



— STAR TREK —
INFINITE FRONTIER
v0.1a - ALPHA BUILD

BY MIKE TAM

TABLE OF CONTENTS

INFINITE FRONTIER

Introduction	01
Starship Selection Chart	02
Exploration	03
Sector Grid	04
Starship Name Generator	05
System Name Generator	06

MISSIONS

∞	<i>Under a Black Flag</i>	07
∞	<i>A Farewell to Armistice</i>	09
∞	<i>In Sheep's Clothing</i>	11
🌐	<i>Deliverance</i>	13
🌐	❗ <i>Glimmer of the Mind's Eye</i>	15
🌐	<i>Gravity's Needle</i>	17
👉	<i>The Cosmic Hatchery</i>	19
👉	<i>A Light Shining in Darkness</i>	21
👉	<i>Forget Not One</i>	23
👉	<i>Blind Man's Bluff</i>	25
🌀	<i>The Celestial Clockwork</i>	27
👉	🌀 <i>The Beckoning Gyre</i>	29
	❗ <i>Balancing Act</i>	31
	❗ <i>Legacy of the Ancients</i>	33

APPENDIX

The Verge	A1
Sigma Ancyron	A2
Starbase Horizon	A2

Note: This version is an Alpha build and still a work-in-progress. Not all missions have been play-tested or balanced, and many details are subject to change.

This unofficial fan-made campaign is not affiliated with, nor endorsed by, Paramount, WizKids, or Lynnvander Games.

In the cold, silent reaches of the galactic rim – beyond which lies only the empty, starless void – The Verge is a region brimming with equal parts terror, mystery, and infinite wonder. With an unstable wormhole as the only tenuous link home, those who dare to challenge The Verge find themselves alone in the boundless expanse of the unknown...

AT INFINITY'S EDGE

The year is 2384. You are a Federation Captain, and your ship is among the first to venture forth into these unknown stars, as part of a special Fleet Task Group assembled and given the mandate to explore, chart, study and catalogue the region.

Upon arrival in The Verge, you took part in helping to establish Starbase Horizon, getting it up and running to serve as an anchor point to stabilize the local terminus of the wormhole, and permit a brief monthly transit window back to Federation space. With a foothold firmly established, you are finally free to embark on your mission of discovery.

But with the potential of hidden knowledge comes adventurers and academics, while the promise of untapped riches lures opportunists – prospectors, traders, and pirates who would take their newfound fortunes from them. As representatives of the closest thing to a government in the region, Starfleet also finds itself thrust into the role of de facto marshals, trying to maintain order and prevent the exploitation of this new frontier.

CAMPAIGN SETUP

This campaign consists of two distinct phases – the Exploration Phase and the Mission Phase.

In the Exploration Phase, you will build out and populate the map by rolling dice to randomly generate points of interest, such as planets, nebulae, and other astronomical phenomena.

The Mission Phase is the focus of the game, allowing you to zoom in and interact directly with these points of interest, performing tasks and completing objectives.

The outcomes of each mission have no effect on any other, but offer Experience Points as a reward that can be put towards upgrading your Captain Card.

Missions are written to be as generic as possible, allowing you to use whatever ship models and other resources you have at hand. However, it is assumed that you will have at least one copy of the core **Star Trek Alliance** box set for every two players.

PLAYER SETUP

For this campaign, each new player is a Federation Captain, and begins the campaign with **6 XP** to spend. You must spend all of your Starting XP, and may not spend it on Captain Skill before your first mission.

Players who have already completed the **Star Trek Alliance** Dominion War Campaign may use the same Captain Card to continue advancing their career if they so choose.

SHIP SETUP

The Starship Selection Chart on the facing page provides a recommended ship progression for players who have access to the complete range of Attack Wing miniatures, but players may command whatever class of Federation ship they choose, provided they adhere to the following two rules:

Players must use the Ship Card and Token for the generic, unnamed version of the ship.

Players may only equip Upgrade cards that:

- match their Captain's Faction (Federation).
- are included in a **Star Trek Alliance** product; These have the  icon at the bottom right.

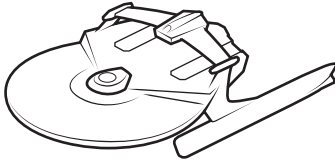
ADDITIONAL TOKENS

Some Missions may require tokens that are not included in the core **Star Trek Alliance** box set. In this case, you may either design your own, or use other items (e.g. coins) as proxies.



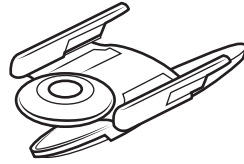
STARSHIP SELECTION CHART

TIER ONE (CAPTAIN SKILL 2+)



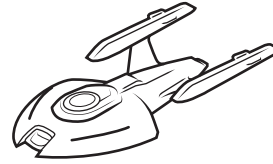
MIRANDA CLASS

2 2 3 2



OBERTH CLASS

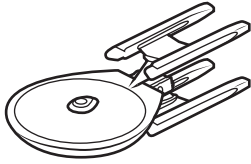
2 3 3 1



NOVA CLASS

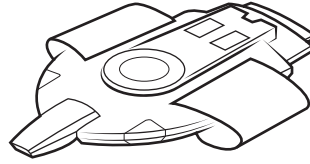
2 2 3 2

TIER TWO (CAPTAIN SKILL 4+)



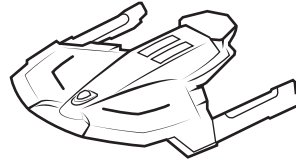
CONSTELLATION CLASS

3 1 4 2



DEFIANT CLASS

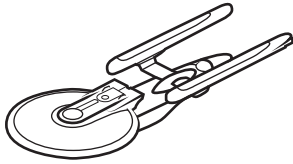
3 2 3 3



SABER CLASS

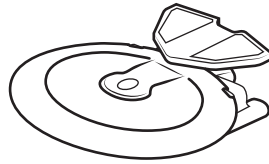
3 2 3 2

TIER THREE (CAPTAIN SKILL 5+)



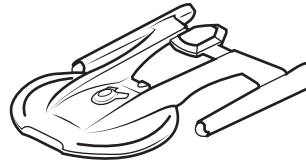
EXCELSIOR CLASS

3 1 5 3



NEBULA CLASS

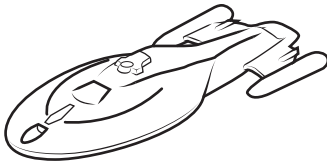
4 1 4 3



AKIRA CLASS

4 2 5 2

TIER FOUR (CAPTAIN SKILL 6+)



INTREPID CLASS

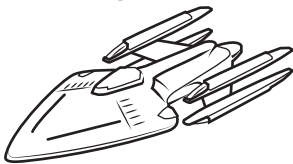
4 2 4 4



GALAXY CLASS

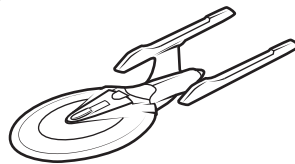
4 1 5 3

TIER FIVE (CAPTAIN SKILL 8+)



PROMETHEUS CLASS

5 1 4 4



SOVEREIGN CLASS

5 1 5 4

POINTS OF INTEREST

The distinguishing feature that sets the *Infinite Frontier* campaign apart is its open-ended and randomly-generated nature, made possible by the Exploration system.

Starting with the Sector Grid found on the facing page, pick a cell to deploy from and roll a D6. The result corresponds to one of the options on the Points of Interest table on the right, determining which missions are available to play in that cell. Shade in all the icons in the cell, except for the one that matches the result rolled.

After playing the mission and recording the results, you may choose which adjacent cell you want to move to next, and repeat the process.

Alternatively, you may decide to generate the entire sector map all at once, in which case players should take turns rolling the D6 for each cell on the grid, and record the results.

Once the sector has been fully explored (i.e. all cells have been filled in, and at least six missions have been completed successfully), you can either end the campaign, or move on to a new sector – using a blank Sector Grid to generate a new map.

Sector Grids are infinitely tileable, allowing you to explore in any direction and expand as far as you want. You can use the arrow icons to record the name of the Sector Grid which that edge links to.

MISSION ICONS

Every mission included in this campaign is categorized with at least one keyword matching the icons on the Points of Interest table. For example, a mission that uses the Planet Token will be assigned the Planet icon. If it features Asteroid Tokens as well, it will also receive the Asteroid icon.

As long as a mission has at least one icon that matches the result rolled for that cell on the Sector Grid, it is available to be played at that location.

Rolling an Open Space result is a wildcard, allowing for any mission to be played (although missions do exist that use no Obstacle Tokens and are tagged with the Open Space icon, so you can limit yourself to those if you so choose).

Selecting the specific mission to play is left entirely up to the players.

1



Open Space

No specific points of interest in the area. Select a mission from any category.

2



Planet

Includes any large astronomical bodies orbiting a star.

3



Asteroid

Collision hazard. Includes comets, and any other small astronomical bodies in motion.

4



Nebula

Reduced visibility. Includes space storms, debris clouds, etc.

5



Phenomenon

Naturally occurring celestial object. Includes black holes, pulsars, supernovae, etc.

6












Anomaly

Includes any unusual spatial disruption, as well as artificial constructs of unknown origin.

SECTOR I.D.:

SECTOR GRID

 <p>MISSION: DATE PLAYED: XP EARNED:</p>	 <p>MISSION: DATE PLAYED: XP EARNED:</p>	 <p>MISSION: DATE PLAYED: XP EARNED:</p>
 <p>MISSION: DATE PLAYED: XP EARNED:</p>	 <p>MISSION: DATE PLAYED: XP EARNED:</p>	 <p>MISSION: DATE PLAYED: XP EARNED:</p>
 <p>MISSION: DATE PLAYED: XP EARNED:</p>	 <p>MISSION: DATE PLAYED: XP EARNED:</p>	 <p>MISSION: DATE PLAYED: XP EARNED:</p>

NOTES

INSTRUCTIONS

If a random starship name is needed, roll a D6 to determine a category (or just choose one), then roll a D12 to select a name from within that category.

☐ EXPLORER

- | | | |
|-------------------------|----------------------------|-----------------------------|
| 1 – USS <i>Frontier</i> | 5 – USS <i>Ad Astra</i> | 9 – USS <i>Pathfinder</i> |
| 2 – USS <i>Prospect</i> | 6 – USS <i>Sojourn</i> | 10 – USS <i>Torchbearer</i> |
| 3 – USS <i>Horizon</i> | 7 – USS <i>Pioneer</i> | 11 – USS <i>Wayfarer</i> |
| 4 – USS <i>Traverse</i> | 8 – USS <i>Trailblazer</i> | 12 – USS <i>Vanguard</i> |

☐ ESCORT

- | | | |
|-------------------------|--------------------------|--------------------------|
| 1 – USS <i>Valkyrie</i> | 5 – USS <i>Paladin</i> | 9 – USS <i>Redoubt</i> |
| 2 – USS <i>Lancer</i> | 6 – USS <i>Guardian</i> | 10 – USS <i>Sentinel</i> |
| 3 – USS <i>Ares</i> | 7 – USS <i>Allegiant</i> | 11 – USS <i>Bastion</i> |
| 4 – USS <i>Talon</i> | 8 – USS <i>Steadfast</i> | 12 – USS <i>Aegis</i> |

☐ SCIENCE/RESEARCH

- | | | |
|--------------------------|------------------------|----------------------------|
| 1 – USS <i>Insight</i> | 5 – USS <i>Veritas</i> | 9 – USS <i>Apollo</i> |
| 2 – USS <i>Curiosity</i> | 6 – USS <i>Aspire</i> | 10 – USS <i>Challenger</i> |
| 3 – USS <i>Query</i> | 7 – USS <i>Seeker</i> | 11 – USS <i>Diligence</i> |
| 4 – USS <i>Illumine</i> | 8 – USS <i>Polaris</i> | 12 – USS <i>Surveyor</i> |

