

# STAR TREK

## FISTFUL OF DILITHIUM



THE COVID NEBULA  
CAMPAIGN GUIDE

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**Proofreader:** ....oh, yeah...We should totally do that next time..



This Campaign Guide is not a complete Game, you will require a copy of [Galactic Heroes by Wiley Games](#).

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## CAPTAIN'S LOG, STARDATE 48108.9

It's been just over a year since the first disastrous encounter with The Dominion's Jem'hadar warriors, and the tragic loss of the USS Odyssey.

Admiral Rush has assigned the Artemis to Task-force Thermopylae, along with the Ares and the Hermes. We have been patrolling Alpha-Colonized systems around the Gamma Quadrant side of the Bajoran Wormhole for several months, now. Two days ago, the long range sensors aboard the Hermes detected an unusual Fluidic/Subspace Convergence Anomaly inside the Covid Nebula.

The ionized trillium particles of the Nebula already make navigation challenging and sensor readings unreliable at best, add to that this Anomaly, and the Task-force was all but blind heading into the Nebula. Early survey reports show the Nebula to unusually populated with planets and planetoids, including several Class L and Class M bodies.

None of us could have anticipated what we found at System C19. A Borg Cube.

Well, half of a Borg Cube to be precise. Initial scans show that large portions of the other half have impacted on one of the moons of C19-VI, but scanning anything in this nebula is like reading a book through peanut-butter.

Between the Nebula and the Anomaly the Transporters are all but useless, we're prepping shuttles now to send Away Teams down to the surface. The Hermes' Engineers and Astrometeorologists are working on reconfiguring transport pattern-enhancers to work in this forsaken mud cloud.

I've read the Logs of the Odyssey countless times since we entered the Gamma Quadrant. I've scoured over the reports, sensor readings, and the intelligence briefings. I don't mind saying that the idea of the Jem'hadar getting their hands on Borg Technology keeps me awake at night.

I would be lying if I didn't admit that I am nervous about what the Away Teams will find down there, but as I look out the window of my Ready-Room though the haze at the silent carcass of the Borg Cube, I can't help but wonder, who else, or what else, is out there in this merciless cloud.

Captain Quinn Alexander  
USS Artemis

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## DATABASE RECORD / MODERN KLINGON OPERA / WARLORD OF VAGABONDS: THE FALL OF KOSQ

### SYNOPSIS

#### ACT 1

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As a mighty storm rages, Kvell of the House Krell [tenor] stands at the gates to Keldon Estate, ancestral seat of the House of KosQ. He remarks on the history of the Mempa Sector and the glories of its warrior people.

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[The complexity and tempo of this solo establishes the pacing of the first act. Nuance, and double meanings abound in almost every line. Barak-Kadan is quoted as regretting that the piece was written for a tenor, as it he would have considered the opportunity to preform it a capstone to his already legendary career.]

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Kvell meets with Master Kosq [baritone] at dinner, the two discuss the decline of Traditional Klingon Values, and nostalgia for the battles of the past. Master Kosq, impassioned by the revelry in past glories, finally demands of Kvell to explain the nature of his visit.

Kvell reveals at last that he comes to call on Kosq to join The House of Krell in opposing Gowron's ascension to Chancellorship. Kosq denies him. Kvell demands of him. Kvell pleads with him, and Kosq again denies him, growing angrier with each denial. Kvell calls upon the Blood Debt owed by Kosq to the House of Krell.

[Jarell son of L'ket as Kosq in 2368 is considered to be one of the best performances of this role ever, and widely attributed to this scene. His delivery of the line *"I will break the Empire before I break my oath!"* is known to bring even the most stoic to tears.]

#### ACT 2

The scenes alternate between battles, the forces of Kosq led by his daughter, the Lady K'lor [soprano] and celebrations of victories by the insurrectionist Nobles. Master Kosq becomes increasingly morose after each victory, lamenting that his "allies" are emboldened by poor plans, and victories that came far too easily.

Following the Battle of Thoridor, K'lor and Kosq have a heated argument. While K'lor agrees with her father in not caring for the cause, nor for their allies, she chastises him for morning their victories. Though cautious still, an uneasy feeling at the back of his thoughts, Kosq concedes to his daughter's wisdom, and the two of them lead the House's fleet into the Battle of Mempa.

