

The background of the cover is a deep blue space scene. On the left, a large, curved horizon of the Earth is visible, showing white clouds and blue oceans. In the upper right, a Starship Enterprise is shown from a three-quarter rear view, flying towards the left. A smaller, sleeker starship is flying parallel to it, also towards the left. The text is centered in the lower half of the image.

— STAR TREK —
INFINITE FRONTIER
AWAY MISSIONS
v0.3a - 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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This unofficial fan-made campaign is not affiliated with, nor endorsed by, Paramount, WizKids, or Lynnvander Games.



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

WHERE NO ONE HAS GONE BEFORE

Shortly 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 Starfleet officer, 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 hostile parties.

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 has no direct effect on 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 administrative work.

ENEMY COMBAT LOGIC

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

Ultimately, 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 you find the most fun.

MATERIALS

In addition to these rules, you will need:

- One copy of the core **Star Trek Alliance** box
- A 2'x2' to 3'x3' 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 $\diamond$ 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 recovering from the *staggered* condition). 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 object, 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.

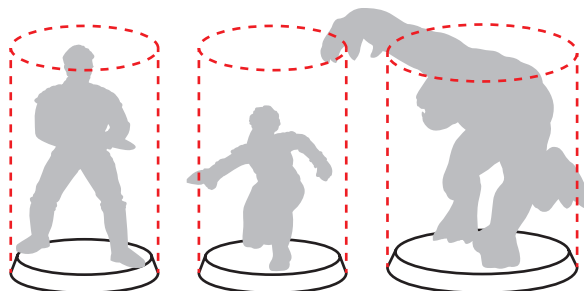
- **Movement (MOV):** Rated 1–3, determines how many of the model's actions can be Move actions.
- **Defense (DEF):** Measured in defense dice, represents how resistant the model is to injury.
- **Ranged Combat (RNGD):** Measured in attack dice, represents ranged combat expertise and weapon proficiency.
- **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 are also outfitted with weapons and equipment, or can have psionic abilities, which may affect these skills.

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 game 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.

FIELD OF VIEW

A model's Field of View (FOV) defines the area that the model has awareness of from its current position and facing, and is used when determining Line of Sight. It is equivalent to a starship's firing arc in the core *Star Trek Alliance* game.

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

Models can only attack things that are within their Field of View and Line of Sight. For example, an enemy model moving out of cover behind a friendly model cannot be attacked by the friendly model because it is facing the wrong direction. On its turn, the friendly model must first rotate to face the enemy model before it can attack (Rotating is a free action, and does not count as movement).

BOARD SETUP

The game is ideally played on small boards, densely packed with 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 is important that there are no unobstructed sightlines across the entire board.

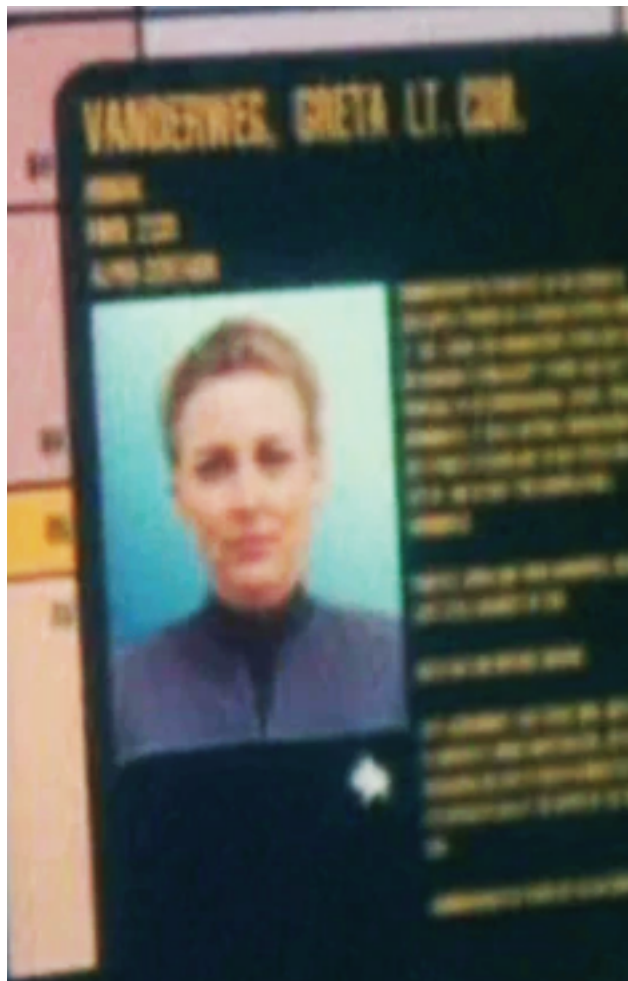
If you do not have a dedicated play mat, you can use tokens to denote the corners of the board, or use tape or string to clearly mark out edges. The latter option can also be used to denote interior walls, such as for those scenarios taking place aboard a ship or space station.

MODEL 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.

In the event that you have run out of models when instructed to deploy reinforcements, remove one or more models currently on the board and redeploy them as new Adversaries. Always remove the model worth the lowest point value, or if tied, the one that is furthest from any player-controlled model.



