



STAR TREK™

ASCENDANCY

PLAYER EXPANSION SET



ANDORIAN
RULES

EXPANSION CONTENTS

This set includes everything you need to add the Andorians to your games of *Star Trek: Ascendancy*. The set includes:

- 10 New Exploration Cards
- 10 New Systems Discs, including Andor
- 30 Andorian Starships with 3 Fleet Markers & Cards
- 10 Andorian Control Nodes
- 15 Andorian Advancements
- 3 Andorian Trade Agreements
- Andorian Turn Summary Card
- Andorian Command Console with 2 Sliders
- 19 Resource Nodes
- 76 Tokens & 27 Space Lanes

ADDING ANDORIANS TO YOUR GAME

To integrate the Andorians into your games of *Star Trek: Ascendancy*, shuffle the 10 new Exploration Cards into the Exploration Cards from the core set and add the 9 System Discs into the mix of System Discs from the core set.

ANDORIAN COMMAND CONSOLE

Like the three factions included in the core set, the Andorians have a unique Command Console with two Special Rules that apply to the Andorians.



Andorian Command Console

FIELD TESTING

The Andorians are continually on alert for any advantage their Rivals may have. In battle, they'll seize on any opportunity to capture and study the enemy's Ships. When the Andorians win a Space Battle, they may claim one destroyed Ship. These claimed Ships may be used in later turns as Research Tokens - but they must be spent before any actual Research Tokens (you can't hoard Rival Ships). Remember, the Field Testing ability is only used if the Andorian player wins. Andorians can not claim Borg Cubes.

ANDORIAN PRIDE

Andorians take great satisfaction in proving their technological superiority. 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.

ANDORIAN FLEETS AND TOKENS

Andorian Fleets focus on reconnaissance and subterfuge.

Their Reconnaissance Fleet can seed a System with an Andorian deep space surveillance device.

The Fleet may place one Andorian Token on any Rival-controlled System it is in, or adjacent to the Space Lane the Fleet occupies. Once marked, the Andorian Strike Fleet will be able to make short work of their opponents.



The Andorian Reconnaissance Fleet places an Andorian Token on the Romulan System.

Andorians may not place Andorian Tokens on Phenomena. Additionally, some Andorian Advancements give advantages against Systems marked with Andorian Tokens.

FORMING ANDORIAN FLEETS

From the outside, Andorians may appear disciplined, but Andorian captains are fiercely independent and protective of their accomplishments. Convincing prideful captains to work together often requires the Chancellor's firm hand. When forming Andorian Fleets or Commissioning a Starbase, Exhaust two Commands instead of one. Andorian Ships may still be grouped into a Fleet in the Building Phase without Exhausting a Command.

COMMISSION A STARBASE / FLEET



Exhaust two Commands to place a Starbase or group Ships onto a Fleet Card.





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