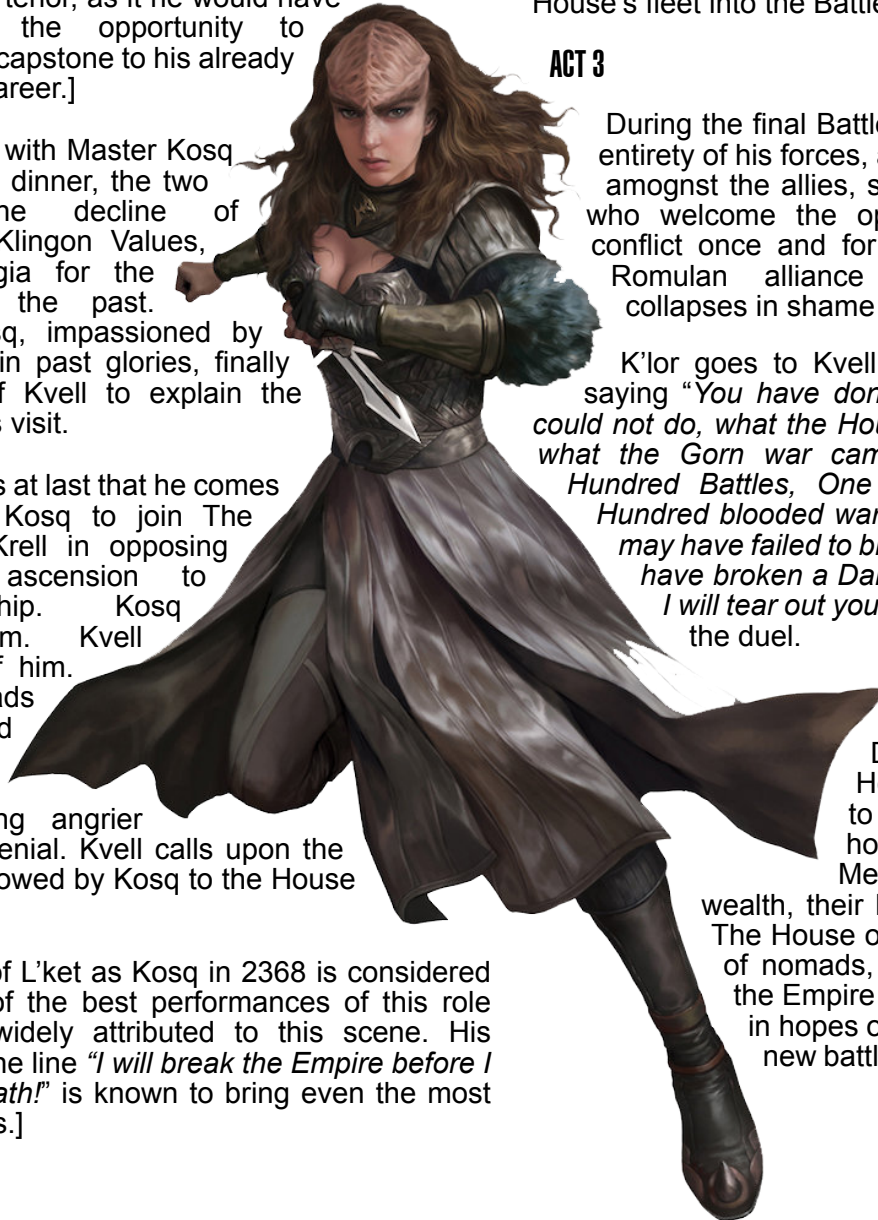
#### ACT 3

During the final Battle, Gowron commits the entirety of his forces, a move that sparks fear amognst the allies, save for Kosq and K'lor who welcome the opportunity to end this conflict once and for all. When the Duras-Romulan alliance is revealed, Kosq collapses in shame and despondency.

K'lor goes to Kvell and challenges him, saying *"You have done what the Federation could not do, what the House Wars could not do, what the Gorn war camps could not do, One Hundred Battles, One Hundred Duels, One Hundred blooded warriors could not do! You may have failed to break the Empire, but you have broken a Dahar Master, and for that I will tear out your heart!"* She kills him in the duel.

Though spared Discommendation, the House of Kosq is forced to surrender their holdings on Qo'noS and Mempa. Stripped of their wealth, their lands, and their status, The House of Kosq becomes a clan of nomads, setting out away from the Empire with a handful of ships, in hopes of finding new lands and new battles to regain their honor.

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## THE PRIME DIRECTIVE

The material, rules, and scenarios presented in this guidebook are wholly unofficial, unendorsed, and unlikely to please all players. If you find a piece that doesn't work for your group, then by all means change it! We have endeavored to be clear and precise in our wording, but if you are unsure of exactly what we meant, apply common sense, and make a ruling that is fair and works for your group. The key to this campaign guide is to have fun playing with our tiny plastic dolls, not to argue over the minutiae of rules.

## TERMINOLOGY CHANGES

Within this Campaign Guide we use some modified, and some new rules, as well as some changes to terminology.

