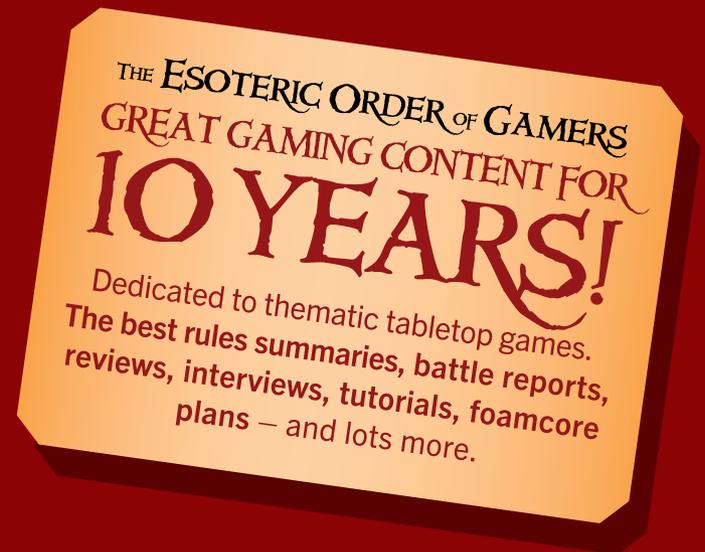




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Sep 2022

Game:	STAR TREK: ASCENDANCY
Publisher:	GALE FORCE NINE (2018)
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The Esoteric Order of Gamers



STAR TREK ASCENDANCY

SETUP

Each player chooses a civilization and takes their **command console**. Set weapons to 5+ and shield modifier to 0. Take your civilization's components: 30 ships, 3 fleet markers, 3 fleet cards, 3 starbase tokens, 15 advancement cards, 3 trade agreement cards, 10 command nodes, and turn reference card.

Each player starts with 3 production, 3 research tokens, 3 culture tokens, 5 command tokens, and 1 ascendancy token. Always place tokens where other players can see them.

Each player takes their 1 *starting advancement* advancement card, and shuffles the remainder of the deck.

Place the **home systems** in a 3'x 3' area, with the systems about 5" from the edge of the play area and about 18" apart. Each player starts with 1 of each **resource node**, 1 **control node**, and 3 **ships** on their home system.

Separate the *phenomenon* system discs. Set aside a stack of random planetary system discs equal to twice the number of players. Shuffle the remaining planetary systems with all the phenomena, then place the set aside systems on top, creating a stack of system discs.

Take the **turn order cards** matching the number of players (eg, cards 1-3 in a 3 player game) and return the rest to the box.

GAME ROUND

1. INITIATIVE STAGE

In order of the last round's turn order cards, players who have made **first contact** may place any type of resources on the turn order card they used the previous turn.

You may commit nothing. If you decide to commit resources, you may not spend the same total number of resources as any other player who has already placed theirs.

The player who spent the most resources chooses their turn order card first (this can be any card). The remaining players who spent resources choose their cards in descending order of how many they spent. Players who haven't made first contact or who spent nothing choose their card randomly from the remaining cards.

Players who have not made first contact do not participate, and if no one has done so, pass out turn order cards randomly.

Turn order cards remain faceup throughout this stage. All committed resources are discarded and returned to the supply.

2. EXECUTION STAGE

Starting with the player with the *Turn Order 1* card, players take their turns: a Building phase followed by a Command phase.

You may spend 5 culture tokens to take an ascendancy token at any time during your turn.

BUILDING PHASE

Take any of the following actions in any order:

Build ships

Ships cost 1 production each. You may build ships at any starbase you control and your home system (if you still control your home system). If you build 3 or more ships in the same system, you may immediately group them into a **fleet**, without exhausting a command.

Colonize a system

You may colonize an undeveloped planetary system (one with no nodes) you occupy by building a **control node**.

Colonizing a new sector costs 1 culture, plus a starship in orbit of the system being colonized. Place 1 of your control nodes on the planet.

Build a resource node

Systems are marked with colored tabs that shows how many of each type of node may be built there. You may only build nodes in systems you control. **To build a resource node, spend the cost listed for that type of node.**

If a system has **open** capacity, you can choose what type of node to build there. Later, resource nodes built on open sites can be replaced by paying the full cost of the new node. Once built, you may not destroy your nodes.

Commit research

You may add 1 research token to each advancement project per turn. Once you commit research tokens to a project, you can't move them around or take them back.

The number of research nodes you control is the maximum number of projects you may have in your project area (to the left of your console). If at any point you have more projects than you control research nodes, you must discard projects to the limit. Discarded projects go to the bottom of their advancement deck; research tokens on them go to the supply.

The amount of research required to finish a project is on each card. When you finish a project, it becomes a usable advancement; move it to your **advancement area** (below your console) and describe it to the other players. If applicable, you may use its special rules immediately. Unless stated otherwise, you may only use an advancement's rules on your turn.

Some advancements rules only effect certain types of advancement. Advancements may sometimes be *exhausted*. Exhausted advancements may not be used in any way.

When an advancement with a **warp token** on it is completed, increase the warp speed of your ships, in addition to following the card's special rules. When an advancement with a **command token** on it is completed, immediately increase the number of your commands by 1 (new commands start *exhausted*).

When a Romulan advancement with a **culture token** on it is completed, the Romulan player takes a culture token.

Upgrading weapons and shields

You may spend research to improve your weapons and shields according to the current cost on your console. Upgrading your weapons and shields is a single, one-time cost.

Building special rules

Some advancement special rules allow you to do extra things during your Building phase, and may be used at any time while you're building.

COMMAND PHASE

Once you start your Command phase, you may not spend resources to build unless a special rule allows you to do so.

When you issue a command, exhaust a command token.

Commands may be issued multiple times per turn, as long as you have commands remaining.

Move ships and fleets	Attempt cultural hegemony
Initiate space battle	Commission a fleet or starbase
Invade a planet	Launch new advancement projects
Activate special rules	

When you're done issuing commands, your turn is over and the player with the next turn order card takes their turn.

3. RECHARGE STAGE

1. Victory check

Check to see if anyone has achieved an ascendancy or supremacy victory and won the game.

Any player who does not control any systems and has no starships is eliminated from the game.

2. Resource generation

Each player takes a resource for each resource node they control. Each node produces 1 resource of its type.

Some advancements also generate resources (these are not pictured on the card, as they may vary from turn to turn).

Players take the resources pictured on the trade agreements they have received (only trade agreements from other players generate resources). You do not receive any resources from exhausted trade agreements, and they may not be revoked or exchanged until they are refreshed during maintenance.

3. Maintenance

Refresh all cards and command tokens. Each player should have 5 commands plus 1 per starbase, plus any additional commands from advancements.

Refresh any exhausted trade agreements.

Add 1 additional warp token to any ship traveling at warp.

Add 1 research token to any phenomena without one.

MOVEMENT

Ships move at **impulse** or **warp speed**. Each movement command moves 1 ship or fleet. You may issue more than 1 movement command to the same ship on a single turn.

As you move ships into unexplored space, place new space lanes and systems discs. **Discovering and placing a new system always ends your movement.**

All ships have a base impulse speed of up to 2 sectors.

To enter warp, exhaust a command and move a ship or fleet just off the system or space lane they are in and place a warp token next to the ship, pointing to the sector from which they entered warp. Ships at warp don't count as being in the sector they left; they are not 'on the board' until they exit warp.

To exit warp, exhaust a command. The ship may move through a number of systems equal to the warp tokens they've accumulated, plus the number of warp tokens pictured on your completed advancements (don't count a system in which a ship started). You may move through fewer systems or exit warp early in any sector of a space lane. After exiting warp, discard the ship's warp tokens.

You may also use a command to give another warp token to a ship or fleet who has already entered warp. Ships at warp also receive additional warp tokens during the Recharge stage.

When moving at impulse or warp, you may not enter or pass through a sector you don't control that contains hostile rival ships. You may ask for permission to enter or move through a sector which contains rival's ships with whom you are at peace. If they don't agree, you must end your movement. You may always move through systems you control, regardless of any rival presence.

If a rival denies you access to their system, you can't reverse your course and take back the movement used to get there. If you were traveling at warp, you must end your movement in the sector previous to theirs.