☐ MEDICAL/HUMANITARIAN

- | | | |
|----------------------------|---------------------------|-----------------------------|
| 1 – USS <i>Relieve</i> | 5 – USS <i>Hopewell</i> | 9 – USS <i>Asclepius</i> |
| 2 – USS <i>Amnesty</i> | 6 – USS <i>Minerva</i> | 10 – USS <i>Benevolence</i> |
| 3 – USS <i>Serendipity</i> | 7 – USS <i>Resilience</i> | 11 – USS <i>Sanctuary</i> |
| 4 – USS <i>Endurance</i> | 8 – USS <i>Safeguard</i> | 12 – USS <i>Charity</i> |

☐ DIPLOMATIC

- | | | |
|------------------------|-------------------------|-----------------------------|
| 1 – USS <i>Envoy</i> | 5 – USS <i>Harmony</i> | 9 – USS <i>Resolution</i> |
| 2 – USS <i>Unity</i> | 6 – USS <i>Goodwill</i> | 10 – USS <i>Reciprocity</i> |
| 3 – USS <i>Concord</i> | 7 – USS <i>Amity</i> | 11 – USS <i>Armistice</i> |
| 4 – USS <i>Entente</i> | 8 – USS <i>Outreach</i> | 12 – USS <i>Tranquility</i> |







☐ GENERAL PURPOSE

- | | | |
|-------------------------|---------------------------|--------------------------|
| 1 – USS <i>Gallant</i> | 5 – USS <i>Inspire</i> | 9 – USS <i>Ascendant</i> |
| 2 – USS <i>Halcyon</i> | 6 – USS <i>Boundless</i> | 10 – USS <i>Trillium</i> |
| 3 – USS <i>Aurora</i> | 7 – USS <i>Hesperides</i> | 11 – USS <i>Paragon</i> |
| 4 – USS <i>Stalwart</i> | 8 – USS <i>Celestra</i> | 12 – USS <i>Valorous</i> |

INSTRUCTIONS

If a random system name is needed, roll a D6 and a D12 simultaneously for each category to select a name element, then combine both elements to get a completed name. Add a random number to get a planet name.

GREEK LETTER

	1 – Alpha	7 – Eta		1 – Nu	7 – Tau
	2 – Beta	8 – Theta		2 – Xi	8 – Upsilon
	3 – Gamma	9 – Iota		3 – Omicron	9 – Phi
	4 – Delta	10 – Kappa		4 – Pi	10 – Chi
	5 – Epsilon	11 – Lambda		5 – Rho	11 – Psi
	6 – Zeta	12 – Mu		6 – Sigma	12 – Omega

CONSTELLATION

	1 – Rochii		1 – Ibeos		1 – Segilir
	2 – Solimae		2 – Cypraxius		2 – Thycini
	3 – Arcantius		3 – Sumitar		3 – Caspyrica
	4 – Miranthus		4 – Lyrantano		4 – Virareia
	5 – Mercilion		5 – Segenor		5 – Callopium
	6 – Euphisus		6 – Mycartum		6 – Ordion
	7 – Tiropica		7 – Peradar		7 – Rhodymeton
	8 – Etrius		8 – Malennova		8 – Crivaleii
	9 – Euleos		9 – Thanidus		9 – Arcium
	10 – Pelivii		10 – Coraconis		10 – Tirunaea
	11 – Arquenas		11 – Senzinar		11 – Olica
	12 – Virycia		12 – Etroveos		12 – Euphadaea
	1 – Oleos		1 – Tyribea		1 – Mirannea
	2 – Ursica		2 – Esteos		2 – Escano
	3 – Egannis		3 – Perunar		3 – Actis
	4 – Erenii		4 – Thymnir		4 – Arycaea
	5 – Asicova		5 – Molaras		5 – Mallenir
	6 – Etreon		6 – Gallanis		6 – Olvano
	7 – Cesovaea		7 – Corennar		7 – Rhydaelia
	8 – Malontias		8 – Tyroveos		8 – Caspardius
	9 – Eulor		9 – Panador		9 – Eulannius
	10 – Atleos		10 – Manivius		10 – Perenteos
	11 – Escaia		11 – Casennia		11 – Arnivium
	12 – Cathantias		12 – Eurisium		12 – Nivarta

MISSION BRIEFING

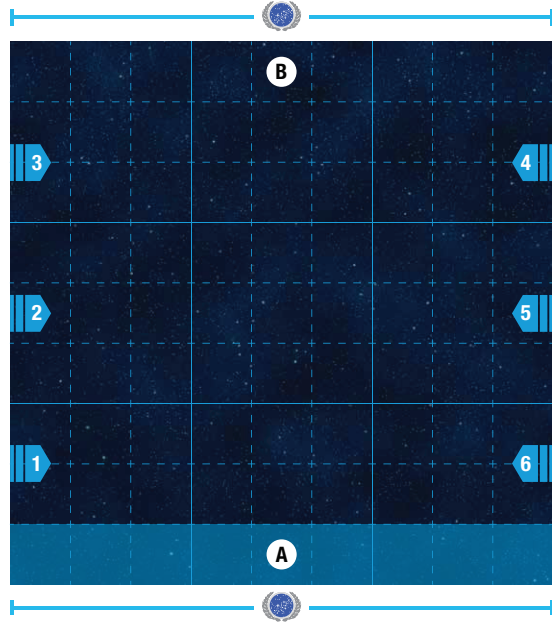
Over the past few months, we've received multiple complaints from merchant captains in this region about being harassed by pirates along their shipping lanes.

Starfleet is taking the threat very seriously, and so you'll be assigned to escort a freighter convoy delivering humanitarian relief supplies to a nearby fledgling colony who recently experienced a severe planet-wide atmospheric storm, leading to significant damage to their infrastructure.

Your mission is to escort the convoy and ensure the supplies reach their destination. Should you encounter any pirate activity, your orders are to only engage defensively, and buy time for the convoy to escape the area.

Best of luck.

MAP SETUP



- A) Player Deployment Area
- B) Escape Edge

MISSION PARAMETERS

Objective	Escort the Convoy: Protect the freighter convoy from pirates and ensure the supplies they carry are delivered to their destination. At least 2 freighters must escape or the Mission is considered a Failure.
XP Reward	Players receive 1XP for each freighter that crosses the opposite Federation edge.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Excellent work out there! The colonial government is most appreciative of your efforts, and the supplies you helped deliver are already being put to use in rebuilding their devastated world.

FAILURE

With the loss of the convoy, the situation on the colony is rapidly deteriorating. We've already received reports of widespread riots and looting, and without adequate medical supplies, Starfleet Medical believes it won't be long before we see the outbreak of a global pandemic.



ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Raider Wing Alpha	Setup	Roll *	Steal	☠		☠		
Raider Wing Bravo	Setup	Roll *	Steal	☠	☠			
Raider Wing Charlie	2	Roll	Steal				☠	☠
Pirate Ravager	3	Roll	Attack	☠🗡		☠🗡		
Raider Wing Delta	6	Roll	Attack	☠	☠		☠	

* Each of these Formations must begin at a different Bearing.

SPECIAL RULES

Escort Ship Setup: Players designate two ships (in total) to serve as escorts, and place an Escort Token on each ship to denote its special status.

Freighter Setup: Place three Freighter Tokens within the Player Deployment Area. A Freighter Token cannot be placed within Range 1 of the neutral edges of the play area, and it must be at Range 3 or farther away from any other Freighter Token. The Freighter Tokens must be oriented to face directly toward Edge B of the play area, as depicted in the setup diagram.

You can use Runabout Tokens in place of Freighter Tokens.

Moving the Freighters: Freighter Tokens are considered Obstacles, and follow the normal rules for Obstacles found on Page 33 of the *Star Trek Alliance* Rules of Play. At the start of the End Phase, each Freighter Token executes a 2 Straight maneuver toward Edge B. If a Freighter Token is within Range 1 of a friendly ship with an Escort Token, it executes a 3 Straight maneuver instead. If a Freighter Token is within Range 1 of two friendly ships, both with an Escort Token, it executes a 4 Straight maneuver instead.

Pirate Steal Orders: Pirate ships with Steal orders pursue the freighters to the near-exclusion of all other targets. When choosing a maneuver, ships with Steal orders use the closest Freighter Token as their target.

Stealing Cargo: Once within Range 1 of their target, instead of performing a normal Action, pirate ships with Steal orders will attempt a Steal action.

To perform the Steal action, simultaneously roll three attack dice and three defense dice. If there are more Critical Hit results than Evade results, the Freighter Token is removed from the play area and considered captured. If the number of Critical Hit results is equal to or less than the number of Evade results, place one Mission Token on the pirate ship's Ship Card. Each Mission Token automatically adds one Critical Hit result to each future Steal action roll. The Steal action may be performed even if the ship has Auxiliary Power Tokens.

Destroyed Escorts: If a ship with an Escort Token is destroyed, players may reassign that token to another ship at the end of the End Phase. It cannot be placed on a ship that already has an Escort Token.





MISSION BRIEFING

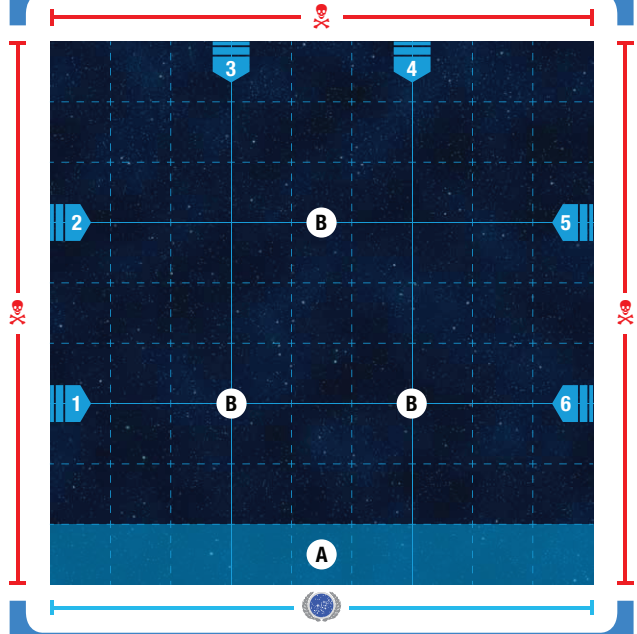
Two separate civilizations, with a long history of mutual animosity, have both laid claim to a nearby system for colonization. Things are starting to get heated between them, and the Federation has stepped in to serve as intermediaries to try and settle the dispute.

While en route to the talks, one delegation's convoy became disabled – possibly as a result of sabotage.

It would also appear that the pot has boiled over, as the convoy is now under attack. They've asked for our help, so we need you to get in there and pull the ambassadors out, quickly.

Good luck, Captain.

MAP SETUP



- A) Player Deployment Area
- B) Disabled Ships and Mission Tokens (see Special Rules)

MISSION PARAMETERS

Objective	Rescue the Ambassadors: Secure at least six ambassadors from the disabled ships. If seven or more ambassadors are Lost, the Mission is considered a Failure.
XP Reward	If six ambassadors are Secured, each player receives 1XP. For every three additional ambassadors Secured, each player receives an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

The ambassadors extend their utmost gratitude for your efforts, Captain. The Federation is going to continue working with both sides to try and broker a lasting peace agreement.

FAILURE

This is an unmitigated disaster. There's no question that this attack was anything short of a war crime, but with neither side being a Federation member world, there isn't much we can actually do about it.

ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Threat Wing Alpha	Setup	Roll	Hunt	☠	☠			
Elite Squadron I	Setup	Roll *	Hunt	☠🛡		☠🛡		
Threat Wing Bravo	Setup	Roll *	Hunt				☠	☠
Threat Wing Charlie	4	Roll	Attack	☠		☠		
Elite Squadron II	6	Roll	Attack	☠🛡			☠🛡	

* Each of these Formations must begin at a different Bearing.

