

Star Trek Adventures
2nd Edition

THE ROMULAN WAR

Tactical Campaign Add-on

2156 – 2160

- WRITTEN BY SEBASTIAN OPPER



A Star Trek Adventures 2nd Edition Tactical Campaign Add-on for “The Romulan War Campaign Guide” written by Sebastian Oppen.

This Tactical Add-on guide is a fan work and designed as an add-on for “The Romulan War Campaign Guide”.

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Have fun with this Tactical Campaign Add-on.

AI was used for the initial picture of the Daedalus-class vessel and the Romulan Bird of Prey fighting. AI was also used for creating the Map on the last page.

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INTRODUCTION

Welcome, fellow Admirals, to **The Romulan War – Tactical Campaign Add-on**, an Add-on to “The Romulan War Campaign Guide” for Star Trek Adventures 2nd Edition.

This Add-on allows your players to step into the role of admiralty and experience the war from a commander’s perspective. This supplement introduces a tactical campaign overlay designed to immerse your group in the existential conflict between the Coalition of Planets and the Romulan Star Empire. Where your primary campaign guide provides the narrative structure, key historical beats and mission briefs, this module places you directly into the war rooms and combat corridors of the years of 2156 to 2160. You will manage limited fleet assets, allocate desperate reinforcements across the frontline and confront a secretive enemy who threatens to tear the fragile Coalition apart. OR plan, organize and execute your plans of conquests and domination as Romulan admiralty and conquer the Alpha Quadrant.

As with any major conflict, winning the Romulan War requires more than raw firepower. Tactical operations demand high-stakes espionage, diplomatic coordination among distrustful allies, subverting enemy ambushes and making grim decisions where every loss leaves a permanent mark on your personnel and vessels.

CHAPTER 1: THE PURPOSE OF THIS ADD-ON

This Tactical Overlay adds a strategic command layer to The Romulan War Campaign Guide for Star Trek Adventures 2nd Edition. Players (or a subset of the group) take the roles of Coalition Admirals, Section 31 directors, or Romulan Naval High Command officers who assign limited assets across the theater of war.

The overlay does not replace ship-level play- It sits on top of it. Most Points of Interest are one 2d20 task. One POI per turn may be played as a full session. Fleet-scale battle rules exist for set pieces such as the Battle of Cheron.

What this overlay is

- A wartime admiralty loop: generate crises, assign scarce ships and people, resolve them, update the frontline
- Playable from both sides of the war: The Coalition fights to survive the opening blows and have to convert their industries fast. The Romulan Star Empire fights to win before these industries are converted to wartime economies.
- Compatible with the mechanics of Star Trek Adventures 2nd Edition.

A Battlemap is the last part of the Document. It was created via the use of AI (because I lack the artistic skills, but not the imagination).

Play modes

Mode	At the table
Coalition admiralty	Players assign Coalition assets. The GM runs Romulan pressure with the same rules.
Romulan High Command	Players assign Imperial assets, Senate Favor, and Tal Shiar. The GM runs Coalition response.
Split table	Some players command one side, others the opposite. Resolve POIs in the open. Keep Section 31 / Tal Shiar spends partly hidden.
Ship + overlay	Default. Each turn, play one POI as a session. Resolve the rest with Chapter 7.
Overlay only	Admiralty minigame. No ship session that turn. Still one resolution per assigned POI.

How to Use This Overlay

1. At the start of each strategic turn (one turn per major story arc or every 2–3 ship-level sessions), generate 3–5 Points of Interest (POIs).
2. Players assign available Assets (Ships, Characters, Resources) to those POIs.
3. Resolve each POI with a 2d20 test (or the expanded fleet combat rules in Section 7).
4. Apply consequences to the campaign resources and generate story hooks for the next ship-level session.
5. Advance the war phase when the narrative (or a decisive Cheron-scale result) demands it.

The resolution lock

Use one method per campaign. Do not roll 2d20 against a 10–16 Target Number and also set Difficulty 1–5 from the same rating.

Default method (this book): convert the lead's column rating into Difficulty using Chapter 7. Combat POIs start from the enemy lead, then apply force ratio in pieces, lead quality, eligible supports, one resource spend, and traits. Final Difficulty is never below 1 or above 5. The senior officer on the lead rolls Control + the matching department. Supporting assets do not add extra d20s; they already changed Difficulty. Momentum may still buy dice as in core STA 2E.

Optional official-speed method: print Difficulty on the POI (Military 2, Intelligence 3, and so on). The lead rolls 2d20 against that Difficulty using Control + department. One supporting asset assists with +1d20. If the lead's best column matches the POI type, reroll one d20. Use this method if you want the published Klingon-war overlay feel.

Three ways to resolve a POI

Method	Use when
Chapter 7 task	Default. One 2d20 test. Most POIs, every turn.
Play the session	The group wants that crisis as an episode. Judge the Chapter 7 outcome band from the fiction. Do not also roll Chapter 7.
Chapter 6 Fleet Engagement Battle Rules	A fleet engagement you want on the map — Major Starship Battles, a system assault, a multi-squad convoy fight. Judge the Chapter 7 band from the battle. Do not also roll Chapter 7.

The player ship is never a faceless three-ship squad. If it is present, run it at full ship scale inside the scene or battle.

What you need at the table

- STA 2E core rules (tasks, Momentum, Threat, Determination, starship combat).
- A tracker: Phase, Turn, telecapture on/off, worlds, four resources, morale, political capital / Senate Favor, Ready / building / Crippled pieces.
- 3–5 pre-filled POIs for the current turn.
- Optional: mission briefs from a Romulan War campaign guide, or official Enterprise-era briefs such as Beneath the Raptor's Wings, when a POI is played as a session.

Safety

This war includes nuclear strikes, colony bombardment, radiation, occupation, Reman forced labour, purges (political and military), and deniable operations. Use Lines, Veils, and the X-Card. Agree in Session 0 which of those stay off-screen. Chapter 9 returns to this in more detail.

A note on voice

Winning this war is not only firepower. Coalition players protect yards, convoys, and a handful of named hulls while they buy time. Romulan players spend an opening advantage that will not grow unless they take ground — and every visual contact risks the veil of secrecy. Assign the pieces. Then live with the result.

CHAPTER 2: WAR PHASES

Four strategic phases mirror the Campaign Guide timeline. Each changes available POIs, asset effectiveness, and special rules.

Phase I – Ghost Signals (Early–Mid 2156)

The initial phase of the Romulan invasion. They use the Telecapture system to disable coalition ships. Vulcan forces largely are withdrawn. Earth and Andoria take the brunt of the war.

Special Rule: Vulcan ships have to pass a Control + Security/Engineering Task with Difficulty 4 to resist the Telecapture system. Andorian, Tellarite Ships and NX-Class Cruisers have to pass a Control + Security/Engineering Task with Difficulty 3 to resist the Telecapture system. Intrepid-Type Light Cruisers have to pass a Control + Security Task with Difficulty 2 to resist the telecapture system.

Daedalus-Class and Warp Delta Vessels are immune to the telecapture system.

The Telecapture System works as long as the Telecapture system wasn't countered.

Romulan Bird of Prey packs gain +1 to Telecapture tests.

Phase II – War of Attrition (Mid 2156–2159)

The telecapture system was neutralized. The war intensifies. Orbital Bombardments begin on Romulan Side. The Industries of the Coalition enter wartime economy. Nuclear attrition and commerce raiding becomes daily. The Romulans introducing in 2158 a more tactical version of the bird of prey, to combat the numbers of the coalition, especially earth.

Special Rule: Nuclear Minefield and Commerce Raid POIs generate +1 Threat on failure. Tactical Bird of Prey packs become available from 2158.

Phase III – The Final Days (2160)

The Final Phase of the war. The Romulans wanting to invade Earth, the heart of the Coalition. They are amassing a huge presence on Cheron. Intel gets leaked. The Coalition amasses their remaining groups and attacking Cheron. The Klingon Freebooter supporting the attack. The Vulcans also commit their forces in the end. The Battle of Cheron is the last battle of the war.

Special Rule: Fleet Engagement POIs use the expanded combat rules (Section 7). Outcomes heavily modify Part Three of either mini-campaign.

Phase IV – Aftermath (Late 2160 – 2161)

Neutral Zone negotiated by audio calls. Founding of the Federation. Remaining actions focus on securing the peace.

CHAPTER 3: POINTS OF INTEREST (POIS)

The Points of Interest are different mission concepts for the “The Romulan War Tactical Campaign Add-on”. They represent different challenges that have to be completed at various points of time during the war. To ease the planning, the Point of Interests are divided into 6 categories: Tactical, Intelligence, Logistics, Diplomatic, Routine and Unknown Point of Interests.

Tactical POIs

The tactical POIs are more of the direct engagements with the enemy. If a player wants to roleplay the POI instead of assigning an asset, use the “Romulan War Campaign Guide (2156-2160)” for the Mission. Every POI has an urgency point assigned to it.

Use Tactical Point of Interest if:

- Spaceship combat
- Preparing a telecapture ambush/cloaking ambush
- Ground Combat
- Fleet Engagements
- Commerce Raids or Convoy Defenses
- Colony Defense
- Boarding or Shock Assaults
- Nuclear Minefield Clearance or Laying Minefields for the enemy

Is what your players are enjoying.

Intelligence POIs

These Point of Interests are the hidden war: signals, secrets, listening posts and the struggle to understand an enemy, who refuses to show their face. Intelligence is sometimes also the dirty work, especially for the Tal Shiar and Section 31. If a player wants to roleplay the POI instead of assigning an asset, use the “Romulan War Campaign Guide (2156-2160)” for the Mission.

Use Intelligence Point of Interests if:

- Finding a countermeasure against the Telecapture System
- Deploying Agents
- Acquiring information through various sources
- Counter-Intelligence Operations
- Listening Post Seizure or LP Defense
- Questions of Loyalty
- Investigation
- Sabotage Operations
- Double Agents Operations
- Deniable Section 31 Operations
- Prisoner / Wreck Exploitation

- Covert Operations

Is what your players are enjoying.