**Away Team** - We refer to *Crews* as Away Teams

**Away Missions** - What the *Galactic Heroes* core rules call *Scenarios*, we call Away Missions.

**Campaign Assets** - instead of *Renown* we use Campaign Assets. Assets and their use are described in further detail below.

**Out of Ammo** - this guide uses the rules for Out of Ammo unchanged, but rather than literally running out of ammo, instead this rule represents the localized effects of the anomaly on the model's weapon. The model must spend time recalibrating their weapon.

**Small** - during the course of our first campaign we played with the Ferengi having the Small trait, in some games we played with Small as a positive trait, per the *Galactic Heroes* core rules, and some games with

Small as a Negative Trait. We found, for our games and table setups, that the Small trait worked better as a negative trait. Throughout this guide you will see Small used as a Negative Trait, but we caution that in games with a larger portion of open areas, or longer sight lines, Small may be overpowered as a Negative Trait.

## FACTIONS

Away Teams in the Covid Nebula Campaign belong to a Faction. We have included rules for major factions in the Star Trek universe, but perhaps you would rather your Away Team be members of the Maquis, or the Gorn Hegemony, or the Orion Syndicate, etc. You can align your Away Team with one of the Major Factions or you can work with your group of players to determine a Faction Bonus for your Faction.

## NEW TRAITS

**Adaptation** - as an action a Borg drone may adapt their personal force fields to the frequencies of a model's ranged weapon. Place a Borg Adaptation token next to a model. That model's ranged attacks do not do damage to any Borg models until that model spends full turn (as per Out of Ammo rules in the Core Book) to cycle their weapon's settings. A model may only have one Borg Adaptation token on it at a time.

**Founder** - If for some reason the Changeling is facing off against another Dominion Faction Away Team, the Changeling is considered to have the Cause Fear and Denizen of the Outer Dark Traits as well.



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## AWAY MISSIONS

### Deployment

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Unless specified by the Mission Directives, each player will cut the deck, if neither player cuts an Ace, Borg Drones are added to the table. If either place does cut an ace, no Drones are present during this Mission. The player with the highest card will choose which table edge they will deploy from, their opponent will deploy from the opposing edge.

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Unless otherwise specified by the Mission Directives, Each Deployment Zone will be from the table edge, to 5" towards the center of the table.

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Players will alternate placing 1d6 Objective Markers on the table, beginning with the player who lost the cut. Objective Markers can be Captured by performing a *Regular Task*. Each Objective Marker can only be captured once. Each Objective Marker captured grants the Away Team +1 Asset of their Choosing.

Each Player will place their leader first, beginning with the Player who won the Cut. They will then take turns placing the rest of their models within their Deployment Zone.

A Galactic Hero may be placed at any point in the Deployment phase, even though they have the Leader Trait.

### BORG DRONES

Unless otherwise specified by the Mission Directives, and before any Away Team models are placed, the players will take turns placing 3+1d6 Borg Drones, beginning with the player who lost the cut. Drones must be placed at least 10" away from any table edge.

At the start of each turn each, beginning with the player that lost the cut, each player selects one Borg model and performs one action, and then the next player does the same, repeating this process until all Borg models on the table have performed one action.

Whenever a Queen card is played, all Borg Drones on the table perform one action. The

player of the Queen may choose to go before or after the Borg. The player of the Queen card selects one Borg model and performs one action, and then the next player does the same, repeating until all Borg models on the table have performed one action.

Borg Drones have the following Profile:

