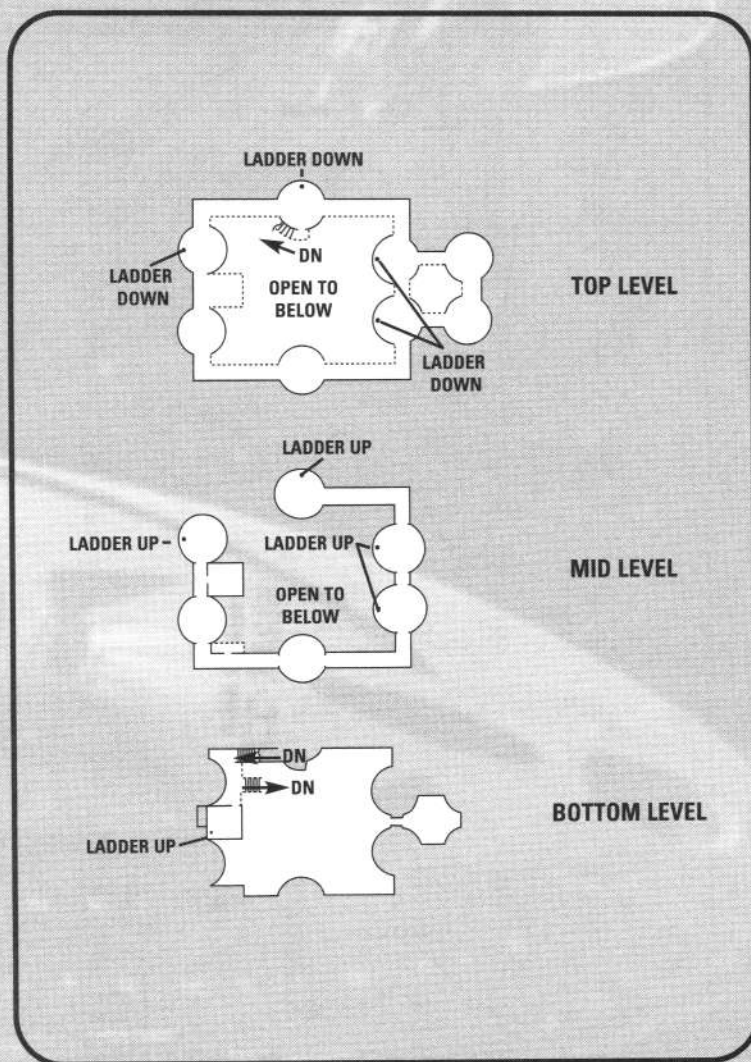
THE MACHINE



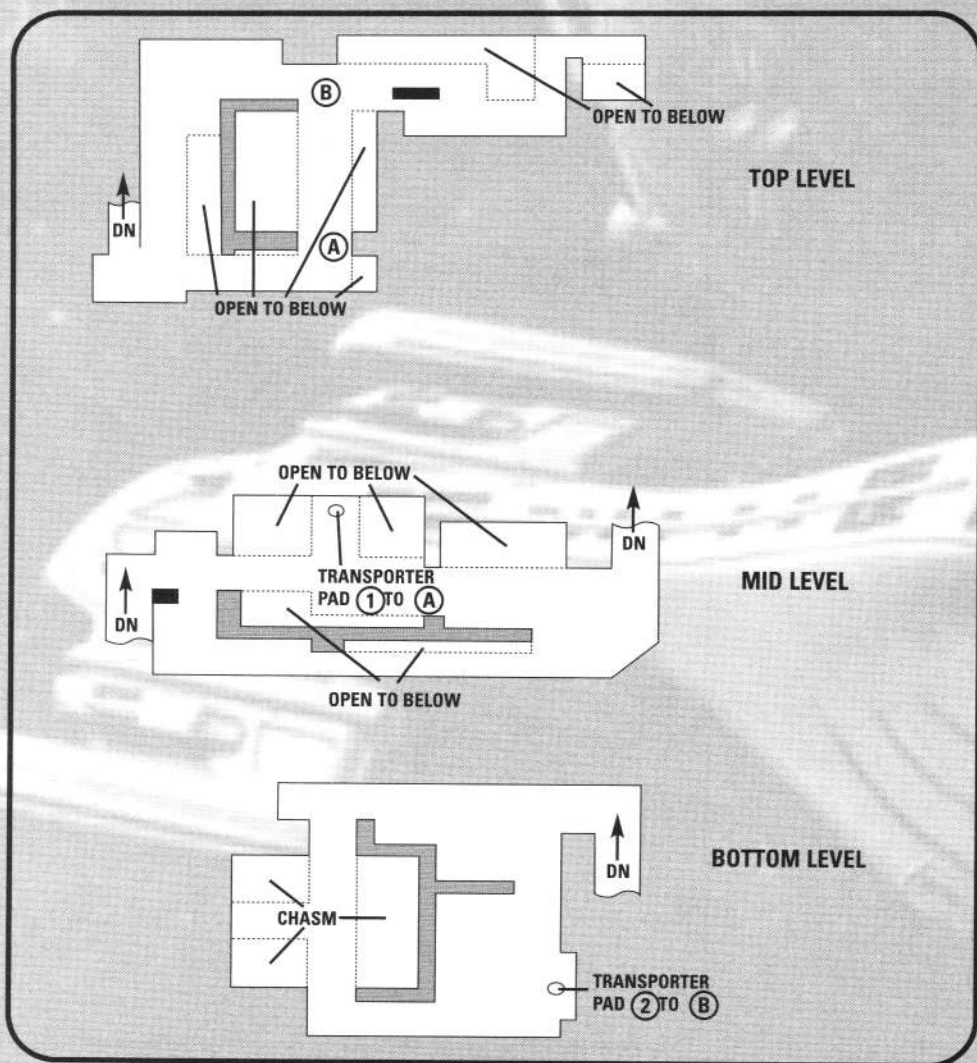
HANGER



