STAR TREK ADVENTURES

ALERT
CONDITION: RED

RED ALERT
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CHAPTER 01.10

RED ALERT
RULES OF PLAY

"WAR ISN'T A GOOD LIFE, BUT IT'S LIFE."

— CAPTAIN JAMES T. KIRK

With *Star Trek Adventures: Red Alert*, your gaming group can add an exciting three-dimensional tactical experience to your RPG encounters. Now, Federation away teams can do battle against Klingon warriors, Romulan strike teams, Borg drones, or any number of other threats on far-flung worlds across the Galaxy. Whether you're a seasoned veteran of tabletop campaigns or a fresh-from-the-academy redshirt, you'll soon be controlling your own away team and battling over the fate of worlds or the entire Galaxy!

These rules will be familiar to existing players, but are straightforward enough for new players to understand quickly. *Star Trek Adventures: Red Alert* can be used as an exciting substitute for combat encounters in your roleplaying sessions, or a way of setting up quick combat encounters using your collection of ***Star Trek Adventures*** miniatures.

THE MOST IMPORTANT RULE

It's nearly impossible for a set of rules to cover every conceivable situation that could arise during a game. Disputes over rules should always be resolved in a spirit of cooperation and sportsmanship. Ultimately, if no agreement can be reached, we recommend that players each roll a D20, dicing off until there is a clear winner: the player with highest score is right this time around. Remember, the aim of the game is to have fun in a friendly, competitive spirit, and that means letting your opponent have fun too! Settling differences in a friendly manner is paramount to having fun, so this could be called the most important rule in the game!

THINGS YOU'LL NEED

Before you can play your first mission, there are a few things you should gather in preparation. Obviously, the most important part of the game is the miniatures themselves. In addition, however, you will need:

BATTLEFIELD

Red Alert combat encounters are played with the ***Star Trek Adventures*** Tile Sets available from Modiphius. These sets represent the environments for the scenarios, and are divided into the zones required for play. They are fully rendered with top-down scenery walls and obstacles.

DICE

You will need a handful of **twenty-sided dice** (referred to as D20) to play this game, along with some special six-sided **Challenge Dice**. *(See sidebar.)*

TOKENS

Red Alert uses a number of Momentum and Threat tokens, in a similar way to the main ***Star Trek Adventures*** rules. You'll need one set of tokens to track Momentum for the two sides; one uses the blue Momentum tokens, the other uses the red Threat tokens.

MARKERS

You'll also need a set of markers, provided for you in the back of this supplement.

BASIC PRINCIPLES

The pages that follow present the game rules in the order they are needed in play. There are a few basic terms and principles that need to be introduced right from the start. These are rules and terminology that affect every aspect of the game.

MODELS

The miniatures used to play ***Star Trek: Red Alert*** are also referred to as "models"; the two terms can be considered interchangeable. The models under your control represents your crew, such as a Federation away team or Klingon war band.

In game terms your crew is split into several **units** which are either activated individually as **characters** or are grouped into **squads**.

CHARACTERS

Characters are individuals whose skills and qualities outstrip that of a regular field agent or soldier. They are always fielded alone as a unit of one model.

SQUADS

Squads are a single unit comprising between two and ten models that act and fight together. For the purposes of Turns and actions squads count as a single unit. Even though there are many models in a squad, they can only normally attempt one Minor Action and one Task per Turn, and you roll one pool of dice for the whole squad as a unit.

CHALLENGE DICE

Challenge Dice are custom six-sided dice that have both damage values and special Effect symbols, denoted in the rules by the ⮝ symbol.

If you don't have special Challenge Dice available, you can use normal six-sided dice instead; treat any die which rolls a 3 or 4 as blank, and any die which rolls a 5 or 6 as 1 damage, and an Effect.

CHALLENGE DICE RESULT TABLE

D6 RESULT	CHALLENGE DICE RESULT
1	1
2	2
3	0
4	0
5	1, plus Damage Effect
6	1, plus Damage Effect

MINIATURE SCALE

Most ***Star Trek Adventures: Red Alert*** models are humanoid or human-sized, and are at around 32mm tall). Small size differences between these miniatures don't matter in game terms, although it does make them more realistic as models. This is why they are considered to be a standard size, unless it is specifically noted in a model's profile that this is not the case.

PROFILES

All models in the game have a **profile**. This is a set of characteristics and abilities defined in terms of numbers and special rules. These will be familiar to existing 2D20 system players!

There are six **Attributes** (Control, Daring, Fitness, Insight, Presence, and Reason), and six **Disciplines** (Command, Conn, Security, Engineering, Science, and Medicine). Profiles can be found in the ***Star Trek Adventures*** *core rulebook, Chapter 11: Aliens and Adversaries* (p.314), and in other supplements and sourcebooks.

ATTRIBUTES

- **Control** is about precision, accuracy, and careful timing. Control is used for ranged attacks.
- **Daring** comes into play whenever a character reacts to a new situation without doubt, hesitation, or caution. Daring is used for melee attacks.
- **Fitness** is about enduring hardship and employing force. It covers physical conditioning, general health and wellbeing, fortitude, and endurance. Fitness is used to measure Stress.
- **Insight** is about understanding people and their feelings, or being conscious of wisdom and learned experience. Insight can be used for certain objective Tasks.
- **Presence** is a person's ability to persuade or influence others, their natural charisma, and their ability to inspire and gain respect. Presence is used for certain objective Tasks.
- **Reason** reflects the mental aptitude of a character, problem-solving skills and logical thought processes. Reason can be used for certain objective Tasks.

DISCIPLINES

- **Command** covers a wide range of interpersonal interactions especially leadership, negotiation, and coordinating and motivating other people. Command is used to determine Initiative.
- **Conn** covers all piloting and ship operations. It is used for certain objective Tasks.
- **Security** is the use of force during combat for making attacks, as well as observing and analyzing threatening situations, and watching for potential perils. Security is used to increase the Challenge Dice rolled on a unit's attacks.
- **Engineering** governs understanding, repairing and designing technology. It is used for certain objective Tasks.
- **Medicine** is the understanding of the physical and mental makeup of life-forms, including the ailments and diseases that might befall them. Medicine is used with Daring to heal units.

FOCUSES

Focuses provide a specialty for a unit, representing specific knowledge or experience in a narrow field of expertise. To gain the benefit from a Focus, the unit needs to be attempting a related Task. For example, if a Klingon veteran is attempting a melee attack Task their "Hand-to-Hand" Focus applies. If a Focus applies to the Task, any d20 that rolls equal to or lower than the **Discipline** used, that die scores 2 successes.

The following Focuses apply to the Tasks below:

- **Melee attacks:** Hand-to-Hand; any named melee weapons; any named martial art.
- **Ranged attacks:** Any named ranged weapon.
- **Objective Tasks:** Any relevant Focus to the nature of the Task.

Ignore all other Focuses for the purposes of *Star Trek Adventures: Red Alert.*

TALENTS

Talents provide rules exceptions for characters or squads as listed in their profile. They apply so long as the conditions in the Talent description fit the actions and Tasks being undertaken.

DERIVED STATISTICS

STRESS

A unit's Stress points represent its current state of health. Stress is the sum of the unit's **Fitness + Security.** If a unit's Stress reaches 0, the unit is Injured, and removed from play.

RESISTANCE

Units with a measure of Resistance are hard to damage, due to their physical size, thick hide or personal armor. A Resistance value is deducted from damage inflicted against the model.

WEAPON DAMAGE

A unit's attack damage is a number of Challenge Dice (⮝) equal to the weapon's ⮝ rating + the unit's Security Discipline.

