

The background of the cover features a dramatic space scene. A large, blue-tinted Earth is visible on the left side, with swirling white clouds. In the foreground, a sleek, dark-colored shuttlecraft is flying towards the left. To its right, a larger, more complex starship with a prominent nacelle and a large, angular structure is flying towards the right. The overall color palette is dominated by deep blues and blacks, with the white clouds of Earth providing a stark contrast.

STAR TREK
INFINITE FRONTIER
AWAY MISSIONS
v0.2a - ALPHA BUILD

BY MIKE TAM

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

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“Commander, assemble your away team and meet me in the Transporter Room.”

WHERE NO ONE HAS GONE BEFORE

Roughly a decade after the end of the Dominion War, the discovery of a semi-stable wormhole leading to the edge of the galaxy has reignited Starfleet’s passion for exploration. You are a Federation Captain, assigned to a special Fleet Task Group, given the mandate to explore this new region known as The Verge.

But a starship can only take you so far. When it comes to discovery, there is no substitute for putting actual boots on the ground of a strange new world, leaving footprints in the regolith, and filling your lungs with alien air.

Not all encounters will be peaceful, and environmental hazards abound when stepping into the unknown. You and your crew fully accept the risks, and stand ready to face down anything in the pursuit of knowledge...

OVERVIEW

Star Trek Alliance: Infinite Frontier – Away Missions is a co-operative skirmish-style miniatures game in 28–32mm scale. It can be played as either a standalone game, or as an optional expansion for the *Star Trek Alliance: Infinite Frontier* campaign, where you may choose to play a ground mission any time you encounter a planet.

The Away Missions expansion tasks players with directing a small Starfleet away team as they navigate an unknown planet and work to achieve their objectives in the face of opposition from a hostile faction.

CAMPAIGN SETUP

Taking place in a brand new corner of the galaxy means you may encounter new life and new civilizations that nobody has ever seen before, allowing you to play using whatever models and terrain you already have.

Each mission is generally standalone, representing a single sortie that doesn’t directly affect any subsequent missions, but rules are provided to allow you to chain them together into a loose campaign if you so choose.

Missions can also be randomly generated, with a wide variety of different terrain features, environmental conditions, and objectives that can be mixed and matched in various combinations to create a unique play experience each time.

PLAYER SETUP

For this campaign, all players are Starfleet officers who have been chosen to form an Away Team that will be sent down to the surface.

You begin with 75–125 points (depending on the size of game you want to play) to spend on assembling and outfitting your team to accomplish your mission. Not all characters need to be worth an equal number of points, and not all equipment slots need to be filled.

A handful of pre-made characters and adversaries are provided, along with a formula for quickly assembling a hostile force to face off against, if you want to get started right away without having to do any of the admin.

ARTIFICIAL INTELLIGENCE

All the adversaries that you face in the game will be controlled using simple, pre-determined logic tables, but you will have to do all the dice rolling and handle all the movement for both sides.

Additionally, since no table can cover every possible outcome, there will be times where results will come down to a judgement call, particularly with psionics. When in doubt, you should rule in favor of the AI, since it is at an inherent disadvantage compared to the freedom, creativity, and adaptability of human players.

RULE OF FUN

At the end of the day, this is YOUR game! You and your play group are free to interpret, modify, or outright ignore any rules that get in the way of your enjoyment. When in doubt, pick the option that’s the most fun.

MATERIALS

In addition to these rules, you will need:

- One copy of the core *Star Trek Alliance* box
- A 2'×2' to 3'×3' play area
- 4–10 models for each faction
- One or more 4" Range rulers
- A handful of six-sided dice (d6)
- Lots of scatter terrain

DICE POOL

You may often be instructed to increase or decrease the number of dice you are rolling, known as your Dice Pool (DP). This is indicated in the rules by "+1DP" to add one of the relevant dice type (attack, defense, or d6) to your roll, or "-1DP" to roll one fewer of the relevant dice type. These modifiers are cumulative.

No roll can go lower than one die, regardless of how many changes to the Dice Pool may be indicated.

SIMPLE MODIFIERS

Some weapons or equipment will add a modifier to various rolls (e.g. "+1 to DIS rolls"). In this case, simply add the specified number to the result rolled. This is not a change to the Dice Pool. If a model receives modifiers (positive or negative) from several different sources, apply them all to the result rolled to get the final total.

RE-ROLLS

Some weapons or equipment will allow you to re-roll dice for certain rolls (e.g. "re-roll all ⬠ on RNGD rolls"). This means when performing that particular skill check, any die that lands on the specified result can be re-rolled.

You may not re-roll a die more than once. After any re-roll, the new result becomes locked in.



OPPOSED & UNOPPOSED ROLLS

The game has two kinds of dice rolls – opposed and unopposed.

- When making an opposed roll, you are testing your model's skills directly against those of another model (e.g. your model's Ranged Combat vs. their model's Defense when performing a Shoot action).
- When making an unopposed roll, you are testing your model's skills against a fixed probability of success (e.g. when manifesting psionic abilities). Roll your dice against 2d6, unless otherwise specified. If you equal or exceed this roll, you succeed.

MEASURING & MOVEMENT

- All distances are measured using a Range ruler – a 4" length, marked in the middle.
- The furthest extent of "within Range 1" is when a Range ruler, placed between a model and another model or terrain feature, is still in contact with both.
- Movement always occurs in a straight line along the Range ruler, which counts as one Move action.
- A model does not have to move the full distance of the Range ruler, but partial moves still count as one Move action.

SKILLS

Each model has the following skills which determine its attributes and abilities in the game.

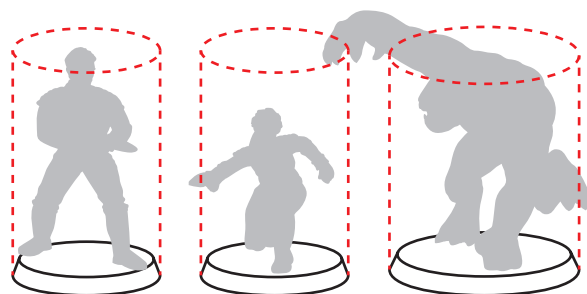
- **Movement (MOV):** Rated 1–3, determines how many of the model's actions can be Move actions.
- **Defense (DEF):** Measured in defense dice, represents how resistant the model is to injury.
- **Ranged Combat (RNGD):** Measured in attack dice, represents ranged combat expertise and weapon proficiency.
- **Close Combat (CLOS):** Measured in attack dice, represents close combat expertise and proficiency.
- **Discipline (DIS):** Measured in d6s, represents specialist training, mental fortitude, and bravery.

Models also carry weapons and equipment, or have psionic abilities, which may modify these skills in some way.

HITBOX

Each model has a “hitbox,” which approximates the volume of space it occupies, and is intended to account for all the different poses between models when determining Line of Sight (LOS).

A model’s hitbox is defined as a vertical cylinder the same diameter as the model’s base and as tall as the highest point of the model’s head (or torso, if that is higher). If a model is crouched, treat its hitbox as being the same height as if it were standing (i.e. it must still be placed *down* to be fully hidden by cover).



Note that the model’s pose makes no difference in regards to the size or shape of its hitbox. Limbs, weapon barrels, antennas, and other protrusions overhanging the base do not expand the model’s hitbox.

If the model is not mounted to a base, use your best judgement and make sure all players agree with the decision.

LINE OF SIGHT

The Away Missions expansion mostly uses true Line of Sight (LOS). Look over the shoulder of your model to determine if its target is out in the open, or if it has cover.

- If the target’s hitbox is exposed and within the model’s field of view, the model has LOS.
- Protruding limbs, tentacles, weapon barrels, etc., do not count towards LOS. Assume models have a self-preservation instinct, and are making an active effort not to expose themselves to enemy fire. Use your discretion and sense of fair play.
- If any portion of the target’s hitbox is obscured, including by other models, the target has cover.
- Line of Sight cannot be drawn to a *down* model (see **Conditions**, page 8) that is behind an Obstacle.

SEQUENCE OF PLAY

Each round of the game consists of three phases:

- 1) Command Phase
- 2) Activation Phase
- 3) End Phase

COMMAND PHASE

Replenish your pool of Command Points.

- You receive 3 Command Points per round for a 125-point game, or only 2 Command Points for a 75-point game.
- Unused Command Points from the previous round cannot be carried over into the next round.
- If your Leader is *out of action*, you receive 1 fewer Command Point.

ACTIVATION PHASE

Activate models in the following order:

- 1) Your Leader and all Away Team models within Range 1 of your Leader.
- 2) All Adversary models (see **Adversary Logic**, pages 16–19).
- 3) Your remaining Away Team models, further than Range 1 from your Leader.

Use an Activated (🔴) token to help you keep track of which models have already activated.

Each model can take 3 actions on its turn, in any order, chosen from the list below. Some options require more than one action to perform. Resolve each action fully before moving to the next.

- | | | |
|-----------|----------------|-------------------|
| • Move | • Use/Interact | • Fight |
| • Stand | • Aim | • Disengage |
| • Recover | • Shoot | • Psionic Ability |

END PHASE

Once all models have been activated, resolve the End Phase.

- Remove all movement tokens.
- Resolve any scenario-based events.
- Roll for hostile reinforcements.
- Return to the Command Phase.

ACTIONS

Move

- Any model not touching (i.e. in base-to-base contact with) an enemy may perform Move actions up to its Movement skill value.
- For each Move action, the model may move up to Range 1 in a straight line.
- A model may move over Obstacles (see *Terrain*, page 13) at no penalty.
- Climbing a terrain piece that is as tall or slightly taller than the model generally costs one action. Use your best judgement.
- A model that comes into contact with Difficult Terrain must stop, and use another Move action to continue.
- A model that comes into contact with an enemy model must stop.
- Place a Movement token (👣) next to the model for each Move action it takes.
- You may face a model in any direction at the end of its move, or place it *down*, if you wish.

Stand

- A *down* model must perform a Stand action to be placed upright and become *ready*.

Recover

- A *staggered* model (see *Conditions*, page 8) must first make an unopposed Discipline roll to Recover before it can do anything else.
- Roll a number of d6s equal to the model's Discipline skill (plus modifiers). If the total result equals or exceeds that of the unopposed roll, remove the Disabled token to make the model *ready*.

Use/Interact

- For 2 actions, any model not touching an enemy model may use an item of Equipment, or interact with an object in the environment. A model may not perform any Shoot or Fight actions in the same turn that it performs a Use/Interact action.
- Some scenarios may require a Use/Interact action to complete an objective.
- Some scenarios may require an unopposed roll to successfully complete the Use/Interact action.

Aim

- A model may perform Aim actions with certain ranged weapons, either once or twice as indicated in its Ranged Weapons Table entry (denoted as "Aim1" or "Aim2").
- Each Aim action adds +1DP to the model's next Shoot action, if taken before its turn ends.

Shoot

- If a model is not touching an enemy and has a ranged weapon, it may perform Shoot actions up to the maximum for its weapon as shown on the Ranged Weapons Table.
- If the target is touching a model in the attacker's faction, the attacker has a 50/50 chance of hitting their own teammate. Resolve this first, before completing the Shoot action, in order to determine which model should roll Defense.
- The attacker rolls a number of attack dice equal to their model's Ranged Combat skill (plus modifiers), while the target rolls a number of defense dice equal to their model's Defense skill (plus modifiers).
- Each Evade (👤) result rolled by the target cancels out one Hit (♦) result rolled by the attacker.
- A Critical Hit (☄) result counts as two Hits, and requires two Evades to cancel.
- After cancelling all possible hits, consult the Shoot Result Table below:

SHOOT RESULT TABLE

Uncancelled Hits Remaining	Result
None	Attack misses
1	Target rolls on Ranged Target Table
2	Target rolls on Ranged Target Table +1
3+	Target rolls on Ranged Target Table +2



SHOOT ACTION MODIFIERS

Shooter

- **Steady:** The Aim action allows the shooting model to roll with +1DP for each Aim action taken.
- **Winded:** If the shooting model has 2 movement tokens, it rolls Ranged Combat with -1DP.

