

The background of the cover is a high-quality digital illustration of a Star Trek starship, likely the USS Enterprise-D, in orbit around the planet Earth. The Earth is shown from a high-angle perspective, with its blue oceans and white cloud patterns clearly visible. The starship is positioned in the upper right quadrant, angled towards the left. The overall color palette is dominated by deep blues and whites, creating a sense of vastness and exploration.

STAR TREK
INFINITE FRONTIER
AWAY MISSIONS

ELEMENTS EDITION
v0.1a - 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.*

Written and laid out by Mike Tam. Special Thanks to Andrew Sydor for mechanics consultation, rules disambiguation, and proofreading.

startrekalliance.firedrakecreative.com

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



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

WHERE NO ONE HAS GONE BEFORE

The year is 2384. Nearly a decade after the end of the Dominion War, the discovery of a semi-stable wormhole leading to the edge of the galaxy has reignited Starfleet’s passion for exploration. You are a Federation Captain, assigned to a special Fleet Task Group, given the mandate to explore this new region known as The Verge.

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

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

OVERVIEW

Star Trek Infinite Frontier: Away Missions is a co-operative skirmish-style miniatures game in 28–32mm scale, using the rules and mechanics from *Space Weirdos: A Skirmish Heartbreaker* by Casey Garske.

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

CAMPAIGN SETUP

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

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

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

PLAYER SETUP

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

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

A handful of pre-made characters and adversaries are provided, if you want to get started right away without having to do any of the admin.

ARTIFICIAL INTELLIGENCE

All the adversaries that you face in the game will be controlled using pre-determined logic tables, but you will have to do all the dice rolling for both sides. It may be helpful to use differently-colored dice sets, and roll all the dice simultaneously to save time.

Additionally, because no table can cover all circumstances, there will be instances where results will need to be liberally interpreted, especially with psionics. When in doubt, you should rule in favor of the AI, since it is at an inherent disadvantage compared to the creativity and adaptability of human players.

RULE OF FUN

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

CORE RULES

Star Trek Infinite Frontier: Away Missions uses the mechanics from *Space Weirdos: A Skirmish Heartbreaker* (with a few minor tweaks) and the enemy AI system from the *Space Weirdos Solo* supplement. The core rules can be purchased for \$5 from Garske Games (<https://garske.games>), and includes the Solo rules.

The following is a very cursory overview of the game. For actual rules on how to play, refer to the *Space Weirdos* zine, and the *Space Weirdos Solo* supplement.

Tweaks made to the core rules are indicated with red headlines. New features are indicated with purple headlines.

MATERIALS

To start playing, you will need:

- A copy of *Space Weirdos* and *Space Weirdos Solo*
- A 2'×2' to 3'×3' play area
- 4–10 models for each faction
- One or more 4" Range rulers
- Two sets of polyhedral dice (d4 to d12)
- One d20 (for determining Adversary actions)
- Lots of scatter terrain
- Tokens for movement & conditions

MEASUREMENT

In *Space Weirdos*, the base unit of measurement is the “stick,” which is a 5" length, marked in the middle. In this game, the base unit of measurement is the “Range ruler,” which is only 4" in length, but otherwise the same idea. This was done to make Mission design and setup easier, as it allows the play area to be evenly divided into a grid using the Range ruler as reference.

ASSEMBLE AN AWAY TEAM

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

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

ATTRIBUTES

The names of model attributes in the game have been renamed as follows, to make what they do in gameplay (and their abbreviations) a bit more intuitive.

Speed (Spd) becomes **Movement (MOV):**

- Rated 1–3, determines how many of the model's actions can be Move actions.

Defense (DEF) remains unchanged:

- Measured in dice (e.g. “2d6”), represents how resistant the model is to injury.

Firepower (FP) becomes **Ranged Combat (RNGD):**

- Measured in dice, represents ranged combat expertise and weapon proficiency.

Prowess (Prw) becomes **Close Combat (CLOS):**

- Measured in dice, represents close combat expertise and proficiency.

Willpower (Will) becomes **Discipline (DIS):**

- Measured in dice, represents specialist training, mental fortitude, and bravery.

SPECIALIZATION

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

- **Command**
- **Engineering**
- **Science**
- **Medical**
- **Tactical**

WEAPONS & EQUIPMENT

While the stats, bonuses, and abilities of weapons and equipment are unchanged, they have been given more thematically-appropriate names.

ADVERSARIES

The term “Adversaries” refers to any faction that stands between your Away Team and their objective, and they are created in the same manner as an Away Team, but you do not need to build them to a total point value.

Each scenario will dictate the Adversaries' starting strength (in points), how to deploy the initial wave of Adversary models (typically by rolling a die to determine a random entry vector), and you will usually roll at the end of each round to see if reinforcements arrive.

ADVERSARY TYPES

The various types of “Bad Guys” described in *Space Weirdos Solo* (e.g. Mooks, Goons, Thugs, etc.) are given more straightforward and intuitive classifications, as follows:

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.

MISSION SETUP

Choose the mission you want to play – either a pre-made narrative mission, or one that you generate yourself using the random tables included in this book (pages 10–17).

Set up the play area as directed by the mission instructions, and assemble a team of Adversaries worth up to the number of points indicated. Point values are only a rough estimation of team strength, and you don’t need to be too strict about meeting the point total exactly. A few points over or under is nothing to worry about, and you should feel free to experiment in order to tune the difficulty to your liking.

DEPLOYMENT

The method for determining where Adversaries should deploy from has been formalized to use dice rolls. Each mission map includes a number of red “deployment vectors” that correspond to the result of a dice roll. Models 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.



SEQUENCE OF PLAY

Each round of the game consists of three phases:

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

COMMAND PHASE

Replenish your pool of Command Points.

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 *Space Weirdos Solo*, page 2).
- 3) Your remaining Away Team models, further than Range 1 from your Leader.

Each model can take 3 actions on its turn. Some options require more than one action to perform.

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

COMPLICATIONS

Rolling poorly during skill checks is now doubly-dangerous, as Away Team models risk randomly triggering a **Complication** (page 6) if they roll double 1s when performing an action.