IDENTIFYING MODELS

To help differentiate between models and keep track of which character sheet corresponds to which model, you may find it helpful to number each model, and record that number in the I.D. field on its character sheet.

A piece of tape stuck to the model's base can be used to record its number, or its sequence in the activation order.

ACTIVATION ORDER

Unless otherwise specified, when activating models, they should be activated in ascending order, starting with the model with the lowest point value and lowest Discipline skill.

This simulates the less-experienced rookies impulsively charging headlong into the fray, while the veterans take some time to assess the situation before engaging.

In the event of a tie, randomly determine which model should activate first.

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 17–20).
- 3) Your remaining Away Team models, further than Range 1 from your Leader.

Use an Activated (0-10) token to help you keep track of which models have already activated.

Each model can perform 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 15) 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* (i.e. go prone), 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. Once the target has been determined, the shot must be taken.
- 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. It must be fully-cancelled, and cannot be downgraded to a regular Hit if only one Evade is available.
- 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

- *Winded*: If the shooting model has 2 or more Movement tokens, it rolls Ranged Combat with -1DP.
- *High Ground*: If the shooting model is firing down on a target from an elevated position, it rolls Ranged Combat with +1DP.

Target

- *Moving Target*: If the target model has Movement tokens beside it, 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.

Models that are *down* and/or *staggered* cannot perform any of the counter-actions from this table. Treat any result less than 7 as another *down*.

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. It must be fully-cancelled, and cannot be downgraded to a regular Hit if only one Evade is available.
- 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* or *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.

Models that are *down* and/or *staggered* cannot perform any of the counter-actions from this table. Treat any result less than 7 as another *down*.

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





CONDITIONS

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

- **Ready:** A *ready* model is unaffected by any of the below conditions, and can perform any action.
- **Down:** A *down* model is laid on its side.
 - A *down* model cannot perform any actions except Stand, 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 has been incapacitated, 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:

- **Clutch:** Convert all 🎯 results from a single skill roll into Hit or Evade results. You may use Clutch once per round.
- **Sprint:** Increase a single model's MOV by 1 for this activation (to a maximum of 3).
- **Focus:** Increase a single 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.
- **Last Stand:** If a model is about to be taken *out of action*, you can spend a Command Point to have the model perform a single Shoot or Fight action. After this action is resolved, remove the model as normal.

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'x2' play area.
 - 125 points will make for a larger game, good for a 3'x3' 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.

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 pages contain lists of all the weapons, equipment, and psionic abilities available for your team to choose.



SKILL COSTS TABLE

MOVEMENT

Move Actions	Points Cost
1	0
2	1
3	3

DEFENSE

Defense Dice	Points Cost
1*	1
2	2
3	4
4	8

RANGED COMBAT

Attack Dice	Points Cost
None	0
2	1
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

* Models with a base Defense skill of 1 will automatically "roll" a ☒ result when at -1DP.

WEAPONS

All models must be equipped with at least one weapon from the Close Combat Weapons Table. If a model has a Ranged Combat skill greater than 0, choose a weapon from the Ranged Weapons Table as well.

CLOSE COMBAT WEAPONS TABLE

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

RANGED WEAPONS TABLE

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 Resonator	2	When attacking, roll using DIS instead of RNGD. Optional +1DP to DIS. If this bonus is used, rolling two or more 1s triggers a 4 RNGD hit back on the attacker	3

Set to Stun: All Phaser-type weapons can be set to deliver a non-lethal attack, if desired. Declare a stun attack before rolling RNGD, and any target successfully hit immediately becomes *down* and *staggered*. It does not roll on the Ranged Target Table, and skips its activation this round. Models hit by a stun attack cannot be taken *out of action* by the attack (i.e. if the target was already *staggered*).

EQUIPMENT

Each model may 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), while others are Active (requiring a Use/Interact action to deploy).

EQUIPMENT TABLE

Item	Type	Effect	Points
Adrenal Stimulator	Passive	If this model ends a Move action within half a Range ruler of an enemy, it may move into base contact for free	1
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 (to a maximum of 3)	1
Holo-Emitter *	Active	Targets a point up to Range 1 away from the attacker, Blast AOE, blocks LOS until this model's next activation	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
Psionic Damper	Passive	No Psionic Ability actions can be made, or have an effect, within half a Range ruler of this model	2
Site-to-Site Transport	Active	Move this model 1d4+2 Range rulers (in a straight line) in any direction. This move can occur through blocking terrain, but may not end within terrain, obstacles, or other models.	3
VISOR	Passive	+1 ♦ to RNGD rolls, LOS extended by Range +2 in the dark	1

* May only be used once per game.

Heavily Equipped: A model may take additional equipment at a cost of +1 point per extra piece of equipment taken above their normal allowance. These extra costs are cumulative (i.e. a model's included allotment of equipment is at-cost, an extra piece of equipment costs +1 point, the next extra piece costs +2 points, etc.).

Medical Professional: If a model has the Medical Specialization, it may use a Medkit up to twice 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.

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.