SPECIAL RULES

Disabled Ship Setup: Place the first Disabled Ship Token into the play area. The second and third ships must each be at Range 3 of the first ship and further than Range 1 from each other. Disabled Ship Tokens cannot be placed within Range 1 of any edge of the play area.

Each Disabled Ship Token is considered an Obstacle and follows the normal rules for Obstacles found on Page 33 of the *Star Trek Alliance Rules of Play*. Disabled Ships cannot execute maneuvers, perform actions, or attack. They do not receive Damage cards and cannot be destroyed.

Ambassador Setup: Place four Mission Tokens on each Disabled Ship. These represent the ambassadors which need to be rescued.

Hunt Orders: Ships with Hunt orders are only interested in pursuing and attacking ships carrying ambassadors, to the near-exclusion of all other targets.

When choosing a maneuver, ships with Hunt Orders use the nearest ship (either Disabled, or player-controlled) carrying the most ambassadors as their target.

During the Combat Phase, they will attack the nearest ship carrying the most ambassadors if they can, unless the ship is further than Range 1 **and** there is another target they can attack at Range 1 instead.

If there are no more ambassadors aboard any of the Disabled Ships, these ships change to Attack Orders.

Rescue Action: Federation ships may perform a Rescue action when within Range 1 of a Disabled Ship.

To perform a Rescue action, an uncloaked player ship must disable all its Active Shields and roll 2 attack dice. For each Battle Stations result, remove 1 Mission Token from one disabled ship at Range 1 and assign it to the ship performing the Rescue action. For each Mission Token added, the ship suffers -1 to its Agility Value (minimum 0) for as long as the Mission Tokens are present.

Example: A ship rescues 3 ambassadors. Until it manages to Secure them, that ship rolls -3 defense dice.

Securing Ambassadors: If a Federation ship carrying one or more Mission Tokens leaves the play area off the Federation Edge, it is not destroyed. Instead, that ship Secures the Mission Tokens, placing them next to its Ship Card. At the start of the End Phase, that ship may be placed within the Player Deployment Area with all the Upgrade Cards, Shield Tokens, and Damage Cards it had when it fled. It also no longer suffers any penalties to its Agility Value.

Losing Ambassadors: When a Disabled Ship suffers one or more Critical Hits from an attack, one ambassador on that ship is considered Lost. Alternatively, if a Federation ship carrying ambassadors is destroyed or leaves the play area through a hostile edge, all Mission Tokens assigned to that ship are considered Lost. Lost Mission Tokens are placed next to the enemy ships' Ship Cards.

MISSION BRIEFING

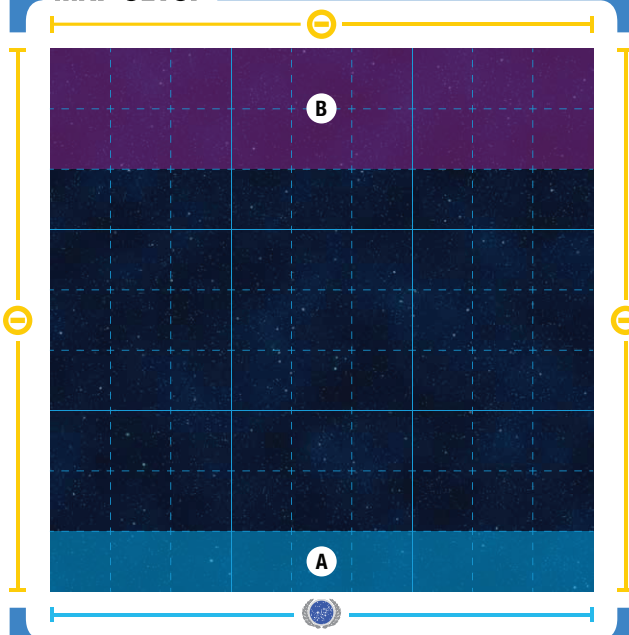
With the transit window back to Federation space opening up soon, traffic around the Starbase is starting to get a bit heavy. With everyone jockeying for position, it's a perfect opportunity for troublemakers to get lost in the shuffle.

Smuggling is still a problem out here, and it's our job to make sure no contraband makes it through the wormhole back to Federation space.

Your task is to thoroughly vet the ships and root out any dangerous or illegal goods that may be hidden among the civilian traffic before we allow the ships through.

Good luck.

MAP SETUP



- A) Player Deployment Area
- B) Civilian Ship Deployment Area (see Special Rules)

MISSION PARAMETERS

Objective	Intercept the Smugglers: Scan all ships for contraband before they arrive at the Starbase. If any ship crosses the Federation edge without being fully cleared, the Mission is considered a Failure.
XP Reward	Successfully completing the mission earns each player 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Great work out there! I know we generally think of our society as pretty safe, but as we saw today, out here, we can't afford to get complacent.

FAILURE

You really dropped the ball on this one, Captain. Your failure is going to give other people ideas. I shudder to think what might've happened if instead of smugglers, they had been terrorists carrying an explosive payload. You're going to have to do a lot better in the future.

SPECIAL RULES

Civilian Ship Setup: Place two Civilian Ships per player. Evenly space the ships such that they are at least Range 1 away from any neutral edge, and roughly Range 1 or farther from any other Civilian Ship. The Civilian Ships must be oriented to face directly towards the Federation edge of the play area.

Determine Smugglers: Form a pile of Mission Tokens using #1 through 12. Flip the Mission Tokens number-side down, shuffle them, and divide them as evenly as possible among all Civilian Ships, without looking at the numbers.

For every two players, roll one D12, with the result determining which Mission Token represents contraband. Re-roll any duplicate results.

Example: A two-player game will have only one item of contraband, while a six-player game will have three.

Moving Civilian Ships: Civilian Ships are considered Obstacles, and follow the normal rules for Obstacles found on Page 33 of the *Star Trek Alliance Rules of Play*. At the start of the End Phase, each Civilian Ship executes a 2 Straight maneuver towards the Federation edge.

Scanning Civilian Ships: Once within Range 1 of a Civilian Ship, players may spend one or more Scan Tokens. For each Scan Token spent, reveal one of the Mission Tokens assigned to that ship.

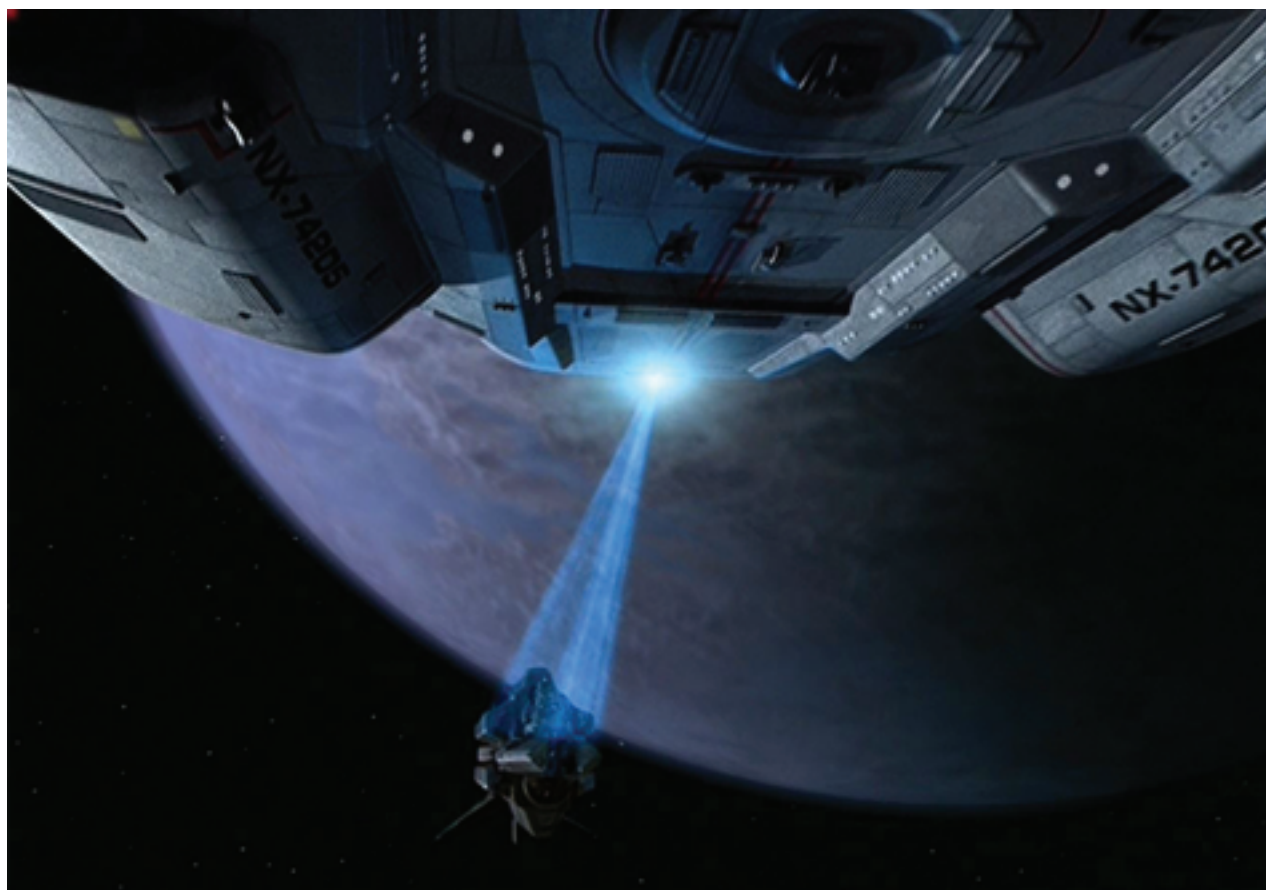
If the Mission Token revealed is contraband, that ship immediately makes a 4 Straight maneuver towards the Federation edge, and makes 3 Straight maneuvers in that direction during the End Phase of each subsequent round (Representing an attempt to rush through the wormhole).

Treat smuggler ships like regular ship models with the following stats:

Smuggler Ship (Captain Skill 1)



Fully-Cleared Ships: A Civilian Ship is considered fully cleared when all Mission Tokens assigned to it have been revealed without any contraband. Fully-cleared ships may freely cross the Federation edge without penalty.



MISSION BRIEFING

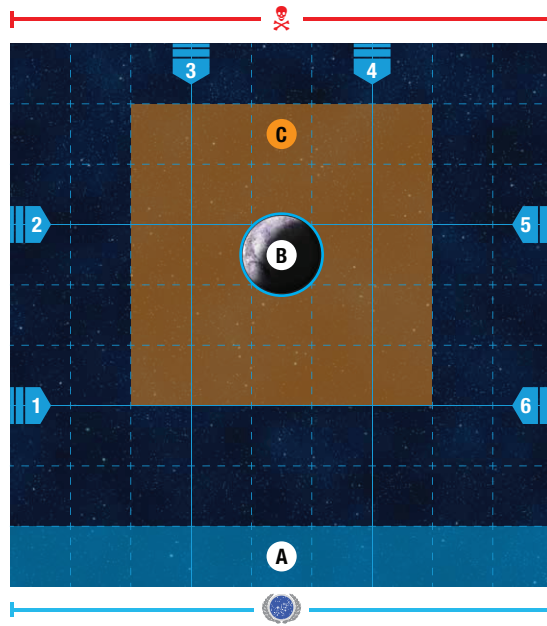
A band of corporate mercenaries is blockading a planet in this system, trying to starve out a settlement of holdouts who refuse to relocate. It would appear that the settlement is built atop a particularly resource-rich deposit, which the mercenaries' corporate backers would very much like to exploit.

The mercenary captain has warned us that they don't recognize the Federation's authority in the region, and will open fire on any vessel attempting to approach the planet.

