



— STAR TREK —
INFINITE FRONTIER
AWAY MISSIONS

ON STOLEN WINGS
v0.3a - ALPHA BUILD

BY MIKE TAM



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

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Reports are coming in that USS Artemisia has been hijacked! So far, we've had no contact with, nor heard any demands from the hijackers, but the ship has changed course and is now headed towards an unknown destination at maximum warp.

We also have no information on what's happened to the crew. They may have been taken hostage or they may already be dead. But in either case, an unknown faction in control of a starship and its entire arsenal would have enough firepower to lay waste to a planet, so it's a situation we're taking very seriously.

As the only ship in range, our mission is to board the Artemisia, disable her, rescue as many hostages as we can find, and retake control from the hijackers.

So buckle up, because you and your team are about to perform the first-ever underway boarding action at warp speed.

Good luck, and good hunting.

CAMPAIGN SETUP

The *On Stolen Wings* campaign is divided into three stages, which must be played in sequence. In Stage II, the missions may be played in any order.

During the campaign, the outcome of each mission may have an effect on the starting conditions of subsequent missions. You will use the Campaign Log on the back cover of this book to track the outcome of your missions, as well as any altered starting conditions.

Players win the Campaign if they complete the mission in Stage III. However, if the hijackers accumulate too many tactical advantages during the Campaign, all players lose.

STAGE I

Begin your campaign by playing this mission:

Shuttle Bay 01

STAGE II

Next, play these 4 missions in any order (You can roll 1d4, or just pick one). Each failure increases the hijackers' tactical advantage. If it reaches 3 Advantage, the campaign is lost. Otherwise, proceed to Stage III.

Engineering 03
Main Battery 05
Computer Core 07
Cargo Bay 09

STAGE III

In the Final Stage of this Campaign, make the decisive push to retake the ship.

Bridge 11

NON-CAMPAIGN PLAY

It is possible to play any Mission of this Campaign as a standalone mission without tracking altered starting conditions or hijacker Advantage.

PLAYER SETUP

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

You begin with 75–100 points 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.

STAGE I: SHUTTLE BAY

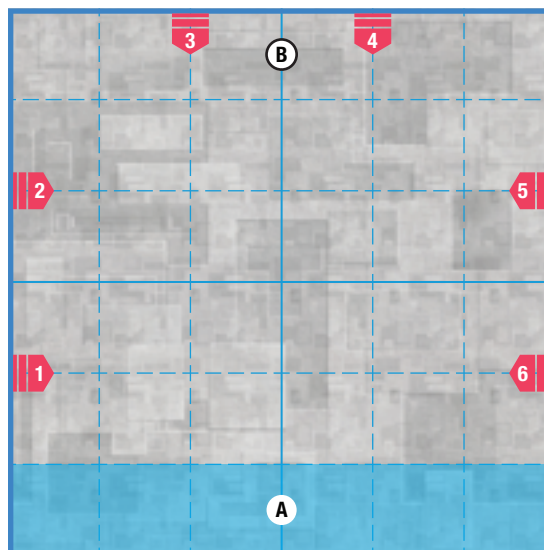
MISSION BRIEFING

Team Strength: 75–100 Points

After matching speed with the Artemisia and merging our warp fields, we've managed to cross over and breach the shuttle bay, but have run into moderate resistance.

It's possible the hijackers were prepared for a boarding attempt because makeshift barricades have been set up to slow our advance. We're going to have to fight our way past this group in order to gain access to the rest of the ship.

MAP SETUP



A) Player Deployment Area

B) Exit Edge

MISSION PARAMETERS

Objective	Secure the Shuttle Bay: Neutralize all hostiles and gain access to the rest of the ship. If any hostiles remain on the board at the end of Round 5, the Mission is considered a Failure.
Altered Conditions	None
Mission End	The Mission ends at the end of Round 5, or as soon as all hostiles are <i>out of action</i> .

SUCCESS

The hijackers' attempted resistance proved to be inadequate. We're proceeding as planned.
Proceed to Stage II.

