

*Version 4.0 of  
Appendix A for the  
Unofficial Complete Rulebook for*

**STAR TREK™**  
**ASCENDANCY**

*"Andorians, yes. I've been reading about them in the Vulcan database. Militaristic, blue-skinned?"*  
*"That's them."*

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## AD. ABOUT APPENDIX A

Appendix A for the Unofficial Complete Rulebook for Star Trek: Ascendancy is an annex to the Unofficial Complete Rulebook for Star Trek: Ascendancy. It contains the rules for the player Factions, including a number of fan made and play tested variant Factions.

### AD.1 VERSION

This is version 4.0 of Appendix A for the Unofficial Complete Rulebook for Star Trek: Ascendancy. It is fully compatible with version 4.0 of the Unofficial Complete Rulebook.

For users of earlier versions of the UCR, who don't want to re-read the entire rules set, major changes in this version are noted by a triangle bullet (▶) in the header.



### AD.2 USING THESE RULES

Appendix A is intended to be used together with the Unofficial Complete Rulebook for Star Trek: Ascendancy and Appendix B. Many rules references are to that document, but since this document is separate the hyper links between them will not be active.

#### AD.2.1 General

The rules numbering in Appendix A starts with an "A" to keep rules cases separate from those in the main rulebook.

#### AD.2.2 Specific Words and Rules Links

Words defined in the main rules are still capitalised and underlined in Appendix A, but links to the main rules are not active.

#### AD.2.3 The Factions

The first chapters of this document contain the rules for the different Factions. For each Faction the following is noted:

##### AD.2.3.1 Faction Status

This section lists if the Faction is an officially published Faction or a variant Faction. For variant Factions their creators are credited.

All Factions are modular and can be used or ignored at the players' discretion.

##### AD.2.3.2 The Faction

This section provides a brief thematic description of the Faction. It also lists the colour of the Faction pieces.

##### AD.2.3.3 Faction Special Rules

Faction specific rules are considered Special Rules. They are often listed on the Command Console or Player Turn Summary card, but there are cases where additional rules are needed. As usual, Special Rules will override the main rules of the game.

##### AD.2.3.4 Faction Victory

If the Faction has unique victory conditions these are listed, otherwise standard rules will apply.

##### AD.2.3.5 Faction Trade Agreements

The Trade Agreements that the Faction can give to Rivals are listed. In some cases there may be additional rules.

##### AD.2.3.6 Faction Starting Assets

The starting assets available to the Faction are listed unless standard rules apply. The Home System that the Faction starts the game with is named.

Images of the Faction specific models are shown.

##### AD.2.3.7 Faction Building Phase

If there are unique rules to the Building Phase of the Faction these are listed, otherwise standard rules will apply.

##### AD.2.3.8 Faction Command Phase

If there are unique rules to the Command Phase of the Faction these are listed, otherwise, standard rules will apply.

##### AD.2.3.9 Faction Advancements

This section lists all Advancements available to the Faction.

For each Advancement basic data is given in short form in parenthesis after the Advancement name. Its Type, Cost (generally in Research (**R**), but sometimes in Production (**P**) or even Culture (**C**)) and whether it provides a Warp (**W**), Command (**Cd**), Ally Command (**ACd**) or Culture (**C**) token bonus is listed.

For example, **Starfleet Command (Command/4R/W/Cd/-)** is a Command Advancement that costs four Research and provides both a Warp token and a Command token bonus.

The text of the card is given verbatim. If there are additional notes or clarifications for an Advancement these follow in separate paragraphs under **Notes**:

##### AD.2.3.10 Faction Fleets

This is a list of the available Fleets. Fleet cards are double sided (listed as side "A" and "B"). The different sides of Fleet cards have different Special Rules and allow for different Fleet Sizes. When you Commission a Fleet, you must choose which side you're using. To use a different side of a Fleet card, you must Disband the Fleet and re-Commission it.

For each Fleet the Fleet Size is given in parenthesis.

The text of the card is given verbatim. If there are additional notes or clarifications for a Fleet these follow in separate paragraphs under **Notes**:

### ***AO.2.3.11 Faction Pieces and Cards***

Game pieces for the variant Factions will have to be supplied by the players.

The cards for the variant Factions and any other cards with major changes are available as pdfs for printing. All new cards are marked with what version of the *Unofficial Complete Rulebook* they appeared in.

This section lists how you can obtain the pieces and cards needed to play the Faction. If you need to replace older versions of pieces or cards this is also noted.

For the variant Factions suggestions for game pieces are given.

### **► *AO.2.3.12 Faction Optional Rules***

Some Factions have Faction specific optional rules that players may use if that Faction is in play.

# A1. THE ANDORIAN EMPIRE

## A1.1 FACTION STATUS

The Andorians are an official *Star Trek: Ascendancy* Faction released in their own expansion in 2019.

The Andorians received a few minor updates in the UCR4.

The Andorian Empire is a basic Faction that can be played aggressively. The Andorian player should try to stay ahead of the arms race by keeping Weapon and Shield Levels up to take full advantage of the possible double Culture gain from Andorian Pride.

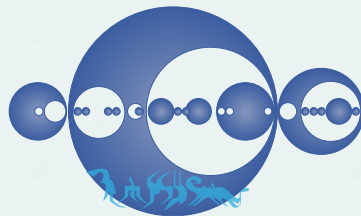
## A1.2 THE ANDORIANS



"The Andorian Mining Consortium runs from no one."

Andorians are a militaristic race, exemplified in small part by weaponry without stun settings. They consider it an honour to serve in their Imperial Guard, and military rank greatly influences social reputation. Deploring dishonesty – and never fighting without reason – Andorians are nonetheless capable of duplicity. They consider themselves deeply emotional, passionate, even violent; not known for their charity or sympathy, they place a high value on family.

**Faction** colour: Light Blue



## A1.3 ANDORIAN SPECIAL RULES



The Andorians have a unique Command Console with two Special Rules that apply to the Andorians.

### A1.3.1 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. Remember, the *Field Testing* ability is only used if the Andorian player wins. Andorians cannot claim Borg Cubes.

**Notes:** The Andorians win a Space Battle if the enemy loses all their Ships or Retreats. If the enemy uses the *Advanced Romulan Cloaking* Advancement, the Space Battle is canceled as if it never occurred and the Andorians *Refresh* their Command token. Since no *Combat* occurred, the Andorians do not get to claim a Ship.

### A1.3.2 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.

### A1.3.3 Andorian Tokens

Andorian Fleets focus on reconnaissance and subterfuge. Their *Reconnaissance Fleet* can seed a System with an Andorian deep space surveillance device. 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.

The Andorian player may remove Andorian tokens at any time.

The *Andorian Legion* and *Subspace Intercepts* Advancements also give advantages against Systems marked with Andorian tokens.

### R1.4 ANDORIAN VICTORY

Standard rules apply.

### R1.5 ANDORIAN TRADE AGREEMENTS



The Andorian Empire has three unique Trade Agreements providing one Production, two Production or one Research to the recipient.

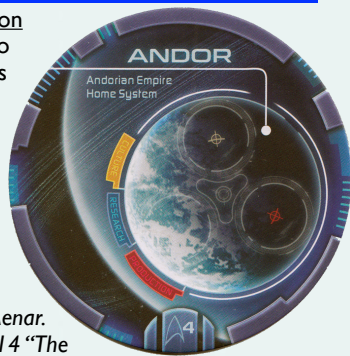
### R1.6 ANDORIAN STARTING ASSETS

In addition to the standard **Faction** assets [rule 5.7.5], Andorians also have 5 Andorian tokens (which is also the limit for how many may be on the map at the same time).

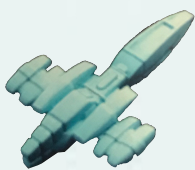
When the Andorians are in play, they start the game with Andor as their **Home System**.

#### **Andor (AE PRC-4):**

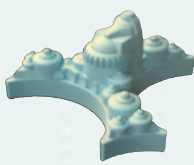
Homeworld of the Andorians and Aenar. Several ENT episodes including 4x14 "The Aenar".



#### - Andorian Pieces -



Andorian Ship



Andorian Control Node



Andorian Starbase



### R1.7 ANDORIAN BUILDING PHASE

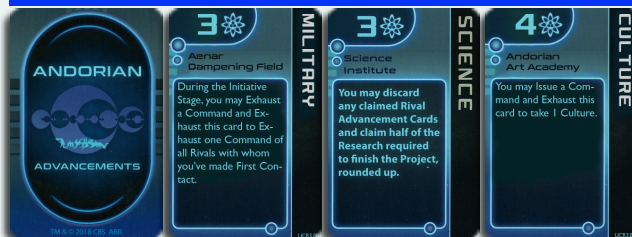
Standard rules apply.

### R1.8 ANDORIAN COMMAND PHASE

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, Issue **two** Commands instead of one. Andorian Ships may still be grouped into a Fleet in the Building Phase as a **Bonus Fleet Build** [see rule 12.1.3] without **Exhausting** a Command.

### R1.9 ANDORIAN ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Unflagging Animosity (Military/Start/-/-/-):** When an enemy retreats from you in a Space Battle, roll a die for each of their Ships: on a 5 or 6 the Ship is destroyed. When you Retreat, each Retreating Ship may make an attack.

**A.I. Tactical Analysis (Espionage/3R/W/-/-):** In Space Battles, your opponent must re-roll one Hit each **Round**.

**Aenar Dampening Field (Espionage/3R/-/-/-):** During the Initiative Stage, you may **Exhaust** a Command and **Exhaust** this card to **Exhaust** one Command of all **Rivals** with whom you've made **First Contact**.

**Notes:** If several abilities can be resolved at the start of a **Game Round**, they are resolved in the Turn Order currently held.

This card is removed before a solo game.

A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Aenar Navigators (Science/4R/WW/-/-):** When your Ships Retreat from a Space Battle, they may enter Warp instead of their normal Impulse Speed Retreat move.

**Andorian Ale (Business/2R/-/-/-):** Take 1 additional Production for each **Rival** Trade Agreement you hold. You must give one of these extra Production to a **Rival** whose Trade Agreement you hold.

**Notes:** This card is removed before a solo game.

A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Andorian Art Academy (Culture/4R/-/-/-):** You may **Issue** a **Command** and **Exhaust** this card to take 1 Culture.

**Notes:** A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Andorian Legion (Military/2R/W/-/-):** In Planetary Invasions of **Systems** marked with an Andorian token, your Ships may re-roll to Hit rolls of 1.