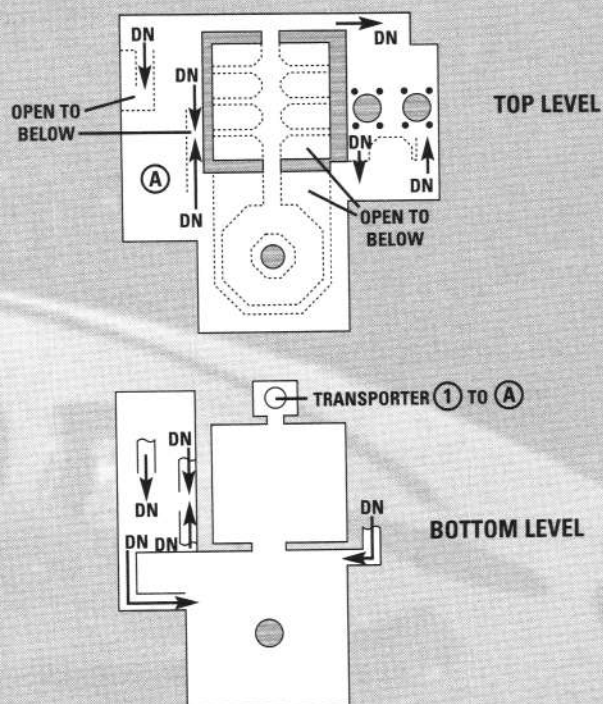
SIEGE



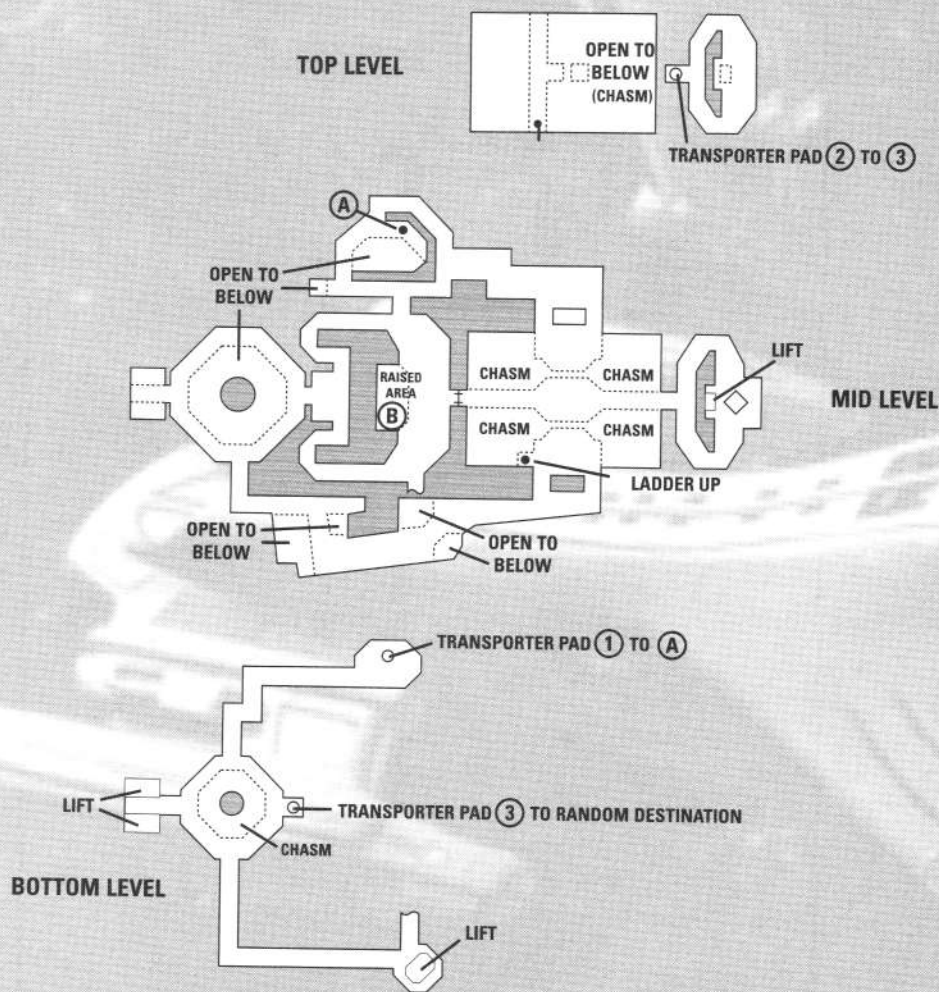
ASSIMILATION