While withdrawal is an option, I think you'll agree that we can't just look the other way while those settlers starve. If you can spare a couple of replicators, transport inhibitors, and maybe some building materials to help bolster their defenses, I'm sure they'd very much appreciate the help.

Good luck, Captain.

MAP SETUP



- A) Player Deployment Area
- B) Planet
- C) Exclusion Zone

MISSION PARAMETERS

Objective	Resupply the Settlement: Deliver the full complement of supplies (Mission Tokens) while in area C. Then, all ships must retreat from the Federation edge of the board. If there are still enemy ships in play, at least 1 player must escape to win.
XP Reward	If all Mission Tokens are delivered, each player earns 2XP. Destroying all enemy ships earns each player an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 12, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Those settlers shouldn't have anything to worry about now. They're completely self-sufficient, thanks to you, and will be able to make their home.

FAILURE

You tried, I guess. But without enough supplies, I fear you've only delayed the inevitable. Things are about to get a lot uglier down there.



ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Merc Wing Alpha	Setup	2	Hunt	☠	☠		☠	
Mercenary Captain	Setup	5	Attack	☠☪		☠☪		☠☪
Merc Wing Bravo	3	Roll	Hunt	☠	☠		☠	
Merc Wing Charlie	5	Roll	Attack		☠			☠
Mercenary Elite	7	Roll	Attack	☠☪		☠☪		☠☪

SPECIAL RULES

Supply Setup: Create a supply of Mission Tokens based on the number of players. These represent the supplies that must be delivered to the colony. You can ignore the numbers printed on them for this mission.

- 2 players: 5 Mission Tokens
- 3 players: 7 Mission Tokens
- 4 players: 10 Mission Tokens
- 5 players: 12 Mission Tokens
- 6 players: 15 Mission Tokens

Before placing their ships, players must decide how many Mission Tokens are loaded aboard each of their ships. Each player takes any number of Mission Tokens from this supply and places them on their Ship Card. All tokens must be loaded, but they do not need to be divided equally. There is no limit to the number of Mission Tokens each ship can be assigned.

Delivering Supplies: At the end of the Activation Phase, a ship within Range 1 of the planet may spend one or more Scan Tokens:

Disable all of that ship's Active Shields. For each Scan Token spent, take a Mission Token from that ship's Ship Card, and place it on the planet.

Hunt Orders: Ships with Hunt orders are only interested in pursuing and attacking ships delivering supplies within the Exclusion Zone, to the near-exclusion of all other targets.

When choosing a maneuver, ships with Hunt Orders use the nearest ship carrying the most supplies within the Exclusion Zone as their target.

During the Combat Phase, they will attack the nearest ship within the Exclusion Zone if they can, unless the ship is further than Range 1 **and** there is another target they can attack at Range 1 instead.

If there are no more Mission Tokens on any of the players' Ship Cards, these ships change to Attack Orders.





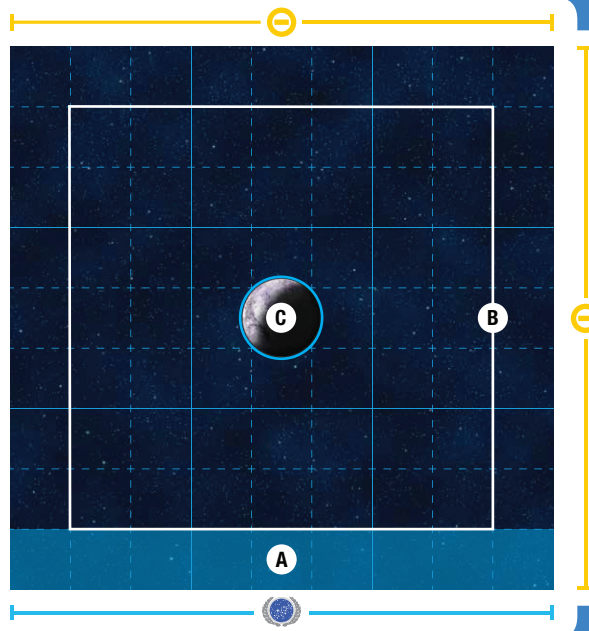
MISSION BRIEFING

Strange gravimetric distortions were detected in this system by long-range sensors, and USS Kawartha was dispatched to investigate. They discovered a rogue planet in a state of quantum flux, phasing into and out of our plane of existence.

Attempts at further investigation led to the planet materializing dangerously close to the ship, the sudden gravitic shear causing the ship to lose control and crash on the surface. It would appear that using the transporter system is somehow inducing a phase resonance that destabilizes the planet's quantum state, leading it to vanish and reappear elsewhere.

Unfortunately, even if we had the time, the surface isn't stable enough to send down shuttles to rescue the crew, and the planet is quickly losing quantum cohesion. Get over there ASAP, and bring our people back. Good luck.

MAP SETUP



- A) Player Deployment Area
- B) Mission Tokens (see Mission Token Setup)
- C) Planet (see Planet Setup)

MISSION PARAMETERS

Objective	Rescue the Stranded Crew: Collect at least half (round up) of the Stranded Crew Tokens (see Stranded Crew setup). Then, the ships carrying those Tokens must retreat from the Federation edge.
XP Reward	If at least half (rounded up) of the Stranded Crew Tokens are collected, each player earns 1XP. If all Stranded Crew Tokens are collected, each player earns an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Excellent work, Captain. I shudder to think what would've happened to our people if they were still on the planet when it vanished into the aether.

FAILURE

The USS Kawartha had a crew complement of 350 people. You should know full well the amount of time and dedication it takes to train a single Starfleet officer. We cannot afford the loss of such skilled personnel.

SPECIAL RULES

Mission Token Setup: Taking turns, each player places one Mission Token number-side up in a random spot within the play area until all twelve Mission Tokens have been placed. Mission Tokens must be at Range 1 or farther from any edge of the play area, and farther than Range 1 from each other.

Planet Setup: Roll one D12, and place the Planet Token on the corresponding Mission Token.

Stranded Crew Setup: Place an amount of Stranded Crew Tokens on the planet, equal to double the number of players +1.

Example: A two-player game will have five Stranded Crew tokens.

Beaming Up the Stranded Crew: At the end of the Activation Phase, a ship within Range 1 of the planet may spend one or more Scan Tokens:

Disable that ship's shields. For each Scan Token spent, take a Stranded Crew Token from the planet, and place it on your Ship Card.

Quantum Destabilization: At the start of the End Phase during any round where a Stranded Crew token was beamed up, roll one D12 and move the Planet Token to the corresponding Mission Token.

Gravitic Shear: If the Planet Token moves to within Range 1 of any ship, that ship gains 1 Auxiliary Power Token and cannot beam up any Stranded Crew Tokens that round. If the newly-moved Planet Token touches any ship's base, that ship rolls one defense die. If the result is not an Evasive Maneuver, that ship takes 3 hits.

Rescuing the Stranded Crew: Ships carrying Stranded Crew Tokens must retreat from the Federation edge of the map. If a ship carrying one or more Stranded Crew Tokens is destroyed, those Tokens are lost.

No One Left Behind: If all Stranded Crew Tokens are collected from the planet and successfully cross the Federation edge, each player receives an additional 1XP.



MISSION BRIEFING

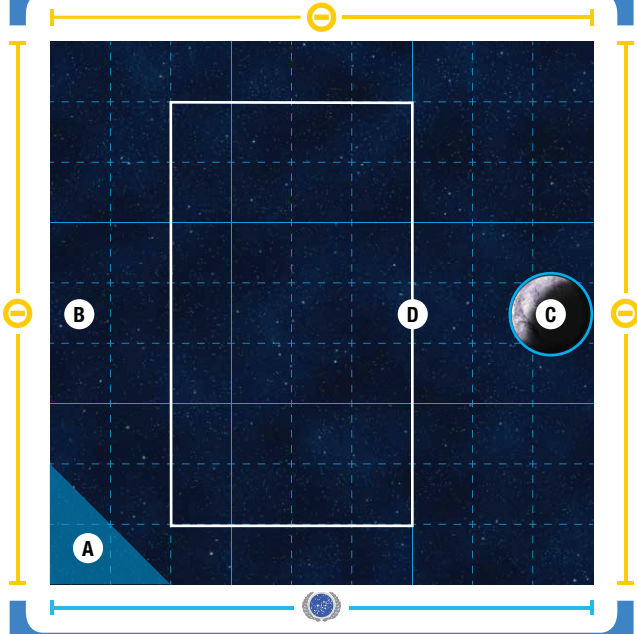
We've detected a rogue comet that got deflected by the gravity well of a black hole and is now on a collision course with an inhabited planet in this system. Your task is to alter the comet's trajectory so as to prevent it from hitting the planet.

Conditions within the system aren't too favorable, so be careful of solar wind shears. Also, the comet's path takes it through the system's asteroid belt. Make sure it doesn't hit anything, or it could result in devastating meteor showers for the planet's inhabitants.

The good news is the system is well outside of any hostile territory, so you should be able to work undisturbed.

Best of luck, Captain.

MAP SETUP



- A) Player Deployment Area
- B) Comet (see Special Rules)
- C) Planet (place where shown)
- D) Asteroids x6 (Random Layout). Each Asteroid must be Range ≥ 1 apart.

MISSION PARAMETERS

Objective	Deflect the Comet: Alter the Comet's trajectory to avoid hitting the planet, or any asteroids, and have it exit the opposite edge of the play area. If the Comet overlaps any Obstacle, the Mission is considered a Failure.
XP Reward	Successfully completing the mission earns each player 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	When the Comet exits the right-hand edge of the play area, or impacts an Obstacle.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

That was some real fancy flying, Captain, great work! It's not every day you get to cancel the apocalypse. All in a day's work for Starfleet, I suppose.

FAILURE

That impact was easily an extinction-level event. Our best estimates give six months to a year before the surface temperature drops to levels incapable of supporting life. This system is going to get a lot quieter very soon.



SPECIAL RULES

Comet Setup: Place the Comet Token centered on the left-hand edge of the play area, touching the edge, and oriented to face directly towards the Planet Token on the right-hand edge of the play area. The Comet Token is considered an Obstacle and follows the normal rules for Obstacles found on Page 33 of the *Star Trek Alliance* Rules of Play.

You can use a Runabout Token in place of the Comet Token.

Comet Movement: The Comet always moves first. At the start of the Activation Phase, if the Comet has no Tractor Beam Tokens assigned to it (see Adjusting Trajectory), it performs a 1 Straight Maneuver. The Comet cannot perform actions.

Establishing Tractor Lock: At the end of the Activation Phase, players may select two of their ships that are at Range 1-2 of each other. If they can draw a straight, unobstructed line between those ships that also passes through the Comet Token, they may assign 2 Tractor Beam Tokens to the Comet.

Adjusting Trajectory: At the start of the Activation Phase, if the Comet has at least one Tractor Beam Token assigned to it, players must spend one Tractor Beam Token and move the Comet by executing one of the following three maneuvers: 2 Straight, 1 Left Bank, or 1 Right Bank. This maneuver occurs **instead of** the Comet's normal movement.

Solar Wind: During the End Phase, roll 1 attack die for each player-controlled ship, and for the Comet. On a Critical Hit result, that ship (or the Comet) is buffeted towards the Federation edge of the play area using a 1 Straight Maneuver Template.