FAILURE

We were unable to overcome the hijackers' resistance and were forced to abort the mission.
Replay this mission, or increase Advantage by 1 and proceed to Stage II.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	75–100 Points	Roll 1d6	Attack	None

SPECIAL RULES

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

Element of Surprise: If all hostiles are neutralized before the start of Round 5, you maintain the element of surprise. The initial deployment of the Hijackers in the next mission will have 1d3 fewer models (Random selection).



STAGE II: ENGINEERING

MISSION BRIEFING

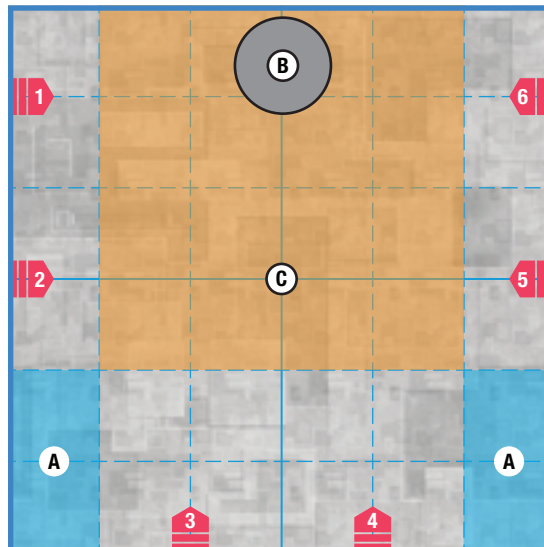
Team Strength: 75–100 Points

We can delay the hijackers' arrival at their destination by shutting down the warp core. The emergency shut-down procedure isn't complicated, but needs to be done in a specific order.

There are four steps: First, cut off the matter/antimatter supply upstream. Next, stop the reactant injectors. Third, flush the remaining plasma from the conduits and vent it overboard, then lastly shut down the core itself.

The hijackers must be aware that we're going to try something like this, so we need to be prepared for heavy resistance.

MAP SETUP



- A) Player Deployment Area
- B) Warp Core (Place where shown)
- C) Consoles (Random Placement)

MISSION PARAMETERS

Objective	Shut Down the Core: Access the consoles in proper sequence and shut down the warp core. If the core has not been shut down by the end of Round 5, the Mission is considered a Failure.
Altered Conditions	Refer to previous Mission outcomes.
Mission End	The Mission ends at the end of Round 5, or as soon as the core is successfully shut down.

SUCCESS

A cold restart will take hours, so we've bought ourselves some time. But with the core shut down, main power is now offline. This means no lights, and emergency life support only from here on out.

All subsequent Missions have Line of Sight reduced to Range 2.

FAILURE

We were prevented from shutting down the core by overwhelming force.

Increase Advantage by 1.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	75–100 Points, and for each level of Advantage, roll once on the Reinforcements Table with a +2 modifier	Roll 1d6	Attack	None

SPECIAL RULES

Objective Setup: Place a large piece of Blocking Terrain at the center of the back edge of the board to represent the warp core, and four consoles to represent the shutdown terminals.

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

Shutdown Sequence: Designate each console with a number from 1 to 4. Roll 1d4 to determine which console must be accessed next. Re-roll all duplicate results.

Console Activation: To activate a console, 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 activate a console.

Command Override: If the ship's override codes were obtained from the captain, the DIS roll is not needed when activating a console.