PSIONIC ABILITIES TABLE

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
Influence	Effect	Choose any model on the board to either gain +1DP or -1DP for all their actions this round	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
Restrain	Attack	Target 1 enemy model within LOS. Until the psionic activates again, the target's Movement is reduced by -1 (or by -2 if the psionic's DIS roll was $\geq$ double the target's roll), to a minimum of 1	1
Shroud	Effect	Target 1 friendly model within LOS. Until the psionic activates again, enemies cannot draw LOS to the target model unless within Range 1	1
Sleep	Attack	Target 1 enemy model worth < 20 points within Range 1. That model becomes <i>down</i> and <i>staggered</i>	1
Support	Effect	Until the end of the round, all friendly models within Range 1 of the psionic may re-roll all $\diamond$ and 1s	1
Telekinesis	Either	Effect: Move 1 Obstacle or ally up to Range 1 Attack: Move an enemy up to Range 1	1

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  or 1 on any dice roll
Predators	Movement, Claws & Teeth, Fearsome 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
Relentless	All Recover actions automatically succeed
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

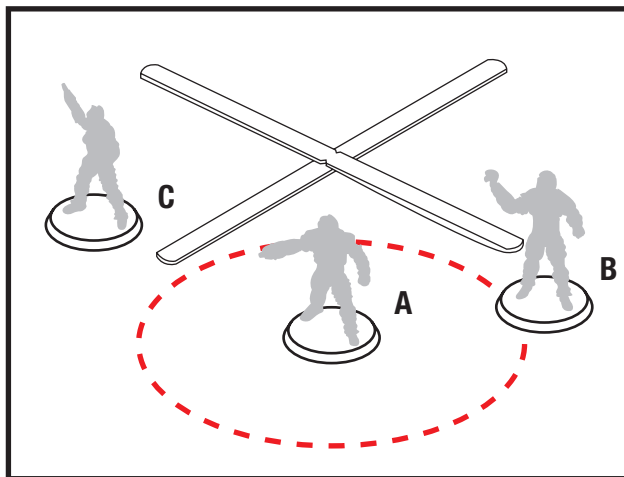
AREA OF EFFECT

AREA OF EFFECT

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

Blast AOE

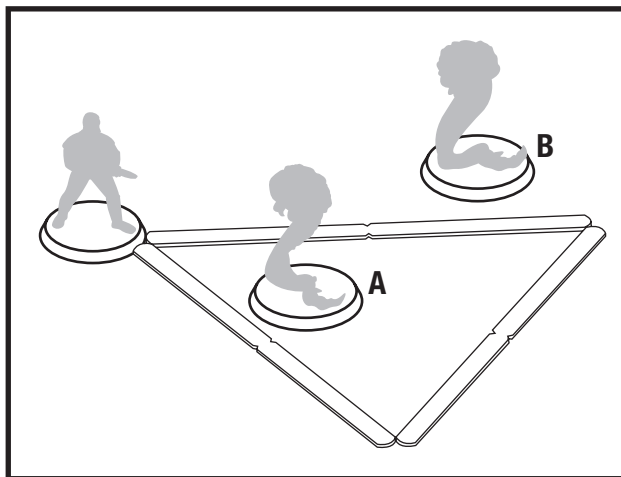
Affects all models whose bases are within a circle 1 Range ruler in diameter, centered on the target's base.



*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.*





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 equal to the point value of your Away Team.

Point values are only a rough estimation of team strength, and meeting the point total exactly is not crucial. A handful of 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.

Alternatively, the Quick Deployment Table below will provide a suitable hostile force without having to spend time calculating point values.

QUICK DEPLOYMENT TABLE

Map Size	Starting Strength
2'x2'	2 Novices, 2 Regulars, 1 Elite or Psionic
3'x3'	2 Novices, 4 Regulars, 2 Elites or Psionics

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 perform 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 pursue those instead of Away Team models.



NOVICE

■ HIDE ■ MOVE ■ ■ ■ ■ ■ ENGAGE 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  ■ ■ ■ ■ ■ RETREAT ■ ■ ■ ■ ■ ATTACK ■ ■ ■ ■ ■ RETREAT ■ ■ ■ ■ ■ DISENGAGE ■ ■ ■ ■ ■ ATTACK ■ ■ ■ ■ ■ COWER ■ ■ ■ ■ ■ MOVE ■ ■ ■ ■ ■ ENGAGE ■ ■ ■ ■ ■ COWER ■ ■ ■ ■ ■ MOVE ■ ■ ■ ■ ■ ADVANCE ■ HIDE ■ MOVE ■ ■ ■ ■ ■ ENGAGE ■ RETREAT ■ ■ ■ ■ ■ ATTACK ■ ■ ■ ■ ■ RETREAT ■ ■ ■ ■ ■ DISENGAGE ■ ■ ■ ■ ■ ATTACK ■ ■ ■ ■ ■ RETREAT ■ ■ ■ ■ ■ DISENGAGE ■ ■ ■ ■ ■ ATTACK ■ ■ ■ ■ ■ RETREAT ■ ■ ■ ■ ■ DISENGAGE ■ ■ ■ ■ ■ ATTACK ■ ■ ■ ■ ■ COWER ■ ■ ■ ■ ■ MOVE ■ ■ ■ ■ ■ ADVANCE ■ ■ ■ ■ ■ 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. 17
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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



DISENGAGE
ATTACK



RETREAT
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

■ ■ MOVE

■ ■ ■ ■ ■ ENGAGE

■ ■ ■ ■ ■ FIRE

■ ■ ■ ■ ■ ADVANCE

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

■ ■ ■ ■ ■ DISENGAGE

■ ■ ■ ■ ■ ATTACK

■ ■ RETREAT

■ ■ ■ ■ ■ 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.