TASKS

Most important actions performed by models in *Red Alert* take the form of Tasks (***Star Trek Adventures*** *core rulebook* p.77), and involve rolling a minimum of 2d20s in order to check for the Task's success or failure. All Tasks have a numeric **Target Number**, usually determined by adding together a specified Attribute and a Discipline (for example, a ranged attack uses the **Control** Attribute and the **Security** Discipline). For each D20 that scores equal to or less than the Target Number, one success is scored.

All Tasks also have a numeric **Difficulty** rating (for example, the base Difficulty of a ranged attack is 2, although this can vary depending on battlefield conditions). **If the number of successes scored equals or exceeds the Difficulty of the Task, then the Task is completed successfully**. If the number of successes is less than the Difficulty of the Task, then the Task attempt has failed.

OPPOSED TASKS

Sometimes, a unit will be required to make an Opposed Task roll against another unit. This represents one unit trying to perform an action that the other wishes to actively prevent. The main example of this is a melee attack.

The unit performing the Task is called the 'active' unit. The opposing unit is called the 'reactive' unit. Both units attempt a Task, as described above, each with their own Difficulty.

- If the active unit succeeds and scores more Momentum than the reactive unit, the Task is successful.
- If the active unit fails, or succeeds but scores equal to or fewer successes than the reactive unit, the Task is unsuccessful. (Reactive model breaks ties.)
- The player with the most successes reduces their Momentum gained by any Momentum their opponent gained, and keeps any remaining Momentum, to spend or save (see Momentum below.)

OBJECTIVE TASKS

Objective Tasks are Tasks that must be carried out by a character or squad during a game in order to win the game. They will usually require a Task, and may also need a character or squad to be carrying a particular item. These are defined in the scenario description.

TASK EXAMPLE

It's Jon's turn, and his Commander Riker (a unit on his own) is firing his phaser at a Klingon warrior. This is a **Control + Security Task** with a Difficulty of 2.

- Jon rolls 2d20, by default, and is looking to score **15 or under** on each dice to score a success. He scores a 12 and a 5, which gives him the 2 successes he needs.

OPPOSED TASK EXAMPLE

Jon's unit is attacking one belonging to James in close combat. As this is a melee attack, Jon and James both roll, in an Opposed Task. This is a **Daring + Security Task** with a Difficulty of 1.

- Jon's Target Number is 13, while James' Target number is 11. They both roll 2d20.
- Jon scores a 10 and a 7. James scores an 8 and a 16.
- Both Jon's and James' units have succeeded, but Jon gained 1 Momentum (by scoring 2 successes when only 1 was needed), and succeeds in attacking James' unit.
- James didn't gain any Momentum points from that roll, so Jon keeps the 1 Momentum he gained, and saves it.

MOMENTUM

Whenever a unit scores more successes than it needs, it generates Momentum. Momentum is a currency of points that can be used to improve successes or improve the odds of succeeding in future Tasks. When Momentum is generated, the Player has a choice: use the Momentum to improve that success or bank it for future use. A maximum pool of 6 Momentum can be banked by each Player.

SPENDING MOMENTUM

Momentum can either be spent to improve the success of the Task that has just been attempted, or it can be spent immediately before a Task is attempted. Certain Momentum Spends can only be done once; otherwise Momentum Spends are **Repeatable**, in which case there is no limit to how many times a Player can use Momentum Spends on a Task, unless otherwise stated.

CREATE OPPORTUNITY

The most common way to spend Momentum is to *Create Opportunity*, which grants extra d20 to roll before attempting a Task. The Difficulty of Tasks can go up to 5, which is impossible to reach on 2d20, so buying more dice grants more of a chance of success. *Create Opportunity* is an Immediate, Repeatable Momentum Spend, but it's cost escalates as below:

- +1d20 costs 1 Momentum
- +2d20 costs 3 Momentum
- +3d20 costs 6 Momentum

A Player may only ever roll a maximum of 5d20 for a Task.

CONFLICT MOMENTUM SPENDS

Characters may also spend Momentum as shown on the table below.

GIVING AN OPPONENT MOMENTUM

Players may give an opponent Momentum instead of spending their own, even if they have none saved. This means Momentum spends are always available to a Player, whether they have their own Momentum saved or not.

Only a maximum of 2 Momentum can be given to an opposing player, per Turn. Momentum given by an opponent cannot be spent immediately, and becomes available in their next turn.

A PLAYER'S TURN

Starting with the player with Initiative, Players take it in Turns to **activate one squad or a single character**, performing a minor action and a Task as they wish with that unit, and then handing play to the next player to do the same. Play continues in this "alternate activation" sequence until all Squads and Characters able to activate have done so.

Once activated, **a unit may perform one minor action, and one Task, in that order**. Models do not have to perform both, but if they perform a Task, they cannot perform a minor action afterwards. Once a unit has been activated, it cannot be activated again until all units have taken a Turn and a new Round begins.

MOVEMENT

When a *Move* minor action is taken, the unit moves to an adjacent zone. All members of a Squad must move together into the same zone, and occupy the same zone. If a Squad ever finds itself split across several zones for any reason, the Squad must perform the *Move* minor action to move the "stragglers" into the same zone as the rest of the unit.

A unit may move into a zone occupied by enemies, but may not move through that zone into another, or leave that zone (unless they are performing a *Retreat* Task).

ZONES AND BOUNDARIES

Every tile is divided into a number of zones delineated by grey lines. These represent the internal rooms, corridors and doorways of a location. A city street, for example, may divide zones around features like parked vehicles, the front of buildings, alleyways, and so forth. A relatively simple battlefield may consist of three to five significant zones, while complex environments may have many more, and have no fixed size.

MOMENTUM SPENDS

SPEND	COST	EFFECT
Create Opportunity	1+ (Immediate, Repeatable)	Buy extra d20 to roll before attempting a Task. The first die bought costs 1, the second die bought costs 2, the third die bought costs 3.
Reroll Damage	1 (Repeatable)	The Character may reroll one Challenge Dice from the current attack per Momentum spent.
Keep the Initiative	2 (Immediate)	Once per Round. Spend Momentum to activate one of your own units after the current unit's Turn is over, rather than hand play to an opponent.

A model can never leave the battlefield unless the scenario conditions specifically allow it. If a model is forced to the edge of the battlefield for any reason, the tile (battlefield) edge is treated as an impassable obstacle.

LINE OF SIGHT

Models in the same tile can see all allied and enemy models unless blocked by **Blocking Terrain** (see *Chapter 7.30: The Battlefield*, p.14). All doors are considered to be closed, and only open (and then close) to allow models to move through them.

CARRYING

An objective marker (as defined by the battle's scenario) can be carried by any Character or Squad. Place the carried marker alongside the unit that has it, and move it with the unit. Any other friendly unit can take the carried marker as a minor action in its turn. At that point the object follows the new unit. Some objectives may require a unit to have a carried object to attempt an objective Task.

If a character or squad is defeated, the objective marker is dropped and remains where it is, until another unit uses a minor action to take it. Carried objective markers can only be stolen if the carrying unit is defeated.

PRONE MODELS

In some situations, a model will be made Prone. Prone models also suffer penalties in close combat. A Prone model is laid on its side. A Prone model may perform a *Move* action to stand upright and remove its Prone status.

SPRINT

The *Sprint* Task is effectively 3 minor *Move* actions, and cannot be performed in the unit's same Turn as it has already performed a minor action. Therefore, the unit cannot have performed any other actions if it is to use a *Sprint* action.

MINOR ACTIONS

Minor actions are activities that do not count as a Task, and do not require dice to be rolled, such as movement. They are resolved before any Task. A unit can normally only perform one minor action each turn. However, **characters and units may spend one Momentum to make one extra minor action**, before resolving their Task. Models can never perform more than two minor actions and one Task during a turn.

