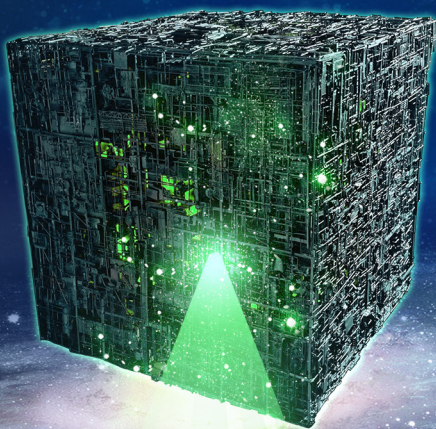


STAR TREK™
ASCENDANCY
GAME EXPANSION SET



BORG
ASSIMILATION

RULEBOOK

RESISTANCE IS FUTILE... YOU WILL BE ASSIMILATED.

Adding the Borg to your games of *Star Trek: Ascendancy* introduces a new threat to the Galaxy. Where other civilizations may be open to negotiation, the Borg are single-mindedly dedicated to assimilating every civilization they encounter into the Collective. The Borg are not colonists or explorers. They are solely focused on absorbing other civilizations' technologies.

The Borg are not controlled by a player, but are a threat to all the forces in the Galaxy. Adding the Borg also allows you to play games with one or two players. The rules for playing with fewer than three players are on page 17.

BORG COMPONENTS

- Borg Command Console Card & Cube Card
- 6 Borg Cubes & 6 Borg Spires
- 18 Borg Assimilation Nodes
- 20 Borg Exploration Cards
- 7 Borg System Discs
- 20 Borg Technology Cards
- 30 Borg Command Cards
- 9 Borg Dice

BORG CONSOLE CARD & CUBE CARD

The Console gives the rules for a Borg turn and tracks the Borg's Weapon levels. The Cube Card is when Borg Cubes engage in Space and Planetary Combat.



BORG EXPLORATION CARDS

New Borg Exploration cards introduce the possibility of encountering Borg Cubes and discovering Borg Worlds while Exploring new Systems.

BORG SYSTEM DISCS

This Borg expansion includes seven new System Discs: four Phenomena, two Planetary Systems and the Transwarp Hub.

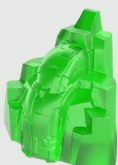
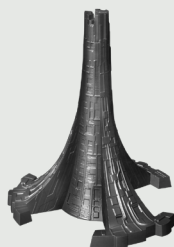


BORG CUBES

Monolithic, geometric monstrosities capable of defeating fleets of ships, they are a force to be feared.

BORG SPIRES

Borg Spires mark Systems under Borg control. Over the course of the game, Borg Spires will build new Borg Cubes.



BORG ASSIMILATION NODES

Borg Assimilation Nodes are built around Spires. Built Nodes indicate how close the Spire is to completing a new Borg Cube and track that Borg World's current Shield Modifier.

BORG TECH CARDS

Players claim Borg Tech Cards when they defeat the Borg in combat. The more Borg technology you acquire, the better you will fare against the Borg.



BORG COMMAND CARDS

Borg Command Cards direct the Cubes' movement during the Borg's turn and designate the type of System each Cube targets.

DELTA QUADRANT CONNECTION

There are two ways to add the Borg to your games of *Star Trek: Ascendancy*. You can either discover the Borg as you explore the Galaxy or play with a Delta Quadrant Connection from the beginning of the game, dramatically increasing the Borg threat.

If you want to play with a Delta Quadrant Connection, use all cards in this expansion, including those marked with a Red Borg Symbol. There are:

- 5 Red Command Cards
- 10 Red Exploration Cards

In addition, the Transwarp Hub System Disc is marked with a Red Borg symbol. During Set Up, place the Transwarp Hub in the center of the board, about the same distance from every Home System.



BORG SET UP (3 OR MORE PLAYERS)

First, decide if you're playing with a Delta Quadrant Connection (see previous page). With the Red Borg Cards, the Borg will start the game on the table. When playing without the Red Cards, you'll encounter the Borg through Exploration Cards or by discovering a Borg Phenomenon.

Rules for play with 1 or 2 players are on pg. 17.