MAINTENANCE PHASE

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

- Remove all movement tokens.
- Resolve any scenario-based events.
- Roll for hostile reinforcements, if necessary (see *Space Weirdos Solo*, page 4).
- Return to the Command Phase.

CLOSE COMBAT WEAPONS

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

RANGED WEAPONS

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

PSIONIC ABILITIES

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

EQUIPMENT

Item	Type	Effect	Points
Anti-Grav Harness	Passive	This model can ignore falling, terrain, and other models when making Move actions	1
Cybernetics	Passive	+1 to CLOS rolls	1
Exoskeleton	Passive	+1 MOV	1
Isolation Suit	Passive	If this model's base touches a piece of terrain, enemy models do not have LOS unless they are within Range 1 of the cloaked model	2
Medkit *	Active	1 model touching this model becomes <i>ready</i>	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, 2d10 RNGD, +1 to Ranged Target rolls	1
Psionic Amplifier	Passive	+1 to DIS rolls	1
VISOR	Passive	+1 to RNGD rolls, LOS extended by Range +2 in the dark	1

* May only be used once per game.

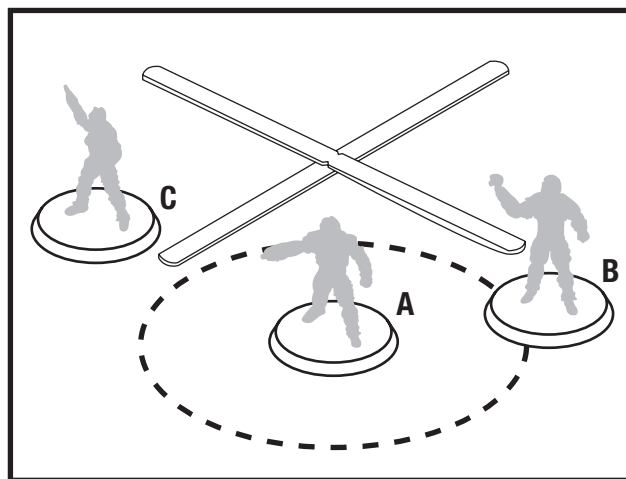
Spot Action: As an action, a model may make an unopposed Discipline roll to try and spot a model equipped with an Isolation Suit that would otherwise be in LOS. If successful, the spotting model can ignore the stealth effect for this activation.

AREA OF EFFECT

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

Blast AOE

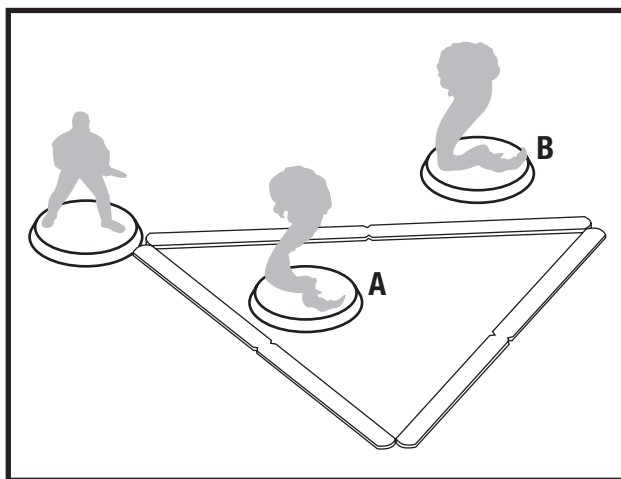
Affects all models whose bases are within a circle 1 Range ruler in diameter, centered on the target's base.



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

Cone AOE

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

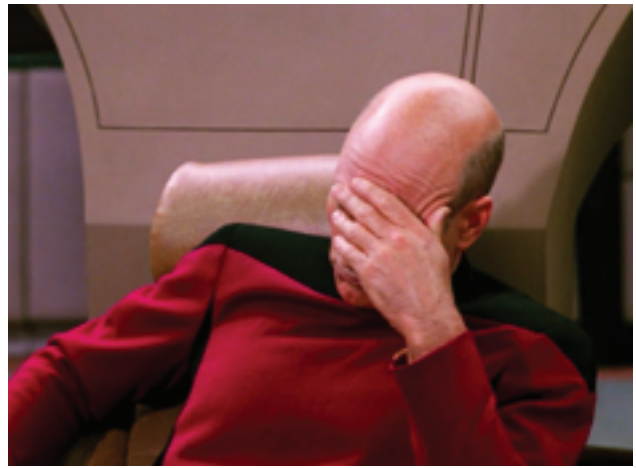


Creature A is in the area of effect, whereas Creature B is not.

COMPLICATIONS

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

A complication is triggered if an Away Team model rolls double 1s when performing an action, in which case, roll on the Complications Table below and apply the corresponding effect.



COMPLICATIONS TABLE

1d10	Effect
1	Lucky Break: No effect.
2	Bait and Switch: Remove and immediately redeploy the three Adversaries furthest from an Away Team model, by re-rolling their deployment vectors.
3	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.
4	Lights Out: Line of Sight is reduced to Range 2, OR if already at Range 2, roll again.
5	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.
6	Volatile Chem Leak: Ranged weapons can no longer be used for the remainder of the Mission (Also applies to Adversaries).
7	Electromagnetic Pulse: All Equipment becomes inoperable for the remainder of the Mission (Also applies to Adversaries).
8	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> .
9	Priority Target: Immediately deploy an Elite, OR if there are already two or more Elites on the board, randomly select one Elite to become an objective.
10	Hidden Reserves: Roll three times on the Reinforcements Table and deploy the results immediately.

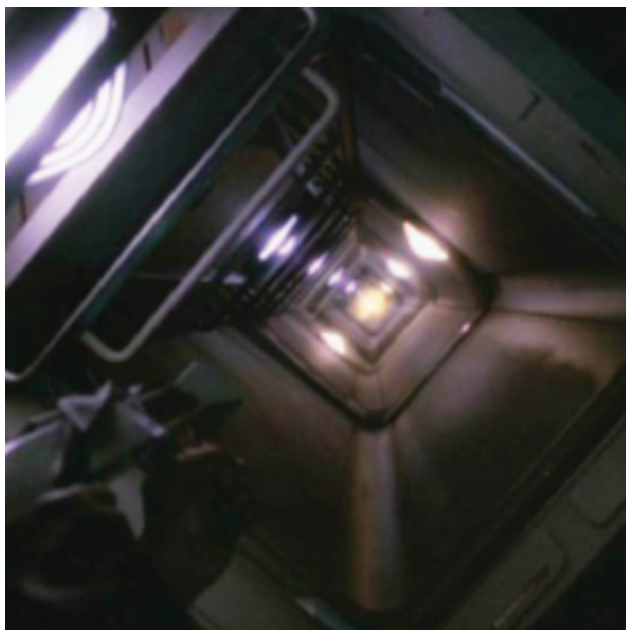
DOORS

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.

