

— STAR TREK —
INFINITE FRONTIER
NEW CIVILIZATIONS
v0.1a - ALPHA BUILD

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NEW CIVILIZATIONS

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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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NEW LIFE AND NEW CIVILIZATIONS

There is no such thing as *stellae nullius*, or no one's stars. Every star could be someone's sun, and from the beginning, the mission has been to seek out new life and new civilizations. This supplement expands the scope of the Exploration Phase mechanic in the **Star Trek Alliance: Infinite Frontier** campaign, allowing you to procedurally shape the region as you play, and populate it with various cultures to interact with.

Intended to serve more as a narrative tool than as a simulation of galactic politics, the system is simplistic and abstract by design. You will be expected to fill in a lot of the blanks yourself, using your own imagination. For example, if an area is inhabited by a hostile civilization, you may decide that they are isolationists, jealously guarding their territory, and that any enemy ships you face in combat during a Mission belong to that faction. This supplement provides only the broad strokes. The details are entirely up to you and your play group.

REGION MAP

This supplement replaces the square Sector Grid from the core campaign with a hex-based Region Map. You will begin the game on the Deployment Sheet, and as you push outwards, you can extend the map using the blank Expansion Sheets. You may find it helpful to number each sheet, and note in the margins which edges link together.

Whenever the rules refer to the "region," it means the current sheet only, not all of the potentially multiple sheets the players have explored (Although, if you *really* want to...).

As in the core campaign, each cell on the sheet contains a point of interest that is determined by rolling one D6, which also determines which missions are available to play in that cell during the Mission Phase.

EXPLORATION PHASE

Outside of the Mission Phase, this supplement treats the Exploration Phase differently. The Exploration Phase is now broken down into the following steps:

1. Traversal

Move from the current cell into an adjacent cell, just as you would in the core campaign.

2. First Contact (if applicable)

If the new cell is unclaimed, roll to see if the local area is inhabited, by whom, and how far they spread.

3. Progression

Civilizations in the region roll to advance their own interests and gather Resources.

4. Development

Players spend Resources to perform Actions that further develop the region.

5. Survey

Roll for a point of interest and select a Mission, proceeding on to the Mission Phase as you would in the core campaign.

RESOURCES

This supplement adds three core resources that are used to trade with others, and develop the region:

Information encompasses everything related to facts and knowledge, including scientific data, technical expertise, military intelligence, etc. and is the primary tracker of your progress in the campaign. Gathering 30+ Information in a region allows you to move on to the next.

Materials encompasses all tangible resources such as technology, energy, food, minerals, export goods, etc. and allows you to build things such as outposts, or upgrade your ships.

Culture encompasses anything related to people and civilization, including art, philosophy, social status, political capital, or even simple manpower. It is a necessary requirement when attempting diplomacy.

You begin with **3 of each Resource**, and must either complete Missions, establish outposts, or trade to earn more. You may keep your Resources when moving to a new region, but must still acquire 30+ Information there before you can progress.

Being a cooperative game, all players are treated as a single entity, sharing all progress and a single Resource pool.

INHABITANTS

An area's inhabitants are determined by rolling one D6 and consulting the following table:

INHABITANTS TABLE

1d6	Inhabitants
1	Hazardous Area: This area is too volatile to support life. Roll for Span only. When entering a cell in this area, roll one D12 (representing the level of danger). If the result is lower than your Captain Skill, gain 1 Information. Otherwise, lose 1 Materials.
2	Pre-Warp: This area is home to a pre-warp civilization. They should be given a wide berth to avoid cultural contamination. Do not roll for Span, Influence, or Starting Resources. This civilization only spans 1 cell, and does not produce Resources.
3	Hostile: This area is home to a hostile warp-capable civilization. They may be isolationist, xenophobic, chauvinistic, or something else entirely, but either way they are not happy to see you. (You may not enter or traverse through this area)
4	Neutral: This area is home to a neutral warp-capable civilization. They will leave you alone if you return the courtesy.
5	Friendly: This area is home to a friendly warp-capable civilization. You are treated as a welcome guest. (+2 to rolls on the Random Encounter Table while traversing this area)
6	Uninhabited: This area is uninhabited. You may establish an outpost here, if you like (see <i>Outposts</i> , page 05).

SPAN

The Span of an area or civilization is determined by rolling one D6, and adding 3 to the result. Shade in or outline a corresponding number of adjacent cells to define the borders of the area (see example, right).