Target

- **Moving Target:** For each movement token beside the target model, it rolls Defense with +1DP.
- If the target model is concealed by any amount of cover, it rolls Defense with +1DP.
- If the target is *staggered*, it rolls Defense with -1DP.

Modifiers to rolls on the Ranged Target Table, resulting from high Ranged Combat rolls and weapon abilities, are added to the roll.

Down and *staggered* models cannot perform any of the counter-actions from this table.

RANGED TARGET TABLE

2d6 + Mods	Result
2 – 3	Return Fire: The target may immediately perform a Shoot action against the attacker
4	Snap Shot: The target may immediately perform a Shoot action against the attacker at -1DP
5	Run for Cover: The target may move up to Range 1 (without coming into contact with an enemy model)
6	Dive for Cover: The target must move Range 1 away from the attacker (without coming into contact with an enemy model) and be placed <i>down</i> *
7	<i>Down</i> *
8	<i>Staggered</i> *
9	<i>Down</i> and <i>staggered</i> *
10+	<i>Out of Action</i> *

* see **Conditions**, page 8.



Fight

- Any model touching an enemy may perform Fight actions up to the maximum for its weapon, as shown on the Close Combat Weapons Table.
- The attacker rolls a number of attack dice equal to their model's Close Combat skill (plus modifiers), while the target rolls a number of defense dice equal to their model's Defense skill (plus modifiers).
- Each Evade (🛡️) result rolled by the target cancels out one Hit (🔱) result rolled by the attacker.
- A Critical Hit (💥) result counts as two Hits, and requires two Evades to cancel.
- After cancelling all possible hits, consult the Fight Result Table below:

FIGHT RESULT TABLE

Uncancelled Hits Remaining	Result
None	Attack misses
1	Target rolls on Melee Target Table
2	Target rolls on Melee Target Table +1
3+	Target rolls on Melee Target Table +2

FIGHT ACTION MODIFIERS

Attacker

- **Charge:** If the attacking model began its turn further than Range 1 away from the target and has 2 movement tokens, it attacks with +1DP.

Target

- If the target model and the attacking model are on opposite sides of an Obstacle, the target rolls Defense with +1DP.
- If the target is *down*, it rolls Defense with -1DP.
- If the target is *staggered*, it rolls Defense with -1DP.
- If the target is *down* and *staggered*, it rolls Defense with -2DP.

Modifiers to rolls on the Melee Target table, resulting from high Close Combat rolls and weapon abilities, are added to the roll.

Down and *staggered* models cannot perform any of the counter-actions from this table.

MELEE TARGET TABLE

2d6 + Mods	Result
2 – 3	Counter: The target may immediately perform a Fight action against the attacker
4	Parry: The target may immediately perform a Fight action against the attacker at -1DP
5	Break Away: The target may move up to Range 1 (without coming into contact with an enemy model)
6	Knockback: The target must move Range 1 away from the attacker (without coming into contact with an enemy model), and be placed <i>down</i> *
7	<i>Down</i> *
8	<i>Staggered</i> *
9	<i>Down</i> and <i>staggered</i> *
10+	<i>Out of Action</i> *

* see **Conditions**, page 8.

Disengage

- A model touching an enemy may spend 2 actions to move up to Range 1 away from the enemy model.
- This move must not bring the model into contact with another enemy model.
- Place a movement token next to the model after the Disengage.

Psionic Ability

- A model with Psionic Abilities may spend 2 actions to manifest 1 power.
- Unless otherwise noted, Psionic Abilities require Line of Sight.
- To manifest an Effect power, make an unopposed Discipline roll. The psionic model rolls a number of d6s equal to its Discipline skill (plus modifiers). If the total result equals or exceeds that of the unopposed roll, the power takes effect as described.
- To manifest an Attack power, both the attacker and the target roll a number of d6s equal to their model's Discipline skill (plus modifiers). Compare the two rolls:

PSIONIC RESULT TABLE

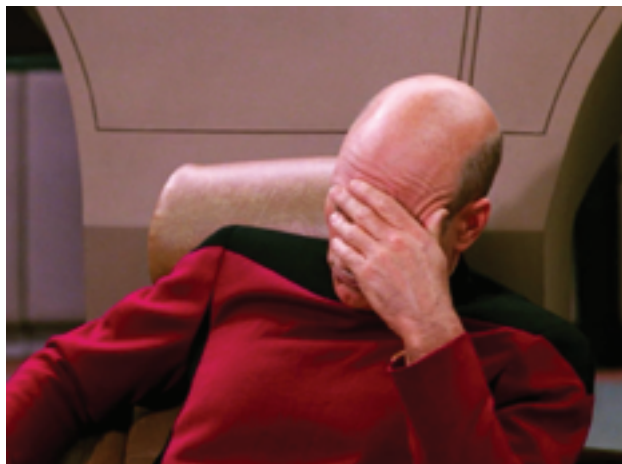
Attacker's DIS roll is:	Result
≤ half target's DIS roll	Attacker is affected by their own power
≤ target's DIS roll	The power fails, no effect
> target's DIS roll	The power takes effect



COMPLICATIONS

Complications are unexpected frustrations that may arise during the course of a mission which generally throw a wrench in the plan, and force the team to improvise, adapt, and overcome.

A Complication may be triggered as an event during a scenario if certain conditions are met, or any time an Away Team model rolls all Blank results (or all 1s) when performing an action. Any time a Complication is triggered, roll on the Complications Table below and apply the corresponding effect.



COMPLICATIONS TABLE

1d12	Effect
1 – 2	Lucky Break: No effect.
3	Bait and Switch: Remove and immediately redeploy the three Adversaries furthest from an Away Team model, by re-rolling their deployment vectors.
4	Frightened Non-Combatants: The Away Team model furthest from all others has its MOV reduced by -1 (to a minimum of 1), and must escort the bystanders back to the deployment area before it can rejoin the mission.
5	Lights Out: Line of Sight is reduced to Range 2, OR if already at Range 2, roll again.
6	Perimeter Alarm: All Adversaries on the map immediately become <i>alert</i> , OR if all Adversaries are already <i>alert</i> , roll again.
7	Poor Intel: An objective already achieved (selected at random) is nullified and must be achieved again, OR if no objectives have been achieved, roll again.
8	Volatile Chem Leak: Ranged weapons can no longer be used for the remainder of the Mission (Also applies to Adversaries).
9	Electromagnetic Pulse: All Equipment becomes inoperable for the remainder of the Mission (Also applies to Adversaries).
10	Booby Trap: The Away Team model closest to an objective rolls on the Ranged Target Table, treating all results less than 7 as <i>down</i> .
11	Priority Target: Immediately deploy an Elite, OR if there are already two or more Elites on the board, randomly select one Elite to become an objective.
12	Hidden Reserves: Roll three times on the Reinforcements Table and deploy the results immediately.



CONDITIONS

Every model has one of the following conditions as described below.

- **Ready:** A *ready* model is unaffected by any of the below conditions.
- **Down:** A *down* model is laid on its side.
 - A *down* model must perform a Stand action to become *ready*.
 - A *down* model is not considered to be touching the base of an enemy model in regards to Move or Shoot actions.
 - A *down* model cannot perform any counter-actions from the Target Table.
- **Staggered:** Place a Disabled (🚫) token next to a *staggered* model to indicate its condition.
 - A *staggered* model cannot perform any actions except Recover.
 - A *staggered* model is not considered to be touching the base of an enemy model in regards to Move or Shoot actions.
 - A *staggered* model cannot perform any counter-actions from the Target Table.
- **Out of Action (OOA):** An *out of action* model is disabled to the point where it can no longer fight, and is removed from the board.

CUMULATIVE CONDITIONS

- A model that is *down* and receives another *down* condition becomes *down* and *staggered*.
- A model that is *staggered* and receives another *staggered* condition becomes *out of action*.

COMMAND POINTS

Command Points are used to gain tactical advantages during a round, sometimes interrupting the normal sequence of play. You replenish your supply of Command Point (👤) tokens every round. You can spend Command Points in the following ways:

- **Sprint:** Increase a single model's MOV by 1 for this activation.
- **Focus:** Increase a skill roll by +1DP. You may only use Focus once per game.
- **Dodge:** When a Shoot action is declared against one of your models, you may spend a Command Point to move that model up to Range 1. This move must not bring it into contact with an enemy model. If the attacker still has Line of Sight, resolve the Shoot action as normal. If the attacker no longer has LOS, their action is lost. Dodge can be used once per round, and may not be used to escape an Overwatch shot.
- **First Strike:** When a Fight action is declared against one of your models, spend a Command Point to attack first. Your model resolves a Fight action against its attacker. If the attacker survives and is not *down* or *staggered*, they may continue their Fight action and your defending model rolls Defense with -1DP. You may use First Strike once per round.
- **Overwatch:** If an enemy model performs a Move action and one of your models has LOS at any point during that move, you can spend a Command Point to take a single Shoot action with that model. This interrupts the enemy's Move action. If the target ends up *down* or *staggered*, they do not complete their Move. You may use Overwatch once per round.

ORDER OF OPERATIONS

- Attacker declares a target.
- Defender declares whether they are using First Strike or Dodge.
- Attacker declares whether they are using Focus.
- Defender declares whether they are using Focus.

ASSEMBLING AN AWAY TEAM

The Away Team consists of a *Leader* and their crew of specialists, and is jointly controlled by all players. Divide the models as evenly as possible among the number of players.

- Choose a point value for your Away Team.
 - 75 points will make for a small game, suitable for a 2'×2' play area.
 - 125 points will make for a larger game, good for a 3'×3' play area.
- You may allocate up to a maximum of 25 points per model to assign skills, weapons, and equipment. Designate one model to be the Leader.

SKILL COSTS

MOVEMENT

Move Actions	Points Cost
1	0
2	1
3	3

DEFENSE

Defense Dice	Points Cost
2	2
3	4
4	8

RANGED COMBAT

Attack Dice	Points Cost
None	0
3	2
4	4

CLOSE COMBAT

Attack Dice	Points Cost
2	2
3	4
4	6

DISCIPLINE

d6s	Points Cost
2	2
3	4
4	6

SPECIALIZATION

Representing a model's occupational focus within Starfleet, Specialization does not directly affect regular gameplay, but may provide bonuses to certain scenario-based rolls. The five Specializations are:

- **Command (CMD)**
- **Engineering (ENG)**
- **Science (SCI)**
- **Medical (MED)**
- **Tactical (TAC)**

LOADOUT

Loadout refers to the tools, weapons, and other equipment carried by an Away Team to aid them on their mission. The following two pages contain lists of all the weapons, equipment, and psionic abilities available for your team to choose.

Close Combat Weapons

All models must be equipped with at least one weapon from the Close Combat Weapons Table.

Ranged Weapons

If a model has a Ranged Combat skill greater than 0, choose a weapon from the Ranged Weapons Table.

Equipment

Each model may also be outfitted with one piece of equipment from the Equipment Table. Leaders may equip two.


Some equipment is Passive, simply adding a modifier to a roll, and some are Active, requiring a Use/Interact action to deploy.

Psionic Abilities





Psionic abilities are added to a model just like weapons and equipment. Any number of psionic abilities may be taken, as long as points are available.