**Andorian War College (Military/3R/-/Cd/-):** Your Systems' Hegemony Resistance is increased by 1.

► **Code of the Ushaan (Culture/4R/-/-/-):** When you fight a Space Battle in or Adjacent to a Peaceful Rival's System, gain a Culture.

**Notes:** A new card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Enforcer Clans (Military/3R/-/-/-):** During the Initiative Stage, you may Exhaust a Command and Exhaust this card to take one Command action.

**Notes:** If several abilities can be resolved at the start of a Game Round, they are resolved in the Turn Order currently held.

A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Engineering Corps (Military/3R/W/-/-):** When you spend a claimed enemy Ship, you may also build a Ship for free.

► **Notes:** If developed by a Rival this Advancement has no effect beyond providing a Warp icon unless they too can spend claimed Ships.

► **Imperial Council (Command/5R/-/-/-):** Your Trade Agreements provide one Command to the holder. Trade Agreement you hold provide one Command to you if the owner has one of your Trade Agreements.

**Notes:** A new card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Imperial Guard (Military/4R/W/-/-):** Your Ships in Orbit of Systems you Control which have a Culture Node have +1 Shield Level.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Mining Consortium (Business/2R/W/-/-):** Your Systems with two or more Production Nodes may produce 1 Research token instead of 1 of the Production tokens.

**Notes:** A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Science Institute (Science/3R/-/-/-):** You may discard any claimed Rival Advancement cards and claim half of the Research required to finish the Project, rounded up.

**Notes:** If the claimed Advancement uses other Resource types, this card will generate those types instead.

**Sirillium Warheads (Military/3R/-/-/-):** In the first Round of a Space Battle with one of your Fleets, Exhaust this card to score three additional Hits this Round. Sirillium Warheads does three damage to Borg Cubes.

**Notes:** A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Subspace Intercepts (Espionage/3R/-/-/-):** When a Rival takes Research from a System marked with an Andorian token, roll a die: on a 4, 5 or 6, you take one Research instead.

**Notes:** This card is removed before a solo game.

## A1.10 ANDORIAN FLEETS



► **#1A Reconnaissance Fleet (3):** You may Issue a Command to place an Andorian token on a Rival-Controlled System that this Fleet Orbits or that is Attached to the Space Lane this Fleet is in.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**#1B - (9):** -

► **#2A Strike Fleet (5):** Ships in this Fleet have +1 Weapon Level against Ships or Nodes in Systems marked with an Andorian token.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**#2B - (9):** -

► **#3A Command Fleet (8):** At any time, even during Combat, you may Exhaust a Command to switch the position of this Fleet with any other Andorian Fleet in play.

**Notes:** The switching of the Fleets does not require Hazard rolls and may involve Fleets at Warp.

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**#3B - (9):** -



### ► R1.11 ANDORIAN PIECES AND CARDS

To use the Andorians in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	Andorian expansion
Trade Agreement cards	Andorian expansion
Home System disc	Andorian expansion
Ship models	Andorian expansion
Fleet models	Andorian expansion
Control Node models	Andorian expansion
Starbase models	GF9
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
A.I. Tactical Analysis	Andorian expansion
Aenar Dampening Field	UCR3.0
Aenar Navigators	Andorian expansion
Andorian Ale	UCR3.0
Andorian Art Academy	UCR3.0
Andorian Legion	Andorian expansion
Andorian War College	Andorian expansion
Code of the Ushaan	UCR4.0
Enforcer Clans	UCR3.0
Engineering Corps	Andorian expansion
Imperial Council	UCR4.0
Imperial Guard	UCR4.0
Mining Consortium	UCR3.0
Science Institute	Andorian expansion
Sirillium Warheads	UCR3.0
Subspace Intercepts	Andorian expansion
Unflagging Animosity	Andorian expansion
<b>Fleet cards</b>	
#1 Reconnaissance Fleet	UCR4.0
#2 Strike Fleet	UCR4.0
#3 Command Fleet	UCR4.0

## ▶ A2. THE BAJORAN REPUBLIC

### A2.1 FACTION STATUS

The Bajorans are a variant *Star Trek: Ascendancy* Faction that was originally created by Marcin Adamczyk and developed for the UCR by Mattias Elfström and Lou Lessing. Marcin Adamczyk did the card graphics that inspired the appearance of Bajoran components.

The Bajorans were first included in the *Unofficial Complete Rulebook v4.0*.

The Bajorans are an advanced defensive Faction that will struggle to win a prolonged war on their own. They may be in a vulnerable position in the bottleneck to the Gamma Quadrant. They do however have a unique winning condition and should look for ways to collect the Bajoran Orbs. There is great synergy between the Bajoran Agent abilities and their corresponding Advancements.

### A2.2 THE BAJORANS



"I read about the achievements of the ancient Bajoran civilization in my fifth grade reader. They were architects and artists, builders and philosophers when Humans were not yet standing erect. Now I see how history has rewarded them."

The Bajorans were a humanoid species native to the planet Bajor in the Alpha Quadrant. The Bajorans had one of the oldest and richest cultures in the quadrant, though in the 24th century, they suffered greatly at the hands of the Cardassian Union. With their liberation from the Cardassians and the discovery of the Bajoran wormhole in 2369, the Bajorans were thrust onto the interstellar stage.

From *Memory Alpha*

**Faction** colour: Deep Red



### A2.3 BAJORAN SPECIAL RULES



The Bajorans have a unique Command Console with two Special Rules that apply to the Bajorans.

#### A2.3.1 Free Bajor

During Resource Generation, take one Culture if you **Control** the Bajor System.

#### A2.3.2 Persecuted

Whenever a **Rival** successfully **Invades** one of your **Holy Planets**, that **Rival** may take one Culture from your **Reserves** (if you don't have any Culture, the **Rival** may take one from the **General Supply** instead).

#### A2.3.3 Bajoran Holy Planets

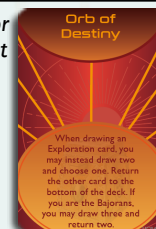
If the Bajorans are in play, their twelve **Holy Planet** tokens are used to designate systems holy to the Bajorans. While there are unused **Holy Planet** tokens, any non-**Home Systems** discovered (by any means and by any **Faction**) with **Culture Node Capacity** are **Holy Planets** (Systems with **Open Capacity** are not necessarily **Holy Planets**, unless they also have **Culture Node Capacity**). These Systems are marked with **Holy Planet** tokens until there are 12 such Systems. If **Holy Planet** tokens become available again (if a **Holy Planet** is destroyed for example) newly discovered Systems are again marked.



#### A2.3.4 Bajoran Orbs

Bajoran Orbs (also known as Orbs of the Prophets or Tears of the Prophets), were mysterious artifacts that originated from non-corporeal entities known as the Prophets, who resided inside the Celestial Temple, otherwise known as the Bajoran Wormhole.

The Bajoran Orb deck comes into play if the Bajorans are in the game.



##### A2.3.4.1 Drawing Orb Cards

Each time a **Faction** places one of their **Control Nodes** on an **Uncontrolled System** marked with a **Holy Planet** token, they draw a card from the Bajoran Orb deck (until the deck runs out). The player may look at the card, but newly drawn Orbs are considered closed, and have no effect until they are **Opened**.

When a Faction takes Control of a Holy Planet from another Faction, the Faction losing Control must give a random Bajoran Orb card to the new owner.

*Example:* The Klingons have taken over a Holy Planet from the Bajorans. The Bajorans have two opened Orbs and one that is not yet opened. All three Orb cards are shuffled and the Klingons draw one random card. The drawn card is considered closed no matter which card is drawn, while the status of the Orbs kept by the Bajorans doesn't change.

If a player holding an Orb card has one of their Holy Planets subjected to Total Annihilation in an Invasion or if the Borg Assimilate it, that player must randomly select one of their Orb cards to be shuffled back into the Bajoran Orb deck.

If a Holy Planet is destroyed the token is returned to the Faction Supply.

All Bajoran Orb cards held by an Exterminated or Assimilated player are shuffled back into the Bajoran Orb deck.

#### **A2.3.4.2 Opening Orbs**

Bajoran Orb cards have no effect until Opened. During their turn, a player holding a Bajoran Orb card may spend a Culture to Open it. The Bajoran player may do this without spending a Culture. When Opened, the Special Rules listed on the Bajoran Orb card take effect immediately and the card is placed face up.

When taken by other players, Opened Orbs are immediately closed and their effects cease.

Bajoran Orb cards that are shuffled back into the deck are closed regardless of earlier status.

#### **A2.3.4.3 Effects of Orbs**

Some Orbs provide Command tokens. This works similar to Command tokens provided by Advancements or Starbases in that they come into play Exhausted, are only available once the Orb is Opened and only as long as the Orb is not Exhausted. If ownership of the Orb changes, so does the ownership of the Command token.

**Orb of Contemplation:** During your turn, Exhaust this card to gain a Research. If you are the Bajorans, gain a Culture instead.

**Orb of Destiny:** When drawing an Exploration card, you may instead draw two and choose one. Return the other card to the bottom of the deck. If you are the Bajorans, you may draw three and return two.

**Orb of the Emissary:** At any time, you may give or receive a Trade Agreement to/from another Faction even if you are not Adjacent.

Issue a Command and pay a Research to restore the Bajoran Wormhole (replace the Wormhole  $\beta$  tokens) if it has been collapsed. If you are the Bajorans, you only need to Issue a Command for the same effect.

**Orb of Memory:** When this Orb is Opened, add a Research from the General Supply to one of your Projects. If you are the Bajorans, immediately complete one of your Projects for free instead.

**Orb of Peace:** You may no longer Issue Commands to Attack or Invade (except Borg worlds). Rival Ships no longer block your Ships.

**Orb of Possibilities (Cd):** When this Orb is Opened, you may Transport one of your Ships to any Connected System. If you are the Bajorans, you may Transport a Fleet instead.

**Orb of Prophecy and Change:** During your turn, you may pay a Culture and a Research to draw five Exploration cards. You may look at them all and then place them back on top or at the bottom of the deck in any order you prefer. If you are the Bajorans, you only need to pay a Culture for the same effect.

**Orb of Souls (Cd):** When this Orb is Opened, draw and discard Exploration cards until you draw an Ally. Take the Ally if you succeed with the Diplomacy test. If you are the Bajorans, take the Ally without a Diplomacy test.

**Orb of Time:** During your turn, you may pay a Culture and a Research to Refresh a Command. If you are the Bajorans, you only need to pay a Culture for the same effect.