Hazardous systems

Systems marked with a **red alert warning** are hazardous. When your ships end their movement there, they must brave the hazard. **Add your shield modifier to the system's hazard level.**

The player to your right then rolls a die for each ship that ended their movement in the hazardous sector. **For each die roll equal to or higher than the shield modified hazard level, 1 ship is destroyed.**

If you don't stop in a hazardous sector, you don't have to make a hazard roll. If you build ships in a hazardous sector, you don't need to make a hazard roll when you deploy them or when they leave.

If your ships do not survive entry into a new hazardous planetary system, place an **exploration card** faceup on it. The first player to brave the hazard must resolve the card.

Phenomenon

When you discover a phenomenon system disc, place 1 research token from the supply on it.

All ships in the system must brave the hazard, as usual. If at least 1 ship survives, take the research token and place it on one of your projects or in your reserves. Do not draw an exploration card when you discover a phenomenon.

When a research token is placed on a phenomenon that doesn't already have one, the first player each round to successfully brave the hazard takes the research token.

If one of your ships starts your turn on a phenomenon, you may exhaust a command to brave the hazard without moving.

Exploration

If any of your ships do survive entry into a hazardous system, or it is not hazardous, **draw an exploration card** and resolve it. Do not draw an exploration card when you discover a phenomenon.

There are 4 types of exploration cards: **Crisis, Discovery, Virgin Worlds, and Civilization.** *Remain in play* cards are placed faceup on the system until they are resolved; once the system is colonized, discard the card.

When developing the resource nodes of an warp-capable civilization, develop production first, then research, and finally culture, up to the number the card instructs you to develop.

Whenever there are developed structures on a planet, **hegemony** or **invasion** are your only options for taking control.

BUILDING THE GALAXY

Each system disc indicates the maximum number of space lanes that can connect to it.

As you're moving (at impulse or warp), you may choose to place and then travel in new space lanes, if the system you're leaving has unused space lane connections. **Roll the space lane die to determine the length of the new space lane.**

Place the new space lane connected to the system you're leaving and move the ship into it. The new space lane may be placed anywhere on the outside edge of the system if there is room. If a space lane contains no ships and is only connected to one system, remove it.

If you move beyond the unconnected end of a space lane, draw a new system disc and place it faceup, connected to the space lane that contains your ship, then move your ship into the new system. This always ends your movement. Systems and space lanes may not touch or overlap each other.

A system disc only becomes **fixed** and immovable when it is connected to 2 other systems. A system only connected to one other *fixed* system is **floating**: on your turn, you may swing any floating system (do not pick it up off the board) to make room for a new system or to make a connection between systems.

If a system is destroyed, any empty space lanes connected to the destroyed system are removed as well.

Home systems are always considered fixed in place.

When you leave a floating system, you can move another floating system to try to make a connection between the 2 with a new space lane. Roll the space lane dice to see what length lane you're placing. You may use a space lane to test if a connection is possible before committing to moving. If it is long enough to bridge the gap between the floating systems, you can connect them with the new lane and continue moving.

If the new lane isn't long enough and the ship is at warp, you can either stop in the new space lane or continue on to discover a new system at its end. If the new lane isn't long enough and the ship at impulse, you can reverse course and use your second sector of movement to go back to the system where you started, abandoning the lane.

SPACE BATTLES

Exhaust a command to initiate a space battle with rival ships in a single adjacent sector, or in a single sector in which you both have ships. You are the attacker. **Both players roll dice equal to the number of ships they have involved.**

Your **hit roll** is determined by your weapons level. Add your opponent's **shield modifier** to your hit roll then roll a die.

Score a hit for each roll equal to or higher than your hit roll.

Every hit destroys a rival ship. Players roll to hit and then take casualties simultaneously. If there is a choice of where casualties are going to be taken, the player who inflicted the hits chooses how to allocate them.

When you have ships in orbit of a system you control with a starbase, roll 1 additional die to hit. Starbases cannot fight on their own.

If you have ships in more than 1 adjacent sector, you may use a command to have all the ships in adjacent sectors join in the attack.

After taking casualties, starting with the attacker, players decide whether or not to **retreat**. Retreats are made at impulse speed through existing space lanes; **you may not place new lanes with a retreat move**. All your ships must move and end their retreat in the same sector. Ships unable to move because rival ships are blocking the space lanes may not retreat.

If none of the players involved choose (or are unable) to retreat, another round of combat begins. Without exhausting any additional commands, continue to fight additional rounds of combat until either the attacker or defender retreats or a player has no more ships remaining.

Some advancements give ships or nodes **first strike**: in the first round of a combat, your opponent must take casualties before rolling to hit with their ships. First strike is only used in the initial round of a combat. It does not grant an extra attack before combat begins; it forces your opponent to take casualties before firing back in the first round of combat. If both sides have first strike, neither may use it.

Winning a space battle

The player who destroys all their rival's ships or forces them into retreat wins the battle and may make a tactical maneuver with some, or all, of their ships after the space battle is over. Tactical maneuvers are a move made at impulse speed and do not exhaust a command. All the winner's ships which move must use existing space lanes and end up in the same sector.

Battles with more than 2 players

In battles with more than 2 defenders, the attacker must decide how to divide their dice between the defenders before rolling to hit. All the defenders' hits are directed to the attacker.

The defenders choose separately whether or not to retreat after each round of combat. The battle is over when all the defenders are eliminated or routed, or the attacker is eliminated or routed.

PLANETARY INVASION

Exhaust a command to invade the planet in a developed system you do not control that is occupied by your ships. Any rival ships in the system must be attacked in a space battle first. Note you may not exhaust a command to have your nodes attack ships occupying their system.

The attacker rolls dice equal to the number of ships they have in the system. The defender rolls dice equal to the number of nodes they have built on the planet, including the control node. Starbases do not fight in planetary invasions.

Determine your chance to hit in the same way as you would in a space battle. Every hit scored by the defender's nodes destroys 1 of the attacker's ships. The number of hits scored by the attacker determines the invasion result:

Successful invasion: If the attacker scores more hits than the defender has nodes, place the attacker's control node on the system, replacing the existing control node if the planet was controlled by a rival. The attacker must still take any casualties caused by the defender.

Collateral damage: If the attacker scores fewer hits than the defender has nodes, the attacker must choose a number of resource nodes to destroy equal to the number of hits. The control node is not destroyed. Fight another round of combat, unless the attacker chooses to retreat or the defender chooses to surrender.

Total annihilation: If the attacker scores a number of hits equal to the number of nodes in the system, including the control node, destroy all the nodes on the planet (including the control node). The invasion is over: the system will need to be colonized anew in a future turn. Neither the attacker or defender has won the combat.

Even if all the attacker's ships are destroyed, the results of the invasion are the same.

If the defender's control node survives and all the attacker's ships are destroyed, the invasion is over and the defender retains control of the system.

After a round of combat, the attacker may choose to retreat: make an impulse speed retreat movement and end the invasion.

The defender cannot retreat but they may surrender. The defender may surrender even *before* the first round of combat. If the defender surrenders, the attacker immediately gains control of the sector and the invasion is over.

If the invasion was not successful or repelled, continue to fight additional rounds of combat (without exhausting any additional commands) until either the attacker retreats, the defender surrenders or the invasion is resolved.

Capturing research nodes and starbases

When you take control of a rival's intact research node(s), that rival must choose 1 of their active projects per node captured and give them to you. Any research on the card is discarded.

If the research node is destroyed, nothing is captured. If the invaded player does not have any active projects, no project is seized. Place captured projects in your project area.

Once a starbase is placed on a system it remains there for the rest of the game. When control of a system changes hands and you take control of a starbase, take 1 of their command tokens and place it with your other command tokens, exhausted; it may not be used this turn. When a starbase is captured, only the new owner's special rules which affect starbases apply.

With a total annihilation result, the defender has lost control of the starbase and loses a command, but the attacker does not control it. **The first player to take control of an uncontrolled starbase gains a command.**

Invasive uncontrolled systems

You may invade uncontrolled planets (those without a control node) normally. Uncontrolled planets' resource nodes each add 1 dice, as normal. The player to the right of the attacker rolls the uncontrolled system's attacks. Warp-capable civilizations' weapons hit rolls are modified by your shield modifier normally.

Civilization tech levels

Some *Civilization* exploration cards direct you to place a number of warp tokens corresponding to the level of that civilization on the system, along with developing nodes. If you take control of a system with a warp-capable civilization, discard the warp tokens.

CULTURAL HEGEMONY

When your ships occupy a developed sector you don't control, you may try to take over the system through **cultural hegemony**.