MISSION BRIEFING

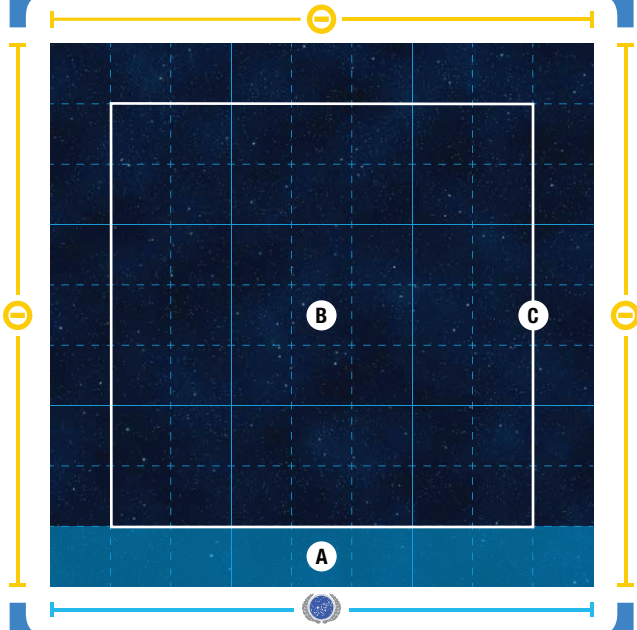
Colonial surveyors in this system have discovered a clutch of eggs within the system's asteroid belt, belonging to the genus *magnacetacea stellicolus*, a critically-endangered species of large spaceborne leviathan.

Unfortunately, colonial development has disrupted the balance of environmental factors in the area, lowering the chances of a successful incubation. However, the surrounding asteroids appear to be rich in Dalurnite, which if vaporized in the correct concentration, might be able to restore those proper conditions.

Do what you can to rebalance those Dalurnite concentrations while we dismantle the colony and begin our withdrawal from the area.

Good luck, Captain.

MAP SETUP



- A) Player Deployment Area
- B) Egg Clutch (see Special Rules)
- C) Asteroids x6 (Random Layout). Each Asteroid must be Range ≥ 1 apart.

MISSION PARAMETERS

Objective	Rebalance Environmental Conditions: Scan the asteroids and adjust Dalurnite concentrations to the correct levels. All levels must be within ± 1 of the target value, or the Mission is considered a Failure.
XP Reward	If Dalurnite concentrations are within ± 1 of the target value, each player earns 1XP. If Dalurnite concentrations are exactly on target, each player earns an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Great job in restoring the proper environmental balance to this system, Captain! The incubation period for these eggs is on the scale of decades, so hopefully the temporary disruption didn't do too much harm. We'll continue to monitor them and make sure they're not disturbed.

FAILURE

This clutch of eggs was the first we've found in over fifty years, and for all we know, it could have been the last ever. We'll never have the chance to study them now.

SPECIAL RULES

Egg Clutch Setup: Place a token representing the egg clutch in the center of the play area. The Egg Clutch Token is considered an Obstacle and follows the normal rules for Obstacles found on Page 33 of the *Star Trek Alliance* Rules of Play.

Mission Token Setup: Form a supply of Mission Tokens using #1 through 6. Flip the Mission Tokens number-side down, shuffle them, and place one Token on each asteroid.

Determining Target Asteroids: At the start of the game, each player rolls a D6. The result indicates which Mission Tokens must be uncovered (representing a high concentration of Dalurnite). Re-roll any duplicate results.

Scanning Asteroids: Once within Range 1 of an asteroid, players may spend a Scan Token to reveal the Mission Token on the asteroid. If the asteroid is a target asteroid, treat it like a ship with the following stats:

Asteroid



Determining Ideal Concentration: Once a target asteroid has been found, roll one D6 to determine the ideal level of Dalurnite concentration. The result indicates what the Hull Value of the asteroid must be reduced to in order to release the correct concentration of Dalurnite.

Example: If the result is a 5, players must inflict 3 hits on the target asteroid to bring its Hull Value down to 5.

Vaporizing Dalurnite: Target asteroids can be targeted and attacked like any regular ship, but cannot be assigned Maneuvers, perform Actions, nor Attack. The players' goal is to reduce the target asteroid's Hull Value to within ± 1 of the value rolled for ideal Dalurnite concentration.

When a target asteroid is attacked, a critical hit result counts as two hits, and also causes a spontaneous Dalurnite ignition. All ships within Range 1 of the target asteroid suffer 1 hit. If all player ships or the target asteroid is destroyed, the Mission is considered a Failure.

Scientific Precision: Captains earn a bonus 1XP if all Dalurnite levels are exactly on target, without any deviation.





MISSION BRIEFING

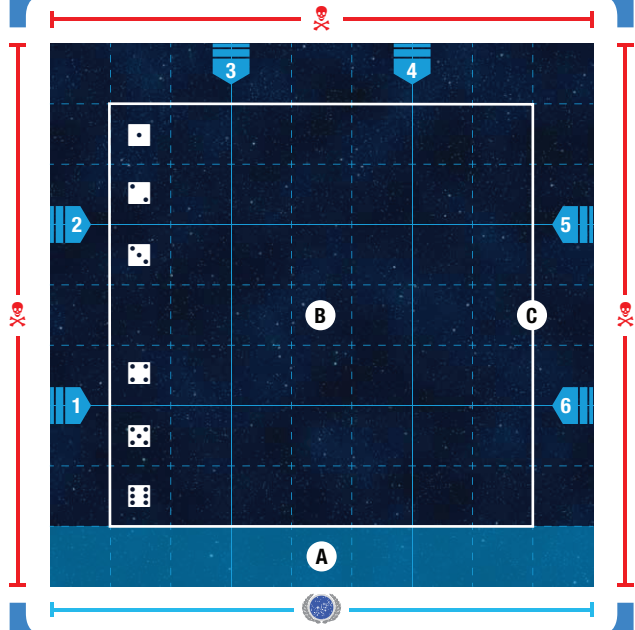
We've received a priority one distress call from USS *Pharos*. They were heavily damaged after a hostile encounter while exploring this region and managed to limp into an asteroid field for cover, but now they're dead in the water.

Repairs are currently underway, but they've taken casualties, so they're shorthanded and could use some assistance.

Your task is to aid in repairs and protect the ship against any hostile action until they can get themselves back up and running.

Good luck.

MAP SETUP



- A) Player Deployment Area
- B) USS *Pharos*
- C) Asteroids x6 (Random Layout). Each Asteroid must be Range ≥ 1 from the board edge and Range ≥ 1 apart (see Asteroid Drift).

MISSION PARAMETERS

Objective	Assist the <i>Pharos</i>: Reach the <i>Pharos</i> ' position and protect the ship until their systems can be brought back online, then escort them back across the Federation Edge. If the vessel is destroyed, the Mission is considered a Failure.
XP Reward	Successfully completing the mission earns each player 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Great job recovering the *Pharos*, Captain. We can take it from here. She'll be towed back to drydock where we can perform proper repairs and her crew can be offloaded for debriefing. Thanks to your efforts, they get to go home to their families.

FAILURE

The loss of the *Pharos* is a major blow. A lot of good people were lost, along with all the data that they had obtained about the region. Seventy-eight souls aboard, Captain. That's a lot of funerals...

ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Pursuit Wing Alpha	2	Roll	Hunt	☠	☠			
Pursuit Wing Bravo	2	Roll *	Hunt	☠		☠		
Pursuit Wing Charlie	2	Roll *	Hunt				☠	☠
Hunter Squadron	5	Roll	Hunt	☠🛡	☠🛡		☠🛡	

* Each of these Formations must begin at a different Bearing.

SPECIAL RULES

USS *Pharos* Setup: Place the disabled ship model in the center of the play area. Until the disabled ship's systems are repaired, it may not attack, perform Actions, or be assigned any maneuvers, but can still be targeted and attacked by enemy ships. It does not receive Damage cards (see Tracking Repair Progress). For dice roll purposes, the disabled ship has an Agility Value of 2.

Hunt Orders: Ships with Hunt orders are only interested in pursuing and attacking the disabled ship, to the near-exclusion of all other targets.

When choosing a maneuver, ships with Hunt Orders use the disabled ship as their target.

During the Combat Phase, they will attack the disabled ship if they can, unless the disabled ship is further than Range 1 **and** there is another target they can attack at Range 1 instead.

Beaming Over an Engineering Team: Once within Range 1 of the disabled ship, at least one uncloaked player ship must disable all of its remaining Shields in order to beam over an engineering team to assist with repairs. This counts as an Action.

Tracking Repair Progress: Once the engineering team is aboard, at the start of each subsequent Planning Phase, take one Mission Token from the supply and assign it to the disabled ship. The number of Mission Tokens indicates the progress of the repairs.

Taking Damage: If the disabled ship suffers one or more Critical Hits from an attack, remove 1 of the

assigned Mission Tokens. If it has no Mission Tokens assigned, assign it 1 Critical Hit Token. If the disabled ship gains three Critical Hits, it is destroyed.

Completing Repairs: Once five Mission Tokens have been collected, the disabled ship is repaired. Remove all Critical Hit Tokens. It may now be treated as a regular ship model with the following stats:

USS *Pharos* (Captain Skill 1)

☠

➔ 2

🛡 3

🛡 2

Since the patchwork nature of the repairs were intended simply to get the ship mobile, all available power has been diverted to engines and shields, so the ship cannot attack. Players may assign this ship any maneuver available on its dial.

Escape!: Once the disabled ship has been repaired, players may attempt to retreat. The repaired ship must retreat off the Federation edge of the play area during Round 5 or later. Any ship that retreats before Round 5, or retreats from a non-Federation edge of the play area, is considered destroyed.

Asteroid Drift: During each End Phase, the Asteroid Tokens drift towards the right-hand edge using a 2 Straight maneuver template. When an asteroid crosses the right-hand edge, roll 1 attack die. On a Hit or Critical Hit result, roll a D6 to determine the row on which to replace the Asteroid Token, touching the left-hand edge. Otherwise, remove it from the play area.

MISSION BRIEFING

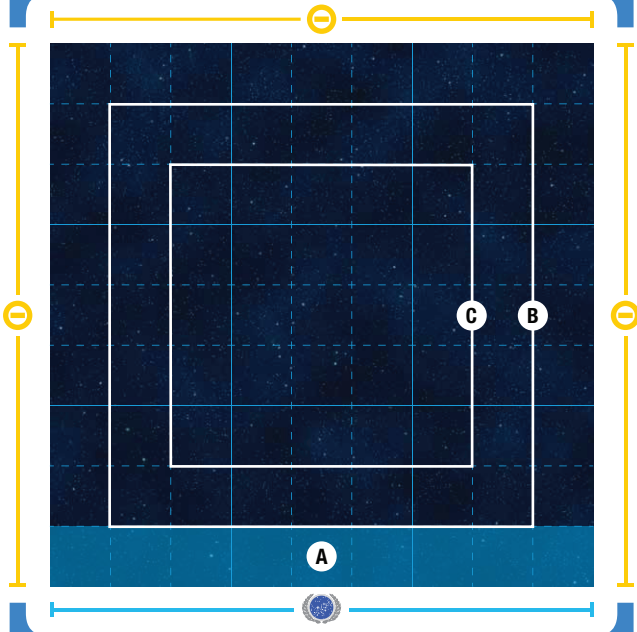
A distress call we've received from USS Yokosuka reports encountering a severe plasma storm in this region. They were struck by a stray discharge which overloaded their matter/antimatter intermix regulator, forcing the crew to abandon ship.

The ship is presumed lost, but if there were any survivors, plasma eddies would likely have swept their escape pods deeper into the storm.

Your mission is to report to the Yokosuka's last known coordinates and initiate a search for any survivors, but be careful. The storm is getting worse.

Bring our people home, Captain. Next time, it could be any one of us adrift out there. Good luck.

MAP SETUP



- A) Player Deployment Area
- B) Plasma Storm and Mission Tokens
- C) Hazards x6 (Random Layout). Each Hazard must be Range ≥ 2 from the board edge and Range ≥ 1 apart.

MISSION PARAMETERS

Objective	Recover the Escape Pods: Locate and retrieve the <i>Yokosuka's</i> escape pods. At least half of the escape pods (rounded up) must be Recovered, or the Mission is considered a Failure.
XP Reward	If at least half (round up) of the escape pods are Recovered, each player earns 1XP. If all escape pods are Recovered, each player earns an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Great work, Captain. One of the few consolations for any stranded officer is the knowledge that Starfleet will not abandon them. Your actions today have proven that we will always keep the faith, and that those missing are never forgotten.