Use Intelligence Point of Interests on the Romulan Side if:

- Pre-War mapping
- Covert Operations
- Telecapture Targeting lists
- Cloak-raid reconnaissance
- Fracture Operations
- Agent hunts
- Secrecy enforcement
- Listening-post takeover
- False-flag traffic
- Occupation Intel
- Questioning of Loyalty
- Exploitation of Wreckage and Prisoners
- Purging of military Ranks (Romulan)

Is what your players are enjoying.

Logistics POIs

The Point of Interests for Logistics are the war behind the war: Yards, Fuel, Dilithium Crystals, Resources, Crews, Convoys and the Industrial Machine that decides who can still fight the next day. If a player wants to roleplay the POI instead of assigning an asset, use the “Romulan War Campaign Guide (2156-2160)” for the Mission.

Use Logistics Point of Interests if:

- Convoy Escort Missions
- Shipyard / Refit Yard Defense or Sabotage
- Dilithium / Industrial Node Protection
- Nuclear Ordnance Production
- Reman Labor / Shock Troop Management (Romulan)
- Repairing damaged or crippled squads
- Reopening Damaged Yards
- Keeping a supply route open or cutting the enemy's
- Switching the Coalition industry onto a war footing
- Exploration and Foraging for Resources

Is what your players are enjoying.

Diplomatic POIs

These Point of Interest are the political front: keeping the Coalition from tearing itself apart or keeping the Senate, the Tal Shiar and the fleet pointed in the same direction. Diplomats are also keeping the Coalition running. They are negotiating several agreements: Trade, Defense, Sharing Intelligence, political unity.

Use Diplomatic Point of Interests if

- Trade Agreement negotiations
- Negotiations between Coalition Partners
- Recruitment Talks of foreign powers
- Calming a world after a lost colony or a refugee crisis
- Spending or repairing Political Capital after a public disaster
- Negotiations with Trade Guilds
- Negotiations with the Orion Syndicate
- Resource Allocation Negotiations
- Romulan Power Struggles
- Political Purges

Is what your players are enjoying.

Routine POIs

These Point of Interests are the work that never stops: patrols, inspections, training, surveys and the small jobs that keep a fleet and a supply web from rotting. They look minor until they are ignored. If a player wants to roleplay the POI instead of assigning an asset, use “The Romulan War Campaign Guide (2156-2160)” for the mission. Every POI has an urgency point or more assigned to it.

Use Routine Point of Interests if:

- Sector Patrols and Picket Duty
- Training New Crews or Integrating Replacements
- Yard inspections, refit checks and maintenance cycles
- Mapping a route, Nebula or Mine-Safe Corridor
- Relief flights, hospital transfers and routine medical runs
- Escorting a low-priority convoy that still has to arrive
- Relieving a tired garrison or rotating a listening-post crew

Is what your players are enjoying.

Unknown POIs

The Unknown POIs are incomplete reports: a signal with no source, a colony that stopped answering, a contact that may be a ship, a mine or nothing at all. The Admiralty does not yet know whether this is Tactical, Intelligence, Logistics, a Mystery or a false alarm. If a player wants to roleplay the POI instead of assigning an asset, use “The Romulan War Campaign Guide (2156-2160)” for the Mission. Every POI has an urgency point assigned to it or more.

Use Unknown Point of Interests if:

- A lost or overdue convoy with no wreckage reported
- A listening post went dark
- Ghost contacts, possible cloaked ships or telecapture noise
- A colony, outpost or mining node that missed its check-in
- An unidentified wreck, radiation bloom or minefield mystery
- Conflicion reports from two member worlds
- A sealed section 31 or Tal Shiar warning with no details attached

Is what your players are enjoying.

Pre-Filled POIs

These are 10 pre-filled POIs for every POI aspect.

How to use them

- Combat Tactical: use the enemy piece + Ch. 7 modifiers, or take the shortcut Diff if you want official speed.
- Non-combat: shortcut Diff assumes a *capable* lead (rating 12–13). Wrong lead stays +1 or +2
- Urgency 1–3 = official-style pressure. Ignore or fail a Urgency 3 Tactical and it should escalate next turn.
- Phase tags: I = telecapture/cloak, II = attrition/nukes, III = Cheron run-up.

Tactical

#	POI	Urg.	Phase	Enemy / setup	Shortcut Diff	Fail / ignore
T1	Telecapture Ambush — Vega approaches	3	I	1 BoP pack (Tac 13), starts cloaked, telecapture live	4	Vega Contested or lost; Coalition Morale –; lead strained
T2	Colony Defense — Deneva docks	3	I–II	1 BoP pack (Tac 13)	3 with 2+ extra pieces; else 4	Deneva Blockaded; FD income drops
T3	Convoy slaughter on the Coridan run	2	I–II	1 BoP pack raiding; convoy present	3	Lose 1 FD or 1 IO in transit; Contested Supply Route
T4	Clear the nuclear mine belt	2	II	No enemy piece (treat as non-combat Tac/Eng)	4	+1 Threat; route stays Contested; next convoy +1 Diff
T5	Lay a minefield on a Romulan staging lane	2	II	Quiet space; Engineering/Security	3	Mines scatter; possible friendly Complication later
T6	Starbase / yard defense — Tellar repair slip	3	II	1 Warbird squad (Tac 11)	4, –2 if +2 pieces	Yard slot lost 1 turn; IO –
T7	Boarding action — crippled Warbird	2	II–III	1 Warbird (Tac 11) + possible Reman cohort	3 with MACO/Reman support; else 4	Lead Crippled or MC –1; wreck explodes

#	POI	Urg.	Phase	Enemy / setup	Shortcut Diff	Fail / ignore
T8	Commerce raid into colonial dilithium nodes	2	II	Defenders: 1 Warp Delta or Daedalus if Coalition holds	3	No FD extracted; raiders may be Crippled
T9	Tactical BoP pack over Berengaria	3	II (2158+)	1 Tactical BoP (Tac 12), some cloak	4	Colony Hardened or Nuclear Irradiated; Morale hit
T10	Cheron recon-in- force	3	III	1 Warbird + 1 BoP (count 2 enemy pieces)	4 even with extra pieces	Intel leak or fleet spotted; +1 Threat; IT – or + depending on side

Logistics

#	POI	Urg.	Phase	Lead column	Shortcut Diff	Fail / ignore
L1	Escort the Coridan dilithium convoy	3	I–II	Log (Warp Delta / Pralim best)	3	Lose 1–2 FD; route Contested
L2	Reopen the damaged Earth slip at Utopia	3	I–II	Log / Engineering	4	Next Coalition build +1 turn
L3	Switch Tellar foundries to war footing	2	I	Log + Dip if you want PC spend	3	IO stays at Turn-1 level another turn
L4	Medical convoy through a scarred sector	2	II	Log; Medical Convoy asset	3	MC does not recover; Morale slips
L5	Refugee lift off a burned colony	3	II	Log / Dip	4	Political Capital –; Refugee Crisis stays
L6	Sabotage / defend Remus ore flow	2	II	Log (raid) or Tac if contested	3	Romulan IO or MC wobbles; resentment Threat
L7	Nuclear ordnance shipment	2	II	Log; Weapons Convoy	3	Stockpile lost or +1 Threat on Complication
L8	Repair a Crippled Daedalus / BoP wing	1	Any	Log; spend 30–50% IO	2 if at a yard; 4 in the field	Piece stays Crippled next turn
L9	Cut the enemy's fuel spine	3	II–III	Log + Tac support	4	No FD stolen; raiders committed next turn
L10	Forage an unclaimed dilithium belt	1	Any	Log / Science	3	Empty hole or claim jump; possible Unknown next turn

Intelligence

#	POI	Urg.	Phase	Lead column	Shortcut Diff	Fail / ignore
I1	Telecapture signal analysis	3	I	Intel (Intrepid / Vulcan / Tal Shiar)	3	Telecapture stays feared; Coalition +1 Diff on Phase I fights
I2	Seize / hold a listening post	2	I–II	Intel; +1 IT if held	3	Enemy +1 IT; your grid goes dark
I3	Section 31 / Tal Shiar deniable hit	2	Any	Intel; +1 Threat on use	3	Asset burned or moral Complication; Threat +2
I4	Map cloak-raid lanes	2	I–II	Intel	3	Next cloaked raid starts hidden with no IT spend allowed
I5	Prisoner / wreck exploitation	1	Any	Intel	2	No cache; wreck scuttled
I6	Loyalty screen after a lost colony	2	II	Intel / Dip	3	Purge or fracture: MC or Political Capital –
I7	False-flag traffic (Romulan)	2	I–II	Intel	3	Secrecy Breach trait; Senate Favor –
I8	Find who leaked Cheron dispositions	3	III	Intel	4	Coalition may get a free Fleet Engagement hook; Romulan Surprise lost
I9	Double-agent run on a Coalition world	2	II	Intel	3	Agent lost; next Dip POI +1 Diff
I10	Counter- telecapture field test	3	late I	Intel + Engineering	4	On success: Hardened Computers spreads; on fail: test ship strained

Diplomatic

#	POI	Urg.	Phase	Lead column	Shortcut Diff	Fail / ignore
D1	Vulcan re-commitment	3	I–II	Dip (Soval / NX / Ambassador)	4 in Phase I; 3 after a win	Suurok/D’Kyr stay Restricted
D2	Andorian doctrine debate	2	I–II	Dip; Shran helps Tac later	3	Political Capital –; Kumari assignment costs extra
D3	Tellar demands yard priority	2	I	Dip / Log	3	Tellar IO bonus reduced 1 turn
D4	Calm a world after Vega	3	I	Dip	4	Morale drops; Refugee Crisis
D5	Orion Syndicate guns-for-dilithium	2	II	Dip; costs PC or Threat	3	No black-market FD; or Threat +2 if you deal
D6	Trade guild convoy rights	1	Any	Dip	2	Next Resource Convoy +1 Diff
D7	Romulan Senate favor after a public loss	3	II	Dip (Consul / Tal Shiar)	4	Senate Favor –2; purge POI appears
D8	Recruit a minor power / Klingon freebooter	2	III	Dip	3	No extra piece at Cheron
D9	Occupation policy on a Conquered world	2	II	Dip + MC garrison	3	Uprising POI next turn; bonus IO lost
D10	Open Neutral Zone talks (audio only)	3	IV	Dip	3	Peace slips; one more Tactical turn