The hegemony resistance of a system is equal to the number of structures in the system plus the ascendancy of the player who controls it. Starbases and nodes count as structures.

Exhaust a command, spend a culture, then roll a die and add your current ascendancy. If the total is higher than the hegemony resistance of the system, you may pay an additional culture token to **take control of the system:** place your control node there.

When you discover a level 1, 2 or 3 warp-capable civilization, the exploration card directs you to develop some of that system's capacity and place a number of warp tokens on the system. **The hegemony resistance of an independent, warp-capable system is the number of developed resource nodes plus the number of warp tokens.**

You may not hegemony pre-warp inhabited systems; they must be colonized during your building phase.

Even if hegemony is going to be automatically successful, you still need to pay a total of 2 culture.

Like invasion, when you take control of a system that contains a starbase you gain a command; and if you take control of a rival's system with a research node, you take one of their projects.

Commission fleets and starbases

Exhaust a command to commission a starbase and place a starbase token next to a system you control. There is no resource cost, but you may only place 4 of them over the course of the entire game, and you may only commission 1 starbase per ascendancy level you've achieved. You may control more than this, if you have taken starbases from rivals. Once placed, starbases are not moved, discarded or destroyed.

Each starbase you control increases your number of commands by 1. Additional commands start exhausted.

Exhaust a command to group ships into a fleet. They must be in your home system or at one of your starbases. Take them off the board and place them on one of your 3 fleet cards, then place the appropriate fleet marker in the same system.

The sides of your 3 fleet cards have different special rules and allow for different numbers of ships. When you commission a fleet, choose a side. To use a different side, you must disband the fleet and re-commission it at your home system or starbase.

You may add or remove ships from fleets before or after a movement command, but not mid-movement (you do not have to be in your home system or at a starbase).

Any time on your turn, including your Building phase, you may disband a fleet by taking the ships off the fleet card and putting them back in the same sector. This does not take a command. A fleet that contains fewer than 3 ships is immediately disbanded.

When rolling to hit with both a fleet and individual ships, roll the dice for the fleet separately if the fleet has a special rule that affects their attacks.

TRADE AGREEMENTS

You cannot give resources to other players, but you can establish **trade agreements**. Trade agreements only produce resources when they're given to another player.

To give or receive a trade agreement, you must have a ship or control node adjacent to or in the same sector as one of that rival's ships or control nodes. You may do this at any time.

Once you have given a rival a trade agreement, you may exchange it for one of your other trade agreement cards regardless of ship positions.

You may only hold 1 trade agreement at a time from each rival.

You are at peace with any player whose trade agreement you currently hold, and may ask permission to move through and into sectors containing their ships.

Any rivals whose trade agreements you do not hold are considered hostile.

You can revoke any of your trade agreements at any time, for any reason. To return a rival's trade agreement, you must betray and attack them. Once a combat has begun, participants can't exchange trade agreements until the combat is over.

LAUNCH PROJECTS

On your turn, you may exhaust a command to draw 2 cards from your advancement deck and add them to your project area.

The number of research nodes you currently control is the maximum number of active projects you may have.

You may launch projects even if doing so would put you over your maximum number of projects. Any time you have more projects in your project area than you control research nodes, you must discard projects until you're back down to your limit.

You may discard projects that were already in your project area or newly drawn projects.

Place any discarded cards on the bottom of your advancement deck and return any research tokens on the discarded projects to the supply. Do not shuffle your advancement deck.

You may sometimes take an advancement card from another player. If you discard an advancement card that came from another player's advancement deck, it goes back to the bottom of their deck.

UTILIZE SPECIAL RULES

Some special rules on advancements or consoles may require you to exhaust a command to use the rule. Special rules requiring the use of a command may be used multiple times per turn, and unless specified otherwise, they may only be used on your turn.

Some special rules instruct you to *exhaust* the card: flip the card face down. Abilities that require you to exhaust the card can only be used once per round. Exhausted cards are refreshed at the end of each round, during the Recharge stage.

WINNING THE GAME

Ascendancy victory (cultural dominance):

At the end of a round, a player who both controls their home system and has 5 ascendancy tokens wins the game.

Supremacy victory (military dominance):

At the end of a round, if a single player controls 3 home systems, one of which must be their own, that player has won the game.

At the end of a round, if 2 players have achieved victory, the player who controls the most systems wins. On a tie, both players share the victory.

STAR TREK ASCENDANCY

GAME ROUND

1. INITIATIVE STAGE

Players who have made **first contact** may place resources on their turn order card. You may not spend the same number as any other player who has already placed theirs.

Whoever spends the most chooses any turn order card first, followed by the other players in descending order of spent resources. Those who haven't made first contact or who spent nothing choose randomly from the remaining cards.

2. EXECUTION STAGE

Starting with the *Turn Order 1* player, players take their turns.

You may spend 5 culture tokens to take an ascendancy token at any time during your turn.

BUILDING PHASE

Take any of the following actions in any order:

Build ships **Cost: 1 production each.** Build ships at any starbase you control and your home system. If you build 3+ in the same system, you may create a **fleet** without exhausting a command.

Colonize **Cost: 1 culture, plus a starship in orbit of the undeveloped system.** Build 1 **control node**.

Build a resource node **Cost:** listed node cost.

Commit research **Add 1 research token to each advancement project per turn.** Completed advancement with **warp token:** increase the warp speed of your ships. Completed advancement with **command token:** +1 command.

Upgrading weapons and shields **Cost:** on console.

Special rules

COMMAND PHASE

When you issue a command, exhaust a command token.

Move ships and fleets

Exhaust a command to impulse move, enter or exit warp, or to give a warp token to a ship already in warp.

Each movement command moves 1 ship or fleet. All ships have a base impulse speed of up to 2 sectors.

Hazardous system: Roll a die for each ship: equal to or higher than **shield modifier + hazard level**, ship is destroyed. Draw an exploration card: if you survived, resolved it; if not, place it on the system.

Phenomenon: place 1 research token from the supply. Surviving ship takes the token. Do not draw an exploration card. If you start on a phenomenon, you may exhaust a command to brave the hazard.

Attempt cultural hegemony

Exhaust a command and spend a culture when your ships occupy a warp-capable developed sector you don't control.

System's hegemony resistance = the number of structures + ascendancy of the controlling player.

Starbases and nodes count as structures. Hegemony resistance of an independent, warp-capable system = number of developed resource nodes + number of warp tokens.

Roll a die and add your current ascendancy. If higher than the hegemony resistance, you may **pay an additional culture token to take control of the system:** place your control node.

When you take control of a system that contains a starbase you gain a command; when you take control of a rival's system with a research node, you take one of their projects.

Initiate space battle

Exhaust a command. **Weapons level hit roll + opponent's shield modifier.** Each player rolls dice equal to the number of ships + 1 die per starbase. Each hit destroys a ship.

After casualties, decide whether to retreat, starting with the attacker. The player who destroys all their rival's ships or forces them into retreat wins the battle and may make a tactical maneuver with some, or all, of their ships.

Commission a fleet or starbase

Exhaust a command and place a starbase token next to a system you control. You may only place 4 per game (1 per ascendancy level). **Each starbase you control gives you +1 command.**

Exhaust a command to group ships in your home system or at one of your starbases into a fleet. You may add or remove ships from fleets only before or after a movement command.

Invade a planet

Exhaust a command in an developed system occupied by your ships. Attacker rolls dice equal to the number of ships. Defender rolls dice equal to the number of nodes (including control node) they have on the planet. Starbases do not fight in planetary invasions. Determine your chance to hit in the same way as you would in a space battle.

After a combat round, the attacker may retreat. The defender cannot, but may surrender (even before the first round).

When you take control of a system that contains a starbase you gain a command; when you take control of a rival's system with a research node, you take one of their projects.

Launch new advancement projects

Exhaust a command to draw 2 cards from your advancement deck and add them to your project area. Your number of research nodes is your maximum number of projects. Move finished projects to your advancement area.

Activate special rules

3. RECHARGE STAGE

1. Victory check

2. Resource generation **Each player takes a resource for each resource node they control.** Also take resources from advancements and trade agreements received.

3. Maintenance **Refresh all cards and command tokens.** Each player should have 5 commands plus 1 per starbase, plus any additional commands from advancements.

Refresh any exhausted trade agreements.

Add 1 additional warp token to any ship traveling at warp.