FAILURE

Fate has ordained that the brave men and women who ventured out into the cosmos to explore in peace will stay among the stars to rest in peace. They have laid down their lives in pursuit of humanity's most noble goal: the search for truth and understanding. May they never be forgotten.



SPECIAL RULES

Plasma Storm Setup: Place 4 Border Tokens, one in each corner, Range 1 from the edges. These define the boundaries of the Plasma Storm. The Border Tokens represent abstract points in space and are not considered obstructed in any way. A ship is considered to be inside the storm if any part of its base is within the boundaries established by the Border Tokens.

Search Token Setup: Take the Mission Tokens from the supply and flip them number-side down. Shuffle them, then distribute them randomly throughout the designated area, Range ≥ 1 apart from each other, until they have all been placed. Mission Tokens may overlap Obstacles with no penalty.

Survivor Setup: At the start of Round 1, before starting the Mission, roll a D12 once for each player. Each result corresponds to the number on one of the Mission Tokens, which now represents an escape pod.

Example: If two players roll a 6 and a 10, Mission Tokens #6 and #10 now represent escape pods, which must be located and rescued.

Hazards: The Hazard Tokens represent particularly volatile areas of the storm and are considered Obstacles (see Page 33 of the *Star Trek Alliance Rules of Play*).

If a ship's base or Maneuver Template overlaps one of these tokens, roll a 3-dice attack against that ship. The ship may defend as normal. If the ship is not hit, but a Battle Stations result is rolled, disable one of that ship's upgrades (player's choice).

Plasma Eddies: At the start of each round, roll 1 attack die for each Hazard Token. If the result is:

- **Blank:** Move the token 1 Straight towards the left-hand edge.
- **Battle Stations:** Move the token 1 Straight towards the right-hand edge.
- **Hit:** Move the token 1 Straight towards the upper edge.
- **Critical Hit:** Move the token 2 Straight towards the bottom edge.

Re-roll if a move would cause the Hazard Token to leave the boundaries of the Plasma Storm.

Searching for Survivors: At the end of the Activation Phase, for each Scan Token spent from beside a player ship, choose a Mission Token at Range 1. Flip that Token face up and apply the following effects:

Escape Pod: Survivors located.

An uncloaked player ship must disable all its Shields to beam the occupants aboard. Assign the Mission Token to the rescuing ship. If a ship carrying Mission Tokens is destroyed, those rescued survivors are considered lost.

Other Mission Token: No Effect.

Return the Token to the box with no effect.

Recovering Survivors: If a ship carrying Mission Tokens retreats across the Federation Edge, those survivors are considered Recovered.



BLIND MAN'S BLUFF

MISSION BRIEFING

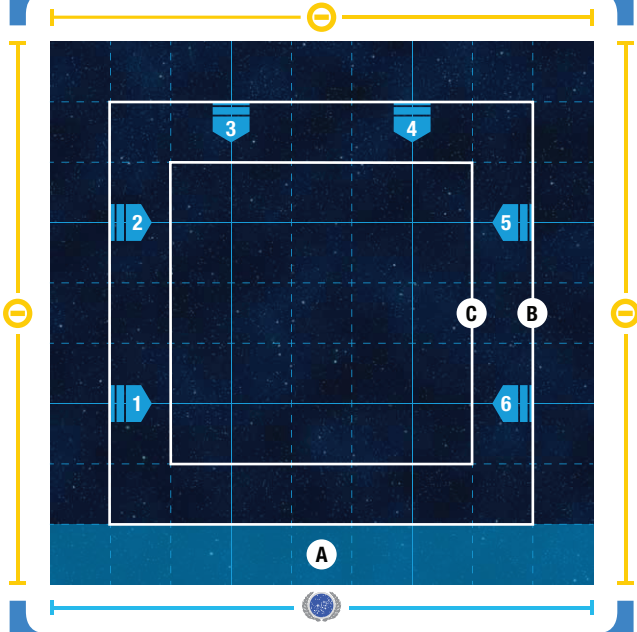
A band of pirate raiders has managed to slip through a system-wide dragnet and have disappeared into a nearby nebula. We're not letting them get away that easily, so we're sending you in to find them.

It's important that these perpetrators be apprehended and brought back to face trial, so a light touch is required for this mission to succeed.

Your task is to enter the nebula, locate the fugitive vessels, disable them, and take the occupants into custody. Absolutely no harm must come to the perpetrators, or there could be serious repercussions.

Good hunting, Captain.

MAP SETUP



- A) Player Deployment Area
- B) Nebula (see Nebula Setup)
- C) Hazards x6 (Random Layout). Each Hazard must be Range ≥ 2 from the board edge and Range ≥ 1 apart.

MISSION PARAMETERS

Objective	Apprehend the Raiders: Locate the fugitive vessels, disable them, and beam the occupants aboard before retreating across the Federation Edge. At least half (round up) of the fugitive vessels must be captured intact, or the Mission is considered a Failure.
XP Reward	If at least half (rounded up) of the vessels are captured intact, each player earns 1XP. If all vessels are captured intact, each player earns an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Excellent work, Captain. Your success today sets an example for anyone stupid enough to even consider committing piracy. You can run, but you can't hide. We will find you, and you will be brought to justice.

FAILURE

You haven't exactly put our best foot forward here, Captain. Our position in this region is still tenuous at best. We can ill-afford to appear bloodthirsty, or worse, incompetent.



ENEMY SHIPS

Ship	Round	Bearing	Orders	2p	3p	4p	5p	6p
Target Alpha	Setup	Roll	Attack	🎯				
Target Bravo	Setup	Roll *	Attack	🎯🔇				
Target Charlie	Setup	Roll *	Attack			🎯		
Target Delta	Setup	Roll *	Attack					🎯🔇

* Each of these Ships must begin at a different Bearing.

SPECIAL RULES

Nebula Setup: Place 4 Border Tokens, one in each corner, Range 1 from the edges. These define the boundaries of the Nebula. The Border Tokens represent abstract points in space and are not considered obstructed in any way. A ship is considered to be inside the nebula if any part of its base is within the boundaries established by the Border Tokens.

Movement Within the Nebula: No ship can safely travel through the Nebula at speeds higher than 2. Any ship that performs a Maneuver with a speed greater than 2, suffers 1 damage for every point of that Maneuver over 2. This damage occurs immediately after the ship moves, before taking Actions.

- A player who has just performed a Maneuver greater than 2 may immediately place an Auxiliary Power Token beside their ship to decrease the damage by 1.
- If a ship has no Active Shields when suffering damage in this way, the damage applied to that ship's Hull is treated as critical damage.

Hazards: The Hazard Tokens are considered Obstacles (see Page 33 of the *Star Trek Alliance Rules of Play*) with the following exceptions:

- If a ship's base or Maneuver Template overlaps a Hazard Token, that ship rolls 3 attack dice. Any Hit or Critical Hit results damage the ship as normal. Ships cannot roll defense dice against this damage.
- If a ship fires through a Hazard, the Hazard explodes and all ships within Range 1 of the Hazard Token suffer damage as though they had overlapped the Hazard Token. If a Hazard Token explodes in this manner, remove it from the play area.

NOTE: Ships cannot directly attack Hazard Tokens.

Capturing Fugitives: Once within Range 1 of a fugitive ship with no Active Shields, a player-controlled ship must disable all its remaining Shields and roll 1 defense die. On a Battle

Stations result, place a Mission Token onto the player ship's Ship Card, representing the captured fugitives, and remove the fugitive ship from play. All other results are ignored. If a ship carrying captured fugitives is destroyed, the captured fugitives are considered killed.

Sensor Interference: Conditions inside the Nebula have the following effects on gameplay:

- When entering the Nebula, all ships must immediately discard any active Cloak Tokens.
- Ships cannot use the Scan or Cloak Action, and may only Target Lock a ship at Range 1.
- Ships may perform a Sensor Echo Action even if the ship is not Cloaked, and even if that Action is not listed on the ship's Action Bar.
- Ships gain +2 defense dice.
- Ships cannot attack or be attacked by a ship that is outside of the Nebula, and cannot target or be targeted by an Action on a ship that is outside the Nebula.
- Ships cannot make any attacks at Range 3, but still gain +1 attack die when firing at Range 1.
- Ships may fire any Secondary Weapons that can normally only be fired at Range 2-3 at a ship at Range 1, but will sustain damage equal to the damage inflicted on the target ship minus 1. Ships do not take critical damage from their own attacks.
- Any ship that overlaps another ship at the end of its movement must move backward along its chosen Maneuver Template until it no longer overlaps the other ship. This ship cannot perform any Actions during that round. In addition, both ships must roll a number of defense dice equal to half of their Captain Skill (rounded up). Each ship sustains 2 damage to its Hull, minus 1 damage for every Evade result (minimum 0 damage).

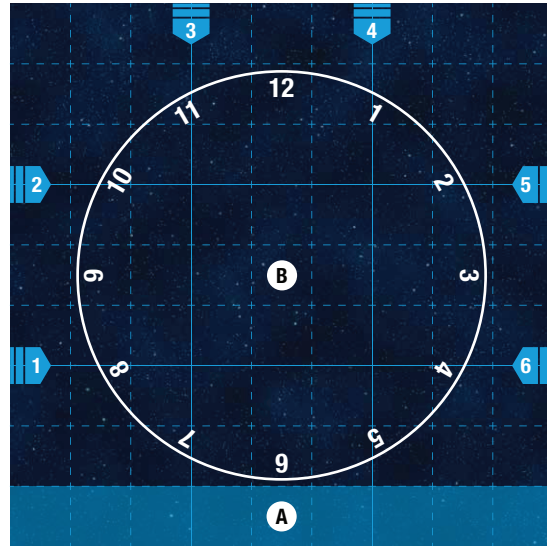
MISSION BRIEFING

The heart of this system is a highly-magnetized rotating pulsar, blasting out beams of intense electromagnetic radiation in every direction. We suspect smugglers might be using it as a transit corridor, relying on the elevated levels of EM interference in the area to mask their movements from authorities.

Your task is to reconnoiter the area and determine if there's any smuggler activity. If so, make sure none of them have a chance to raise the alarm about their secret passage being discovered. And be wary of radiation spikes. They could very easily cook you if you get caught up in the path of one.

Good luck, and good hunting.

MAP SETUP



- A) Player Deployment Area
- B) Pulsar (see Special Rules)

MISSION PARAMETERS

Objective	Suppress Smuggler Activity: Disable or destroy all enemy ships, and beam the occupants aboard where possible before retreating across the Federation Edge. All vessels must be captured or destroyed, or the Mission is considered a Failure.
XP Reward	If there are no active smuggler ships left in play, players earn 1XP. If all smuggler crews were captured alive, players earn an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Excellent work. With the smuggler traffic confirmed, we can question the captives and set up some monitoring buoys to maybe find out where they're based. This is an important first step in busting the entire ring.

FAILURE

We've tipped our hand. The smugglers now know this route is compromised and won't be sending traffic through here anymore. We're going to have to start over from scratch.



ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Target Alpha	Setup	Roll	Attack	☉	☉			
Target Bravo	Setup	Roll *	Attack	☉ ☹		☉ ☹		
Target Charlie	Setup	Roll *	Attack				☉	☉

* Each of these Ships must begin at a different Bearing.

SPECIAL RULES

Pulsar Setup: Place one Hazard Token in the center of the play area, representing the pulsar. The Hazard Token is considered an Obstacle (see Page 33 of the *Star Trek Alliance Rules of Play*).

Clock Face Setup: Pick an edge of the play area to represent 12 o'clock, and relative to that, determine the direction of the other hourly intervals. These directions will be used when the pulsar unleashes radiation spikes.