The minor actions available to Characters and Squads are:

- **Aim:** The unit may re-roll a single D20 made as part of a ranged attack Task in the same Turn.
- **Move:** The character moves to an adjacent zone on their tile, or through a door to a connecting zone in another tile. This minor action cannot be used if the unit then performs the *Sprint* Task. If there are one or more enemies within the unit's zone, this action cannot be performed.

- **Prepare:** The unit prepares for, or spends time setting up, a Task. Some Tasks with some equipment require this minor action to be taken before the Task can be attempted, such as a phaser's Charge Quality.

- **Take Cover:** The unit ducks behind some cover, to gain the benefit of some Soft Cover or Hard Cover. A Cover marker must be in the same zone as the unit performing this action.

- **Take:** Take a carried marker or model, as described below.

TASKS

Tasks are activities that draw upon skill or elements of chance, such as attacking an enemy in combat. They are taken after minor actions. A unit can normally only perform one Task each Turn. The Tasks available are:

- **Melee attack:** A character or squad attacks an enemy (or another viable target) in the same zone. They use any equipped close combat weapons or unarmed skill listed under "Attacks" in their profile. This is an Opposed **Daring + Security** Task with a Difficulty of 1. See *Melee Attacks*, below (p.11).

- **Ranged attack:** A unit fires at an enemy (or other viable target) in the same tile using an equipped ranged weapon. This is a **Control + Security** Task with a Difficulty of 2. See *Ranged Attacks*, below (p.11).

- **Direct:** This Task may only be performed by the Character with the highest rank on a side. The Character nominates one friendly unit currently in play and attempts a **Control + Command** Task with a base Difficulty of 1. The nominated unit may immediately attempt a single Task ignoring the normal sequence of play. If the directed unit is in a different Tile to the character, the Difficulty is increased by 1.

- **Guard:** The unit finds some defensible position, reduces their vulnerability, or otherwise gains additional readiness for attack. This is a **Fitness + Security** Task with a Difficulty of 1, and success increases the Difficulty of any attacks (melee or ranged) made against the guarding unit by 1 until the start of the unit's next Turn.

- **First aid:** The unit targets another friendly unit in the same zone. This is a **Daring + Medicine** Task with a Difficulty of 1. Success heals a number of Stress equal to the Medicine Discipline of the model performing this Task, with an additional 1 point of Stress healed for each Momentum spent (Repeatable.) Only units with a medkit may perform this Task.

- **Operate:** This Task allows a unit to interact with objectives or other battlefield elements, such as computers or explosive devices. The scenario notes will specify which items may be operated, which Attribute and Discipline is required for the roll, the Difficulty of the Task, and the effects of success.

- **Ready:** A unit holds its fire until a more opportune target presents itself. This requires a **Control + Security** Task, with a Difficulty of 1. Place a Ready marker next to the unit. As soon as an enemy unit performs a movement action that brings them into line of sight and range of the ready unit, the normal sequence of play is suspended. The ready unit performs a ranged attack against the new target. Once this attack is resolved, play resumes with the target unit completing its actions if it still can. Ready status lasts until a unit's next activation, and if an attack is not triggered before the unit's next activation the opportunity to attack is lost.

- **Sprint:** A unit moves quickly to cover as much ground as possible without worrying about evading enemy attention. The unit moves into any zone within 3 zones of its current location. This Task cannot be performed if the unit has carried out a minor action this Turn.

- **Fall Back:** This Task is performed if a unit is moving out of a zone that contains enemy models. This is a **Fitness + Security** Task, with a Difficulty equal to the number of enemy models engaged minus the number of friendly models. If the *Fall Back* Task succeeds, move the unit one zone. This move may not take the moving unit into another zone that contains enemy models. If the Task roll fails, one enemy unit in the same zone (chosen by the opponent) may immediately make a free melee attack against the retreating unit, before it moves one zone.

TASK DIFFICULTY

The difficulty of a Task can be altered by many factors. The maximum Difficulty of an achievable Task requires 5 successes, while the minimum is 0.

If a Task has a Difficulty of 6 or more it is impossible, and the Task cannot be attempted.

If the Task is Difficulty 0, any attempt to carry out the Task is automatically successful. and no dice are rolled. This means no Momentum can be gained for "extra" successes.

ATTACKS

MELEE ATTACKS

Melee combat can occur when opposing units are in the same zone as one another. On their Turn, a unit that is activated while in the same zone as an enemy may perform a melee attack. The unit attempts an Opposed **Daring + Security Task** with a Difficulty of 1. If the attack is successful, then the attacker inflicts damage, as described in *Damage,* below.

ATTACKING PRONE ENEMIES

If the enemy unit that you are attacking is Prone reduce the Difficulty of the Attack by 1, to a minimum of 0.

RANGED ATTACKS

To perform a ranged attack Task, a unit must first nominate a target within the same tile. This is a **Control + Security Task** with a Difficulty of 2. If the attack is successful, then the attacker inflicts damage, as described in *Damage,* below.

RESISTANCE

Resistance is a measure of a unit's ability to shrug off damage using protective gear, innate resilience or cover. **Static Resistance** is noted on a unit's profile as a numerical value. This value is deducted from an attack's damage before the target unit's Stress is reduced. **Cover dice** can grant Resistance, but are more random, granting either 1 or 2 points of Resistance with each attack. Again, this value is deducted from the attack's overall damage before the unit's Stress is affected. Resistance may mean that a successful attack actually inflicts no damage at all.

DAMAGE

Whenever an attack is successful, it reduces the target's Stress by the weapon's or effect's **damage rating**, which will be a number of Challenge Dice, or ⮝, with the total rolled applied against the targeted unit.

Example: *Phaser Type-2 (Ranged, 6⮝, Size 1H, Charge)*

In this example anyone firing a type-2 phaser would roll six Challenge Dice to check how much damage has been inflicted.

The same damage procedure is used for environmental effects if these are a feature of a battle.

Units have a quantity of **Stress**, representing their ability to withstand damage. This is the unit's **Fitness + Security**. Damage is deducted from Stress, and if the unit's Stress is reduced to 0 or less the unit is removed from the game.

RESOLVING AN ATTACK

1. TARGET A UNIT

- Check that the enemy unit can be targeted
- Decide whether the attack is melee (same zone) or ranged (same tile)

2. ATTEMPT A TASK

- For a ranged attack **Control + Security** with a Difficulty of 2
- For a melee attack an Opposed **Daring + Security** Task with a Difficulty of 1

3. ROLL DAMAGE IF THE ATTACK SUCCEEDS

- Roll ⮝ based on the attack's rating: the weapon's Damage Rating + unit's Security Discipline
- Total the damage, including any Damage Effects

4. REDUCE THE DAMAGE BASED ON RESISTANCE

- Reduce the damage based on any static Resistance
- Reduce the damage based on any Cover dice rolled

5. DEDUCT REMAINING DAMAGE FROM THE TARGETED UNIT'S STRESS

- If the unit's Stress is reduced to 0, it is injured and taken out of play

DAMAGE EFFECTS

The following Damage Effects provide additional benefits for the attacker whenever an Effect is rolled on a Challenge Dice:

- **Area:** The attack affects an additional enemy model per Effect rolled, in the same zone. Apply the total damage rolled to every model simultaneously.
- **Knockdown:** A model is knocked Prone for each Effect rolled.
- **Piercing X:** The attack ignores X points of Resistance for each Effect rolled.
- **Vicious X:** The attack inflicts X additional damage for each Effect rolled.

SQUADS

SQUAD STRESS

Each model in a Squad has Stress equal to the Squad's **Security** Discipline +1 (in this case not adding its **Fitness** Attribute). Attacks against Squads are resolved in the following way:

- Reduce the total damage rolled by the unit's Resistance, either from its static Resistance or Cover dice.
  - Divide the remaining damage by the Stress of each model, and remove that many models from play.
  - Any "left over" damage is lost.