"It's not safe out here. It's wondrous, with treasures to satiate desires both subtle and gross. But it's not for the timid." -Q

BORG EXPLORATION CARD SET UP

When playing with the Borg, you'll set up the Exploration Deck similarly to the System Discs.

First shuffle all the non-Borg Exploration Cards and deal out a number of non-Borg Exploration Cards equal to twice the number of players. These will go on top of the Exploration deck to start, to ensure players won't encounter the Borg right on their galactic doorstep.

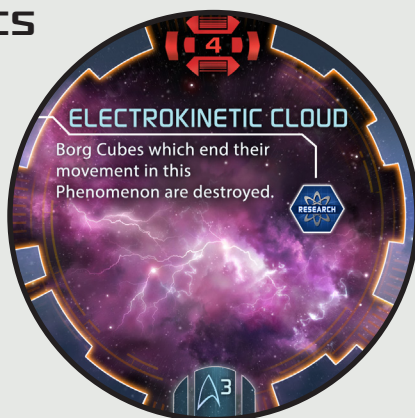
Next, shuffle the Borg Exploration Cards you're using with the remaining Exploration Cards, then place the small stack of separated non-Borg cards on the top of the deck. Place the Borg Console Card and Cube cards somewhere on the table where everyone can see them. Place the shuffled Borg Tech and Command Decks nearby.



BORG SYSTEM DISCS

Most of the new Borg System Discs are Phenomena. Make sure to separate these along with the other Phenomena when creating the System Disc stack.

If playing with the Red Borg Cards, place the Transwarp Hub in the center of the board.



WINNING AND LOSING VS. BORG

The Borg are not controlled by a player, but represent a threat to all the players. **If, at any point, the Borg have six Spires in play and need to place a seventh, the Borg have defeated the players.** The Borg have conquered the Galaxy and all the players have lost. Civilization may survive in small pockets of resistance, but the Borg have become too strong to stop.

To win the game, a player needs to achieve an Ascendancy or Supremacy Victory while holding back the Borg threat. If there is only one player left who hasn't been Assimilated, they'll need to win before they are absorbed by the Collective!

HOME SYSTEM ASSIMILATION

If a player's Home System is assimilated by the Borg, they have been fully absorbed into the Collective. The Borg Collective has assimilated all their technology and tactics. Resistance would be, at this point, futile.

Remove all the Assimilated player's 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 on the System, marking the System as a level 1, 2 or 3 Independent Civilization.

These Systems are can be Invaded or taken via Hegemony by the remaining players, or Assimilated by the Borg.

ASSIMILATED PLAYERS

A player whose Home System is assimilated by the Borg has become one with the Collective. They will now contribute their knowledge and expertise to the Collective. After a player is Assimilated by the Borg, they gain some measure of control over the Borg's turns.

If more than one player is absorbed by the Borg, 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 round.

"You can't outrun them, you can't destroy them. If you damage them, the essence of what they are remains. They regenerate and keep coming. Eventually you will weaken. Your reserves will be gone. They are relentless!" - Q

PLAYING WITH THE BORG

When playing with the Borg, 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. **Always give the Borg a Turn Order Card, 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: a Build Phase, followed by a Command Phase.

BORG BUILD PHASE

The Borg don't use tokens to build as players do. They place new Borg Nodes around Spires and may generate new Borg Cubes.

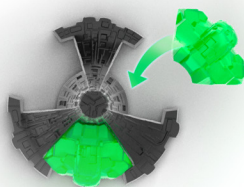
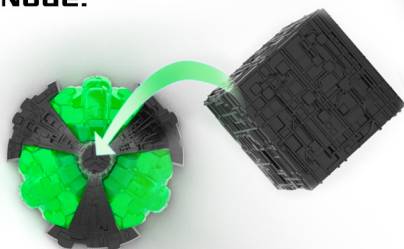
TRANSWARP HUB

If the Borg Transwarp Hub System Disc is in play, roll to see if it creates a new Cube.

BORG WORLDS

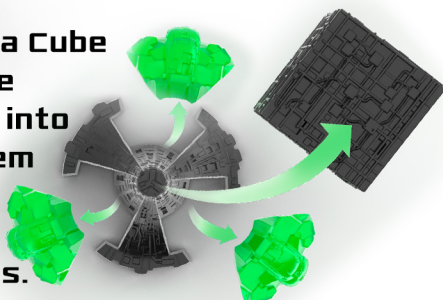
Each Borg World (a System with a Borg Spire) will take an Action during the Borg Build Phase, depending on the state of the Spire:

Borg Worlds with fewer than 3 Nodes build an additional Assimilation Node.