Radiation Spikes: During each End Phase, roll a D12 to determine the direction of the radiation spike. The result corresponds to the hourly interval on the clock face, as well as the one directly opposite (e.g. Rolling a 2 produces a spike at both 2 o'clock and 8 o'clock).

Radiation Spike Effects: Any ship within Range 3 of the pulsar, and whose base is in the path of the radiation spike, is hit and must roll 3 attack dice to determine damage. The ship may defend as normal. If the ship is not hit, but a Battle Stations result is rolled, disable one of that ship's upgrades (player's choice).

Capturing Ships: Once within Range 1 of a smuggler ship with no Active Shields, a player-controlled ship must disable all its remaining Shields and roll 1 defense die. On a Battle Stations result, place a Mission Token onto the player ship's Ship Card, representing the captured crew, and remove the smuggler ship from play. All other results are ignored. If a ship carrying captured smugglers is destroyed, the captured smugglers are considered killed.



MISSION BRIEFING

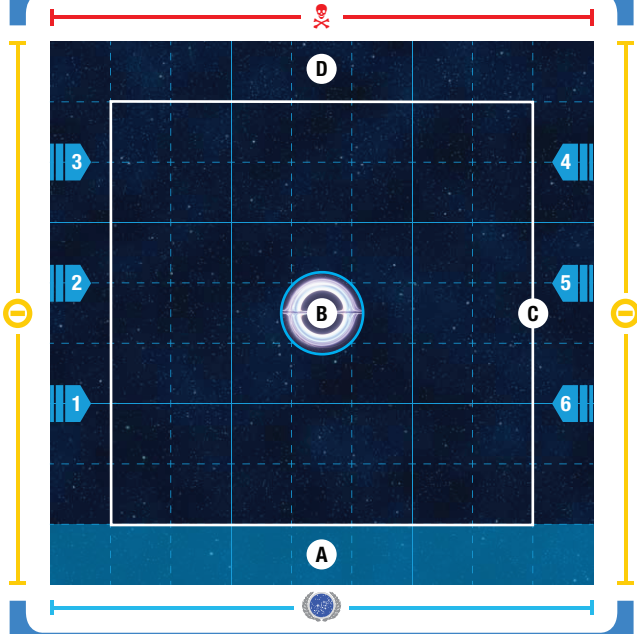
The *Archimedes* is a civilian research vessel conducting a routine survey of a black hole, newly-formed by the collapse of the star in this system.

According to their distress call, they ran afoul of a highly-insular and territorial adversary. Accused of espionage, their systems have been crippled, and now they're drifting dangerously close to the singularity's event horizon.

We need you to get there as soon as possible and rescue the *Archimedes*. Be advised that if the aggressors are still in the area, you may have to engage them if you can't sneak or run past.

Make best possible speed, and good luck. They're counting on you.

MAP SETUP



- A) Player Deployment Area
- B) Singularity
- C) Asteroids x6 (Random Layout). Each Asteroid must be Range ≥ 1 apart.
- D) *Archimedes*

MISSION PARAMETERS

Objective	Rescue the <i>Archimedes</i>: Reach the <i>Archimedes</i> ' position and escort them back across the Federation Edge. If the vessel is destroyed, the Mission is considered a Failure.
XP Reward	Successfully completing the mission earns each player 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 12, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Excellent work in repatriating our people. While the ambassadors deal with the political fallout of the incident, we'll set up warning buoys in the area and study the black hole from a distance for the time being.

FAILURE

With the crew of the *Archimedes* captured, the Federation is of course going to try and negotiate for their release, but the outlook isn't good. They'll likely be tortured in order to extract a "confession," then summarily executed for espionage.

ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Patrol Wing Alpha	Setup	Roll	Attack	☠	☠			
Patrol Wing Bravo	2	Roll	Attack	☠		☠		
Patrol Wing Charlie	2	Roll *	Attack				☠	☠
Interceptor Squadron	5	Roll	Attack	☠🛡	☠🛡		☠🛡	

* Each of these Formations must begin at a different Bearing.

SPECIAL RULES

Archimedes Setup: Once placed, the disabled *Archimedes* cannot be assigned Maneuvers, perform Actions, nor Attack. During the End Phase, if any Federation ship is within Range 1 of the disabled ship, it is no longer disabled and is treated as a regular ship model with the following stats:

Archimedes



Since the *Archimedes* is a civilian vessel, it is unarmed and cannot attack. When the *Archimedes* is Attacked, convert each critical hit result into 2 hits.

You can track the remaining hull using Mission Tokens.

Singularity Setup: You can use a Planet Token in place of the Singularity Token.

Moving the Archimedes: Once the ship is no longer disabled, at the start of the Activation Phase, before any ships move, players may perform any speed 1, 2, or 3 maneuver with the *Archimedes*.

After successfully completing a maneuver, the *Archimedes* gains an Evade Token, but does not otherwise perform Actions and cannot perform Attacks.

Gravity Well: During the End Phase of each round, all ships and asteroids get pulled towards the singularity using the width of a 1 Straight Maneuver Template, placed flat against the edge of the base nearest to the singularity.

Asteroids get moved first, followed by enemy ships in ascending order of ID Token number, then the *Archimedes*. Player ships get moved last, in ascending order of Captain Skill.

If an asteroid overlaps any ship's base during this step, that ship rolls one defense die. If the result is not an Evasive Maneuver, that ship takes 1 hit.

Crossing the Event Horizon: Any asteroid whose base touches the singularity is destroyed and removed from play, and a new asteroid is placed within Range 1 of any edge of the map.

Any player ship (including the *Archimedes*) whose base touches the singularity is immediately destroyed.

Any enemy ship whose base overlaps the singularity gains an Auxilliary Power Token, and is redeployed at the point of overlap with the back edge of its plastic base touching the edge of the singularity (representing the ship maneuvering to perform a full engine burn away from the singularity).



MISSION BRIEFING

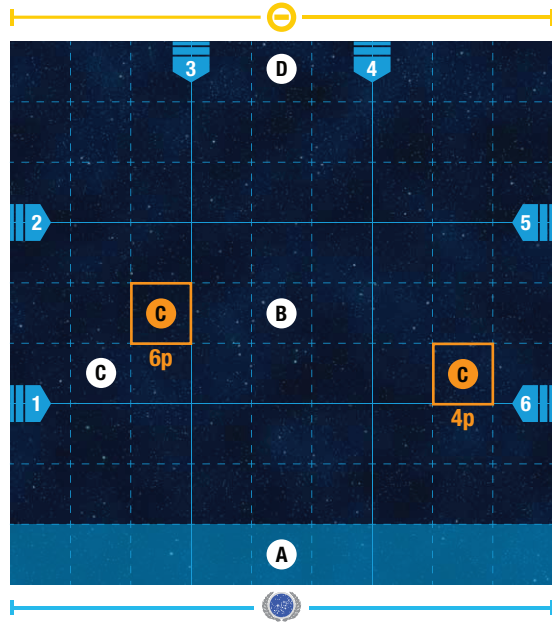
Unusual subspace variances in the region have been traced back to this system, where an illicit arms syndicate has apparently been trafficking in dangerously-unstable isolytic weaponry. Their unauthorized testing has resulted in a subspace rupture forming at the epicenter, which could spread if not quickly contained.

In an attempt to cover up their activities, the gunrunners have moved to engage. They're also running interference for a small fleet of cargo freighters, presumably laden with weapons, as they prepare to leave the system.

Your task is three-fold: Seal the breach, stop the freighters, and neutralize the gunrunners, if you can.

Good luck, and good hunting.

MAP SETUP



- A) Player Deployment Area
- B) Subspace Rupture
- C) Freighters (see Freighter Setup), facing Edge D
- D) Escape Edge

MISSION PARAMETERS

Objective	Secure the System: Seal the subspace rupture, and prevent the freighters from escaping. If the rupture is not sealed by the end of Round 6, the Mission is considered a Failure. If any freighters escape from the top edge of the board, the Mission is considered a Failure.
XP Reward	Successfully completing the mission earns each player 2XP. If all gunrunner ships are destroyed, each player earns an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

That was a real nailbiter, Captain! Glad to see you know how to multitask! With the rupture sealed and the freighters destroyed, at least we can rest a little easier knowing those weapons won't be proliferating.

FAILURE

The subspace rupture is starting to spread beyond the confines of the system. We're going to have to divert a significant number of ships and resources to fix this mess. And to make things worse, we have no idea who those gunrunners are planning to sell those weapons to. We could be staring down the barrel of more events like this in the future.

ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Gunrunner Wing A	Setup	1	Attack	☠		☠🛡		
Gunrunner Wing B	Setup	6	Attack	☠🛡			☠	
Gunrunner Wing C	3	Roll	Attack		☠			☠🛡

SPECIAL RULES

Player Ship Setup: Place 3 Mission Tokens on top of each player's Ship Card. These can be used to repair the subspace rupture.

Freighter Setup: Use one Freighter Token for every two players. Treat these Tokens as ship models with plastic bases (overlapping rules apply), with the following stats:

Freighter



You can use Runabout Tokens in place of Freighter Tokens.

Attacking Freighters: When a Freighter is Attacked, each uncancelled Critical Hit counts as 2 Hits.

Moving Freighters: At the start of the Activation Phase, before any ships move, players roll a defense die for each Freighter and perform the maneuver matching the result. Freighters do not swerve to avoid obstacles.

Always start with the Freighter(s) closest to Edge D:

- **Blank:** 2 Straight maneuver.
- **Battle Stations:** 3 Straight maneuver.
- **Evade:** 2 Bank maneuver, using whichever bearing will bring the ship closest to the escape edge (decide randomly if both bearings will be equally close).

After successfully completing a maneuver (that does not overlap an obstacle or ship), each Freighter gains an Evade Token. Freighters cannot be assigned Actions, and do not Attack.

Escaping Freighters: If any Freighter flies off the escape edge, the Mission immediately ends in Failure. If all Freighters have been destroyed, players must retreat to end the mission.

Subspace Rupture Setup: The Anomaly Token represents the epicenter of the subspace rupture, and is considered an Obstacle, following the normal rules for Obstacles found on Page 33 of the *Star Trek Alliance* Rules of Play.

You can use an Asteroid Token in place of the Anomaly Token.

Subspace Interference: The rupture interferes with ships' instruments, limiting sensor range. Each ship within Range 1–2 of the anomaly:

- Cannot attack a target further than Range 1
- Cannot be attacked by ships beyond Range 1.

Note that these two effects will impact the action selection of enemy AI ships, as they may not be in range to attack when they choose their action.

Repairing the Rupture: If a player-controlled ship has any Mission Tokens on its Ship Card and is within Range 1 of the anomaly, it may spend one or more Scan Tokens:

For each Scan Token spent, take a Mission Token from that ship's Ship Card, and place it on the anomaly.

During the End Phase, if there are at least 3 Mission Tokens on top of the Anomaly Token, the players have successfully collapsed the anomaly.

Containment Breach: During the End Phase of Round 6, if the rupture has not been sealed, the tear spreads across the system, escaping containment and immediately ending the Mission in Failure.

MISSION BRIEFING

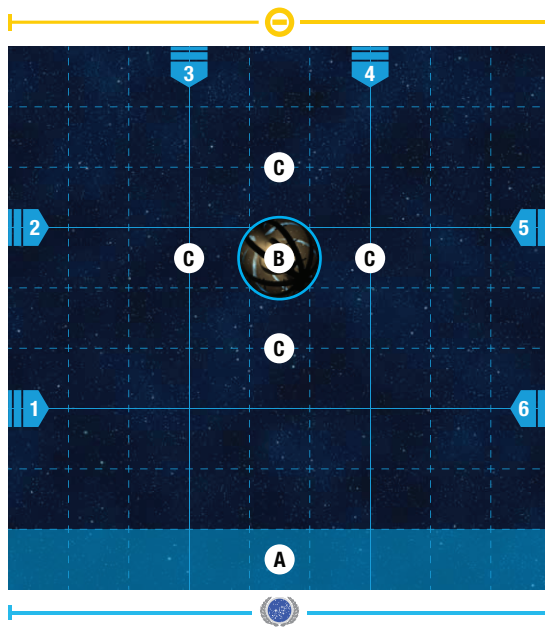
An ancient derelict megastructure has been discovered in this system, a relic of a long-dead civilization. We would love to get a closer look at it, but it's guarded by a network of automated defense platforms that fire on any ship attempting to approach.

