

STAR TREK
AWAY TEAM

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HEADLINE ARCHIVE

THE LATEST NEWS


**CHARACTER
OF THE WEEK**
Aloram Vas

**SCREENSHOT
OF THE WEEK**

**STRATEGY
OF THE WEEK**

Last updated: 05/07/2001

05.03.01 PLAYNOW! REVIEWS "STAR TREK AWAY TEAM"

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04.09.01 MORE GREAT AWAY TEAM REVIEWS KEEP ROLLING IN

http://www.armchairempire.com/Reviews/PC%20Games/away_team.htm

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03.28.01 GAMESPOT HOSTS "STAR TREK AWAY TEAM" DEMO

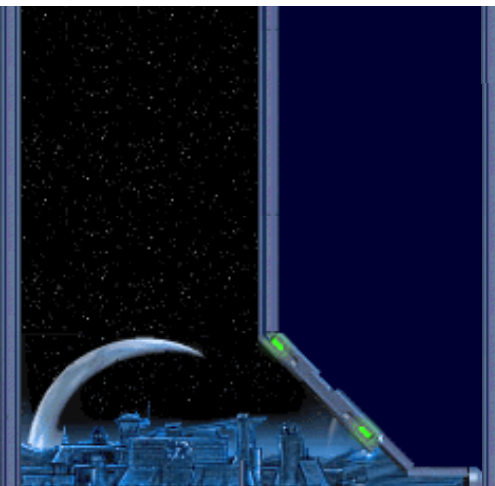
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STAR TREK

Reflexive

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OVERVIEW

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EQUIPMENT

STRATEGIES

GAME OVERVIEW

[Game Overview](#) - [Game Setting](#)

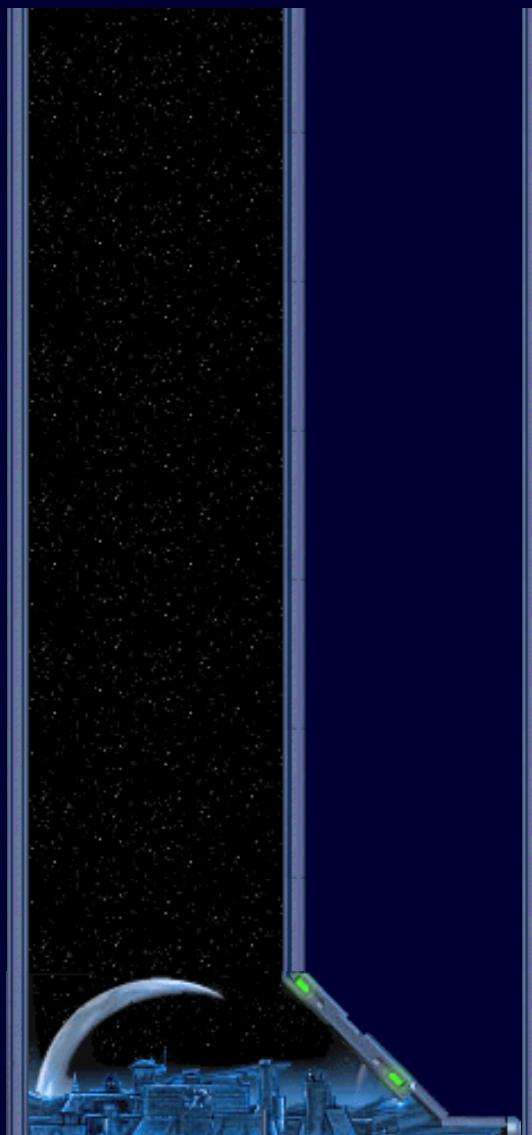
The focus of *Star Trek*TM Away Team is to engage the player in one of the most gripping and compelling aspects of the *Star Trek* episodes and movies...the Away Missions. The player controls a special team of Starfleet Officers on Away Team Missions as they explore alien environments throughout the Federation.

The player controls the movements of the team in a top down, ¾ perspective that allows a "birds-eye view" of the action and the interactive environment. Just like on a *Star Trek* Away Mission in the television shows and movies, the team will use tricorders, phasers, hyposprays, phaser rifles and most of the other "Trek" items that have been seen in the Next Generation era of *Star Trek*. There are some new inventory items added that will have the look and feel of *Star Trek*, but also enhance both gameplay and the elusive "cool factor".



The team that the player controls in *Star Trek* Away Team is an elite "Special Forces" unit that is responsible for handling the "sticky" situations that arise throughout the Federation. This Covert Actions unit is comprised of handpicked Starfleet Officers, and they are the best of the best... the equivalent of the U. S. Navy S.E.A.L.'s for the Federation. The missions they are assigned are extremely dangerous. This Covert Actions unit will consist of 17 highly trained specialists that Starfleet has assembled especially for their unique problem solving abilities. Actual "Away Teams" that the player will control will consist of 3-6 of these specialists per mission, and part of the game dynamic will be the actual selection of personnel that will make up the team.

The mission designs and story will reflect an inherent secrecy in their deployment, as this Covert Actions unit operates within the Federation charter, but without the general public knowing of their missions. Stealthy incursion into "enemy" bases and ships is an everyday occurrence in the Away Team division, and death lurks in every mission that the team goes on.



Game play will combine strategy and action elements as the player will sometimes have plenty of time to plan moves that can have results requiring quick action and reflexes. Since we want to immerse the player into the action as much as possible, just about everything in the environment will be interactive in some fashion. Control panels can perform numerous tasks for the talented engineer or computer expert. Every item in the world can be scanned, and in some cases, this type of interaction with the environment will give clues to how the next step in the mission can be solved. Most missions will have many ways to solve them. *Star Trek Away Team* will allow different players with different techniques the ability to solve the mission in slightly different ways. This hands-on approach that the game will be taking will lend itself to a real sense of exploration and teamwork that is apparent in the *Star Trek* universe.



The game is designed to appeal to strategy/action fans in general, though enjoyment and knowledge of the *Star Trek* Universe will enhance the appeal of the character building and story/plot elements.

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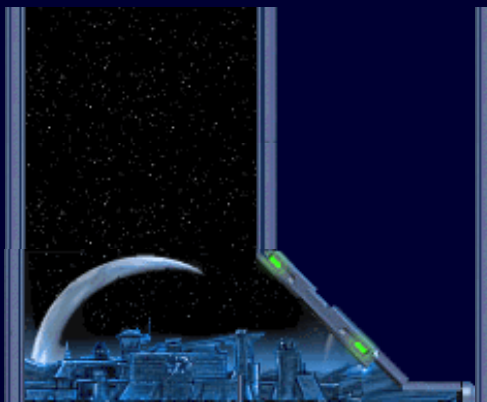
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[Download fullsize screenshot \(640x480\)](#)

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DOWNLOADS

Away Team Demo

Star Trek® Away Team™ is the first squad based strategy game based in the Star Trek Next Generation universe. In Away Team, you'll have the opportunity to form your own strike teams from seventeen different characters, all with their own special skills and weapons. With an epic storyline that spans the *Star Trek* galaxy, you'll take your team on away missions to dangerous locations and inhospitable planets, like the Romulan home world, the Klingon home world, and Borg Cubes!

Instructions

This demo contains two single player missions from the retail version of *Star Trek* Away Team. When you download and extract the demo, you will need 270 megabytes of free disc space on the C: drive in order to play.

How do I install the demo?

The file that you download (StarTrekAwayTeamDemo.exe) can be executed from anywhere on your hard drive. Just double-click on it, choose Next to continue the installation, or Cancel to abort the installation. Then you must accept the user agreement and then continue to follow the prompts to complete the installation process. After you have installed the demo, you can delete the temporary setup files when installation is completed.

Demo System Requirements

- Pentium® II 266MHz Processor
- 64 MB of RAM
- US Version of Windows® 95/98/ME/2000 operating system
- 100% Windows 95/98/ME/2000-compatible computer system (including compatible 32-bit drivers for CD-ROM, video card, sound card and input devices)
- **270 MB of uncompressed hard-drive space on the C: drive, plus 100 megabytes for the Windows swap file.**
- 100% Windows 95/98/ME/2000 compatible video card with 4mb of video ram and drivers
- DirectX® 8.0
- 100% Windows 95/98/ME/2000-compliant true 16-bit sound card and driver

- 100% Windows 95/98/ME/2000-compliant mouse and driver
- 100% Windows 95/98/ME/2000-compliant keyboard

How do I remove the demo?

Under your programs menu select the *Star Trek* Away Team Demo menu. Within the Away Team Demo menu is a selection for Uninstall *Star Trek* Away Team Demo. Select "Uninstall *Star Trek* Away Team Demo" to uninstall the demo.



**AWAY TEAM DEMO
FILE SIZE (70.0 MB)**

[Get the demo now!](#)

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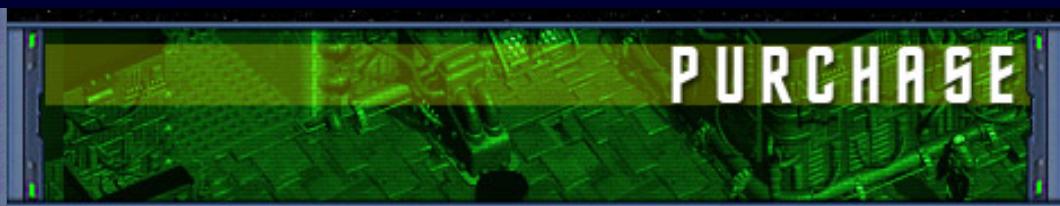


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Reflexive

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STAR TREK AWAY TEAM



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FAQ

FREQUENTLY ASKED QUESTIONS

1. When is the game going to be released?

Away Team will be on shelves April 1, 2001.