RETREAT

FORCE

POWER

RETREAT

FORCE

POWER

Choose Action

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

MOVECLOUD

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.

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. You may also choose to roll a Complication at the end of Rounds 5, 8, 10, and 11, to extend the game if more time is needed to complete an objective.

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 and reinforcements gain a 360° Field of View for the remainder of the Mission, OR if all Adversaries already have a 360° FOV, 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 in play, randomly select one Elite to become an objective needing to be taken <i>out of action</i> .
12	Hidden Reserves: Roll three times on the Reinforcements Table (page 16) and deploy the results immediately.



CAMPAIGN PLAY

While missions are designed to stand alone as individual sorties, 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 its 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).

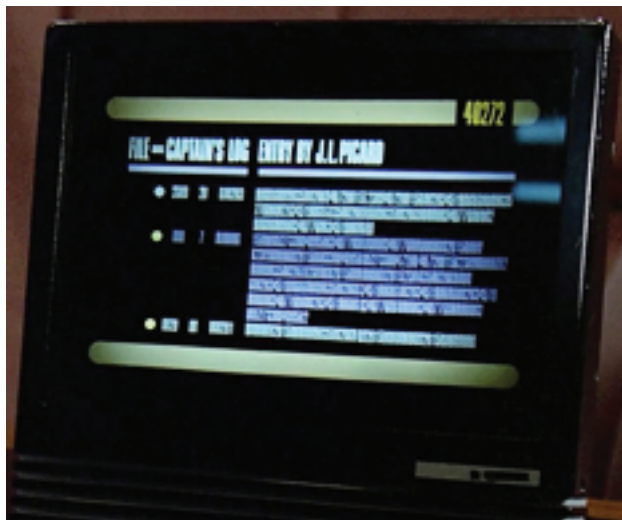


INFINITE DIVERSITY

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** (page 24), **Number** (roll 1d12, or use the Planet result below)...

- which is a **Planet** (page 25) (3'×3' play area, 125 points) with a **Terrain Feature** (page 26)
- where a **Satellite** (page 25) can be found in orbit (2'×2' play area, 75 points)

Upon entering orbit, we became aware of a rapidly-unfolding **Situation** (page 27) that requires our intervention.

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

- **Defend** (page 28)
- **Extract** (page 28)
- **Pacify** (page 29)
- **Secure** (page 29)

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

INSTRUCTIONS

Roll 1d6 and 1d12 simultaneously for each category to select a name element, then combine both elements to get a system name. Roll 1d12 and add the result to the system name to get a planet name (or use the result from the Surface Condition Generator table on page 24).

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

PLANET

2d6	Conditions
2	A sun-scorched hellscape, with a thick atmosphere of greenhouse gases Adverse Conditions: Extreme Heat • 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 • 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 • 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 • Physical exertion becomes difficult (-1 MOV, to a minimum of 1)
10	An unstable protoplanet, ravaged by intense neurogenic storms Adverse Conditions: Psionic Interference • 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 • 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 • Bulky cold weather clothing restricts range of motion (-1DP to all CLOS rolls)

SATELLITE

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

* **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

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 • Repel hostiles trying to seize vital areas of an outpost/ship/station
2	Personal Security Detail • Protect VIPs from assassins/kidnappers
3	Evacuation • Protect vulnerable allies until evacuation can be arranged

EXTRACT

1d12	Situation / Objective
4	Hostage Crisis/Hijacking • Rescue VIPs from a besieged building/ship/station
5	Corrupted Data • Retrieve important data from damaged systems
6	Stolen Items • Recover lost/stolen items from a defended hideout

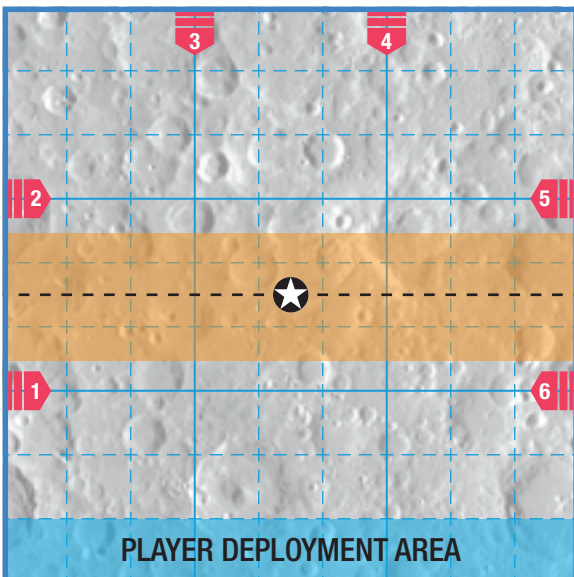
PACIFY

1d12	Situation / Objective
7	Containment Breach • Prevent a wider outbreak from a compromised secure facility/ship/station
8	Riot • Quell a violent mob overrunning an outpost/ship/station
9	Hunting Party • Eradicate dangerous creatures threatening an outpost/ship/station