RESISTANCE

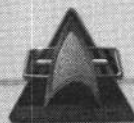
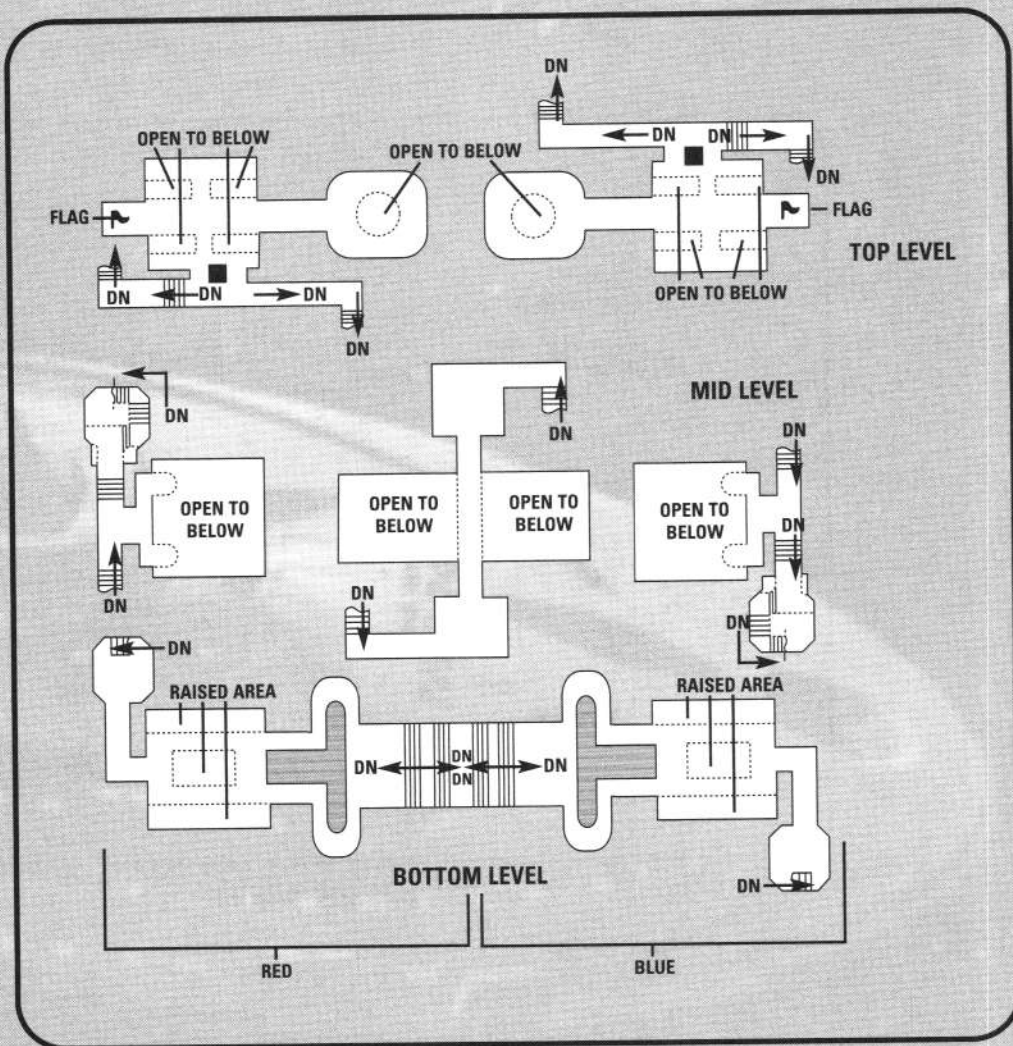