Example: *A Klingon warband has 5 members in it. They are Klingon warriors, so their Security Discipline is 2. Each model's Stress is 3, and their 5 members gives the unit a total Stress of 15.*

If this Klingon warband is shot at and takes 7 damage after Resistance and Cover are taken into account, they will lose 2 models from the squad because 7/3 = 2 with remainder 1. The 1 damage is ignored.

STRENGTH IN NUMBERS

Squads gain bonus D20s and bonus Challenge Dice to their Task and damage rolls based on their current head count, as shown:

SQUAD BONUS DICE

NUMBER OF MODELS	DEFAULT TASK ROLL	BONUS CHALLENGE DICE
2-4	3d20	+1
5-6	4d20	+2
7-10	5d20	+3

Remember, no more than 5D20 can ever be rolled at once for a Task.

CHAPTER 01.20

RED ALERT

STARTING A GAME

SETTING UP

Each game that you play represents a conflict between two or more opposing sides, with the aim to complete one or more objectives to determine a winner. For this reason, *Star Trek Adventures: Red Alert* is structured around scenarios, which provide a variety of gaming set-ups, special deployments and victory conditions to keep each battle fresh and challenging.

ASSEMBLING THE TEAM

Teams are comprised of Characters and Squads, each with their own **Force Value.** Their Force Value is equal to their combined Stress + Security Discipline values. For a Squad's Force Value, multiply a single model's stress by the number of models in the Squad, then add the Security Discipline of the unit.

- **Character Force Value =** Stress + Security
- **Squad Force Value =** (Stress × No. of models) + Security

When assembling their sides, players should agree on a maximum value and not exceed this. With an average Force Value of 15 for each Character or Squad, the following limits should be used as guidelines:

- **Force Value 30 =** 2 units
- **Force Value 60** = 4 units
- **Force Value 90 =** 6 units

If one player's Force Value is less than the other, they automatically take the first Turn in the first Round, instead of rolling to determine initiative.

For Gamemasters who are using these rules as part of a roleplay campaign, points values often aren't required,

except perhaps as balancing factors. Gamemasters are encouraged to plan their encounters and then manipulate the scenario criteria and objectives as they see fit.

ESCALATION

Whenever a unit has a weapon listed with an **Escalation** cost, a player may give 2 Momentum to an opposing player at the start of the game to upgrade the attacks of a single unit. This cost is separate for each unit, but grants them access to all their Escalation attacks (therefore for two units to gain access to all their attacks with an Escalation cost, that player must give 4 Momentum to their opponent during Set Up. This Momentum is available during the first *Establish Initiative* step in the *Sequence of Play*, below.

THE BATTLEFIELD

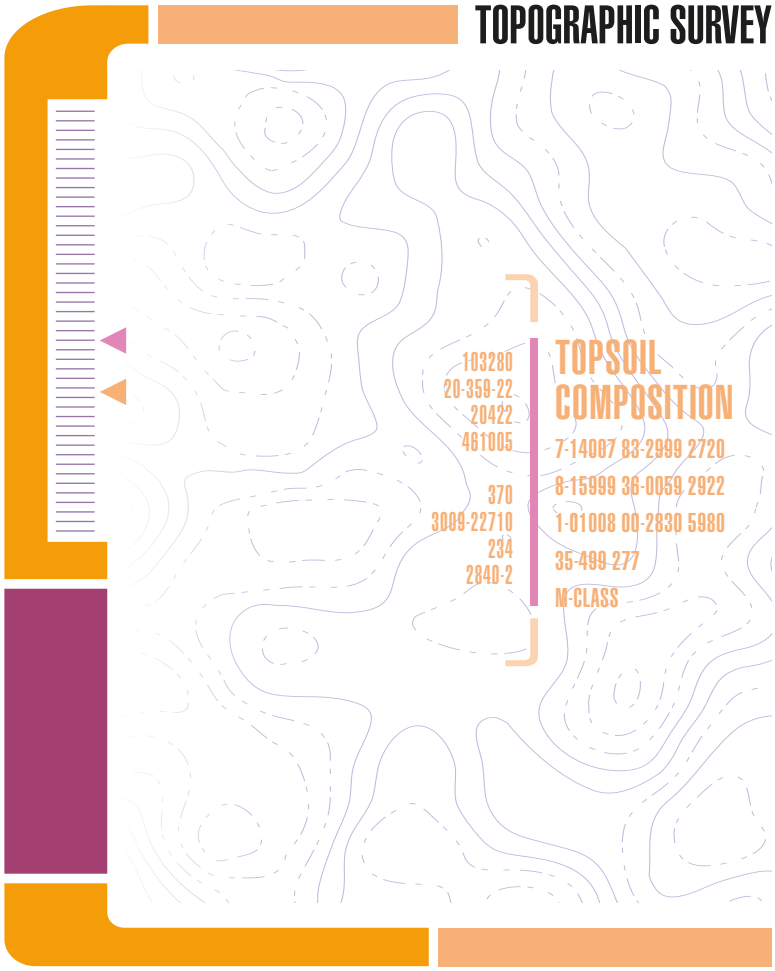
To begin with, set up your tiles (or custom game board) as specified by the scenario. Place any objective or Cover markers, these before setting up your miniatures.

COVER

Any artwork on the tiles that is deemed as Cover by the scenario need a **Cover token** placed on it. Tokens can be found at the end of this chapter.

DEPLOYMENT

Once everything is set up and ready, deploy your forces as described in the scenario rules. Once this is done, you're ready to do battle!



SEQUENCE OF PLAY

Each game is divided into **Rounds** and **Turns**. A Round represents the period of time in which all models on the table have taken actions during their Turn. Once all models have acted the Round ends and a new Round begins. A Turn represents a Player taking a minor action and a Task with one of their Characters or Squads.

Each Round follows a strict sequence, as follows:

1. **Establish Initiative**
2. **Activate Models**
3. **Tidy up the Battlefield**

1. ESTABLISH INITIATIVE

At the start of each Round, the Character with the highest rank of each side, as noted on their profile, **attempts an Opposed Daring + Command Task** with a Difficulty of 0. Any successes that remain for the Player who won the Opposed Task, after comparing, generates Momentum as normal.

In the first Round of the game, ties must be resolved — if no winner is determined, roll again until a clear winner is found. **The winner of the roll gains the Initiative for the Round**.

In the event of a tie in the second and subsequent Rounds, the Initiative always goes to the player who didn't have it in the previous Round.

In the case of a game with more than two players, the Initiative order follows the number of successes each player scored from highest to lowest. In the case of ties, roll again for the Players who are tied. After this, if the Player with the first Turn had any excess successes, they generate Momentum as normal.

2. ACTIVATE MODELS

The Player with the Initiative activates one Character or Squad that has not yet been activated this Round. The unit completes a minor action and a Task, and then the current Player hands play over to the next Player in the Initative order. Repeat this step until all Players have activated all of their units.

3. TIDY UP THE BATTLEFIELD

At the end of each Round, Players should check the victory conditions of the scenario they are playing. If these have been met, the game ends. If not, Players should remove any markers or tokens that are not currently applicable. A new Round then begins by once more rolling for Initiative.

RED ALERT
THE BATTLEFIELD

TERRAIN

On the ***Star Trek Adventures*** tile sets consoles, tables, chairs and other objects are laid out over the scene. Scenarios will denote which zones contain Cover.

BLOCKING TERRAIN

Black areas of the tile sets, usually around the edges or within thick walls block line of site, are blocking terrain. Attacks cannot target units with blocking terrain between the attacking and defending units.

COVER

There are two types of Cover in *Star Trek Adventures: Red Alert,* soft and hard. If a targeted unit has performed the *Take Cover* minor action then Cover provides a number of ⮝ of Resistance to incoming attacks. Cover dice apply against any attacks targeting a unit in Cover.

