

2 • **Bio-Neural Gel Pack**

Equipment

While this equipment is aboard your ship, this ship is attributed +1 for each of your completed space missions.

"That's our ship - that's Voyager. Intrepid class, sustainable cruise velocity of warp factor 9.975, fifteen decks, crew complement of 141, bio-neural circuitry."

1000 D

1 • **Space Race**

Event

To play this event, you must command three personnel. Each player draws cards equal to the number of space missions he or she commands. Destroy this event.

"This race embodies everything the Federation values: a peaceful coexistence, free exchange of ideas..."

986 D

2 • **Fitzpatrick**

Human

Anthropology **Diplomacy** **Medical**

While you command two completed space missions, this personnel gains Exobiology. While you command three completed space missions, this personnel gains Transporters.

"With no access to reinforcements, the crew of the U.S.S. Voyager had to rely on on-the-job training."

INTEGRITY 6 **CUNNING 6** **STRENGTH 5**

998 D

3 • **Harry Kim**
Longing Ensign

Human

2 Astrometrics **Navigation** **Physics** **Science** **Transporters**

When this personnel uses a skill to complete a space mission, you may unstop each of your stopped personnel at this mission and restore the Range on each of your ships at this mission. You may do this only once each turn.

INTEGRITY 6 **CUNNING 6** **STRENGTH 5**

1007 D

5 • **Kathryn Janeway**
Journeyed Captain

Human

Biology **Diplomacy** **2 Leadership** **Officer** **Science**

Commander: U.S.S. Voyager. While you command two completed space missions, this personnel cannot be stopped by dual dilemmas. While you command three completed space missions, your personnel present cannot be stopped by dilemmas that do not require a skill.

INTEGRITY 6 **CUNNING 6** **STRENGTH 5**

996 D

3 • **Tuvok**
Homeward Bound

Vulcan

Biology **Honor** **Law** **Officer** **2 Security**

When an engagement involving this personnel begins, if you command four space missions, you may place this personnel beneath his owner's deck to prevent that engagement and stop each personnel and ship involved.

"Do not mistake composure with ease."

INTEGRITY 6 **CUNNING 7** **STRENGTH 7**

1006 D