DATA MATRIX

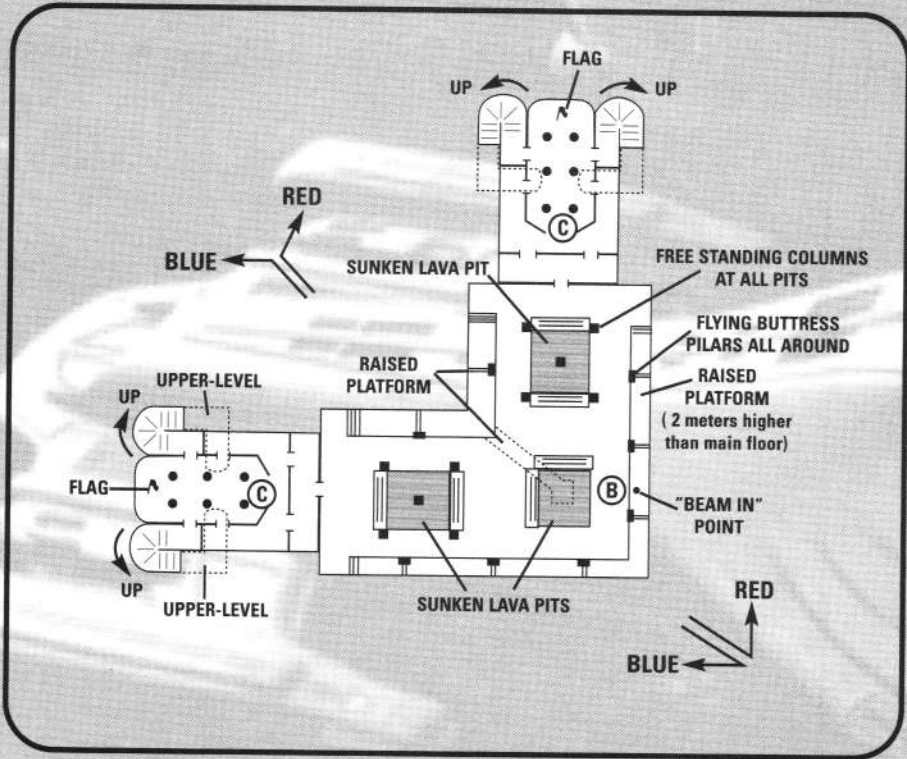


CAPTURE THE FLAG MAPS

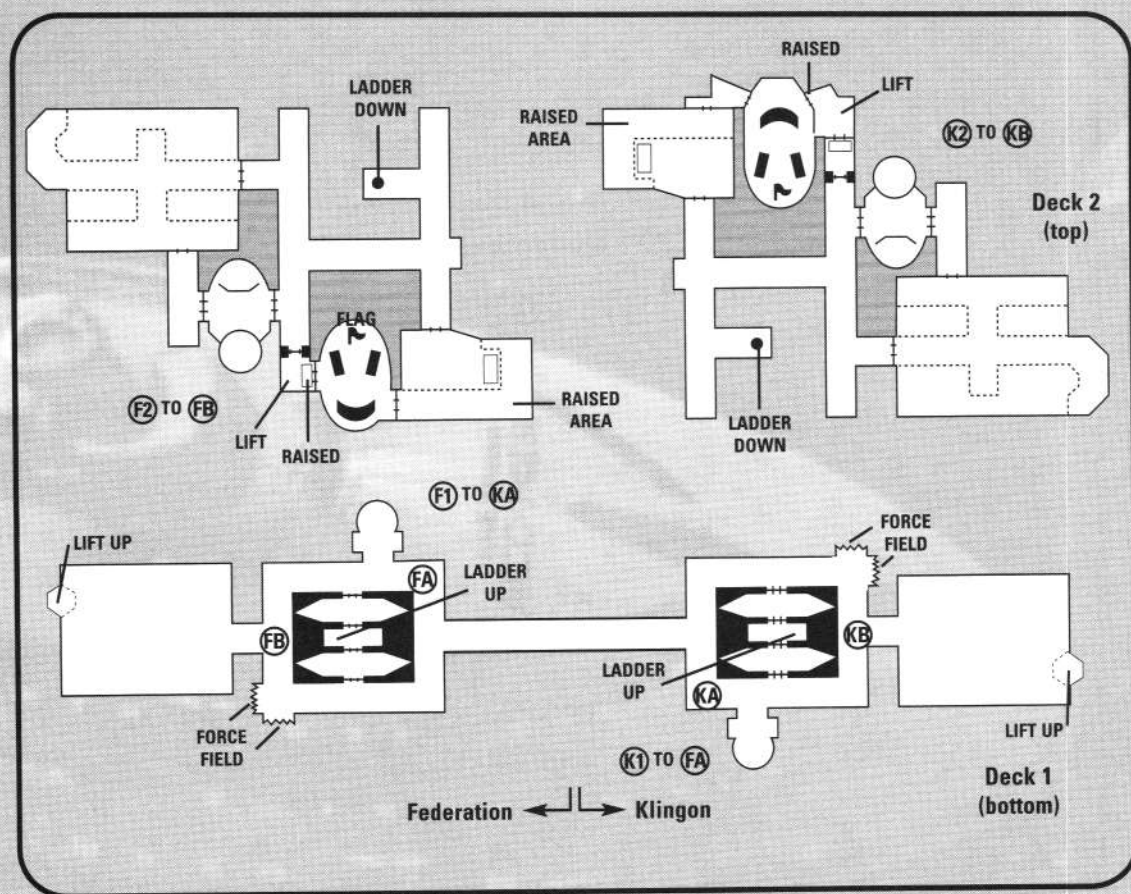
SEA TEMPLE



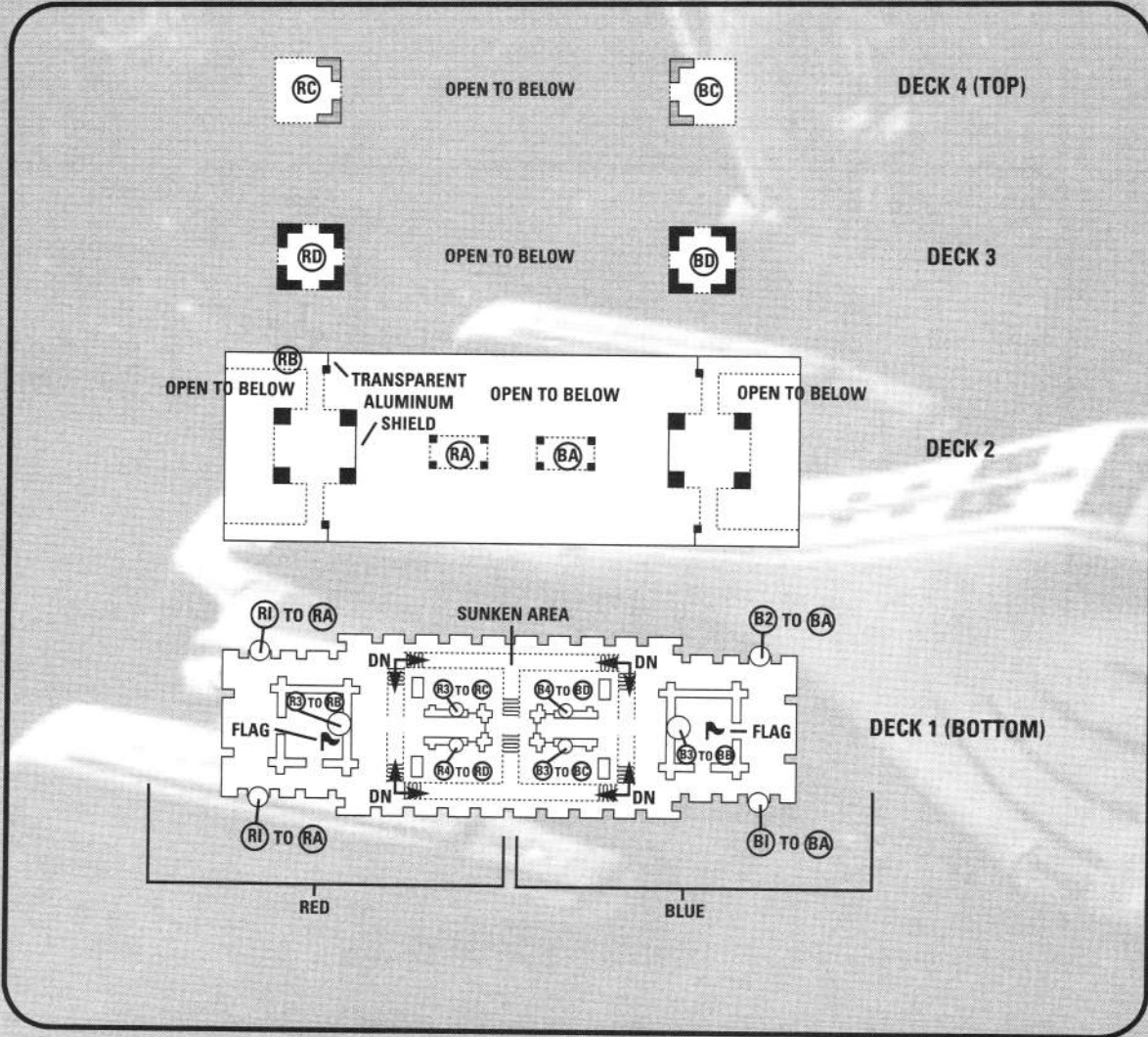
HONOR



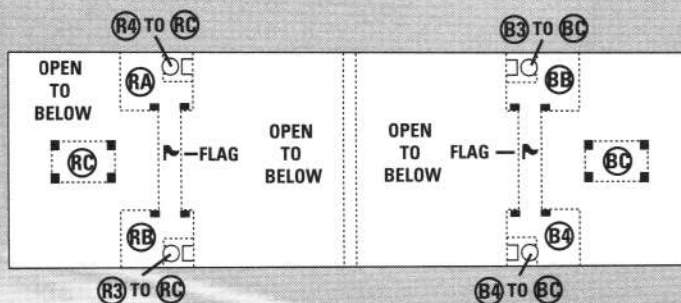
BOARDING PARTY



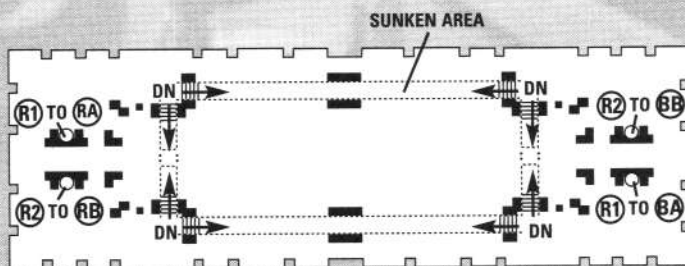
DELTA STATION



BETA STATION



DECK 2 (TOP)

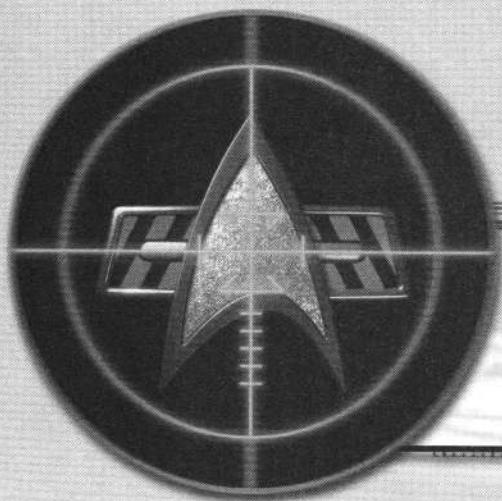


RED ← → BLUE



[APPENDIX]

B



CHEAT CODES



TO: U.S.S. *Voyager* Hazard Team Personnel

FROM: Lieutenant Commander Tuvok

SUBJ: Cheat Codes

It has come to my attention that certain members of the Hazard Team have been employing "cheat codes" in order to obtain additional weapons, utilize cloaking technology, as well as other advantages on away missions. In order to ensure that all personnel are privy to the same information, the "cheat codes" are presented in the attached document.

You must remember, however, that Starfleet regulations strictly forbid the use of these "cheat codes" on away missions. Their use may result in disciplinary action upon *Voyager's* return to the Alpha Quadrant. In addition, the holodeck's matrix has been modified so that "cheat codes" may not be used during holomatches.

NOTE:

All cheat codes must be typed in the console. To open the console, press the ~ (tilde) key on your keyboard. Once you've typed in the cheat code, press the tilde key again to close the console. You also need to press the enter key after typing in any cheat code.



ACTIVATE CHEATS

TIP

Use of cheats may cause errors in Elite Force's scripting, making the game unplayable. Before entering a cheat code, make sure that you save the game.

By default, cheat codes are not enabled. To activate cheat codes, open the console, enter **sv_cheats 1** and press the enter key. You may then enter cheat codes immediately, or close the console and wait until you require a particular code. Once cheats have been activated, they remain activated for the current game session. You will need to reactivate cheats each time you play.

To deactivate cheat codes, open the console, type **sv_cheats 0**, press the enter key and close the console.

CHEAT CODES REQUIRING ACTIVATION

GOD

Provides invulnerability. Note that if you use weapons deliberately against fellow Starfleet personnel, this invulnerability will be revoked. Repeating the code deactivates god mode.