CLOSE COMBAT WEAPONS

Weapon	Fight Actions	Effect	Points
Unarmed	3	-1DP to CLOS rolls	0
Claws & Teeth	3		2
Deadly Claws & Teeth	3	+1 to Melee Target rolls	3
Melee Weapon	2		1
Powered Weapon	2	Re-roll all  on CLOS rolls	2
Large Melee Weapon	1	+1 to Melee Target rolls	1
Whip/Tail	2	Can target enemies up to Range 1 away	2

RANGED WEAPONS

Weapon	Shoot Actions	Effect	Points
Hand Phaser (Type I)	3	-1DP beyond Range 1	0
Phaser (Type II)	2	+1 to Ranged Target rolls, -1DP beyond Range 1	1
Disruptor Pistol	2	Re-roll all  on RNGD rolls, -1DP beyond Range 1	1
Phaser Rifle (Type III)	3	Aim1	1
Disruptor Rifle	2	Aim1, re-roll all  on RNGD rolls	2
Wide-Beam Phaser Rifle	2	Cone AOE, +1 to Ranged Target rolls	2
Compression Phaser Rifle	2	Aim1, +1 to Ranged Target rolls	3
TR-116 Rifle	1	Aim2, cannot target enemies < Range 1, re-roll all  OR  on RNGD rolls, +1 to Ranged Target rolls	3
Isomagnetic Disintegrator	1	Aim2, Blast AOE, cannot target enemies < Range 1	3

PSIONIC ABILITIES

Ability	Type	Effect	Points
Fear	Attack	Each enemy model within Range 1 that fails its opposed DIS roll must move Range 1 away from the psionic	1
Healing	Effect	1 model within Range 1 of this model and in LOS becomes <i>ready</i>	1
Mind Control	Attack	Targeted enemy takes one action of the psionic's choice	2
Mind Blast	Attack	Force 1 enemy model within Range 1 to roll on Ranged Target Table +3	3
Influence	Effect	Choose any model on the board to either gain +1DP or -1DP for all their actions this round	1
Telekinesis	Either	Effect: Move 1 Obstacle or ally up to Range 1 Attack: Move an enemy up to Range 1	1

EQUIPMENT

Item	Type	Effect	Points
Anti-Grav Harness	Passive	This model can ignore falling, terrain, and other models when making Move actions	1
Cybernetics	Passive	+1 ♦ to CLOS rolls	1
Exoskeleton	Passive	+1 MOV	1
Isolation Suit	Passive	If this model's base touches a piece of terrain, enemy models cannot draw LOS unless they are within Range 1 of the cloaked model	2
Medkit *	Active	1 model touching this model becomes <i>ready</i>	1
Neural Implant	Passive	+1 to DIS rolls	1
Personal Forcefield	Passive	+1 🗡️ to DEF rolls	1
Photon Grenade *	Active	Targets a point up to Range 1 away from the attacker, Blast AOE, 4 RNGD, +1 to Ranged Target rolls	1
VISOR	Passive	+1 ♦ to RNGD rolls, LOS extended by Range +2 in the dark	1

* May only be used once per game.

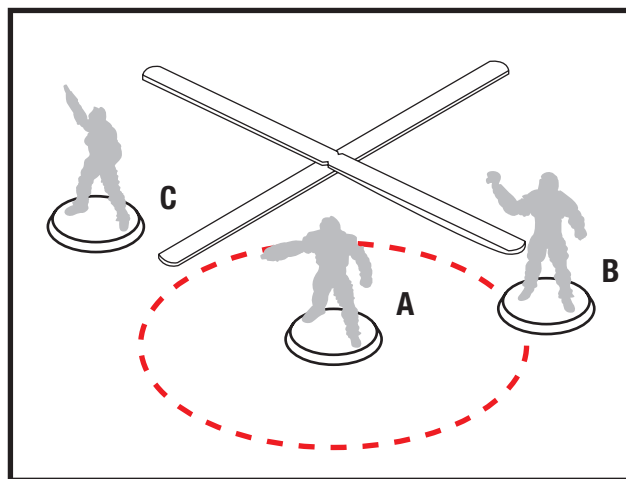
Spot Action: As an action, a model may make an unopposed Discipline roll to try and spot a model equipped with an Isolation Suit that would otherwise be in LOS. If successful, the spotting model can ignore the stealth effect for this activation.

AREA OF EFFECT

Some weapons and equipment impart an area of effect (AOE) when deployed, potentially affecting multiple targets at once.

Blast AOE

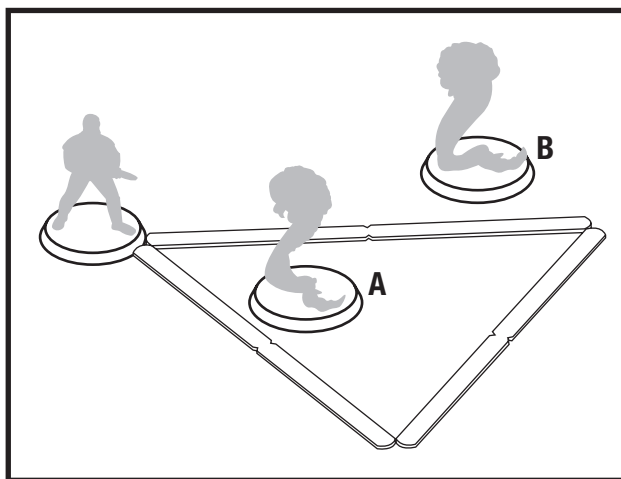
Affects all models whose bases are within a circle 1 Range ruler in diameter, centered on the target's base.



Drone A is the target of a blast weapon.
Drone B is also affected, but Drone C is not.

Cone AOE

Affects all models whose bases are within a triangle of Range rulers, with one point of the triangle touching the attacker's base.



Creature A is in the area of effect,
whereas Creature B is not.

OPTIONAL TRAITS

Leader and Team Traits can add thematic elements and variety to your team, but are not necessary for play.

Choose one of the following traits for your Leader. If your Leader is *out of action*, the effect goes away. This ability does not cost points.

LEADER TRAITS

Trait	Ability
Adept	Psionic Abilities only cost 1 action instead of 2, but may still only be used once per turn
Expendable	Any attack targeting this Leader instead targets any other model in the Leader's team that is within half a Range ruler, and worth fewer points than the Leader
Healer	At the start of the Activation Phase, before any models activate, one of your models within Range 1 of your Leader may attempt a free Stand or Recover action with +1DP
Inspiring	Any time a model in your team has LOS to the Leader and makes a Discipline roll, that model may use the Leader's Discipline instead
Intimidating	Non-Leader models must win a Discipline roll vs. your Leader to move into contact
Ruthless	Once per round, when a model from your team is touching a <i>down</i> or <i>staggered</i> enemy, your model may perform a Use/Interact action to put the enemy model <i>out of action</i>

Choose one of the following traits for your team. It applies to all models on your team. This ability does not cost points.

TEAM TRAITS

Trait	Ability
Brawlers	Unarmed attacks do not suffer -1DP to Close Combat rolls
Cyborgs	All members of the team can be outfitted with 1 additional piece of equipment
Fanatics	Roll Discipline with +1DP for all rolls except Psionic Abilities
Heavily Armed	All ranged weapons cost 1 point less
Lucky	Once per round, this team can re-roll a \diamond or 1 on any dice roll
Mutants	Movement, Claws & Teeth, Deadly Claws & Teeth, and Whip/Tail all cost 1 point less
Professionals	Members of the team may perform a Use/Interact action for 1 action instead of 2
Soldiers	Photon Grenades, Personal Forcefields, and Medkits may be taken for free, but still occupy a model's equipment slots
Trigger Happy	The number of Shoot actions for all ranged weapons are raised by +1 (to a maximum of 3) for members of this team
Undead	A second <i>staggered</i> condition does not take models in this team <i>out of action</i>



TERRAIN TYPES

- **Blocking Terrain:** Larger pieces of terrain such as buildings, ruins, or walls capable of blocking movement and Line of Sight.
- **Obstacles:** Small pieces of terrain such as rocks, barriers, barrels, etc. that are generally not attached to the ground. Obstacles provide cover but can be traversed freely.
- **Difficult Terrain:** Areas of ground that would slow down movement such as water, rubble, thick underbrush, or more exotic terrain. A model entering an area of Difficult Terrain must stop when its base is fully within that area, ending its current Move action before moving again.
- **Elevated Terrain:** You and your play group should decide before the game begins if terrain can be climbed. Gaps between pieces of Elevated Terrain can be jumped if the players want to allow it. Any gap of half a Range ruler or less can be jumped as part of a Move action if the model has enough movement for its base to be fully on the other side.
- **Falling:** Any model that is forced to move off of Elevated Terrain falls. It must make a DEF roll vs. 2 attack dice if falling from half a Range ruler of height, increasing by +1DP for each additional half Range ruler (round up). Treat any result on the Target Table less than 7 as *down*.

DOORS

Although most games are assumed to take place outdoors on a planet's surface, you may still encounter doors if playing a mission set aboard a ship or space station, or if you choose to populate the play area with accessible buildings as scatter terrain.

Doors are considered Blocking Terrain. Unless otherwise stated, doors default to being Unlocked and Closed, meaning they cannot be moved through until Open, and also block Line of Sight. Open doors do not block Line of Sight and do not affect movement.

Automatic doors will switch to the Open state when any model comes within half a Range ruler, and switch back to Closed when there are no models within half a Range ruler. Otherwise, a model must come into base contact with the door and perform a Use/Interact action to open it, or possibly even Lock it themselves.

Some scenarios may require an unopposed roll to open a door, such as if it is Locked or barricaded shut.

LADDERS

Using a ladder allows a model to move vertically, up to a distance of Range 1, at the cost of one Move action. If a ladder is taller than a model's available Move actions, the model must take multiple rounds to complete the climb.

Models that are climbing cannot perform any other actions, and may not be rotated or placed *down* at the end of its move if still on the ladder.

If a model is attacked while using a ladder and is hit (i.e. must roll on the Target Table), it will fall.

Treat dangling ropes, vines, and any other straight vertical climb as you would a ladder. Stairs can be traversed freely like any other open terrain, and do not negatively affect movement at all.



ADVERSARIES

Any faction standing between your Away Team and their objective is an Adversary, and is created in the same manner as an Away Team, but does not need to be built to a total point value.

You do not designate a Leader, but you can give a Leader Trait to one of the Adversary models that you create for an added challenge. There can only be one Adversary with a Leader Trait on the board at a time.

There are four tiers of Adversaries:

Novice

- *Melee*: ≤ 12 points, with 0 RNGD.
- *Ranged*: ≤ 12 points, with at least 1 RNGD.

Regular

- *Melee*: 13–19 points, with 0 RNGD.
- *Ranged*: 13–19 points, with at least 1 RNGD.

Elite

- *Melee*: 20+ points, with 0 RNGD.
- *Ranged*: 20+ points, with at least 1 RNGD.

Psionic

- Any point value, with psionic abilities.

STARTING STRENGTH

Each scenario will dictate the Adversaries' starting strength in points, and will typically be approximately equal to the point value of your Away Team.

Point values are only a rough estimation of team strength, and you don't need to be too strict about meeting the point total exactly. A few points over or under is no cause for concern, and you should feel free to experiment in order to tune the difficulty to your liking.

The Quick Deployment Table below can be used if you don't want to spend time calculating point values.

QUICK DEPLOYMENT TABLE

Map Size	Starting Strength
2'x2'	2 Novices, 1 Regular for every 2 Away Team models (round up), 1 Elite or Psionic
3'x3'	4 Novices, 1 Regular per Away Team model, 1 Elite or Psionic

REINFORCEMENTS

If the scenario calls for it, roll for reinforcements using 1d12 and consult the table below. The reinforcements enter the play area at a random vector on the map, determined by rolling the dice specified by the Mission.

REINFORCEMENTS TABLE

1d12	Reinforcements
1 – 3	None
4 – 5	1 Novice
6	1d3* Novices
7 – 8	1 Regular
9	1d3* Regulars
10 – 11	1 Elite or Psionic
12+	2 Elites or Psionics

* **1d3**: Roll 1d6, divide the result by 2 and round up to the nearest whole number.