Routine

#	POI	Urg.	Phase	Treat as	Shortcut Diff	Fail / ignore
R1	Sector picket — empty but watched	1	Any	Log until it flips	2	Ghost contact becomes Unknown T2
R2	Integrate replacement crews	1	Any	Log / MC	2	Next new piece is –1 quality 1 turn
R3	Yard inspection and refit cycle	1	Any	Log	2	Random ship Complication; repair +1 turn
R4	Map a mine-safe corridor	2	II	Log / Intel	3	Corridor stays Overstretched or Contested
R5	Hospital / relief run	1	II	Log	2	Morale –; Medical Convoy wasted
R6	Low-priority convoy that still must arrive	2	Any	Log	3	Lose 1 IO or FD; propaganda sting if Refugee
R7	Relieve a tired listening-post crew	1	Any	Log / Intel	2	Post goes dark → Unknown
R8	Survey a nebula for a jump corridor	1	Any	Log / Intel	3	No Secure Corridor; extra Fuel next long raid
R9	Rotate a garrison on a Hardened Colony	1	II	Log / MC	2	Colony becomes Contested
R10	Training exercise that is not an exercise	2	I–II	Log; may flip to Tac	3	If ignored, become Tactical Urgency 2 next turn

Unknown

Reveal **after** assignment. Until then use **Intelligence** column. Then switch to the revealed type.

#	What the admiralty sees	Urg.	Reveals as	Shortcut Diff after reveal	Fail / ignore
U1	Overdue convoy, no wreckage	2	Logistics or Tactical (cloak raid)	3	Convoy gone; FD/IO –; possible Secrecy Breach
U2	Listening post went dark	2	Intel or Tactical boarding	3	Grid hole; IT –1
U3	Ghost contacts / telecapture noise	3	Tactical (cloaked BoP) in Phase I; Intel later	4 Phase I	Ambush on a nearby asset next turn
U4	Colony missed check-in	3	Tactical defense or Refugee / Routine	3–4	World Contested or Conquered
U5	Unidentified wreck + radiation bloom	2	Intel (wreck loot) or Log (hazard)	3	Radiation Scarred Sector; no salvage
U6	Two member worlds file conflicting reports	2	Diplomatic fracture	3	Political Capital –; extra Dip POI
U7	Sealed Section 31 / Tal Shiar warning, no text	2	Intel deniable op	3	+1 Threat either way; cache or burned cell
U8	Minefield mystery on a “safe” lane	2	Log clearance or Tac trap	3	Next convoy auto +1 Diff
U9	Possible friendlies that do not answer	1	Routine patrol or False-flag Intel	3	Friendly fire Complication or new ally asset
U10	Cheron-scale energy spike, source unclear	3	III: Intel leak or Tac fleet massing	4	If ignored, opening Fleet Engagement next turn at +1 Diff

CHAPTER 4: ASSETS OF THE WAR

This chapter is the heart of the Tactical Overlay Add-on. Resources are produced at Bases/Mines, spent on construction and operations and moved by Convoys. Ships take multiple turns to build and have clear costs.

Resource Pools

Four resources are tracked every turn:

Resource	Representing	Coalition Sources	Romulan Sources
Industrial Output (IO)	Shipyards, manufacturing, duranium/tritanium mining.	Tellarite foundries (Alon IV, Tellar Prime).	Tranome Sar, secret subterranean foundries.
Fuel & Dilithium (FD)	Refined plasma, warp-grade dilithium crystals.	Coridan Belt Refineries, Vega, Deneva trade routes.	Remus (Ch'Havran) slave mines, Gasko Prime.
Manpower & Crews (MC)	Trained Starfleet/Guard personnel, officers, MACOs.	United Earth, Andorian Imperial Guard, Vulcans.	Romulan Fleet aristocracy, Reman shock troops.
Intel & Telemetry (IT)	Long-range sensor arrays, listening posts, Section 31.	Vulcan sensor grids, P'Jem, Section 31 cells.	Galorndon Core, Tal Shiar operative networks.

Worlds, Colonies & Outposts – Resource Bonuses

Each world, colony or outpost that remains under a side's control and is not blockaded or devastated contributes to the listed resources every strategic turn. Losing a location removes its bonus until it is reclaimed or repaired. Multiple small bonuses stack.

Coalition Worlds, Colonies & Outposts

Location	IO	FD	MC	IT	Notes / Special
Earth (Sol)	+6 to +8	+1	+2	+1	Capital & primary yards (Utopia Planitia). Highest IO. If Earth is threatened, Morale drops sharply.
Tellar Prime	+4 to +5	+1	+1	--	Industrial powerhouse. Strong logistics and repair capacity.
Andoria (Procyon)	+3	+1	+1	--	Kumari production. Aggressive doctrine. Political Capital sensitive.
Vulcan	+1 to +2	+1	+0 to +1	+2	Restricted early (Phase I–II). High IT when committed. Superior sensors & analysis.
Alpha Centauri	+1 to +2	+2	+1	--	Important colony and secondary industry. Dilithium contribution.
Deneva	+1	+1 to +2	+1	--	Trade hub and secondary dilithium. Vulnerable to raids.
Coridan	+1	+2 to +3	--	--	Major dilithium source. Highly contested; loss hurts FD badly.
Vega Colony	--	--	+1	--	Destroyed early (2156). While held: minor MC. Loss is a major Morale & Political Capital hit.
Berengaria / Other UE Colonies	+0 to +1	+0 to +1	+1	--	Small population and industry bonuses. Cumulative if several remain secure.

Listening Posts / Outposts (various)	--	--	--	+1 each	Each active listening post or early-warning outpost grants +1 IT while secure.
Starbase / Repair Yards (secondary)	+1 to +2	--	--	--	Secondary repair capacity. Helps reduce repair times.

Typical full Coalition income (Earth + Tellar + Andoria + secondary nodes, Vulcan still restricted): roughly 14–18 IO, 6–8 FD, 5–6 MC, 2–4 IT per turn.

Romulan Worlds, Colonies & Outposts

Location	IO	FD	MC	IT	Notes / Special
Romulus	+4 to +5	+1 to +2	+1 to +2	+1	Capital & primary yards. Heavily defended. Political center.
Remus	+3	+1	+2 (Reman)	--	Industrial complex & Reman labor. Over-use raises resentment risk.
Cheron (83 Leonis B)	+2	+1	+1	--	Forward yards & staging. Lost if Coalition takes Cheron (Phase III).
Colonial Dilithium Nodes	+0 to +1	+2 to +3	--	--	Critical Fuel income. Vulnerable to deep Coalition raids.
Galorndon Core / Intel Hubs	--	--	--	+2 to +3	Major intelligence and sensor installations. High IT while secure.
Tranome Sar / Fleet Bastion	+1	+1	+1	+1	Fleet staging and secondary repair. Supports forward operations.
Occupied / Raided Coalition Worlds	+0 to +2	+0 to +1	--	--	Temporary extraction bonuses while held. High risk of revolt or counter-attack.
Cloaked Listening Posts	--	--	--	+1 each	Hidden early-warning and telemetry posts. Hard to detect; grant IT while active.

Typical full Romulan income when all core locations are secure: roughly 9–11 IO, 5–7 FD, 4–6 MC, 4–6 IT per turn. Solid, but lower than the Coalition’s potential once Earth and Tellar are fully mobilized.

Ship Construction – Costs & Build Times

Ships are built by spending Industrial Output (and sometimes Manpower). A ship under construction occupies a shipyard slot.

Coalition Construction Table

Ship Asset	IO	MC	Build Time	Yard Slots	Notes
Warp Delta Escort Group	2	1	1 turn	1	Cheapest. Ideal convoy escort.
Daedalus Frigate Wing	4	2	1–2 turns	1	Workhorse. Earth primary product.
Intrepid-Type Light Cruiser	5	2	2 turns	1	Limited (~25 total).
Pralim Logistics Squadron	4	2	1–2 turns	1	Tellarite. Convoy & repair specialists.
Kumari Battlecruiser Group	7	3	2 turns	1–2	Andorian Capacity or Political Capital.
Vulcan Suurok / D’Kyr Force	8–10	2	2–3 turns	1	High Political Capital cost early.
NX-Class / NX-Refit	12–15	4	3 turns	2	Very rare (≤ 10). Catastrophic if lost.
MACO Rapid Response	1	3	1 turn	--	Mostly Manpower. Boarding specialists.

Romulan Construction Table

Ship Asset	IO	MC	Build Time	YardSlots	Notes
Bird of Prey Pack	3	2	1 turn	1	Workhorse. All have experimental cloak.
Tactical Bird of Prey Pack	5	2	1–2 turns	1	From 2158. ~50% have experimental cloak.
Warbird Squadron	9	3	2 turns	1–2	No cloak. Ships of the line.
Battlecruiser (Command)	14–18	4	3 turns	2	No cloak. Extremely rare flagship.
Reman Shock Cohort	1	3	1 turn	--	Mostly Manpower. Over-use raises resentment.

Repairing a Crippled Asset costs 30–50 % of its IO cost and usually takes 1 turn. Until mid-2156 every Romulan ship is built with telecapture; after that date new ships are built without it, because the technology was countered.

Logistical Assets – Convoys

To get resources from one point to another, you have to use convoys. Freighters are slow and need protection. There are four types of convoys:

- **Medical Convoy:** Restores Manpower & Crews and raises Troop Morale.
- **Resource Convoy:** Delivers Industrial Output and/or Fuel & Dilithium.
- **Weapons Convoy:** Improves combat readiness of assigned Ship Assets next turn.
- **Fugitive / Refugee Convoy:** Political Capital and Morale. Failure is a propaganda disaster.

To move a convoy it needs at least 1 squad of warp delta-vessels.