Borg Worlds with 3 Nodes and no Cube build a Cube on top of the Spire.

Borg Worlds with a Cube built on their Spire launch their Cube into orbit of the System and remove all of that World's Assimilation Nodes.



If there are already 6 Cubes in play, no new Cubes are built. If there is already a Borg Cube in orbit of a Borg World ready to launch a Cube, leave the Cube on top of the Spire until the next Borg Build Phase.




BORG COMMAND PHASE

What drives the Borg is mysterious. Borg Cubes may sometimes hold position, pass by one System in favor of a different target or return to a Borg Spire to expedite Assimilation.

The Borg use a Command deck to determine what each Borg Cube does during the Borg turn.



After the Borg Build Phase, Activate each Cube. When Activated, each Cube does the following:

-  **First, the Cube engages any eligible player Ships in Space Combat.**
-  **Second, draw a Borg Command Card and have the Cube Execute the Command.**
-  **Third, Begin Assimilation of a Developed System, if possible.**

Resolve the Activation of each Cube fully before moving on to the next Cube. After completing a Cube's Actions, place a Borg Token on the Cube, to track which Cubes have Activated.



*Borg Activation
Token*

Some Borg Command Cards will direct you to move multiple Cubes. In this case, move all the Cubes, whether or not they have Activated this turn, then complete the actions of the Cube which drew the card. Once all the Cubes have completed their action sequence, the Borg turn is over.

DETERMINING CUBE ORDER

When there is more than one Borg Cube in play, players take turns choosing a Cube to Activate, in Turn Order.

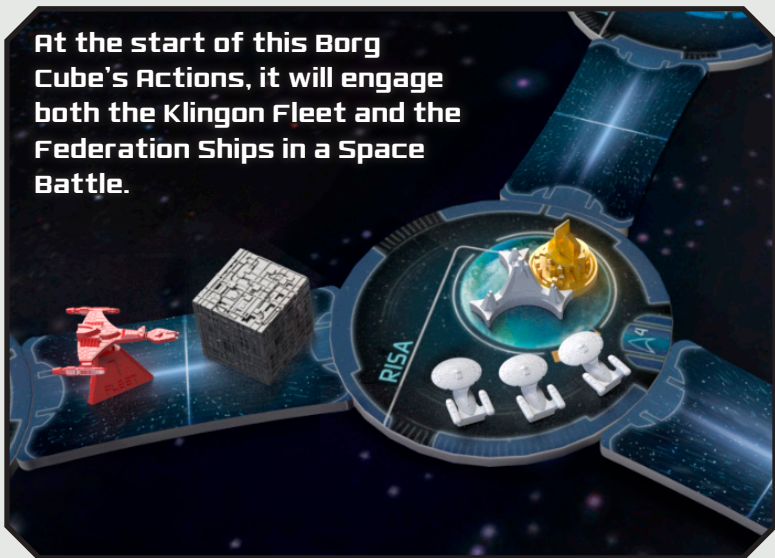
ASSIMILATED PLAYERS

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.

1: ENGAGE PLAYER SHIPS

Each Borg Cube begins its actions 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.

At the start of this Borg Cube's Actions, it will engage both the Klingon Fleet and the Federation Ships in a Space Battle.



For example, a Borg Cube is poised to Assimilate Risa, which is defended by 3 Federation Ships. Right next to the Cube, in an adjacent Sector, is a Fleet of 5 Klingon Ships. When the Borg Cube's actions begin, it will Initiate a Space Battle, attacking both the Federation and Klingon players. Both players are defending against the Cube.