**Orb of Unity:** When this Orb is Opened, you may Transport any number of your Ships and Fleets that are on the map and not at Warp to a Holy Planet you Control.

Issue a Command and pay a Research to restore the Bajoran Wormhole (replace the Wormhole  $\beta$  tokens) if it has been collapsed. If you are the Bajorans, you only need to Issue a Command for the same effect.

**Orb of Wisdom (Cd):** When this Orb is Opened, gain three Research. If you are the Bajorans, each of your Peaceful Rivals also gains one Research.

**Red Orb of Jalbador:** Issue a Command and pay a Research to collapse the Bajoran Wormhole (remove the Wormhole  $\beta$  tokens). If you are the Bajorans, you can't use this effect.

#### **A2.3.5 Bajoran Resistance**

The Bajorans have access to Resistance Fighter Agent models. They follow the standard Agent rules [see rule 12.3].



#### **A2.4 BAJORAN VICTORY**

In addition to the normal victory conditions, the Bajorans win the game if they have five Opened Bajoran Orbs (not counting the Red Orb of Jalbador) and Control Bajor (even if it is no longer the Bajoran Home System) and their Home System (which may also be Bajor).



### R2.5 BAJORAN TRADE AGREEMENTS



The Bajoran Republic has three unique Trade Agreements providing one Production, two Production or one Culture to the recipient.

### R2.6 BAJORAN STARTING ASSETS

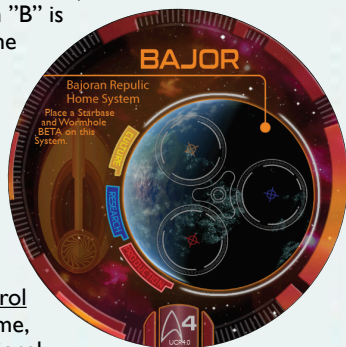
In addition to the standard Faction assets [rule 5.7.5], Bajorans also have ten *Resistance Fighter* Agent models and a set of 12 *Holy Planet* tokens but no Starbases that they can Commission. Bajorans benefit from captured Starbases normally.

When the Bajorans are in play, they start the game with Bajor [version "C"] as their Home System. The other versions of Bajor are removed from the game in this case (version "A" is a standard System disc and version "B" is only used if the Dominion is in the game but the Bajorans are not). Bajor starts the game in the centre of the playing area unless the *Borg Transwarp Hub* is in play (in which case it is placed like any other Home System).

The Bajor Home System starts the game with a Starbase already in place. Since the Bajorans Control the System at the start of the game, this means that they get an additional Command token.

**Bajor [version "C"] (UCR4 PRC-4):** Home world of the Bajorans and location of Deep Space Nine. DS9 series.

Home System. Place a Starbase and Wormhole β on this System.



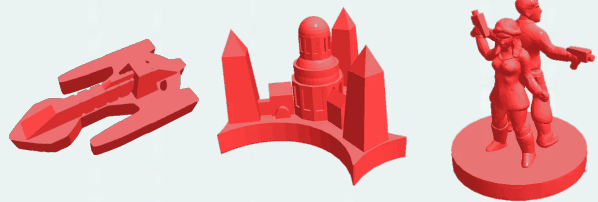
**Notes:** This System disc is only used if the Bajoran Faction is in play, regardless of whether the Dominion Faction is also in play. Like other Home Systems it is not used otherwise.

The matching Wormhole β token is placed in the Idran System in the Gamma Quadrant if it is in play. If the Gamma Quadrant is not in play, the matching token is placed when the Bajoran *Celestial Temple* Advancement is finished.

Wormhole tokens create Virtual Adjacencies between the two Sectors with matching tokens.

As it is placed from the start of the game, the Bajor Home System is considered a Fixed System.

### - Bajoran Pieces -



Bajoran Ship

Bajoran Control Node

Bajoran Resistance

### R2.7 BAJORAN BUILDING PHASE

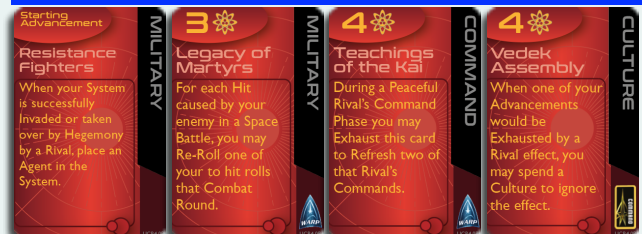
Standard rules apply.

### R2.8 BAJORAN COMMAND PHASE

The Bajorans can't Commission Starbases.

The Bajorans can Issue Commands to their *Resistance Fighter* Agents in accordance with the Agent rules.

### R2.9 BAJORAN ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Resistance Fighters (Military/Start/-/-/-):** When your System is successfully Invaded or taken over by Hegemony by a Rival, place an Agent in the System.

**Bajor Reborn (Expansion/3R/-/-/-):** During your Build Phase, Exhaust this card to place a free Ship in any Explored Holy Planet System.

**The Celestial Temple (Exploration/4R/-/-/-):** When Ships move through any Wormhole, you may force them to Brave a Level 5 Hazard.

If the Gamma Quadrant is not in play: When you complete this Advancement, place the Wormhole token matching the Bajor Wormhole in any Unconnected non-Home System or in any non-Home System if that is not possible.

**Notes:** Wormhole tokens create Virtual Adjacencies between the two Sectors with matching tokens.

If the Wormhole cannot be placed when this Advancement is finished, it is immediately placed when an eligible System becomes available.

**Chosen by the Prophets (Culture/2R/-/-/-):** Exhaust this card at any time to force a Re-Roll of any one die.

**Fanatic Cells (Expansion/4R/W/-/-):** Your Ships have +1 Weapon Level when invading Holy Planets. Add +1 to your Hegemony Attempts of Holy Planets.

**Freedom Fighters (Military/4R/W/-/-):** Each of your Agents on a System you Invade or defend participates as if it was a Ship or a Resource Node.

**Government in Exile (Culture/3R/-/-/-):** At any time you may discard this card to immediately declare a different Explored, Undeveloped System or System you Control, as your Home System. Your old Home System immediately ceases to be a Home System for all purposes.

**Notes:** Note that this effect may be used to avoid a Supremacy victory or Borg Assimilation. Also note that if you declare an Uncontrolled System your Home System, you don't automatically get to place a Control Node there.

**Guerrilla Warfare (Military/3R/-/-/-):** Your Systems with your Agents have +1 Hegemony Resistance. During Invasions your Systems with your Agents score one automatic Hit each Combat Round.

**Legacy of Martyrs (Military/3R/W/-/-):** For each Hit caused by your enemy in a Space Battle, you may Re-Roll one of your to hit rolls that Combat Round.

**Mandate of Reunification (Command/3R/-/-/-):** When you make a Successful Invasion or Hegemony Attempt of a Holy Planet, Refresh two Commands.

**Maquis Raiders (Espionage/4R/W/-/-):** During your Command Phase, remove your Agent from a System to roll an Attack Die against every Hostile Rival Ship in that System.

**Notes:** The Borg are immune to Maquis Raiders.

**Peldor Festival (Culture/3R/-/-/-):** After Resource Generation, each Hostile Rival with your Agent in one or more of their Systems must give you one Resource of their choice. At any time, you may Exhaust this card to Exhaust an Advancement belonging to a Rival with your Agent on their System.

**Notes:** This card is removed before a solo game.

**Promised Land (Expansion/3R/-/-/-):** During your Build Phase you may Colonise an Explored Undeveloped Holy Planet System for free by removing your Agent from the System, even if you don't Occupy the System.

**Sectarian Operatives (Espionage/4R/-/-/-):** During your Command Phase, you may remove an Agent from a Holy Planet Controlled by a Rival to take a random Orb from them. Move the Holy Planet token to a System you Control that isn't already a Holy Planet.

**Notes:** If the Holy Planet token can't be moved, it is instead placed in the Faction Supply and the Orb is discarded.

**Solar Sails (Exploration/3R/-/-/-):** +1 Impulse Speed. During the Recharge Stage, you may add up to six additional Warp tokens to your Ships. Ships not already at Warp, enter Warp in their current Sector.

**Notes:** You may put all six tokens on one Ship, or spread them out. The Lightships Fleet can enter Warp this way.

**Teachings of the Kai (Command/4R/W/-/-):** During a Peaceful Rival's Command Phase you may Exhaust this card to Refresh two of that Rival's Commands.

**Notes:** This card is removed before a solo game.

**Terrorist Attacks (Military/2R/-/-/-):** During your Command Phase, remove your Agent from a System to remove a Resource Node from that System.

**Vedek Assembly (Culture/4R/-/-/Cd/-):** When one of your Advancements would be Exhausted by a Rival effect, you may spend a Culture to ignore the effect.



## R2.10 BAJORAN FLEETS



**#1A Emissary Fleet (4):** You have +1 to Hegemony Attempts on Holy Planets in Systems this Fleet Occupies. If you succeed, Refresh a Command.

**#1B Chosen Children (6):** This Fleet ignores one Hit in every Combat Round.

**#2A Pilgrims (4):** If this Fleet discovers a Holy Planet, gain two Culture. During Resource Generation, if this Fleet Orbits a Rival Controlled Holy Planet you take one Culture and that Rival takes one Production.

**#2B Chosen Children (6):** This Fleet ignores one Hit in every Combat Round.

**#3A Zealots (6):** This Fleet has +1 Weapon Level and +1 Shield Level in Space Battles and Invasions in a System with a Holy Planet. It has First Strike in a System with your Agent.

**#3B Lightships (10):** This Fleet cannot be Issued a Command to enter Warp. You have +1 to Hegemony Attempts on Holy Planets in Systems this Fleet Occupies.