Unless otherwise stated, doors are assumed to be 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.

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 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, it will fall (see **Terrain**, page 13).

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.



CAMPAIGN PLAY

While missions are designed to stand alone as individual battles, campaign play lets you create linked storylines by stringing together multiple scenarios, with the results of each one influencing 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 point for every successful Shoot or Fight action.
- 5 points for every adversary taken *out of action*.
- 1 point for surviving the mission.
- 5 points for never being *down* or *staggered*.

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

- 10 points for achieving the mission goal.
- 10 points for neutralizing all Adversaries on the board.

A model may increase a single skill by 1 level or +1DT for a cost of 50 Experience Points. They may also unlock an additional weapon or equipment slot for a cost of 25 Experience Points, plus the cost in points of each weapon or 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

1d12	Result
1 – 3	Quick Recovery: No lingering effects or conditions.
4	Flesh Wound: MOV skill is reduced by one level for the next scenario.
5	Shaken: DIS skill is -1DT for the next scenario.
6	Infection: DEF skill is -1DT for the next scenario.
7	Maimed: MOV skill is reduced by one level permanently.
8	Traumatized: DIS skill is -1DT permanently.
9	Broken: DEF, RNGD, and CLOS skills are all -1DT permanently.
10+	Dead

If your model is Dead after rolling on the Persistent Injury table, or has any of their skills reduced below the lowest level or Dice Type, they 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.



SETTING UP THE BOARD

Star Trek Infinite Frontier: Away Missions is ideally played on small boards, crowded with terrain.

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

SCATTER TERRAIN

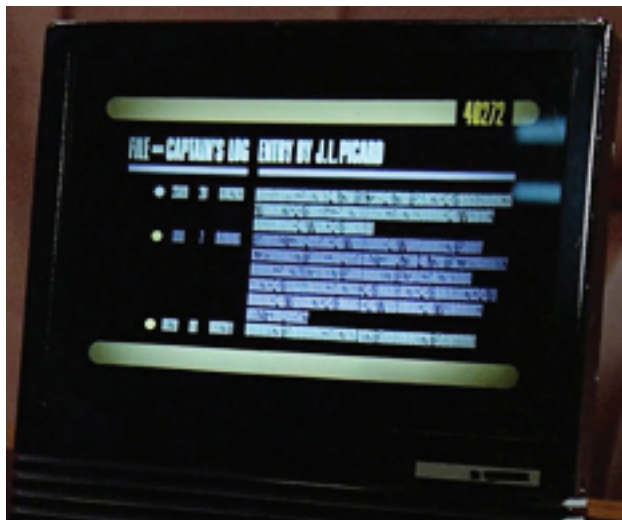
The exact layout of objects within the play area is entirely up to you, but since ranged weapons can shoot any distance, it's important that there are no unobstructed sightlines across the entire board.

OBJECTIVE TOKENS

Most scenarios will use Objective Tokens to represent goals that your Away Team must somehow achieve by interacting with them in order to complete the mission. In such cases, the Special Rules for that scenario will explain what needs to be done.

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.



INFINITE DIVERSITY

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

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

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

CAPTAIN'S LOG

"We've arrived at **System Name** (page 16), **Planet Number** (roll 1d10, or use the Planet result below)...

- which is a **Planet Type** (page 10) (3'×3' play area, 125 points) with a **Terrain Feature** (page 11)
- where a **Satellite Type** (page 10) can be found in orbit (2'×2' play area, 75 points)

Upon entering orbit, we became aware of a rapidly-unfolding **Situation** (page 13) that requires our intervention.

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

- **Defend** (page 14)
- **Extract** (page 14)
- **Pacify** (page 15)
- **Secure** (page 15)

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

INSTRUCTIONS

Roll 1d10 to determine the surface conditions on a planet, or 1d4 to determine the type of satellite in orbit.

PLANET

1d10	Planet Type
1	A sun-scorched hellscape, with a thick atmosphere of greenhouse gases Adverse Conditions: Extreme Heat <ul style="list-style-type: none"> • Weapons overheat faster, becoming less reliable (-2 to all RNGD rolls)
2	A hostile, toxic world, with noxious surface gases venting from its many volcanoes Adverse Conditions: Toxic Atmosphere <ul style="list-style-type: none"> • Concentration and complex thought become difficult (-2 to all DIS rolls)
3	A large, low-mass world tidally-locked to its star, with one side shrouded in eternal night Adverse Conditions: Low Visibility <ul style="list-style-type: none"> • Situational awareness suffers at long distances (LOS restricted to Range 2) • Blind Fire: You may attempt to take potshots at noises in the dark, but are unlikely to hit anything (-2DT to all RNGD rolls beyond Range 2)
4 – 6	A lush, temperate terrestrial, with liquid surface water and a breathable atmosphere Adverse Conditions: None
7	A high-density super-earth, with a core of heavy metals and a thick, humid atmosphere Adverse Conditions: High Gravity & Atmospheric Pressure <ul style="list-style-type: none"> • Physical exertion becomes difficult (-1 MOV, to a minimum of 1)
8	An unstable protoplanet, ravaged by intense neurogenic storms Adverse Conditions: Psionic Interference <ul style="list-style-type: none"> • Psionic energy fields become disrupted (-1DT to all Psionic Abilities)
9	A barren, airless rock, whose surface is bombarded by solar wind and EM radiation Adverse Conditions: Electromagnetic Interference <ul style="list-style-type: none"> • Electronics become disrupted (All Equipment requires an unopposed DIS roll to use) • Passive effects must be deliberately activated, and also require an unopposed DIS roll
10	A frozen ice dwarf, with a surface mainly composed of water ice and cryovolcanic basalt Adverse Conditions: Extreme Cold <ul style="list-style-type: none"> • Bulky cold weather clothing restricts range of motion (-2 to all CLOS rolls)

SATELLITE

1d4	Satellite Type
1	Asteroid <ul style="list-style-type: none"> • Low Gravity: Models can move freely over Difficult Terrain, and climb any terrain features up to twice its own height without penalty
2	Moon <ul style="list-style-type: none"> • No Atmosphere: No air resistance to slow down weapon swings or refract energy beams (-2 to all DEF rolls)
3	Ship
4	Space Station

INSTRUCTIONS

Roll 1d10 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.