SECURE

1d12	Situation / Objective
10	Field Repairs • Restore critical equipment for a crippled outpost/ship/station
11	Sensor/Monitor Deployment • Place data-gathering equipment in a strategic location
12	Sabotage • Infiltrate an enemy facility to disrupt operations

DEFEND



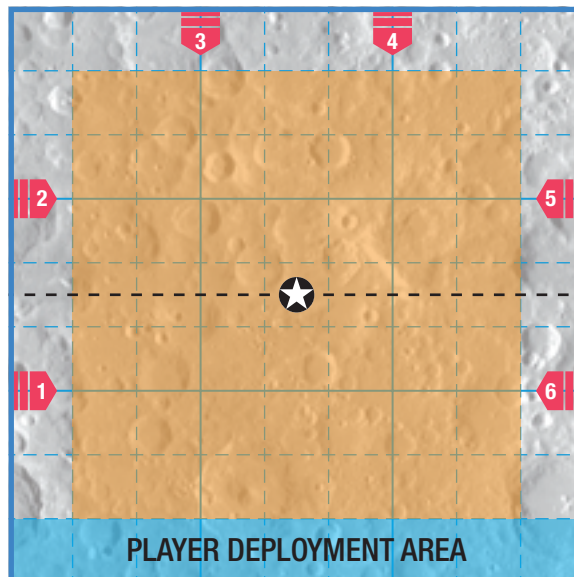
Setup: Set up the board as usual, with lots of terrain, and no sightlines crossing the board. Place 1 Objective Token in the middle of the board. Each player then places 1 Objective Token within Range 1 of the center-line of the board, and further than Range 1 away from any other Objective Token.

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.

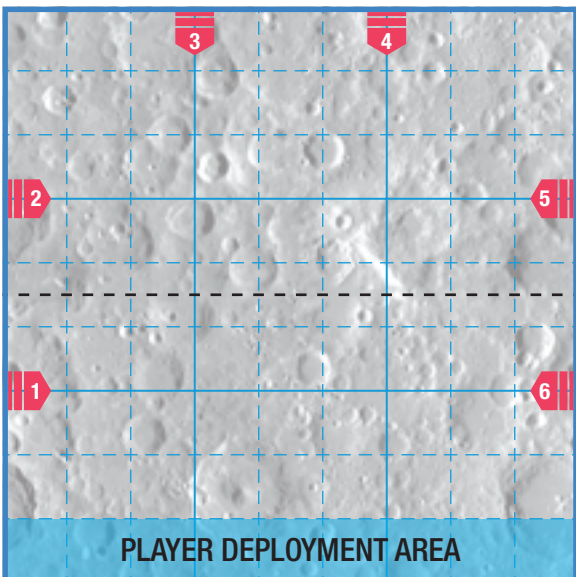
Game Duration: At the end of Round 4, roll 1d6. On a 5+, the game ends. If the game continues, it ends after Round 5. The game also ends if all Objective Tokens have been moved off the board.

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



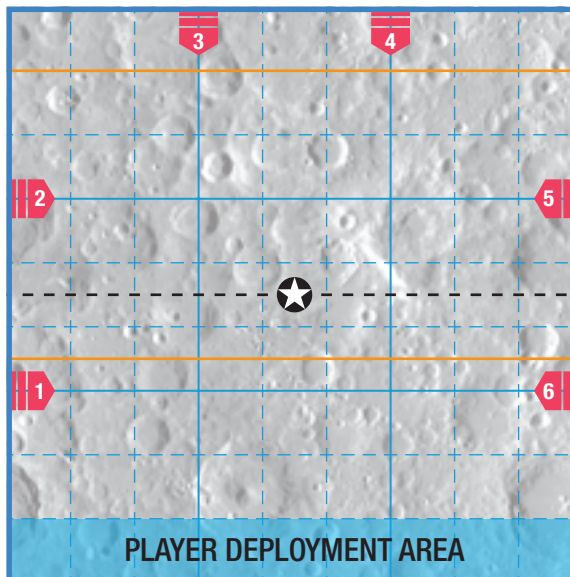
Setup: Set up the board as usual, with lots of terrain, and no sightlines crossing the board.

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.

