



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

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CONDITION RED

Risk Is Our Business I

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

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

"Risk... risk is our business! That's what this starship is all about. That's why we're aboard her."

RISK IS OUR BUSINESS

This supplement for the **Star Trek Alliance: Infinite Frontier** campaign contains a number of crisis situations – unexpected life-or-death scenarios that happen directly to your ship, as opposed to something that you have been dispatched to resolve by your superiors. You can think of these as being akin to the one-off “danger of the week” episodes, while the main campaign makes up the seasons-long serialized story arc.

Designed to add more variety and higher stakes to a campaign, crisis situations are entirely optional, although they offer higher XP rewards for success. As a counterbalance, the consequences of failing a crisis situation are also much more severe, since if you choose not to replay the mission, you must retire your Captain Card and start over with a blank one.

You may choose to play a crisis situation instead of a normal mission at any time, or you can randomize the choice by rolling one attack die. A Critical Hit result means you play a crisis situation, whereas any other result means you play a normal mission.



THE MOBIUS TRAP

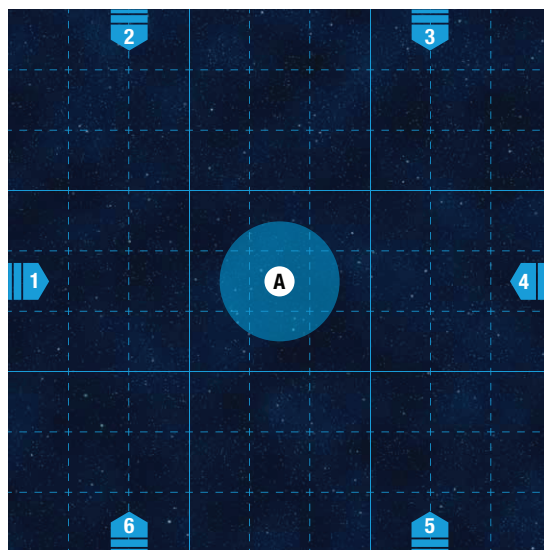
CAPTAIN'S LOG

While exploring this system, we seem to have stumbled into an ancient trap – likely a loitering remnant of some long-forgotten interstellar conflict, ensnaring us in a pocket of folded spacetime that loops back on itself. We've taken to calling it a Möbius Pocket.

The turbulent crossover into this pocket space has damaged the ship's systems, and while we are effecting repairs as quickly as possible, our biggest concern is the band of hostile vessels also trapped in here, who either seem convinced that we are to blame for their entrapment, or who are otherwise looking to rob us of our supplies.

If we don't manage get the ship back up and running soon, we'll be destroyed before we ever get a chance to figure out how to break out of here...

MAP SETUP



A) Player Deployment Area

MISSION PARAMETERS

Objective	Escape the Trap: Fully repair all player ships (optional), locate a weak point, and destroy it to escape the trap. If players do not manage to escape by the end of Round 10, they are overrun and the Mission is considered a Failure.
XP Reward	Each player that successfully escapes the trap earns 2XP. If all players manage to escape, each player earns an additional 1XP.
Retreat Options	Players may only retreat through the Weak Point (see Special Rules).
Mission End	Mission ends immediately when all players have escaped. At the end of Round 10, all remaining players are destroyed.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Thanks to the tireless and valiant efforts of the crew, we were able to repair the ship, fend off the attackers, and escape the trap. Not a moment too soon, either! Flying around in circles like that was beginning to make me dizzy...

FAILURE

I don't know if anyone will ever see this message, or if, like us, it is doomed to stay trapped in this recursive loop for the rest of time. But on the offchance that anyone finds this, I want you to know that we stayed at our posts and did our best...

Replay this Mission, or retire your Captain Card.

ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Raider Wave Alpha	Setup	Roll	Attack	☠	☠			
Raider Wave Bravo	Setup	Roll	Attack	☠		☠	☠	
Raider Wave Charlie	Setup	Roll	Attack			☠		☠
Raider Heavies	5	Roll	Attack	☠ 8	☠ 8		☠ 8	

SPECIAL RULES

Map Setup: Gather Mission Tokens #1 to #6 and flip them number-side down. Shuffle the pile and place one Mission Token at each map Bearing, Range 1 from the edge, without looking at the numbers.

At the start of the game, roll one D6. The result indicates the Mission Token representing a weak point within the trap, which the player ships must locate and destroy to escape.

Damaged Ship Setup: All player ships begin the scenario damaged, and must be repaired to achieve full movement and weapon efficacy. For each ship, roll one D6 and divide the result by 2 (round up). Place that many Disabled Tokens on that ship's Ship Card.

While there is at least one Disabled Token on top of its Ship Card, player ships must choose a Green Maneuver during the Planning Phase, and all attacks roll half the normal number of attack dice (round up).

Player ships also gain the following Action:

Action: Discard 1 Disabled Token from this ship's Ship Card. Once all Disabled Tokens have been discarded, the ship may move normally, and attack with the full complement of attack dice.

Movement Within the Möbius Pocket: Any ship that crosses a board edge will re-enter the board at the same point on the edge opposite to where it crossed.

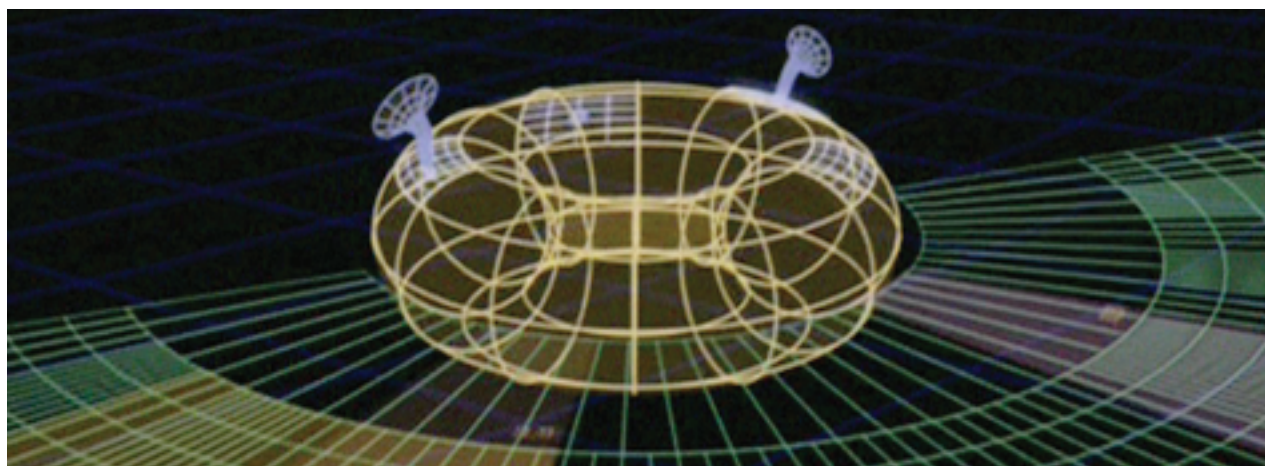
Example: A ship leaving the board at Bearing 1 will re-enter at Bearing 4.

Note that this effect may impact the target and action selection of enemy AI ships, as ships on opposite sides of the board will simultaneously be considered beside each other.

Finding a Weak Point: At the end of the Activation Phase, if within Range 1 of a Mission Token, players may spend a Scan Token to reveal that Mission Token.

Punching a Hole: Once a weak point has been discovered, players must attack and destroy it in order to breach the confines of the trap and escape. The weak point has no shields, attack or evasion, and has a Hull Value equal to the number of players.

Escaping the Trap: Players may only leave the board through the map Bearing where the weak point is located.