BORG CUBES IN COMBAT

The Borg have a number of Special Rules they follow in Combat:

SLOW AND METHODICAL

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 ATTACK DICE

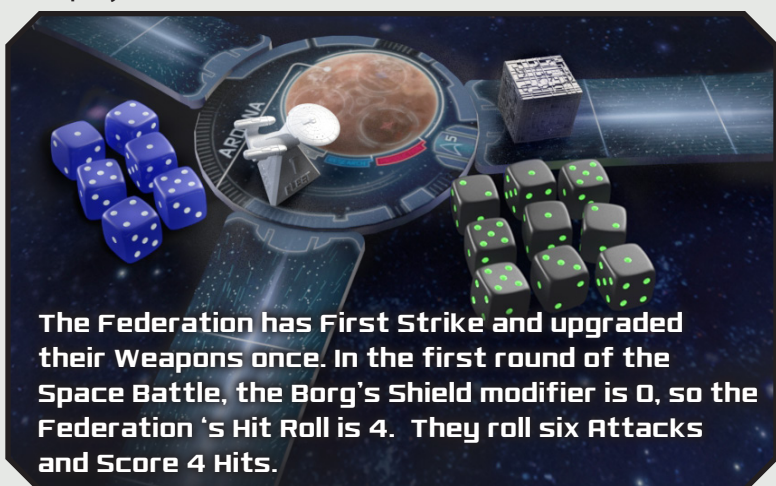
Borg Cubes start every Combat with 9 Attack Dice. As the Borg take damage, they lose Attack Dice. When it's the Borg's turn to Attack, they roll all their remaining Attack Dice – but not dice that have been taken away as damage.

BORG ADAPTIVE SHIELDS

The Borg are able to adapt quickly to enemy weapons. Other civilizations are constantly searching for new ways to damage the Borg, coming up with innovative techniques to which the Borg haven't adapted.

At the start of each Space Battle, the Borg Cube has 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 or higher, that player must Retreat.



DAMAGING BORG CUBES

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. Dice on the Cube Card aren't used to roll Attacks.



BORG HIT ROLLS

The Borg's Hit Roll depends on how many Spires they have in play, as shown on the Borg Command Console.

ADVANCED WEAPONRY

Borg Weapons ignore all Shields, unless you have Tech or an Advancement that specifically works against the Borg.

BORG REGENERATION

Any Borg Attack rolls of 6 (Borg Symbol) both Score a Hit and regenerate one 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. The Borg never have more than 9 Attack Dice.

For their first Attack, the Borg Roll their 5 Attack Dice, currently needing 4s or higher to Hit. The Borg roll 3 Hits, one of which is a Borg Symbol, which allows them to Regenerate one die.



After the first round of Combat, the Federation no longer has First Strike. The Borg's Shield Modifier increases to 1.

This round, Attacks are made simultaneously. The Federation will need 5 or 6 to Hit. The Borg continue to Hit on 4 or higher, The Borg are rolling six dice this round of Combat.



ATTACKING MULTIPLE PLAYERS

When attacking more than one player, allocate the Borg Hits one at a time, in player Turn Order, until all the Hits have been allocated.

RETREAT FROM THE BORG

When players Retreat from Combat with the Borg, they must move at least one Sector away from the Cube. A damaged Cube which wins a Battle will start the next Battle with a full 9 Attack Dice. Borg do not make a Tactical Maneuver move after winning a Space Battle.

DESTROYING A BORG CUBE

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 were involved in destroying the Cube then draw a Borg Tech Card.

Note: The Borg only Regenerate on Attack rolls of 6 if the Cube is not destroyed by the player's Hits.

BORG TECH CARDS

Borg Tech Cards represent a variety of different data and technology that may be gained by defeating the Borg. Borg Tech Cards give players new ways to combat the Borg and defenses against them.

Players draw a Borg Tech Card when they destroy a Cube or Reclaim a Borg World.



Many Borg Tech Cards have a Research cost of zero and are placed directly in the player's Advancement Area.

Some Borg Tech cards have a Research cost and must be placed in the player's Project Area until they have been completed.

Many Borg Tech Cards require a player to discard the card to use the ability. When discarding a Borg Tech Card, place it on the bottom of the Borg Tech Deck.

2: DRAW COMMAND CARD

After engaging any Player Ships, draw a Borg Command Card for the Cube. Many of the Command Cards are movement cards. Some Command Cards will have other directions.