#### DRONE

2 WOUNDS

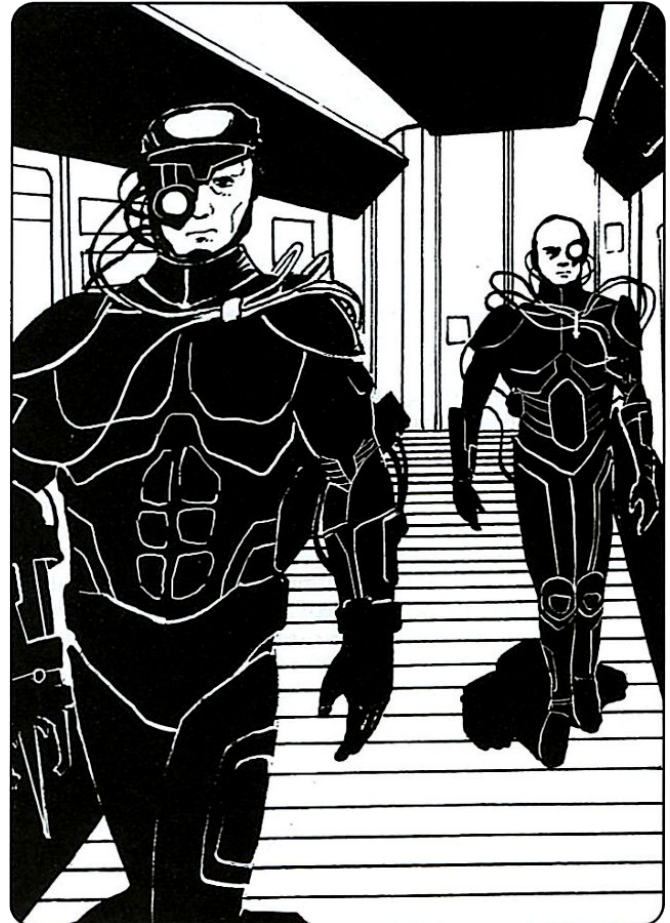
Shoot -

Close Combat d8

**Traits:** Soulless, Regenerate, Adaptation

**Weapons:** Cybernetic Arm (bashing weapon)

On the Following Pages are some sample Narrative Away Missions, Players are encouraged to develop more Away Missions custom tailored to their Away Teams.



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## MAY THE PROPHETS GUIDE YOUR PATH

2-4 Players

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*En route to the colony on New Bajor, Vedek Marel's shuttle suffered a severe malfunction, sending him wildly off course, and into the Covid Nebula. He was able to make to make planet fall on a moon in System C19, his Automated Distress Beacon alerting local Away Teams to his location. In addition to being a Spiritual Leader, Marel is wanted by several governments for questioning regarding his involvement in multiple Maquis attacks. His intelligence would be considered invaluable, while his compatriots in the Maquis would be most grateful for his safe return.*

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### MISSION DIRECTIVES

**Terrain** - Place a crashed shuttle in the center of the table. The table should contain a mixture of dense trees, rocky outcroppings, ruins or other terrain that blocks line of sight and limits movement.

**Deployment** - Place the Vedek at the rear of the Shuttle. A small objective marker or token should be placed at the front of the shuttle to denote the craft's commuter core.

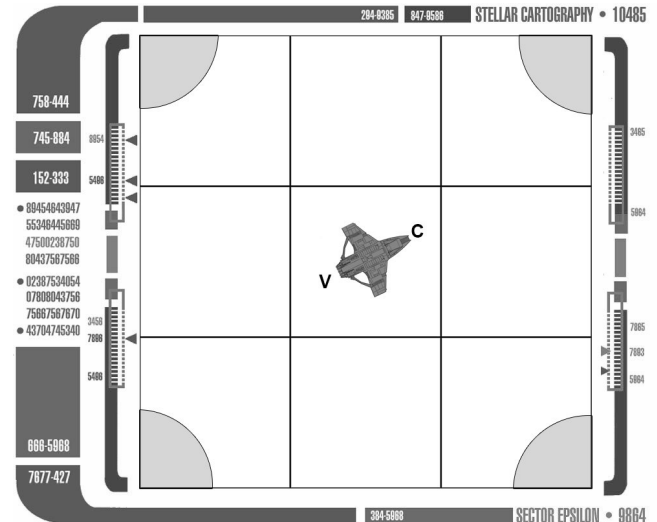
3+1d6 Borg Drones are placed randomly, at least 8" away from the Vedek, and at least 8" away from any Deployment Zone.

Away Teams deploy within 6" of one of the four corners.

### Special Rules

The Vedek is very disoriented and will follow any Model that comes into base to base contact with him and spends one action to gain his attention. The Vedek will follow a maximum of 5" per turn, and moves with the model that has his focus. He is not capable of any other actions.

The Computer Core of the shuttle contains details on Maquis operations in the Gamma Quadrant, this information can be downloaded



by Performing a *Regular Task*.

**Turn Limit** - There is turn limit for this Away Mission

**Victory** - An Away Team must exit the table from their Deployment Zone with the Vedek.

If the Vedek is turned over to a government, the Away Team gains +3 Intelligence Asset Points. If they choose to return the Vedek to the Maquis they gain +3 Materiel Asset Points.

Each Away Team that downloaded the data in the Computer Core gains +1 Intelligence Asset Points.



Rule Of Acquisition #285: No Good Deed Goes Unpunished.

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## STRONGHOLD RAID

2 Players

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*The Away Team has located an outpost of another faction. While the main body of the enemies forces are away, the Away Team stages a daring midnight raid to secure vital assets.*

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### MISSION DIRECTIVES

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**Terrain** - The table should include multiple buildings, preferably of varying heights, supply crates, barricades, shuttlecraft, etc. to create a very dense obstacles. There should be a clearing near the center of the table.

**Deployment** - After the terrain is set up, The players alternate place 7 Objective Markers, beginning with the Defending Player. Each Objective Marker should be at least 8" away from any other Objective Markers.