CAPTAIN'S LOG

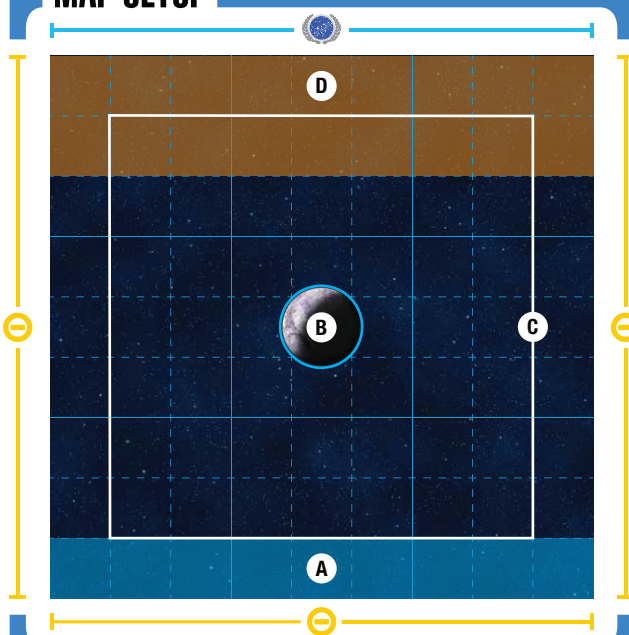
We've stumbled upon a hostile fleet attempting to "cleanse" the surface of this planet from the "infestation" of a pre-warp civilization, so that they can colonize the planet instead.

After failing to convince them to stand down, and getting into a knockdown-dragout slugging match that ended in an indecisive draw, we're heavily damaged and have lost main power.

That said, we gave as good as we got, and the hostile fleet is no better off. Adrift in space, we've both backed off to lick our respective wounds.

Now, it's a race against the clock to repair our ships and finish the fight. Whoever manages to get themselves up and running first is going to have the upper hand.

MAP SETUP



- A) Player Deployment Area
- B) Planet
- C) Gravity Rift (see Special Rules)
- D) Enemy Deployment Area

MISSION PARAMETERS

Objective	Neutralize All Threats: Fully repair all player ships (optional) and destroy all hostile ships before escaping off the Federation edge. If any hostile ships remain at the end of Round 10, the Mission is considered a Failure.
XP Reward	Successfully destroying all hostile ships earns each player 2XP.
Retreat Options	Players may not retreat before all hostile ships are destroyed.
Mission End	At the end of Round 10, all remaining players are destroyed.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

The native population ought to be safe for now, but we should still inform Starfleet to establish regular patrols of this sector. We would hope those colonizers learned their lesson, but it's better to be safe than sorry.

FAILURE

We did our best, but weren't fast enough...
Replay this Mission, or retire your Captain Card.



ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Colonizer Wing A	Setup	See Map	Attack	☠	☠			
Elite Eradicators	Setup	See Map	Attack	☠☹		☠☹		☠☹
Colonizer Wing B	Setup	See Map	Attack	☠		☠		☠
Colonizer Wing C	Setup	See Map	Attack	☠			☠	
Elite Sterilizers	Setup	See Map	Attack		☠☹		☠☹	

SPECIAL RULES

Gravity Rift Setup: Place two Gravity Rift Tokens on the board, Range 1 or further from any edge, and on opposite sides of the Planet Token. You may use Asteroid Tokens in place of Gravity Rift Tokens.

Any ship whose chosen maneuver passes within Range 1 of a Gravity Rift Token must perform an extra 1 Straight maneuver after completing its chosen maneuver.

Any ship whose chosen maneuver overlaps a Gravity Rift Token must perform an extra 2 Straight maneuver after completing its chosen maneuver.

Disabled Systems: At the start of the game, all ships are considered to be without main power and weapons. Place two Auxiliary Power Tokens and three Disabled Tokens on each ship's Ship Card.