Add 1 research token to any phenomena without one.

TRADE AGREEMENTS

To give or receive a trade agreement (at any time), you must have a ship or control node adjacent to or in the same sector as one of that rival's ships or control nodes.

You may only hold 1 trade agreement at a time from each rival. **You are at peace with any player whose trade agreement you currently hold**, and may ask permission to move through and into sectors containing their ships. **Any rivals whose trade agreements you do not hold are hostile.**

STAR TREK ASCENDANCY

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BUILDING PHASE

Take any of the following actions in any order:

Build ships **Cost: 1 production each.** Build ships at any starbase you control and your home system. If you build 3+ in the same system, you may create a **fleet** without exhausting a command.

Colonize **Cost: 1 culture, plus a starship in orbit of the undeveloped system.** Build 1 **control node**.

Build a resource node **Cost:** listed node cost.

Commit research **Add 1 research token to each advancement project per turn.** Completed advancement with **warp token:** increase the warp speed of your ships. Completed advancement with **command token:** +1 command.

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Exhaust a command to impulse move, enter or exit warp, or to give a warp token to a ship already in warp.

Each movement command moves 1 ship or fleet. All ships have a base impulse speed of up to 2 sectors.

Hazardous system: Roll a die for each ship: equal to or higher than **shield modifier + hazard level**, ship is destroyed. Draw an exploration card: if you survived, resolved it; if not, place it on the system.

Phenomenon: place 1 research token from the supply. Surviving ship takes the token. Do not draw an exploration card. If you start on a phenomenon, you may exhaust a command to brave the hazard.

Attempt cultural hegemony

Exhaust a command and spend a culture when your ships occupy a warp-capable developed sector you don't control.

System's hegemony resistance = the number of structures + ascendancy of the controlling player.

Starbases and nodes count as structures. Hegemony resistance of an independent, warp-capable system = number of developed resource nodes + number of warp tokens.

Roll a die and add your current ascendancy. If higher than the hegemony resistance, you may **pay an additional culture token to take control of the system:** place your control node.

When you take control of a system that contains a starbase you gain a command; when you take control of a rival's system with a research node, you take one of their projects.

Initiate space battle

Exhaust a command. **Weapons level hit roll + opponent's shield modifier.** Each player rolls dice equal to the number of ships + 1 die per starbase. Each hit destroys a ship.

After casualties, decide whether to retreat, starting with the attacker. The player who destroys all their rival's ships or forces them into retreat wins the battle and may make a tactical maneuver with some, or all, of their ships.

Commission a fleet or starbase

Exhaust a command and place a starbase token next to a system you control. You may only place 4 per game (1 per ascendancy level). **Each starbase you control gives you +1 command.**

Exhaust a command to group ships in your home system or at one of your starbases into a fleet. You may add or remove ships from fleets only before or after a movement command.

Invade a planet

Exhaust a command in an developed system occupied by your ships. Attacker rolls dice equal to the number of ships. Defender rolls dice equal to the number of nodes (including control node) they have on the planet. Starbases do not fight in planetary invasions. Determine your chance to hit in the same way as you would in a space battle.

After a combat round, the attacker may retreat. The defender cannot, but may surrender (even before the first round).

When you take control of a system that contains a starbase you gain a command; when you take control of a rival's system with a research node, you take one of their projects.

Launch new advancement projects

Exhaust a command to draw 2 cards from your advancement deck and add them to your project area. Your number of research nodes is your maximum number of projects. Move finished projects to your advancement area.

Activate special rules

3. RECHARGE STAGE

1. Victory check

2. Resource generation **Each player takes a resource for each resource node they control.** Also take resources from advancements and trade agreements received.

3. Maintenance **Refresh all cards and command tokens.** Each player should have 5 commands plus 1 per starbase, plus any additional commands from advancements.

Refresh any exhausted trade agreements.

Add 1 additional warp token to any ship traveling at warp.

Add 1 research token to any phenomena without one.

TRADE AGREEMENTS

To give or receive a trade agreement (at any time), you must have a ship or control node adjacent to or in the same sector as one of that rival's ships or control nodes.

You may only hold 1 trade agreement at a time from each rival. **You are at peace with any player whose trade agreement you currently hold**, and may ask permission to move through and into sectors containing their ships. **Any rivals whose trade agreements you do not hold are hostile.**

OTHER FACTIONS

ANDORIANS

Field Testing: When the Andorians win a space battle, they may claim 1 destroyed ship. These may be used in later turns as research tokens, but must be spent before any actual research tokens (you can't hoard rival ships). Andorians cannot claim Borg cubes.

Andorian Pride: At the start of their turn, the Andorians take a culture if their shields or weapons are the best in the galaxy. If they're both better, they take 2 culture.

The Andorian reconnaissance fleet can seed a system with a deep space surveillance device. The fleet may place 1 Andorian token on any rival-controlled system (not phenomena) it is in, or adjacent to the space lane the fleet occupies. Additionally, some Andorian advancements give advantages against systems marked with Andorian tokens.

When forming Andorian fleets or commissioning a starbase, exhaust 2 commands instead of one. Andorian ships may still be grouped into a fleet in the building phase without exhausting a command.

BREEN

Breen territory is all the systems connected to their home system (whether or not the Breen controls it) through a chain of systems the Breen player controls. Systems separated from Breen by a phenomenon are not in Breen territory. A system **adjacent to Breen territory** is one connected to Breen territory by a single space lane.

Isolationists: Breen cannot give or hold trade agreements with a player unless that player controls a system adjacent to Breen territory.

Territorial: Breen ships may reroll all failed to hit rolls while they are in Breen territory.

CARDASSIANS

Annexation: The Cardassians take a bonus culture when they successfully invade a planet. If a Cardassian invasion results in total annihilation, they do not take a culture.

Occupation: During resource generation, only systems occupied by Cardassian ships generate production. Research and culture are generated normally.

When a player discovers a new system and draws *Cardassian Armistice Accords*, they must relinquish control of one of their systems in exchange for control of a Cardassian system. If either the player who drew the armistice accords or the Cardassian player only controls their home system, discard the *Accords* card with no effect. The 2 players can only exchange systems if they both control at least 1 system beyond their home system.

Cardassian crisis cards introduce **confrontations**: a rival player places one of their starships in the same system with the ship that discovered the system.

THE DOMINION

At the start of the game, the Dominion player places 5 **infiltrators** on The Great Link.

If using the **Dominion without the Gamma Quadrant rules**, treat The Great Link as an Alpha Quadrant (normal) system. Do not use the wormhole systems piece or GQ system discs.

Ketrace-white: The Dominion may exhaust 1 command token to reroll all their failed to hit rolls in a single round of combat in a space battle or planetary invasion. They may do this in any player's turn, and in each round of combat.

Domination: The Dominion may not attempt cultural hegemony of a rival's system, but can use it to control an independent system.

The Dominion may exhaust 2 command tokens to move an infiltrator from The Great Link to any system (even an unconnected one), and may exhaust 1 command token to move any infiltrator to an adjacent system or back to The Great Link. They may have up to 5 infiltrators in play at a time.

Rival players may exhaust 2 command tokens during their command phase to return an infiltrator to The Great Link.

If a card specifies a system's tech levels, use those values instead of that system's standard levels. Once a player takes control of the system, those specified levels no longer apply.

FERENGI

Only Latinum Lasts: Ferengi may purchase culture tokens for 5 Production. Ferengi may always build production nodes on a system, regardless of the system's normal resource node capacity. You cannot exceed the normal number of nodes.

Profit over Profundity: Ferengi may never build culture nodes. Ferengi don't add their ascendancy when making hegemony attempts, though they can still attempt hegemony.

4 Ally exploration cards either count as trade agreements or have a special rule you can use. In order to claim the ally, you have to pass a **diplomacy test**.

Roll a die and add your ascendancy. If the total is higher than the ally's diplomacy number, you pass and can claim the ally card. If you fail the test, place the ally card on the bottom of the exploration deck, and do not reshuffle the deck.

Writ of Accountability cards require a diplomacy test when drawn. After resolving the *Writ*, do not shuffle the discard pile back into the deck; only shuffle the *Writ* back into the exploration deck. Doing so will also shuffle any unclaimed ally cards that are on the bottom of the deck.

VULCANS

Logical Observers: The Vulcans may not invade or attempt hegemony against any systems controlled by a rival with lower ascendancy.