There are no Borg Drones present during this Away Mission.

The Defending Away Team deploys within 14" of the Center of the table.

After the Defender has placed all of his models, The Raiding Away Team deploys within 6" of one of the four corners.

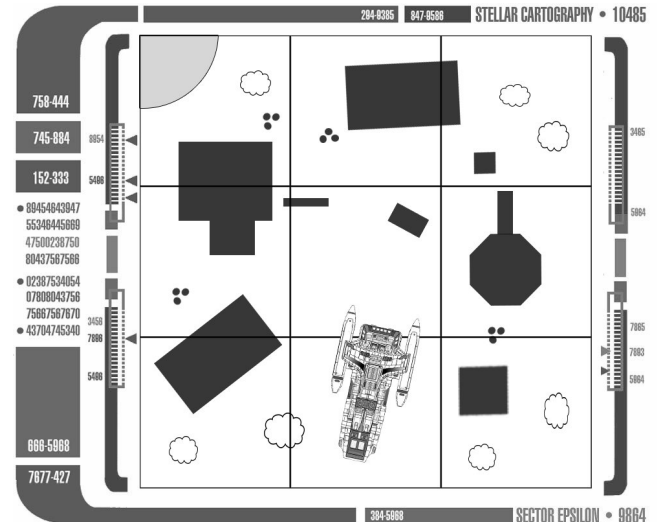
### Special Rules

Line of Sight is limited to 12" by the Nighttime Conditions.

The Raiding Away Team may Acquire Assets by Performing a *Regular Task*, while in contact with an objective marker.

**Turn Limit** - The Away Mission automatically ends 4 turns after the Defending team makes Line of Sight contact with the Raiding Team, as the Defenders reinforcements arrive and the Raiders hightail it to safety.

**Victory** - The Defending Team gains +1 Morale for each Objective Marker that is remains secure at the end of the Mission.



For each Objective raided, the Raiding Team Rolls 1d10

1-2: +1 Morale

3-5: +1 Materiel

6-8: +1 Intel

9: 1 Random Gear (see GH pg 44)

10: Player's Choice



*Starfleet Officers desperately try to hold off a Jem'Hadar raid*



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## WINING THE COVID NEBULA CAMPAIGN

### THE UNIMATRIX THEATRE

2 Players

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To win the Campaign, and Away Team must access the Unimatrix Theatre at the core of the derelict Borg Cube and upload a computer virus.

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The Away Team must spend any combination of *20 Campaign Assets* to gain access to the Unimatrix Theatre. If the Away Team fails to complete the Away Mission, the Security Protocols change, and the Away Team must expend new Assets to regain entry.

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### MISSION DIRECTIVES

**Terrain** - The table be set up as a series of narrow corridors, several chambers and a large central chamber with computer core.

**Deployment** - The Away team should deploy in one chamber near the table edge.

There are 10 Borg Collective present during this Away Mission, controlled by a second player. The Borg Player may deploy his models anywhere on the table, but at least 10" away from the Away Team.

Borg Collective Models Have the Following Profile:

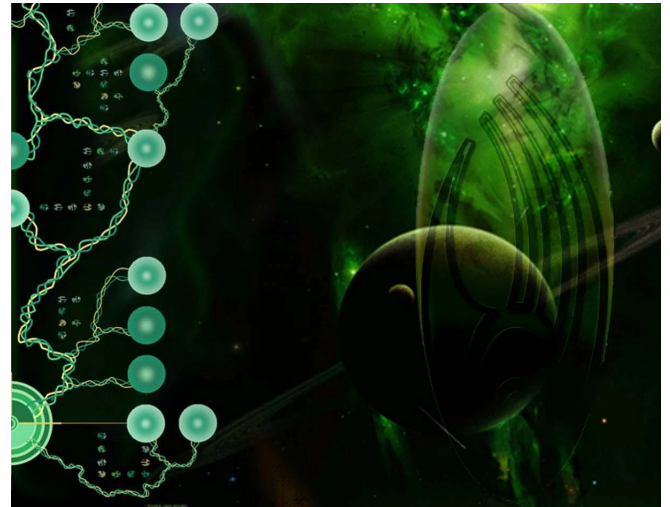
#### BORG COLLECTIVE

3 WOUNDS

**Shoot** d10   **Close Combat** d10

**Traits:** Soulless, Regenerate, Adaptation, Energy Blast

**Weapons:** Cybernetic Arm (bashing weapon)



### Special Rules

Uploading the Virus requires a Model to by in Base to Base contact with the Computer Core, and successfully perform a *Hard Task*.