The Auxiliary Power Tokens represent the time it will take to restore main power. While there are any Auxiliary Power Tokens in this stack, that ship cannot perform any maneuver with a Speed greater than 1. This includes any additional maneuvers gained from Actions or text abilities from Upgrades equipped to the ship.

The Disabled Tokens represent the time it will take to restore the ship's weapons. While there are any Disabled Tokens in this stack, the ship can only perform attacks with its Primary Weapon as if it had a Primary Weapon Value of 1, and cannot perform any attacks with secondary weapons.

Restoring Systems: During the Activation Phase, a ship may perform one of the following Actions:

Action: Remove 1 Auxiliary Power Token or 1 Disabled Token from this ship's Ship Card.

OR

Action: Inflict 4 damage to this ship's Hull or Shields, and remove 2 Tokens of your choice from this ship's Ship Card.

Once main power is restored (i.e. there are no more Auxiliary Power Tokens on the Ship Card), that ship may move as normal.

Once the ship's weapons are restored (i.e. there are no more Disabled Tokens on the Ship Card), that ship may attack as normal.

Enemy AI Maneuvers: For all enemy ships controlled by AI who have not fully restored main power, if the Maneuver rolled is greater than Speed 1, choose the closest equivalent Maneuver at Speed 1.

Enemy AI Actions: For all enemy ships controlled by AI who have Auxiliary Power or Disabled Tokens on their Ship Cards, instead of performing a normal Action on its turn, roll 1D6.

On an even result, it removes one Auxiliary Power Token. On an odd result, it removes one Disabled Token. If there is only one type of Token remaining on its Ship Card, remove one of those instead of rolling.

CAPTAIN'S LOG

The ship has been mysteriously pulled out of warp and stranded in a barren expanse of interstellar space, too far from any system or star to have a hope of reaching anything within our lifetimes at sublight speeds.

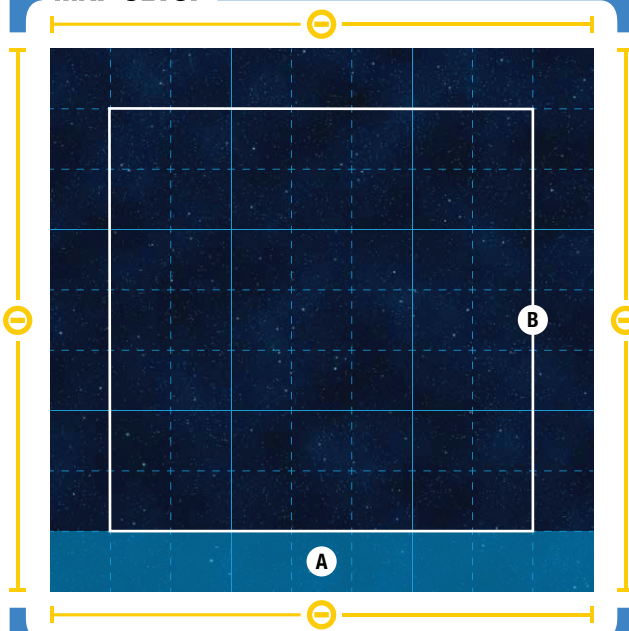
We've been unable to determine what exactly intercepted us or why, but judging by the broken hulks of what must be hundreds of ships out here, it wasn't a freak accident. Most of them don't conform to any design we've ever encountered before, and some even look to be centuries old.

Scientific curiosity aside, our first priority is to repair the warp drive, without which we have no chance of escape. My hope is that within this starship graveyard, we'll be able to find parts that can be jury-rigged to repair the ship.

Secondly, we need to find and disable whatever is holding us here, otherwise even if we manage to fix the ship, our jump to warp would be a very short one.

Power reserves are dwindling. We'd better move fast.

MAP SETUP



- A) Player Deployment Area
- B) Debris Field and Destroyed Ships x6 (Random Layout). Each Destroyed Ship must be Range ≥ 1 apart.