Honest Meddling: Vulcans may use their commands to move other players' ships, if they have a trade agreement with that player and their permission. When moving another player's ships, all results (hazards, rewards, etc.) of that movement still apply to the player whose ships are being moved.

The Vulcans start with 3 ascendancy. Before the game begins, shuffle the **Vulcan agenda cards**. The Vulcan player draws 2 agenda cards, then picks 1 to place faceup on the table for all to see. The other agenda remains hidden. **The Vulcan player wins if they achieve either agenda.** They do not need to achieve both agendas to win.

Vulcans may spend their ascendancy to colonize any uncontrolled system (even systems they're not connected to). This is done on the Vulcan turn, during the Building phase, and is the only way the Vulcan player may colonize new systems.

If the Vulcans' ascendancy drops below the number of fleets they have in play, they must immediately disband fleets until that is no longer the case.

Vulcans place ambassadors on systems and do not build star bases. The Vulcan player may place ambassadors using their consul fleet. After they are placed, the Vulcan player may exhaust commands to move them to any connected systems already connected to where they were already placed.

Rival players may remove a Vulcan ambassador from their systems on their turn.

OTHER FACTIONS

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Rival players may remove a Vulcan ambassador from their systems on their turn.

STAR TREK ASCENDANCY

BORG ASSIMILATION EXPANSION

SETUP

To play with a Delta Quadrant connection (dramatically increasing the Borg threat), include the 5 red command cards and 10 red exploration cards. Place the **transwarp hub** in the center of the board, about the same distance from every home system. This is a fixed system and cannot be moved.

Always play with the Delta Quadrant connection when playing with 1 or 2 players.

With 1 or 2 players, the closer you place the transwarp hub to the home system(s), the sooner the Borg will make contact. Begin approximately 18" away from home systems.

To play without a Delta Quadrant connection (encountering the Borg through exploration cards or by discovering a Borg phenomenon), do not use the red cards. Shuffle the transwarp hub into the system disc stack like any other phenomena.

With 1 player, remove any **crisis cards** that refer to a rival player.

Shuffle all the **non-Borg exploration cards** and deal out a number of them equal to twice the number of players to go on top of the exploration deck.

Then shuffle the **Borg exploration cards** you're using with the remaining exploration cards, and place the small stack of separated non-Borg cards on the top of this deck. Place the **Borg console card** and **cube cards** on the table with the shuffled **Borg tech** and **command decks** nearby.

Some Borg exploration cards move the nearest Borg cube to the system being explored. If there are Borg cubes in play, but their locations are not connected to this system, move the one that is physically nearest to the system being explored.

Separate the new Borg system discs that are phenomena along with the other phenomena when creating the system disc stack.

With 1 or 2 players, use the **Focused Research** advanced rule: when you use a command to launch a new project, you may look through your advancement deck and choose 1 project to launch, instead of drawing 2 randomly.

Do not draw exploration cards when you discover the transwarp hub or a transwarp conduit. Despite being connected to each other, they are floating systems when placed.

BORG TURN ORDER

The Borg (or all assimilated players) receive a **turn order card**, like other factions. The Borg never bid on turn order and always receive a random turn order card, after any connected players have bid (even if there are no Borg currently in play). When it is the Borg's turn, they follow the same sequence of actions as a player.

BORG BUILDING PHASE

The Borg don't use tokens to build: they place new Borg nodes around spires and may generate new Borg cubes.

If the Borg transwarp hub system disc is in play and does not already have a cube on it, roll to see if it creates a new cube.

Each Borg system (a system with a Borg spire) takes an action during the Borg Building phase, depending on the state of the spire. If there are already 5 cubes in play, no new cubes are built.

If there is already a Borg cube in orbit of a Borg system ready to launch a cube, leave the cube on top of the spire until the next Borg Building phase.

- Borg worlds with fewer than 3 nodes build an additional assimilation node. They may never have more than 3 nodes.
- Borg worlds with 3 nodes and no cube build a cube on top of their spire.
- Borg worlds with a cube on their spire launch it into orbit of their system and remove all of the world's assimilation nodes.

BORG COMMAND PHASE

Activate each cube by resolving the following 3 steps, resolving its activation fully before moving on to the next cube. When there is more than 1 cube in play, players take turns choosing a cube to activate, in turn order.

After completing a cube's actions, place a **Borg token** on the cube to track which cubes have activated. Once all the cubes have completed their action sequence, the Borg turn is over.

Once all of the Borg command cards have been drawn, shuffle the discarded cards to create a new Borg command deck.

If a Borg command card directs you to move multiple cubes, move all the cubes, whether or not they have activated this turn, then complete the actions of the cube which drew the card. Only the cube that drew the Borg command card receives a Borg token as a result of this movement. If the other cubes had not yet activated, they will still activate later in the Borg turn.

If a Borg cube draws the *Assimilation Expedited* card, it does not move, but can still move as a result of other Borg command cards.

Assimilated players

Each assimilated player draws a number of command cards equal to the number of cubes in play. On their Borg turn, the assimilated player chooses the order in which to activate each cube (rather than the other players). When taking each cube's actions, the assimilated player may choose which of their drawn commands to execute with which cube.

If a player uses the *Borg Telemetry Node* card during an assimilated player's turn, they must discard the Borg command card they are attempting to execute and draw a replacement. They must then choose a new command for that cube.

If the Borg take an extra turn due to the *Command Resurgence* card, the assimilated players (if any) take turns at selecting a cube to activate.

1: ENGAGE PLAYERS SHIPS

Each cube begins by initiating a space battle with all player ships that are in its sector or in adjacent sectors. It engages them all simultaneously, even ships from multiple players. In a combat with multiple players, all players must direct their attacks against the Borg.

Players always have first strike against Borg cubes, in the first round of combat, in space battle, and planetary assimilation. This is true regardless of who initiates the attack.

Borg cubes start every space battle with 9 attack dice and a shield modifier of 0.

At the end of each round of combat, the cube's shield modifier increases by 1: place a Borg node on the Borg cube card to track their current shield modifier, up to a maximum of 4. If, after taking casualties, the Borg shields are such that a player's ships only hit on a 7+, that player must retreat.

As the Borg take damage, they lose attack dice. Each time a hit is scored against a Borg cube, place 1 die on the Borg cube card, to track how much damage the cube has sustained.

When it's the Borg's turn to attack, they roll all their remaining attack dice (but not dice on the cube card).

The Borg's hit roll depends on how many spires they have in play, as shown on their command console.

If there are assimilated players, they allocate hits from the Borg. Otherwise, the player taking the hits allocates them to their own ships. If there are multiple defenders facing the Borg, they take turns allocating hits in player turn order until all hits have been allocated.

Borg weapons ignore all shields, unless you have tech or an advancement that specifically works against the Borg.

Any Borg attack rolls of 6 (the Borg symbol) **score both a hit and regenerate 1 damage,** if the player's hits do not destroy the cube. After scoring hits, for each 6 the Borg rolled when attacking, take a die off the cube Card and add it back to their pool of attack dice for the following round. A cube never has more than 9 attack dice.

Borg cubes fight until they win or are destroyed. They will not retreat from combat. They do not make a tactical maneuver move after winning a space battle. A damaged cube which wins a battle will start the next battle with a full 9 attack dice.

When a Borg cube has sustained 9 damage and all its dice are placed on the cube card, the cube has been destroyed. All players who had ships in the space battle then draw a Borg tech card.

Borg tech cards

Players draw a Borg tech card when they destroy a cube or reclaim a Borg system. Those with a research cost of 0 are placed directly in the player's advancement area. Those with a research cost are placed in the player's project area until they have been finished or the player discards them to make room to research other advancements.

If a Borg tech card requires you to discard the card to use the ability, place it on the bottom of the Borg tech deck.

2: DRAW A BORG COMMAND CARD

When a move card is drawn, move the Borg cube towards the target system shown on the card. The cube moves at warp, up to the number of warp tokens pictured. Some cards may cause a cube to move past or away from the orbit of a developed system.

If there 2 or more systems that could be the target system, move the cube toward the one that can be reached by the route with fewer sectors (even if that route has more space lanes). If that is also a tie, move the cube towards the system controlled by the player with the lower turn order.

Borg cubes may not move through players' ships; if it would do so, it halts in the adjacent sector instead. If the ship is at a transwarp conduit, the cube will move to the transwarp conduit and halt.