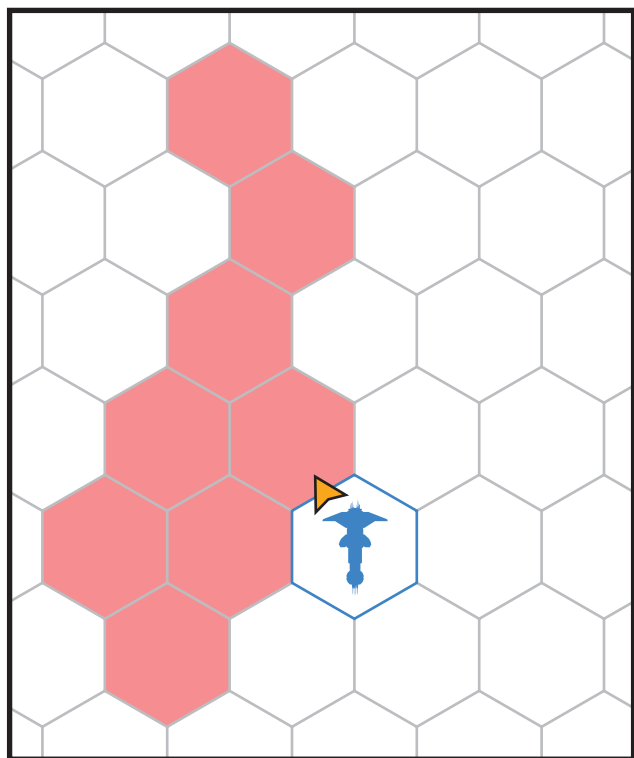
The area can be any shape, as long as each cell shares at least one common edge with another. You may find it helpful to use different colors for each area, in order to distinguish them.

INFLUENCE

Each civilization also has an Influence score, representing how much power and sway they hold over the region. The Influence score is equal to the civilization's Span, meaning that the larger they are, the more influence they wield.

STARTING RESOURCES

To determine what Resources a civilization has available in its starting pool, roll twice on the Resource Generation Table (page 04).



Departing from the Starbase, the players roll a 5 and add 3 to the result, meaning this newly-discovered area spans 8 cells in total.

MOTIVES

Each civilization has a Motive – the main driving force behind their culture that they strive towards as a people. Motives determine what the civilization values, what Resources they want, and what they're willing to trade. Determine a civilization's Motive by rolling one D12 and consulting the following table:

MOTIVES TABLE

1d12	Motive
1	Understanding: This civilization seeks knowledge, secrets, and discovery (+ Information) <i>Offer:</i> 1 Materials and 1 Culture <i>Price:</i> 2 Information
2	Purity: This civilization seeks to excise undesirable elements (– Culture) <i>Offer:</i> 3 Culture <i>Price:</i> An equivalent amount of any other Resource
3	Creation: This civilization wants to build great things (+ Information, + Materials) <i>Offer:</i> 2 Culture <i>Price:</i> 1 Information and 1 Materials
4	Manpower: This civilization seeks strength in numbers (+ Culture) <i>Offer:</i> 2 Materials OR 2 Information <i>Price:</i> 2 Culture
5	Prestige: This civilization seeks status and renown (+ Materials, + Culture) <i>Offer:</i> 1 Information <i>Price:</i> 1 Materials OR 1 Culture
6	Zealotry: This civilization wants uncritical compliance to its dogma (– Information, + Culture) <i>Offer:</i> 3 Information <i>Price:</i> 3 Culture
7	
8	Wealth: This civilization seeks prosperity and to amass capital (+ Materials) <i>Offer:</i> An equivalent amount of any other Resource <i>Price:</i> 3 Materials
9	Unknown: This civilization's goals remain inscrutable. <i>Offer:</i> Roll 1d6 1: 1 Information 4: 2 Information 2: 1 Materials 5: 2 Materials 3: 1 Culture 6: 2 Culture <i>Price:</i> An equivalent amount of any other Resource
10	Ascetics: This civilization wants to detach itself from worldly things (– Materials, + Culture) <i>Offer:</i> 3 Materials <i>Price:</i> 3 Culture
11	Enlightenment: This civilization wants to be cultured and erudite (+ Information, + Culture) <i>Offer:</i> 2 Materials <i>Price:</i> 1 Information and 1 Culture
12	Balance: This civilization seeks symmetric perfection (= Information, = Materials, = Culture) <i>Offer:</i> 1 of whatever they have the most of <i>Price:</i> 1 of whatever they have the least of

I NEED 1 MORE IDEA!