MISSION PARAMETERS

Objective	Repair the Ship and Escape: Search the debris field to find compatible parts to repair the ship, and disable the dampening field to escape. If any ship leaves the board before the dampening field has been disabled, it is immediately destroyed and the Mission is considered a Failure.
XP Reward	Each player that successfully repairs their ship and escapes earns 2XP. If all players manage to escape, each player earns an additional 1XP.
Retreat Options	Players may not retreat until the Dampening Field has been disabled. Afterward, players may retreat from any edge.
Mission End	Mission ends immediately when all players have escaped. At the end of Round 12, all remaining players lose power and are destroyed.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

The ingenuity of our engineering team never ceases to amaze me. We were somehow able to bring together various components made by different species across many different time periods and combine them into a functioning whole. If that's not some kind of metaphor for what Starfleet is all about, I don't know what is.

FAILURE

We were unable to locate any suitable components with which to repair the ship. We haven't given up and are still holding out hope, but like our power reserves, it's rapidly fading...

Replay this Mission, or retire your Captain Card.

SPECIAL RULES

Debris Field Setup: Gather all 12 Mission Tokens. For each player, flip two Mission Tokens number-side down and shuffle them. Taking turns, randomly place all face-up and face-down Mission Tokens in the play area, Range 1 or more from any edge and Range 1 or further apart.

Mission Tokens are considered Obstacles and follow the normal rules for Obstacles found on Page 33 of the *Star Trek Alliance* Rules of Play.

Destroyed Ship Setup: Destroyed Ship Tokens are considered Obstacles, and may touch Mission Tokens but not another Destroyed Ship Token.

You can use Asteroid Tokens in place of Destroyed Ship Tokens.

Dampening Field Generator: At the start of the game, roll one D12. The result determines which Mission Token is the source of the dampening field.

Movement Restrictions: While the dampening field is active, players cannot choose any Maneuver with a Speed greater than 3.

Any ship that performs a Maneuver with a Speed greater than 3, suffers 1 damage for every point of that Maneuver over 3. This damage occurs immediately after the ship moves, before taking Actions, and the ship rolls no defense.

Parts Compatibility: At the start of the game, roll one D6 for each player and add up the results to determine the Compatibility Index. The Compatibility Index is an abstract representation of which components can be cobbled together and adapted to work with Federation tech.

Players must find and collect some combination of Mission Tokens whose numbers add up to this total.

Example: If the Compatibility Index is 9, players may either collect Mission Token #9, Tokens #8 and #1, Tokens #3, #4, and #2, etc.

Scanning Debris: At the end of the Activation Phase, a ship within Range 1 of a Mission Token may spend a Scan Token to reveal it (if hidden) and collect it (if needed). Place all collected Mission Tokens on the ship's Ship Card.

Making Repairs: Once enough Mission Tokens have been collected to equal the Compatibility Index, all player ships are considered repaired.

Shutting Down the Dampening Field: Players must destroy the source of the dampening field to shut it down. That Mission Token has no attack or shields, 3 Evasion, and 5 Hull.

Escape: To escape, players must cross any board edge once the dampening field is disabled.