## R2.11 BAJORAN PIECES AND CARDS

To use the Bajorans in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	UCR4.0
Bajoran Orb cards	UCR4.0
Trade Agreement cards	UCR4.0
Home System disc	UCR4.0
Ship models	3D models by Frank Strauss
Fleet models	3D models by Frank Strauss
Control Node models	3D models by Frank Strauss
Resistance Fighter models	3D models by Frank Strauss
Player Turn Summary card	UCR4.0
<b>Bajoran Orb Cards</b>	
Bajoran Orb cards	UCR4.0
<b>Advancement cards</b>	
Bajor Reborn	UCR4.0
The Celestial Temple	UCR4.0
Chosen by the Prophets	UCR4.0
Fanatic Cells	UCR4.0
Freedom Fighters	UCR4.0
Government in Exile	UCR4.0
Guerrilla Warfare	UCR4.0
Legacy of Martyrs	UCR4.0
Mandate of Reunification	UCR4.0
Maquis Raiders	UCR4.0
Peldor Festival	UCR4.0
Promised Land	UCR4.0
Resistance Fighters	UCR4.0
Sectarian Operatives	UCR4.0
Solar Sails	UCR4.0
Teachings of the Kai	UCR4.0
Terrorist Attacks	UCR4.0
Vedek Assembly	UCR4.0
<b>Fleet cards</b>	
#1 Emissary Fleet/Chosen Children	UCR4.0
#2 Pilgrims/Chosen Children	UCR4.0
#3 Zealots/Lightships	UCR4.0

## ▶ A3. THE BREEN CONFEDERACY

### A3.1 FACTION STATUS

The Breen are an official *Star Trek: Ascendancy* Faction released in their own expansion in 2022. The Breen presented here is essentially the same as the official release, but with a few clarifications.

The Breen were first included in the *Unofficial Complete Rulebook v4.0*.

The Breen is a basic Faction that can be played defensively. The Breen are deeply suspicious of other civilizations and prefer to keep to themselves. Since most of their advancements work best in Breen territory, a Breen player will want to expand slowly and cautiously, keeping their civilization compact and well-defended. Their deep-strike fleet and privateers, especially combined with cloaking devices and energy-damping weapons, allow them to conduct destructive (and often profitable) raids against other civilizations. Carefully planned, these can be a low-risk way of war, since your opponents will be very cautious about entering Breen territory to get revenge.

### A3.2 THE BREEN



**"Never turn your back on Breen."**

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species working together. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing.

Faction colour: Dark Nougat



### A3.3 BREEN SPECIAL RULES



The Breen have a unique Command Console with two Special Rules that apply to the Breen.

#### A3.3.1 Isolationists

The mysterious Breen seem largely uninterested in establishing relationships with other civilizations.

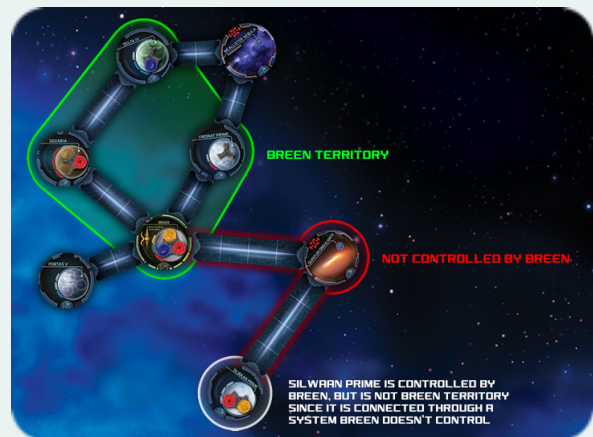
The Breen can only hold Trade Agreements from other Factions that Control a System Next to Breen Territory. Other Factions can only hold Breen Trade Agreements if they Control a System Next to Breen Territory.<sup>1</sup>

If these conditions change, Trade Agreements have to be returned immediately.

#### A3.3.2 Territorial

The Breen react violently to incursions into their territory, as the Klingons discovered to their cost.

Breen Ships may Re-Roll all failed to hit rolls while they are in Breen Territory.



#### A3.3.3 Breen Territory

Breen Territory consists of the Breen System (whether or not the Breen Controls it and even if it is no longer the Breen Home System), all Breen Controlled Systems Connected to it through an uninterrupted chain of other Breen Controlled Systems and all Space Lane Sectors between these Systems. Since Phenomena

<sup>1</sup> This rule was rephrased. The original text was "Breen cannot give or hold Trade Agreements with a player unless that player Controls a System Adjacent to Breen Territory."

are never Controlled, Planetary Systems separated from Breen Territory by a Phenomenon are not in Breen Territory. Breen Territory also extends through Virtual Adjacencies.<sup>2</sup>

A System Next to Breen Territory is a System Attached to a Space Lane that is Attached to a System within Breen Territory at its other end.<sup>3</sup>

### A3.4 BREEN VICTORY

Standard rules apply.

### A3.5 BREEN TRADE AGREEMENTS



The Breen have three unique Trade Agreements each providing two Production to the recipient.

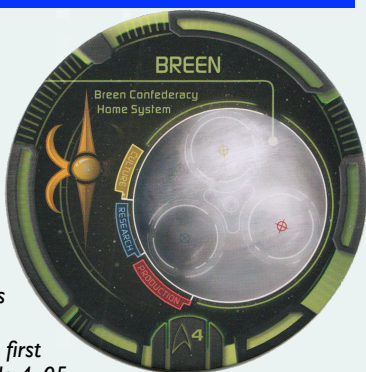
**Notes:** Under these rules, the text on the cards should say "This Trade Agreement can only be held by a Faction that Controls a System Next to Breen Territory."

### A3.6 BREEN STARTING ASSETS

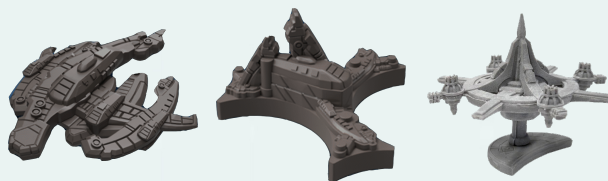
Standard rules apply.

When the Breen are in play, they start the game with Breen as their Home System.

**Breen (BRE PRC-4):** Home to the Breen but never seen on screen. It has been mentioned that the planet is very cold. The Breen themselves were first mentioned in TNG episode 4x10 "The Loss". Their first appearance was in DS9 episode 4x05, "Indiscretion".



### - Breen Pieces -



Breen Ship

Breen Control Node

Breen Starbase

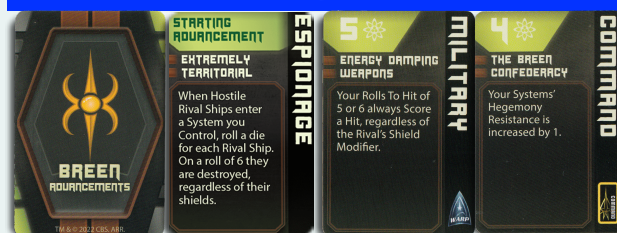
### A3.7 BREEN BUILDING PHASE

Standard rules apply.

### A3.8 BREEN COMMAND PHASE

Standard rules apply.

### A3.9 BREEN ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Territorial Defence (Espionage/Start/-/-/-):** When Hostile Rival Ships enter a System you Control, roll a die for each Rival Ship. On a roll of 6 they are destroyed, regardless of their shields.<sup>4</sup>

**Notes:** Territorial Defence does not affect the Borg. This card has text that is replaced by the above.

**Breen Cloaking Device (Military/4R/-/-/-):** Your Ships have First Strike in Space Battles during your turn.

**Notes:** In spite of its title, the Breen Cloaking Device does not confer the Cloaked Special Rule to Breen Ships.

**The Breen Confederacy (Command/4R/-/-/Cd/-):** Your Systems' Hegemony Resistance is increased by 1.

**Brutal Existence (Military/2R/W/-/-):** After a Rival fails a Cultural Hegemony or Planetary Invasion against a System in Breen Territory, destroy up to two of the Ships in that System.

**Notes:** Under these rules, this should be interpreted to mean two of their Ships.

**Bioships (Science/3R/W/-/-):** At the end of any Space Battle or Planetary Invasion where you have surviving Ships, roll a die for each of your Ships that were destroyed. Return one Ship that was destroyed to the same Sector for each roll of 6.<sup>5</sup>

<sup>2</sup> This rule was rephrased. The original text was "Breen Territory consists of all Systems Connected to the Breen Home System (whether or not the Breen player Controls it) through a chain of Systems that the Breen player Controls. A System Adjacent to Breen Territory is a System connected to Breen Territory by a single Space Lane. Since a player cannot Control a Phenomenon, Systems separated from Breen by a Phenomenon are not in Breen Territory."

<sup>3</sup> The definition of Next to Breen Territory was invented for the Unofficial Complete Rulebook to make it clear what is intended.

<sup>4</sup> This Advancement was renamed. The original name was "Extremely Territorial".

<sup>5</sup> This Advancement was rephrased. The original text was "At the end of any Space Battle or a Planetary Invasion where you have surviving Ships, roll a die for each Ship that was destroyed. Return one Ship that was destroyed for each roll of 6."

**Notes:** This card has text that is replaced by the above.

**Cold Calculations (Exploration/3R/WW/-/-):** Take 1 Culture when you collect a Research token from a Phenomenon that is *Next to Breen Territory*.<sup>6</sup>

**Notes:** This card has text that is replaced by the above.

**Cold Storage Ships (Science/3R/W/-/-):** Double the Resource Generation of your Production Nodes in Systems in *Breen Territory* that have a Starbase or a Breen Fleet in *Orbit*.

**Energy Damping Weapons (Military/5R/W/-/-):** Your rolls to hit of 5 or 6 always score a hit, regardless of the Rival's Shield modifier.

**Ever Growing Confederacy (Expansion/4R/W/-/-):** When attempting Cultural Hegemony in a System *Next to Breen Territory*, add 2 to your roll.<sup>7</sup>

**Notes:** This card has text that is replaced by the above.

**Fight to the Death (Military/3R/-/-/-):** Rival Ships and Fleets may not Retreat from Space Battles in *Breen Territory*.

**Notes:** Battles are considered to take place in *Breen Territory* if either the Attacker or Defender is in *Breen Territory*.

**Home Guard (Military/4R/W/-/-):** During your Command Phase, you may initiate a Space Battle in *Breen Territory* without Issuing a Command.<sup>8</sup>

**Notes:** Battles are considered to take place in *Breen Territory* if either the Attacker or Defender is in *Breen Territory*. This card has text that is replaced by the above.

**Privateers (Military/3R/W/-/-):** During Resource Generation, gain 1 Production for each Rival Controlled System with a Production Node Occupied by your Ships.<sup>9</sup>

**Notes:** This card has text that is replaced by the above.

**Protected Borders (Expansion/4R/-/-/-):** Exhaust to Re-Roll all your failed to hit rolls in one Combat Round of a Space Battle or Planetary Invasion *Next to Breen Territory*.<sup>10</sup>

**Notes:** Battles are considered to take place *Next to Breen Territory* if either the Attacker or Defender is *Next to Breen Territory*. This card has text that is replaced by the above.