PURSUING GOALS

During the Progression Step, each warp-capable civilization in the region expends effort towards pursuing their goals as a species. Roll one D12 for each, representing the challenges they must overcome.

If the result is lower than their Span/Influence score, they succeed, and can roll on the Resource Generation Table below to collect Resources this round.

Additionally, a result of 1 is considered a critical success, increasing the civilization's Span and Influence by 1. Conversely, a result of 12 is considered a critical failure, shrinking its Span and Influence by 1.

If there are no empty adjacent cells, a larger civilization will always expand into the territory of the smallest adjacent civilization. In the event of a tie, the civilization gains 3 Culture instead of expanding.



RESOURCE GENERATION

For each warp-capable civilization in the region that succeeded in the pursuit of its goals this round, roll two D6 on the following table:

RESOURCE GENERATION TABLE

2d6	Resources Generated
2	None
3	1 Culture
4	1 Materials
5	1 Information
6	1 Information, 1 Culture
7	1 Information, 1 Materials
8	1 Materials, 1 Culture
9	2 Information
10	2 Materials
11	2 Culture
12	1 Information, 1 Materials, 1 Culture

DEVELOPING THE REGION

During the Development Step, players collectively decide on an Action to perform this round. You may initiate Trade, attempt Diplomacy, establish an Outpost, or do nothing.

TRADE

You may only initiate Trade with Neutral or Friendly civilizations. Exchange the relevant Resources between your pool and that civilization's pool.

Neutral civilizations will trade at the base rate specified on the Motives Table.

Friendly civilizations have a chance to either give you one more Resource, or take one less from you. Roll one D6:

- 1–3:** No bonus
- 4–5:** They take one fewer Resource
- 6:** You receive one more Resource

DIPLOMACY

Diplomacy costs 1 Culture to attempt. Choose one player to roll one D12, representing the other party's bargaining power.

If the result is lower than the Captain Skill of the rolling player, you succeed. Hostile civilizations become Neutral, and Neutral civilizations become Friendly.

If the result is higher than the Captain Skill of the rolling player, you fail and must wait at least one full round before attempting another negotiation.

A result of 12 is a critical failure. Friendly civilizations become Neutral. Neutral civilizations become Hostile.

OUTPOSTS

An Outpost costs a certain amount of Resources to establish, depending on type, and may only be established in Uninhabited areas.

Production Facility

Cost: 2 Materials, 1 Information, 1 Culture

Return: 1 Materials per round

Examples: Shipyard, Agricultural Node, Mining Colony

Research Station

Cost: 2 Information, 1 Materials, 1 Culture

Return: 1 Information per round

Examples: Subspace Telescope, Medical Clinic

Outreach Center

Cost: 2 Culture, 1 Information, 1 Materials

Return: 1 Culture per round

Examples: Embassy, Cultural Center

Trade Hub

Cost: 2 Information, 2 Materials, 2 Culture

Ability: You may exchange 3 of any Resource for 1 of any other

Mark its location on the Region Map, and at the start of each subsequent Exploration Phase, you may collect the resources generated by each Outpost in the region.

PUTTING IN THE WORK

If the total amount of XP you earned in an area is greater than its Span/Influence, you may re-roll any of your dice rolls during the Development Step and keep the more favorable result.



STARSHIP CONSTRUCTION

You may spend 10 Materials in place of 1XP when upgrading or constructing starships in the core campaign.

INTER-FACTION RELATIONS

When two newly-discovered civilizations share a border, roll on the table below to determine how they feel about each other. You may want to color-code the border to denote their relationship status.

INTER-FACTION RELATIONS TABLE

1d6	Relationship
1	Enemies: These civilizations openly hate each other, and are locked in a state of constant war (-2 to rolls on the Random Encounter Table while traversing cells on this border)
2	Rivals: While not openly hostile, these civilizations constantly undermine each other – unwilling to let the other succeed, even if to their own detriment (-1 to rolls on the Random Encounter Table while traversing cells on this border)
3	Ambivalent: These civilizations have a mercurial relationship that can quickly change depending on their individual circumstances
4	Neutral: These civilizations have either never met, or simply choose to leave each other alone
5	Partners: These civilizations are on generally-friendly terms and have a strong trade relationship (+1 to rolls on the Random Encounter Table while traversing cells on this border)
6	Allies: These civilizations would gladly fight for one another. To antagonize one is to provoke the other (+2 to rolls on the Random Encounter Table while traversing cells on this border)

WARP DEVELOPMENT

A Pre-Warp civilization has the chance to spontaneously become warp-capable and join the region at-large. During the Progression Step, roll one D12 three times. If the result is a 10+ each time, that civilization successfully develops warp drive and begins producing Resources.