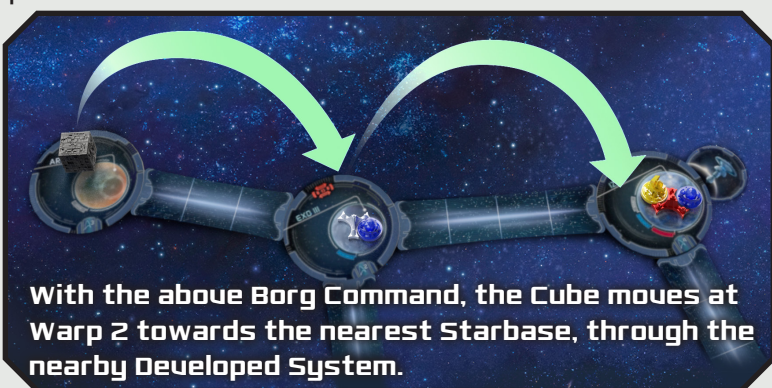
BORG MOVEMENT

Borg Movement Cards will have both a Target System and a Warp Range. Borg Cubes travel at Warp, like players' Ships. Borg Cubes may not move through players' Ships.

When a Move Card is drawn, move the Borg Cube towards the Target System, as shown on the card. The Cube moves at Warp, up to the number of Warp Tokens pictured on the card.



This Commands the Cube to Move at Warp 2 towards the nearest Starbase.



Note: Some cards may cause a Cube to move past or away from the orbit of a Developed System.

If there is a tie, move the Cube on the route with fewer Sectors. If that is also a tie, move the Cube towards the System controlled by the player with the lower turn order.

COLLECTIVE EFFICIENCY

Sectors may not contain more than one Cube. If a Cube's movement would have it end in the same Sector as another Cube, stop in the Sector before the Cube already occupying the Sector. After the moving Cube's actions are complete, activate the stationary Cube, even if it has already gone this turn.

"The Borg value efficiency, not redundancy." - Seven of Nine

TRANSWARP HUB TRAVEL

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.

UNCONNECTED TARGET SYSTEM

If a Cube is not connected via Space Lanes to its Target, it will place a new Space Lane, pointed towards Player 1's Home System. If a Floating System can be swung to connect to the new Space Lane, so that the Cube connects to its Target, do so. Otherwise, place a new System at the end of the new Space lane.



The Cube is not Connected to its Target System and the Floating System it occupies can't be connected to reach it. The Borg Cube places a new System, oriented towards Romulus, Player 1's Home System.



When the Borg place a new System, reveal an Exploration Card. If the Borg discover a Civilization, develop the System, as normal. Borg ignore Crisis and Discovery cards. Place "Remains in Play" cards on the System.

If the Cube is not connected to its Target System and can not place a new Space Lane for any reason, the Cube stays Stationary.

Note: The Borg are much more likely to place new Systems when the Transwarp Hub begins the game on the table.

3) BEGIN ASSIMILATION

After resolving its Command, a Borg Cube will attempt to Assimilate any Developed System the Cube orbits. This counts as a Planetary Invasion. The Borg are not trying to wrest control of the System, they are trying to peel apart the world, stripping it of all technology. There will be no survivors.

When a Borg Cube Invades, it starts with 9 Attack Dice, just as it does in a Space Battle. The System being Assimilated rolls a die for each of its Structures, as in a standard Planetary Invasion. However, the Borg aren't interested in capturing any structures intact: Hits the Borg Score always destroy Structures.

After resolving its Command Card, a Borg Cube in Orbit of a Developed System will Begin Assimilation.

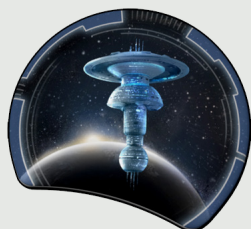


If the Borg destroy all the Structures on a System, place a Borg Spire on the System; this is now a Borg World. The System will gradually be absorbed and its resources mined to expand the Borg Collective.

During future Borg Building Phases, a Borg Assimilation Node will be added to the System. Once three Borg Nodes have been built, the System is fully assimilated and a new Borg Cube will be constructed.

ASSIMILATING STARBASES

Starbases are the pinnacle of technological sophistication, full of exactly the sort of technology the Borg are seeking. When the Borg Assimilate a World with a Starbase, remove the Starbase from the game and add a Borg Node to every Borg Spire in play.