- **Soft Cover** provides 1⮝ of Resistance
- **Cover** provides 2⮝ of Resistance

Cover dice are rolled after the attack's damage is determined but before damage is applied, as in *Attacks,* above (p.11).

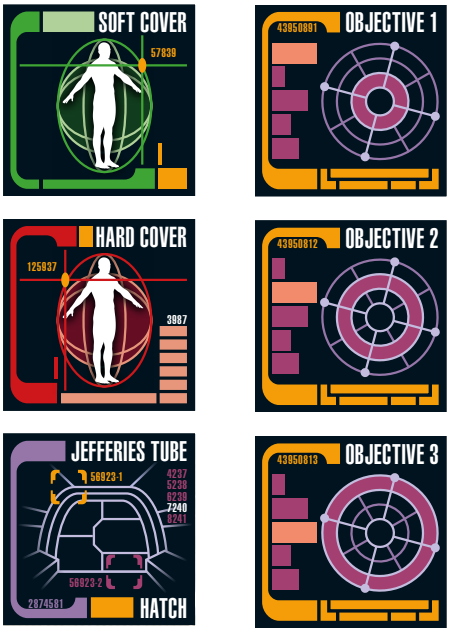
OBJECTIVE MARKERS

Some missions use objective markers, a token on the table that represents a point of interest or object that models need to interact with. Each mission will define how an objective token works on the table. You can find soft cover, hard cover, and objective tokens at the end of this book.

DOORS

Doors can be passed through freely as part of a movement action. All doors are otherwise closed and block line of sight. If a door is marked on the boundary of a tile then the adjoining tile must contain a matching door, or be completely open in order for the door to be used. If an adjoining tile has a solid wall where the door should be, models may not pass through the door.

RED ALERT BATTLEFIELD TOKENS



JEFFERIES TUBES

Hatches and Jefferies tubes may connect to other locations around the tile map laid out for a mission. As such, markers will be placed showing where these maintenance ducts can be entered and exited. The rules for attacks, line of sight and zones still apply to these maintenance areas, but a Sprint action cannot be performed due to the cramped conditions.

TURBOLIFTS

The turbolift system is a key infrastructure element aboard starships and other installations, that can deliver crew to any deck or location. Units starting their Turn in a turbolift can perform a Move minor action to move from one turbolift zone to any other. Turbolifts count as a separate zone in all cases, but their doors do not block line of sight.

CHAPTER 01.40

RED ALERT
WEAPONS AND EQUIPMENT

This section provides descriptions of a range of common items and technologies in use by Starfleet personnel and other cultures in the wider Galaxy.

WEAPON PROFILES

RANGE

Attacks with the 'Melee' range can only be used to perform melee attacks in the same zone. If the range is 'Ranged' then units in the same tile may be targeted.

DAMAGE RATING

This is the number of Challenge Dice the weapon rolls when making an attack, and the result is the damage it inflicts.

DAMAGE EFFECTS

The following Damage Effects provide additional benefits for the attacker whenever an Effect is rolled on a Challenge Dice:

- **Area:** The attack affects an additional target model per Effect rolled, in the same zone. Apply the total damage rolled to every model simultaneously.
- **Knockdown:** A model is knocked Prone for each Effect rolled.
- **Piercing X:** The attack ignores X points of Resistance for each Effect rolled.
- **Vicious X:** The attack inflicts X additional damage for each Effect rolled.

QUALITIES

A weapon's Qualities are special rules that alter the way the weapon functions, either by applying bonuses or restrictions. In the Weapons Reference Table these Qualities are listed as keywords.

- **Accurate:** This weapon is precise, incorporating sights and other targeting equipment. If the unit performs the *Aim* minor action before attacking with this weapon, they may reroll any number of d20s during their Task attempt.
- **Charge:** The weapon has an adaptable energy supply. If the unit performed the *Prepare* minor action before attacking with this weapon, they can choose to apply one of the following Damage Effects: Area, Piercing 2, or Vicious 1.

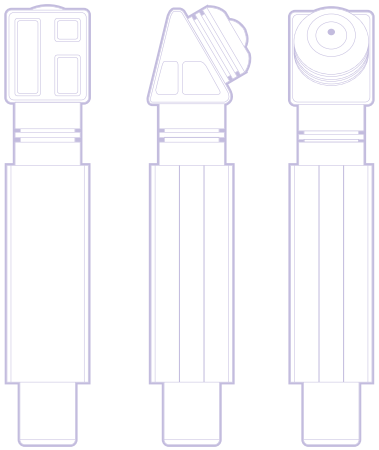
WEAPON REFERENCE CHART

The most common forms of weapons in the game are listed on the chart below. Alien profiles, or profiles of units from different eras of the Federation, will differ from this list.

A unit's attack damage for each weapon is a number of Challenge Dice equal to the weapon's Damage Rating plus the unit's Security Discipline.

Unarmed Strike	Melee	1 Knockdown	Nonlethal	–
Knife/Dagger	Melee	1 Vicious 1	Deadly, Hidden 1	Opportunity 1
Blade (sword, *mek'leth*, etc)	Melee	2 Vicious 1	–	Opportunity 1
Heavy Blade (*bat'leth*, *kar'takin*, *lirpa*)	Melee	3 Vicious 1	–	Opportunity 1, Escalation 1
Phaser Type-1	Ranged	2	Charge, Hidden 1	Standard Issue
Phaser Type-2	Ranged	3	Charge	Standard Issue
Phaser Type-3 (phaser rifle)	Ranged	4	Accurate, Charge	Opportunity 1, Escalation 2
Pulse Grenade	Ranged	4 Area	Charge, Grenade	Opportunity 1, Escalation 2
Disruptor Pistol	Ranged	3 Vicious 1	–	Not Available
Disruptor Rifle	Ranged	4 Vicious 1	Accurate	Not Available

HYPOSPRAY



SCHEMATICS

- **Cumbersome:** The weapon cannot be used to attack unless the *Prepare* minor action was performed before the attack.
- **Debilitating:** Medicine Tasks to perform *First Aid* on units affected by this weapon have their Difficulty increased by 1.
- **Grenade:** This weapon is a thrown explosive device. A unit normally carries enough grenades for 3 grenade attacks in one battle.
- **Inaccurate:** Units attacking with this weapon cannot benefit from the *Aim* minor action.

OTHER EQUIPMENT

MEDKIT

A character or unit equipped with a medkit can perform the *First Aid* Task.

MULTI-TOOL

A character with a multi-tool reduces the Difficulty of any *Operate* Task by 1.

TRICORDER

Units may need a tricorder in order to complete certain Tasks, such as *Operate*, or other Tasks required by a scenario.

RED ALERT RULES SUMMARY

20-1

SETTING UP

32-6

Pick a scenario, a conflict between two or more sides.

Each Player chooses a force. This is team of **units**, with **Characters** and **Squads.** All units have a **Force Value**, and the units on a side cannot add up to more than a **total Force Value** agreed between the Players for the battle. Each Character and Squad member needs a **model** to represent them.

17-9

Set up the battlefield using tiles. Tiles have zones to provide separate areas for models to occupy and move through.

Each Player places their models on the battlefield following the scenario instructions and the general deployment rules.

THE BATTLE

24-5

Battles are divided into **Rounds** and **Turns**. The game ends when only one side has units left, or when a Player completes all their objectives.

There can be many Turns each Round: one for each unit, in fact. Once every unit has had a Turn the current Round ends, and a new begins.

Each Round follows a simple sequence:

1. ESTABLISH INITIATIVE

Each player rolls to see if their side acts first. The abilities of the Character with the highest in-game rank are used for this Task, even if that Character isn't the best leader on their side.