Sectors may not contain more than 1 cube. If a cube's movement would have it end in the same sector as another cube, stop in the sector before the occupied one. After the moving cube's actions are complete, place a Borg token on it to indicate it has activated, then activate the other cube, even if it has already gone this turn. Do not place a Borg token on the second cube. If it has not yet activated, it will still activate as normal later in the Borg turn.

The transwarp hub system disc is connected to both transwarp conduit system discs. Players and the Borg may warp from the hub to either conduit, or vice versa, as if they were connected via a space lane. The Borg travel via the hub, if that is the shortest route to their target system. The conduits are not connected to each other.

When counting the number of sectors between systems to determine which is closer, count the transwarp hub as being 1 sector from each transwarp conduit.

However, they are not adjacent sectors and players cannot attack from one to the other. Instead, they move to the opponent's transwarp hub or conduit and attack from there.

If a cube is not connected via space lanes to its target or there isn't a target of the type it is seeking, it moves to the nearest system (unless it is already in a system) and then places a new space lane, pointed as directly as possible towards the home system of the player with the lowest turn order. If floating systems can be swung to connect the new space lane to an existing system so that the cube connects to its target, do so. Otherwise, place a new system at the end of the new space lane.

When the Borg place a new system, they stop moving and reveal an exploration card. If the Borg discover a civilization, develop the system, as normal. Borg ignore ally, crisis and discovery cards. Place *Remains in Play* cards on the system.

If the cube is not connected to its target system and cannot place a new space lane and system for any reason, the cube moves along a randomly-chosen space lane to the next system instead.

The Borg are much more likely to place new systems when the transwarp hub begins the game on the table.

3: BEGIN ASSIMILATION

A Borg cube will attempt to assimilate any developed system the cube occupies. This counts as a planetary invasion. The invading Borg cube starts with 9 attack dice. The system being assimilated rolls a die for each of its nodes, as normal.

Hits the Borg score always destroy nodes. If the Borg are being controlled by an assimilated player, they decide which nodes are destroyed. Otherwise, the player who controls the system decides which nodes are destroyed.

If the Borg destroy all the nodes on a system, place a Borg spire on the system; this is now a Borg system.

Assimilating starbases

If a system has a starbase, it rolls an additional die to resist assimilation, the same as for a space battle. The starbase counts as an additional node and must be destroyed for the assimilation to succeed. **If the Borg assimilate a system with a starbase, remove the starbase from the game and add a Borg node to every Borg spire in play.**

Vulcan ambassadors have no effect on a Borg assimilation attempt. If the assimilation succeeds, the ambassador is destroyed.

RECLAIMING BORG SYSTEMS

Any player, including the Federation, may try to reclaim a Borg system by rolling enough hits to result in a **total annihilation** or **successful invasion** (hits equal to or greater than the number of structures on the Borg system). Spires, nodes and cubes atop spires all count as nodes.

Unlike combat with a cube, **players do not have first strike when attacking a Borg system.**

If you roll fewer hits than there are structures on the planet, the attack has no effect and no nodes are destroyed. If you have fewer ships than there are Borg structures, you won't be able to reclaim the Borg system.

With either successful result, the system has been reclaimed: remove all the Borg structures. Do not place a player control node on the system; it must be colonized anew.

The player who reclaimed the system draws a Borg tech card.

Borg systems have a **shield modifier** equal to the number of green Borg assimilation nodes on the system. Add a Borg node to the system after each round of combat, increasing the Borg's shields and bringing the system closer to building a new cube.

WINNING AND LOSING

The Borg are not controlled by a player. If, at any point, the Borg have 5 spires in play and need to place a sixth, the Borg have defeated the players.

If a player's home system is assimilated by the Borg (even if they no longer control it), the player is **exterminated**. Remove all their remaining ships. For each system they control, remove their control node and place a number of warp tokens on the system equal to the number of resource nodes there, marking the system as a level 1, 2, 3 or 4 independent civilization. These systems can be invaded or taken via hegemony by the remaining players, or assimilated by the Borg.

A player whose home system is **assimilated** by the Borg (or who has been exterminated by their rivals) has become one with the Collective. Immediately the first player is assimilated, they take over the rest of the Borg turn. When other players are assimilated, they wait for the next game round to take their turns.

Each assimilated player receives a different random turn order card and will take a full Borg turn when it is their go. With multiple assimilated players, the Borg will be taking multiple turns every game round.

Assimilated players are no longer players in the normal sense, so rules that refer to 'the player opposite', or the 'player to your right' ignore assimilated players.

Victory in a 1 player game

The victory condition remains the same: achieve 5 ascendancy before being assimilated by the Borg.

To increase the challenge, try moving the transwarp hub disc closer to your home system at the start of the game.

Victory in a 2 player game

The first player to achieve 5 ascendancy wins. If one player is assimilated by the Borg, they use the rules for assimilated players and it becomes their goal to assimilate the remaining player.

ADDITIONAL BORG RULES

First contact with the Borg

Once a player is connected to any Borg cube or system, that player has made first contact and may start bidding for turn order.

Borg cubes and movement

Cubes block movement, just as player ships do.

Borg cubes are not affected by hazardous systems; do not roll to see if they take damage.

Borg systems

Systems with a Borg spire do not count as 'developed systems' or 'home systems' when determining where to move a Borg cube.

If a spire is full, with 3 nodes, and there are already 5 cubes in play, leave the assimilation nodes in place. Once a Borg cube is destroyed, it will then be available to place on the spire in a future Borg build phase.

Advancements

The Borg tech deck is not an 'advancement deck', although each drawn card is played as an advancement. Advancements that allow you to draw from a rival's advancement deck do not allow drawing of Borg tech cards.

Advancements that apply to 'rival ships' or 'rival' also apply to the Borg. Advancements, such as *Cult of Kahless* or *Sirillum Warheads*, that automatically destroy a rival ship do 1 damage to cubes for each ship destroyed. Advancements, such as *Cloaked Orbital Mines*, that cause a rival to roll a die for each of their ships cause the Borg to roll once for a Borg cube.

Ferengi and the Borg

Ferengi gain production by having ships in orbit around Borg systems.

Klingons and the Borg

Klingons still may not retreat in battles versus the Borg. However, the Klingon's starting advancement allows them to always hit on 6s, so they always have a chance to defeat the Borg.

Klingons get a bonus culture token for defeating a Borg cube. Klingon marauder fleets take a single production for destroying a Borg cube.

Coordinated attacks against the Borg

If you attack the Borg on your turn, other players can not join in the attack. If you want to mount a coordinated defense against the Borg, players need to get their ships and fleets in place and wait for the Borg to initiate the attack.

OPTIONAL BORG RULES

Use any (or all) of these rules in combination with each other to make the Borg even more menacing.

Attack: command: attack

Each Borg cube engages player ships before and after executing a command card. A Borg cube which is executing the *Command: Aggression* card ignores the Borg's **slow & methodical** rule.

3 spires & you're out

If the Borg have 3 spires on the table and need to place a fourth, all players have lost.

It takes a fleet

Only fleets block Borg cubes' movement. Individual ships no longer block Borg cubes moving.

Delta quadrant probe

Use the red Borg command and exploration cards, but shuffle the transwarp hub in with the other system discs, instead of placing it on the table during set up.

They are out there somewhere

When setting up the exploration deck, deal out a number of non-Borg exploration cards equal to 3 times the number of players (rather than twice the number) to go on top of the exploration deck. This gives players more time to explore before encountering the Borg.

Mystery turn order

When using the **mystery turn order** advanced rule, if there are no assimilated players, the first player (with the lowest turn order) draws the random turn order card for the Borg. They may keep the Borg turn order card secret until the Borg turn.

Humble beginnings

When using the **humble beginnings** advanced rule, discovering the Borg to early can lead to a short game. Double the number of non-Borg exploration cards at the top of the exploration deck and shuffle the transwarp hub into the bottom half of the system disc stack.

OPTIONAL GENERAL RULES

Accelerated rules

Simultaneous first turns: All players take their first turns simultaneously, building and exhausting their commands at the same time. Players may not make contact during this turn. If everyone agrees, you may also take your second turn simultaneously.

Extra starting resources: Each player starts with 8 production, 6 research and 4 culture.

Starting project: During setup, each player starts with 1 project in their project area. New players should draw the project randomly; more experienced players may choose.

Starting advancements: During the setup, each player starts with 1 completed advancement. Players can either draw randomly or choose one from their deck.

Random turn order: Instead of devoting resources to choosing turn order cards, pass them out randomly each turn.