RECLAIMING BORG WORLDS

Borg Worlds can be Invaded to eradicate the Borg presence. Any player, including the Federation, may try to Reclaim a Borg World. To successfully Reclaim a Borg World, they must roll enough Hits to result in a **Total Annihilation** or **Successful Invasion** (Hits equal to or greater than the number of Structures on the Borg World). Spires, Nodes and Cubes atop Spires all count as Structures. For details on Planetary Invasions, see pg. 19 of the main rulebook.



Unlike Combat with a Cube, players do not have First Strike when attacking a Borg World.











The Borg are able to shrug off collateral damage: 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 World.

With either successful result, the System has been Reclaimed: remove all the Borg Structures. Do not place a player Control Node on the System. The World has been too heavily damaged by the Borg; it must be colonized anew. The player to Reclaim the System draws a Borg Tech Card.

BORG PLANETARY SHIELDS

Borg Worlds have a Shield Modifier equal to the number of green Borg Assimilation Nodes on the System. As in Borg Space Battles, 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. Borg Worlds may never have more than 3 Nodes.

ADDITIONAL BORG RULES

-  Once a player is connected to any Borg Cube or World, that player has made First Contact and may start bidding for turn order.
-  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.
-  Systems with a Borg Spire do not count as “Developed Systems” when determining where to move a Borg Cube.
-  If a Spire is full, with 3 Nodes, and there are already 6 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.
-  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,” that automatically destroy a Rival Ship do 1 damage to Cubes.
-  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.
-  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

After you have played a few games against the Borg and emerged victorious, add some of these optional rules, for an extra challenge. You may 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.



1 & 2 PLAYER RULES

Adding the Borg to your games of *Star Trek: Ascendancy* allows you to play with 1 or 2 players. There are a few different rules when playing with fewer than 3 players.

BORG THREAT

With 1 or 2 players, use the “Delta Quadrant Connection” rules on pg 2. The Red Symbol cards provide the extra challenge to the players. This is especially true in a single player game, when the Borg are the challenge to completing the game.



TRANSWARP HUB PLACEMENT

The closer you place the Transwarp Hub to players' Home Systems, the sooner the Borg will make contact.

Placing it approximately 18" away from players' Home System is a good starting point.

The Transwarp Hub rule on the Borg Console has a chance of creating a new Borg Cube on each Borg Turn, when the Transwarp Hub is in play.



VICTORY IN A 1 PLAYER GAME

In a single 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

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, as in larger games. It's now their goal to Assimilate the remaining player.

PLAYING AGAINST THE BORG

With the Borg added to the Galaxy, players need to adapt their strategies to counter the Borg threat. It's recommended to have a couple games experience without the Borg before including them in your games.

EXPLORING THE GALAXY

When you first set out from your Home System, you know you're not going to encounter the Borg or Phenomena immediately. While the Exploration cards you draw may be dangerous crises, you'll at least be able to Colonize the first two Systems you discover.

When threatened by the Borg, it's important to make the most of your first couple Systems. If you strike out too soon and encounter the Borg before you've developed a couple of Colonies, you'll find yourself unprepared to hold back the Borg.

FIGHTING THE BORG

The Borg's weapons and shields are among the most advanced known to the Alpha Quadrant. Because the Borg's shields improve after each Round of Combat, every battle against a Borg Cube is a race to destroy the Cube before it becomes invulnerable.

Borg Worlds are easier to destroy than Cubes, but come with added risk. Because the Borg add a Borg Node to the World after every round of Combat, if you don't Reclaim the World quickly, that World is going to create a new Cube soon. It is vital that a player brings enough strength to defeat the Borg World in the first round or two of combat!

KEEPING CONTROL

Once the Borg are discovered, all the players need to consider the Borg in their strategies. Letting the Borg assimilate one of your Rivals may not always be the right choice - sometimes defending your Rivals against the Borg may ultimately be better for your civilization.




BORG SUMMARY

The Borg receive a random Turn Order card.

On the Borg turn, if the Transwarp Hub is in play, roll to see if it generates a new Borg Cube. Then:




BORG BUILD PHASE

For each Borg Spire:

-  Place a Borg Node, if there is an open space **OR**
-  Place a Borg Cube on Spire if the Nodes are Full **OR**
-  Launch the Cube atop the Spire and remove that Spire's Nodes.

BORG COMMAND PHASE

For each Cube:

-  Attack Player Ships
-  Draw a Command Card and execute the Command
-  Attempt to Assimilate a Developed System, if possible

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