ACTIVATION GUIDELINES

- An Adversary model must be *ready* before it can attempt any actions. If it is *staggered* or *down*, it must first take the appropriate Recover or Stand action.
- If a model rolls an action that allows attacks, but cannot attack, it may take Move actions instead.
- Adversaries generally attack the closest Away Team model, but will prioritize attacking Away Team models without cover over a closer model in cover.
- Adversaries will always move into cover if available.
- Adversaries will use the Aim action against Away Team models with a Defense skill of 4+.
- In scenarios with objectives, Adversaries may move towards those instead of Away Team models.

FIELD OF VIEW

Adversaries are generally only aware of things within their Field of View (FOV), and can only attack things in their Line of Sight.

Psionics always have a 360° Field of View, while normal Adversary models have a 180° Field of View to the front by default. Use your best judgement, but mark the model's base if you have to.

ALERT STATE

The *alert* state is a condition exclusive to Adversaries. While Adversaries are generally watchful for danger, at the start of a scenario, they will rarely be ready to fight right away. Adversaries have a 180° Field of View to the front by default until they enter the *alert* state, at which point they gain a 360° Field of View. Place an Alert (⚠️) token beside the model to mark it as *alert*.


- An Adversary model will become *alert* if an Away Team model enters its Line of Sight.
- Whenever an Away Team model performs a Shoot or Fight action, or more than 1 Move action in a single turn, all Adversary models within Range 3 will become *alert*.
- Any Adversary model that gets hit by a Ranged Combat attack will *alert* all Adversaries within Range 3 of itself.
- If an Adversary model performs an action that requires it to attack another model, it will automatically become *alert*.
- Any Adversary model deployed as Reinforcements, or as part of a Complication, is automatically *alert*.

SILENT TAKEDOWN

This special Close Combat action does not count as a standard Fight action, and so does not alert nearby Adversaries if successful. If an Away Team model comes into base contact with an Adversary outside of that Adversary model's Field of View, roll the Away Team model's attack first. If the Adversary becomes *down*, *staggered*, or *out of action*, do not roll the Adversary's attack.

- If the Adversary model only becomes *down*, any Adversaries within Range 2 become *alert*.
- If the Adversary model becomes *staggered* or *out of action*, other Adversaries do not become *alert*.





NOVICE


▣	HIDE
▣	MOVE
▣▣▣▣	ENGAGE

Choose Target

- Identify Target based on Mission Orders.
- Find Target's Range and Direction.
 - Use the **Front Half** if Target is in LOS.
 - Use the **Rear Half** if Target is not in LOS.
 - Use the **Blue Ring** if Target is in base contact.
 - Use the **Black Ring** if Target is not in base contact.

Choose Action

- Roll on the matching activation table, right:
 - Use the **White Actions** if Melee.
 - Use the **Orange Actions** if Ranged.
- Perform the Action rolled.



▣	RETREAT
▣▣▣▣	ATTACK

▣	RETREAT
▣	DISENGAGE
▣▣▣▣	ATTACK

▣▣	RETREAT
▣▣	DISENGAGE
▣▣	ATTACK

▣▣▣▣	RETREAT
▣▣	ATTACK

▣▣	COWER
▣	MOVE
▣▣▣▣	ENGAGE

▣▣	COWER
▣	MOVE
▣▣▣▣	ADVANCE

DEFINITIONS

Advance: The model performs Move actions until it has LOS to an Away Team model, then performs Shoot actions with its remaining actions.

Attack: The model performs Fight actions up to the maximum for its weapon.

Cower: The model does nothing this round.

Disengage: The model performs a Disengage action, and then a single Shoot action.


Engage: The model performs Move actions up to its maximum towards the nearest Away Team model. If it has actions remaining when they come into base contact, it performs a Fight action.

Fire: The model performs Shoot actions up to the maximum for its weapon.

Hide: The model performs Move actions up to its maximum, until it is no longer within LOS of any Away Team model.

Move: The model performs Move actions up to its maximum, not moving into LOS of any Away Team model.

Retreat: The model performs a Disengage action, then a Move action that cannot bring it into contact with an Away Team model.



REGULAR

■ HIDE
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ENGAGE


■ HIDE
■ ADVANCE
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ FIRE

Choose Target

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction.
 - Use the **Front Half** if Target is in LOS.
 - Use the **Rear Half** if Target is not in LOS.
 - Use the **Blue Ring** if Target is in base contact.
 - Use the **Black Ring** if Target is not in base contact.

Choose Action

- 1) Roll on the matching activation table, right:
 - Use the **White Actions** if Melee.
 - Use the **Orange Actions** if Ranged.
- 2) Perform the Action rolled.



■ ■ ■ ■ ■ ■ ■ ■ ■ ■ RETREAT
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ATTACK

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ RETREAT
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ATTACK

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ DISENGAGE
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ATTACK

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ DISENGAGE
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ATTACK

■ COWER
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ MOVE
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ENGAGE

■ COWER
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ MOVE
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ADVANCE

DEFINITIONS

Advance: The model performs Move actions until it has LOS to an Away Team model, then performs Shoot actions with its remaining actions.

Attack: The model performs Fight actions up to the maximum for its weapon.

Cower: The model does nothing this round.

Disengage: The model performs a Disengage action, and then a single Shoot action.


Engage: The model performs Move actions up to its maximum towards the nearest Away Team model. If it has actions remaining when they come into base contact, it performs a Fight action.

Fire: The model performs Shoot actions up to the maximum for its weapon.

Hide: The model performs Move actions up to its maximum, until it is no longer within LOS of any Away Team model.

Move: The model performs Move actions up to its maximum, not moving into LOS of any Away Team model.

Retreat: The model performs a Disengage action, then a Move action that cannot bring it into contact with an Away Team model.



ELITE

Choose Target

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction.
 - Use the **Front Half** if Target is in LOS.
 - Use the **Rear Half** if Target is not in LOS.
 - Use the **Blue Ring** if Target is in base contact.
 - Use the **Black Ring** if Target is not in base contact.

Choose Action

- 1) Roll on the matching activation table, right:
 - Use the **White Actions** if Melee.
 - Use the **Orange Actions** if Ranged.
- 2) Perform the Action rolled.

•• MOVE

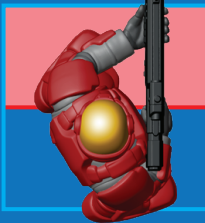
••••• ENGAGE

••••• FIRE

•••• ADVANCE

• RETREAT

••••• ATTACK



••••• DISENGAGE

••••• ATTACK

••••• DISENGAGE

••••• ATTACK

• MOVE

••••• ENGAGE

••••• ADVANCE

DEFINITIONS

Advance: The model performs Move actions until it has LOS to an Away Team model, then performs Shoot actions with its remaining actions.

Attack: The model performs Fight actions up to the maximum for its weapon.


Disengage: The model performs a Disengage action, and then a single Shoot action.

Engage: The model performs Move actions up to its maximum towards the nearest Away Team model. If it has actions remaining when they come into base contact, it performs a Fight action.



Fire: The model performs Shoot actions up to the maximum for its weapon.

Move: The model performs Move actions up to its maximum, not moving into LOS of any Away Team model.

Retreat: The model performs a Disengage action, then a Move action that cannot bring it into contact with an Away Team model.



PSIONIC


 CLOUD
 POWER




Choose Target




- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction.
 - Use the **Front Half** if Target is in LOS.
 - Use the **Rear Half** if Target is not in LOS.
 - Use the **Blue Ring** if Target is in base contact.
 - Use the **Black Ring** if Target is not in base contact.




Choose Action

- 1) Roll on the matching activation table, right:
- 2) Perform the Action rolled.



 RETREAT
 FORCE
 POWER

 RETREAT
 FORCE
 POWER

 MOVE
 CLOUD
 POWER

DEFINITIONS

Cloud: Flooding the area with psychic noise, the psionic and the Away Team Leader make opposed Discipline rolls. If the psionic wins, the Away Team loses one Command Point this round.

Force: Like with a Telekinesis action, the psionic moves each Away Team model touching it half a Range ruler directly away. The psionic then performs a Psionic Ability action.

Move: The model performs Move actions up to its maximum, not moving into LOS of any Away Team model.

Power: The model performs a Psionic Ability action and another action in any order.

Retreat: The model performs a Disengage action, then a Move action that cannot bring it into contact with an Away Team model.



CAMPAIGN PLAY

While missions are designed to stand alone as individual battles, campaign play lets you create your own linked storylines by stringing together multiple scenarios, where each one influences the next.

ADVANCEMENT

Throughout a campaign, your models can grow and advance. To do this, your models must spend Experience Points (XP).

Experience Points are earned during games for completing certain actions or meeting specific criteria. Unless otherwise stated, each model in an Away Team earns their own Experience Points and can only spend them on themselves. A model can save up their Experience Points over many games, and may spend them at any time between games.

Models gain the following points after each scenario:

- 1 XP for every successful Shoot or Fight action.
- 5 XP for every adversary taken *out of action*.
- 1 XP for surviving the mission.
- 5 XP for never being *down*, *staggered*, or *out of action*.

As well as these individual Experience Points, an Away Team may gain the following points to either divide amongst themselves, or be kept collectively:

- 5 XP for achieving the mission goal.
- 5 XP for neutralizing all Adversaries on the board.

A model may increase a single skill by 1 level or +1DP for a cost of 50 Experience Points. It may also unlock an additional weapon or equipment slot (up to a maximum of 2 each) for a cost of 15 Experience Points, plus the cost in points of each piece of equipment.

PERSISTENT INJURY

If one of your models is *out of action* at the end of a scenario, roll on the Persistent Injury table below before the start of the next scenario and apply the results.

PERSISTENT INJURY TABLE

2d6	Result
2 – 3	Quick Recovery: No lingering effects or conditions.
4	Hobbled: MOV skill is reduced by -1 level for the next scenario.
5	Shaken: DIS skill is -1DP for the next scenario.
6	Infection: DEF skill is -1DP for the next scenario.
7	Maimed: MOV skill is reduced by -1 level permanently.
8	Traumatized: DIS skill is -1DP permanently.
9	Broken: DEF, RNGD, and CLOS skills are all -1DP permanently.
10+	Dead

If your model is Dead after rolling on the Persistent Injury table, or has any of their skills reduced to zero, it cannot be deployed in any further scenarios for this campaign. If this model was the Leader, you may assign a new model as Leader for the remainder of the campaign.

All permanent injuries (excluding death) can be healed after one game at a cost of 25 Experience Points (e.g. a Maimed character must play at least one game with that injury before it can be healed).



BOARD SETUP

Star Trek Alliance: Infinite Frontier – Away Missions is ideally played on small boards, densely packed with terrain.

If you don't have a dedicated play mat, you can use tokens to denote the corners of the board, or use tape or string to clearly mark out edges. The latter option can also be used to denote interior walls, such as for those scenarios taking place aboard a ship or space station.

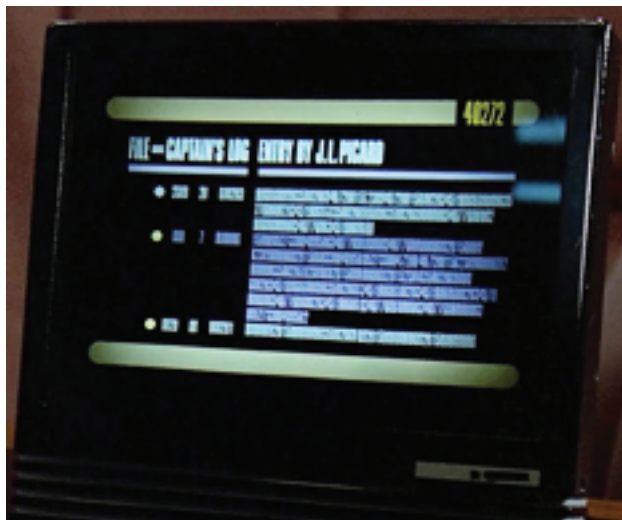
SCATTER TERRAIN

The exact layout of objects within the play area is entirely up to you, but since ranged weapons can shoot any distance, it's important that there are no unobstructed sightlines across the entire board.