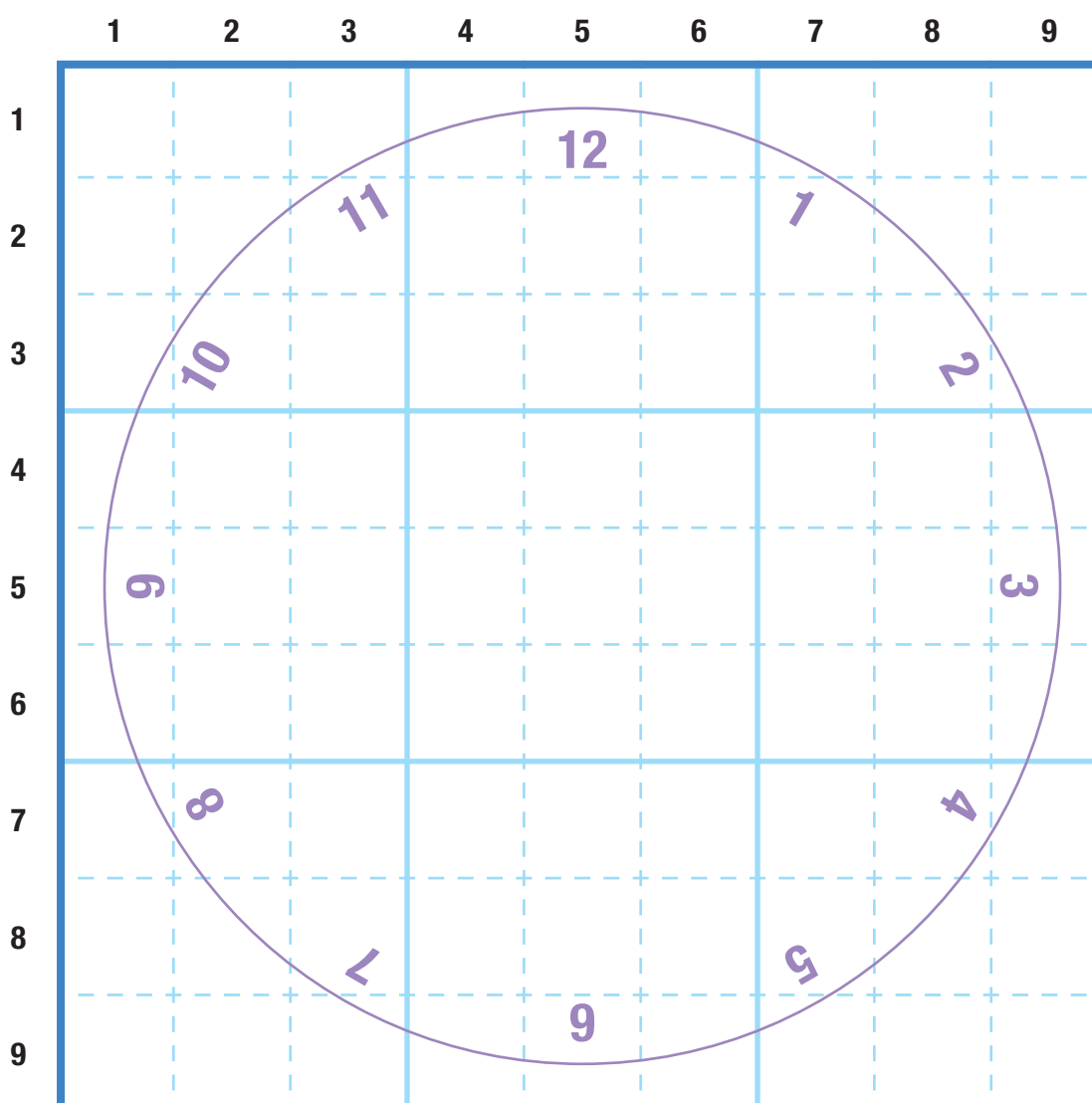
Victory Conditions: If the Away Team secures all Objective Tokens, they win. To secure an objective, an Away Team model must be touching it, then perform a Use/Interact action.

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 greater than 9. Roll 2d6 for a 2'×2' board.

Additionally, you may roll 1d12 to determine the orientation of the object, if applicable. Orient the object facing the corresponding "hour" on an imaginary clock face.



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>Reprieve</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 31) has reported that one of their shuttles went missing in this sector, and we've joined in their search and rescue efforts.

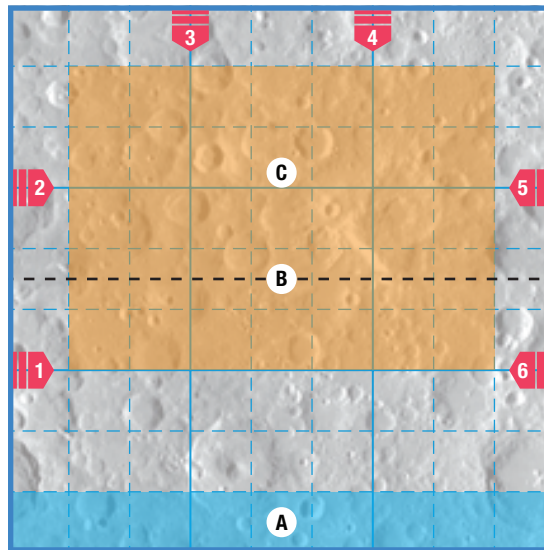
Following a faint ion trail has led us to **this planet** (page 24), where we've detected debris in orbit and a likely crash site on the surface. However, a large stormfront is moving in, making positive identification impossible.

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 2d6 on the Surface Condition Generator table (page 25) to determine if any environmental hazards will affect the Mission.
Terrain Features	Roll 1d12 on the Terrain Feature Generator table (page 26) to determine any distinctive terrain features on the map.
Mission End	The Mission ends as soon as all Objective Tokens have been moved off the board. Roll on the Complications Table (page 21) at the end of Rounds 5, 8, 10, and 11 if the objective has not been achieved and more time is needed. If the objective has not been achieved by the end of Round 12, the Mission is considered a Failure.

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	Roll every 2 rounds

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. Re-roll 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.