2. What kind of game is *Star Trek*TM Away Team?

Star Trek Away Team is a team based, real time strategy. The game uses an isometric, three-quarter perspective view which allows the player to manipulate the team from above and feel in control of the actions of each team member. Based on your mission, the player will select the members of the Away Team from a group of specialists that have different skills and items necessary to achieve the goals of the mission. Part of the gameplay will be in selecting the best team for the operation.

3. How many missions are there?

There are 18 missions that will allow an entire story to develop and unravel. The missions will take place in many different locations around the [Alpha](#) and [Beta Quadrants](#), including Federation, [Klingon](#) and [Romulan](#) territory.

4. Will *Star Trek* Away Team have multiplayer?

You will be able to play the missions cooperatively. The Away Team will be divided amongst the available game players, with each player controlling the actions of the Team Member(s) they have selected.

5. Will there be a demo for the game?

Yes, we will have a downloadable demo ready sometime in March. The demo will feature the first two missions of Away Team.

6. Is there an intro movie? Will it be available for download?

There is a pre-rendered intro movie for the game. It will be available for download on this site sometime in March.

7. What are the minimum system requirements?

The current minimum requirements are Pentium II 266, with 64 megs of ram. Any video card with at least 4MB of memory will work for the game.

8. Who from the TV shows and movies will be appearing and doing voice over in the game?

[Commander Data](#) is a prominent figure in the game. Data is the team's Technical Advisor. You will hear his voice during the tutorial level and throughout the game giving your team clues and advice. You will also encounter [Ambassador Worf](#) later in the game on the [Klingon Home World](#).

9. How many crew members do you select on a mission?

You will be able to choose between 3-6 characters to go on an away team. Certain missions require you to bring a specific number of specialists on the team.

10. What are some of the environments that you get to see?

The game spans across the galaxy, allowing you to explore some fantastic environments. You begin the game on an embattled [Klingon](#) outpost. From there you follow the story to a derelict Federation starship and to a distant [Romulan](#) colony. Later, you'll visit [Romulus](#), the [Klingon Home World](#), Starfleet Academy on Earth, and the interior of a [Borg Cube](#) - plus several other surprise locations.

11. What perspective is the game played from?

The game is a 3/4 isometric perspective, much like Baldur's Gate. This allows the best angle to manage your squad through the missions.

12. What weapons will you get to use?

The weapons will range from weapons that currently exist in the *Star Trek* Universe, such as Phasers and Phaser Rifles, to new weapons created for *Star Trek Away Team*. Check our Weapons Ordinance section to get the latest and greatest news on the weapons.

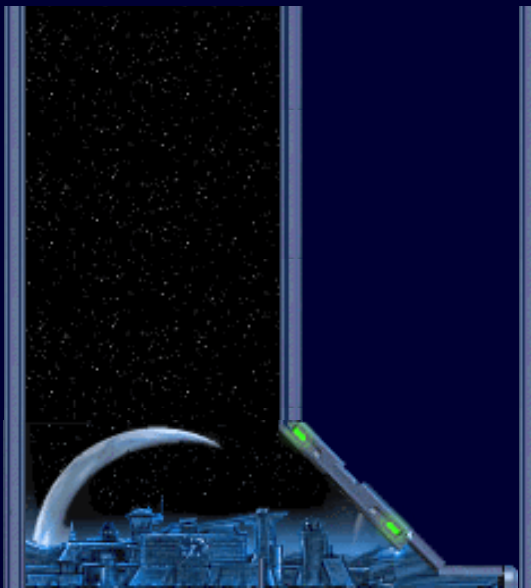
13. Is there a quicksave option?

Yes, *Star Trek Away Team* will ship with quicksave and quickload commands.

14. How many hours of gameplay is *Star Trek Away Team*?

As with any game, this will vary per player. As of now we are expecting between 40-50 hours of gameplay.

15. When does *Star Trek Away Team* take place in the *Star Trek* Universe?



On the *Star Trek* time-line, *Star Trek Away Team* takes place directly after the Dominion Wars. It is based in the *Star Trek Next Generation* Universe.

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FAN SITES

Check back in the next several weeks for information on Away Team.

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LINKS

Check back in the next several weeks for links to additional Away Team web sites.

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DOWNLOADS

Wallpapers



[1280 x 1024](#)
[1024 x 768](#)
[800 x 600](#)



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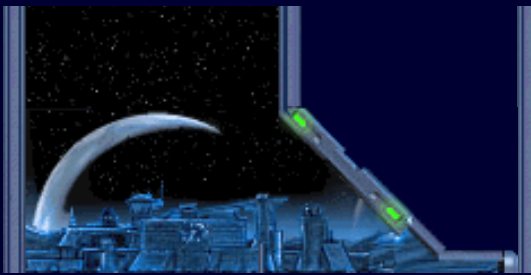
Screensavers



Screensaver #1
960 KB



Screensaver #2
948 KB



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Doorbell Chime

[WAV](#)
[\(125KB\)](#)
[AIF](#)
[\(125KB\)](#)

EM Pulse Grenade

[WAV](#)
[\(302KB\)](#)
[AIF](#)
[\(302KB\)](#)

Engineering Beep (Single)

[WAV \(7KB\)](#)
[AIF \(7KB\)](#)

Engineering Beep (3x3)

[WAV \(75KB\)](#)
[AIF \(75KB\)](#)

Engineering Beep (3x4)

[WAV \(40KB\)](#)
[AIF \(40KB\)](#)

Engineering Readout Sensor

[WAV \(60KB\)](#)
[AIF \(60KB\)](#)

Holodeck Control Beep

[WAV \(39KB\)](#)
[AIF \(39KB\)](#)

Proximity Mine Setup

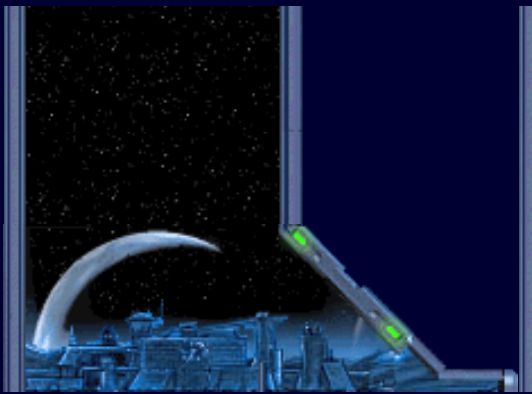
[WAV \(95KB\)](#)
[AIF \(95KB\)](#)

Shields Down

[WAV \(12KB\)](#)
[AIF \(23KB\)](#)

Sniper Rifle Shot

[WAV \(79KB\)](#)
[AIF \(79KB\)](#)

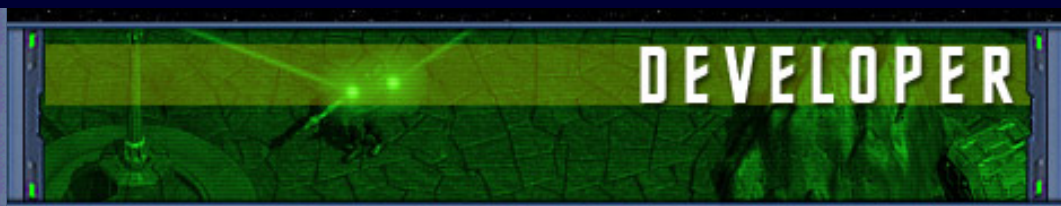


Transporter Startup Beep

[WAV \(75KB\)](#)

[AIF \(75KB\)](#)

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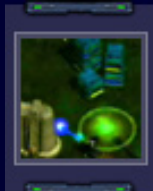
MOVIES

GAMEPLAY

Gameplay movie snippets in Windows Media Player Format

[Microsoft Media Player](#) is required.

Utilize unique new weapons like concussion grenades.

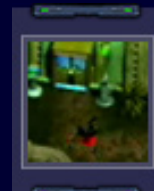


[Gameplay Clip 1](#)

Resolution:
320x240
Running Time:
00:39

File size: 1.28 MB

Take over the actions of an enemy unit using the Enhanced Mind Meld.

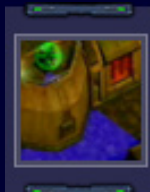


[Gameplay Clip 2](#)

Resolution:
320x240
Running Time:
00:14

File size: 479 KB

Secretly eliminate the enemy from afar using your sniper rifle.



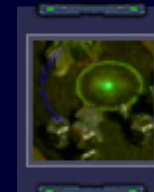
[Gameplay Clip 3](#)

Resolution:
320x240
Running Time:

00:21

File size: 708 KB

Sneak up behind unsuspecting enemy guards and utilize your special weapons to eliminate them all at once.