STAGE II: MAIN BATTERY

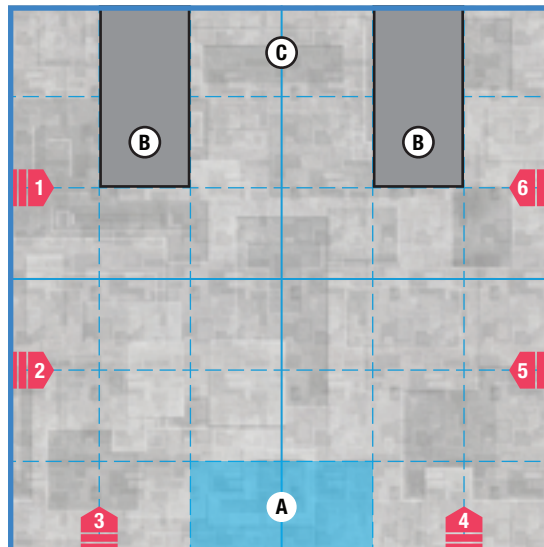
MISSION BRIEFING

Team Strength: 75–100 Points

We can't allow the hijackers unfettered access to the full power of a Federation starship, so given that we haven't yet reached whatever their destination is, it might be prudent to seize this opportunity and take the weapon systems offline.

The main battery houses the Artemisia's two torpedo launchers and central phaser array control. If we can manage to sabotage them, the hijackers will be left toothless when they arrive at their destination.

MAP SETUP



- A) Player Deployment Area
- B) Torpedo Launchers
- C) Phaser Array Control

MISSION PARAMETERS

Objective	Sabotage the Weapons: Fend off the hijackers and take the weapons offline. If any weapon systems are still online at the end of Round 5, the Mission is considered a Failure.
Altered Conditions	Refer to previous Mission outcomes.
Mission End	The Mission ends at the end of Round 5, or as soon as all objectives have been sabotaged.

SUCCESS

By taking the weapons offline and securing the armory along the way, we've cut off the hijackers' access to high-grade weapons.

All friendlies get a -1 modifier to Ranged Target rolls for all subsequent Missions.

FAILURE

The hijackers were able to prevent us from sabotaging the weapon systems.

Increase Advantage by 1.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	75–100 Points, and for each level of Advantage, roll once on the Reinforcements Table with a +2 modifier	Roll 1d6	Guard	None

SPECIAL RULES

Objective Setup: Place two pieces of large Blocking Terrain against the edge opposite the deployment edge to represent the torpedo launchers, and a console to represent the phaser array control.

Guard Orders: Hijackers with Guard orders will prioritize attacking Away Team models within Range 1 of an objective, otherwise behaving like with Attack orders.

Disabling Weapons: To sabotage a weapon system, an Away Team model must be touching it, then make an unopposed DIS roll to perform a Use/Interact action.

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

Command Override: If the ship's override codes were obtained from the captain, the DIS roll is not needed when attempting to disable a weapon system.



STAGE II: COMPUTER CORE

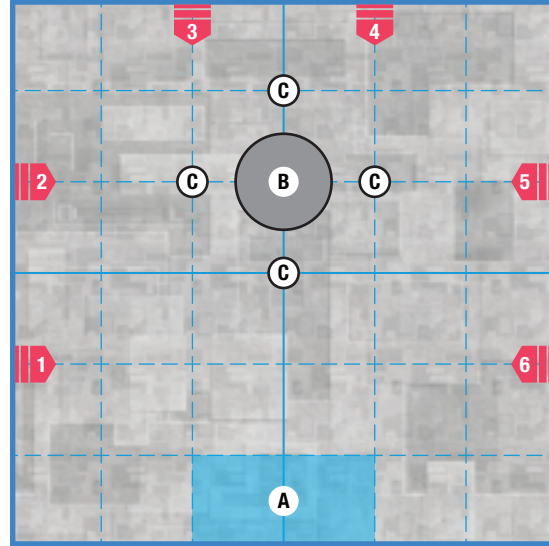
MISSION BRIEFING

Team Strength: 75–100 Points

The hijackers have completely locked down the Artemisia's systems, and the only way to regain control is to override the lockouts at the source.

If we can disable all four interlocks, it will force a complete reboot and purge the hijackers' stranglehold on the system.