Intelligence Assets

Coalition

Starfleet Intelligence Agents

Deployable assets. Can be assigned to Intelligence POIs, Listening Post operations, or to support a specific Ship Asset with +1d20 on Sensors/Security tasks for one turn. Risk of capture or exposure.

Section 31

Section 31 is not an active, deployable asset under Coalition command. Instead, trusted Starfleet Admirals (or the player admirals) occasionally receive intelligence briefings, warnings, or deniable prototype data from Section 31 contacts.

Mechanically this appears as a free Intelligence Cache or a one-time bonus on a critical POI, at the cost of +1 Threat and potential moral Complications. Section 31 never appears on the asset roster as a unit the players can freely assign.

Vulcan Intelligence

Only provides sensor data of Romulan fleet movements.

Coalition: Earth Starfleet Intelligence Agents (deployable), Vulcan Intelligence (often restricted), Section 31 (indirect only).

Romulan Star Empire

Tal Shiar

The Tal Shiar is both an intelligence service and an internal security apparatus. As an asset it can be assigned to:

- Intelligence POIs (counter-intelligence, political fracture detection, interrogation).
- Internal security (purging disloyal officers, enforcing secrecy doctrine).
- Political leverage (raising or lowering Senate Favor, protecting or exposing commanders).

Using the Tal Shiar aggressively generates Threat and can lower troop Morale if purges become visible. Failure on a Tal Shiar operation risks the asset itself being compromised or a commander being marked for elimination.

Ship Assets – Roles & Scarcity

Coalition

The Daedalus-class is the workhorse of Earth in this war. It is the most numerous ship available. Warp Delta Escort Vessels are Patrol ships. The Intrepid-type Light Cruisers are limited. They are easier to manufacture than the NX-Class, but more complicated than to build a Daedalus-Class Vessel. The NX-Class is Earth's most sophisticated and complicated ship to build. During the war, there only exist less than 10 ships of this class.

Romulan

The Romulan Fleet use the Bird of Prey as their main ship. They are equipped with an experimental cloaking device. Aside from the Bird of Prey, the Romulans have also the bigger Warbird and the massive Battlecruisers. In 2158, a new line of the Bird of Prey was introduced: The Tactical Bird of Prey. Far better armed to combat the overwhelming amount of Daedalus-Class ships.

Only the Bird of Prey and to a degree the Tactical Bird of Prey are equipped with a Cloaking Device. The Warbird and Battlecruiser are incompatible with the experimental technology.

Ship Assets – Rating

How to read it

The number is the **overlay Target Number** (TN) when that asset is the *lead* on a POI of that type. Roll 2d20 vs that TN (STA task, using the senior officer's Control + the department in parentheses). Extra dice still come from Momentum, supporting assets, and traits.

- **10–11** specialist
- **12–13** capable
- **14** adequate
- **15–16** wrong asset (you can still send it; it just struggles)

Supporting assets (not lead) each grant **+1d20** if their rating in that column is 13 or better, or **+1 to the lead's TN** (worse) if their rating is 15+.

Routine and Unknown POIs use the column that matches what the crisis *turns out to be*. Until revealed, use **Logistics** for Routine and **Intelligence** for Unknown.

COALITION SHIP ASSETS

Ship asset	Ships per piece	Tac	Intel	Log	Dip	Best used for
D’Kyr-type Battlecruiser squad	3	10	12	14	12	Fleet engagements, holding a system, breaking a fortified world. Unlock it and you mean to end the fight.
Suurok-class Battlecruiser squad	3	11	12	14	12	Same weight class as the D’Kyr, plus sensor/analysis leads. Telecapture work and “Vulcan is committed” task forces.
Kumari-class Battlecruiser squad	3	12	14	13	15	Aggressive tactical POIs, colony defense, shock assault. Poor choice for talks.
NX-class Refit	1	13	12	13	11	Singleton command flagship. Mixed crises where you need guns, sensors, and a recognizable name. Do not spend it as a scout. Losing the piece loses that one hull.
NX-class Cruiser	1	14	12	14	12	Singleton independent cruiser: patrol, intel support, diplomacy with teeth. Polarized hull; do not trade it into a battlecruiser duel. Losing the piece loses that one hull.
Intrepid-type Light Cruiser squad	3	14	12	14	13	Sensor sweeps, telecapture analysis support, long patrols. Limited stock (~25 hulls, so about eight squads exist in the whole war). Better lead on Intel than on a slugfest.
Pralim-class Cruiser squad	3	15	15	10	14	Convoys, yard repair, reopening routes, keeping industry alive. Wrong lead for a fleet battle.

Ship asset	Ships per piece	Tac	Intel	Log	Dip	Best used for
Andorian Support Cruiser squad	3	15	15	11	14	Fuel, spare parts, and keeping Kumari groups in the fight. Escort and sustainment, not the spearhead.
Daedalus-class Frigate squad	3	15	14	12	15	Volume: picket, convoy cover, yard defense, grinding attrition. Send extra squads, not a lone frigate, into a shielded enemy.
Warp Delta Escort squad	3	16	15	11	16	Convoy escort, picket, mine-safe corridors. Cheapest correct answer to Logistics. Never the lead in a fleet engagement.

Hull rule: Construction, repair, and losses are tracked per **piece**. Destroying a 3-ship squad removes three hulls. Destroying an NX piece removes one hull. Do not split a 3-ship squad into individual overlay pieces.

Vulcan note: In Phase I, Suurok / D’Kyr may not be assigned without spending Political Capital or succeeding a Diplomatic POI. If assigned anyway, treat every column as +2 TN (worse) from restricted commitment.

Romulan Ship Assets

Ship asset	Ships per piece	Tac	Intel	Log	Dip	Best used for
Bird of Prey Squad	3	13	11	13	16	Cloak raid, telecapture ambush, recon, commerce raid.
Tactical Bird of Prey	3	12	12	12	15	Better raider,
Warbird Squad	3	11	13	13	12	Aggressive tactical POIs, colony defense, shock assault. Poor choice for talks.
Battlecruiser	1	10	12	13	11	Singleton command flagship. Mixed crises where you need guns, sensors, and a recognizable name. Do not spend it as a scout. Losing the piece loses that one hull.

Cloak / telecapture: On Tactical or Intelligence POIs in Phase I, a cloaked BoP pack may treat its Tactical or Intelligence TN as **1 better** (lower) if it starts hidden. After telecapture is countered, drop that bonus. Warbirds and Battlecruisers never get it.

Character Assets

Coalition of Planets

- Commodore Archer (or equivalent) – Command & Diplomacy
- General Shran – Aggressive Tactical & Andorian Political Capital – Warfare
- Undercover Asset / “Lazarus” (Trip) – Intelligence & Sabotage (high risk)
- Starfleet Intelligence Case Officer – Deployable intel support
- Vulcan Science / Diplomatic Officer – Telecapture analysis, cohesion
- Tellarite Quartermaster – Logistics miracles
- MACO Colonel – Boarding & ground assault
- Ambassador Soval – Diplomacy

Romulan Star Empire

- Admiral Valdore – Supreme Commander of the Romulan Fleet
- Tal Shiar Director / Observer – Internal security, purge risk, counter-intel
- Centurion Terix (or field operative) – Infiltration, personal combat
- First Consul T'Leikha (or Senate proxy) – Political maneuvering
- Reman Shock Commander – Boarding leadership, endurance, buried resentment
- Chief Scientist / Telecapture Specialist (early war) – Electronic warfare (expendable)

CHAPTER 5: WARTIME TRAITS

Characters and ships that survive the Romulan War acquire lasting marks. These Traits are in addition to normal STA 2E Traits. A character may begin play with one free Wartime Trait (Campaign Guide rule) and can gain more through play. Ships may also gain Wartime Traits through refits, damage, or campaign outcomes.

Character Wartime Traits

Survivor of Algeron / Vega: You lived through one of the war's defining early disasters. Once per session, when your ship or unit takes catastrophic damage, you may spend 1 Determination to grant all nearby allies +1 to their next task this round as you rally them.

Telecapture Survivor: You experienced a telecapture event and lived. You gain +1 to Engineering or Security tasks to detect, resist, or purge electronic warfare and foreign control systems.

Radiation Scarred: Significant radiation exposure. +1 Resistance against radiation hazards, but +1 Difficulty on tasks requiring fine motor control when stressed or Injured.

Nuclear Veteran: You have fought under nuclear fire. Once per scene, when a nuclear weapon or mine is used nearby, you may ignore the first Complication it generates for you or your ship.

Hardened Veteran: You have seen too much. Difficulty of tasks to resist fear, despair, or psychological trauma from war is reduced by 1. Social tasks that rely on pre-war idealism increase Difficulty by 1.

Section 31 Asset: You have (or had) deniable ties. Once per session you may access restricted intelligence or prototype gear, but the GM adds +1 Threat to the pool.

Imperial Guard Zealot (Andorian): Honor and aggression define you. +1 to melee and close-range attacks when your unit has taken casualties this scene. Social tasks with cautious or logical officers increase Difficulty by 1.

Quartermaster's Eye (Tellarite): You always know the status of critical supplies. Once per session declare that a needed spare part or resource is available (GM sets cost or Complication).

Front-Line Logic (Vulcan): You served after telecapture countermeasures. +1 to Science or Engineering tasks involving electronic warfare or sensor analysis.

Political Survivor (Romulan): You navigated at least one purge. Once per session re-roll a single d20 on a social task involving Romulan hierarchy.

Child of the Dark Side (Reman): Raised in Remus's eternal night. No penalties from darkness; +1 to stealth in low light. Bright light may impose +1 Difficulty until you adapt.

Expendable Asset: Your superiors consider you replaceable. Begin with +1 or +2 Threat in the GM pool; in return you may ignore the first Injury from environmental hazards once per session.

Ship Wartime Traits

Hardened Computers: Systems isolated or rebuilt after telecapture. +2 Difficulty to enemy telecapture attempts against this ship. (Standard on NX-Refits after mid-2156.)

Jury-Rigged Refit: Rushed wartime modifications. Once per scene the crew may ignore the normal time requirement for one Engineering repair task, but the ship gains a Complication afterward.