CAPTAIN'S LOG

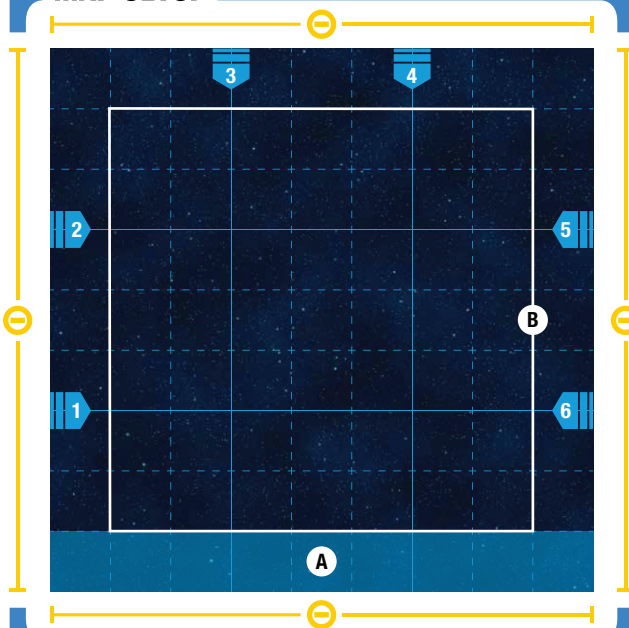
While passing through this asteroid cluster en route to our next mission in a nearby system, we were ambushed by a squadron of hijackers. They used our hailing frequency as a vector to inject a viral payload into the main computer, and are attempting to disable and seize control of the ship.

While we're working to regain control of ship's systems, the hijackers are attempting to take down our shields and send over boarding parties.

We will not surrender the ship.

All hands, prepare to repel boarders!

MAP SETUP



A) Player Deployment Area

B) Asteroids x6 (Random Layout). Each Asteroid must be Range ≥ 1 from the board edge and Range ≥ 1 apart.

MISSION PARAMETERS

Objective	Prevent the Takeover: Purge the virus from the ship's computer and repel all boarders. If there are any Disabled Tokens or Critical Hit Tokens remaining on any ship's Ship Card at the end of Round 10, the Mission is considered a Failure.
XP Reward	Successfully completing the mission earns each player 2XP. If all enemy ships are destroyed, each player earns an additional 1XP.
Retreat Options	Players may not retreat until all Disabled Tokens and Critical Hit Tokens are cleared. Afterward, players may retreat from any edge.
Mission End	Mission ends immediately when all players have escaped. At the end of Round 10, all remaining ships with tokens on their Ship Cards are lost.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

I'm happy to report that we have successfully held the ship and are performing repairs while on the way to our original mission objective. Meanwhile, I've drafted a priority one memo reporting this security vulnerability to Starfleet. Once a systems update is rolled out, this sort of thing should no longer be possible in the future.

FAILURE

We will not surrender the ship! Computer, initiate auto-destruct sequence.

Replay this Mission, or retire your Captain Card.

ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Hijacker Wave A	Setup	1	Hijack	☠			☠	
Hijacker Elite	Setup	6	Hijack	☠☠		☠☠		☠☠
Hijacker Wave B	Setup	Roll	Hijack		☠			☠
Hijacker Wave C	2	Roll	Hijack	☠	☠			
Hijacker Wave D	3	Roll	Hijack	☠			☠	

SPECIAL RULES

Viral Infection: At the start of the game, place six Disabled Tokens on each player-controlled ship's Ship Card. These represent the level of infection in the ship's computer.

Shields Are Collapsing: All player-controlled ships begin the scenario with only half of that ship's printed Shield Value (round down).

Helm Not Responding: While there is at least one Disabled Token on the ship's Ship Card, the following movement restriction applies:

During the Activation Phase, before moving the ship model, roll one D6. The result overrides the Speed of the chosen maneuver on that ship's Maneuver Dial (even if the resulting maneuver does not appear on the ship's Maneuver Dial, in which case treat it as a Red Maneuver). If no maneuver template exists for the resulting maneuver, use the next closest appropriate template.

Weapons Are Ineffective: While there is at least one Disabled Token on the ship's Ship Card, the following attack restriction applies:

During the Combat Phase, before the Deal Damage step, roll one D6 and apply the following effects:

- **1–2:** Attack fails and deals no damage.
- **3–4:** Attack deals half damage (round up).
- **5–6:** Attack deals normal damage.

Purging the Infection: At the end of the End Phase, a ship may spend one or more Scan Tokens to remove a corresponding number of Disabled Tokens from its Ship Card. When all Disabled Tokens have been removed, that ship has purged the infection. Full Shields are restored, and the ship can move and attack normally.