**A Secretive People (Military/4R/-/-/-):** Once per Game Round, at any time, you may spend a Culture to gain +2 Hegemony Resistance until the end of the current Game Round.<sup>11</sup>

**Notes:** Put the Culture token on the card as a reminder. This card has text that is replaced by the above.

**Slave Labour (Expansion/5R/W/-/-):** During your Building Phase, place 1 free Ship at each Starbase you Control.



### R3.10 BREEN FLEETS



**#1A System Patrol (5):** Each Ship in the Fleet rolls two dice when rolling to hit in a Space Battle in *Breen Territory*.

**Notes:** Battles are considered to take place in *Breen Territory* if either the Attacker or Defender is in *Breen Territory*.

**#1B -(10): -**

**#2A Science Fleet (4):** When this Fleet Braves a Hazard, only roll for one of its Ships. This Fleet may Brave the Hazard of a Phenomenon they Occupy without Exhausting a Command.

**Notes:** This card refers to "Exhausting a Command", but should actually refer to "Issue a Command" under these rules.

**#2B - (10): -**

**#3A Deep Strike Fleet (6):** This Fleet may Invalidate a Planet from an Adjacent Sector. If it does so, it cannot take Control of the System, and must Retreat after the first Combat Round.

**Notes:** The Invasion may take place even if Rival Ships are in the System.

**#3B - (10): -**

<sup>6</sup> This Advancement was rephrased. The original text was "Take 1 Culture when you collect a Research token from a Phenomenon that is Adjacent to Breen territory."

<sup>7</sup> This Advancement was rephrased. The original text was "When attempting Cultural Hegemony in a System Adjacent to Breen Territory, add 2 to your roll."

<sup>8</sup> This Advancement was rephrased. The original text was "Breen may initiate a Space Battle in Breen Territory without Exhausting a Command."

<sup>9</sup> This Advancement was rephrased. The original text was "Exhaust this card to gain 1 Production token if you have a Ship in a Rival's System that has a Production Node."

<sup>10</sup> This Advancement was rephrased. The original text was "Exhaust to Re-Roll your failed to hit rolls in Space Battles and Planetary Invasions in Systems Adjacent to Breen Territory."

<sup>11</sup> This Advancement was rephrased. The original text was "Spend a Culture to Exhaust this card. While this card is Exhausted, the Hegemony Resistance of all Breen Systems is increased by 2."

### ***R3.11 BREEN PIECES AND CARDS***

To use the Breen in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

<b>Component</b>	<b>Source</b>
Command Console	Breen expansion
Trade Agreement cards	Breen expansion
Home System disc	Breen expansion
Ship models	Breen expansion
Fleet models	Breen expansion
Control Node models	Breen expansion
Starbase models	GF9
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Bioships	Breen expansion
Breen Cloaking Device	Breen expansion
The Breen Confederacy	Breen expansion
Brutal Existence	Breen expansion
Cold Calculations	Breen expansion
Cold Storage Ships	Breen expansion
Energy Damping Weapons	Breen expansion
Ever Growing Confederacy	Breen expansion
Fight to the Death	Breen expansion
Home Guard	Breen expansion
Privateers	Breen expansion
Protected Borders	Breen expansion
A Secretive People	Breen expansion
Slave Labour	Breen expansion
Territorial Defence	Breen expansion
<b>Fleet cards</b>	
#1 System Patrol	Breen expansion
#2 Science Fleet	Breen expansion
#3 Deep Strike Fleet	Breen expansion

## A4. THE CARDASSIAN UNION

### A4.1 FACTION STATUS

The Cardassians are an official *Star Trek: Ascendancy* Faction released in their own expansion in 2017.

The Cardassians had a few minor updates in the UCR4.0.

The Cardassian Union is a basic Faction with strong military potential. The Cardassians are experts at subterfuge and shadow diplomacy. Many of their Advancements allow them to manipulate other Factions and covertly deploy Ships and Fleets under their Rivals' radar. Cardassians' relentless drive to expand their territory by Invading new Systems is both their path to victory and their Achilles heel. Invading Systems may bring the Cardassians closer to winning but is likely to leave a bitter taste in Rivals' mouths. Invading Systems inhabited by Warp-Capable, Independent Civilizations is ideal for the Cardassians, since it doesn't make enemies but does produce extra Culture. Upgrading your Weapons to make sure they can deal with the population's Shield Modifier is important to a Cardassian Invasion strategy.

### A4.2 THE CARDASSIANS



"Cardassians are like... timber wolves – predators... bold in large numbers... cautious by themselves... and with an instinctive need to establish a dominant position in any social gathering."



The Cardassian Union (also referred to as the Cardassian Empire or simply Cardassia) is the official governing body of the Cardassian people. The capital world is Cardassia Prime. The Cardassian Union is regarded as one of the great powers in the Alpha Quadrant.

From Memory Alpha

Faction colour: Khaki

### A4.3 CARDASSIAN SPECIAL RULES



The Cardassians have a unique Command Console with two Special Rules that apply to the Cardassians.

#### A4.3.1 Annexation

The Cardassians are always looking for new opportunities to expand their borders. 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.

#### A4.3.2 Occupation

Not everyone who labours under the Cardassian flag does so willingly. During Resource Generation, only Systems Orbited by Cardassian Ships generate Production. Research and Culture are generated normally.<sup>12</sup>

### A4.4 CARDASSIAN VICTORY

Standard rules apply.

### A4.5 CARDASSIAN TRADE AGREEMENTS



The Cardassians have three standard Trade Agreements, providing one, two or three Production to the recipient.

<sup>12</sup> This rule represents an important clarification. The original rules (but not the Command Console), and official clarifications, actually said that Cardassians had to Occupy a System in order to generate Production. Had that rule been correct, it would have meant that Cardassians were mostly unable to trade with Ferengi, which would have been both unthematic and bad for the game. The actual Command Console has the correct "Orbits" term.

## R4.6 CARDASSIAN STARTING ASSETS

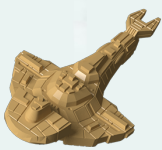
Standard rules apply.

When the Cardassians are in play, they start the game with Cardassia Prime as their Home System.

**Cardassia Prime (CE PRC-4):** Home of the Cardassians.



### - Cardassian Pieces -



Cardassian Ship



Cardassian Control Node



Cardassian Starbase

## R4.7 CARDASSIAN BUILDING PHASE

Standard rules apply.

## R4.8 CARDASSIAN COMMAND PHASE

Standard rules apply.



## R4.9 CARDASSIAN ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

► **Totalitarian Regime (Command/Start/-/Cd/-):** -

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Annexation Protocols (Expansion/4R/-/-/):** When you successfully Invade a planet, Refresh 2 Commands. A *Total Annihilation* result counts as a *Successful Invasion*, but only allows the placement of a Control Node.

**Notes:** Even if you destroy all Nodes on a Planet using *Metagenic Weapons*, you will be able to place a Control Node using *Annexation Protocols* and all benefits will apply.

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Central Command (Command/4R/W/Cd/-):** Your Systems' Hegemony Resistance is increased by 1.

**Confiscation Protocols (Expansion/3R/W/-/):** When you successfully invade a planet, take a Production token for each intact Node.

**Covert Military Bases (Military/4R/W/-/):** During your Building Phase, you may build up to 3 Ships in an Uncontrolled System.

**Notes:** This means that you may be able to then immediately Colonise a Planetary System. Also note that Phenomena and the *Transwarp Hub* are always Uncontrolled.

**Field Retrofit Protocols (Military/4R/W/-/):** You may commission fleets in any Sector.

**Gravitic Mine Fields (Military/3R/W/-/):** Systems you Control are a Level 5 Hazard to Hostile Ships.

► **Notes:** As per rule 8.4.2, only the most dangerous Hazard Level is used if a System has different Hazard Levels from different sources.

► **Gravitic Sensor Net (Military/3R/-/):** First Strike cannot be used in Battles against you. Cloaking cannot be used to move into or through Systems with your Ships.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Infiltration Protocols (Espionage/3R/W/-/):** When you Launch a new Project, you may draw a random card from a Rival's Advancement deck. If you discard the Rival's card, it goes back to their deck.

**Notes:** A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Labour Camps (Expansion/4R/-/):** During Resource Generation, your Culture Nodes also generate 1 Production, if you have at least one Ship in Orbit.

► **Metagenic Weapons (Military/4R/W/-/):** When Invading a planet, you may Exhaust this card before rolling to Hit. All your dice this Combat Round automatically Hit.

**Notes:** When using *Metagenic Weapons*, Hits are automatic, but the result of the invasion still follows standard rules. If you use *Metagenic Weapons* to destroy all Nodes on a planet, you will only be able to place a Control Node if you have *Annexation Protocols*.

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**The Obsidian Order (Espionage/3R/-/):** On your turn, you may Exhaust this card to Exhaust another player's

Espionage Advancement. Your Systems' Hegemony Resistance is increased by 1.

**Notes:** This card is removed before a solo game [see rule 16.4.1].

**Reactive Energy Barriers (Military/3R/W/-/-):** When Invaded, Systems you Control ignore 2 of the attacking Rival's Hits in the first Combat Round.

**►Sensor Ghosting & Holo Projections (Espionage/3R/-/-/-):** During a Space Battle involving your Ships, Exhaust this card to force a Rival to Re-Roll all Hits they've scored this Combat Round.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**►Weaponized Starbases (Military/3R/W/-/-):** Your Starbases roll 3 dice to Hit instead of 1.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.



#### A4.10 CARDASSIAN FLEETS



**#1A Hunter Killer Fleet (3):** In the first Round of Space Battles, all this Fleet's To Hit Rolls automatically score a Hit.

**#1B - (9):** -

**#2A Overseer Fleet (3):** If this Fleet Occupies a Cardassian Controlled System during Resource Generation, double the Production generated by that System. May not be used in Orbit of Cardassia Prime.