TERRAIN

1d10	Feature
1	None No notable terrain features in the area
2	Chasm A deep, rocky scar running across the surface • 1d2 Range rulers wide, 1d6+1 Range rulers long
3	Ridge A tall, jagged outcropping jutting up from the surface (Blocks LOS) • 1d2 Range rulers wide, 1d6+1 Range rulers long
4	Hill / Dune A tall, gentle swell of Elevated Terrain rising from the surface (Blocks LOS, Traversable) • 1d6 Range rulers in diameter
5	Lake / Pool A deep body of liquid spanning the surface • 1d4 Range rulers wide, 1d6 Range rulers long
6	Chokepoint A natural funnel on the surface with only one path through • The centerline of the board narrows to 1d4+1 Range rulers wide
7	Broken Ground A large patch of Difficult Terrain (Traversable) • 1d4 Range rulers wide, 1d6 Range rulers long
8	Crater The remnant of an impact event long ago • 1d6 Range rulers in diameter
9	River / Lava Floe / Ice Floe A fast-moving ribbon cutting across the surface • 1 Range ruler wide, 1d8+1 Range rulers long
10	Rock Pillars A "forest" of stone spires thrusting up from the ground (Each pillar blocks LOS) • 1d6+2 pillars scattered around the board, each 1 Range ruler in diameter

Note: You may use scatter terrain to make terrain features traversable, such as placing a bridge across a chasm.

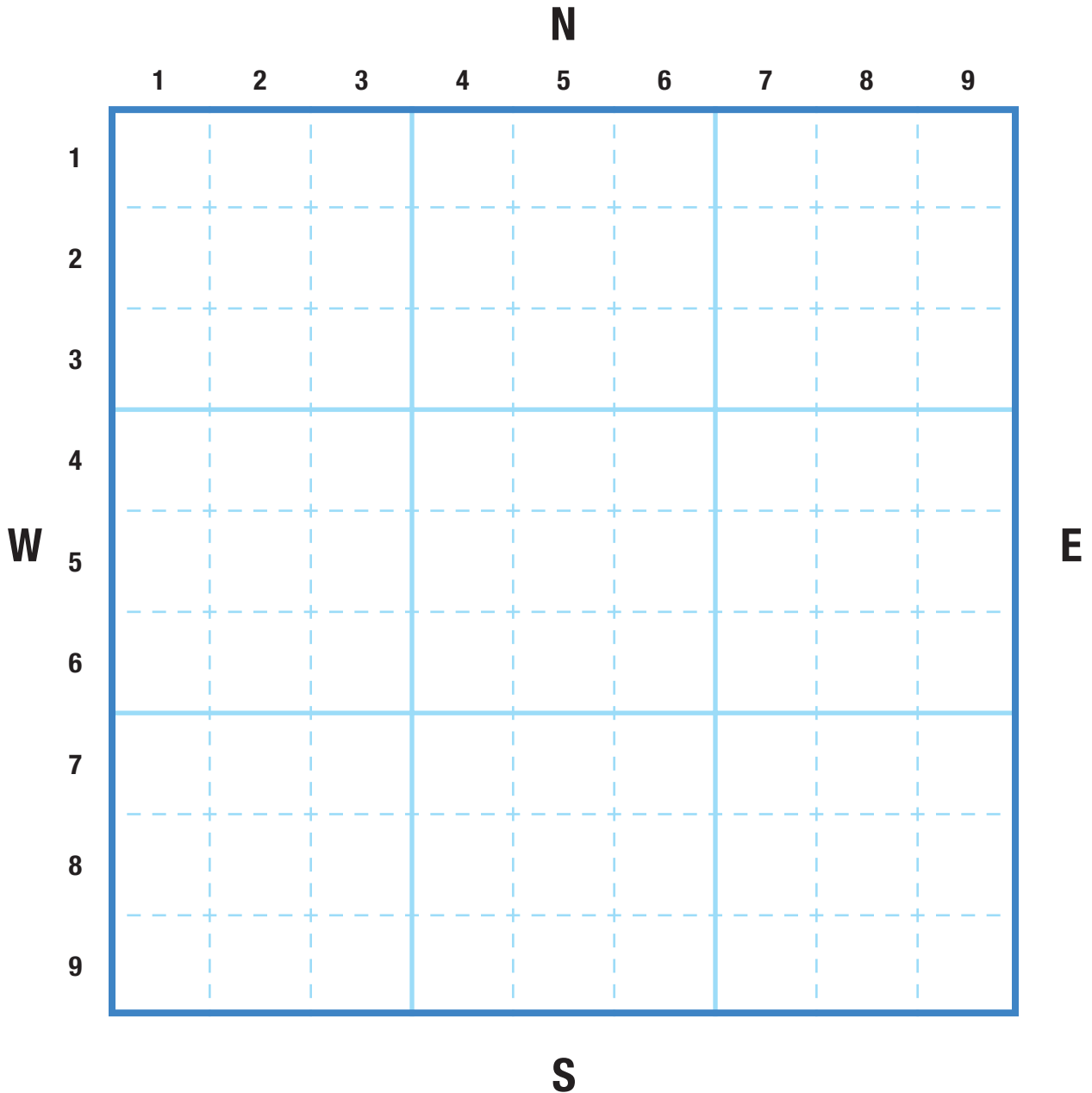
INSTRUCTIONS

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 2d10 for a 3'×3' board, re-rolling all results of 0/10. Roll 2d6 for a 2'×2' board.

Additionally, you may roll 1d8 to determine the orientation of the object, if applicable.