Nuclear-Armed: Carries nuclear torpedoes or mines as standard. Nuclear attacks gain Intense; on a Complication the weapon may also endanger nearby allies or create lasting radiation hazards.

Polarized Hull Expert: Crew is highly skilled with polarized plating. When Shields/Resistance are reduced, a Difficulty 2 Engineering task as a Minor Action can restore 1 Resistance until end of scene.

Scarred Hull: Visible battle damage. –1 to social tasks that rely on impressing civilians or diplomats, but +1 Momentum when the crew generates Momentum on a damage-control task.

Cloaked Raider (Bird of Prey / Tactical BoP only): Prototype cloaking device. May begin engagements cloaked. Decloaking to attack grants First Strike and +1 Damage once per scene.

Command Flagship: NX-Refit or Battlecruiser used as a command vessel. Once per engagement the commanding officer may spend 1 Momentum to grant all allied ships in the engagement +1 to one Department for one round.

Workhorse: Daedalus or standard Bird of Prey that has survived multiple campaigns. Once per session ignore the first Breach or reduce Severity of a Breach by 1.

Planet / Route / Sector Wartime Traits

Fortified: The location has significant orbital platforms, surface batteries, or hardened infrastructure. Attacks and raid POIs against it increase Difficulty by 1. Orbital bombardment and boarding actions face extra Resistance.

Industrial Hub: A major center of manufacturing or shipyard activity. While secure, it generates extra Industrial Output each turn. Losing it causes an immediate drop in IO and may delay ship construction.

Dilithium Rich: Significant dilithium deposits or refining capacity. While secure, it generates extra Fuel & Dilithium each turn. A prime target for commerce raids and deep strikes.

Refugee Crisis: Large numbers of displaced civilians are present or in transit. While active: Troop Morale and Political Capital are under pressure; Medical and Refugee Convoys become higher priority. Resolving the crisis (successful convoy or evacuation POI) can restore Morale and Political Capital.

Radiation Scarred Sector: Lingering radiation from nuclear strikes or reactor breaches. Ships operating here may suffer environmental Complications; prolonged presence can damage crews or systems. Medical Convoys and hardened ships mitigate the effect.

Secrecy Breach (Romulan): Visual contact with Romulan forces has occurred, or a high-value prisoner/asset has escaped with sensitive information. Generates significant Threat and costs Romulan Political Capital / Senate Favor. May force the Empire to commit heavier (non-cloaked) forces or risk further exposure.

Nuclear Irradiated World: The planet or colony has suffered one or more nuclear strikes. Surface operations are hazardous; Manpower recovery is slowed or halted. The location may still hold strategic value but no longer contributes normal MC or Morale benefits until cleaned (long-term Logistics/Engineering effort).

Conquered (by Romulans): The world is under Romulan occupation. The Empire may extract limited Industrial Output or Fuel for a time, but faces ongoing resistance, guerrilla activity, and the risk of uprising. Coalition forces treat its liberation as a high-priority Political Capital and Morale objective.

Conquered (by Coalition): The world is under Coalition occupation. The Coalition may gain temporary resources or a forward base, but must garrison it (tying down Ship Assets or Manpower) and deal with possible Romulan counter-attacks or local unrest. Holding it can boost Political Capital if publicized carefully.

Listening Post Network: Active early-warning or telemetry stations. While secure, grants extra Intel & Telemetry each turn. Destroying or capturing the network is a high-value Intelligence POI.

Shipyard Complex: Dedicated construction and repair facilities beyond a normal Industrial Hub. Reduces build or repair times for ships assigned here by 1 turn (minimum 1) and may provide an extra yard slot.

Telecapture Residue: The system still shows residual telecapture interference or abandoned Romulan control systems. Engineering and Sensors tasks related to electronic warfare are easier here for the side that controls it; the opposing side faces +1 Difficulty until the residue is cleared.

Morale Beacon: A symbolically important world (e.g., a hard-fought victory site or the home of a celebrated leader). While held by its side, it provides a small Troop Morale bonus. Losing it causes an outsized Morale and Political Capital penalty.

Blockaded: Enemy forces have effectively cut the location off from regular supply. It generates no (or severely reduced) resources until the blockade is broken. Convoys attempting to reach it face much higher Difficulty.

Reman Labor Camp (Romulan): A site of intensive Reman forced labor. Provides extra Industrial Output or Manpower while active, but generates ongoing resentment Complications and risks uprising or Tal Shiar scrutiny if conditions become too visible.

Neutral / Orion Crossroads: A location under neutral or Syndicate influence. Neither side fully controls it. Can be a source of black-market resources or intelligence at the cost of Political Capital or Threat, or a flashpoint for proxy conflict.

Hardened Colony: Civilian population has been extensively prepared for attack (shelters, militia, dispersed industry). Reduces the impact of successful raids or bombardment on Manpower and Morale; the colony is harder to break than its size suggests.

Forward Staging Area: Designated fleet assembly and logistics node. Task forces operating from here pay reduced Fuel costs for operations in adjacent sectors and may gain a small initiative or repair advantage.

Scar of Algeron / Scar of Vega: A world or sector permanently marked by one of the war's early disasters. Serves as a lasting reminder: can be used once per campaign for a powerful narrative or Determination-related effect, but also keeps the trauma present for Morale and political debates.

Contested Supply Route: The trade route or supply corridor is under active threat. Convoys using this route face higher Difficulty or automatically generate Threat. Escorts are strongly recommended.

Contested Supply Route: The corridor is under active threat from raiders, mines, or cloaked Birds of Prey. Convoys using this route increase Difficulty by 1, or the GM adds 1 Threat when the convoy is resolved. Escorts (Warp Delta or Daedalus) are strongly recommended.

Secure Corridor: The route is well-patrolled and currently free of major threats. Convoys using it reduce Difficulty by 1. Successful use can generate a small Fuel & Dilithium or Intel & Telemetry bonus as traffic flows reliably.

Chokepoint Route: The route passes through a narrow, unavoidable region (nebula, asteroid field, known mine belt, or a single jump point). Easy to defend if held,

catastrophic if lost. Whoever controls the chokepoint may tax, delay, or interdict all convoys on this route.

Overstretched Line: The route is too long for current Fuel & Dilithium or escort capacity. Convoys take an extra turn to arrive, or cost +1 Fuel to use. Failure here is more likely to strand ships or lose an entire convoy without a fight.

CHAPTER 6: EXPANDED COMBAT RULES FOR FLEET ENGAGEMENT

Use these rules when a Point of Interest is a **Fleet Engagement**: Cheron, a system assault, a multi-squad convoy battle, or any fight you want as a battle scene instead of one overlay roll.

They stay compatible with Star Trek Adventures 2nd Edition (Momentum, Threat, Determination, Complications). They do **not** replace ship-scale combat for the players' own vessel.

If the table does not want a battle scene, do not use this chapter. Resolve the POI with Chapter 7 only. Never run Chapter 6 **and** the Chapter 7 Difficulty roll for the same POI.

Pieces on the battle map

The overlay and this chapter use the same unit.

- **1 Ship Asset = 1 piece.**
- A Coalition Daedalus, Warp Delta, Intrepid, Pralim, Andorian Support, Kumari, Suurok, or D'Kyr piece is a **squad of 3 ships**.
- An NX-class Cruiser or NX-class Refit piece is **1 ship**.
- A Romulan Bird of Prey, Tactical Bird of Prey, or Warbird piece is a **squad of 3 ships**.
- A Romulan Command Battlecruiser piece is **1 ship**.
- A Reman Shock Cohort or MACO Rapid Response piece is a ground/boarding unit, not a starship squad. It does not count as a ship piece for force ratio unless the POI is boarding, garrison, or shock assault.

Place **pieces**, not individual hulls. Three Daedalus tokens means nine frigates. One NX token means one NX.

Scale of conflict

Ship scale (core rules). One ship against one or a few ships. Use STA 2E starship combat unchanged. Always use this for the player crew's ship.

Squadron scale (this chapter). One piece is one unit with one profile and one action.

Fleet scale (this chapter). Several pieces on each side. Use the Fleet Engagement sequence. The player ship still acts at ship scale inside that battle.

Squadron profile (quick build)

Give each piece a short profile from the typical ship in that asset:

- **Systems and Departments.** Campaign Guide averages, or the highest values if it is a command piece (NX Refit or Command Battlecruiser)

- **Scale.** A 3-ship squad is Scale 4–5 (massed fire and spare hulls). A 1-ship NX or Command Battlecruiser uses that ship's normal Scale.
- **Resistance / Shields.** Squads soak as a group. Bird of Prey packs rely on cloak, numbers, and first strike.
- **Traits.** Keep Hardened Computers, Cloaked Raider, Nuclear-Armed, Workhorse, Command Flagship, and so on.

Crippling or destroying a 3-ship piece removes that squad (three hulls) from the tracker. Crippling or destroying an NX piece removes that one hull.

Fleet Engagement sequence

1. **Deployment.** Place one box or token per piece. Cloaked Romulan pieces begin in Cloak Zones (hidden).
2. **Initiative.** Each side rolls 1d20 + Command of the senior officer present. Winner chooses who acts first. Momentum may be spent for +1 per point.
3. **Squadron actions.** On a side's turn, each of its pieces takes **one** Squadron Action. Player characters on a specific ship may still take normal ship-scale actions on that ship.
4. **Resolution.** Attacks, telecapture, mines, and damage use standard 2d20 tasks, modified below.
5. **Attrition.** At 0 Resistance/Structure the piece is **Crippled** or **Destroyed** (GM call from the fiction). A Crippled piece may attempt to withdraw.
6. **Campaign result.** When the engagement ends, convert the battle into a Chapter 7 outcome band (Failure / Partial / Success / Outstanding) and update resources.

Squadron actions

Each piece takes one of the following on its turn:

Engage. Attack with Weapons + Security or Conn. Difficulty from range and target. Damage hits the target piece's collective Resistance.

Maneuver. Move one range band, or into or out of a special zone (Cloak Zone, Minefield, Engagement Center). Conn + Control, Difficulty 2.