**Turn Limit** - The Away Team is automatically beamed out of the Unimatrix Theatre after 6 Turns.

**Victory** - If the Away Team successfully uploads the Virus, they Win the Campaign, and are able to secure the Borg Cube, for their cause.

If the Away Team fails, they add +1 to any post game Out of Action rolls (GH pg. 47), For Each Model that is "Airlocked", Add one additional Borg Collective Model in the Deployment step to any future attempts, by any Away Team to complete this Away Mission.

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## The Gamma Quadrant's Premiere Pre-emptive Salvage Specialists

### CAMPAIGN ASSETS

Replacing the standard *Renown Points* from the core *Galactic Heroes* game, the *Fistful of Dilithium* campaign uses Campaign Assets.

At the Conclusion of an Away Mission, unless otherwise specified by the Mission Directives, each Away Team receives 3 Asset Points that they may distribute as they choose among their Campaign Assets.

Players may spend their Asset Points to purchase re-rolls, additional Away Team members, equipment, etc., according to the following charts.

#### Intelligence Assets

- 2 - Force your opponent reroll 1 dice
- 1 - Deploy your Leader as the last model placed during setup.
- 3 - During setup, if objective markers are being used, you may move any one marker, up to 4" in any direction.
- 2 - During the first turn only of an Away Mission, you are dealt one extra card, after looking through all of your cards, you must discard one card of your choosing.
- 1 - Deploy a model up to 10" from the table's edge.

#### Materiel Assets

- 3 - Replace a Leader
- 2 - Replace a Specialist
- 1 - Replace a Regular or Grunts
- 2 - Purchase 1 piece of Gear or Weapon for a model in your Away Team
- 4 - Add a Specialist to your Away Team (*to a maximum of 10 models*)
- 2 - Add a Regular or Grunts to your Away Team (*to a maximum of 10 models*)

#### Morale Assets

- 1 - Reroll 1 dice
- \*\* - Deploy a Hero for 1 Away Mission, see *Galactic Heroes* section below.
- 3 - Purchase a trait (No model may have more than 6 total traits)
- 3 - Remove all Shaken tokens from a model.





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**FACTION ASSET BONUSES**

At the conclusion of an Away Mission, Away Teams gain addition Assets according to their Faction:

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**United Federation of Planets**

*Ex Astris, Scientia* - gain +1 Asset (of the player's choosing)

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**Ferengi Alliance**

*Rules of Acquisition* - gain +1 Materiel Asset

**Klingon Empire**

*Glory to You and Your House!* - gain +1 Morale

**The Dominion**

*Cloning Chambers* - Replacement Away Team members cost one Materiel Asset less, to a minimum of 1.

**Romulan Star Empire**

*Beneath the Raptor's Wing* - gain +1 Intelligence Asset

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**WEAPONS**

Many weapons in Star Trek have variable settings. Models must declare what setting they are using before firing the weapon. Please note that these are settings, not different weapons, an Out of Ammo result for a weapon affects all settings of that weapon.

**Type II Phaser**

Setting 1	6" / 12"	-
Setting 2	8" / 16"	AP1, Ammo hog

**Type III Phaser (specialist)**

Setting 1	12" / 24"	Burst
Setting 2	16" / 32"	AP1, Ammo hog



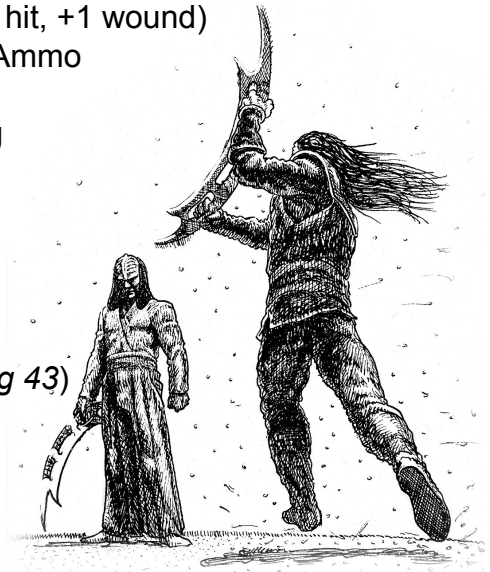
Plasma Pistol	8" / 16"	AP1
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Plasma Carbine	16" / 32"	AP1
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Klingon Disruptor Pistol	6" / 12"	Inaccurate (-1 to hit, +1 wound)
Klingon Disruptor Rifle	14" / 28"	Inaccurate (-1 to hit, +1 wound)
Romulan Disruptor Pistol		
Setting 1	8" / 16"	Inaccurate (-1 to hit, +1 wound)
Setting 2	8" / 16"	Inaccurate, Deadly, Ammo Hog
Romulan Heavy Disruptor (specialist)		
Setting 1	6" / 16"	Inaccurate (-1 to hit, +1 wound)
Setting 2	-	Flamer, Limited Ammo
Ion Rifle (specialist)	18/36"	burst, ammo hog