DEPLOYMENT

Each scenario will specify exactly where on the board that players should deploy their Away Team, but generally-speaking, the deployment should take place within Range 1 of the bottom edge of the play area.

Each mission map also includes a number of red “deployment vectors” that correspond to the result of a dice roll. Adversaries should be deployed within Range 1 of that vector. Roll for each model, and models should ideally each deploy from a different vector whenever possible.



INFINITE DIVERSITY

Scenarios are procedurally-generated, with a number of different variables that can be randomly-determined using dice rolls (or you can simply select your preferred option) to fill in the blanks in the Captain's Log below, or as needed in the Mission Briefing for narrative missions.

Consult the various tables on the following pages to determine the layout, terrain features, and environmental conditions of the play area, as well as the context, situation, and your objectives for the mission.

This provides for a completely unique experience each time, with infinite diversity in infinite combinations.

CAPTAIN'S LOG

*"We've arrived at **System Name** (page 28), **Planet Number** (roll 1d12, or use the Planet result below)...*

- *which is a **Planet Type** (page 22) (3'×3' play area, 125 points) with a **Terrain Feature** (page 23)*
- *where a **Satellite Type** (page 22) can be found in orbit (2'×2' play area, 75 points)*

*Upon entering orbit, we became aware of a rapidly-unfolding **Situation** (page 25) that requires our intervention.*

We're preparing to send an away team to...

- **Defend** (page 26)
- **Extract** (page 26)
- **Pacify** (page 27)
- **Secure** (page 27)

...the objective and resolve the situation before it gets out of hand."

INSTRUCTIONS

Roll 2d6 to determine the surface conditions on a planet, or 1d12 to determine the type of satellite in orbit.

PLANET

2d6	Planet Type
2	A sun-scorched hellscape, with a thick atmosphere of greenhouse gases Adverse Conditions: Extreme Heat <ul style="list-style-type: none"> • Weapons overheat faster, becoming less reliable (-1DP to all RNGD rolls)
3	A hostile, toxic world, with noxious surface gases venting from its many volcanoes Adverse Conditions: Toxic Atmosphere <ul style="list-style-type: none"> • Concentration and complex thought become difficult (-1DP to all DIS rolls)
4	A large, low-mass world tidally-locked to its star, with one side shrouded in eternal night Adverse Conditions: Low Visibility <ul style="list-style-type: none"> • Situational awareness suffers at long distances (LOS restricted to Range 2) • Blind Fire: You may attempt to take potshots at noises in the dark, but are unlikely to hit anything (-2DP to all RNGD rolls beyond Range 2)
5 – 8	A lush, temperate terrestrial, with liquid surface water and a breathable atmosphere Adverse Conditions: None
9	A high-density super-earth, with a core of heavy metals and a thick, humid atmosphere Adverse Conditions: High Gravity & Atmospheric Pressure <ul style="list-style-type: none"> • Physical exertion becomes difficult (-1 MOV, to a minimum of 1)
10	An unstable protoplanet, ravaged by intense neurogenic storms Adverse Conditions: Psionic Interference <ul style="list-style-type: none"> • Psionic energy fields become disrupted (-1DP to all Psionic Abilities)
11	A barren, airless rock, whose surface is bombarded by solar wind and EM radiation Adverse Conditions: Electromagnetic Interference <ul style="list-style-type: none"> • Electronics become disrupted (All Equipment requires an unopposed DIS roll to use) • Passive effects must be deliberately activated, and also require an unopposed DIS roll
12	A frozen ice dwarf, with a surface mainly composed of water ice and cryovolcanic basalt Adverse Conditions: Extreme Cold <ul style="list-style-type: none"> • Bulky cold weather clothing restricts range of motion (-1DP to all CLOS rolls)

SATELLITE

1d12	Satellite Type
1 – 3	Asteroid <ul style="list-style-type: none"> • Low Gravity: Models can move freely over Difficult Terrain, and climb any terrain features up to twice its own height without penalty
4 – 6	Moon <ul style="list-style-type: none"> • No Atmosphere: No air resistance to slow down weapon swings or refract energy beams (-1DP to all DEF rolls)
7 – 9	Ship
10 – 12	Space Station

INSTRUCTIONS

Roll 1d12 to determine a distinctive terrain feature that can be found on the surface.

Terrain features are placed randomly on the board, and do not need to fit fully within the play area. They may extend beyond the edges of the board by no more than Range 1 in any direction. Unless otherwise specified, terrain features are considered impassable by models on foot.

Note: You may use scatter terrain to make terrain features traversable (e.g. placing a bridge across a chasm).

TERRAIN

1d12	Feature
1 – 3	None No notable terrain features in the area
4	Chasm A deep, rocky scar running across the surface • 1d2* Range rulers wide, 1d6+1 Range rulers long
5	Ridge (Blocks LOS) A tall, jagged outcropping jutting up from the surface • 1d2* Range rulers wide, 1d6+1 Range rulers long
6	Hill / Dune (Blocks LOS, Traversable) A tall, gentle swell of Elevated Terrain rising from the surface • 1d6 Range rulers in diameter
7	Lake / Pool A deep body of liquid spanning the surface • 1d4** Range rulers wide, 1d6 Range rulers long
8	Chokepoint A natural funnel on the surface with only one path through • The centerline of the board narrows to 1d4**+1 Range rulers wide
9	Broken Ground (Traversable) A large patch of Difficult Terrain • 1d4** Range rulers wide, 1d6 Range rulers long
10	Crater The remnant of an impact event long ago • 1d6 Range rulers in diameter
11	River / Lava Floe / Ice Floe A fast-moving ribbon cutting across the surface • 1 Range ruler wide, 1d6+2 Range rulers long
12	Rock Pillars (Each pillar blocks LOS) A “forest” of stone spires thrusting up from the ground • 1d6+2 pillars scattered around the board, each 1 Range ruler in diameter

* **1d2:** Roll 1d6, an odd result equals 1 and an even result equals 2.

** **1d4:** Roll 1d12, divide the result by 3 and round up to the nearest whole number.

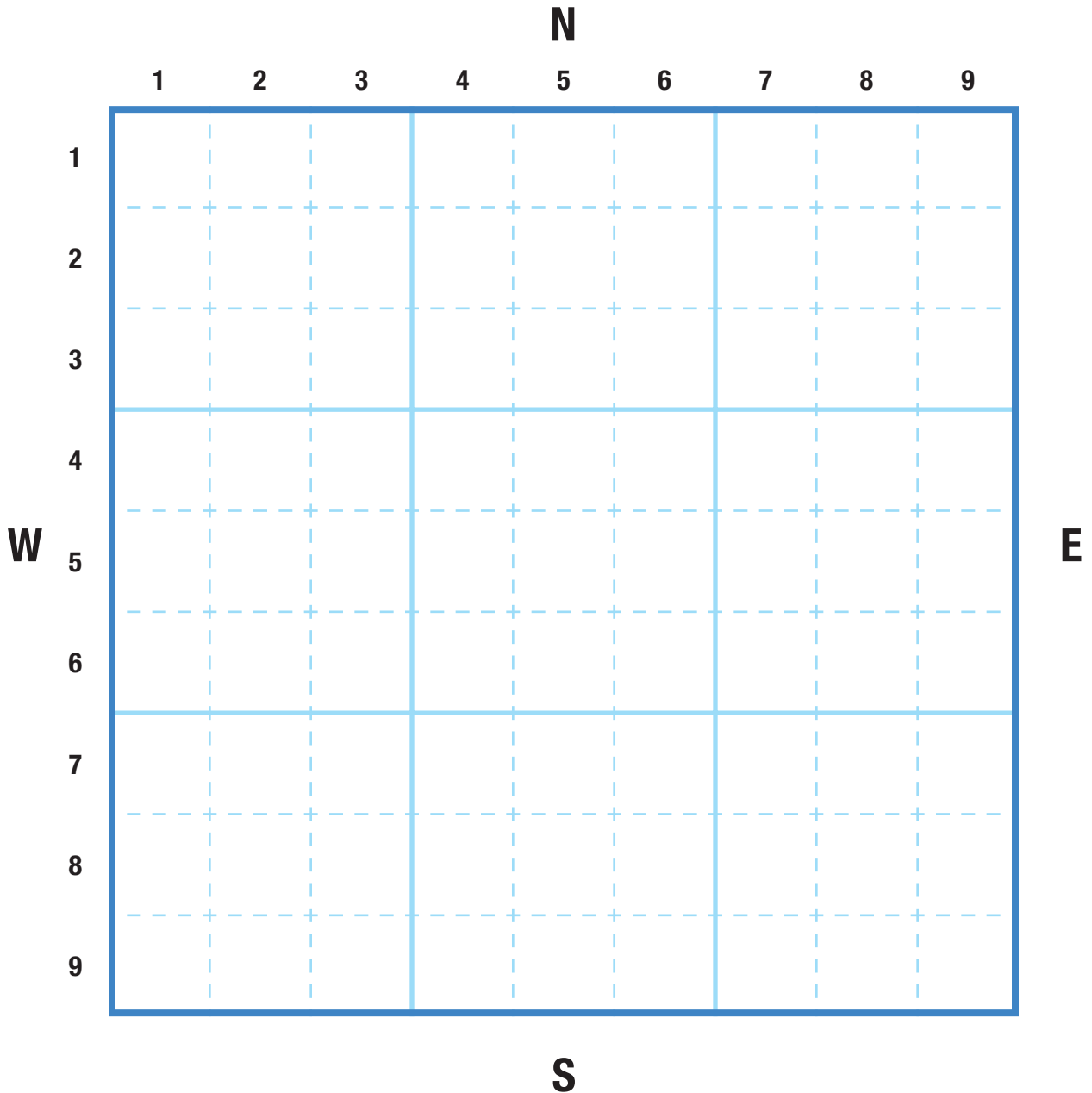
INSTRUCTIONS

Anytime you are instructed to place an object randomly on the board, if you want the placement to be truly random, you can use this tool to determine the vertical and horizontal coordinates on which to center the object. Each grid square is Range 1 (4") across.

Roll 2d12 for a 3'×3' board, re-rolling all results > 9. Roll 2d6 for a 2'×2' board.

Additionally, you may roll 1d12 to determine the orientation of the object, if applicable. Re-roll all results > 8.

- | | |
|-----------------------------|-----------------------------|
| 1 – Facing North | 5 – Facing South |
| 2 – Facing Northeast | 6 – Facing Southwest |
| 3 – Facing East | 7 – Facing West |
| 4 – Facing Southeast | 8 – Facing Northwest |



INSTRUCTIONS

Roll 1d12 to determine the situation and objective of the mission.

Note: These are simply ideas to get you started. Feel free to come up with your own.