Wild culture: Culture tokens may also be used as either production or research tokens.

Easier ascension: Ascendancy costs only cost 4 culture tokens instead of 5.

Advanced rules

Mystery turn order: Use twice as many turn order cards as there are players. Each round, shuffle them and set half of them aside. When it's your turn to choose a turn order card, don't reveal your choice to your rivals until it's your turn.

Random galaxy: Instead of separating the phenomenon during setup, shuffle all the system discs together.

Unrestricted trade routes: Instead of asking for permission, you may freely move through rival ships with which you're at peace. Trade agreements may only be revoked on your turn.

Humble beginnings: Each player starts with no resources and no ascendancy.

Focused research: When you use a command to launch a new project, you may look through your advancement deck and choose 1 project to launch, instead of drawing 2 randomly.

STAR TREK ASCENDANCY

BORG ASSIMILATION EXPANSION

BORG TURN ORDER

The Borg never bid on turn order and always receive a random turn order card, after any connected players have bid (even if there are no Borg currently in play). When it is the Borg's turn, they follow the same sequence of actions as a player.

BORG BUILDING PHASE

The Borg don't use tokens to build. If the Borg transwarp hub system disc is in play and does not already have a cube on it, roll to see if it creates a new cube.

Each Borg system (a system with a Borg spire) takes an action. If there are already 5 cubes in play, no new cubes are built. If there is already a Borg cube in orbit of a Borg system ready to launch a cube, leave the cube on top of the spire until the next Borg Building phase.

- Borg worlds with fewer than 3 nodes build an additional assimilation node. They may never have more than 3.
- Borg worlds with 3 nodes and no cube build a cube on top of their spire.
- Borg worlds with a cube on their spire launch it into their system and remove all of the world's assimilation nodes.

BORG COMMAND PHASE

Activate each cube by resolving the following 3 steps, before moving to the next cube. When there is more than one in play, players take turns choosing a cube to activate, in turn order. After completing a cube's actions, place a **Borg token** on the cube. Once all have been activated, the Borg turn is over.

Each assimilated player draws command cards equal to the number of cubes in play. On their Borg turn, the assimilated player chooses the order in which to activate each cube, and which of their drawn commands to execute with which cube.

1: ENGAGE PLAYERS SHIPS

Each cube initiates a space battle with all player ships that are in its sector or adjacent sectors. It engages them all simultaneously. In a combat with multiple players, all players must direct their attacks against the Borg. Players always have first strike against Borg cubes.

Borg cubes start every space battle with 9 attack dice and a shield modifier of 0.

At the end of each round of combat, the cube's shield modifier increases by 1. If, after taking casualties, the Borg shields are such that a player's ships only hit on a 7+, that player must retreat.

Each time a hit is scored against a Borg cube, place 1 die on the Borg cube card. When it's the Borg's turn to attack, they roll all their remaining attack dice (but not dice on the cube card). **The Borg's hit roll depends on how many spires they have in play.**

Assimilated players allocate hits from the Borg. Otherwise, the player taking the hits allocates them to their own ships. If there are multiple defenders, they take turns allocating hits in player turn order until all hits have been allocated.

Borg weapons ignore all shields, unless you have tech or an advancement that specifically works against the Borg.

Any Borg attack rolls of 6 score both a hit and regenerate 1 damage, if the player's hits do not destroy the cube.

Borg cubes do not retreat from combat or make a tactical maneuver move after winning a space battle.

Players draw a Borg tech card when they destroy a cube or reclaim a Borg system.

2: DRAW A BORG COMMAND CARD

When a move card is drawn, move the Borg cube at warp towards the target system shown, up to the number of warp tokens pictured. If there 2 or more possible target systems, move toward the one that can be reached by the route with fewer sectors (even if that route has more space lanes).

If a Borg cube would move through a players' ships, it halts in the adjacent sector instead. If the ship is at a transwarp conduit, the cube moves to the transwarp conduit and halts.

Sectors may not contain more than 1 cube. If it would stop in the same sector as another cube, stop in the sector before the occupied one. After the moving cube's actions are complete, activate the other cube, even if it has already gone this turn. Do not place a Borg token on the second cube. If it has not yet activated, it will still activate as normal later in the Borg turn.

The transwarp hub system disc is connected to both transwarp conduit system discs. Players and the Borg may warp from the hub to either conduit, or vice versa. The Borg travel via the hub, if that is the shortest route to their target system. The conduits are not connected to each other.

When counting sectors between systems to determine which is closer, count the transwarp hub as 1 sector from each transwarp conduit. They are not adjacent sectors and players cannot attack from one to the other. Instead, move to the opponent's transwarp hub or conduit and attack from there.

If a cube is not connected via space lanes to its target or there isn't a target of the type it is seeking, it moves to the nearest system (unless already in a system) and places a new space lane, pointed as directly as possible towards the home system of the player with the lowest turn order. If floating systems can swing to connect the new space lane to an existing system so that the cube connects to its target, do so. Otherwise, place a new system at the end of the space lane.

When the Borg place a new system, they stop moving and reveal an exploration card. If they discover a civilization, develop the system as normal. Borg ignore ally, crisis and discovery cards. Place *Remains in Play* cards on the system.

If the cube is not connected to its target system and cannot place a new space lane and system, the cube moves along a randomly-chosen space lane to the next system instead.

3: BEGIN ASSIMILATION

A Borg cube attempts to assimilate any developed system it occupies (planetary invasion). It starts with 9 attack dice. The system being assimilated rolls a die for each of its nodes.

Hits the Borg score always destroy nodes. If the Borg are being controlled by an assimilated player, they decide which nodes are destroyed. Otherwise, the player who controls the system decides which nodes are destroyed. If the Borg destroy all the nodes on a system, place a Borg spire on the system; this is now a Borg system.

A system with a starbase rolls an additional die. The starbase counts as an additional node and must be destroyed for the assimilation to succeed. **If the Borg assimilate a system with a starbase, remove the starbase from the game and add a Borg node to every Borg spire in play.**

Vulcan ambassadors have no effect on a Borg assimilation attempt. If the attempt succeeds, the ambassador is destroyed.

STAR TREK ASCENDANCY

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A system with a starbase rolls an additional die. The starbase counts as an additional node and must be destroyed for the assimilation to succeed. **If the Borg assimilate a system with a starbase, remove the starbase from the game and add a Borg node to every Borg spire in play.**

Vulcan ambassadors have no effect on a Borg assimilation attempt. If the attempt succeeds, the ambassador is destroyed.

STAR TREK ASCENDANCY

GAMMA QUADRANT

You can add the **Gamma Quadrant (GQ)** to the game. The 'normal' system is the **Alpha Quadrant (AQ)**.

If using the **Cardassian expansion**, remove the Bajor system from the AQ stack.

If you are not using the **Dominion**, do not place the wormhole systems piece at the start of the game. Whenever a player draws a phenomenon, roll the space lane die: on a 4, replace the phenomenon with the wormhole systems, with the space lane connected to Bajor. It is not fixed when placed, but becomes fixed when another space lane is connected to Bajor or Idran.

The **wormhole systems** piece (Bajor and Idran linked by a wormhole) is fixed and cannot be moved during the game. Bajor is an AQ system, and Idran is a GQ system; they are not adjacent, but are connected. You cannot move through the wormhole while in warp; ships must exit the warp at Idran or Bajor first. Exhaust 1 command token to move a ship or fleet from one side of the wormhole to the other. You must always move between the 2 wormhole systems, even if the other is held by a hostile rival (they cannot prevent you from entering the system via the wormhole, or use ships in a system to prevent you from leaving that system).

SETUP

Place the **wormhole systems** piece with Bajor in the center of the table, and Idran closest to The Great Link. Bajor starts the game as a warp capable independent civilization with 3 warp tokens and 2 culture nodes. Bajor also has a starbase (*Deep Space Nine*). When a player takes control of Bajor, they gain control of the starbase and gain a command token. The starbase increases the hegemony resistance of Bajor by 1.

Prepare the GQ systems when setting up the AQ systems. Separate the interstellar phenomenon system discs from the planetary system discs. Set aside a stack of 2 random planetary system discs, shuffle the rest with all the GQ phenomena, then place the starting GQ planetary systems on top.