GIVE ALL

Gives all weapons with full ammunition, full health, and full power for the hazard suit.

GIVE AMMO

Gives all currently possessed weapons full ammunition.

GIVE HEALTH

Brings player up to full health. Does not affect hazard suit energy.

GIVE HEALTH

Sets the player at the specified health rating. This can be set up to 200 in Easy mode, otherwise the upper limit is 100. Does not affect hazard suit energy.

GIVE ARMOR

Sets the player's hazard suit to the specified rating. This can be set up to 200 in Easy mode, otherwise the upper limit is 100.

GIVE WEAPONNUM

Provides the weapon specified by #. The specific numbers are:

- 1 Hand Phaser
- 2 Phaser Compression Rifle
- 3 Infinity Modulator
- 4 Scavenger Weapon
- 5 Stasis Weapon
- 6 Tetrayon Pulse Disruptor
- 7 Photon Burst
- 8 Arc Welder

KILL

Suicide. Restarts the current mission at the beginning or at the most recent save.

NOTARGET

Stealth technology. Makes the player essentially invisible to all enemies. Repeating the code deactivates the stealth technology.



MAP (NAME)

Teleport to a specific mission, or portion therein.
Replace (name) with the following:

MISSION	NAME
1: The Rescue	borg1
	borg2
2: Condition	voy1
	voy2
	voy3
	voy4
	voy5
3: Stasis	stasis1
	stasis2
	stasis3
4: Countdown to Launch	voy6
	voy7
	voy8
5: Scavengers	scav1
	scav2
	scav3
	scav4
	scav5
	scavboss
6: The Borg	voy9
	borg3
	borg4
	borg5
	borg6

MISSION	NAME
7: Rest and Relaxation	voy13
	voy14
	voy15
8: Dreadnought	dn1
	dn2
	dn3
	dn4
	dn5
	dn6
	dn7
	dn8
9: Invasion	voy16
	voy17
10: The Forge	forge1
	forge2
	forge3
	forge4
	forge5
	forgeboss
Endgame Cutscenes	voy19
	voy20

Ingame Holodeck Maps

HOLOMATCH MAPS

Isolation	holodeck_camelot
Dangerous Cargo	holodeck_highnoon
Waste Disposal	holodeck_temple
Showdown	
Bravery	hm_voy1
Mutiny	hm_voy2
The Machine	hm_scav1
Hanger	hm_noon
Siege	hm_kln1
Assimilation	hm_for1
Data Matrix	hm_dn1
Sea Temple (CTF)	hm_dn2
Honor (CTF)	hm_cam
Boarding Party	hm_borg1
Delta Station	hm_borg2
Beta Station	ctf_and1
	ctf_kln1
	ctf_kln2
	ctf_voy1
	ctf_voy2

NOTE:

If you open the holomatch missions using the map (name) cheat, there will be no adversaries and very few powerups. This is not to say that this is a useless endeavor. Use the opportunity to become familiar with the layout of the mission so that you can concentrate on blowing the other guy away when playing in holomatch mode. (And don't forget to check out the maps in Appendix A.)

TIP

There are roughly 12 different sequences that might be played when (if) you are sent to the brig. To view them all, repeatedly enter map brig. Since the sequence that is played is random, you may see some repeats.



NOCLIP

Makes all walls permeable so that the player can walk through them. The player also has unimpeded travel in all directions[md]up, down, left, right, forward, back[md]giving the impression of flying. Repeating the code deactivates **noclip** mode. There are some things to keep in mind while using **noclip** mode:

- ⊗ Weapons may not be used during the use of this cheat so the player is vulnerable if it's turned off in the presence of adversaries.
- ⊗ Deactivating **noclip** while within walls will lock the player in position. Make sure to be in a clear area when deactivating **noclip**.
- ⊗ Moving outside of the mapped area will result in odd visual effects.

SETVIEWPOS X Y Z: R

Places the player at an exact position within the map using standard X Y Z R (rotation) coordinates.

G_GRAVITY

Sets the gravitation level. "Earth normal" gravitation is 800, zero gravity is 0. Higher levels than normal gravitation result in not being able to jump very high.

CODES THAT DON'T REQUIRE ACTIVATION

VIEWPOS

Provides the exact position of the player in standard X Y Z R (rotation) coordinates.

TIP

Use viewpos (see below under *Codes that Don't Require Activation*) to determine your current position before moving using setviewpos as it is possible to provide a location that is outside of the mapped area. Going outside the mapped area can result in falling[el]forever. If you begin to fall, you can then use setviewpos again, but enter your original coordinates to return to your previous position.