DEFEND

1d12	Situation / Objective
1	Raiders/Boarders <ul style="list-style-type: none"> • Repel hostiles trying to seize vital areas of an outpost/ship/station
2	Personal Security Detail <ul style="list-style-type: none"> • Protect VIPs from assassins/kidnappers
3	Evacuation <ul style="list-style-type: none"> • Protect vulnerable allies until evacuation can be arranged

EXTRACT

1d12	Situation / Objective
4	Hostage Crisis/Hijacking <ul style="list-style-type: none"> • Rescue VIPs from a besieged building/ship/station
5	Corrupted Data <ul style="list-style-type: none"> • Retrieve important data from damaged systems
6	Stolen Items <ul style="list-style-type: none"> • Recover lost/stolen items from a defended hideout

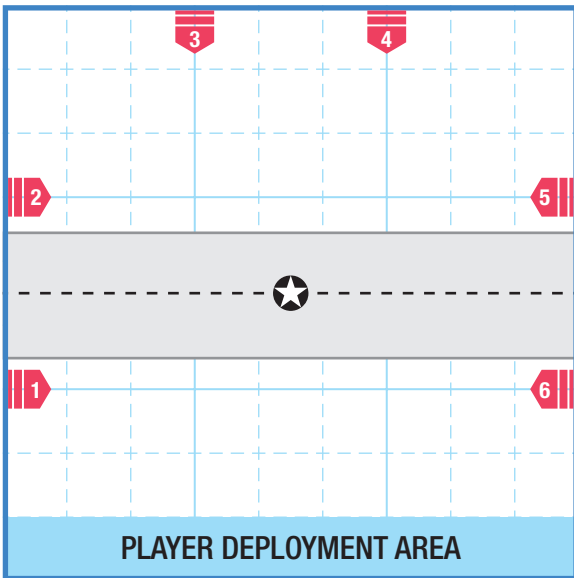
PACIFY

1d12	Situation / Objective
7	Containment Breach <ul style="list-style-type: none"> • Prevent a wider outbreak from a compromised secure facility/ship/station
8	Riot <ul style="list-style-type: none"> • Quell a violent mob overrunning an outpost/ship/station
9	Hunting Party <ul style="list-style-type: none"> • Eradicate dangerous creatures threatening an outpost/ship/station

SECURE

1d12	Situation / Objective
10	Field Repairs <ul style="list-style-type: none"> • Restore critical equipment for a crippled outpost/ship/station
11	Sensor/Monitor Deployment <ul style="list-style-type: none"> • Place data-gathering equipment in a strategic location
12	Sabotage <ul style="list-style-type: none"> • Infiltrate an enemy facility to disrupt operations

DEFEND



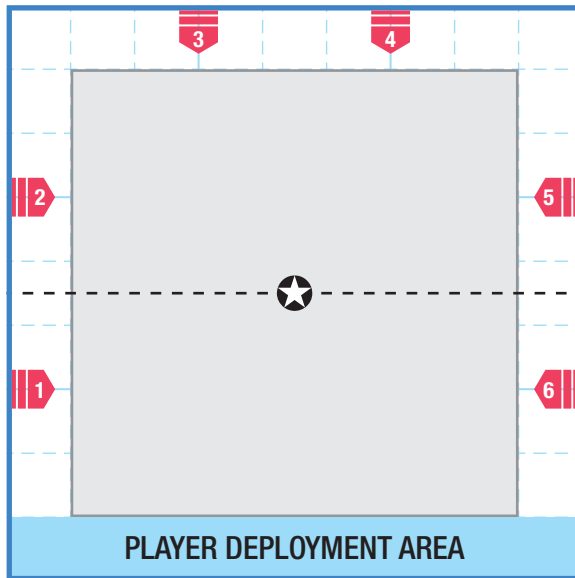
Setup: Set up the board as usual, with lots of terrain, and no sightlines crossing the board. Place 1 Objective Token in the middle of the board. Each player then places 1 Objective Token within Range 1 of the center-line of the board, and further than Range 1 away from any other Objective Token.

Adversaries: Adversaries deploy with 2 Novices for each objective (Roll 1d6 to determine its deployment vector), and 1 Elite or high-point Psionic Range 1 from the opposite edge of the board from the Away Team. Roll for reinforcements each round.

Game Duration: At the end of Round 4, roll 1d6. On a 5+, the game ends. If the game continues, it ends after Round 5.

Victory Conditions: The faction holding the most objectives when the game ends is the winner. To hold an objective, a faction must have more models within half a Range ruler of an objective than their opponent.

EXTRACT



Setup: Set up the board as usual, with lots of terrain, and no sightlines crossing the board. Place 1 Objective Token in the middle of the board. Place 4 more Objective Tokens, each further than Range 1 from the edges of the board, and further than Range 1 away from any other Objective Token.

Adversaries: Adversaries deploy with an equal point value of models as the Away Team. Roll 1d6 for each hostile model to determine its deployment vector. There are no reinforcements.

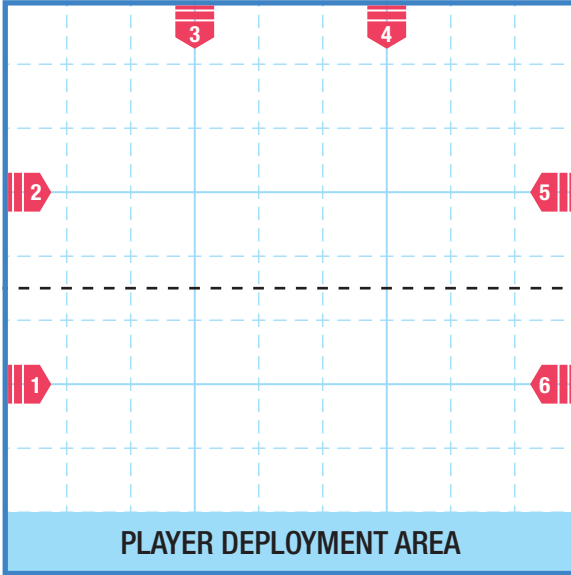
Game Duration: At the end of Round 4, roll 1d6. On a 5+, the game ends. If the game continues, it ends after Round 5. The game also ends if all Objective Tokens have been moved off the board.

Objective Tokens

- To pick up an Objective Token, a model must be touching it, and perform a Use/Interact action. Objective Tokens move with the model carrying them.
- A model carrying a token has its MOV reduced by 1, to a minimum of 1.
- A model may only carry 1 token at a time.
- If a model carrying a token is taken *out of action*, the token remains on the board where the model was removed.

Victory Conditions: The faction that has moved the most Objective tokens off the board when the game ends is the winner.

PACIFY



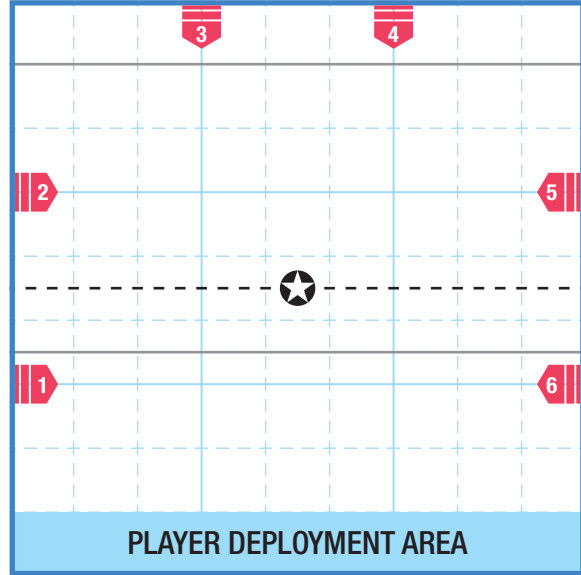
Setup: Set up the board as usual, with lots of terrain, and no sightlines crossing the board.

Adversaries: Adversaries deploy with an equal point value of models as the Away Team. Roll 1d6 for each hostile model to determine its deployment vector. There are no reinforcements.

Game Duration: At the end of Round 4, roll 1d6. On a 5+, the game ends. If the game continues, it ends after Round 5.

Victory Conditions: The winner is the faction who has neutralized the most points worth of their opponent when the game ends.

SECURE



Setup: Set up the board as usual, with lots of terrain, and no sightlines crossing the board. Place 3 Objective Tokens on the board with the first in the center, the second Range 1 from the board's center line towards the Away Team's edge of the board, and the third Range 1 away from the opposite edge of the board.

Adversaries: Roll twice on the Reinforcements Table with a +2 modifier for each objective, and place those models within Range 1 of each Objective Token. Roll for reinforcements with each round.

Game Duration: At the end of Round 4, roll 1d6. On a 5+, the game ends. If the game continues, it ends after Round 5.

Victory Conditions: If the Away Team secures all Objective Tokens, they win. To secure an objective, an Away Team model must be touching it, then perform a Use/Interact action.

SYSTEM NAME GENERATOR

INSTRUCTIONS

Roll 1d6 and 1d12 simultaneously for each category to select a name element, then combine both elements to get a system name. Roll 1d10 and add the result to the system name to get a planet name (or use the result from the Surface Condition Generator table on the facing page).

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

INSTRUCTIONS

Roll 1d6 to determine a category (or just choose one), then roll 1d12 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>Credence</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> |

MISSION BRIEFING

Team Strength: 125 Points

A Starfleet vessel (page 29) has reported that one of their shuttles went missing in this sector, and we've joined in their search and rescue efforts.

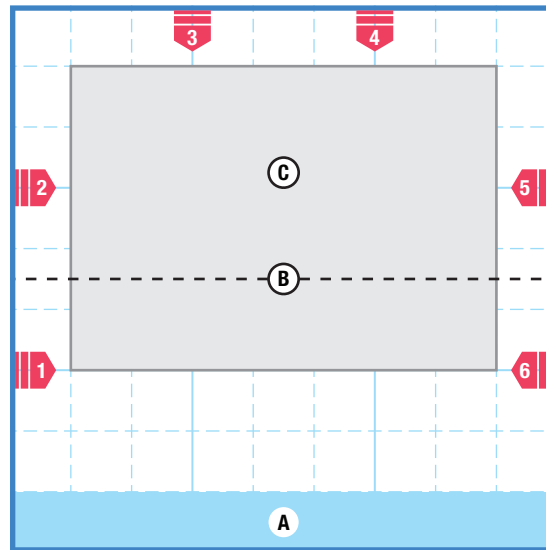
Following a faint ion trail has led us to **this planet** (page 28), where we've detected debris in orbit and a likely crash site on the surface. However, a large stormfront is moving in, making positive identification impossible.

We've picked up vague indications of lifesigns in the surrounding area, but have no way of discerning survivors from hostiles. Your mission is to secure the crash site, then locate and rescue any survivors.

You'll need to move quickly, as any survivors are likely to be injured. They won't last much longer down there, and they're counting on you to bring them home.

Good luck.

MAP SETUP



- A) Player Deployment Area
- B) Crashed Shuttle
- C) Survivors (Random Placement)

MISSION PARAMETERS

Objective	Search and Rescue: Locate the survivors and bring them back to the deployment edge. At least half (round up) of the survivors must be carried across the deployment edge, or the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 22) to determine if any environmental hazards will affect the Mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 23) to determine any distinctive terrain features on the map.
Mission End	At the end of Round 5, roll 1d6. The result determines the number of rounds remaining. The Mission also ends as soon as all Objective Tokens have been moved off the board.

SUCCESS

Excellent work, team! We'll get the survivors medical treatment, and inform their ship that their crewmates have been safely rescued.

FAILURE

Oftentimes, the only comfort to a downed crewmember is the knowledge that they haven't been forgotten, and that we are coming for them. It's a sacred trust, and today, we've let our brothers and sisters down.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	125 Points	Roll 1d6	Capture	None

SPECIAL RULES

Survivor Setup: Flip all 12 Mission tokens number-side down, shuffle them, and place them randomly around the area indicated on the map, representing possible lifesigns. Each token must be further than Range 1 from each other and from any edge. Roll 1d12 for each Away Team model, plus one extra, to determine which Tokens represent Survivors. Reroll any duplicate results

Capture Orders: If the Adversaries are sapient beings, models with Capture orders will prioritize capturing the survivors (see Picking Up Survivors), before attacking the nearest Away Team model. If the Adversaries are not sapient, they will simply attack the nearest survivor/Away Team model.

Locating Survivors: An Away Team model within Range 2 of any Mission Token may spend an action to flip the token and reveal its number.

Picking Up Survivors:

- To pick up a survivor, a model must be touching its token, and perform a Use/Interact action. Survivor tokens move with the model carrying them.
- A model carrying a token has its MOV reduced by -1, to a minimum of 1.
- A model may only carry one token at a time.
- If a model carrying a token is taken *out of action*, the token remains on the board where the model was removed.

Immediate First Aid: If one of your Away Team models has the Medical Specialization and is in base contact with a survivor token, they can spend an action to attempt an unopposed DIS roll to treat and stabilize that survivor on site. If successful, the MOV penalty for carrying that survivor can be ignored.