BUILDING THE GAMMA QUADRANT

When exploring from a GQ system, always connect to a GQ system, or draw from the stack of GQ system discs. Space lanes can never connect AQ and GQ systems. GQ planetary systems use the normal exploration deck. Players cannot place space lanes and systems to make it impossible to connect an AQ system to Bajor or a GQ system to Idran.

THE DOMINION WAR (4+ PLAYER VARIANT)

SETUP

Form an **alliance selection deck** with the same number of cards as players and an equal number of red and blue cards. Each player draws a card to determine their **alliance**. All players in an alliance should sit on one side of the table.

Each player places their home system, then rolls the space lane dice 4 times, connecting 4 planetary systems drawn from the stack to their home system, and placing a control node on each. Discard and draw again if you draw a phenomenon. Finally, shuffle the discarded phenomena back into the stack. Do not build the stack with only planetary systems on top as normal.

Each player with an ally to their right connects to them by rolling a space lane die and connecting their system closest to that allied system (if they can reach it) or the top planetary or phenomenon system from the stack (if they cannot) placed facedown.

Keep doing this to create the shortest connection possible to that ally. Place an encounter card facedown on each planetary system placed. Then, the remaining players do the same to connect with the opposing alliance member to their right.

Each player then places the 3 resource nodes on their home system, and 9 additional resource nodes (or as many as possible) on the adjacent systems they control. Then each chooses 1 of the unexplored systems adjacent to the systems they control and reveals it, discarding the exploration card. If it is a phenomenon, replace it with a random planetary system from the stack. Place a control node and the remaining resource nodes on this system.

All players start the game having made contact, and may exchange trade agreements with their allies, but each player may only hold 1 trade agreement at a time. If any usually come into play exhausted, they do so. Additional requirements for trade agreements must still be met.

A Dominion player may use the **Gamma Quadrant** expansion. They draw their 4 colonized systems from the GQ stack. Then they connect the Idran end of the wormhole system with their colonized system closest to the center of the table (with the Bajor end pointing to the center of the table). All connections to other players will be from Bajor.

You may have all 3 of your fleets and all 3 of your starbases in play regardless of your ascendancy level.

ALLIANCES AND ALLIES

You are always at peace with your allies (players in your alliance) and cannot initiate a space battle with them, nor invade or attempt cultural hegemony against systems they control. You can enter or move through sectors and systems containing their ships without permission, and form fleets (but not build ships) at their starbases.

You are always hostile to your adversaries (players in the opposing alliance), with some exceptions if you are conquered. You cannot hold an adversary's trade agreement.

SPACE BATTLES

When a player initiates a space battle, they do not attack allied fleets and ships in the target sector.

A player may exhaust an additional command token to have allied fleets and ships in or adjacent to the target sector to join in and attack with them. If they then win, only the original attacker can make a tactical maneuver. Allied fleets and ships remain where they were, but still gain any benefits their civilization gains from winning a space battle.

Fleets and ships remain under their own player's command and may retreat after a round of combat if they wish, even if an allied player continues to fight.

PLANETARY INVASIONS

A player may exhaust an additional command token when invading a planet to have allied fleets and ships in the system join in and attack with them.

If they then succeed, the original invader takes control of the system, and captures any research nodes or starbases.

Fleets and ships remain under their own player's command and may retreat after a round of combat if they wish, even if an allied player continues to fight.

ALLIED STARBASES AND OCCUPATION

An allied starbase adds a dice to allied ships and fleets fighting a space battle in its system, even if the player that controls the system doesn't have ships there.

If the only ships in orbit of a system are allied, each player in that alliance counts as occupying that system.

GAME ROUND

1. INITIATIVE STAGE

Players may not seize the initiative: turn order for each game round is always random.

2. EXECUTION STAGE

Building phase

Players take their Building phases in turn order, spending resources to develop their civilization. Each player draws 2 alliance cards from their deck at the start of their Building phase. If you have more than 3 in your hand or in play, immediately discard down to 3 cards.

Conquered players draw 2 resistance cards instead of alliance cards, and can have a maximum of 3 in hand.

Command phase

Players take their Command phases in turn order, exhausting their command tokens to move their ships and fleets, explore, fight space battles, invade planets, and use cultural hegemony to take over systems.

3. RECHARGE STAGE

This phase takes place as normal.

ALLIANCE AND RESISTANCE CARDS

Each alliance has a deck of **alliance cards**. If it runs out, shuffle the discards to form a new deck. **One-use** alliance cards remain in your hand until played, and are then discarded. **On-going** cards are placed in front of you when played, and remain in effect.

A player can play an alliance card from their hand at any time by spending 1 culture token.

Conquered players draw **resistance cards** instead. If the deck runs out, shuffle the discards to form a new deck.

A player can play resistance cards in their own Command phase (or as stated) by exhausting a number of command tokens.

CONQUEST

If an adversary would take control of a player's home system through a planetary invasion, by cultural hegemony, or by colonizing it after it has been razed by a failed invasion, that player has been **conquered**.

Even though that player's home system has their conqueror's control node on it, it remains their home system and the conquered player still controls it. The control node just marks the conquest.

The conquered player must immediately give half (round up) of the resources they currently hold to the conqueror, discard all alliance cards in their hand and that they have in play, revoke all trade agreements with their allies, and cannot draw alliance cards or make trade agreements. If there are any research nodes on their home system, they must give 1 of their active projects to the conqueror for each research node captured.

The conquered player then draw a hand of 3 resistance cards.

A conquered player is at peace with the adversaries' alliance. They cannot initiate a space battle with them, nor invade or attempt cultural hegemony against systems they control, or vice versa. If an adversary initiates a space battle, the conquered player's fleets and ships do not take part, nor can they prevent an adversary from invading or attempting cultural hegemony against a system, even if they are in orbit of it.

A conquered player must allow their conqueror's ships (not other adversaries) to enter systems that they are in orbit of.

A conquered player must give half (round up) of the resources they gain in resource generation to the conqueror.

A conqueror can use all completed advancements of a player they have conquered as if they were their own, but does not benefit from additional warp speed, command tokens, or culture granted by those advancements.

If a resistance card allows your fleet to initiate a space battle against your conqueror, you may add ships to this fleet as normal, and other ships or fleets you have that could join the battle may do so. You cannot initiate planetary invasions or attempt cultural hegemony however.

A conquered player is immediately **liberated** when a member of their alliance occupies their home system. They replace the conqueror's control node with their own, and discard all resistance cards. They capture any research nodes on their home system and their conqueror must give 1 of their active projects to them for each research node captured.

If a conqueror ends their Command phase with 3 or fewer ships in orbit of a conquered home system, the conquered player can **rebel**. Roll a dice for each of the conqueror's ships: on 4+, the ship is destroyed. If there are non in orbit afterwards, the conquered player liberates themselves.

A conquered player remains conquered, even if their conqueror are themselves conquered (in which case they must free themselves by rebellion).

An unconquered player may **declare neutrality**. The adversary alliance chooses one of their players to conquer them and places that player's control node on the home system. They are now conquered; the conqueror may move any ships or fleets from one system they control to the conquered home system for free.

If an ally colonizes your home system after it has been razed by a failed planetary invasion, you immediately take control of the system, replacing their control node with your own.

WINNING THE GAME

Players cannot be eliminated. Even if they don't control any systems, they still have their turn and can play resistance cards while waiting for their allies to liberate them. Conquered players still win or lose as their alliance wins or loses.

Supremacy victory: If your alliance has conquered all of your adversaries' home systems.

Alternatively, you win if your alliance has conquered at least half of your adversaries' home systems and a member of your alliance meets the conditions for an ascendancy victory, and agenda victory, or another alternative way of winning.

UNEVEN SIDES

If you have an uneven number of players, add an extra card of each color to the alliance selection deck. The smaller alliance builds 3 nodes on their home system and 9 additional nodes on the adjacent system. Add up the total nodes the alliance has built. The larger alliance then splits the same number of nodes evenly between its players, each building 3 nodes on their home system, then the rest of their nodes in adjacent systems.

Players of the smaller alliance start with an additional command token and can hold an extra alliance card.

The smaller alliance wins a supremacy victory if their alliance has conquered as many of its adversaries' home systems as there are players in their own alliance. They also win if their alliance has conquered at least half as many of its adversaries' home systems as there are players in their own alliance, and a member of their alliance meets the conditions for an ascendancy victory, and agenda victory, or another alternative way of winning.

Any rule on a card takes precedence over the game rules, and if further conflicts result, the **Dominion War** rules take precedence over the core rules.