BIND <KEY> <COMMAND>

Sets a shortcut key (specified by <key>) to activate a particular command (specified by <command>). For example, *bind F12 screenshot* will save an image of the screen (in the BaseEfscreenshots directory).

CINEMATIC <NAME>

Plays the named cinematic cutscene file. To view a list of the available cinematics, enter *dir video*. Cinematics whose name ends in _lo have lower frame rate and resolution.

R_GAMMA

Sets the brightness. Setting the number higher than 1.0 (say 1.5) brightens the display, while setting it below 1.0 (say 0.5) darkens the display. 1.0 is the default unless modified in the configuration menu.

CG_FULLBRIGHT

Turns shadows on (# equals 0) or off (# equals 1). Requires that the video engine be restarted using *vid_restart* (see below).

VID_RESTART

Restarts the video engine. Note that this command takes a short while to work and you may see the Windows desktop briefly after issuing it.

CG_DRAWFPS

Places an indicator in the TED annunciating the frames per second being generated by the computer. 1 turns the indicator on, 0 turns it off. This is especially useful in trying to determine the effect that increasing the color depth or resolution has upon gameplay; higher frame rates are especially important in holomatches.



VERSION

Returns the version, including release date, of the game.

UI_CLOSINGCREDITS

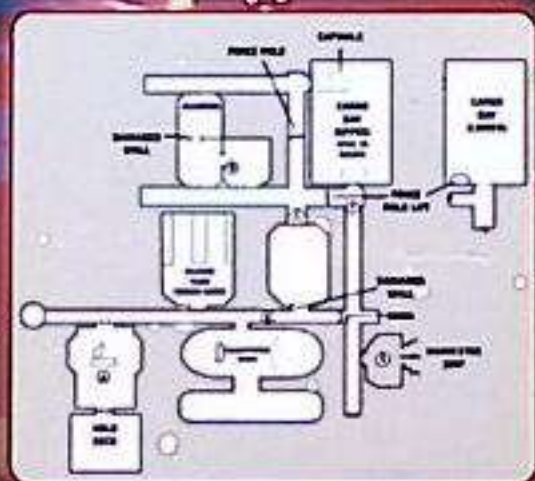
Plays the closing credits of the game.

QUIT

Exits Star Trek: Voyager: Elite Force.

STAR TREK VOYAGER ELITE FORCE™

OFFICIAL STRATEGY GUIDE



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Stardate: 53849.2

The people of this system are hardcore. A tight conglomerate of neighboring planets from what inhabitants call a "Phat Network" whose government and administration is based solely off of "Skillz" with multiplayer video games.

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GameSpy.com

Our flagship site! New reviews, screenshots, previews, articles and interviews posted daily, served up with GameSpy's twisted humor and continuous daily news.


fileplanet

FilePlanet.com

Tens of thousands of free game demos, movies, and patches are available - as well as downloads to expand on existing games. New stuff is uploaded daily!

 **game**spy
ARCADE

GameSpyArcade.com

GameSpy's incredible online game-finding software is compatible with Star Trek: Voyager - Elite Force. So be sure to check it out.

A copy of GameSpy Arcade is bundled on this CD. Install it and click on the Star Trek: Voyager - Elite Force button to find multiplayer holomatch games going on right now!



gamespy network

3DActionPlanet.com: Action Gaming Heaven

Captured.com

PlanetAlliance.com

PlanetAvP.com

PlanetBlood.com

PlanetDaikatana.com

PlanetDescent.com

PlanetDrakan.com

PlanetDuke.com

PlanetFortress.com

PlanetHalf-Life.com

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PlanetKingpin.com

PlanetQuake.com

PlanetShogo.com

PlanetSoldier.com

PlanetStarsiege.com

PlanetUnreal.com

PlanetWheelOfTime.com

RPGPlanet.com: One Planet. Many Worlds.

BGChronicles.com

PlanetAnachronox.com

PlanetDiablo.com

PlanetVampire.com

StrategyPlanet.com: Same Planet. More Thought.

PlanetAgeOfEmpires.com

PlanetCNC.com

PlanetBattlezone.com

PlanetAnnihilation.com

TacticalPlanet.com: Games of Stealth and Teamwork.

PlanetRainbowSix.com

SportPlanet.com: Wide Wide World of Sports Gaming.

PlanetBeerHunter.com

ClassicGaming.com: Gaming the Way You Remember It.

PlanetHardware.com: The Hard Stuff.

PlanetDreamcast.com: The Scoop on the DC.

PlanetPS2.com: Sequel to the PlayStation.

PlanetXbox.com: Microsoft's Upcoming Killer Console.