MAP SETUP



- A) Player Deployment Area
- B) Computer Core (Place where shown)
- C) Interlock Terminals (Place where shown)

MISSION PARAMETERS

Objective	Reboot the Main Computer: All four interlocks must be in a disabled state at the end of Round 5 or the Mission is considered a Failure.
Altered Conditions	Refer to previous Mission outcomes.
Mission End	The Mission ends at the end of Round 5, or as soon as all interlocks have been disabled.

SUCCESS

With the computer rebooted and back under our control, we can use it to disrupt the hijackers' communications. Their ability to coordinate their actions has been crippled.

Rolls on the Reinforcements Table have a -2 modifier for all subsequent Missions.

FAILURE

The hijackers were able to retain control of the computer core and prevent us from rebooting the system.
Increase Advantage by 1.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	75–100 Points, and for each level of Advantage, roll once on the Reinforcements Table with a +2 modifier	Roll 1d6	Revert	None

SPECIAL RULES

Objective Setup: Place a large piece of Blocking Terrain at the center of the board to represent the computer core, and four consoles surrounding it to represent the interlock terminals.

Revert Orders: Hijackers with Revert orders will prioritize re-enabling the nearest disabled interlock, otherwise behaving like with Guard orders (prioritizing attacking Away Team models within Range 1 of an objective).

Interlocks: To disable/re-enable an interlock, a model must be touching it, then make an unopposed DIS roll to perform a Use/Interact action.

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

Command Override: If the ship's override codes were obtained from the captain, the DIS roll is not needed when attempting to disable an interlock.



STAGE II: CARGO BAY

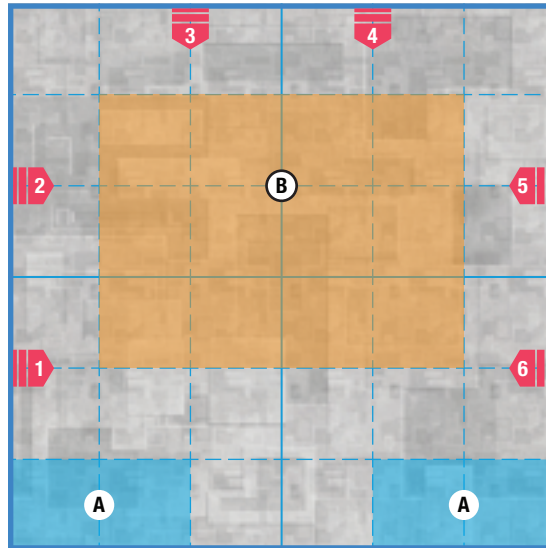
MISSION BRIEFING

Team Strength: 75–100 Points

If any of the Artemisia's crew were taken alive as hostages, the cargo bay is where they'd most likely be held. It's an easily-defensible position for the hijackers, with their backs to vacuum and only one direction they need to watch.

We'll need to move fast in order to minimize the risk to the hostages, as well as our level of exposure.

MAP SETUP



- A) Player Deployment Area
- B) Hostages (Random Placement)

MISSION PARAMETERS

Objective	Rescue the Hostages: Either locate the hostages and carry them back to the deployment edge, or neutralize all the hijackers. At least half (round up) of the hostages must survive, or the Mission is considered a Failure.
Altered Conditions	Refer to previous Mission outcomes.
Mission End	The Mission ends as soon as all hostages have been extracted, are dead, or all hostiles are <i>out of action</i> . There is no time limit, but roll once on the Complications Table (page 21 of the Away Missions rulebook) at the end of every fifth round.

SUCCESS

With the hostages secure, the hijackers have lost their bargaining position. They must know they're now living on borrowed time.

All hijackers suffer -1DP to DIS rolls for all subsequent Missions.

FAILURE

We didn't manage to save the hostages...
Increase Advantage by 1.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	Roll twice on the Reinforcements Table with a +2 modifier for each hostage, adding +1 to the modifier for each level of Advantage	≤ Range 1 from any Objective	Attack, Execute	Roll each round

SPECIAL RULES

Hostage Setup: Prepare seven Objective Tokens representing hostages, and remove one for each Stage II mission you completed prior to this one (Representing the hijackers having executed them in retaliation). Each token must be Range 1 or further from each other and from any edge.