**Notes:** In some official printings the Cardassian 2A Fleet is misprinted and shows a second *Hunter Killer* Fleet instead of the *Overseer* Fleet.<sup>13</sup>

**#2B - (9):** -

**#3A Assault Fleet (6):** This Fleet may Re-Roll To Hit Rolls of 1 in Planetary Invasions.

**#3B - (9):** -

#### ►A4.11 CARDASSIAN PIECES AND CARDS

To use the Cardassians in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	Cardassian expansion
Trade Agreement cards	Cardassian expansion
Home System disc	Cardassian expansion
Ship models	Cardassian expansion
Fleet models	Cardassian expansion
Control Node models	Cardassian expansion
Starbase models	GF9
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Annexation Protocols	UCR4.0
Central Command	Cardassian expansion
Confiscation Protocols	Cardassian expansion
Covert Military Bases	Cardassian expansion
Field Retrofit Protocols	Cardassian expansion
Gravitic Mine Fields	Cardassian expansion
Gravitic Sensor Net	UCR4.0
Infiltration Protocols	UCR3.0
Labour Camps	Cardassian expansion
Metagenic Weapons	UCR4.0
The Obsidian Order	Cardassian expansion
Reactive Energy Barriers	Cardassian expansion
Sensor Ghosting & Holo Projections	UCR4.0
Totalitarian Regime	UCR4.0
Weaponized Starbases	UCR4.0
<b>Fleet cards</b>	
#1 Hunter Killer Fleet	Cardassian expansion
#2 Overseer Fleet	Misprinted in some printings (replacement available as pdf from GF9)
#3 Assault Fleet	Cardassian expansion

<sup>13</sup> Contact GF9 if you have a misprinted Fleet card.

## ► A5. THE DOMINION

### A5.1 FACTION STATUS

The Dominion were first added as an unofficial Faction to the Unofficial Complete Rulebook v3.0. They were then released as an official Star Trek: Ascendancy Faction in their own expansion in 2022. The Dominion as presented here represent an amalgamation of the best parts of the official Faction and many of the features created for the unofficial UCR3 Dominion. The version presented here was developed by Mattias Elfström and Lou Lessing and based on work by Marcin Adamczyk, Thomas Averdahl, Steve Framarin, Martin Stegmark, Archmage64 and Ender02

The Dominion keep their Jem'Hadar soldiers fiercely loyal through Ketracel-White, a substance essential to keep them alive. The Jem'Hadar ensure that the rest of the Dominion follows the **Founders'** orders.

The Dominion is an **advanced** Faction that needs to be played **aggressively**. Due to their unique victory conditions and their starting position in the Gamma Quadrant they need to sally forth and conquer as soon as possible.

### A5.2 THE DOMINION

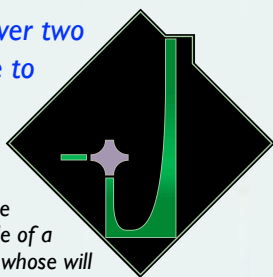


*"The Dominion has endured for over two thousand years, and will continue to endure long after the Federation has crumbled into dust."*

The Dominion is a major interstellar state. Technologically advanced and millennia old, the Dominion was founded under the absolute rule of a group of Changelings known as the Founders, whose will is carried out by the Vorta and the Jem'Hadar. The Dominion is dedicated to imposing the Founders' vision of "order" upon the universe, i.e. bringing all other civilizations under its control.

From Memory Alpha

Faction colour: Purple



### A5.3 DOMINION SPECIAL RULES



The Dominion have a unique Command Console with two Special Rules that apply to the Dominion.

#### A5.3.1 Ketracel-White

Your Ships have -1 Shield Level if they are not supplied with Ketracel-White. At the end of Maintenance, destroy any Dominion Ships that are not supplied with Ketracel-White.

##### A5.3.1.1 Availability of Ketracel-White

Ketracel-White is available at The Great Link, Dominion Controlled Starbases, and the Supply Convoy Fleets. Ships are supplied if they are within Warp Range of those locations.

To aid in finding the sources on the Playing Area, The Great Link and the Supply Convoy Fleets have Ketracel-White icons. There are also Ketracel-White tokens provided to mark Starbases.

#### A5.3.2 Galactic Domination

The Dominion are bent on Galactic Domination.

In games with four or more players, you can recruit Rivals as Members of the Dominion. If you and your Members collectively Control enough Systems during the Victory Check, you all win an Alliance Victory as a team.

A Member is free to attack other Members and the Dominion, but cannot easily leave the alliance.

##### A5.3.2.1 Dominion Alliance Cards

In games with four or more players, the Dominion have access to a number of Dominion Alliance cards depending on how many players are in the game:

- 3 Players: 0 Dominion Alliance cards
- 4-5 Players: 1 Dominion Alliance card
- 6-7 Players: 2 Dominion Alliance cards
- 8+ Players: 3 Dominion Alliance cards

The Dominion can give a Dominion Alliance card to another Faction (provided they both Control their Home Systems) subject to the same rules as giving a Trade Agreement. A Faction may hold one Dominion Alliance card in addition to a Dominion Trade Agreement. When offered, Dominion Alliance cards may be refused or accepted.



The Dominion can't Revoke Dominion Alliance cards and Betrayal does not return Dominion Alliance cards.

A Faction has to return any Dominion Alliance card it holds if The Great Link is dissolved [see rule A5.3.4.1], or if they don't Control their Home System. These are the only ways to get rid of a Dominion Alliance card once it has been accepted.

### A5.3.2.2 Dominion Alliance Members

A holder of a Dominion Alliance card is referred to as a "Member". The Dominion themselves are never a *Member*.

A *Member* is at Peace with the Dominion and all other *Members* and the Dominion is at Peace with all *Members*.

Like other cards, Dominion Alliance cards have no effect while Exhausted.

### A5.3.3 Founder Changelings

The Dominion's Founders are changeling shapeshifters. They can take the form of any race. Shapeshifters were sent out in order to understand the Alpha Quadrant and prepare it for invasion.



The Dominion have access to *Changeling Agent* models. They follow the standard Agent rules [see rule 12.3].

### A5.3.4 Gamma Quadrant

The Dominion starts the game in the Gamma Quadrant. It is set up according to the following rules:

#### A5.3.4.1 The Gamma Quadrant Playing Area

The Gamma Quadrant is a separate Playing Area that is linked to the standard (Alpha/Beta Quadrant) Playing Area through a Wormhole. The Gamma Quadrant Playing Area should have its borders defined before the game starts. A default size of 36" wide and 21.5" deep for a square area or 30" across for a circular is about right.

Appendix B shows suggested layouts for the Gamma Quadrant Playing Area.

#### A5.3.4.2 Bajor

There are three versions of the Bajor System disc:

If neither the Dominion nor the Bajoran Factions are in play the Bajor version A System disc is mixed into the Alpha/Beta Quadrant stack like any other discoverable System.

If the Dominion but not the Bajoran Faction is in play use the Bajor version B System disc.

If the Bajoran Faction is in play use the Bajor version C System disc.

Unless the Borg *Transwarp Hub* is there, place the correct Bajor System disc in the centre of the Alpha/Beta Quadrant Playing Area, otherwise place the Bajor System disc in the Alpha/Beta Quadrant where you would normally place one of the Home Systems.

If placed like this from the start of the game, Bajor is considered a Fixed System.

One of the Wormhole  $\beta$  tokens is placed on Bajor. Bajor and Idran (see below) are Virtually Adjacent.

Also note that Bajor has additional Special Rules concerning its set up (see Appendix B).

#### A5.3.4.3 Idran

Place the Idran System disc close to one edge of the Gamma Quadrant Playing Area and place the second Wormhole  $\beta$  token on Idran. Idran and Bajor are Virtually Adjacent.

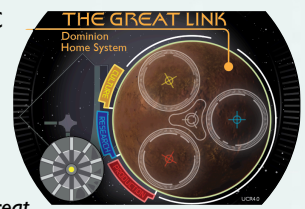
Since it is placed from the start of the game, Idran is considered a Fixed System.

#### A5.3.4.4 The Dominion Home System

Place the Dominion Home System [see rules A5.3.5 and A5.6] in the Gamma Quadrant about 18" away from Idran and with no more than about 5" of playing area available behind it.

### A5.3.5 The Great Link

The Great Link is a token with PRC Node Capacity that replaces any Capacity of the System where it is placed for as long as it remains there. It starts the game fully Developed on the Omarion Nebula System in the Gamma Quadrant. The System with The Great Link token is considered the Home System of the Dominion.



#### A5.3.5.1 Dissolving The Great Link

If the Dominion lose Control of The Great Link, it is Dissolved. Any Nodes on the System are destroyed and The Great Link token is returned to the Dominion player's Supply (for the purposes of Invasion and Hegemony results, this means that the conquering Faction would place their Control Node after all other Nodes have been removed). The System The Great Link was on ceases to be a Home System for all purposes.

All Alliance *Members* have to return their Dominion Alliance cards to the Dominion if The Great Link is Dissolved.

If The Great Link is Assimilated, so is the Dominion.

#### A5.3.5.2 Moving or Rebuilding The Great Link

The Dominion may move or rebuild The Great Link by using an effect that moves their Home System (The Great Link Evacuation Advancement for example).

If The Great Link is moved or rebuilt, place The Great Link token on a System you Control or an Explored, Undeveloped System you Occupy (if there is no such System, The Great Link cannot be moved or rebuilt). Remove any Nodes already on the new System, then place a Control Node and fully Develop The Great Link for free.

If *The Great Link* was moved, any Nodes on the old System are destroyed and the System it was on ceases to be a Home System for all purposes.

#### A5.4 DOMINION VICTORY

The Dominion can win a Supremacy or Alliance Victory, but never a standard Ascendancy Victory.

##### A5.4.1 Alliance Victory

The Dominion and all current *Members* can win the game as a group through an Alliance Victory, but *Members* can no longer win Ascendancy victories. Note, however, that a *Faction* can still win a Supremacy (or *Faction* specific) victory by themselves even if they are *Members* (or the Dominion).

If the Dominion and all current *Members* collectively Control a specific number of Planetary Systems during the Victory Check and *The Great Link* is in play, they win an Alliance Victory as a group. Ties for victory with other *Factions* are determined normally [see rule 2.3.6] (the Dominion and the *Members* collectively count their Controlled Systems as a group).

The number of Planetary Systems that have to be Controlled depends on the current number of *Members*:

- ▲ No *Members*: 10 Systems
- ▲ 1 *Member*: 18 Systems
- ▲ 2 *Members*: 24 Systems
- ▲ 3 *Members*: 28 Systems

##### A5.4.1.1 Games With 3 Players

In games with 3 players there are no *Members*. In these games the Dominion can win an Alliance Victory by themselves provided *The Great Link* is in play.

##### A5.4.1.2 Games With 4-5 Players

In games with 4-5 players there can be up to one *Member*. The Dominion and any *Member* can win a collective Alliance Victory during the Victory Check provided *The Great Link* is in play.

