

Single-Player Campaign

Overview

Star Trek: Voyager Elite Force features a [Single-Player Campaign](#) consisting of 6 major missions in 44 sub chapters (not counting the tutorial or the holodeck parts).

The player plays the protagonist, Alex Munro. Depending on which setting the player chose, the character is either male (Alexander Munro) or female (Alexandria Munro). After the team leader, Lester Foster, Alex Munro is the second in command of the so-called »Hazard Team«, kind of a Star Trek adaptation of a SWAT team.

Warning: This article will spoiler heavily. If you haven't played the game, yet, you might want to stop reading this article and try the game first.

Simulated Borg Mission

The Rescue

The first mission is actually a holodeck simulation. Your stated task is to rescue your fellow team mates from a borg ship and retrieve a newly designed weapon, capable of damaging Borg continuously (adaption fails). You can progress up to the point where you collect the I-Mod and free your first team member, Kendrick Biessman. You continue on and encounter two other team members, Thomas Odell and Kenn Lathrop. Both beam back to Voyager.

After some further exploration you leave Biessman alone for a moment, to check out some maintenance tubes. While you achieve to deactivate a blocking force field, Biessman is attacked by Borg and not to be seen any more. From that point on Munro is alone.

At certain locations you will find destroyable grates, plasma filters and distribution nodes. When destroying the latter, all borg in the vicinity become inactive. Plasma filters deal damage, when destroyed, but can also open passage, similar to the grates. Important: Borg will adapt to your phaser weapons really quickly, leaving them invulnerable to them after a few shots. So try to avoid a direct fight. Once you have the newly introduced [I-Mod](#), you are free to fire at your own discretion. Health and ammunition terminals are scattered along the way.

Mission map: *borg1*

Incursion

Munro goes on alone, encountering Austin Chang, who beams back to Voyager as he already got injured.

Mission map: *borg2*

Tactical Decision

This chapter starts out on the Borg ship, where Munro finds Chell, who is trapped behind a force field. When trying to free him, Munro decides to shoot the control panel of the force field, which ends the simulation. The simulated mission failed, leaving Munro being lectured by Tuvok about not having followed protocol.

Mission map: *voy1*

Intermission at Voyager 1

Hazard Team

Voyager is under attack by a ship which sent a fake distress call. Once the attacking ship is about to be destroyed, Voyager is transported to a different location, at which already a lot of other derelict ships are present.

After the scene the intro of *Star Trek: Voyager Elite Force* is playing.

Mission map: *voy1*

Unavoidable Delays

A containment leak in the warp core is threatening to destroy Voyager. Munro is sent to help out with the problem but encounters a series of delays, from a EPS conduit rupture to a collapsing Jeffreys tube to a power overload and blocking force fields.

Mission map: *voy2*

Hazard Duty

After overcoming some minor obstacle Munro arrives at engineering. He is instructed to deactivate the warp core, to prevent a breach. After decoupling the Dilithium matrix, the core is offline. Chakotay gives out a general announcement, stating, Voyager is under attack and has been boarded. The hazard team is ordered to report to Deck 8, loading dock.

During the actual shut down attempt, wandering too close to the warp core may result in injuries.

Mission map: *voy3*

Defense

Upon arrival at the loading dock number of Humans, Klingons and Malon are already in the process of stealing cargo from the ship. The Hazard team is driving the attackers back. Tuvok requests backup to cargo bay 2, which is also under attack. Munro and Lester Foster help repelling the attack.

This mission introduces the [Scavenger Rifle](#), a weapon similar to a machine pistol with an under-barrel grenade launcher. It is not reloaded by terminals but by collected Dilithium crystals

If you get injured too much, get back to the Doctor, who is waiting at the mission's starting point. He will heal you, if spoken to.

Mission map: *voy4* ===== Hazard Ops =====^ This chapter starts out with a briefing by Tuvok, who informs the hazard team about the current situation of Voyager, which is incapacitated for the most part. The teams next mission is laid out, another ship that seems to be vacated but still under power. The mission is to obtain information about the surrounding area. Foster goes into more details: Two teams will be deployed, each starting in another location, named Control Room A and B. Teams are lead by Foster and Munro. To ensure the information gathering mission is a success, the technicians are to be protected in particular.

Munro is to pick up his gear and go to the transporter room. After the briefing the player has the opportunity to talk to some of his team. Once at the Equipment room, quarter master Perfecto Oviedo offers Munro to test his weapons on the holodeck in the High Noon simulation. This is a good opportunity to get a feeling for the Scavenger Rifle.

Mission map: *voy5*

Holodeck Map: *_holodeck_highnoon*

Etherian Mission



Data Retrieval

Mission map: *stasis1*

Deep Echos

Mission map: *stasis2*

Encounters

Mission map: *stasis3*

Intermission at Voyager 2

Renewal

Mission map: *voy6*

Union

Mission map: *voy7*

Departure

Mission map: *voy8*

Scavenger Mission



The Visit

Mission map: *scav1*

Dangerous Ground

Mission map: *scav2*

Conflicting Views

Mission map: *scav3*

Conflicting Views (Pt 2)

Mission map: *scav3b*

Disorder

Mission map: *scav4*

Infiltration

Mission map: *scav5*

The Hunter

Mission map: *scavboss*

Intermission at Voyager 3

Fallout

Mission map: *voy9*

Borg Mission



Proving Ground

Mission map: *borg3*

Information

Mission map: *borg4*

Covenant

Mission map: *borg5*

Infestation

Mission map: *borg6*

Intermission at Voyager 4

R & R

This chapter introduces the [Photon Burst](#), which you can test on the holodeck in the Temple simulation.

Holodeck map: *_holodeck_temple*

Mission map: *voy13*

Visual Confirmation

Mission map: *voy14*

Offense

Mission map: *voy15*

Dreadnought Mission

The Breach

Mission map: *dn1*

Command

Mission map: *dn2*

Primary Encounter

Mission map: *dn3*

The Skirmish

Mission map: *dn4*

Defensive Measures

Mission map: *dn5*

Attunement

Mission map: *dn6*

Array

The fact, that the mission map *dn7* seems to missing, suggests, that a part of the campaign got scratched at some point.

Mission map: *dn8*

Intermission at Voyager 5

Invasion

Mission map: *voy16*

Decisions

Mission map: *voy17*

Forge Mission

External Stimuli

Mission map: *forge1*

Matrix

Mission map: *forge2*

Onslaught

Mission map: *forge3*

Visual Magnitude

Mission map: *forge4*

Dissolution

Mission map: *forge5*

Command Decision

Mission map: *forgeboss*

Epilogue at Voyager

Mission map: *voy20*

Star Trek: Voyager Elite Force

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