2. ACTIVATE MODELS IN TURN

The Player with the initiative may now choose one unit and have it do a **minor action** and a **Task**, in that order.

- **Minor actions** are simple things, and will always succeed. Aiming a weapon, moving or taking cover are typical minor actions.
- **Tasks** are more difficult things, and the unit will have to make a successful dice roll to carry out the Task. **Melee Attack** and **Ranged Attack** are the two most important Tasks. The results of any Task are applied immediately. An attack, for example, may well wipe out an enemy unit before it has chance to act.

When a unit has finished a Task another Player then has the chance to act with one of their units. This alternating activation continues until every unit has had a Turn.

3. TIDY UP THE BATTLEFIELD

When every Turn has been taken, a Round ends. Tokens that are no longer needed are removed. Check to see if the scenario victory conditions have been completed and, if they have, the winner is declared. Otherwise, initiative is determined for the next Round.

RESOLVING AN ATTACK

87-1

76-4

1. TARGET A UNIT

- Check that the enemy unit can be targeted
- Decide whether the attack is melee (same zone) or ranged (same tile)

27-8

2. ATTEMPT A TASK

- For a ranged attack **Control + Security** with a Difficulty of 2
- For a melee attack an Opposed **Daring + Security** with a Difficulty of 1

98-1

3. ROLL DAMAGE IF THE ATTACK SUCCEEDS

- Roll based on the attack's rating: the weapon's Damage Rating + unit's Security Discipline
- Total the damage, including any Damage Effects

4. REDUCE THE DAMAGE BASED ON RESISTANCE

- Reduce the damage based on any static Resistance
- Reduce the damage based on any Cover dice rolled

5. DEDUCT REMAINING DAMAGE FROM THE TARGETED UNIT'S STRESS

- If the model's Stress is reduced to 0, it is injured and taken out of play

MOMENTUM SPENDS

66-3498

67-3498

76-2

SPEND	COST	EFFECT
Create Opportunity	1+ (Immediate, Repeatable)	Buy extra d20 to roll before attempting a Task. The first die bought costs 1, the second die bought costs 2, the third die bought costs 3.
Reroll Damage	1 (Repeatable)	The Character may reroll one Challenge Dice from the current attack per Momentum spent.
Keep the Initiative	2 (Immediate)	Once per Round. Spend Momentum to activate one of your own units as soon as this character's Turn is over, rather than hand play to an opponent.

CHAPTER 01.50

RED ALERT MISSIONS

BRIEFING

These missions provide a short *Red Alert* campaign, and introduce varying sizes of mission as it progresses. You'll need a set of *Next Generation* and Klingon miniatures, as well as the *Starfleet Deck Tiles* set, in order to play.

OBJECTIVES

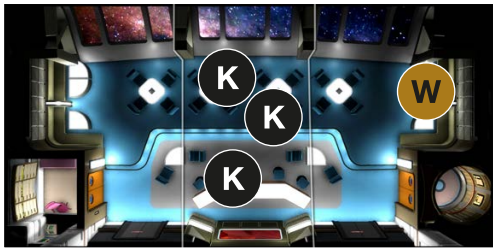
Key words are used in the following missions as a shorthand to describe the victory conditions for the two sides:

- **Defeat:** Reduce a Character, Squad, or a whole force, to 0 Stress.
- **Steal:** Succeed at a **Daring + Security Task** with a Difficulty of 3.
- **Sabotage:** Succeed at a **Control + Engineering Task** with a Difficulty of 2.
- **Repair:** Succeed at a **Control + Engineering Task** with a Difficulty of 4.
- **Program:** Succeed at a **Control + Conn Task** with a Difficulty of 3.
- **Occupy:** Have a unit present in a particular zone, without an enemy unit in the same zone.

MISSION 1: BAR BRAWL

Lt. Commander Worf is enjoying a glass of prune juice, alone at a table, trying to avoid the Klingon diplomatic contingent who have come aboard with bodyguards. Unfortunately, one of the Klingon warriors incites her friends, "Look at this poor excuse for a warrior! He is not even a warrior, he is a P'takh! *Let's show it what we do to those without honor!"*

Worf knocks her to the floor, rendering her unconscious, but 3 more Klingons square up to him. Now he must defend himself as the door to Ten Forward locks to contain the fight!



SET UP

- **Ten Forward tile**
- **3 Klingon warriors (squad) [K]**
- **Worf [W]**

OBJECTIVES

- **Klingons** must **defeat** Worf
- **Worf** must **defeat** the Klingons

SPECIAL RULES

- Only unarmed strikes may be used as attacks.
- This mission teaches you the basics of moving, attacking, and damage. If you wish, you may stop this mission at the end of Round 3, with the Player with the most Stress remaining in their force declared the winner.

WORF VICTORY

If Worf wins, move to *Mission 2: Armory*.

KLINGON VICTORY

If the Klingons win, move to *Mission 3: Shuttlebay*.

MISSION 2: ARMORY

Commander Riker is reviewing an armory report, when Commander Troi walks in. "My shift's just finished, and if I'm not mistaken, so has yours. Now, it's my professional opinion as ship's counsellor that you need to take a break." Their moment is rudely interrupted, however, by a squad of Klingon warriors looking to raid the weapons from the armory!

SET UP

- **Armory tile, two generic corridor tiles**
- **5 Klingon warriors (squad) [K], 1 Klingon Veteran [V]**
- **Riker [R[, Troi [T]**

OBJECTIVES

- **Klingons** must **steal** weapons in the armory room [1] and at least one model who took part in the Task leave via the turbolifts.
- **Starfleet** must **sabotage** the weapons in the armory room (marked) to disable them, or **defeat** the Klingons.

SPECIAL RULES

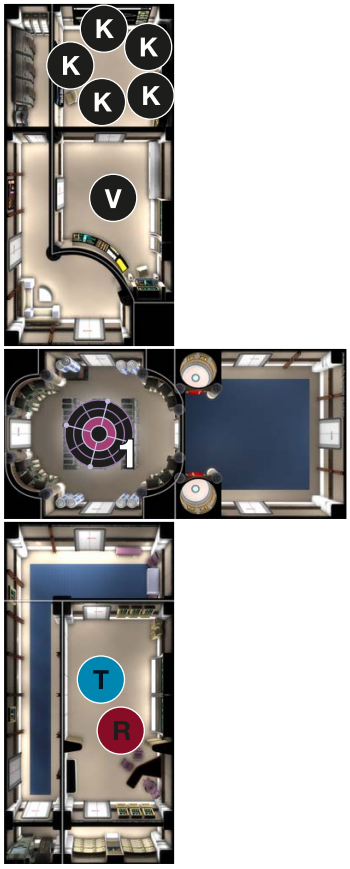
- Players may not purchase weapons using the Escalation rules.

STARFLEET VICTORY

If Starfleet wins, move to *Mission 4: Battlebridge*.

KLINGON VICTORY

If the Klingons win, move to *Mission 5: Main Engineering*.



MISSION 3: SHUTTLEBAY

The red alert klaxon echoes around the shuttlebay, as Door 3 crunches under the impact of a Klingon boarding party. Lieutenant Commander Geordi La Forge and Lieutenant Commander Data have been assigned to secure the breach.

SET UP

- **Shuttlebay tiles, pictured**
- **5 Klingon warriors (squad) [K], 1 Klingon veteran [V]**
- **Geordi La Forge [G], Data [D]**

OBJECTIVES

- **Klingons** must **sabotage** the *Enterprise*'s shields [2] to allow boarding parties to beam aboard.
- **Starfleet** must **repair** the shuttlebay doors [1] to close the breach.