Hijack Orders: Enemy ships with Hijack orders will pursue and attack the nearest player-controlled ship until that player ship has no remaining Active Shields. Once a player ship has no Active Shields, enemy ships with Hijack orders will not attack it further, but instead attempt Boarding Actions.

When choosing a maneuver, ships with Hijack orders use the closest player-controlled ship as their target.

Boarding Action: Once within Range 1 of a player ship with no Active Shields, instead of performing a normal Action, an enemy ship with Hijack orders will perform a Boarding Action. Place one Critical Hit Token on the player ship's Ship Card to represent a hostile boarding party. The Boarding Action may be performed even if the ship has Auxiliary Power Tokens.

Repel Boarders: At the end of the End Phase, a player-controlled ship may spend one or more Battle Stations Tokens to remove a corresponding number of Critical Hit Tokens from its Ship Card. When all Critical Hit Tokens have been removed, the ship has successfully repelled the boarders.



ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Scout Wing Alpha	Setup	3	Attack	☠		☠		
Scout Wing Bravo	Setup	4	Attack	☠				☠
Scout Wing Charlie	2	Roll	Attack		☠		☠	
Elite Stalker	3	Roll	Attack	☠🌀		☠🌀		
Scout Wing Delta	6	Roll	Attack	☠	☠		☠	

SPECIAL RULES

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

Disabled Systems: For the duration of this mission, all player-controlled ships have a Primary Weapon Value of 0 and all ships have a Shield Value of 0. Players must discard all Weapon upgrades, and may not equip any upgrades that allow for recharging or otherwise restoring shields.

Movement Restrictions: To remain hidden while within the nebula, movements must be slow and methodical. Players cannot choose any Maneuver with a Speed greater than 2.

Any ship that performs a Maneuver with a Speed greater than 2 immediately summons an additional enemy ship at a random bearing.

Limited Visibility: While within the nebula, enemy ships can only attack a player-controlled ship if it is within Range 1, within the primary firing arc, and the attack is not considered Obstructed. Outside of the nebula, enemy ships can attack other player ships outside the nebula as normal.

Sensor Decoys: Assign each player-controlled ship one Mission Token, representing a sensor decoy.

At the end of the Activation Phase, a ship may spend an Evade Token to deploy a sensor decoy at its current location, touching its ship base, then immediately perform a 1 Straight Sensor Echo Action.

If an enemy ship is closer to a sensor decoy than to a player-controlled ship, that enemy ship must treat the sensor decoy as its primary target when selecting a maneuver and when attacking.

Sensor decoys only work within the nebula, do not move or perform Actions, can be overlapped without penalty, and are destroyed as soon as they are hit once.



CAPTAIN'S LOG

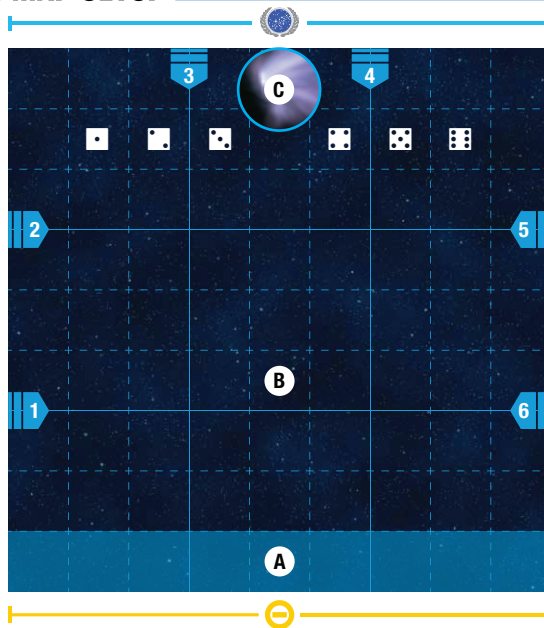
While sweeping this sector as part of a search-and-rescue operation, we were surprised by the sudden opening of a wormhole aperture, which swallowed the ship and deposited us here. Wherever 'here' is.