Support. Grant an allied piece +1d20 on its next task this round, or restore 1 Resistance with Engineering, Difficulty 3.

Special. Telecapture, lay or clear mines, decloak and strike, board, or trigger a Trait or Talent.

Force and quality inside the battle

Count **pieces**, not hulls.

- If one side has more **ship pieces** in the fight, that side reduces Difficulty on Engage tasks against an outnumbered target by 1 (maximum –2 from numbers).
- A specialist lead piece (Tactical rating 10–11) may treat one Engage per engagement as –1 Difficulty.
- A poor lead piece (Tactical 15–16) pays +1 Difficulty on Engage unless it has at least two more ship pieces than the target.

Three Daedalus pieces versus one Bird of Prey piece is +2 pieces for the Coalition.

An NX (1 hull) is still **one piece**. It does not count as three ships for ratio.

Telecapture at squadron scale (Phase I)

A Romulan piece that still has the Telecapture System may try to seize **one** enemy ship piece at Long range as a Major Action.

- **Task:** Control + Engineering or Security, Difficulty 3. –2 Difficulty vs Vulcan-derived ships; +2 vs Hardened Computers.
- **Cost:** 1 Reserve Power (or a Threat spend if an NPC)
- **Success:** The target piece gains **Telecaptured**. The Romulan player steers its weapons and helm until the original crew clears it (Engineering or Conn, Difficulty 4) or the operator drops concentration.
- **Limit:** One telecaptured piece at a time per controlling ship or operator.
- Daedalus-class and Warp Delta pieces are immune. After telecapture is countered mid-2156, remove the system from new and existing Romulan ships as the campaign rules already state.

Nuclear weapons and mines

- **Nuclear torpedo.** Torpedo attack with Intense. On a Complication the blast also endangers one nearby allied or neutral piece, or creates a lasting radiation zone.
- **Nuclear mine.** Spend 3–4 Threat or use a prepared action to place a marker. A piece that moves through or ends its turn on the marker attempts Conn or Sensors (Difficulty 3) or takes 5 System Damage (Deadly) plus a radiation Complication.

Cloaking (Bird of Prey and Tactical Bird of Prey only)

- A cloaked piece cannot be targeted by direct attacks or most sensors until it decloaks or is detected (Sensors, Difficulty 4, higher with Reduced Sensor Silhouette).
- Decloaking to attack grants First Strike and +1 Damage on that attack, once per scene per piece.
- Warbirds and Battlecruisers cannot cloak.

Momentum, Threat, and Determination

Normal STA 2E economy.

- Allied pieces in the same engagement may share a Momentum pool.
- Threat from nuclear Complications, telecapture feedback, or secrecy breaches should buy Ghost Contacts, jamming, or extra mines.
- Determination stays personal. Once per engagement a character may spend Determination for a squadron-wide benefit such as “Hold the Line.”

Linking the player ship to the overlay

- Run the player ship at full ship scale. It is never a faceless 3-ship squad.
- Run every other asset as a piece with the squadron rules above.
- What happens on the player ship can shift the broader fight.
- After the battle, the GM states the Chapter 7 band from the fiction and updates the tracker.

CHAPTER 7: RESOLVING POIS & CAMPAIGN INTEGRATION

Every assigned POI is **one** STA task unless you play it as a full session or as a Chapter 6 Fleet Engagement.

Chapter 4's rating tables say who is good at which task. This chapter sets Difficulty and writes the result onto the campaign sheet. Do not use a Target Number of 10–16. Do not use a separate "base Difficulty 3–5" that ignores the tables.

Pieces, not hulls

- Force ratio counts **Ship Asset pieces**.
- A Daedalus-class Frigate squad is **1 piece (3 ships)**.
- An NX-class Cruiser is **1 piece (1 ship)**.
- Three Daedalus pieces versus one Bird of Prey piece is +2 pieces, even though that is nine frigates versus three Birds of Prey.
- Character assets, MACO, Reman cohorts, and resource spends are not ship pieces. They modify Difficulty only where this chapter says so.

Step 1 – Choose a lead

Name one Ship Asset or Character Asset as **lead**. Use that asset's rating in the matching column (Tactical, Intelligence, Logistics, Diplomatic). Routine POIs use **Logistics** until they turn into something else. Unknown POIs use **Intelligence** until revealed.

The senior officer on the lead rolls Control + the department in parentheses on the rating table (Security, Science, Engineering, or Command).

Step 2 – Set base Difficulty

Non-combat POIs (Intelligence, Logistics, Diplomatic, Routine, most Unknown)

Read the **lead's** rating in that column:

Lead rating	Base Difficulty	Meaning
9-11	2	Specialist
12-13	3	Capable
14	4	Adequate
15-16	5	Wrong Vessel

Combat POIs (Tactical fights, raids, colony defense, convoy battles resolved as a roll)

The **enemy lead piece** sets the base:

Enemy Tactical rating	Base Difficulty
9-11	4
12-16	3

A single Bird of Prey squad (Tactical 11) is base Difficulty **4**.

If there is no enemy ship piece (clearing a minefield, holding a quiet yard), treat the POI as non-combat.

Step 3 – Modify Difficulty

Apply modifiers in order. Final Difficulty is never below **1** or above **5**.

Force ratio (combat POIs only)

Count **ship pieces** on this POI only.

Friendly assets vs enemy assets	Difficulty
Outnumbered	+1
Even	0
+1 piece	-1
+2 pieces	-2
+3 or more pieces	-3 (cap)

3 Daedalus squads vs 1 Bird of Prey squad = +2 pieces → -2 Difficulty.

An NX singleton is one piece. Two NX ships plus one Daedalus squad versus one Warbird squad is 3 vs 1 → -2.

Lead quality (combat POIs only)

Your lead's Tactical rating	Difficulty
9-11	-1
12-14	0
15-16	+1

Daedalus and Warp Delta squads win combat POIs by stacking extra pieces, not by being the spearhead.

Supporting assets (all POI types)

Each **additional** asset after the lead:

- Rating **13 or better** in this column → **-1 Difficulty**
- Rating **14** and listed as good for this job → **-1 Difficulty**
- Rating **15+** → no Difficulty change (it can still absorb a failure)

Cap: -3 Difficulty from supporting assets on non-combat POIs.

On combat POIs, extra **ship pieces** already counted in the force ratio do **not** also count as supporting assets. A character, an intelligence cache, a MACO piece, or a Reman cohort may still give -1 if the job matches (sensors, command, boarding, garrison).

Resource spend (all POI types)

Spend 1 relevant resource → -1 **Difficulty**, once per POI.

- Intelligence: IT
- Logistics: IO or FD
- Diplomatic: Political Capital
- Boarding or garrison: MC
- Long-range raid: FD

Period and trait modifiers

- Phase I telecapture still active, target piece is not immune, Romulans are attacking: **+1 Difficulty** for the Coalition unless Hardened Computers or a prior successful Intelligence POI says otherwise.
- Cloaked Bird of Prey or Tactical Bird of Prey starts hidden: **+1 Difficulty** unless 1 IT was spent or a sensor specialist is support.
- Fortified, Blockaded, Contested Supply Route, or Nuclear Irradiated as the trait text implies: **+1 Difficulty**.
- Vulcan Suurok or D'Kyr assigned in Phase I without Political Capital or a successful Diplomatic POI: one step worse (higher Difficulty).

Worked example

Colony Defense.

Enemy: 1 Bird of Prey squad (Tac 11) → base **4**.

Coalition: 3 Daedalus squads → force ratio **-2**. Lead is a Daedalus squad (Tac 15) → **+1**. No character support, no resource spend.

Final Difficulty **3**. Control + Security vs 3.

Same POI with 1 Kumari squad + 2 Daedalus squads: base 4, ratio -2, Kumari lead 0 → Difficulty **2**.

Step 4 – Roll

Roll 2d20 against the **final Difficulty**. Momentum, Threat, Determination, and Wartime Traits work as in core STA 2E.

Supporting assets do **not** add extra d20s. They already lowered Difficulty. Momentum may still buy extra dice as usual.

If the group **plays** the POI as a ship session, skip steps 2 to 4 and judge Step 5 from the session.

If the POI is a **Fleet Engagement** you want as a battle, skip steps 2 to 4 and use Chapter 6, then judge Step 5 from the battle.

Step 5 – Outcome ladder

0 successes: Failure.

Lose 1 campaign resource the POI threatened. The lead piece is strained: unavailable next turn, or Crippled if a Complication was rolled. Possible character injury. The problem escalates or moves.

1–2 successes: Partial success at a cost.

The crisis does not explode. Pay one cost: lose 1 resource, add +1 Threat, or leave the lead piece committed next turn. A Complication on this band should sting.

3-4 successes: Success.

Gain 1 resource **or** a minor story hook. The lead piece returns Ready.

5+ successes: Outstanding.

Gain 1–2 resources **and** a major advantage: intelligence, a recovered piece, a Wartime Trait, political cover, or phase pressure.

High Intelligence, Political Capital, or Material Condition at the start of a mini-campaign part can still grant briefing bonuses or timely Vulcan help. Those are setup benefits, not a second resolution system.

After the turn

7. Adjust IO, FD, MC, IT, Troop Morale, and Political Capital / Senate Favor.
8. Mark worlds Secure, Contested, Blockaded, Conquered, or lost.
9. Apply or remove Wartime Traits.
10. Write one hook for the next ship-level session.
11. Advance the war phase only when the story or a Cheron-scale result demands it.

Unassigned POIs may escalate (higher Difficulty next turn, extra Threat, a world slipping) or an Unknown may become a named crisis.

Quick reference

1. Lead piece.
2. Base Difficulty from the lead (non-combat) or from the enemy lead (combat).
3. Force ratio in **pieces**, lead quality, eligible supports, one resource spend, traits. Clamp 1–5.
4. One 2d20 task — or play the scene — or run Chapter 6.
5. Ladder: 0 fail / 1–2 partial / 3–4 success / 5+ outstanding.
6. Update the tracker. Seed the next episode.