SPECIAL RULES

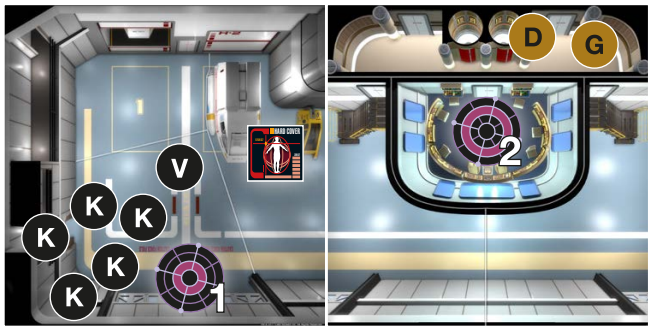
- The Klingon Player may spawn a Squad of 3 Klingon warriors at the shuttlebay door (marked as the Starfleet objective) by spending 3 Momentum, once per mission.

STARFLEET VICTORY

If Starfleet wins, move to *Mission 4: Battle Bridge*.

KLINGON VICTORY

If the Klingons win, move to *Mission 6: The Bridge*.



MISSION 4: BATTLE BRIDGE

Under orders of Captain Picard, the saucer section is to be separated to cut the Klingon boarders off from their commander. It's up to Commander Riker, Commander Crusher, Lt. Commander La Forge, and Lt. Worf to get to the Battle Bridge to initiate separation! The Klingons have different plans…

SET UP

- **Battle Bridge tile, round service area tile, generic tiles**
- **5 Klingon warriors (squad) [K], 3 Klingon veterans [V]**
- **Riker [R], Crusher [C], Troi [T], La Forge [G], Worf [W]**

OBJECTIVES

- **A Klingon** veteran must **carry** the objective marker to the Battle Bridge zone [1] and **sabotage** the Battle Bridge [1].
- **Starfleet** must **program** a saucer separation on the Battle Bridge zone [1] before it is sabotaged.

SPECIAL RULES

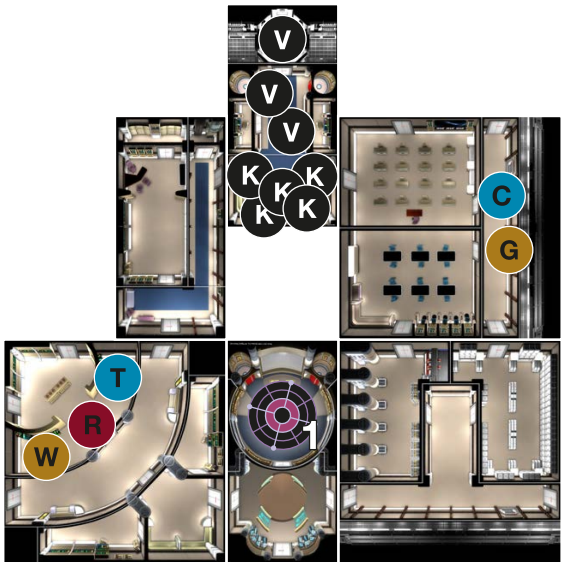
- The Klingon Player may spawn one Klingon warrior from a door on the outer edge of the map by spending 1 Momentum (Immediate, Repeatable).
- The Klingon player may not give their opponent Momentum for Escalation spends to upgrade their weapons.
- Turbolifts cannot be used.

STARFLEET VICTORY

Captain Picard and his crew have successfully repelled the Klingon attack, and diplomatic negotiations may be resumed once Commander Moq'var and his crew are transferred back to the Klingon Defense Force from the *Enterprise* brig. The *Enterprise* has saved these diplomatic talks, and maintained relations with the Klingon Empire for the better.

KLINGON VICTORY

Commander Moq'var has taken nominal control of the *Enterprise* but doesn't have access to fly her anywhere. With both Federation and Klingon ships approaching the *Enterprise*, who knows what will happen! Moq'var can only hope the Klingons arrive first!



MISSION 5: ENGINEERING

With the Enterprise under attack, diplomatic talks with the Klingon general have broken down, and to save his ship Captain Picard must get to main engineering to lock out the Klingons from accessing the controls to the Enterprise.

SET UP

- **Main engineering tiles, nacelle systems operations tile, sensor maintenance room tile, the Jefferies tube junction tile**
- **3 Klingon warriors (squad) [K], 3 Klingon warriors (squad) [K], 2 Klingon veterans [V]**
- **Picard [P], Data [D], Crusher [C], Worf [W], La Forge [G]**

OBJECTIVES

- **A Klingon** veteran must **sabotage** both the warp core [1] and the warp nacelles [2].
- **Starfleet** must **occupy** main engineering [1], and Picard must **sabotage** the controls of the *Enterprise* [2].

SPECIAL RULES

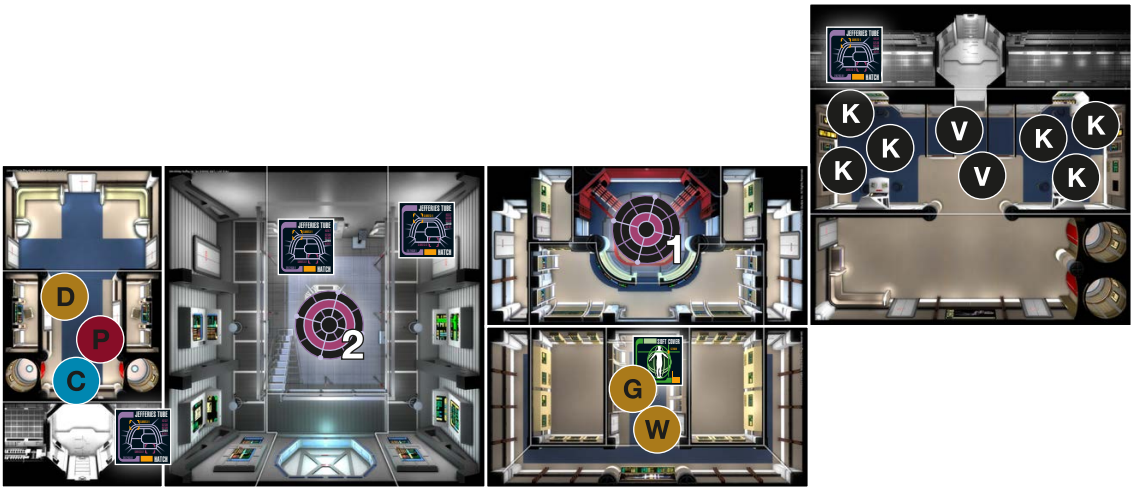
- If the Klingons succeeded at *Mission 2: Armory*, the Klingon player may give their models phaser type-3 rifles by paying the Escalation cost.
- (Either) If Starfleet succeeded at *Mission 3: The Shuttlebay*, the Klingon player may not spend Momentum to bring in reinforcements, disregarding the next special rule from this mission.
- (Or) The Klingon player may spawn a Squad of 3 Klingon warriors from a Jefferies tube hatch by spending 3 Momentum (Immediate), once per mission.

STARFLEET VICTORY

If Starfleet locks out the *Enterprise* controls, they have contained the Klingon insurrection, but are unable to navigate the ship to receive help. With both Federation and Klingon fleets on an intercept course, Picard's only hope is that his crew can hold out until then… unless the Klingon fleet arrives first.

KLINGON VICTORY

If the Klingons win, Commander Moq'var has taken nominal control of the *Enterprise* but doesn't have access to fly her anywhere. With both Federation and Klingon ships inbound on the *Enterprise's* location, who knows what will happen. Moq'var can only hope the Klingons arrive first!