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



INSTRUCTIONS

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

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

DEFEND

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

EXTRACT

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

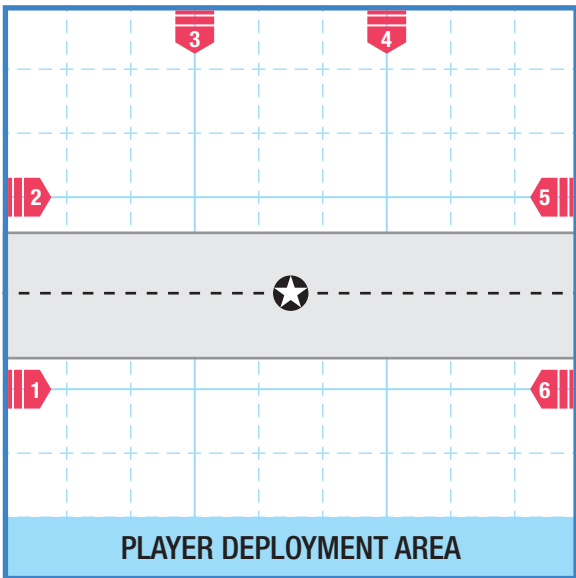
PACIFY

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

SECURE

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

DEFEND



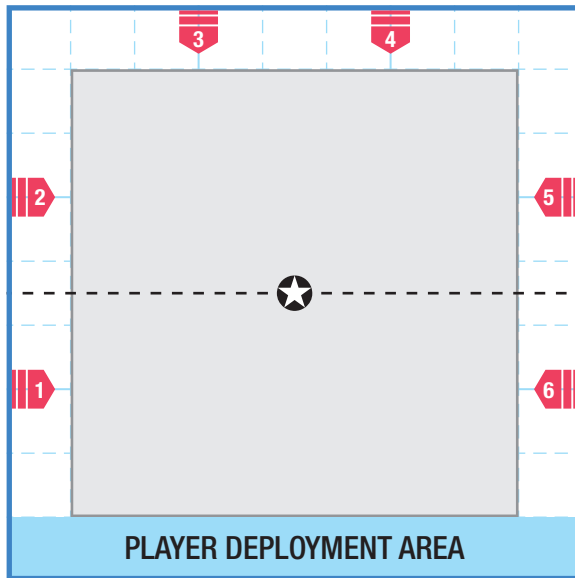
Setup: Set up the board as usual, with lots of terrain, and no sightlines crossing the board. Place 1 Objective Token in the middle of the board. Each player then places 1 Objective Token within Range 1 of the center-line of the board, and further than Range 1 away from any other Objective Token.

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

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

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

EXTRACT



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

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

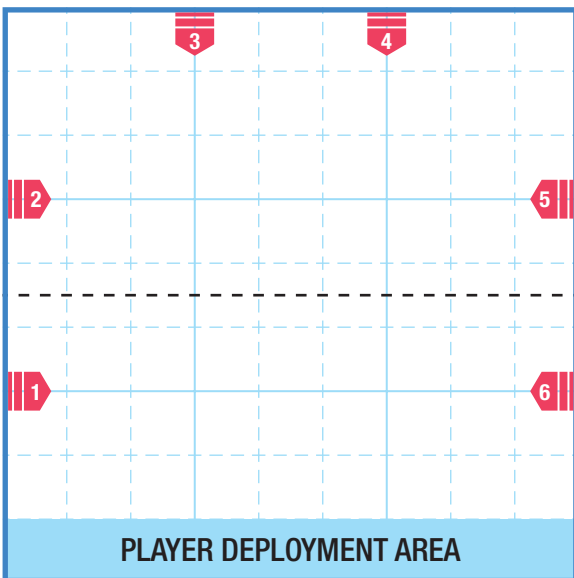
Game Duration: At the end of Round 4, roll 1d6. On a 5+, the game ends. If the game continues, it ends after Round 5. The game also ends if all Objective Tokens have been moved off the board.

Objective Tokens

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

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

PACIFY



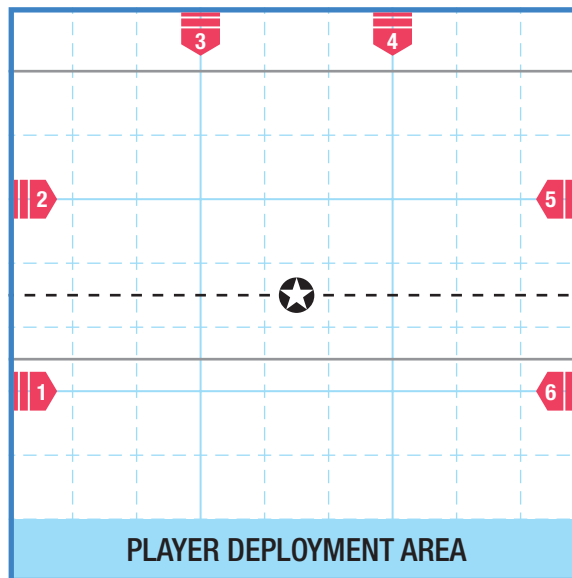
Setup: Set up the board as usual, with lots of terrain, and no sightlines crossing the board.

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

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

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

SECURE



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

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

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

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

SYSTEM NAME GENERATOR

INSTRUCTIONS

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

GREEK LETTER

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

CONSTELLATION

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

INSTRUCTIONS

Roll 1d6 to determine a category (or just choose one), then roll 1d12 to select a name from within that category.

EXPLORER

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

ESCORT

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

SCIENCE/RESEARCH

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

MEDICAL/HUMANITARIAN

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

DIPLOMATIC

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

GENERAL PURPOSE

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

MISSION BRIEFING

Team Strength: 125 Points

A Starfleet vessel (page 17) has reported that one of their shuttles went missing in this sector, and we've joined in their search and rescue efforts.