CHAPTER 8: INITIAL SITUATION

When the Players Sit Down

This is the opening of the game. Read the briefing, set the board, record the starting pools, then begin Turn 1 in Phase I – The Romulan Invasion Begins (early–mid 2156).

A squad is always 3 ships. Each squad is one Ship Asset on the tracker.

Opening Briefing

The Romulan Star Empire has prepared for years. Its economy has already been converted to wartimes. Stockpiles are full. Morale is high. Intelligence on the Coalition is very good. The Romulans know that Coalition industrial potential will eventually exceed its own. That is why they are attacking hard and fast: win before they can finish converting to a wartime economy.

The Coalition has formed, but it is not ready. It has gathered only some clues regarding the Babel Crisis, but did not get the whole picture. The attack strikes them largely unprepared. They must gather more intelligence, scrape together resources, and switch their economies to war. If they survive the opening blows, time and industry favor them.

Romulan Industrial Growth Rule

Coalition Industrial Output can grow by converting civilian yards, completing Industrial POIs, securing more worlds, and successful Resource Convoys.

Romulan Industrial Output does not grow that way.

The Empire begins already on a war footing. Its yards are converted. There is no unused civilian industry left to flip. Romulan IO can rise **only through conquest**.

What this means at the table

- Romulan base income from Romulus, Remus, Cheron and other starting worlds is fixed unless those sites are damaged or lost.
- Emergency Production Drive, civilian conversion, and “build more yards at home” do **not** increase Romulan IO.
- The only way to gain extra IO per turn is to take and hold an enemy world, colony, outpost or industrial node that carries an IO bonus.
- That captured site gains the trait **Conquered (by Romulans)** and contributes its listed IO (often reduced, and unstable) only while it remains occupied.
- If the Coalition retakes the world, the extra IO is lost immediately.

Practical limits

- Occupied worlds produce less than they did for the Coalition (suggested: half the original IO, rounded down, minimum +1 if the original bonus was +2 or more).
- Holding them requires garrison (ships or Reman cohorts). No garrison means the bonus is lost next turn and an uprising POI may appear.
- Over-extraction (taking full IO plus Reman labor) generates resentment and Threat.

Game Effect

The Empire starts richer and more ready, but its industrial ceiling is locked unless it keeps winning ground. That is why they must strike hard and fast: if the opening conquests stall, Coalition IO will climb while Romulan IO stays where it began.

Step 1 – Choose Sides

1. Decide whether the players are Coalition Admiralty, Romulan High Command, or a mixed table with both sides represented.
2. If only one side is played, the GM runs the other side using the same rules and the starting forces below.
3. Name the commanding officers at the table (Archer-level, Valdore-level, or original admirals).

COALITION STARTING RESOURCES

Resource	Start	Meaning at the table
Industrial Output (IO)	8	Economy not yet fully on a war footing.
Fuel & Dilithium (FD)	6	Enough to defend, not to strike deep.
Manpower & Crews (MC)	7	Crews exist, many still on civilian duty.
Intel & Telemetry (IT)	3	Only some clues. Telecapture is a mystery.
Troop Morale	Steady	Shocked, not broken.
Political Capital	4	Coalition exists, cohesion is fragile.

Romulan starting resources

Resource	Start	Meaning at the table
Industrial Output (IO)	14	War economy already running. Stockpiles full.
Fuel & Dilithium (FD)	12	Ready for a high-tempo opening offensive.
Manpower & Crews (MC)	11	Includes Reman labor reserves.
Intel & Telemetry (IT)	10	Very good picture of Coalition dispositions.
Troop Morale	High	Confidence in the plan and in remaining unseen.
Political Capital / Senate	8	Strong initial support for the war.

Step 2 – Set the Wartime Tracker

Open a blank Tracker. Write:

- War Phase: I – The Romulan Invasion Begins (early–mid 2156)
- Turn: 1
- Telecapture: Active on every Romulan ship
- Tactical Bird of Prey: Not yet in service (arrives 2158)
- Vulcan commitment: Restricted

Step 3 – Place the Starting Fleets

Write every squad on the Tracker as Ready. Do not build new ships on Turn 1 before collecting income.

Coalition Forces

Faction	Class	Squads	Ships	Status
Earth	Daedalus	3	9	Ready
Earth	Warp Delta	4	12	Ready
Earth	Intrepid-Type	3	9	Ready
Earth	NX-Class	1	3	Ready
Andoria	Kumari	3	9	Ready
Tellar	Pralim	2	6	Ready
Vulcan	Suurok	2	6	Restricted
Vulcan	D'Kyr	2	6	Restricted

Vulcan squads are on the board but cannot be freely assigned in Phase I. Unlock them with Political Capital or a successful Diplomatic POI.

Romulan fleets

Class	Squads	Ships	Special at start
Bird of Prey	10	30	Cloak + Telecapture
Warbird	8	24	No cloak. Telecapture
Battlecruiser	6	18	No cloak. Telecapture

Tactical Birds of Prey do not exist yet. Add them only from 2158. After mid-2156, remove telecapture from all Romulan ships.

Step 4 – Mark Controlled Worlds

Mark every starting world as Secure for its side and note its resource bonus. At minimum:

- Coalition: Earth, Tellar Prime, Andoria, Alpha Centauri, Deneva. Vulcan is Secure but politically restricted. Vega may already be under attack or lost as the first crisis.
- Romulan: Romulus, Remus, Cheron, colonial dilithium nodes, Galorndon Core / intel hubs.

Do not give the Coalition full mid-war income on Turn 1. Collect only the bonuses of currently secure, unrestricted worlds. That keeps the Coalition behind on Turn 1 even though its potential is higher.

Step 5 – Opening POIs (Turn 1)

The GM places 3–5 opening Points of Interest before the first Planning phase. Suggested Turn 1 set:

- Tactical: Telecapture Ambush or Colony Defense (Vega / Algeron-style).
- Strategic: Sector Control or Defense of a Critical System.
- Intelligence: Telecapture Signal Analysis (Coalition) or Political Fracture Detection (Romulan).
- Logistics: Convoy Escort or Shipyard Defense.
- Diplomatic: Vulcan Re-Commitment or Andorian Doctrine Debate.

Romulan players should feel pressure to use their opening advantage. Coalition players should feel pressure to protect yards, convoys and the NX squad while buying time.

Step 6 – Begin Turn 1

1. Command & Intel – Coalition starts nearly blind (IT 3): Romulans may spend IT to reveal extra information or hide a raid.
2. Logistics & Production – Collect income from secure worlds: Coalition income is still low. Do not treat Earth as fully converted yet.
3. Planning & Orders – Assign squads to POIs. Decide who commands each task force. Spend Fuel for long moves.
4. Warfare – Resolve assigned POIs: Telecapture is active. Cloaked Birds of Prey start hidden.
5. Aftermath – Update the Tracker: If Vega or a major outpost falls, drop Coalition Morale and Political Capital.

What “Winning the Opening” Looks Like

Romulan early success: Coalition yards damaged, convoys lost, telecapture still feared, Vulcan still withdrawn. The Empire is on schedule.

Coalition early success: Telecapture begins to be understood, key yards still standing, at least one convoy gets through, the NX squad survives. The long war becomes possible.

The game has started when the Tracker is filled, the fleets are listed, the first POIs are on the table, and someone has to decide where the first squads actually go.

CHAPTER 9: QUICK REFERENCE – SAMPLE TURN & ALTERNATIVE STARTING POOLS

Announce Phase → Generate 3–5 POIs → Assign Assets → Resolve → Update resources → Seed next ship-level session.

Coalition Starting Pool (Phase I): 3× Daedalus Wings, 2× Warp Delta Groups, 1× Intrepid, 0–1× NX, 1× Kumari, 1× Pralim, 1× MACO, Archer + Section 31 contact, 1× Industrial Capacity, 1× Intelligence Cache.

Romulan Starting Pool (Phase I): 4× Bird of Prey Packs, 1× Warbird Squadron, 0–1× Battlecruiser, 1× Reman Cohort, Tal Shiar Observer + Centurion, 1× Secrecy Doctrine, 1× Nuclear Stockpile, 1× Senate Favor.

From 2158 add 3x Tactical Bird of Prey Packs to the Romulan Fleets. They can be produced from now on. Industrial successes primarily add more workhorse Assets (Daedalus / Bird of Prey).

CHAPTER 10: DESIGN NOTES & SAFETY

The overlay is lightweight by design. It gives the war scale and consequence without replacing the character-driven story. Scarcity of NX-Class, Intrepid, Warbird, and Battlecruiser assets is intentional, losing one should hurt. Cloaking remains restricted to Bird of Prey and Tactical Bird of Prey so the heavier ships feel like a genuine commitment of force.

Wartime Traits and the expanded combat rules exist to make the tactical layer feel meaningful at the table while staying true to STA 2E. Use Lines, Veils, and the X-Card freely, especially around nuclear strikes, colony bombardments, radiation, and Reman expendability.

The raptor is already in flight. Whether your admirals can coordinate the response, or whether the Empire can maintain its veil of secrecy, will decide if the Federation is born in 2161... or stillborn in the dark.

APPENDICES – TRACKERS

Wartime Tracker

Fill the yellow boxes at the start of each strategic turn. One sheet of truth for the campaign.

Field	Current
War Phase	I · II · III · IV (circle)
Turn / Year	Turn _____ Year 2156 / 2157 / 2158 / 2159 / 2160
Telecapture	Active / Countered / Removed
Tactical Bird of Prey	Not in service (before 2158) / In service
Vulcan commitment	Restricted / Partial / Committed
Threat in the pool	_____
Campaign notes	

After-turn checklist

- ☐ Adjust IO, FD, MC, IT from the Worlds sheet
- ☐ Adjust Troop Morale and Political Capital / Senate Favor
- ☐ Mark worlds Secure / Contested / Blockaded / Conquered / Lost
- ☐ Apply or remove Wartime Traits
- ☐ Write one hook for the next ship-level session
- ☐ Escalate unassigned Tactical POIs (Urgency +1, max 3)
- ☐ Advance phase only if the story or a Cheron-scale result demands it

Resolution lock

Use ONE method per campaign. Default: Chapter 7 converts the lead's column rating into Difficulty 1–5. Do not also treat 10–16 as a Target Number. Supports change Difficulty; they do not add d20s unless you chose the official-speed method. Never run Chapter 6 and Chapter 7 on the same POI.