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MISSION 6: THE BRIDGE

With the Klingons beaming aboard the Enterprise *on every deck, Commander Moq'var can now launch his final attack on the bridge, gaining control of the ship! But the crew of the* Enterprise *must stand their ground in the line of duty.*

SET UP

- **Bridge tile, transporter room tile, sensor maintenance room tile, crew quarters tile, Jefferies tube junction tile**
- **4 Klingon warriors (squad) [K], 4 Klingon warriors (squad) [K], 1 Klingon veteran [V], Moq'var Son of Koloth [M]**
- **Picard [P], Riker [R], Troi [T], Data [D], Worf [W]**

OBJECTIVES

- **The Klingons** must **occupy** the bridge and **program** an override at the captain's chair [1] to take control of the ship.
- **Starfleet** must **occupy** the transporter room [2] and **defeat** Moq'var Son of Koloth [M].

SPECIAL RULES

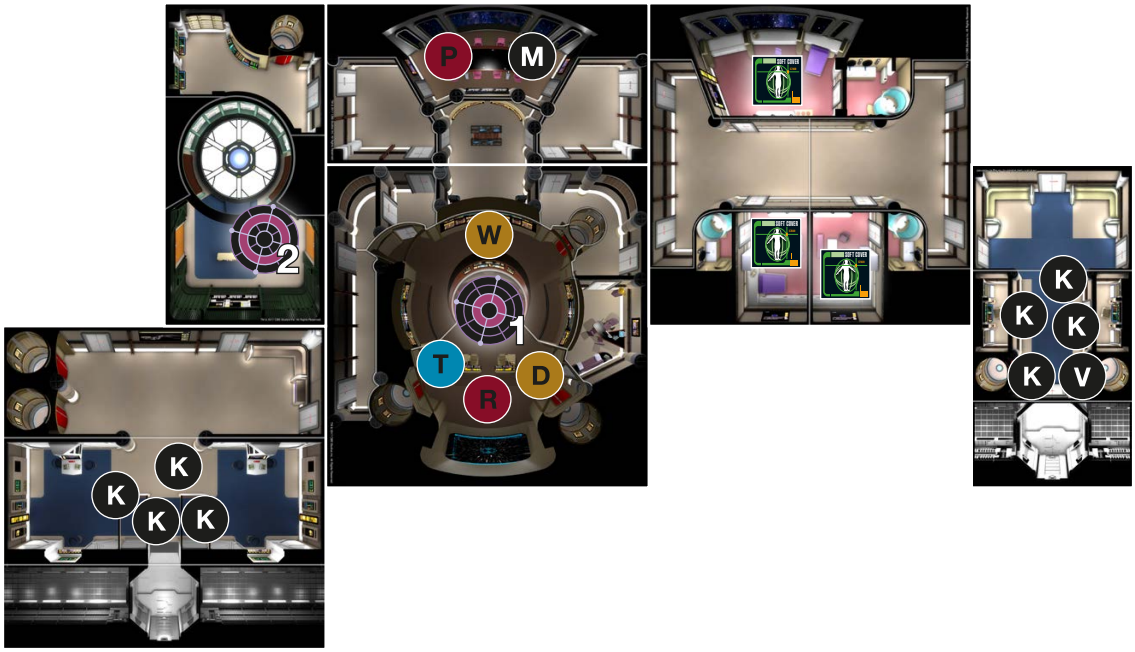
- The Klingon Player may spawn a Squad of 3 Klingon warriors in the transporter room by spending 3 Momentum (Immediate), once per mission.
- The Klingon Player may spend 2 extra Momentum when spawning a Klingon Squad to place it anywhere on the map.

STARFLEET VICTORY

If Starfleet defeats Moq'var and takes the transporter room back, they have contained the Klingon insurrection but are unable to navigate the ship to get help. With both Federation and Klingon fleets on an intercept course, Picard must hope his crew can hold out, as long as the Klingon fleet arrives after Starfleet.

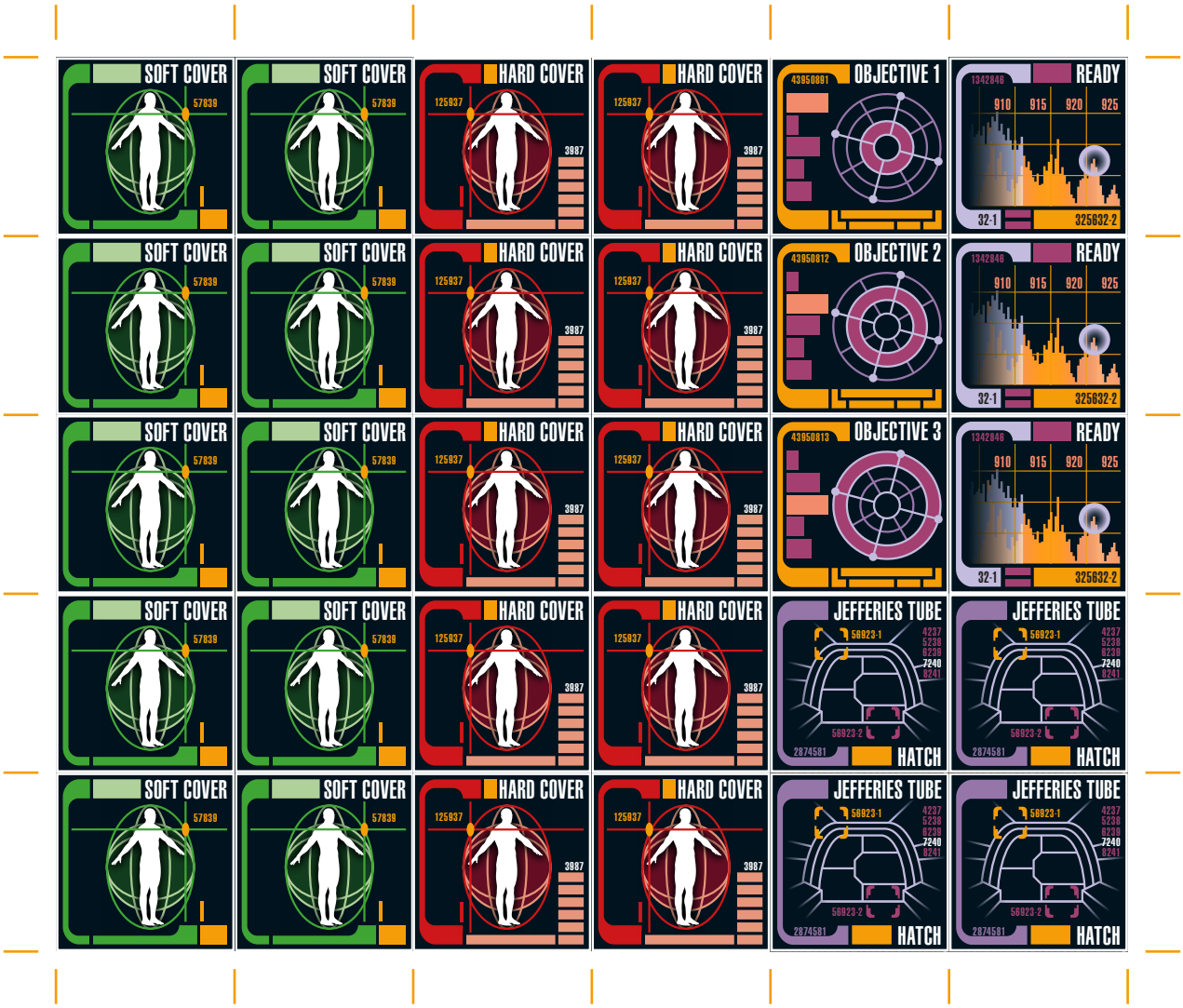
KLINGON VICTORY

If Moq'var takes control of the *Enterprise*, the Klingon Empire has taken control of the Federation's flagship! A victory worthy of the Hall of Heroes! Moq'var immediately orders the *Enterprise* to Qo'noS, taking his prize back to the heart of the Empire.



CHAPTER 01.60

RED ALERT
TOKENS



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