[Gameplay Clip 4](#)

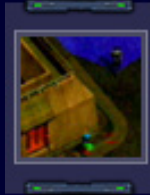
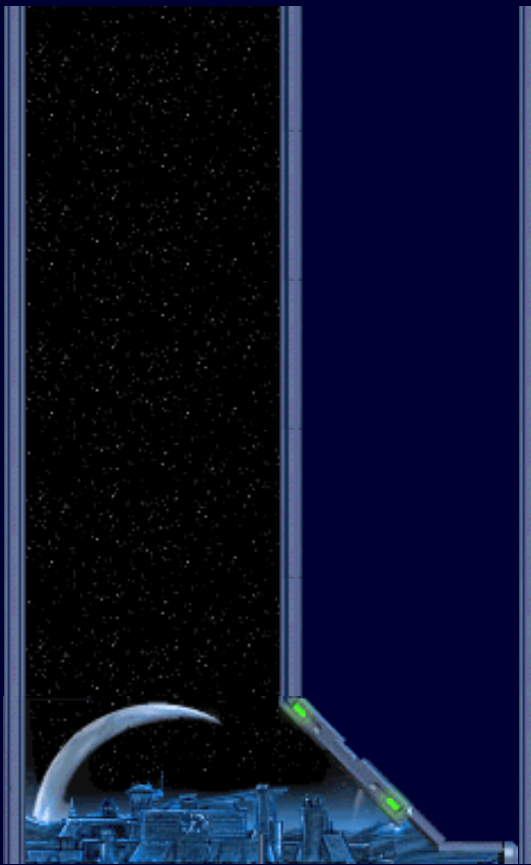
Resolution:
320x240
Running Time:

00:25

File size: 856 KB

Characters are equipped with class-specific equipment. The medical officer's Neural Disruptor is a dangerous close range weapon.

Select from 17 highly trained specialists, each with their own distinct equipment and weaponry.

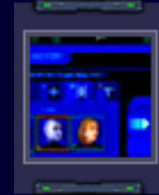


[Gameplay Clip](#)

[5](#)

Resolution:
320x240
Running Time:

00:25
File size: 846 KB



[Gameplay Clip](#)

[6](#)

Resolution:
320x240
Running Time:

00:36
File size: 1.17 MB

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Star Trek™ Away Team Trailer



QuickTime Format

[QuickTime Media Player](#) from Apple is required.

[Quicktime Star Trek Away Team Trailer](#)

Pixel Resolution: 320 x 240

Running Time: 1:55

File Size: 17.1 MB

Windows Media Player Format

[Microsoft Media Player](#) is required.

[Star Trek Away Team Trailer](#)

Pixel Resolution: 320 x 240

Running Time: 1:55

File Size: 3.15 MB

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<http://www.stawayteam.com/media/index.php?set=312/12/2003 7:20:17 AM>

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<http://www.stawayteam.com/media/index.php?set=212/12/2003 7:20:22 AM>

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03.27.01 MORE REVIEWS IN ON AWAY TEAM. CHECK THEM OUT.

<http://www.gamesdomain.com/gdreview/zones/reviews/pc/mar01/stat.html>

<http://www.gamedr.com/review.php?ReviewID=17>

03.23.01 03.23.01 GERMAN WEBSITE POSTS AWAY TEAM REVIEW

Check out the [Away Team review](#) posted on Gamesmania.de. If you don't speak German have a translator handy.

03.20.01 DAILY RADAR SAYS AWAY TEAM IS A HIT!

Check out [Daily Radar's](#) review of Away Team.

03.16.01 GAMESPOT HAS POSTED THE AWAY TEAM INTRO MOVIE

Gamespot has posted the intro movie to Away Team now that the game has been shipped. Click on this link to check it out: <http://www.zdnet.com/gamespot/filters/products/media/0,11100,913866,00.html>

03.15.01 FIRST REVIEW OF AWAY TEAM IN!!

The ink hasn't even dried on the box and already the reviews are beginning.

Check out : <http://www.gonegold.com/index.shtml#Away>

03.12.01 STAR TREK AWAY TEAM SHIPS

"*Star Trek Away Team*," the highly-anticipated squad-based tactical combat game from [Activision](#) and [Reflexive Entertainment](#) has shipped and will be in stores soon.

03.08.01 ACTIVISION'S "STAR TREK AWAY TEAM" PREPARES TO BREAK ORBIT WITH THE ANNOUNCEMENT THAT THE GAME HAS GONE GOLD

Strategy and *Star Trek* fans can gear up with the best troops in Starfleet now that "*Star Trek Away Team*" has officially gone gold.

Developed by Reflexive Entertainment, "*Star Trek Away Team*" puts PC Gamers in command of an elite Starfleet command team assembled to uncover a web of conspiracy that entangles the Federation, Romulans, Klingons and even the Borg.

02.09.01 Gamesdomain Previews "*Star Trek Away Team*"

[Gamesdomain](#) has posted a preview of [Activision](#) and Reflexive Entertainment's "*Star Trek Away Team*," now in the beta phase. [Preview](#).

02.08.01 Gamespot in Germany Takes a Close Look at "*Star Trek Away Team*"

[Gamespot](#) in Germany gives full coverage to "*Star Trek Away Team*" in this [preview](#) of the game.

02.08.01 German site Games Mania Previews "*Star Trek Away Team*"

[Games Mania](#) in Germany [previews](#) "*Star Trek Away Team*" with plenty of coverage and many great screenshots.

02.08.01 An Interview with "*Star Trek Away Team*" Producer Eric Dallaire

German site "[Star Trek Away Team](#)" [HQ](#) posts an [interview](#) with the game's Producer Eric Dallaire.

02.05.01 GameSpot Previews "*Star Trek Away Team*"

[GameSpot](#) took a covert look at "*Star Trek Away Team*". They've posted their reactions to the new squad-based game that allows you to select your team and engage in stealth combat. Read the [preview](#).

01.25.01 Two Previews Of "*Star Trek Away Team*"

Both [Daily Radar](#) and [PC.IGN.COM](#) have posted previews of "*Star Trek Away Team*." Daily Radar [preview](#). PC.IGN.COM [preview](#).

01.24.01 "*Star Trek Away Team*" Official Site Launched

[Activision](#) has launched the official website for their upcoming game

"Star Trek Away Team", currently being developed by [Reflexive Entertainment](#). [Official Site](#).

01.18.01 Away Team Demo is in the Works

We have confirmed that there will be a demo released some time in March. It will include a couple levels of the game and will no doubt, kick butt.

Want to find out more. Check back next week for an interview with Eric Dallaire, the games Producer.

01.18.01 "Star Trek Away Team" Designer Diary on Daily Radar

[Reflexive Entertainment's](#) "Star Trek Away Team" designers have added another entry in their designer diary. Read about the later stages of this upcoming game's development. Read the [new entry](#) or start at the [first entry](#).

01.18.01 Away Team Website Goes Live

We are pleased to announce the launch of the new Away Team Website. Check back often as we will be introducing a new Away Team character, a fresh screenshot and a different game strategy each week.

01.11.01 European Editors to Preview Away Team

European Editors from PC Gamer UK, PC Zone UK, PC Zone Benelux, PC Gameplay UK, and Giochi (Spain) will be flying across the Atlantic to Activision studios for a first hand look at *Star Trek*TM Away Team. Stay tuned for more info on when their previews will appear.

01.10.01 Away Team Goes Beta

On 1/10/01 the game officially went beta. The team is currently working on closing out any bugs and adding some polish to the game.

01.10.01 "Star Trek Away Team" Designer Diary On Daily Radar

[Reflexive Entertainment's](#) "Star Trek Away Team" designers have added another entry in their designer diary. Read about the later stages of this upcoming game's development. Read the [new entry](#) or start at the [first entry](#).

12.07.00 Interview With "Away Team" Producer Eric Dallaire

[IGN.com](#)'s PC division interviews Eric Dallaire about [Activision](#) and Reflexive Entertainment's "*Star Trek: Away Team*" currently in development. [Full interview](#).

10.19.00 Daily Radar Previews "*Star Trek Away Team*"

[Daily Radar](#) waxes philosophical on the relative merits of [Activision](#) and [Reflexive Entertainment's](#) title-in-development "*Star Trek Away Team*". Check out their [comments](#).