##### A5.4.1.3 Games With 6-7 Players

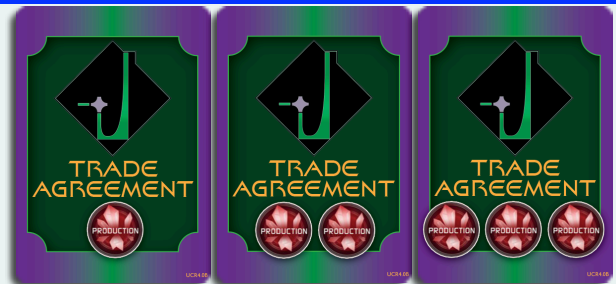
In games with 6-7 players there can be up to two *Members*. The Dominion and any *Members* can win a collective Alliance Victory during the Victory Check provided *The Great Link* is in play.

##### A5.4.1.4 Games With 8 or More Players

In games with 8 or more players there can be up to three *Members*. The Dominion and any *Members* can win a collective Alliance Victory during the Victory Check provided *The Great Link* is in play.



#### A5.5 DOMINION TRADE AGREEMENTS



The Dominion have three standard Trade Agreements, providing one, two or three Production to the recipient.

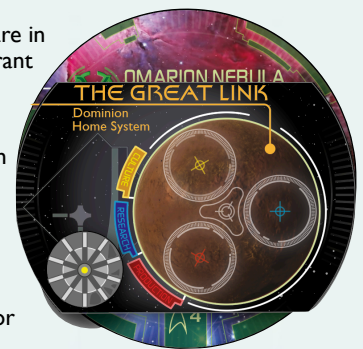


#### A5.6 DOMINION STARTING ASSETS

In addition to the standard *Faction* assets [rule 5.7.5], the Dominion also have *Changeling* Agent models, the Alliance Control Tracker (where they can track how many Systems the Dominion Alliance currently Controls), up to three Alliance *Member* cards [see rule A5.3.2.1] and a number of Ketracel-White tokens.

Note that, if the Dominion are in play so is the Gamma Quadrant [rules 5.2.2 and A5.3.4].

When the Dominion are in play they start the game with *The Great Link* token on the Omarion Nebula as their Home System. The Home System is placed in the Gamma Quadrant as described in rule A5.3.4.4. For games without the Gamma Quadrant, see optional rule A5.12.

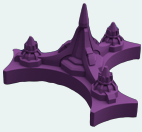


**Omarion Nebula (UCR4 PR-4):** *The Omarion Nebula is an interstellar gas cloud with an M-class rogue planet that serves as the homeworld of the Dominion. DS9 episode 3x02, "The Search, Part II".*

## - Dominion Pieces -



Dominion Ship



Dominion Control Node



Dominion Starbase



Changeling Agent

### R5.6.1 Dominion and Starting Levels

When playing the Medium [see rule 5.8.2] or Quick [see rule 5.8.3] game the Dominion does not take part in the System draft. They are instead dealt five random System discs from the Gamma Quadrant stack in a Medium game or five plus three discs in a Quick game. The discs are placed in the same way as for other players.

### R5.7 DOMINION BUILDING PHASE

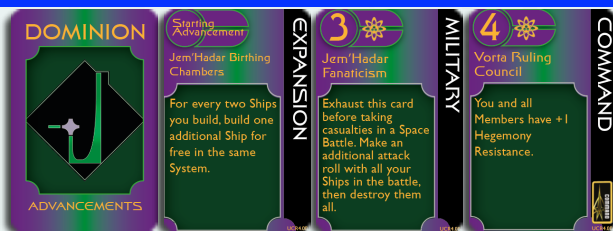
Standard rules apply.

### R5.8 DOMINION COMMAND PHASE

In addition to the standard rules, the Dominion can also Issue Commands to their Changeling Agents in accordance with the Agent rules.



### R5.9 DOMINION ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Jem'Hadar Birthing Chambers (Expansion/Start/-/-/-):** For every two Ships you build, build one additional Ship for free in the same System.

**Changeling Diplomacy (Espionage/4R/-/-/-):** Starbases in Systems Controlled by Members with your Agents produce Ketracel-White. Other Rival Systems with Starbases and your Agents cannot build Ships.

**Notes:** This card is removed before a solo game.

**Changeling Infiltrators (Espionage/4R/-/-/-):** During your turn, Exhaust this card to place one of your Agents that is in a System Controlled by a Rival on one of their completed Advancements. That Advancement is Exhausted and will not Refresh until all Rival Agents are removed.

**Notes:** This card is removed before a solo game.

**Coordinated Fleet Operations (Military/2R/W/-/-/-):** You have +1 Fleet Limit.

**The Founder Is Wise (Command/5R/WW/-/-/-):** Whenever you take Control of a Hostile Rival System with your Agent, you may Refresh two Commands. The same applies to a Member who takes Control of a Hostile Rival System with your Agent.

**Founders' Will (Expansion/3R/-/-/-):** During your Command Phase you may Exhaust this card to destroy all Nodes on a System you or a Member Controls. For each Resource Node destroyed this way, take 2 Resource tokens of the matching type from the Supply.

**Great Link Evacuation (Expansion/3R/W/-/-/-):** During your Building Phase, you may discard this card to immediately declare a different System you Control or an Explored, Undeveloped System you Occupy, as your Home System. Your old Home System immediately ceases to be a Home System for all purposes.

**Notes:** Note that since this effect takes place in the Building Phase, it may not be used to avoid Borg Assimilation.

**Jem'Hadar Fanaticism (Military/3R/-/-/-):** Exhaust this card before taking casualties in a Space Battle. Make an additional attack roll with all your Ships in the battle, then destroy them all.

**Jem'Hadar Shroud (Espionage/4R/-/-/-):** Your Ships and Nodes and those of all Members have First Strike in the first Combat Round of Space Battles and Planetary Invasions.

**Liquid Regeneration (Expansion/4R/-/-/-):** During your Building Phase, if you have no Agents on your Home System, place an Agent there for free.

**Notes:** If developed by a Rival this Advancement does nothing unless they have an Agent to place.

**Phased Polaron Beams (Military/4R/W/-/-/-):** At the start of a Space Battle, you may spend one Production to give your Ships and/or the Ships of any Member, +1 Weapon Level for that Space Battle.

**Quantum Manifolds (Science/4R/-/-/-/-):** When you complete this Advancement, place the Wormhole  $\delta$  token on a System you Control. Place the matching Wormhole in any Unconnected non-Home System or in any non-Home System if that is not possible.

**Notes:** Wormhole tokens create Virtual Adjacencies between the two Sectors with matching tokens.

The Wormhole may be placed in any Quadrant with an eligible System.

If the Wormhole cannot be placed when this Advancement is finished, it is immediately placed when an eligible System becomes available.

**Shapeshifters' Meddling (Command/4R/-/-/-):** At any time you may Exhaust this card to Refresh two Command tokens belonging to a Member or to Exhaust two Command tokens belonging to a Rival.

**Notes:** This card is removed before a solo game.

**Spreading Discord (Espionage/3R/W/-/-):** You and all Members have +1 to Hegemony Attempts in Systems with your Agent. Rivals get -1 on Hunt rolls to remove your Agents.

**Strength in Numbers (Military/3R/W/-/-):** The Fleet Size of each of your Fleets and of the Fleets of Members is increased by 2 Ships.

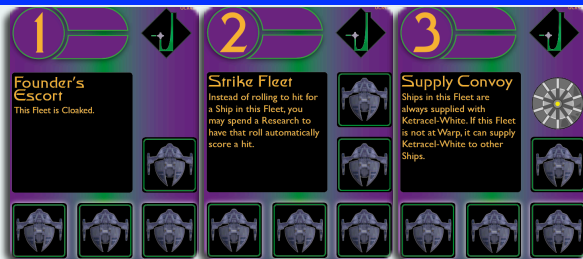
**Notes:** If this Advancement is Exhausted or if someone ceases to be a Member for any reason, there is no need to remove Ships from Fleets, but Ships can no longer be added to Fleets beyond their Fleet Size.

**Transporter Transponders (Exploration/3R/W/-/-):** Your Agents have +1 Transporter Range.

**Vorta Ruling Council (Command/4R/-/-/Cd/-):** You and all Members have +1 Hegemony Resistance.



### AS.10 DOMINION FLEETS



**#1A Founder's Escort (4):** This Fleet is Cloaked.

**#1B - (10): -**

**#2A Strike Fleet (5):** Instead of rolling to hit for a Ship in this Fleet, you may spend a Research to have that roll automatically score a hit.

**#2B - (10): -**

**#3A Supply Convoy (4):** Ships in this Fleet are always supplied with Ketracel-White. If this Fleet is not at Warp, it can supply Ketracel-White to other Ships.

**#3B - (10): -**

**#4A Supply Convoy (4):** Ships in this Fleet are always supplied with Ketracel-White. If this Fleet is not at Warp, it can supply Ketracel-White to other Ships.

**#4B - (10): -**



### AS.11 DOMINION PIECES AND CARDS

To use the Dominion in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	UCR4.0
Dominion Alliance cards	UCR4.0
Alliance Control Tracker	UCR4.0
Trade Agreement cards	UCR4.0
Home System disc	UCR4.0
Ship models	Dominion War expansion
Fleet models	Dominion War expansion*
Control Node models	Dominion War expansion
Starbase models	GF9
Changeling models	Dominion War expansion*
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Changeling Diplomacy	UCR4.0
Changeling Infiltrators	UCR4.0
Coordinated Fleet Operations	UCR4.0
The Founder Is Wise	UCR4.0
Founders' Will	UCR4.0
Great Link Evacuation	UCR4.0
Jem'Hadar Birthing Chambers	UCR4.0
Jem'Hadar Fanaticism	UCR4.0
Jem'Hadar Shroud	UCR4.0
Liquid Regeneration	UCR4.0
Phased Polaron Beams	UCR4.0
Quantum Manifolds	UCR4.0
Shapeshifters' Meddling	UCR4.0
Spreading Discord	UCR4.0
Strength in Numbers	UCR4.0
Transporter Transponders	UCR4.0
Vorta Ruling Council	UCR4.0
<b>Fleet cards</b>	
#1 Founder's Escort	UCR4.0
#2 Strike Fleet	UCR4.0
#3 Supply Convoy	UCR4.0
#4 Supply Convoy	UCR4.0

\*Two Dominion War expansions are needed to get four Fleet and ten Changeling models. This also voids the need for any escalation packs and provides spare System discs that can be used to make variant Systems.