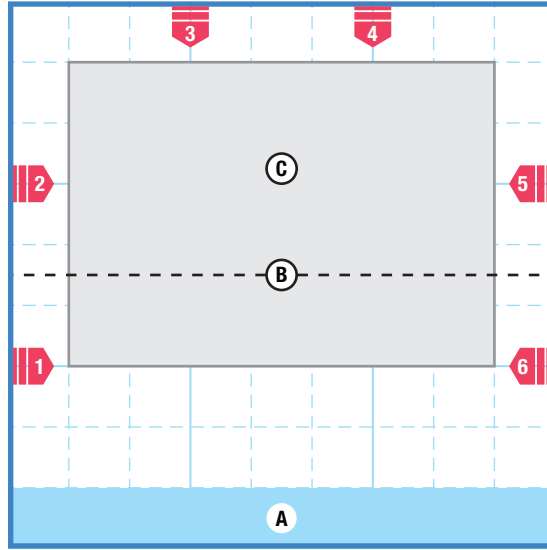
Following a faint ion trail has led us to **this planet** (page 16), where we've detected debris in orbit and a likely crash site on the surface. However, a large stormfront is moving in, making positive identification impossible.

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

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

Good luck.

MAP SETUP



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

MISSION PARAMETERS

Objective	Search and Rescue: Locate the survivors and bring them back to the deployment edge. At least half (round up) of the survivors must be carried across the deployment edge, or the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 10) to determine if any environmental hazards will affect the Mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 11) to determine any distinctive terrain features on the map.
Mission End	The Mission ends at the end of Round 5, or as soon as all Objective Tokens have been moved off the board.

SUCCESS

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

FAILURE

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

ADVERSARIES

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

SPECIAL RULES

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

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

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

Picking Up Survivors:

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

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



MISSION BRIEFING

Team Strength: 125 Points

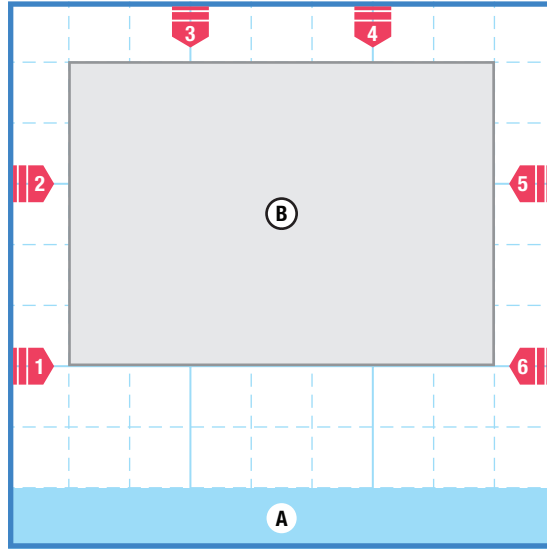
After a slew of missing ship reports in this sector, we've followed a distress beacon to **this planet** (page 16) where we've discovered a pirate hideout. Clearly, they've been using this false distress signal to lure ships into range before capturing and looting them.

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

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

Good hunting.

MAP SETUP



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

MISSION PARAMETERS

Objective	Stop the Signal: Locate and disable the transmitter, then neutralize the remaining pirates. If the transmitter is still active at the end of Round 5, or if any Adversaries remain on the board, the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 10) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 11) to determine any distinctive terrain features on the map.
Mission End	The Mission ends at the end of Round 5, or as soon as all hostiles are <i>out of action</i> , and the Objective Token has been disabled.

SUCCESS

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

FAILURE

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

ADVERSARIES

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

SPECIAL RULES

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

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

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

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

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

Engineering Specialization: If one of your Away Team models has the Engineering Specialization, it may roll its DIS check with a +1 modifier when attempting to disable the transmitter.



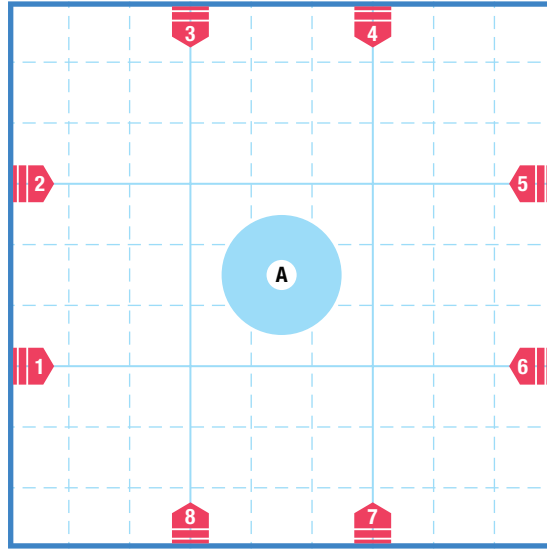
MISSION BRIEFING

Team Strength: 125 Points

The dominant civilization on **this planet** (page 16) is on the cusp of achieving warp flight, so we've been sent in as a cultural observation team to study them in anticipation of making First Contact.

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

MAP SETUP



A) Player Deployment Area

MISSION PARAMETERS

Objective	Escape! Evade the pursuing hostiles and reach the emergency beam-out site (once it is revealed). Every Away Team model must escape, or the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 10) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 11) to determine any distinctive terrain features on the map.
Mission End	The Mission ends at the end of Round 5, or as soon as all Away Team models have crossed the escape edge.

SUCCESS

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

FAILURE

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

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	125 Points	Roll 1d8	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, designate each edge with a number from 1 to 4, and roll 1d4 to determine 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 Round 5 is considered captured by the xenophobes' ambush.



MISSION BRIEFING

Team Strength: 125 Points

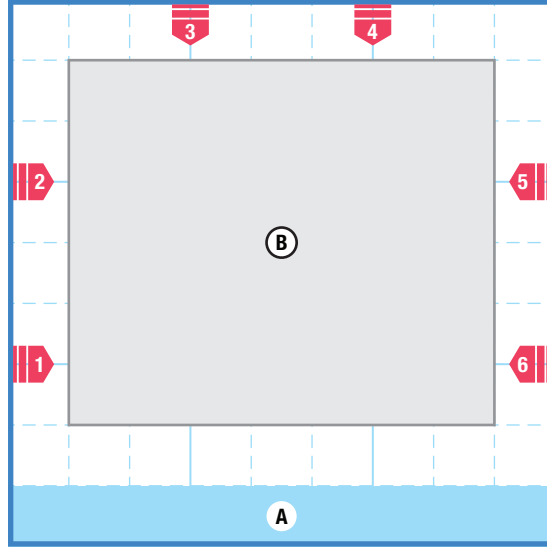
A routine patrol of this sector has uncovered a small smuggler base on **this planet** (page 16). Their ships panicked as soon as we entered the system, rabbiting to warp and abandoning the planet, along with all their contraband goods.