In addition to XP, successfully completing a Mission collectively earns players the following Resources:

CORE MISSIONS

Mission	Resources
<i>M001: Under a Black Flag</i>	2 Materials
<i>M002: A Farewell to Armistice</i>	2 Culture
<i>M003: In Sheep's Clothing</i>	2 Materials
<i>M004: Deliverance</i>	1 Materials, 1 Culture
<i>M005: Glimmer of the Mind's Eye</i>	1 Information, 1 Culture
<i>M006: Gravity's Needle</i>	2 Culture
<i>M007: Fragments of a Shattered Sky</i>	1 Information, 1 Culture
<i>M008: The Cosmic Hatchery</i>	2 Information
<i>M009: Arachne's Web</i>	2 Culture
<i>M010: Forget Not One</i>	1 Information, 1 Culture
<i>M011: Blind Man's Bluff</i>	2 Culture
<i>M012: From Storm and Tempest</i>	1 Information, 1 Materials
<i>M013: The Celestial Clockwork</i>	1 Information, 1 Materials
<i>M014: The Beckoning Gyre</i>	1 Information, 1 Culture
<i>M015: Womb of Eternity</i>	2 Information
<i>M016: Balancing Act</i>	1 Information, 1 Materials
<i>M017: Dreams of a Slumbering Cosmos</i>	2 Information
<i>M018: Persistence of Memory</i>	1 Information, 1 Materials

CONDITION RED

Mission	Resources
<i>RED001: The Möbius Trap</i>	2 Information
<i>RED002: The Sepulchral Abyss</i>	1 Information, 1 Materials
<i>RED003: Ghost in the Machine</i>	2 Information
<i>RED004: Prey</i>	2 Culture
<i>RED005: Adrift Upon Strange Tides</i>	2 Information

AWAY MISSIONS

Mission	Resources
<i>AW001: That Others May Live</i>	2 Culture
<i>AW002: By Siren Song</i>	1 Materials, 1 Culture
<i>AW003: Fear of the Unknown</i>	1 Information, 1 Culture
<i>AW004: A Harvest of Ash</i>	1 Information, 1 Materials
<i>AW005: Last Outbound Flight</i>	1 Information, 1 Culture

* For procedurally-generated Away Missions, choose 2 (total) of the most-relevant Resources. Use your best judgment.

The following tables, when used in conjunction with the System Name Generator (page XII of the core rulebook), will help you come up with names for regions, and the civilizations that live there.

REGION NAME GENERATOR

Examples: *The Thanidus Parallax*, *Ordion's Cradle*

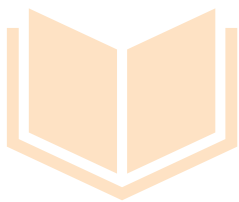
1d12	Region Type	
1	Rift	Crest
2	Cluster	Stream
3	Expanse	Belt
4	Veil	Wastes
5	Traverse	Crossing
6	Rim	Plain
7	Cradle	Bow/Arc
8	Nest	Corridor
9	Massing	Gate
10	Abyssal	Conduit
11	Threshold	Parallax
12	Basin	Sea

CIVILIZATION NAME GENERATOR

Examples: *The Nivartan Union*, *The Virycian Primacy*

1d12	Civilization Type	
1	Concordance	Primacy
2	Hegemony	Communion
3	Dynasty	Brotherhood
4	Covenant	League
5	Empire	Chain
6	Supremacy	Hierarchy
7	Union	Order
8	Council	Authority
9	Principality	Hive
10	Sphere	Compact
11	Commonwealth	Alliance
12	Assembly	Protectorate