We don't recognize any of the local star positions, and aren't detecting any known pulsars, so I think it's safe to say we're a long way from home.

The good news is that we found the ship we were looking for, stranded on this side of the wormhole as well, although under attack from hostile natives. The bad news is that our systems suffered serious damage during the transit, and the wormhole is destabilizing.

If we don't want to spend the next couple decades trying to get home the long way, we'd better repair the ship and reach the aperture before it closes forever.

MAP SETUP



- A) Player Deployment Area
- B) Lost Ship
- C) Wormhole Aperture (see Special Rules)

MISSION PARAMETERS

Objective	Reach the Wormhole: Fully repair all player ships (optional), rescue the survivors, and return home through the wormhole. At least half (round up) of the survivors must escape, or the Mission is considered a Failure.
XP Reward	Each player that successfully escapes earns 2XP. If all survivors are rescued, each player earns an additional 1XP.
Retreat Options	Players may only retreat through the Wormhole (see Special Rules).
Mission End	At the end of Round 10, all remaining players are stranded forever.
Destroyed Players	These players gain 1 fewer XP (minimum 0).

SUCCESS

Thank goodness we entered the wormhole when we did! We could see the aperture collapse behind us in real-time. Just a second or two later, and we'd have been left stranded.

FAILURE

Assuming we even survive this assault, it's going to be a long road home...
Replay this Mission, or retire your Captain Card.



ENEMY SHIPS

Formation	Round	Bearing	Orders	2p	3p	4p	5p	6p
Aggressor Alpha	Setup	2	Attack	☠			☠	
Aggressor Bravo	Setup	5	Attack	☠	☠			
Aggressor Elite	Setup	Roll	Attack	☠☪		☠☪		☠☪
Aggressor Charlie	3	Roll	Attack		☠		☠	
Aggressor Delta	5	Roll	Attack	☠		☠		☠

SPECIAL RULES

Wormhole Setup: Place the Wormhole Aperture Token where indicated (see Map Setup). You may use a Planet Token in place of the Wormhole Aperture Token.

Player Ship Setup: Place 3 Disabled Tokens on top of each player's Ship Card, representing the damage sustained during the initial transit of the wormhole.

The player ships must be repaired to achieve full movement. While there is at least 1 Disabled Token on top of its Ship Card, a player ship must choose a 1-Speed Maneuver during the Planning Phase. Player ships also gain the following Action:

Action: Discard 1 Disabled Token from this ship's Ship Card. Once all Disabled Tokens have been discarded, this ship may move normally.

Lost Ship Setup: Place the Ship Wreckage Token where indicated (see Map Setup), representing the Lost Ship. The Lost Ship is dead in space and cannot Attack, be assigned Maneuvers, or perform Actions. It has a Hull Value of 5, and can be attacked by enemy ships.

Place a number of Mission Tokens on top of the Ship Wreckage Token, equal to the number of players plus one. These represent survivors who must be rescued.

Rescuing Survivors: At the end of the Activation Phase, if within Range 1 of the Ship Wreckage Token, a player ship may lower all of its Active Shields and spend one or more Scan Tokens.

For each Scan Token spent, take one Mission Token from the Ship Wreckage Token and place it on that ship's Ship Card. When there are no more Mission Tokens on the Ship Wreckage Token, the survivors have been rescued.

If a ship carrying one or more Mission Tokens is destroyed, those Tokens are lost.

Wormhole Destabilization: At the end of Round 5, the wormhole begins to destabilize, the aperture flailing wildly across the map as it starts to collapse.

During the End Phase of Round 5, and of each subsequent round, roll one D6 and move the Wormhole Aperture Token to the corresponding position (see Map Setup).

Entering the Wormhole: A player ship's base must overlap the Wormhole Aperture Token in order to enter the wormhole.