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

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

Good luck.

MAP SETUP



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

MISSION PARAMETERS

Objective	Secure the Crates: Prevent the destruction of as many crates as possible, and pacify the remaining smugglers. At least half (round up) of the crates must survive, or the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 10) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 11) to determine any distinctive terrain features on the map.
Mission End	The Mission ends at the end of Round 5, or as soon as all Objective Tokens have been secured or destroyed, and all hostiles are <i>out of action</i> .

SUCCESS

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

FAILURE

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

ADVERSARIES

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

SPECIAL RULES

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

Destroy Orders: Adversary models with Destroy orders will prioritize attacking the nearest crate, to the exclusion of all other targets. Treat this as a normal attack, with each crate rolling 2d6 DEF. These models switch to Attack orders if no more crates remain.

Securing Crates: To secure a crate, an Away Team model must be touching it, and perform a Use/Interact action. It may then be removed from the board.



MISSION BRIEFING

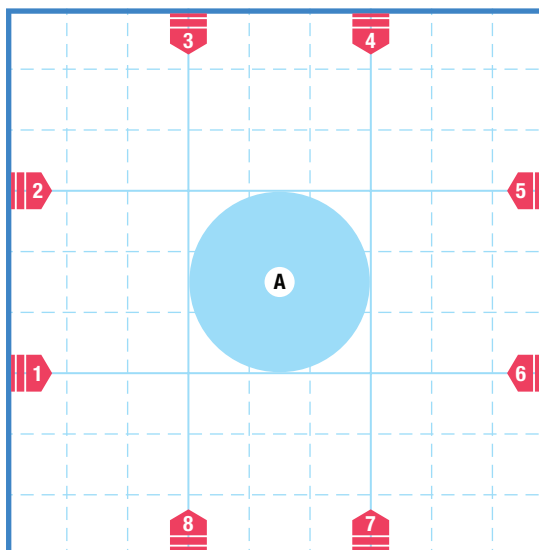
Team Strength: 125 Points

A Federation research outpost on **this planet** (page 16) is being overrun, and it doesn't look like we're going to win this one, so we need to evacuate everyone on the surface immediately. Transporters are already working overtime, but some delicate samples and equipment may not survive the transport process, so they'll need to be taken up by shuttle.

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

Good luck, team.

MAP SETUP



A) Player Deployment Area

MISSION PARAMETERS

Objective	Hold the Line: Prevent any hostiles from reaching the shuttlepad. If three Adversary models manage to breach the deployment area before the end of Round 5, the Mission is considered a Failure.
Surface Conditions	Roll 1d10 on the Surface Condition Generator table (page 10) to determine if any environmental hazards will affect the mission.
Terrain Features	Roll 1d10 on the Terrain Feature Generator table (page 11) to determine any distinctive terrain features on the map.
Mission End	The Mission ends at the end of Round 5.

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 1d8	Storm	Roll each round

SPECIAL RULES

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

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

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



SENIOR OFFICERS

NAME		Cmdr. Cameron Stearne		ROLE	Leader	
FACTION		Starfleet		SPECIALIZATION	Command	PTS 25
2	MOV	WEAP EQUIP	Compression Phaser Rifle: Aim1, +1 to Ranged Target rolls			ACTIONS 2
2d10	DEF		Powered Weapon: Re-roll all 1s on CLOS rolls			2
2d10	RNGD		Personal Forcefield: +1 to DEF rolls			
2d6	CLOS					
2d8	DIS		PSI			
SKILLS						

NAME		Lt. Cmdr. Alex Healey		ROLE	Medic	
FACTION		Starfleet		SPECIALIZATION	Medical	PTS 25
3	MOV	WEAP EQUIP	Phaser (Type II): +1 to Ranged Target rolls, -1DT beyond Range 1			ACTIONS 2
2d10	DEF		Powered Weapon: Re-roll all 1s on CLOS rolls			2
2d8	RNGD		Medkit (Single use)			
2d8	CLOS					
2d8	DIS		PSI			
SKILLS						

NAME		Lt. Cmdr. Taylor Fields		ROLE	Psionic	
FACTION		Starfleet		SPECIALIZATION	Science	PTS 25
2	MOV	WEAP EQUIP	Phaser Rifle (Type III): Aim1			ACTIONS 3
2d8	DEF		Powered Weapon: Re-roll all 1s on CLOS rolls			2
2d8	RNGD		Psionic Amplifier: +1 to DIS rolls			
2d8	CLOS		Telekinesis: Move 1 Obstacle or model up to Range 1			
2d10	DIS		PSI	Mind Blast: Target 1 enemy model within Range 1, roll on Ranged Target table +3		
SKILLS						

NAME		Lt. Sam Brixton		ROLE	Heavy	
FACTION		Starfleet		SPECIALIZATION	Engineering	PTS 25
2	MOV	WEAP EQUIP	Isomagnetic Disintegrator: Aim2, Blast AOE, Cannot target enemies < Range 1			ACTIONS 1
2d8	DEF		Powered Weapon: Re-roll all 1s on CLOS rolls			2
2d10	RNGD		Personal Forcefield: +1 to DEF rolls			
2d10	CLOS					
2d8	DIS		PSI			
SKILLS						

NAME		Lt. Morgan Chase		ROLE	Scout	
FACTION		Starfleet		SPECIALIZATION	Tactical	PTS 25
3	MOV	WEAP EQUIP	TR-116: Aim2, cannot target enemies < Range 1, re-roll all 1s and 2s on RNGD rolls, +1 to Ranged Target rolls Unarmed: -1DT 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
2d8	DEF					1
2d10	RNGD					3
2d6	CLOS					
2d10	DIS					
SKILLS		PSI				

JUNIOR OFFICERS

NAME		Lt. (J.G.) Jordan Buck		ROLE	Breacher	
FACTION		Starfleet		SPECIALIZATION	Tactical	PTS 13
2	MOV	WEAP EQUIP	Wide Beam Phaser Rifle: Cone AOE, +1 to Ranged Target rolls Melee Weapon Photon Grenade: Blast AOE, 2d10 RNGD, +1 to Ranged Target rolls (Single use)			ACTIONS
2d6	DEF					2
2d8	RNGD					2
2d6	CLOS					
2d6	DIS					
SKILLS		PSI				