## CLOSE COMBAT WEAPONS

Batleth	- /-	see Sword, GH pg 42
Phaser Whip (specialist)	6" cc	Deadly (see whip GH,pg 43)
Mekleth	- /-	see Axe, GH pg 42
Kar'takin	- /-	see Sword, GH pg 42



## EQUIPMENT

**Tricorder** - add +2 to Task rolls

**Medical Tricorder** - If a model carrying a medical tricorder is not Out of Action at the end of the Away Mission, -1 from the Post Game Out of Action Rolls (GH pg 49).

**Mind Scanner** - If a model carrying a Mind Scanner is not Out of Action at the end of the Away Mission, you gain +1 Intelligence Asset for each enemy model with the Leader trait that went Out of Action during this Away Mission.

**Thought Maker** - The model carrying a Ferengi Thought Maker gains the *Mesmerize* Trait. The Thought Maker costs 5 Materiel Asset Points.

**Ketracel White** - as per Combat Drugs (GH pg 43)

**Pattern Enhancers** - A Pattern Enhancement Grid can be placed on the battlefield. A Specialist carrying Pattern Enhancers must use both actions to set them up. Once placed, the Grid cannot be moved. Any friendly model coming into contact with the Grid may use one action to active the Site-to-Site Transport Protocols, and be transported to any point on the Battlefield. Pick a spot somewhere on the battlefield that the user has line of sight to. Place a marker or die there and roll a d10.

The "point" of the d10 shows the direction the user deviates from the intended destination, and number shown on the die is the distance in inches. The farther the user "jumps", the more deviation. If the user attempts a teleport over 24" double the deviation distance shown on the die.

If the new location puts the miniature into a solid piece of terrain like wall, place the miniature next to the terrain and roll on the Wound chart.



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## GALACTIC HEROES

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Unless otherwise stated by Mission Directives, players may only field a Galactic Hero by purchasing them with Morale Asset Points. Because Galactic Heroes in the Covid Nebula Campaign must be purchased for each Away Mission they partake in, if they should go Out of Action during the Away Mission, you do not need to roll on the Post Game Out of Action Table (GH pg 47), they are assumed to make a Full Recovery.

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The Galactic Heroes available to each faction in the Covid Nebula Campaign are listed below.

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## THE DOMINION

### Feylana

*Vorta Field Supervisor.* (5 Morale, Red suits)

**Shoot** - d10

**Close Combat** - d8

**Traits:** Leader, Smart, Sixth-Sense, Lucky, Soulless\*, Sissy

\* *Feylana's soulless trait reflects the exact opposite, as a true zealot, she has unflinching faith in the Founders and a steely trust in her Jem'hadar.*

**Weapons:** Plasma Pistol

**Gear:** Ketracel White x3

### Talon'torax

*Jem'Hadar Honored Elder* (7 Morale, Red Suits)

**Shoot** d12

**Close Combat** d12

**Traits:** Leader, Veteran, Master, Tough as Nails, Unstoppable

**Weapons:** Plasma Pistol, Power-Kar'takin

**Gear:** Ketracel White, Holo-Suit

### Founder

*Changeling Infiltrator* (12 Morale, Black Suits)

**Shoot** - d10

**Close Combat** d10

**Traits** - Leader, Shape-Shifter\*, Tough As Nails, Slippery, Founder

*Infiltrator Reveal:* When playing a Black Card, The Player spends the requisite *Morale Asset Points*, and replaces any one *Regular* or *Grunt* model on the Table with their Founder model, the Founder is armed and equipped with any Weapons and Gear that was carried by the model it is replacing. Remove any wound or shaken tokens. The Founder no actions on the turn it reveals itself. If the model that was revealed to be a Changeling has not yet activated, that model's player discards one card of their choosing.

\**Changeling* - The Founder's Shape-Shifter Trait functions as per normal rules, but at the time of shifting the Founder may choose one of the following forms:

### Form 1

**Shoot:** -

**Close Combat** - d8

**Traits:** Leader, Flier, Lightning Fast, Sprinter, Encouraging, Small, Founder

**Gear:** all gear and weapons are dropped/lost when taking this form.

### Form 2

**Shoot:** -

**Close Combat** d12

**Traits:** Leader, Brute, Lunge, Tough As Nails, Founder

**Gear:** all gear and weapons are dropped/lost when taking this form.

**Weapons:** Claws (+1 wound)

### Form 3

**Shoot:** d10

**Close Combat:** d10

**Traits:** Leader, Extended Reach, Regenerate, Soulless, Founder

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## THE KLINGON EMPIRE

**KosQ***Dahar Master* (7 Morale, Red Suits)**Shoot** d12**Close Combat** d12**Traits:** Leader, Veteran, Master, Tough as Nails, Encouraging, Sixth-sense, Street Fighter**Weapons:** Disruptor Pistol, D'k tagh**Gear:** Command Cloak (Armor 1)

*Dahar Master* - The Lord of War watches the ebb and flow of battle like one watches the rise and fall of a sleeping lover's chest. While the Dahar Master is on the table the Away Team draws an additional card, as per the Advanced Comms crew trait.