The fact that these defenses are still operational after untold centuries only highlights the incredible level of technology this race had at their disposal, and how much we stand to learn from studying them.

Before we can send in a research team, though, the area needs to be rendered safe. Do what you can to take down those platforms, and watch out for any other nasty surprises that might be in store.

Good luck, Captain.

MAP SETUP



- A) Player Deployment Area
- B) Ancient Megastructure
- C) Automated Defense Platforms (see Special Rules)

MISSION PARAMETERS

Objective	Neutralize the Defenses: Destroy all Automated Defense Platforms. If any Automated Defense Platforms remain Active at the end of Round 10, the Mission is considered a Failure.
XP Reward	If all Automated Defense Platforms are destroyed, each player earns 1XP. If all Drones are also destroyed, each player earns an additional 1XP.
Retreat Options	Captains may retreat from any Federation edge.
Mission End	At the end of Round 10, all remaining players automatically retreat.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Fantastic work, Captain! This artifact is bound to be a veritable treasure trove of information, and we have so much to learn! A research team is being assembled as we speak, and will be dispatched to the site within the week.

FAILURE

If those defenses are too much for even a starship to handle, then maybe whatever secrets the artifact holds are best left undisturbed. It's entirely possible the ancients were trying to protect us from something worse imprisoned there, so it might be good idea to just leave well-enough alone.

SPECIAL RULES

Automated Defense Platform: Each Automated Defense Platform Token counts as an enemy ship with the following stats:

Defense Platform (Captain Skill 1)



Linked Network: For every Automated Defense Platform destroyed, each of the remaining Automated Defense Platform Tokens loses 1 Shield and rolls 1 fewer attack die for the rest of the game. During the End Phase of every round, each Active (non-destroyed) Automated Defense Platform repairs 1 Shield (up to its current maximum).

Movement Considerations: The Automated Defense Platforms do not move. Any ship that overlaps an Automated Defense Platform Token at the end of its movement must move backward along its chosen Maneuver Template until it no longer overlaps the Automated Defense Platform Token. That ship cannot perform any Actions during that round. A ship may pass through the Automated Defense Platform Token the same way that it would another ship. The Automated Defense Platform is not considered an obstruction for firing purposes.

Attack Conditions: Each Automated Defense Platform Token has a 360-degree firing arc, and an attack Range of 1–2. It always attacks the nearest ship. If there is a tie, the ship with the highest Captain Skill becomes the Defense Platform's target.

Drone Swarm: The megastructure can deploy attack drones as a secondary defense measure. Each Drone Token counts as an enemy ship with the following stats:

Drone (Captain Skill 5)



Drones are small enough that they do not swerve to avoid Obstacles, may overlap ships and obstacles without penalty, and are not considered Obstacles themselves. They are also not considered obstructions for firing purposes.

You can use Mission Tokens in place of Drone Tokens.

Deploying Drones: At the end of the End Phase, if there are still Active Automated Defense Platforms, roll 1 attack die for each player. On a Hit result, deploy one Drone Token at a random bearing. On a Critical Hit result, deploy two Drone Tokens, each at a different random bearing.

Drone Movement: On their turn, Drone Tokens will make a 2 Straight maneuver directly towards the nearest ship. Choose randomly if there is a tie.

Drone Attack: Drones have a 360-degree firing arc, and an attack Range of 1. They always attack the nearest ship. If there is a tie, the ship with the lowest Captain Skill becomes the Drone's target.



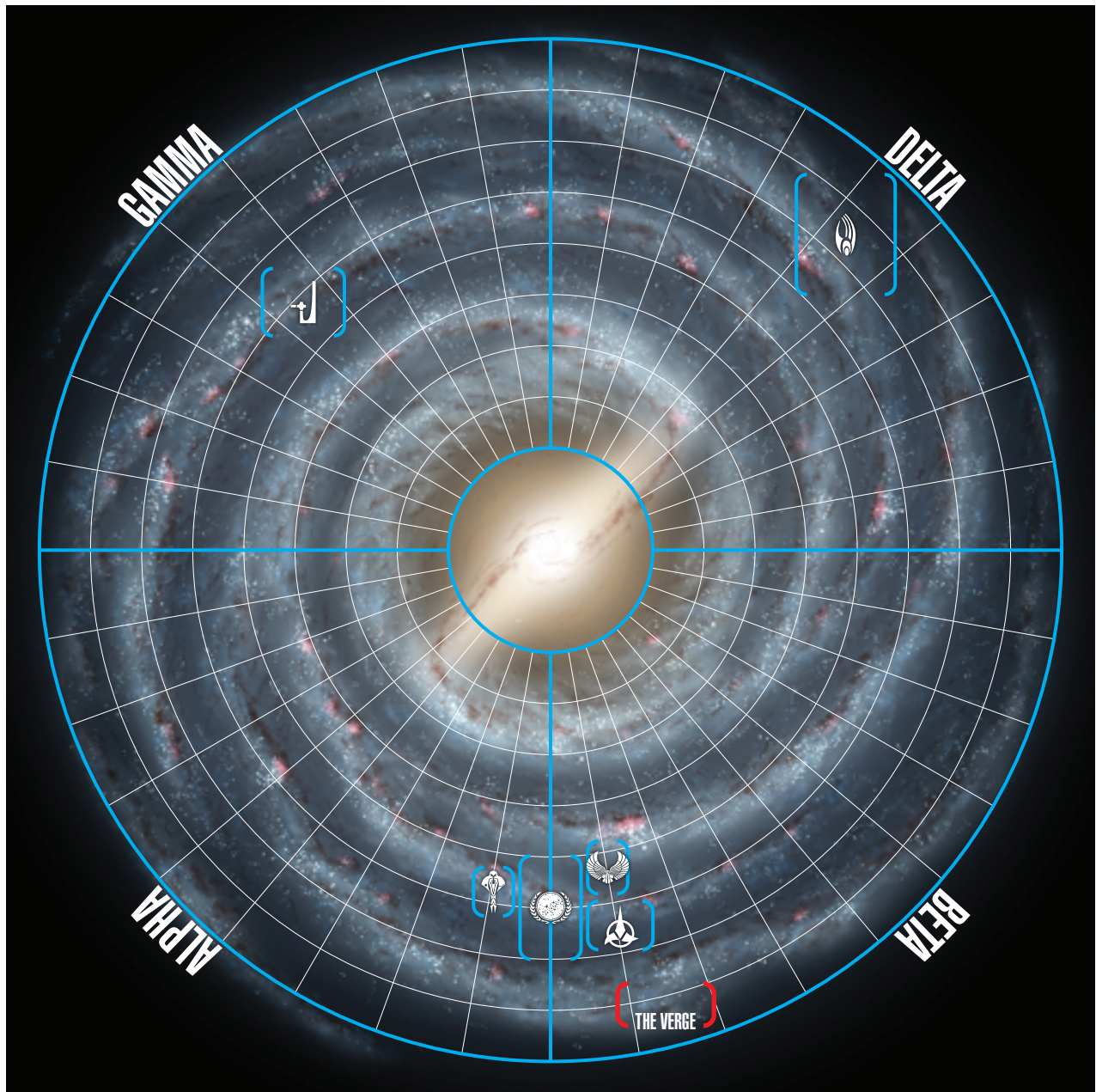
THE VERGE

The Verge is an as-yet unexplored region of space in the Beta Quadrant, located galactic anticenter at the edge of the Perseus Arm of the Milky Way. It spans roughly 10,000 light years across and lies approximately 13,000 light years from Earth.

The region was first discovered by the civilian merchant freighter *Silver Cormorant*, after being pulled into an unstable wormhole on the fringes of Federation space and left stranded once the local terminus of the wormhole shifted position. Their journey home took twenty-five years to complete, and upon learning of their ordeal, Starfleet began planning an official expedition to study and catalogue the region.

The **Khartanis-Ancylon Bridge** (known informally as **The Strand**) is the unstable wormhole nominally linking the Khartanis system, on the fringes of Federation space, with the Sigma Ancylon system in The Verge.

At the relatively-stable Khartanis terminus, the wormhole's aperture becomes visible on a fairly regular cycle, while the nominal Ancylon terminus actually fluctuates unpredictably between various points in spacetime. A key part of Starfleet's mission in The Verge is to stabilize the Ancylon terminus to allow for safe passage through the wormhole.

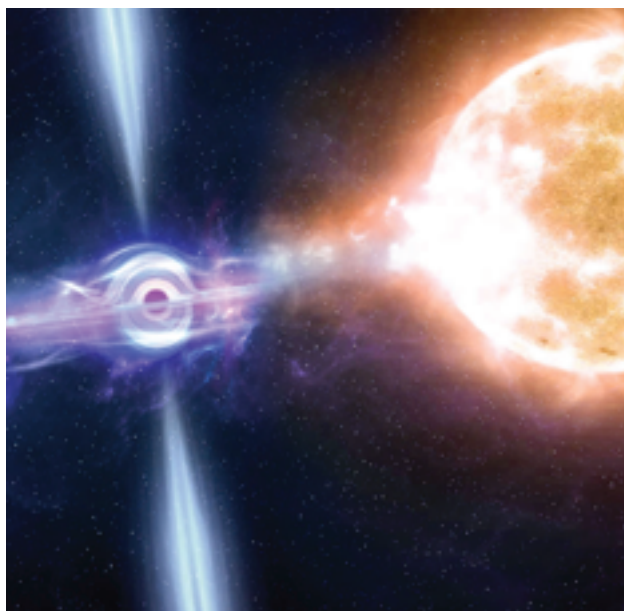


SIGMA ANCYLON

Sigma Ancylon is an uninhabited star system located on the edge of The Verge nearest to Federation space, and serves as the Federation's staging area in the region. The system centers around a binary star/black hole, Sigma Ancylon AB, which is orbited by five planets.

Due to the high levels of X-ray radiation emitted by the binary, the planets in this system are sterile, thereby reducing the chances of the Federation's presence being disruptive to any indigenous cultures.

Sigma Ancylon AB is a low-mass X-ray binary, consisting of the donor star Sigma Ancylon A and the accretor singularity Sigma Ancylon B. The star is an orange dwarf of spectral type K and luminosity class V, with a surface temperature between 3,900 and 5,200 K. It is composed primarily of neutral metals and has a solar mass of 0.76.



STARBASE HORIZON



Starbase Horizon is the Federation's newest outpost, a *Spacedock*-type station perched on the L4 point between the star and singularity in the Sigma Ancylon system. In addition to actively stabilizing the local terminus of the wormhole, the station also serves as a regional trade hub and strategic command post, as well as a rest, repair, and resupply facility for Starfleet vessels.

Horizon's primary mission in the region is to act as an anchor station to keep the wormhole stable enough to open a brief, monthly transit window – allowing ships from home to arrive, and for others to depart. The station's lower decks house the massive equipment necessary to anchor the wormhole.

The station continuously siphons off gravitons and Hawking radiation antiparticles emitted by the black hole, storing them in large capacitor banks. When full, the stored antiparticles can be discharged to create a region of polarized subspace around the station, attracting the terminus of the wormhole like a magnet.

Once the terminus appears, the station then emits a concentrated graviton stream to act as a 'lasso', holding the wormhole in place until the capacitors are drained. This process then repeats, taking roughly a month to recharge back to operational capacity.