NAME		Ens. Riley Gunn		ROLE	Rifleman	
FACTION		Starfleet		SPECIALIZATION	Tactical	PTS 12
2	MOV	WEAP EQUIP	Phaser Rifle (Type III): Aim1 Melee Weapon VISOR: +1 to RNGD rolls			ACTIONS
2d6	DEF					3
2d8	RNGD					2
2d6	CLOS					
2d6	DIS					
SKILLS		PSI				

NAME		Ens. Sidney Wyld		ROLE	Close Combat Specialist	
FACTION		Starfleet		SPECIALIZATION	Tactical	PTS 12
2	MOV	WEAP EQUIP	Powered Weapon: Re-roll all 1s on CLOS rolls Cybernetics: +1 to CLOS rolls			ACTIONS
2d6	DEF					2
--	RNGD					
2d8	CLOS					
2d6	DIS					
SKILLS		PSI				

QUICK-START ADVERSARIES

NAME		Scrapper		ROLE		Novice (Melee)		
FACTION				PTS		12		
2	MOV	WEAP EQUIP	Melee Weapon				ACTIONS	2
2d8	DEF							
--	RNGD							
2d8	CLOS							
2d6	DIS						PSI	
SKILLS								

NAME		Gunslinger		ROLE		Novice (Ranged)		
FACTION				PTS		12		
2	MOV	WEAP EQUIP	Disruptor Pistol: Re-roll all 1s on RNGD rolls, -1DT beyond Range 1				ACTIONS	2
2d8	DEF							
2d8	RNGD							
2d6	CLOS							
2d6	DIS						PSI	
SKILLS								
			Unarmed: -1DT to CLOS rolls				ACTIONS	3

NAME		Brawler		ROLE		Regular (Melee)		
FACTION				PTS		16		
3	MOV	WEAP EQUIP	Large Melee Weapon: +1 to Melee Target rolls				ACTIONS	1
2d8	DEF							
--	RNGD							
2d8	CLOS							
2d8	DIS						PSI	
SKILLS								

NAME		Commando		ROLE		Regular (Ranged)		
FACTION				PTS		16		
2	MOV	WEAP EQUIP	Disruptor Rifle: Aim1, re-roll all 1s on RNGD rolls				ACTIONS	2
2d8	DEF							
2d10	RNGD							
2d6	CLOS							
2d6	DIS						PSI	
SKILLS								
			Melee Weapon				ACTIONS	2

QUICK-START ADVERSARIES

NAME		Brute		ROLE		Elite (Melee)				
FACTION				PTS		20				
2	MOV	WEAP EQUIP PSI	Energy Whip: Can target enemies up to Range 1 away				ACTIONS			
2d10	DEF						2			
--	RNGD									
2d8	CLOS						Personal Forcefield: +1 to DEF rolls			
2d8	DIS									
SKILLS										

NAME		Deadeye		ROLE		Elite (Ranged)				
FACTION				PTS		20				
2	MOV	WEAP EQUIP PSI	Needler: Aim2, cannot target enemies < Range 1, re-roll all 1s and 2s on RNGD rolls, +1 to Ranged Target rolls				ACTIONS			
2d8	DEF						1			
2d10	RNGD						Unarmed: -1DT to CLOS rolls			
2d8	CLOS						3			
2d8	DIS									
SKILLS										

NAME		Puppeteer		ROLE		Psionic				
FACTION				PTS		25				
3	MOV	WEAP EQUIP PSI	Unarmed: -1DT to CLOS rolls				ACTIONS			
2d10	DEF						3			
--	RNGD						Mind Control: Targeted enemy takes one action of the psionic's choice			
2d8	CLOS						Influence: Any model: either gain +1DT or -1DT for all their actions this round			
2d10	DIS						Telekinesis: Move 1 Obstacle or model up to Range 1			
SKILLS										

NAME		Ravager		ROLE		Psionic				
FACTION				PTS		25				
3	MOV	WEAP EQUIP PSI	Unarmed: -1DT to CLOS rolls				ACTIONS			
2d10	DEF						3			
--	RNGD						Mind Blast: Target 1 enemy model within Range 1, roll on Ranged Target table +3			
2d8	CLOS						Mind Control: Targeted enemy takes one action of the psionic's choice			
2d8	DIS						Fear: All enemies < Range 1: roll DIS or move Range 1 away			
SKILLS										

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

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

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

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

XP TRACKER

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

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

XP TRACKER

SEQUENCE OF PLAY

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

ACTIONS

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

SHOOT ACTION

RNGD roll is:	Result
≤ DEF roll	Attack misses
> DEF roll	Target rolls on Ranged Target Table
≥ 2× DEF roll	Target rolls on Ranged Target Table +1
≥ 3× DEF roll	Target rolls on Ranged Target Table +2

FIGHT ACTION

CLOS roll is:	Result
≤ DEF roll	Attack misses
> DEF roll	Target rolls on Melee Target Table
≥ 2× DEF roll	Target rolls on Melee Target Table +1
≥ 3× DEF roll	Target rolls on Melee Target Table +2

PSIONIC ABILITY ACTION

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

RANGED TARGET TABLE

2d6 + Mods	Result
2 – 3	Return Fire: The defending model may immediately perform a Shoot action against the attacker
4	Snap Shot: The defending model may immediately perform a Shoot action against the attacker at -1DT
5	Run for Cover: The defending model may move up to Range 1 (This move cannot bring it into contact with an enemy model)
6	Dive for Cover: The defending model must move Range 1 away from the attacker (This move cannot bring it into contact with an enemy model) and place it <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 defending model may immediately perform a Fight action against the attacker
4	Parry: The defending model may immediately perform a Fight action against the attacker at -1DT
5	Break Away: The defending model may move up to Range 1 (This move cannot bring it into contact with an enemy model)
6	Knockback: The defending model must move Range 1 away from the attacker (This move cannot bring it into contact with an enemy model), and place it <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 → *staggered*
- Two *staggered* conditions → *out of action*