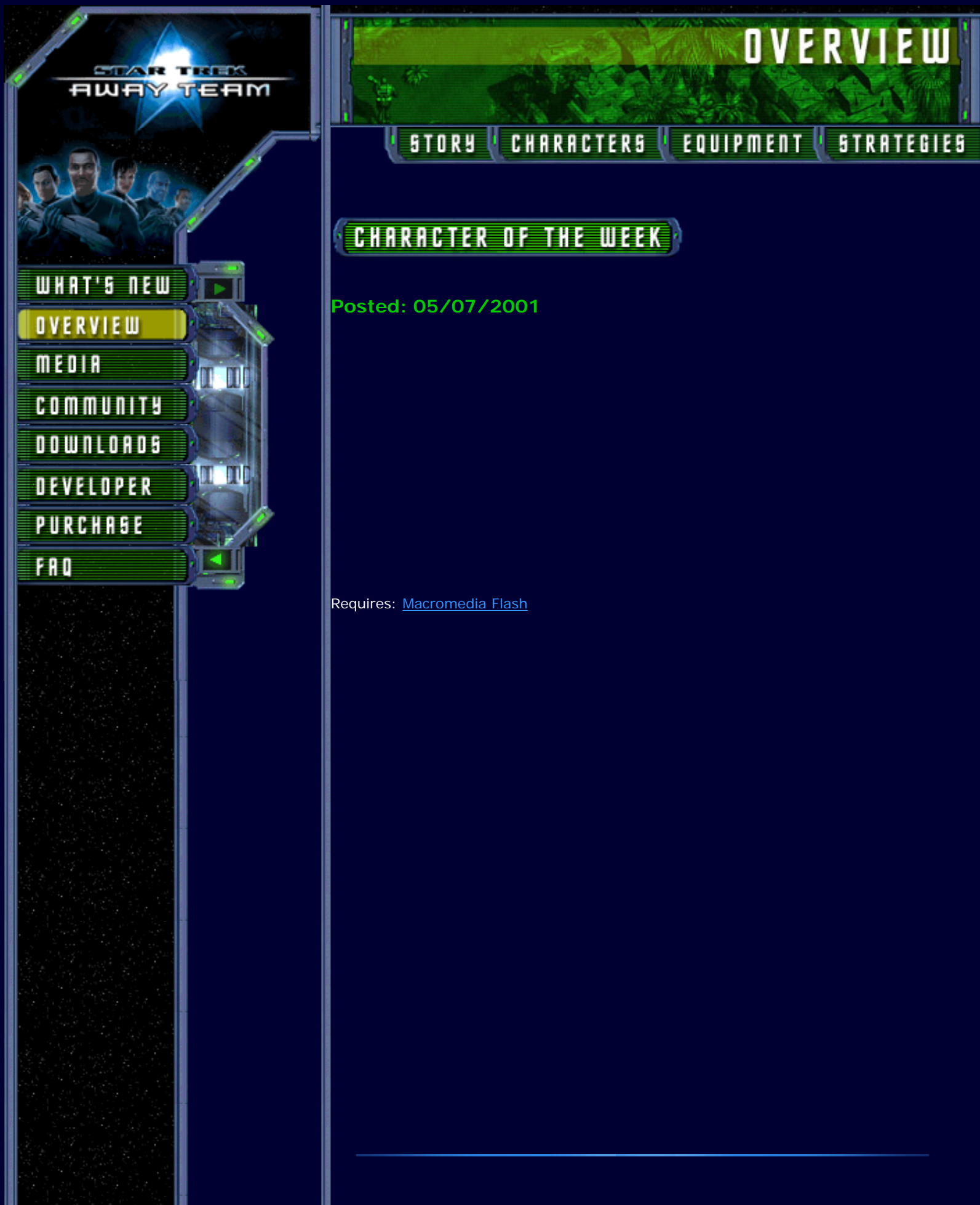
09.19.00 Away Team Preview Posted

GameSpot UK spent some time with the upcoming "*Star Trek Away Team*". The like what they saw. [More info](#).

09.15.00 Eric Dallaire Interview

Writer and Designer Eric Dallaire sits down with Daily Radar to discuss next year's "*Star Trek Away Team*". Eric discusses the game's story, game mechanics and the role of Data and other characters in the game. [More Info](#).

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THE STORY

The Federation of Planets has come out of the war with the [Dominion](#) and their allies the [Cardassians](#) standing, but still trying to regroup. The Federation, faced with a threat more dangerous than any previously encountered realized that their normal mode of thinking about some types of conflict is woefully outmoded.



Traditionally, alien races, even those hostile to the Federation, have been treated with respect and honor. That is all about to change.

Stardate 54800.1

You are the captain of a special vessel in Starfleet's covert special operations branch. It is your job to take care of tasks which Starfleet and the Federation deem sensitive enough to require "discreet action".

Your standing directives are simple:

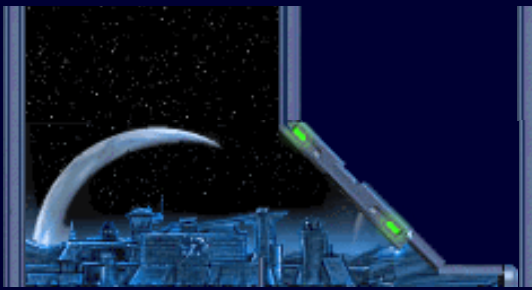
- 1) Conduct covert activity aligned with the strategic and/or tactical needs of Starfleet and the Federation of Planets.
- 2) Maintain complete operational opacity at all costs - including those of your ship and crew.

Your Ship:

You are the captain of a Starfleet prototype stealth vessel, the *U.S.S. Incursion*, NX-74808.



The Incursion has been outfitted with a new Federation prototype technology that has been installed to enable your standing directives. A Phased-mass Holographic Masking array - This hardware enables the Incursion to holographically imitate other vessels that it has previously mapped and scanned. While the holographic projection will not stand up to intense scrutiny, it will pass cursory scans and will make the Incursion an exact visual replica of its imitated target, even vessels that are much larger than your ship.



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CHARACTERS

[Character Disciplines](#)- [Ability Skills](#)

This page is an archive of our previous [Characters of the Week](#). Click any thumbnail to see a complete biography of each Away Team member listed below.

**Aloram Vas**

(Science Officer)

Posted:

05/07/2001

**Wes Pulaski**

(Science Officer)

Posted:

05/07/2001

**Matrina Sedik**

(Engineer)

Posted:

04/30/2001

**Slovaak**

(Science Officer)

Posted:

04/23/2001

**Sinjin Kirk**

(Security Officer)

Posted:

04/16/2001

**Yraxys**

(Science Officer)

Posted:

04/09/2001

**Yulana Oxila**

(Command Officer)

Posted:

04/02/2001



Ivan Verov
(Medical Officer)

Posted:
03/26/2001



Sirta D'Qua
(Medical Officer)

Posted:

03/12/2001



T'Andorla
(Security Officer)

Posted:
03/05/2001



Dr. Sheila Thatcher
(Medical Officer)

Posted:

02/26/2001



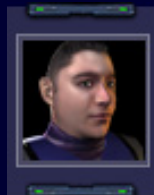
Captain Marcus Refelian
(Command Officer)

Posted: 02/19/2001



Ty Mijoral
(Security Officer)

Posted:
02/12/2001



Kolanis Mikala
(Medical Officer)

01/29/2001

Posted:



Brexen Ijoula
(Engineering Officer)

Posted:

01/22/2001



Lt. Quint Freedman
(Command Officer)

01/18/2001

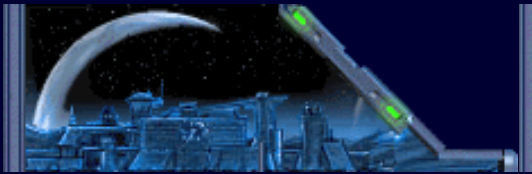
Posted:



Vin Asunder
(Security Officer)

Posted:

01/18/2001



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Equipment - [Weapons Locker](#) - [Scientific Gear](#) - [Special Weapons & Items](#)

The limited selections of devices for the "regular" *Star Trek*TM Universe have been seen by most anyone that has seen the TV shows or the movies. A phaser, tricorder and phaser rifle is about what they have, with little room for variation. While our game will have these standard items to further give it the *Star Trek* look and feel, we will have special weapons and gadgets that will provide that extra game play touch.

The covert actions license is what allows us to move those barriers aside. This top-secret unit needs the best firepower that science can offer, and the Federation delivers. Secret research groups are constantly testing and building new weapons for this covert actions unit to use in the field, and the player will get their hands on the latest and greatest. Backed by the substantial resources of the Federation, these weapons incorporate new and existing technologies to generate the most bang for the buck. The future of the Federation is here, and the dark side isn't pretty. Just efficient.

Mines, Neural Disruptors, Grenades, Enhanced Mind Melds and more wait behind the secret research doors of the Covert Actions Unit. Who wants some?

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STRATEGIES

Strategy 1

[The Borg](#) will attack if they perceive you to be a threat. If you fire at them, all Borg in the surrounding vicinity will activate to assimilate you. Also, the Borg possess a defensive capability that allows them to adapt to a phaser's energy frequency. You will only have a few shots before the Borg adapt, so use them wisely.

Strategy 2

During a mission, seek out stockpiles of items to replenish your weapons and equipment. You will often be able to take an enemy's cache of weapons and hyposprays.

Strategy 3

Use an Away Team character with an audio decoy to lure an enemy guard where you have dropped a remote mine. When the guard approaches, detonate the mine. You'll be able to collect his weapon and any other items he may have been guarding.

Strategy 4

Pay close attention to your secondary objectives. By completing the secondary objectives, you earn more points and special upgrades for your team members.

