



## EQUIPMENT

VOY



## AKOONAH

Device used by some Native Americans in the 24th century in place of psychoactive herbs to help initiate a vision quest. Chakotay included one in his medicine bundle.

Once per game, at your unexamined mission, name a dilemma. If your personnel face that dilemma here, owner of that dilemma loses points.

-5

2255



## EQUIPMENT



## COMM BADGE

By the 24th Century, Starfleet had replaced hand-held communicators with wearable multi-purpose insignia badges.

Allows one of your personnel (except or ) present to add the first-listed skill from one of your other personnel at this mission. (May re-select once each turn.)

2256



## EQUIPMENT



## CRAWLSPACE "KEY"

Makeshift lever used to open a crawlspace at Internment Camp 371. Looks nothing like a self-sealing stem bolt or a reverse-ratcheting router. A knife is concealed in the handle.

At any time, discard to kill one personnel present OR if your ENGINEER present, destroy one Equipment present or exchange for one Equipment card from discard pile.

2257



## EQUIPMENT



## HAIRPIN

Secret Agent Julian Bashir used a simple lady's hairpin to free himself from handcuffs and escape Dr. Noah's nefarious trap. Mr. Garak was suitably impressed.

May download to your spy, thief, or any Intelligence in place of a card draw. Start of each turn, may rescue one personnel held by a trap card here. (Cumulative.)

2258



## EQUIPMENT

TNG



## ISOLINEAR CHIP

Most starship engineers relied on isolinear chips for computer functions in the 2370s. Data used his superior positronic matrix instead.

While on a non- ship, your non-android ENGINEER-classification personnel present gain Computer Skill. (Not cumulative.)

2259



## EQUIPMENT

DS9



## LUCKY CHARM

Michael Eddington left his "lucky looney" coin on Deep Space Nine when he joined the Maquis thinking he would be better off without it.

When your personnel present (except a Cardassian, Romulan, or Vulcan) was just randomly selected, you may return equipment to hand and randomly reselect.

2260



## EQUIPMENT

DS9



## MARK X TRICORDER

Introduced in 2372, the upgraded tricorder was lighter, more powerful and had increased resolution. Versatile scientific field tools such as this have been developed by many races.

Your personnel present may use 2 ENGINEER as if it were the skill of SCIENCE OR 2 SCIENCE as if it were the skill of ENGINEER. (May re-select at start of each turn.)

2261



## EQUIPMENT

DS9



## ODO'S BUCKET

Pail used by Constable Odo to hold his liquid form while regenerating. Poor container for oatmeal.

May report to Security Office (for free if any Odo in play.) At start of your turn, you may "stop" a changing present. That personnel is attributes all +2 until end of your next turn. (Unique.)

2262



## EQUIPMENT

TOS



## REMOTE CONTROLLED "BRAIN"

When Spock's brain was stolen, Dr. McCoy fitted his body with a remote control device. This allowed the away team sent to track down Spock's brain to take his body with them.

Once per turn, you may unstop your stopped personnel present. That personnel (unless android) loses all skills and CUNNING until end of turn.

2263