MISSION BRIEFING

Team Strength: 125 Points

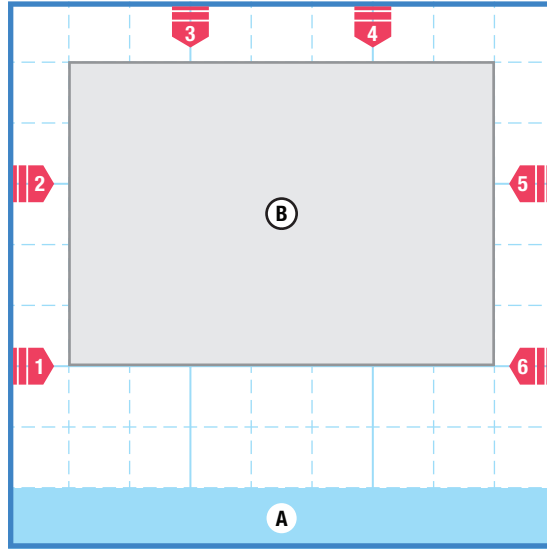
After a slew of missing ship reports in this sector, we've followed a distress beacon to **this planet** (page 28) where we've discovered a pirate hideout. Clearly, they've been using this false distress signal to lure ships into range before capturing and looting them.

What happens to the captured crews is anyone's guess, as the camp appears too small to have a prison, but it's probably safe to assume the worst.

Your mission is to beam down to the camp, shut down their fraudulent transmitter, and clear the pirate presence from the surface.

Good hunting.

MAP SETUP



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

MISSION PARAMETERS

Objective	Stop the Signal: Locate and disable the transmitter, then neutralize the remaining pirates. If the transmitter is still active at the end of Round 5, or if any Adversaries remain on the board, the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 22) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 23) to determine any distinctive terrain features on the map.
Mission End	At the end of Round 5, roll 1d6. The result determines the number of rounds remaining. The Mission also ends as soon as all hostiles are <i>out of action</i> , and the Objective Token has been disabled.

SUCCESS

Perfidy is looked down upon by most spacefaring cultures, as it erodes confidence in rendering aid, and could lead to genuine maydays being ignored. So you did a good job by shutting down the pirate operation.

FAILURE

How many more ships will be lost, and how many more crews will be slaughtered, all because you couldn't handle a ragtag band of pirates? Starfleet expects better from its officers.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	125 Points	Roll 1d6	Attack	None

SPECIAL RULES

Mission Token Setup: Flip all 12 Mission Tokens number-side down, shuffle them, and place them randomly around the area indicated on the map, representing possible locations for the pirate transmitter. Each token must be further than Range 1 from each other and from any edge. Roll 1d12, with the result determining which Mission Token represents the actual transmitter.

Attack Orders: Adversary models with Attack orders will prioritize attacking the nearest Away Team model.

Locating the Transmitter: An Away Team model within Range 1 of any Mission Token may spend an action to flip the token and reveal its number.

Science Specialization: If one of your Away Team models has the Science Specialization, it may reveal a Mission Token when within Range 2.

Disabling the Transmitter: To disable the transmitter, an Away Team model must be touching it, then make an unopposed DIS roll to perform a Use/Interact action.

Engineering Specialization: If one of your Away Team models has the Engineering Specialization, it may roll its DIS check with a +2 modifier when attempting to disable the transmitter.



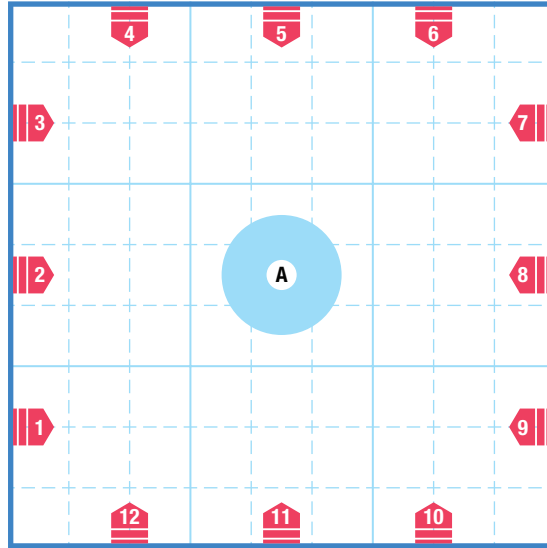
MISSION BRIEFING

Team Strength: 125 Points

The dominant civilization on **this planet** (page 28) is on the cusp of achieving warp flight, so we've been sent in as a cultural observation team to study them in anticipation of making First Contact.

However, our presence may have been discovered by a militant xenophobic faction, who intend to capture and expose us to the world as alien invaders. We need to get to the emergency beam-out site and signal the ship before that happens.

MAP SETUP



A) Player Deployment Area

MISSION PARAMETERS

Objective	Escape!: Evade the pursuing hostiles and reach the emergency beam-out site (once it is revealed). Every Away Team model must escape, or the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 22) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 23) to determine any distinctive terrain features on the map.
Mission End	At the end of Round 5, roll 1d6. The result determines the number of rounds remaining. The Mission also ends as soon as all Away Team models have crossed the escape edge.

SUCCESS

The observation mission may have been a bust, but at least we all made it out alive! Those xenophobes are going to look pretty foolish with nothing to show for their efforts.

FAILURE

The execution was broadcast planet-wide on every network. I doubt these people will be interested in making First Contact anytime soon.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	125 Points	Roll 1d12	Capture	Roll each round

SPECIAL RULES

Breakout: The Away Team deploys at the center of the board within a circle Range 2 in diameter, and until they are no longer in contact with the deployment area, they are considered to be outside the Line of Sight of all Adversary models (Representing the team hiding inside a building). Adversary models may enter the deployment area to attack the Away Team.

Capture Orders: Models with Capture orders will prioritize moving towards and capturing the nearest Objective Token, to the exclusion of all other targets. If there are no Objective Tokens on the board, these models switch to Attack orders.

Leave No Trace: Any Away Team model that is taken *out of action* during this Mission is replaced by an Objective Token which must be carried off the board by another Away Team model to escape, or else be captured by an Adversary model.

- To pick up an Objective Token, a model must be touching it, and perform a Use/Interact action. Objective Tokens move with the model carrying them.

- A model carrying a token has its MOV reduced by 1, to a minimum of 1.
- A model may only carry 1 token at a time.
- If a model carrying a token is taken *out of action*, the token remains on the board where the model was removed.

Escape Route: With the Away Team surrounded, escape is initially impossible. Any Away Team model that leaves a board edge is captured.

When reinforcements arrive at the start of Round 4, they open a hole in the perimeter. The board edge with the vector where the first reinforcement model deploys from becomes the escape edge (If no reinforcements arrive in Round 4, roll 1d12. The edge containing that deployment vector becomes the escape edge). Once this happens, players may retreat from this edge for the remainder of the Mission.

Any Away Team model that does not retreat from this escape edge by the end of the last Round is considered captured by the xenophobes' ambush.



MISSION BRIEFING

Team Strength: 125 Points

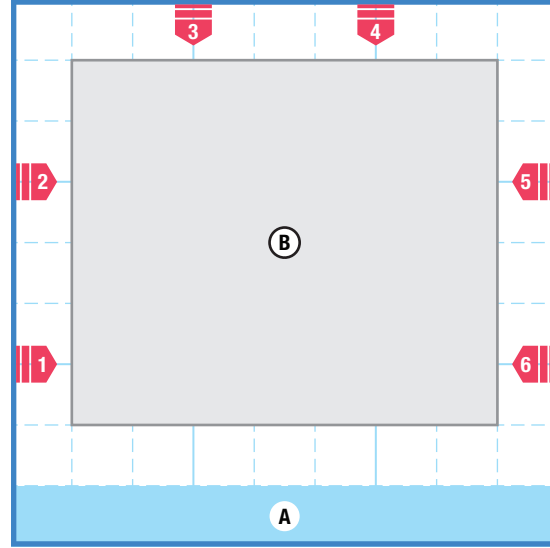
A routine patrol of this sector has uncovered a small smuggler base on **this planet** (page 28). Their ships panicked as soon as we entered the system, rabbiting to warp and abandoning the planet, along with all their contraband goods.

Their comrades left behind on the surface have started destroying crates, no doubt hoping to eradicate any evidence of wrongdoing so that they can play innocent when we confront them.

Your job is to beam down and preserve as much as you can to help build our case against the smugglers.

Good luck.

MAP SETUP



- A) Player Deployment Area
- B) Contraband Crates (Random Placement)

MISSION PARAMETERS

Objective	Secure the Crates: Prevent the destruction of as many crates as possible, and pacify the remaining smugglers. At least half (round up) of the crates must survive, or the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 22) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 23) to determine any distinctive terrain features on the map.
Mission End	At the end of Round 5, roll 1d6. The result determines the number of rounds remaining. The Mission also ends as soon as all Objective Tokens have been secured or destroyed, and all hostiles are <i>out of action</i> .

SUCCESS

With the crates secured and the smugglers in custody, our case against them should be pretty much airtight. Good job, team.

FAILURE

Without any evidence of contraband, we'll have no choice but to let the smugglers go, to start over again someplace else.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	125 Points	Roll 1d6	Destroy	None

SPECIAL RULES

Crate Setup: Place five Obstacles on the board representing the crates, with each piece further than Range 1 from any edge and from each other. Crates are removed when destroyed or secured, reducing the amount of available cover as the game progresses.

Securing Crates: To secure a crate, an Away Team model must be in base contact with it, and perform a Use/Interact action to attach a Transporter Pattern Enhancer. It may then be removed from the board.

Destroy Orders: Adversary models with Destroy orders will prioritize attacking the nearest crate, to the exclusion of all other targets. Treat this as a normal attack, with each crate rolling 3 DEF. These models switch to Attack orders if no more crates remain.



MISSION BRIEFING

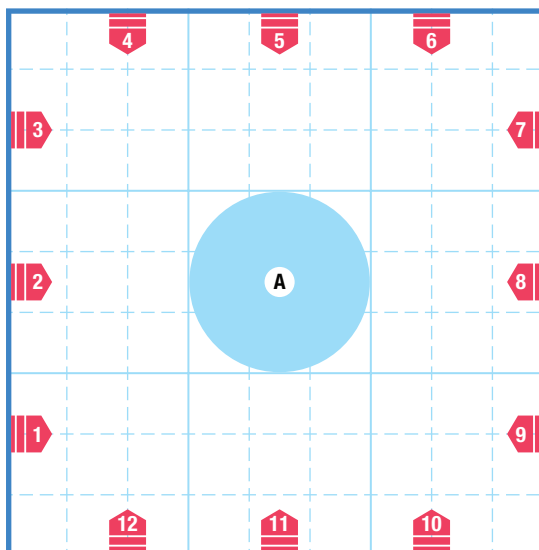
Team Strength: 125 Points

A Federation research outpost on **this planet** (page 28) is being overrun, and it doesn't look like we're going to win this one, so we need to evacuate everyone on the surface immediately. Transporters are already working overtime, but some delicate samples and equipment may not survive the transport process, so they'll need to be taken up by shuttle.

The defense line has already been broken, and hostiles are advancing on the shuttlepad. You need to buy time for us to load the shuttle and get airborne.

Good luck, team.

MAP SETUP



A) Player Deployment Area

MISSION PARAMETERS

Objective	Hold the Line: Prevent any hostiles from reaching the shuttlepad. If three Adversary models manage to breach the deployment area before the end of Round 5, the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 22) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 23) to determine any distinctive terrain features on the map.
Mission End	At the end of Round 5, roll 1d6. The result determines the number of rounds remaining.

SUCCESS

Good work, team. We got everyone out of there by the skin of our teeth, thanks to you.