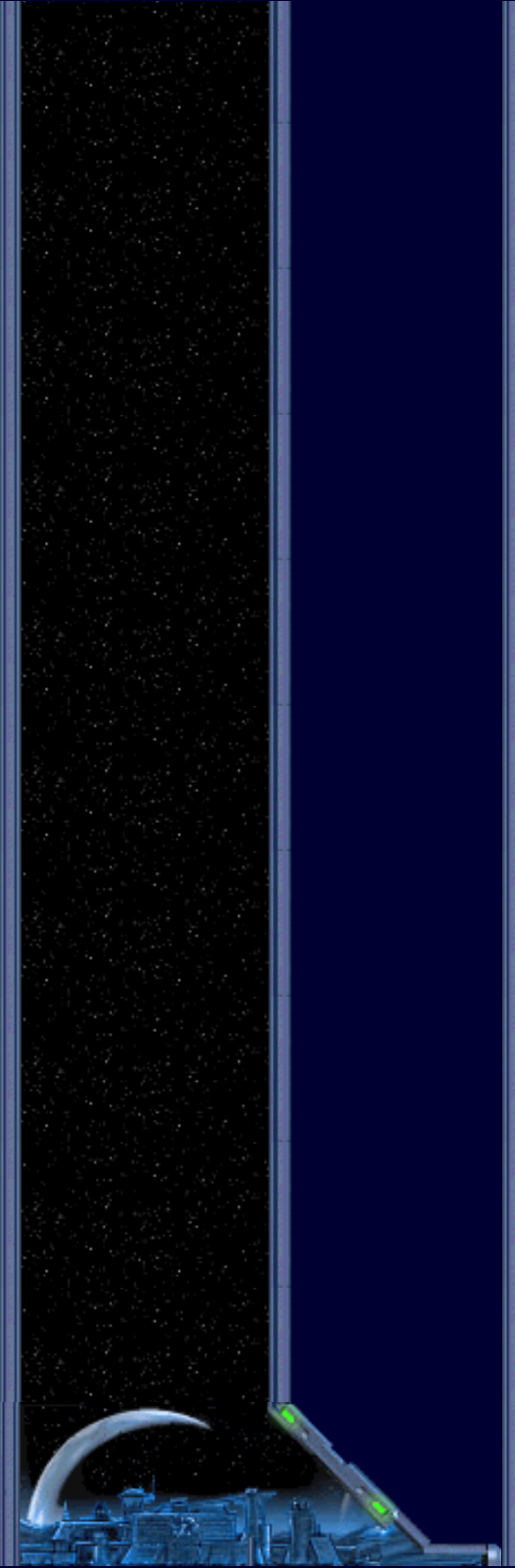
Strategy 5

If you bring up your Mini-Map, the locations of your main objectives will show up on the map as animating blue squares. Bring up the mini-map and look for these squares when you're not sure where to go next.

Strategy 6

If you enjoy a gaming experience with more strategy than reflex action, Pause the game and issue orders to your crew. This will allow you to play the game at your pace and will help you during combat.

Strategy 7



Use Slovaak's Enhanced [Mind Meld](#) to disrupt a guard's patrol route. By just controlling a guard for a few seconds, you can save his mental energy reserves and avoid killing an enemy.

Strategy 8

If you enjoy a gaming experience with more strategy than reflex action, Pause the game and issue orders to your crew. This will allow you to play the game at your pace and will help you during combat.

Strategy 9

If there is an area with a high concentration of patrolling guards, use a security officer with a sniper rifle to take down a guard from a distance. Then have another security officer drop a proximity mine near the body of the first guard. If other guards see the body, they will run to investigate and detonate the proximity mine.

Strategy 10

Use the Audio Decoy and Holographic Projector in tandem to move enemies far away from their original patrol patterns. First lure the enemy with an Audio Decoy. Once they are distracted, generate a hologram just inside their view cone. They will then move and fire in that direction, freeing up the area that they were patrolling.

Strategy 11

Another way to distract an enemy guard is to use Slovaak's Enhanced Mind Meld. Use the Mind Meld to control an enemy guard. Because there is a limit to how long Slovaak can control a mind, quickly move the enemy guard away or have him attack another guard.

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EQUIPMENT-WEAPONS LOCKER

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Phaser, type-2: Medium sized hand-held weapon used by Starfleet personnel. It emits a focused beam of directed energy. Extremely versatile in design, this weapon is capable of two settings... stun or kill. All of the Away Team personnel are trained in its use.



Phaser Rifle (type 3): Hand-held phaser rifle weapon that is extremely powerful. It is seldom used on "routine" Starfleet missions due to the power and versatility of the type-2 phaser. However, the missions that the Away Team division face requires its use on a regular basis. It has a greater range, and does more damage, than a type-2, though it will take longer to recharge. Only certain security personnel, and special Starfleet Officers, are trained in its use. Try to have at least one on any Away Team Mission at all times.



Neural Disruptor: This deadly weapon must be used within a few feet of its intended victim. It emits a deadly energy beam that disrupts the target's brain patterns, directly shocking the victim's neural dendrites. Only highly trained Medical personnel can use this device.



Sniper Rifle: Long range weapon that allows victims to be eliminated from a distance, quickly and silently. The rifle emits a packet of phased molecular particles that electrochemically discharge upon impact. This is a "one shot, one kill" weapon, and it is extremely powerful in situations where the target cannot be snuck up on and must be taken down swiftly. However, this weapon takes large amounts of power to use, and it only has a limited number of charges in its ammo clip. The shots taken must be well thought out and planned, as the charges for this weapon are too valuable to waste. Sometimes sniper rifle clips can be found in enemy territory that can recharge the weapon, but those are rare and difficult to access. Only highly trained Security Officers can use this weapon.



WHAT'S NEW

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Proximity Mines: A small anti-personnel mine that is triggered by motion. This device is self-activating, and is triggered by the slightest of enemy motion within its proximity. While not a stealthy weapon, it is highly effective in taking down enemy troops. Because of this, only highly trained Security Officers can use this weapon



Remote Mines: This weapon is a small anti-personnel mine that is triggered by remote control. Once placed, the electrical backlash is detonated with a remote trigger that can only be used by demolitions expert. The electrical charge kills everyone within its blast area when the charge is detonated. Make sure the Team is not within the blast radius when the charge is detonated. Only trained Security and Command personnel are able to operate this weapon.



Antimatter Charges: These charges contain a microscopic amount of antimatter sealed in a magnetic containment field. This weapon is primarily used for taking out large targets such as buildings and structures. Once placed, the charges are detonated after the Away Team has left the mission area, as the explosion is extremely massive. These charges can only be placed by a demolitions expert due to their extreme volatility. These charges must be placed on or next to their target for full detonation power.

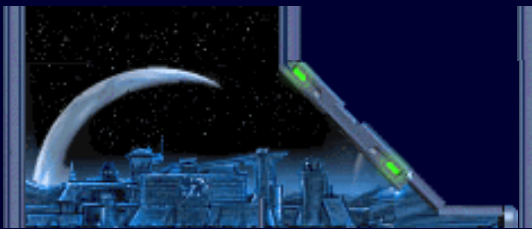


Concussion Grenade: A thrown weapon that detonates and causes massive amounts of damage to anything within its area of effect. The explosion itself is a micro-phased pulse charge, and shreds just about any body armor or personal shielding that a target may have. The concussion Grenade is extremely effective against organic and non-organic objects. Make sure the rest of the Team is out of the area when this device is being used.



EM Pulse Grenade: A thrown weapon that emits an Electromagnetic Pulse upon detonation. This EM Pulse temporarily disables electronic circuitry within its area of effect, essentially rendering security cameras and computer consoles useless for a specified amount of time. This EM Pulse is selective, and does not affect the inner workings of some types of devices, such as hand-held weaponry and certain gadgets that the Away Team Member (or an enemy) may be carrying. The EM Pulse is also ineffectual against pure organic objects, and does them no damage. Federation scientists also theorize that these grenades could be effective against the Borg.





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EQUIPMENT-SCIENTIFIC GEAR

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Tricorder: Multipurpose scientific and technical instrument developed for Starfleet. The tricorder incorporates state-of-the-art sensors, computers and recorders in a convenient, portable form and is an essential part of starship missions and operations. Every member of the Away Team has a tricorder as standard issue, and it can be utilized to scan numerous objects within the game to glean clues and assistance in deciding upon the next best move. As in an Away Mission within the TV shows and movies, the tricorder is an important part of a Team Member's inventory, and it should be utilized whenever possible. It will provide invaluable assistance in completing the Mission Objectives.



Hypospray: Medical instrument used for subcutaneous and intramuscular administration of medication. The hypospray uses an extremely fine, high-pressure aerosuspension delivery system, eliminating the need for a needle to actually penetrate the skin. Using this device will heal a certain amount of damage on an injured Away Team member. However, unlike in the TV shows and movies, the hypospray in this game will have a limited number of "charges" per mission. This device is primarily used by Medical Personnel.



Holographic Projector: This item constructs a holographic image at any specified spot within a radius from the Team Member using it. Due to the complexity of making the device portable, there must be a line of sight between the point specified and the holographic projector for the hologram to stay cohesive. The image can be used to lure enemies to specific spots or cause them to start firing at a specific spot. Firing at a hologram (that they cannot hit), could cause them to hit something else behind it (i.e. an explosive barrel, or another enemy unit).

Invisibility Band: This armband device makes the character not able to be seen in the visible spectrum. This ability lasts for a very short period of time. This device is a highly sophisticated piece of equipment, and only certain skilled Away Team Members will have the ability to use it.

Audio Decoy: This device makes a light impact sound in any spot that you specify within a certain radius from the player. The sound can be projected through walls or any solid objects, and can be used to lure enemies in directions away or towards the player.



Teleportation Brig: This device teleports bodies of stunned and killed enemies out of the view of roving enemy units. Before use, the Brig must be set up ahead of time in a fairly large space, where the containment field generators have space to operate. Once the containment field area has been established, the Engineer and/or Science Officer has a small, handheld device that can be used on the body of a stunned or killed enemy. The body is then teleported back into the space between the containment field generators where it is effectively captured and away from other enemy units. The Teleportation Brig provides a substantial and necessary stealth element to get rid of the bodies that are sure to be created by the Away Team.



Scientific Extractor: This object is used by a trained science officer to extract botanical elixirs from specific plants throughout the galaxy. Depending upon the training the officer has received, they can extract Healing elixirs or Paralysis Toxins. The Healing Elixir is used just like a Medical Officer's Hypospray, only that it only heals ½ of the damage. The Paralysis Toxins inject a minute amount of an extremely toxic substance, causing an immediate chemical reaction in the target and shutdown of certain bodily systems. Immediate paralysis is the result. Because of the breakdown of the herbal agents, the elixirs are only good on the mission that they are collected.