Coalition – Resources

Current = Start + income from Secure / Restricted worlds – spent this turn. Romulan IO does not grow except by conquest — Coalition IO does.

Resource	Start	Income	Spent / lost	Current	Notes
Industrial Output (IO)	8				Yards & industry
Fuel & Dilithium (FD)	6				Plasma / warp crystals
Manpower & Crews (MC)	7				Crews, troops, officers
Intel & Telemetry (IT)	3				Posts, agents, grids
Political Capital	4				Cohesion; Vulcan unlock
Troop Morale (0–4)	2 Steady				0 Broken · 2 Steady · 4 High

Coalition worlds

Status: Secure / Restricted / Contested / Blockaded / Conquered / Lost. Blockaded, Contested, Lost pay 0. Conquered (if you ever hold one) pays half.

Location	Status	IO	FD	MC	IT	Garrison	Notes / traits
Earth (Sol)	Secure	6	1	2	1	Yes	Capital & Utopia yards
Tellar Prime	Secure	4	1	1	0	Yes	Industrial powerhouse
Andoria (Procyon)	Secure	3	1	1	0	Yes	Kumari production
Vulcan	Restricted	1	1	0	2	—	Restricted Phase I–II
Alpha Centauri	Secure	1	2	1	0	No	Colony + dilithium
Deneva	Secure	1	1	1	0	No	Trade hub
Coridan	Secure	1	2	0	0	No	Major FD
Vega Colony	Contested	0	0	1	0	No	First-crisis world
UE colonies (stacked)	Secure	1	0	1	0	No	Berengaria etc.
Listening posts	Secure	0	0	0	1	No	+1 IT per extra post

Romulan Star Empire – Resources

IO does not grow from home industry. It grows when a Coalition world is marked Conquered (half the printed bonus while garrisoned).

Resource	Start	Income	Spent / lost	Current	Notes
Industrial Output (IO)	14				Conquest-only growth
Fuel & Dilithium (FD)	12				Colonial nodes are raid magnets
Manpower & Crews (MC)	11				Includes Reman labour
Intel & Telemetry (IT)	10				Cloaked posts + Tal Shiar
Senate Favor	8				Cover for aggressive ops
Troop Morale (0–4)	4 High				Opening advantage

Romulan worlds

Location	Status	IO	FD	MC	IT	Garrison	Notes / traits
Romulus	Secure	4	1	1	1	Yes	Capital & primary yards
Remus	Secure	3	1	2	0	Yes	Industry; resentment if over-used
Cheron (83 Leonis B)	Secure	2	1	1	0	Yes	Forward yards — lost if Cheron falls
Colonial dilithium nodes	Secure	1	2	0	0	No	Critical FD
Galorndon Core / intel hubs	Secure	0	0	0	2	No	Major IT
Tranome Sar / fleet bastion	Secure	1	1	1	1	Yes	Staging and repair
Occupied Coalition world A	— / Conquered	2	1	0	0	Need	Pays half while garrisoned
Occupied Coalition world B	— / Conquered	1	0	0	0	Need	Pays half while garrisoned
Cloaked listening posts	Secure	0	0	0	1	—	+1 IT while hidden

Starship Assets – Coalition Forces

Chapter 8-scale opening (playable Turn 1). One row = one piece. A squad is 3 hulls. NX is 1 hull. Status: Ready / Assigned / Building / Crippled / Lost / Restricted.

Ship asset	Asset amount	Hulls	Status	Assigned POI	Special	Tac	Int	Log	Dip	Notes
Daedalus Frigate squad	1	3	Ready		Workhorse	15	14	12	15	Earth
Daedalus Frigate squad	1	3	Ready		Workhorse	15	14	12	15	Earth
Daedalus Frigate squad	1	3	Ready		Workhorse	15	14	12	15	Earth
Warp Delta Escort squad	1	3	Ready		Convoy escort	16	15	11	16	Earth
Warp Delta Escort squad	1	3	Ready		Convoy escort	16	15	11	16	Earth
Intrepid Light Cruiser squad	1	3	Ready		Sensors / patrol	14	12	14	13	Limited
NX-class Cruiser	1	1	Ready		Flag / mixed	14	12	14	12	1 hull
Kumari Battlecruiser squad	1	3	Ready		Aggressive Tac	12	14	13	15	Andoria
Pralim Cruiser squad	1	3	Ready		Logistics	15	15	10	14	Tellar
MACO Rapid Response	1	—	Ready		Boarding / ground	12	15	14	16	Not a ship piece
Suurok Battlecruiser squad	1	3	Restricted		Vulcan locked	11	12	14	12	Need PC
D'Kyr Battlecruiser squad	1	3	Restricted		Vulcan locked	10	12	14	12	Need PC

Ready pieces this turn: _____ Ready hulls: _____ Crippled: _____ Building: _____

Starship Assets – Romulan Fleet

Chapter 8-scale opening. After mid-2156 remove Telecapture. Field Tactical BoP only from 2158.

Ship asset	Asset Amount	Hulls	Status	Assigned POI	Special	Tac	Int	Log	Dip	Notes
Bird of Prey pack	1	3	Ready		Cloak + Telecapture	13	11	13	16	Phase I cloak is available
Bird of Prey pack	1	3	Ready		Cloak + Telecapture	13	11	13	16	
Bird of Prey pack	1	3	Ready		Cloak + Telecapture	13	11	13	16	
Bird of Prey pack	1	3	Ready		Cloak + Telecapture	13	11	13	16	
Warbird squadron	1	3	Ready		No cloak. Telecapture	11	13	13	12	Ship of the line
Battlecruiser	1	1	Ready		No cloak. 1 hull	10	12	13	11	Losing piece = hull
Reman Shock Cohort	1	—	Ready		Boarding / garrison	12	16	14	16	Not a ship piece
Tactical BoP pack	0	3	Building		From 2158	12	12	12	15	Do not field early

Ready assets this turn: _____ Ready hulls: _____ Crippled: _____ Building: _____

Character Assets

Persistent until Lost. Heroic rescue can recover a Lost character as a played session. Section 31 is Indirect — briefing, cache, or +1 Threat, not an assignable lead.

Side	Asset	Status	Assigned POI	Best used for
Coalition	Commodore Archer (or equiv.)	Ready		Command & Diplomacy
Coalition	General Shran	Ready		Aggressive Tactician; Andorian PC
Coalition	Undercover Asset / “Lazarus”	Ready		Intel & sabotage – high risk
Coalition	Starfleet Intelligence Case Officer	Ready		Deployable intel support
Coalition	Vulcan Science / Diplomatic Officer	Restricted		Telecapture analysis
Coalition	Tellarite Quartermaster	Ready		Logistics miracles
Coalition	MACO Colonel	Ready		Boarding & ground
Coalition	Ambassador Soval	Restricted		Diplomacy; Vulcan unlock
Coalition	Section 31 contact	Indirect		Not assignable
Romulan	Admiral Valdore	Ready		Supreme commander of the Romulan Invasion Fleet
Romulan	Tal Shiar Director / Observer	Ready		Purge risk; counter-intel
Romulan	Centurion Terix (field op)	Ready		Infiltration
Romulan	First Consul / Senate proxy	Ready		Political maneuvering
Romulan	Reman Shock Commander	Ready		Boarding; resentment
Romulan	Chief Scientist / Telecapture	Ready		EW — expendable after Phase I

Points of Interest – this turn

Pre-fill before Planning. Unknown: hide “Reveals as” until after assignment. Resolve with ONE method. Result: Fail / Partial / Success / Outstanding / Escalated.

Type	Urgency	Phase	Name / hook	Enemy / setup	Lead	Supports	Difficulty	Result
Tactical	3	I	Telecapture Ambush – Vega	1 BoP pack, cloaked			4	
Intelligence	3	I	Telecapture signal analysis	No enemy piece			3	
Logistics	3	I	Coridan dilithium convoy	Possible BoP raid			3	
Diplomatic	3	I	Vulcan re-commitment	Political, not combat			4	
Unknown	3	I	Ghost contacts / noise	Reveal after assign			—	

How resolved (circle per POI): Rolled Ch.7 · Played session · Chapter 6 · Unassigned / Escalated

Unassigned Tactical: raise Urgency by 1 (max 3). At 3, treat as catastrophe — extra Tactical next turn.

Convoys in transit

Type	Cargo / purpose	From	To	Escort Asset	Turns	Status

Types: Medical · Resource · Weapons · Refugee / Fugitive. Status: Forming · In transit · Arrived · Lost · Raided.

Construction & repair

A ship under construction occupies yard slots. Repairing Crippled costs 30–50% IO and usually 1 turn.

Side	Asset built / repaired	IO	MC	Slots	Turns left	Yard	Status

Yard capacity

Location	Slots per Squad	Potential Slots per Squad	Notes
Earth / Utopia Planitia	3	6	Primary Shipyards of United Earth
Alpha Centauri	1	3	Primary for refits
Tellar Prime	1	3	Repair-friendly.
Andoria	1	2	Kumari capacity
Romulus	4	4	Imperial primary.
Cheron	1	1	Forward. Lost if Cheron falls.
Remus	1	2	Labor-backed industry.

Session 0 – Lines, Veils, X-Card

This war includes nuclear fire, occupation, radiation, Reman labour, purges, and deniable ops. Circle Line (never), Veil (off-screen), OK, or Ask first.

Topic	Line / Veil / OK	Ask first?	Notes
Nuclear strikes on colonies	L V OK		
Orbital bombardment of civilians	L V OK		
Radiation sickness / scarring	L V OK		
Reman forced labour / expendability	L V OK		
Tal Shiar / Section 31 torture or purge	L V OK		
Mass casualty descriptions	L V OK		
Occupation and uprising reprisals	L V OK		
Children in the war zone	L V OK		
Other: _____	L V OK		

X-Card / pause word: _____ Anyone may stop a scene. No explanation required.