Execute Orders: Hijackers switch to Execute orders at the start of Round 3, and will prioritize attacking the nearest hostage. Treat this as a normal attack with hostages rolling 2 DEF, and dying after two uncanceled hits. If no hostages remain, these models switch back to Attack orders.

Human Shield: If a Hijacker model is within half a Range ruler of an Objective Token, any unsuccessful Shoot actions taken against it have a 25% chance of hitting the hostage instead (Roll 1d12, where a result of 3 or less is a hit).

Freeing Hostages:

- To free a hostage, a model must be touching its token, and perform a Use/Interact action. Hostage 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 hostage token, it may spend an action to attempt an unopposed DIS roll to treat and stabilize that hostage on site. If successful, the MOV penalty for carrying that hostage can be ignored.

No One Left Behind: If at least five hostages are rescued, you receive the *Artemisia's* command override codes from the captain, which may be used to facilitate subsequent missions.



STAGE III: BRIDGE

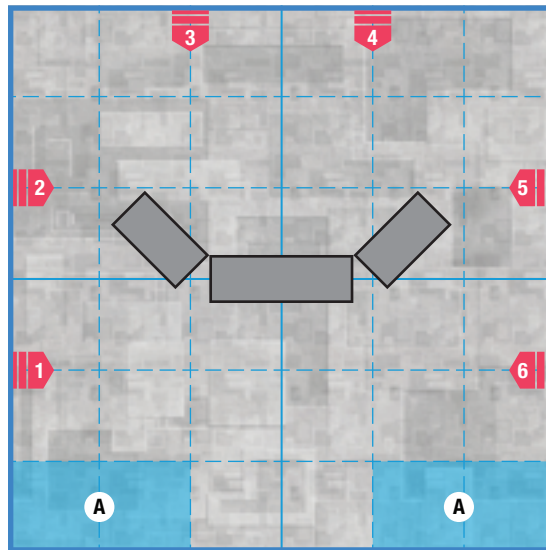
MISSION BRIEFING

Team Strength: 75–100 Points

The hijackers are making their last stand on the bridge. Having fortified their position and with nothing left to lose, that makes them exceptionally dangerous.

They've made it clear that they have no intention of surrendering, so we're going to have to uproot them by force.

MAP SETUP



A) Player Deployment Area

MISSION PARAMETERS

Objective	Retake the Bridge: Neutralize all hostiles and regain control of the ship. If all Away Team models are taken <i>out of action</i> , the Mission is considered a Failure.
Altered Conditions	Refer to previous Mission outcomes.
Mission End	The Mission ends as soon as all hostiles or all Away Team models are <i>out of action</i> . There is no time limit, but roll once on the Complications Table (page 21 of the Away Missions rulebook) at the end of every fifth round.

SUCCESS

With the hijackers neutralized, the Artemisia is once again ours.

You win the campaign!

FAILURE

The hijackers' tenacity was too much for us to overcome...

You lose the campaign.

ADVERSARIES

Round	Strength	Deploy	Orders	Reinforcements
Setup	125–150 Points, and for each level of Advantage, roll once on the Reinforcements Table with a +2 modifier	Roll 1d6	Attack	None

SPECIAL RULES

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



ON STOLEN WINGS CAMPAIGN: PROGRESS TRACKER

STAGE	MISSION	DATE PLAYED	ALTERED CONDITIONS	ADVANTAGE
I	<i>Shuttle Bay</i>		☐ -1d3 hostiles (Next mission only)	☐
II	<i>Engineering</i>		☐ Reduced LOS (Range 2)	☐
II	<i>Main Battery</i>		☐ -1 to all friendly Ranged Target rolls	☐
II	<i>Computer Core</i>		☐ -2 to Reinforcements Table rolls	☐
II	<i>Cargo Bay</i>		☐ -1DT to all hostile DIS rolls	☐
III	<i>Bridge</i>			