FAILURE

The hostiles that managed to get through your lines slaughtered the shuttle crew and researchers. Their samples and equipment have been lost, and with the researchers dead, their findings will never be recovered.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	125 Points	Roll 1d12	Storm	Roll each round

SPECIAL RULES

Shuttlepad Setup: The Away Team deploys at the center of the board within a circle Range 3 in diameter, representing the shuttlepad.

Storm Orders: Adversary models with Storm orders will prioritize moving towards the shuttlepad, while attacking the nearest Away Team model.

Perimeter Breach: If a Round ends with an Adversary model within the deployment area, this counts as a perimeter breach. The Mission is automatically failed after the third perimeter breach.



SENIOR OFFICERS

NAME		Cmdr. Stearne		ROLE	Leader	
FACTION		Starfleet		SPECIALIZATION	Command	PTS 25
2	MOV	WEAP EQUIP	Compression Phaser Rifle: Aim1, +1 to Ranged Target rolls			ACTIONS 2
4	DEF		Powered Weapon: Re-roll all Blanks on CLOS rolls			2
4	RNGD		Personal Forcefield: +1 Evade to DEF rolls			
2	CLOS					
3	DIS		PSI			
SKILLS						

NAME		Lt. Cmdr. Healey		ROLE	Medic	
FACTION		Starfleet		SPECIALIZATION	Medical	PTS 25
3	MOV	WEAP EQUIP	Phaser (Type II): +1 to Ranged Target rolls, -1DP beyond Range 1			ACTIONS 2
4	DEF		Powered Weapon: Re-roll all Blanks on CLOS rolls			2
3	RNGD		Medkit (Single use)			
3	CLOS					
3	DIS		PSI			
SKILLS						

NAME		Lt. Cmdr. Sykes		ROLE	Psionic	
FACTION		Starfleet		SPECIALIZATION	Science	PTS 25
2	MOV	WEAP EQUIP	Phaser Rifle (Type III): Aim1			ACTIONS 3
3	DEF		Powered Weapon: Re-roll all Blanks on CLOS rolls			2
3	RNGD		Neural Implant: +1 to DIS rolls			
3	CLOS		Telekinesis: Move 1 Obstacle or model up to Range 1			
4	DIS		PSI	Mind Blast: Target 1 enemy model within Range 1, roll on Ranged Target table +3		
SKILLS						

NAME		Lt. Gage		ROLE	Heavy	
FACTION		Starfleet		SPECIALIZATION	Engineering	PTS 25
2	MOV	WEAP EQUIP	Isomagnetic Disintegrator: Aim2, Blast AOE, Cannot target enemies < Range 1			ACTIONS 1
3	DEF		Powered Weapon: Re-roll all Blanks on CLOS rolls			2
4	RNGD		Personal Forcefield: +1 Evade to DEF rolls			
4	CLOS					
3	DIS		PSI			
SKILLS						

NAME		Lt. Chase		ROLE	Scout		
FACTION		Starfleet		SPECIALIZATION	Tactical	PTS 25	
3	MOV	WEAP EQUIP	TR-116: Aim2, cannot target enemies < Range 1, re-roll all ⚡ OR ☹ on RNGD rolls, +1 to Ranged Target rolls Unarmed: -1DP to CLOS rolls Isolation Suit: If touching terrain, enemy models > Range 1 do not have LOS Fear: All enemies < Range 1: roll DIS or move Range 1 away			ACTIONS	1
3	DEF					3	
4	RNGD						
2	CLOS						
4	DIS						
SKILLS		PSI					

JUNIOR OFFICERS

NAME		Lt. (J.G.) Pearce		ROLE	Breacher		
FACTION		Starfleet		SPECIALIZATION	Tactical	PTS 13	
2	MOV	WEAP EQUIP	Wide Beam Phaser Rifle: Cone AOE, +1 to Ranged Target rolls Melee Weapon Photon Grenade: Blast AOE, 4 RNGD, +1 to Ranged Target rolls (Single use)			ACTIONS	2
2	DEF					2	
3	RNGD						
2	CLOS						
2	DIS						
SKILLS		PSI					

NAME		Ens. Gunn		ROLE	Rifleman		
FACTION		Starfleet		SPECIALIZATION	Tactical	PTS 12	
2	MOV	WEAP EQUIP	Phaser Rifle (Type III): Aim1 Melee Weapon VISOR: +1 Hit to RNGD rolls, LOS extended by Range +2 in the dark			ACTIONS	3
2	DEF					2	
3	RNGD						
2	CLOS						
2	DIS						
SKILLS		PSI					

NAME		Ens. Dukes		ROLE	Close Combat Specialist		
FACTION		Starfleet		SPECIALIZATION	Tactical	PTS 12	
2	MOV	WEAP EQUIP	Powered Weapon: Re-roll all Blanks on CLOS rolls Cybernetics: +1 Hit to CLOS rolls			ACTIONS	2
2	DEF						
--	RNGD						
3	CLOS						
2	DIS						
SKILLS		PSI					

QUICK-START ADVERSARIES

NAME		Scrapper		ROLE		Novice (Melee)		
FACTION				PTS		12		
2	MOV	WEAP EQUIP	Melee Weapon				ACTIONS	
3	DEF						2	
--	RNGD							
3	CLOS							
2	DIS						PSI	
SKILLS								

NAME		Gunslinger		ROLE		Novice (Ranged)				
FACTION				PTS		12				
2	MOV	WEAP EQUIP	Disruptor Pistol: Re-roll all Blanks on RNGD rolls, -1DP beyond Range 1				ACTIONS			
3	DEF						2			
3	RNGD						Unarmed: -1DP to CLOS rolls		3	
2	CLOS									
2	DIS						PSI			
SKILLS										

NAME		Brute		ROLE		Regular (Melee)				
FACTION				PTS		16				
3	MOV	WEAP EQUIP	Large Melee Weapon: +1 to Melee Target rolls				ACTIONS			
3	DEF						1			
--	RNGD									
3	CLOS									
3	DIS						PSI			
SKILLS										

NAME		Commando		ROLE		Regular (Ranged)				
FACTION				PTS		16				
2	MOV	WEAP EQUIP	Disruptor Rifle: Aim1, re-roll all Blanks on RNGD rolls				ACTIONS			
3	DEF						2			
4	RNGD						Melee Weapon		2	
2	CLOS									
2	DIS						PSI			
SKILLS										

QUICK-START ADVERSARIES

NAME		Enforcer		ROLE		Elite (Melee)	
FACTION				PTS		20	
2	MOV	WEAP EQUIP PSI	Energy Whip: Can target enemies up to Range 1 away Personal Forcefield: +1 Evade to DEF rolls	ACTIONS		2	
4	DEF						
--	RNGD						
3	CLOS						
3	DIS						
SKILLS							

NAME		Deadeye		ROLE		Elite (Ranged)	
FACTION				PTS		20	
2	MOV	WEAP EQUIP PSI	Needler: Aim2, cannot target enemies < Range 1, re-roll all ⚡ OR ☹️ on RNGD rolls, +1 to Ranged Target rolls Unarmed: -1DP to CLOS rolls	ACTIONS		1	
3	DEF						
4	RNGD						
3	CLOS						
3	DIS						
SKILLS							

NAME		Puppeteer		ROLE		Psionic	
FACTION				PTS		25	
3	MOV	WEAP EQUIP PSI	Unarmed: -1DP to CLOS rolls Mind Control: Targeted enemy takes one action of the psionic's choice Influence: Any model: either gain +1DP or -1DP for all their actions this round Telekinesis: Move 1 Obstacle or model up to Range 1	ACTIONS		3	
4	DEF						
--	RNGD						
3	CLOS						
4	DIS						
SKILLS							

NAME		Ravager		ROLE		Psionic	
FACTION				PTS		25	
3	MOV	WEAP EQUIP PSI	Unarmed: -1DP to CLOS rolls Mind Blast: Target 1 enemy model within Range 1, roll on Ranged Target table +3 Mind Control: Targeted enemy takes one action of the psionic's choice Fear: All enemies < Range 1: roll DIS or move Range 1 away	ACTIONS		3	
4	DEF						
--	RNGD						
3	CLOS						
3	DIS						
SKILLS							

NAME		ROLE			
FACTION		SPECIALIZATION		PTS	
SKILLS	MOV	ACTIONS			
	DEF				
	RNGD				
	CLOS				
	DIS				
	WEAP				
	EQUIP				
	PSI				

NAME		ROLE			
FACTION		SPECIALIZATION		PTS	
SKILLS	MOV	ACTIONS			
	DEF				
	RNGD				
	CLOS				
	DIS				
	WEAP				
	EQUIP				
	PSI				

NAME		ROLE			
FACTION		SPECIALIZATION		PTS	
SKILLS	MOV	ACTIONS			
	DEF				
	RNGD				
	CLOS				
	DIS				
	WEAP				
	EQUIP				
	PSI				

NAME		ROLE			
FACTION		SPECIALIZATION		PTS	
SKILLS	MOV	ACTIONS			
	DEF				
	RNGD				
	CLOS				
	DIS				
	WEAP				
	EQUIP				
	PSI				

XP TRACKER

	TOTAL:		TOTAL:		TOTAL:		TOTAL:
Successful Shoot/Fight Actions (1 XP)		Adversaries Taken <i>Out of Action</i> (5 XP)		Missions Survived (1 XP)		Never <i>Down, Staggered, or Out of Action</i> (5 XP)	

	TOTAL:		TOTAL:		TOTAL:		TOTAL:
Successful Shoot/Fight Actions (1 XP)		Adversaries Taken <i>Out of Action</i> (5 XP)		Missions Survived (1 XP)		Never <i>Down, Staggered, or Out of Action</i> (5 XP)	

XP TRACKER

SEQUENCE OF PLAY

- 1) Command Phase
- 2) Activation Phase
- 3) End Phase

ACTIONS

- **Move:** Up to Range 1 per MOV
- **Aim:** Up to weapon's max
- **Shoot:** Up to weapon's max
- **Fight:** Up to weapon's max
- **Disengage:** 2 actions
- **Psionic Ability:** 2 actions
- **Recover:** Removes *staggered*
- **Stand:** Removes *down*
- **Use Item:** 2 actions

SHOOT ACTION

Uncancelled ✦:	Result
None	Attack misses
1	Target rolls on Ranged Target Table
2	Target rolls on Ranged Target Table +1
3+	Target rolls on Ranged Target Table +2

FIGHT ACTION

Uncancelled ✦:	Result
None	Attack misses
1	Target rolls on Melee Target Table
2	Target rolls on Melee Target Table +1
3+	Target rolls on Melee Target Table +2

PSIONIC ABILITY ACTION

DIS roll is:	Result
≤ half target's DIS roll	Attacker is affected by their own power
≤ target's DIS roll	The power fails, no effect
> target's DIS roll	The power takes effect

RANGED TARGET TABLE

2d6 + Mods	Result
2 – 3	Return Fire: The target may immediately perform a Shoot action against the attacker
4	Snap Shot: The target may immediately perform a Shoot action against the attacker at -1DP
5	Run for Cover: The target may move up to Range 1 (without coming into contact with an enemy model)
6	Dive for Cover: The target must move Range 1 away from the attacker (without coming into contact with an enemy model) and be placed <i>down</i>
7	<i>Down</i>
8	<i>Staggered</i>
9	<i>Down and staggered</i>
10+	<i>Out of Action</i>

MELEE TARGET TABLE

2d6 + Mods	Result
2 – 3	Counter: The target may immediately perform a Fight action against the attacker
4	Parry: The target may immediately perform a Fight action against the attacker at -1DP
5	Break Away: The target may move up to Range 1 (without coming into contact with an enemy model)
6	Knockback: The target must move Range 1 away from the attacker (without coming into contact with an enemy model), and be placed <i>down</i>
7	<i>Down</i>
8	<i>Staggered</i>
9	<i>Down and staggered</i>
10+	<i>Out of Action</i>

- Two *down* conditions → *down and staggered*
- Two *staggered* conditions → *out of action*