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EQUIPMENT-SPECIAL WEAPONS AND ITEMS

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 [Scientific Gear](#) -
 Special Weapons & Items

Portable Stasis Field: Specially shaped stasis field that is automatically emitted from a portable device dropped on the ground. It instantly traps anyone touching its circular field within a stasis field, "freezing" them in place. There is no limit to the amount of personnel that can be put in stasis by this device. This device can be used to stop enemy troops in a particular spot, or can be used to block a doorway. This device is highly specialized, and can only be used by the most elite of engineers.

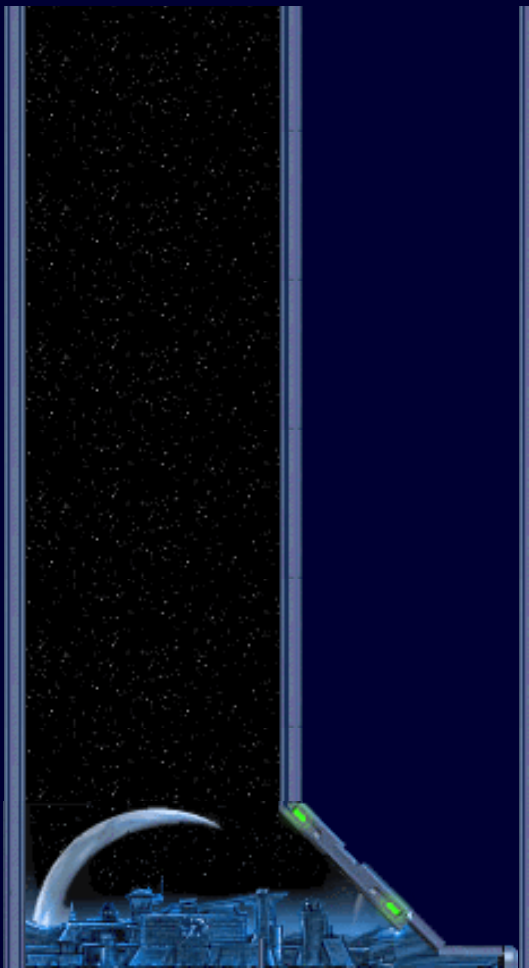
Enhanced Mind Meld: This highly specialized skill allows the [Vulcan](#) Engineer Slovaak to control the actions of an enemy unit within a radius of effect. The Enhanced Mind Meld emits a neural dampening field that allows Slovaak to project his mind on top of the will of another being and manipulate their actions from a distance. This effect cannot continue indefinitely as the process drain's Slovaak's mental energies. During the Meld, Slovaak's mind is away from his body, and he cannot move during the control process. The victim controlled must stay within a specific radius of the Enhanced Mind Meld or the victim will be freed, totally aware of what happened.



Vulcan Nerve Pinch: A [Vulcan](#) technique in which finger pressure is applied to certain nerves at the base of the neck, instantly and nonviolently rendering that individual unconscious. In the game, all Vulcan characters have the pinch selectable as a weapon in their inventories. This can be very useful in certain stealthy situations when you want to stun enemy troops for a short period of time.

Romulan Disruptor: Directed energy weapon used by [Romulan](#) Troops. This gun is not normally aboard a Federation vessel, and it must be taken from enemy troops during a mission for an Away Team member to use it. Currently, by design this weapon has the same weapon damage and range as a Starfleet Phaser, type-2. Only the visual and audible effects are different.





Klingon Disruptor: Directed energy weapon used by [Klingon](#) Troops. This gun is not normally aboard a Federation vessel, and it must be taken from Klingon troops during a mission for an Away Team member to use it. Currently, by design this weapon has the same weapon damage and range as a Starfleet Phaser, type-2. Only the visual and audible effects are different. The Klingon Disruptor is also known as a Phase Disruptor.



Equipment Enhancement: This Engineer skill augments the range and/or damage of all weapons in the target character's inventory. Once the skill is selected, you can then choose one of your away team members. The enhancement effect only lasts for a short period of time.



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CHARACTERS - CHARACTER DISCIPLINES

Character Disciplines - [Ability Skills](#)

Each of the Away Team members belongs to a "Discipline", or area of expertise, that has been seen in the *Star Trek*TM Universe before. These areas will be broken down into Medical, Command, Security, Engineering and Science. These Disciplines dictate what skills the character has, and what equipment that character is capable of using.

Medical: This discipline focuses upon the healing and well being of other Starfleet personnel.

Command: Officers that specialize in Command in Starfleet typically have an innate leadership quality that makes them effective leaders of others.

Security: This discipline type is extremely valuable within the Away Team division, and no Away Team is complete without having a Security Officer along.

Science: Science Officers run the gambit from Phase Conductor Specialists to Computer Hackers to Exo-biologists and beyond.

Engineering: Responsible for making miracles happen, this discipline is responsible for fixing, repairing and maintaining the equipment on the ship and on the Away Missions in the game.

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CHARACTERS - ABILITY SKILLS

[Character Disciplines](#) - **Ability Skills**

These Ability Skills are:

Science:

- **Computer Systems** - This skill is necessary in accessing and referencing Computer databases.
- **Security Doors & Systems** - This skill allows the science officer to bypass security protocols on doors that require coded entry and allows for the disruption of the normal sweep patterns of a security camera system

Engineering:

- **Terminal Repair** - The engineer can use this skill to repair faulty or dysfunctional computer or operations terminals.
- **Item Enhancement (temporary)** - This skill allows the engineer to temporarily increase the effectiveness of all gadgets and items in the target Away Team member's possession.

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CHARACTERS

Aloram Vas

**Age:** 26**Occupation:** Science Officer**Appearance:** Tall Bajoran female.**Race:** Bajoran**Specializations:** Molecular transportation research.
Advanced computer skills.

Background

Vas was born to a modest family on Bajor and studied at a local temple. While interested in science, she concentrated on religious studies during her early years, until one day she had an epiphany of her becoming a scientist. Believing it to be the will of the Prophets, Vas received permission from her family to join Starfleet Academy. Although the conflict between the Bajorans and Cardassians troubled her deeply, Vas realized that she was not destined to fight in the conflict. She believed she could affect more positive changes by joining Starfleet rather than the Bajoran resistance.

At Starfleet Academy, Vas studied physics and transporter technologies. Since graduating from the Academy, Vas has been responsible for many improvements to transporter technology. When Vas was recruited by Captain Refelian to join the Incursion, she developed a mobile teleportation brig capable of containing dead bodies placed in it.

Vas is a deeply spiritual person. She is a dichotomy, a staunch believer in hard science and the mysticism of faith. She is a loyal Starfleet officer and a respected member of the Incursion crew.

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CHARACTERS

Wes Pulaski

**Age:** 24**Occupation:** Science Officer**Appearance:** Male Caucasian**Race:** Human**Specializations:** Weapons research specialist.
Advanced acoustics research.

Background

Wes is the nephew of Dr. Catherine Pulaski, noted physician that once served on the Enterprise. Wes broke a long-standing family medical tradition by not following a medical career. While always interested in science, Wes preferred the comfort of technical journals and warp drives over the study of medicine.

Wes graduated with honors from Starfleet Academy, furthering the field of advanced engineering mechanics with a thesis on modified pulse fields. Tapped by Starfleet Command to join a weapon research division, Wes developed new defensive systems and advanced shielding technology for prototype starships.

Captain Refelian recruited Wes as an engineer to develop new weapons for his away teams and to improve the stealth technology on the *U.S.S. Incursion*. He is a dedicated and enthusiastic officer.

Wes utilizes the Audio Decoy, a technology that allows him to distract enemy guards.

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CHARACTERS

Matrina Sedik



Age: 26
Occupation: Engineer
Appearance: Tall African American female.
Race: Human
Specializations: Weapon Enhancement Research. Advanced Computer Engineering skills.

Background

Matrina is a dedicated Engineer from Earth. She has developed a Weapon Enhancement technology that boosts the efficiency of the Away Team's weapons.

Matrina was born in the African Confederation to a large family. Her father was an exobiologist and her mother was a psychologist that worked on a starship as ship's counselor. As a young adult, Matrina had a high proficiency with technology and an affinity with computer engineering.

Matrina entered Starfleet to pursue engineering and studied hard to graduate with honors to become an outstanding officer.

Captain Refelian recruited Matrina for her flexible thinking and ability to adapt technology for different needs.

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Slovaak

**Age:** 37**Occupation:** Science Officer**Appearance:** Dark skinned male Vulcan**Race:** Vulcan**Specializations:** Advanced Mind Meld Techniques.
Advanced warp field specialists.

Background

The Vulcan Slovaak was born to a well-known family, descendants of the Vulcan explorers that initiated first contact with Earth.

Slovaak graduated from the Vulcan Science Academy with top honors, studying neurochemistry and physics.

After achieving Kolinahr, Slovaak noticed a dramatic increase in his psychic abilities. Fascinated by the increase in his telepathic prowess, he began to develop his mental energies. After many years of study, Slovaak developed the Enhanced Mind Meld, a powerful mental discipline that allowed him to initiate a Vulcan Mind Meld from a ranged distance, even through walls and doors. Slovaak refined the skill's power so that he could mentally influence and control a target's mind and body.

Hearing of his research, Captain Refelian requested that Slovaak be transferred to the Incursion.