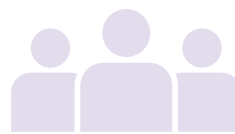
ADMINISTRATIVE PANEL



INFORMATION



MATERIALS



CULTURE

OUTPOSTS

01

NAME

TYPE

LOCATION

02

NAME

TYPE

LOCATION

03

NAME

TYPE

LOCATION

04

NAME

TYPE

LOCATION

05

NAME

TYPE

LOCATION

06

NAME

TYPE

LOCATION

NOTES

101	102	103	104	105	
201	202	203	204	205	206
301	302	303	304	305	
401	402	403	404	405	406
501	502	504	505		
601	602	603	604	605	606
701	702	703	704	705	
801	802	803	804	805	806
901	902	903	904	905	

Each hexagon contains the following elements:

- MISSION:** (top-left)
- DATE:** (top-right)
- KP:** (bottom-right)
- Icons:** A globe, a cloud, a question mark, and a stylized figure.

The central hexagon (503) is highlighted with a blue border and contains a blue stylized figure.

SECTOR I.D.:

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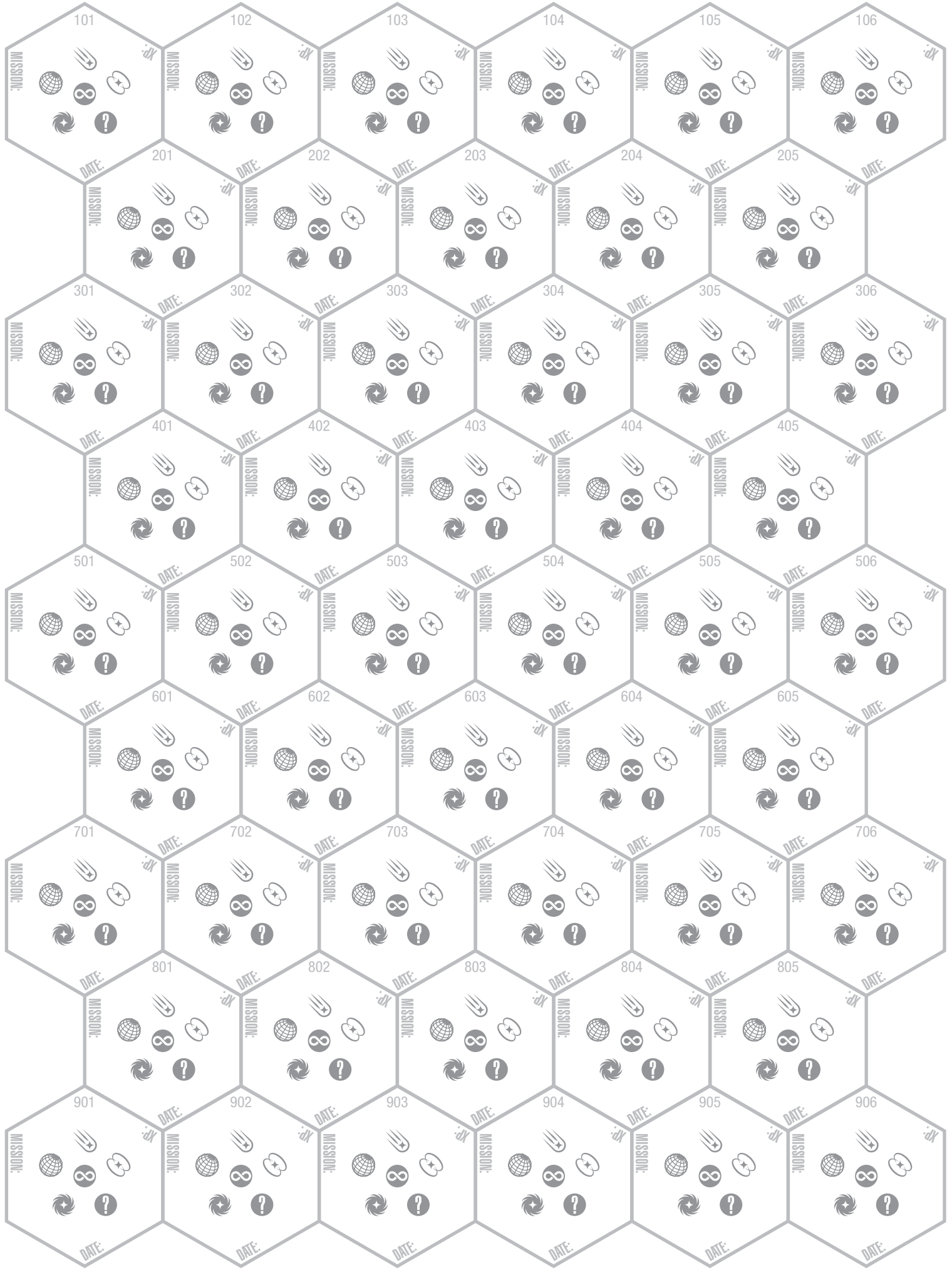
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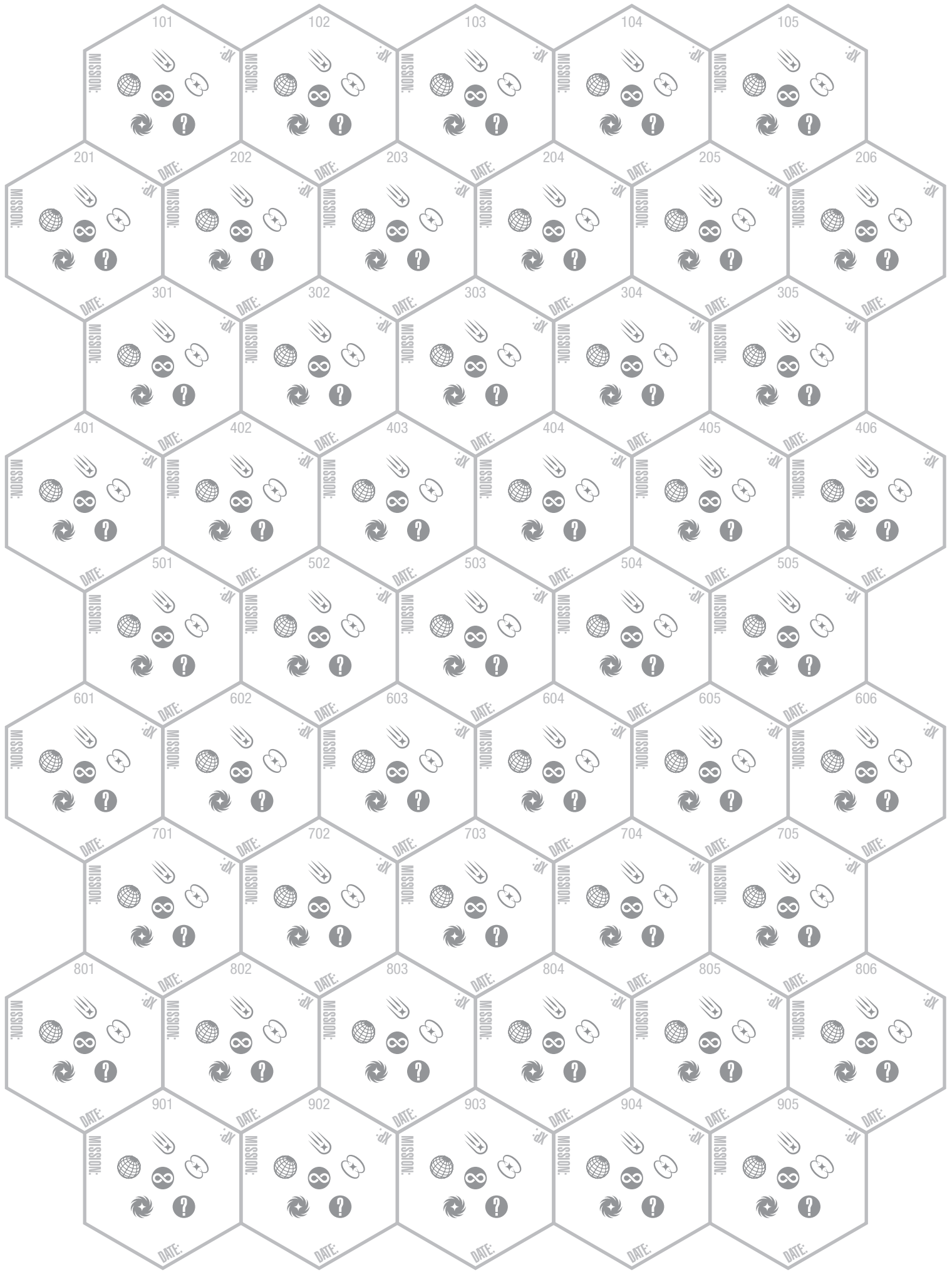
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