Scanning for Survivors: An Away Team model within Range 1 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

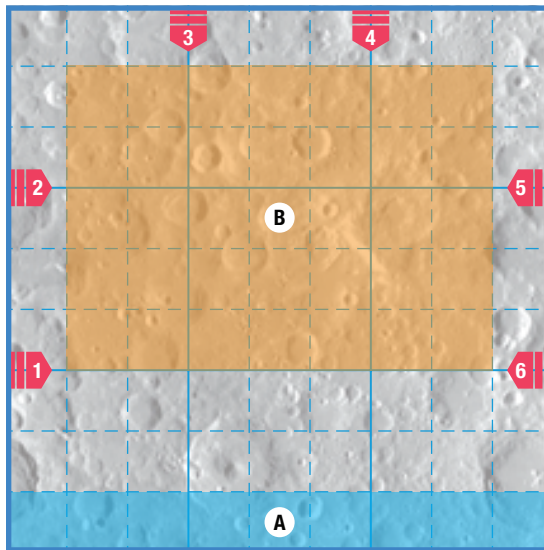
After a slew of missing ship reports in this sector, we've followed a distress beacon to **this planet** (page 24) where we've discovered a pirate hideout. Clearly, they've been using this false distress signal to lure ships into range before capturing and looting them.

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 the last round, or if any Adversaries remain on the board, the Mission is considered a Failure.
Surface Conditions	Roll 2d6 on the Surface Condition Generator table (page 25) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 26) to determine any distinctive terrain features on the map.
Mission End	The Mission ends as soon as all hostiles are <i>out of action</i> , and the Objective Token has been disabled. Roll on the Complications Table (page 21) at the end of Rounds 5, 8, 10, and 11 if the objective has not been achieved and more time is needed. If the objective has not been achieved by the end of Round 12, the Mission is a Failure.

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	Roll every 2 rounds

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.



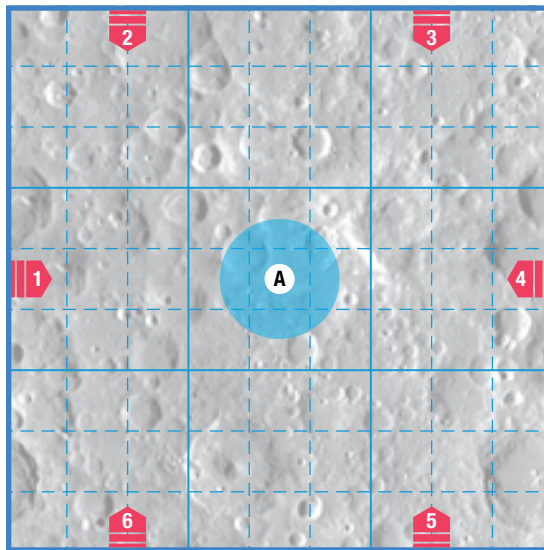
MISSION BRIEFING

Team Strength: 125 Points

The dominant civilization on **this planet** (page 24) 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/token must escape, or the Mission is considered a Failure.
Surface Conditions	Roll 2d6 on the Surface Condition Generator table (page 25) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d12 on the Terrain Feature Generator table (page 26) to determine any distinctive terrain features on the map.
Mission End	The Mission ends as soon as all Away Team models/tokens have crossed the escape edge. Roll on the Complications Table (page 21) at the end of Rounds 5, 8, 10, and 11 if the objective has not been achieved and more time is needed. If the objective has not been achieved by the end of Round 12, the Mission is considered a Failure.

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 1d6	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 3, 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 3, roll 1d6. 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

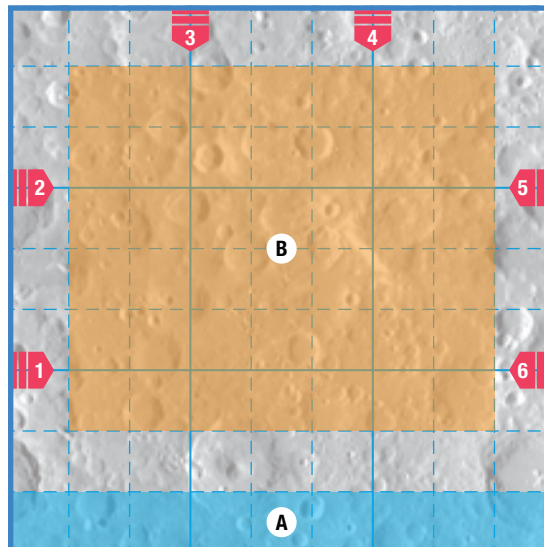
A routine patrol of this sector has uncovered a small smuggler base on **this planet** (page 24). Their ships panicked as soon as we entered the system, rabbiting to warp and abandoning the planet, along with all their contraband goods.

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	Preserve Evidence: Prevent the destruction of as many crates as possible, and capture as many smugglers as possible. At least two crates and two smugglers must be recovered, or the Mission is considered a Failure.
Surface Conditions	Roll 2d6 on the Surface Condition Generator table (page 25) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d12 on the Terrain Feature Generator table (page 26) to determine any distinctive terrain features on the map.
Mission End	The Mission ends as soon as all Objective Tokens have been secured or destroyed, and all hostiles are off the board. Roll on the Complications Table (page 21) at the end of Rounds 5, 8, 10, and 11 if the objective has not been achieved and more time is needed. If the objective has not been achieved by the end of Round 12, the Mission is considered a Failure.