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Sinjin Kirk

**Age:** 25**Occupation:** Security Officer**Appearance:** Caucasian Male**Race:** Human**Specializations:** Sniper Rifle Marksman, Advanced Infiltration Tactics

Background

Sinjin is the grandson of George Samuel Kirk, who was the brother of the famous Captain James T. Kirk. George Samuel Kirk and one of his three sons were killed by Denevan neural parasites in 2267. However, Samuel Kirk's youngest son, Craig Kirk, was visiting relatives in Iowa at the time and survived the disaster. After George Kirk's death, his son Craig decided not to enter Starfleet and stayed on Earth to become an engineer. He raised a family shortly after, having Sinjin and a daughter.

While growing up, Sinjin lived on a rural farm in Iowa with his family and studied to become an agricultural engineer like his father. When Sinjin expressed interest in joining Starfleet, Sinjin's father discouraged him from applying to the Academy, believing it to be too dangerous.

In his third year at the Academy, Sinjin became squad leader of his class. He continued to study military history, mastering the Academy's battle tactics classes. That year, Sinjin recorded one of the highest scores for the Kobayashi Maru in the Academy's history.

When Sinjin graduated, all of his instructors recommended him for the special away team being formed by Captain Refelian. After reviewing his sterling record, Captain Refelian recruited Sinjin out of the Academy for his superior tactical knowledge and security skills. He is the undisputed marksman of the team with his phaser rifle and sniper rifle.

Medical officer Sirta is an Andorian with a fiery attitude. She uses her knowledge of anatomy to her advantage in battle. She prefers to carry a fully loaded Neural Disruptor over many hyposprays.

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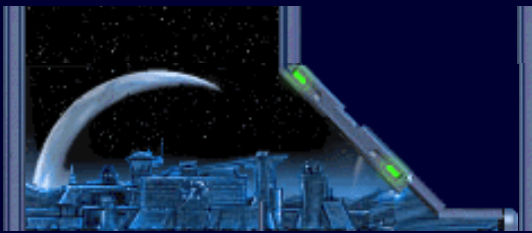
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Yraxys



Age: 27

Occupation: Science Officer

Appearance: Short, blue skinned Bolian female

Race: Bolian

Specializations: Botanical sciences expert and advanced computer systems.

Background

A Bolian of many talents, Yraxys studied Botanical Sciences on Bolarus before joining Starfleet Command. She has developed an Extractor that allows her to take elements from alien plants so that she can create useful items. With the extractor, she can create things like healing hyposprays and from poisonous plants she can create toxins that can hurt or paralyze enemies. Yraxys delights in concocting dangerous brews from exotic and deadly alien plants.

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Yulana Oxila

**Age:** 30**Occupation:** Command Officer**Appearance:** Medium sized Betazoid female, straight jet black hair**Race:** Betazoid**Specializations:** Telepathic Abilities, Expert on Cardassian tactics

Background

Yulana descends from the House of Oxila, a prominent Betazoid family that is the keeper of the Six Orbs of Choiza and guardian of the Sceptre of Betazed. Yulana's mother was an influential diplomat for the Betazoid government, helping to form a favorable trade arrangement with the Ferengi.

Yulana uses her empathic abilities to know the minds of those she serves with. In combat, her empathic ability helps her to guess the next move of an opponent.

Before her role as a command officer, Yulana served on a starship as a medical officer. She still retains some healing knowledge, and she carries hyposprays to help wounded Away Team members.

Marcus Refelian recruited Yulana for her leadership skills and for her ability to know the mind of an opponent.

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Ivan Verov

**Age:** 32**Occupation:** Medical Officer**Appearance:** Male, Medium build.**Race:** Human.**Specializations:** Cloaking field expert and advanced computer system.

Background

Ivan grew up in central Russia with a large family. While growing up, it became apparent that Ivan was a child prodigy.

His parents enrolled Ivan into a special education program at the Daystrom Institute. Ivan's photographic memory allowed him to retain incredible amounts of information.

When Ivan was old enough, he was accepted into Starfleet Academy. At the Academy, Ivan pursued degrees in several scientific disciplines, including cybernetics, advanced computer studies, and energy field studies. One of Ivan's inventions included a dynamic stasis field that would later become a critical part of the U.S.S. Incursion's Holographic Masking Technology.

Ivan is widely regarded as one of Starfleet's brightest minds, a renaissance scientist who has mastered several fields of study. Although he is a pure scholar, Ivan is a robust young man who is more than able to protect himself. During stressful situations, he unconsciously mumbles in Russian.

Captain Refelian recruited Ivan to become the Chief Science Officer of the Incursion and to develop new weapons and equipment for the team.

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Sirta D'Qua

**Age:** 26**Occupation:** Medical Officer**Appearance:** Blue skinned Andorian female.**Race:** Andorian**Specializations:** Xenobiology

Background

Sirta comes from a large Andorian family with a long military history. Her father was an engineer of the Andorian Defense Force and two of Sirta's siblings joined Starfleet to protect the Federation. When Sirta was of the proper age, she trained as a battle medic at the Andorian Academy. After graduating with honors, she joined the Andorian Defense Force and was assigned to a small starship patrolling a local system.

Her ship's first assignment was to track down Andorian renegades, those who rejected the notion that Andoria should belong to the Federation. During her first battle against a squadron of renegades, her ship took heavy casualties. When the chief medical officer was killed during the attack, Sirta took control of sick bay and had to treat dozens of wounded Andorians. After the battle was won, Sirta was commended and quickly promoted.

News of her bravery reached Starfleet, and Sirta was soon invited to join Starfleet Academy. The study of medicine came easily to Sirta, who possessed a keen mind for grasping the many differences between alien physiologies.

Medical officer Sirta is an Andorian with a fiery attitude. She uses her knowledge of anatomy to her advantage in battle. She prefers to carry a fully loaded Neural Disruptor over many hyposprays.

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CHARACTERS

T'Andorla



Age: 38

Occupation: Security Officer

Appearance: Vulcan female, tall and well-muscled, short black hair

Race: Vulcan

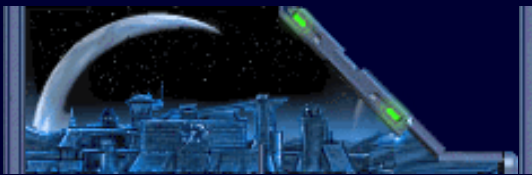
Background

Intrigued with the ancient history of Vulcan, T'Andorla studied the period before Surak brought logic to the race, a time of great savagery and warfare. She learned that some of the fighting styles still survived today, taught by secluded Vulcan Masters honoring ancient rites. Seeking out these trainers, T'Andorla learned old battle meditations to increase her combat proficiency and awareness during critical situations. She also found Romulan and Vulcan history fascinating, and studied it exhaustively.

After graduating from the Vulcan Academy, T'Andorla joined the elite Vulcan Guard, well trained guardians for the leaders of the Vulcan government. As a Vulcan Guard, T'Andorla distinguished herself several times by helping to defend the council members against several Romulan assassination plots.

Ironically, T'Andorla's focused Vulcan nature has allowed her to become the perfect warrior. A student of Vulcan's primitive history, T'Andorla discovered ancient battle meditation techniques that grant her extraordinary focus.

As a security officer, she has been trained to use the phaser rifle. She has also become an expert with the sniper rifle. As a Vulcan, she has the natural ability to use the Vulcan nerve pinch.



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Dr. Sheila Thatcher

**Age:** 35**Occupation:** Chief Medical Officer of the Incursion**Appearance:** Fit human female, medium build and height, with long blond hair.**Race:** Human**Specializations:** Alien pathogens. Advanced medical training.

Background

Sheila is the Chief Medical Officer aboard the *U.S.S. Incursion*. Raised in London, she joined Starfleet at a young age. She is a very talented healer and a respected authority on alien biology. While her battle skills are not as strong as the other medical officers, her healing skills are unmatched.

Throughout her career, Dr. Thatcher has been credited with discovering cures for seven disease-causing alien agents. She is widely regarded as Starfleet's foremost authority on alien pathogens and physiological disorders.

Sheila prefers to carry numerous hyposprays over spare Neural Disruptor recharge clips.

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Captain Marcus Refelian

**Age:** 36**Occupation:** Captain of the USS Incursion**Appearance:** Tall, well built male**Race:** Human**Specializations:** Infiltration Techniques

Background

Marcus Refelian is a highly decorated starship captain, hand-picked by Admiral Nolotai to lead the crew of the Incursion. Marcus distinguished himself several years ago when he defended a group of Federation colonies against Breen raiders.

Because of his remarkable accomplishments, Starfleet Command asked Refelian to select a new team of secret operatives. Starfleet allowed Refelian to train an elite team comprised of Starfleet's most gifted officers. This team would be given a prototype vessel, the *U.S.S. Incursion*, equipped with new stealth technology to carry out extremely dangerous missions. Refelian worked with Starfleet, going through hundreds of personal files to gather the most effective team. With Refelian's aid, Starfleet chose a team with diverse talents and knowledge, forming one of the most highly trained away team groups in Federation history. His weapon of choice is the concussion grenade.

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CHARACTERS

Ty Mijoral

**Age:** 36**Occupation:** Security Officer**Appearance:** Tall, blue-skinned Bolian male**Race:** Bolian**Specializations:** Weapon design

Background

Ty is a unique Bolian warrior. What he lacks in brilliance he makes up for with his tremendous brawn.