**Rutag***Targ Master* (5 Morale, Black suits)**Shoot** d12**Close Combat** d12**Traits:** Leader, Veteran, Summoner\*, 9 Lives**Weapons:** Disruptor Pistol, D'k tagh**Gear:**

\* Targ Herd - Rutag begins play with a herd of trained attack Targs already summoned.

**TARG***Klingon Attack Beast (Grunts)***Shoot** - **Close Combat** d10**Traits:** Brute**Weapons:** Tusks (knife)

## ROMULAN STAR EMPIRE

**Major Tolat***Tal Shi'ar Operative* (5 Morale, Black suits)**Shoot** d12**Close Combat** d8**Traits:** Leader, Infiltrator, Killer, Steady, Stealthy, Ranged Fighter**Weapons:** Disruptor Pistol**Gear:** Tricorder, Medi-pack

*Master Spy* - Major Tolat may interact with an Objective Marker once per Away Mission as a free action.

**D'era Class Hunter/Killer***Tal Shi'ar Drone* (8 Morale, Red Suits)**Shoot** d12**Close Combat** -**Traits:** Soulless, Energy Blast, Stun, Tough As Nails, Flier, Night Vision



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 אִי־הֶעֱלֶה  
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## THE FERengi ALLIANCE

**Sszliiss***Gorn Mercenary (7 Morale, Red suits)***Shoot** d8

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**Close Combat** d12**Traits:** Leader, Amphibious, Regenerate, Tough As Nails, Cold Blooded, Large

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**Weapons:** Ion Rifle, Claws*Daily Fee plus Expenses - Sszliiss can be purchased with 10 Materiel Asset Points, instead of Morale Asset Points*

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**Bok***Ferengi Eliminator (7 Morale, Black Suits)***Shoot** d10**Close Combat** d10**Traits:** Leader, Small, Master, Lucky, Nerves of Steel, Determined, Poison**Weapons:** Type II Phaser, Phaser Whip, Knife**Gear:** Iridian Fire-Beetle Snuff (*Combat Drugs*)

## UNITED FEDERATION OF PLANETS

**Lt. Cmdr. Senak***Vulcan Security Chief (5 Morale, Red Suits)***Shoot** d8**Close Combat** d12**Traits:** Leader, Nerves of Steel, Ranged Fighter, Deft, Fearless, Sniper**Weapons:** Type III Phaser**Cmdr Syhliass***Andorian First Officer (5 Morale, Black Suits)***Shoot** d12**Close Combat** d12**Traits:** Leader, Veteran, Master, Street Fighter, 9 Lives**Weapons:** Type II Phaser, Ushaan-tor (knife)**Gear:** Tricorder



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## RESOURCES

### Miniatures

09 28 87

For the most part we use a selection of miniatures from Modiphius Games' Star Trek Adventures line, as well some figure from the HeroClix line by Wizkids. For some figures we either 3d printed our own, sculpted or kitbashed them. Sometimes all three.

01 03 93

Most of our custom Ferengi were made by using [HeroForge](#) to design the figure, 3d printing the model, cutting off it's head and then sticking a Ferengi head from a Wizkids figure on it.

09 08 88

For the Romulan's D'era class drone we just use a Romulan Drone ship from Star Trek Attack Wing.

We have made our [Jem'Hardar miniatures available on Thingiverse](#) until a more official model become available.

For most Objective Markers we 3d printed various SciFi consoles, terminals, etc. then printed tiny LCARS screens captures that we pilfered on the web and glued them on. A quick coat of a gloss varnish over the screen and it looks great.

If 3d printing is not you thing or not available to you, paper miniatures can be found at

[Memory Icon](#)

[The Star Trek Miniature Maker](#)

While the standard Galactic Heroes Crew Cards, or even just a piece a paper is more than sufficient to keep track of you Away Team; you can really add a great deal of fun and immersion to your campaign with just a bit of time and effort in the graphic program of your choice.



We sincerely hope you enjoyed our little sleep deprivation and coffee fueled presentation, and we hope it has inspired you to play more games!

Thank you,  
Insomniac Skirmish Guild