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	Roll every 2 rounds

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.

Destroy Orders: Adversary models with Destroy orders will prioritize attacking the nearest crate if there are no Away Team models within LOS. Treat this as a normal attack, with each crate rolling 3 DEF, and being destroyed after three uncanceled hits. These models switch to Attack orders if no more crates remain.

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.

Capturing Smugglers: To capture a smuggler, an Away Team model must Stun the target (see Ranged Weapons Table), and perform a Use/Interact action while in base contact with it. It may then be removed from the board.



MISSION BRIEFING

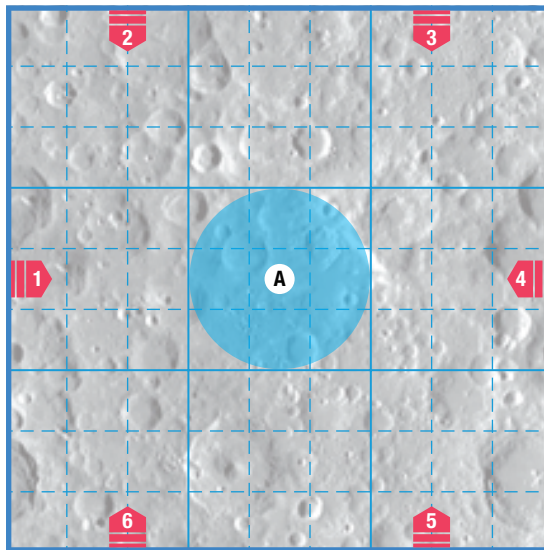
Team Strength: 125 Points

A Federation research outpost on **this planet** (page 24) 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 the last round, the Mission is considered a Failure.
Surface Conditions	Roll 2d6 on the Surface Condition Generator table (page 25) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d12 on the Terrain Feature Generator table (page 26) to determine any distinctive terrain features on the map.
Mission End	At the end of Round 5 (and at the end of each subsequent round), roll 1d6. On a 5+, the Mission ends. Otherwise, the Mission continues for another round.

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 1d6	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

I.D.	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					
SKILLS		PSI				

I.D.	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, +1 use with Medical Specialization)			
3	CLOS					
3	DIS					
SKILLS		PSI				

I.D.	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		Mind Blast: Target 1 enemy model within Range 1, roll on Ranged Target table +3			
SKILLS		PSI				

I.D.	NAME	Lt. Mendes		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					
SKILLS		PSI				

I.D.	NAME	Lt. Long		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
3	DEF					1
4	RNGD					3
2	CLOS					
4	DIS					
SKILLS		PSI				

JUNIOR OFFICERS

I.D.	NAME	Lt. (J.G.) Broadfield		ROLE	Breacher	
FACTION	Starfleet			SPECIALIZATION	Tactical	PTS 13
2+1	MOV	WEAP EQUIP	Wide Beam Phaser Rifle: Cone AOE, +1 to Ranged Target rolls Melee Weapon Exoskeleton: +1 MOV			ACTIONS
2	DEF					2
3	RNGD					2
2	CLOS					
2	DIS					
SKILLS		PSI				

I.D.	NAME	Ens. Pearce		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
2	DEF					3
3	RNGD					2
2	CLOS					
2	DIS					
SKILLS		PSI				

I.D.	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	DEF					2
--	RNGD					
3	CLOS					
2	DIS					
SKILLS		PSI				

QUICK-START ADVERSARIES

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

I.D.	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					
2	CLOS					
2	DIS					
SKILLS				PSI		
			Unarmed: -1DP to CLOS rolls			3

I.D.	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					
SKILLS				PSI		

I.D.	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					
2	CLOS					
2	DIS					
SKILLS				PSI		
			Melee Weapon			2

QUICK-START ADVERSARIES

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

I.D.	NAME	Deadeye		ROLE	Elite (Ranged)	
FACTION				PTS	20	
2	MOV	WEAP EQUIP	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
3	DEF					1
4	RNGD					3
3	CLOS					
3	DIS					
SKILLS		PSI				

I.D.	NAME	Puppeteer		ROLE	Psionic	
FACTION				PTS	25	
3	MOV	WEAP EQUIP	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
4	DEF					3
--	RNGD					
3	CLOS					
4	DIS					
SKILLS		PSI				

I.D.	NAME	Ravager		ROLE	Psionic	
FACTION				PTS	25	
3	MOV	WEAP EQUIP	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
4	DEF					3
--	RNGD					
3	CLOS					
3	DIS					
SKILLS		PSI				

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

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

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

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

XP TRACKER

TOTAL:	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:	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
- **Stand:** Removes *down*
- **Recover:** Removes *staggered*
- **Use/Interact:** Costs 2 actions
- **Aim:** Up to weapon's max, +1DP to next Shoot
- **Disengage:** Costs 2 actions
- **Shoot:** Up to weapon's max
- **Fight:** Up to weapon's max
- **Psionic Ability:** Costs 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*