Ty originates from a conclave on the southern hemisphere of Bolarus IX, the Bolian home planet. Like all Bolians, his head is divided with a bifurcated ridge.

When he was of age, Ty left his planet to join a Bolian exploration starship. An unfortunate incident with a Cardassian patrol ship sent Ty and the Bolian crew to a harsh prison planet. Ty escaped capture with a handful of other prisoners. Using guerilla tactics, Ty attacked the Cardassians for several months until the prison planet was liberated by a Federation starship.

Since his rescue, Ty has dedicated his life to serving Starfleet.

Ty is adept with phaser weapons and explosive ordinance. He is especially proficient with mines.

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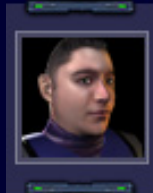
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CHARACTERS

Kolanis Mikala

**Age:** 26**Occupation:** Medical**Appearance:** Short, slim build, long hair**Race:** Half Human, Half Betazoid**Specializations:** Telepathic talents. Extensive knowledge of many star systems

Background

Kolanis is a half-Betazoid with limited empathic powers. He grew up under the care of his mother on the planet Betazed. His father, a human trader crossing the stars in a small vessel, left while Kolanis was still an infant. His mother raised him alone, urging him to study hard and embrace his Betazoid heritage. While growing up, Kolanis wondered about his human heritage and his father, a subject his mother never really wanted to talk about. When he was old enough, Kolanis wandered space looking for his father.

He traveled space for years, learning many skills, until he chanced upon a derelict Federation vessel. He rescued many trapped crewmembers and treated dozens of wounded.

Because of his valor, Starfleet extended an invitation to Kolanis to join the Academy. Kolanis performed exceptionally at the Academy and was hand-picked by Dr. Thatcher to join the Incursion's medical team.

Kolanis is equally skilled at warfare and healing.

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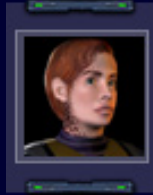
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Brexen Ijoula

**Age:** Unknown**Occupation:** Chief Engineer of the Incursion**Appearance:** Host humanoid is average build and height, with spotted face and neck, fiery red hair.**Race:** Trill**Specializations:** Weapons Designer, Borg Tactics Specialist

Background

The Trill symbiont Ijoula joined with the latest host Brexen five years ago. Ijoula's former host, Doulin, joined the academy fifteen years ago and started Brexen's Starfleet career.

Brexen Ijoula is a composite of the host Brexen and the symbiont Trill Ijoula. Together, they form a warm, compassionate being with several hundred years of shared experiences. Ijoula has never revealed his true age to anyone, but some conservative estimates report the symbiont is well over five hundred years old.

Ijoula's history is filled with several tragic incidents involving the Borg Collective.

The family of one of Ijoula's old hosts had been attacked and assimilated by a Borg expeditionary force. Ijoula also knew many El-Aurians who had been assimilated by the Borg. A former host of Ijoula's had a long relationship with the El-Aurian Guinan and the two sired a son together. However, their son was killed when the Borg invaded and destroyed the El-Aurian homeworld.

The passing of many years has not quelled Ijoula's hatred for the Borg - her loathing has lasted through several host bodies and still she works to stop their expansion. Her determination sometimes crosses the boundary of obsession. Over the years, she has researched all known information about the Borg and she is considered to be one of Starfleet's foremost authorities on the Collective. Starfleet tapped her years of weapon engineering experience to help them develop weapons specifically to combat the Borg.

Captain Refelian has recruited Ijoula to be the Chief Engineer for the Incursion, knowing that her centuries of collected knowledge and talents

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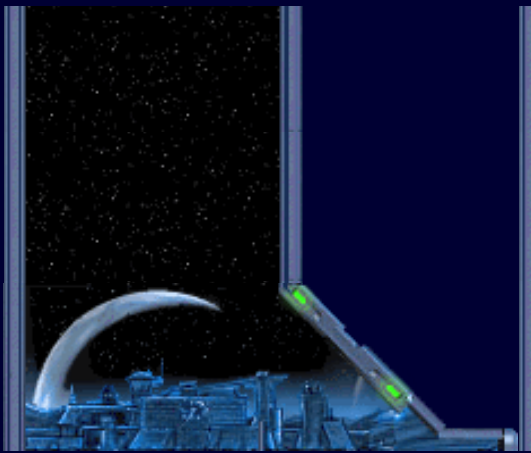
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will prove to be invaluable against the Borg and other enemies.

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Lt. Quint Freedman

**Age:** 27**Occupation:** Command Officer**Race:** Human**Specializations:** Infiltration, Counter-Terrorist Tactics

Background:

Quint grew up on a reservation on Earth among people that could trace their ancestry back to ancient Maori tribes of New Zealand. As a proud Maori warrior, Quint has a moko, a facial tattoo that displays his character and identity.

Before joining the Away Team, Quint was an operative for the Maquis, an organization dedicated to stopping Cardassian aggression. During the long campaign against the Cardassians, Quint trained many of the resistance members and became good friends with the Maquis leader Chakotay.

Captain Refelian personally recruited Quint to be his third command officer, knowing that he possessed tremendous leadership potential. He is the stealthiest Away Team member and a master of infiltration techniques.

Quint utilizes an Herbal Extractor to gather useful items from the environment around him.

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Vin Asunder

**Age:** 33**Occupation:** Security Officer**Appearance:** Stocky Chinese male.**Race:** Human, Chinese**Specializations:** Expert in many martial arts styles.

Background:

Vin is a hardened veteran of many battles with a checkered past. The son of a Chinese mother and an English father, Vin left to explore space and eventually become a mercenary working for a band of Orion pirates. For several years, Vin learned to wield heavy weaponry and design explosive devices. His skills allowed the pirates to prey on shielded cargo transports. During a raid, a Federation starship attacked the pirates. Vin refused to fire on Federation personnel. After he was captured and placed in a Federation prison, Vin entered a rehabilitation program sponsored by Starfleet Command.

Years of intense rehabilitation eventually allowed him to enter Starfleet Academy. He shared his knowledge of martial arts with many fellow cadets and became the leader of his squadron before graduation. At the Academy, Vin won every sporting event he entered, from the Sumo championships he helped initiate, to the Academy marathon.

After graduation, Vin served on many different starships. He has survived many missions and has the most combat experience of any away team member in Starfleet. Over the years, Vin has become a bit superstitious. He carries a [tribble](#) named Spike on all his away missions, believing that the creature brings him luck and prevents him from becoming a 'redshirt statistic'.

Captain Refelian recruited Asunder for his raw physical talents and highly developed combat skills.

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STRATEGY OF THE WEEK

Posted: 04/09/2001

The stun setting on the phaser is a great way to take down enemies quickly. With one shot from a phaser on stun, you can take down a guard for a brief period. By running past the guard, you can often avoid a longer firefight. But be careful, when the stun wears off, the guard will be looking for you.

[Strategies of the Week Archive](#)

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GAMEPLAY - GAME SETTING

[Game Overview](#) - **Game Setting**

The game will take place in the *Star Trek*TM: *The Next Generation* timeline after the Dominion War. This is a time of uncertainty and concern for the Federation, as the war was costly, and shook the belief foundations of the admiralty in many ways. One of the results of this was the creation of the Covert Actions unit that traverses the galaxy, solving the problems that are diplomatically unsolvable. They have their own prototype stealth Starship, the USS Incursion, registry designation NX-74808, which takes them where they are needed.

Thus, the physical environment that the team will find themselves in will be alien and ever changing, as the needs of the Federation send them to every local imaginable. We hope to capture the rich diversity that the *Star Trek* Universe provides by creating many of the worlds and places that even the casual *Star Trek* viewer will be aware of, such as Federation Starships, [Borg Cubes](#), the [Klingon homeworld](#), Future Earth and so on.

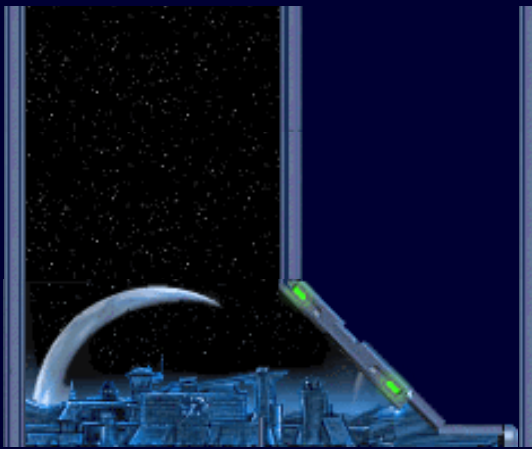


Even though Away Team has their own ship to escort them around the galaxy, it will not be the focus of game play. Most of the game will take place from a bird's eye view above the team members during the mission itself. These environments will be the real focus of the game. The ship will be a place to go to before the mission has been started and after the mission has been completed. The ship will exist mainly as a series of interface screens that allows the player to receive a briefing on the current mission parameters, to receive a debriefing after the objectives have been met, and to select an Away Team for the next upcoming mission.

The mission area will be comprised of a finite amount of space, be it the confines of a [Romulan Warbird](#), or a designated section of [Qo'noS](#), the [Klingon homeworld](#). Within this area, the player will have the ability to manipulate the Away Team members in the best way that they see fit to complete the mission objectives.

We plan to emulate the feel of the *Star Trek* Away Missions with a sense of discovery and plot twists that can change on the fly. Some mission parameters can and will be modified as the player discovers information during the game.





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