## RS.12 OPTIONAL DOMINION RULES

### RS.12.1 Playing Dominion Without the Gamma Quadrant

---

Optionally you may use the Dominion without the Gamma Quadrant. The following rules changes are needed:

#### RS.12.1.1 Dominion Victory

The Dominion can win a standard Ascendancy victory as can any Member.

#### RS.12.1.2 Dominion Starting Assets

The Dominion starts the game with *The Great Link* token on the Omarion Nebula as their Home System and it is placed like any other Home System in the Alpha/Beta Quadrant.

#### RS.12.1.3 Dominion and Starting Levels

When playing the Medium or Quick game the Dominion takes part in the System draft like any other Faction.

### RS.12.2 The Dominion in Solo Games

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If the Dominion is used in a solo game and the Gamma Quadrant is in play, the following rules apply:

#### RS.12.2.1 Set Up

During set up, the *Transwarp Hub* is placed in the centre of the Playing Area, 18" away from the the Dominion Home System. Idran is placed 18" away from the *Transwarp Hub* and at the opposite end of the Playing Area.

The *Transwarp Conduits* are not mixed into the Gamma Quadrant disc stack since they would be immediately identifiable due to their blue backs.

#### RS.12.2.2 Victory

The Dominion win the game by Controlling 10 Systems before the Borg win.

# A6. THE UNITED FEDERATION OF PLANETS

## A6.1 FACTION STATUS

The Federation is an official *Star Trek: Ascendancy* Faction that was included in the base game.

Some minor adjustments were made by Mattias Elfström for the UCR 4.0.

The Federation is a **basic** Faction that exists to explore new strange worlds.

The Federation should leverage their Culture bonus while exploring and attempting Hegemony. Keeping Weapon and Shield Levels high is essential to avoid being eaten by more militaristic Rivals. Don't underestimate the importance of Research generating Advancements and take full advantage of Research gained from Phenomena.

## A6.2 THE FEDERATION



*"A dream that became a reality and spread throughout the stars."*

The United Federation of Planets (commonly referred to as the Federation) is an interstellar union of planetary governments that agree to exist semi-autonomously under a single central government based on the principles of universal liberty, rights, and equality, and to share their knowledge and resources in peaceful cooperation, scientific development, space exploration, and mutual defence.

From Memory Alpha

Faction colour: White



## A6.3 FEDERATION SPECIAL RULES



The Federation have a unique Command Console with two Special Rules that apply to the Federation.

## A6.3.1 The Prime Directive

The Federation may not Invade Planets or Colonise Primitive-Inhabited Systems.

They may, however, Invade Borg worlds [see rule 10.6].

## A6.3.2 Explore Strange New Worlds

Take one Culture when you draw a Civilization Exploration card or discover a new Phenomenon.

## A6.4 FEDERATION VICTORY

Standard rules apply.

## A6.5 FEDERATION TRADE AGREEMENTS



The Federation have three standard Trade Agreements, providing one, two or three Production to the recipient.

## A6.6 FEDERATION STARTING ASSETS

Standard rules apply.

When the Federation are in play, they start the game with Earth as their Home System.

**Earth (STA PRC-4):**  
Home of the Humans.



## Federation Pieces



Federation Ship

Federation Control Node

Federation Starbase

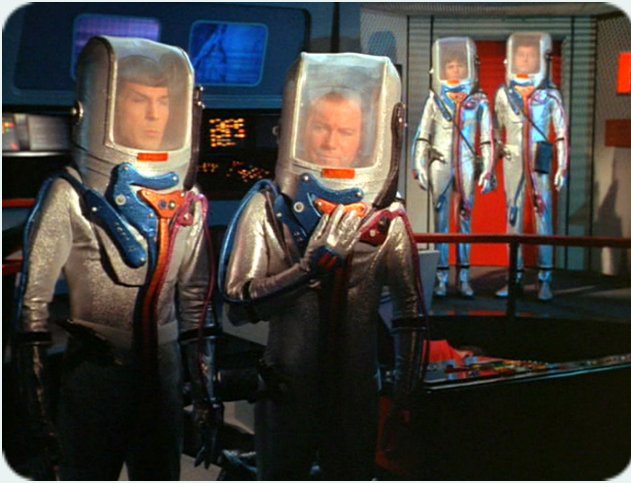
Note that there are alternate official models available for the Federation Ships and Starbases.

## A6.7 FEDERATION BUILDING PHASE

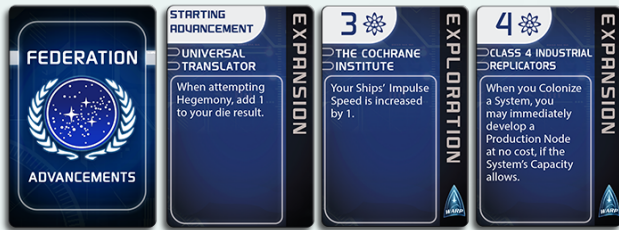
The Federation may not Colonise Primitive-Inhabited Systems [rule A6.3.1]. Note that this is reflected on the Player Turn Summary card.

## AG.8 FEDERATION COMMAND PHASE

The Federation may not Invade planets, with the exception of Borg worlds [rule A6.3.1]. Note that this is reflected on the Player Turn Summary card.



## AG.9 FEDERATION ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Universal Translator (Expansion/Start/-/-/-):** When attempting Hegemony, add 1 to your die result.

**Adv. Stellar Cartography (Exploration/3R/W/-/-):** You may Attach 1 extra Space Lane to Systems beyond their maximum number of Attachments.

**Notes:** A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Bureau of Security (Espionage/3R/-/-/-):** On your turn, you may Exhaust this card to Exhaust an Espionage Advancement of a Rival with whom you've made First Contact.

**Notes:** This card is removed before a solo game.

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Class 4 Industrial Replicators (Expansion/4R/W/-/-):** When you Colonize a System, you may immediately develop a Production Node at no cost, if the System's Capacity allows.

**The Cochrane Institute (Exploration/3R/W/-/-):** Your Ships' Impulse Speed is increased by 1.

**Emergency Power to Shields (Military/4R/-/-/-):** At any time, you may prevent your Ships from being destroyed by spending 1 Research for each Ship.

**Notes:** A new card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Long Range Sensor Arrays (Exploration/4R/W/-/-):** When discovering a new System, draw two System discs and choose one. Return the other System disc to the bottom of the stack.

**Multicultural Collaboration (Science/4R/-/-/-):** During Resource Generation, collect 2 Research for each Rival Trade Agreement you hold. Keep 1, and give 1 to each Rival whose Trade Agreement you hold.

**Notes:** This card is removed before a solo game.

**Orbital Laboratories (Science/5R/-/-/-):** During Resource Generation, take 1 Research for each Starbase you Control.

**Photon Torpedoes (Military/3R/-/-/-):** When Commissioning a Fleet, place up to 2 Research tokens from your Reserves on it. Before rolling To Hit in a Round of Space Combat, you may spend 1 Research from it to add 3 dice to your roll. If the Fleet is disbanded, all Research on it is returned to the General Supply.

**Notes:** A new card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Planetary Defence Shield (Military/3R/-/-/-):** In Planetary Invasions, Systems you Control ignore 1 Hit in every Combat Round.

**Starfleet Academy (Exploration/4R/W/-/-):** When Braving a Hazard, your Ships have +1 Shield Modifier.

**Starfleet Command (Command/4R/W/Cd/-/-):** Your Systems' Hegemony Resistance is increased by 1.

**Starfleet Diplomatic Corps (Espionage/4R/-/-/-):** When your Hegemony Attempts are successful, taking Control of the System does not require spending additional Culture.

**Notes:** With the Starfleet Diplomatic Corps it only takes one Culture to attempt to take over a System via Hegemony, so you can Hegemony a System when you only have one Culture.

**Tachyon Detection Array (Military/4R/W/-/-):** First Strike cannot be used in Combat against you. Cloaks cannot be used to move through Systems with your Ships.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Transwarp Drive (Exploration/3R/WW/-/-):** -

**Verteron Array Beam Emitter (Military/4R/W/-/-):** In each Combat Round, your Control Nodes automatically score a Hit, instead of rolling a die.

## AG.10 FEDERATION FLEETS



**#1A Science Fleet (4):** When this Fleet Braves a Hazard, only roll for one of its Ships. This Fleet may Brave the Hazard of a Phenomenon they Occupy without Issuing a Command.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**#1B Battle Group (6):** This Fleet may Re-Roll rolls of 1 in Space Battles.

**▶#2A Colonisation Fleet (3):** During your turn, you may Colonise an Undeveloped System this Fleet Occupies without spending a Culture by discarding a Ship from and Disbanding this Fleet.

**Notes:** The Federation *Colonisation Fleet* is small formation with a single purpose; to Colonise a world in the name of the Federation. With this Fleet, you may, at ANY point during your turn, discard a Ship from the Fleet, causing it to Disband, to immediately place a Control Node on an Undeveloped System without spending a Culture token. This may occur during the Building Phase. This may also occur at any point during the Command Phase. This action is just like adding to or removing Ships from a Fleet, it costs no Commands but the Fleet must be stationary. Typically this action will occur at the end of a Move Command.

When the Federation Colonisation Fleet visits an Undeveloped System with a Remains In Play Exploration card on it, here's how the Fleet and the Exploration card will interact:

*Children of Tama Negotiations* (Discovery): The Exploration card negates the benefit of the Federation *Colonisation Fleet*. The only way to Colonise that world is to make a successful roll and earn the free colony during the Building Phase.

*Dangerous Flora* (Crisis): Two Research tokens must also be discarded in addition to a Ship from the Fleet.

*Organian Intervention* (Crisis): This System may not be Colonised by the Fleet until the Federation reaches Ascendancy three, it may then use the Fleet at this world as normal.

*Secrets of the Horta* (Discovery): If the Fleet Colonises this System, roll a die. If the result is less than the number of Production Nodes you Control, immediately Build two Production Nodes on this System, if possible.

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**#2B Battle Group (6):** This Fleet may Re-Roll rolls of 1 in Space Battles.

**#3A Diplomatic Fleet (3):** You may Re-Roll your Hegemony Roll in Systems this Fleet Occupies.

**#3B Battle Group (6):** This Fleet may Re-Roll rolls of 1 in Space Battles.



### ▶ AG.11 FEDERATION PIECES AND CARDS

To use the Federation in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	STA base game
Trade Agreement cards	STA base game
Earth Home System disc	STA base game
Ship models	STA base game/GF9*
Fleet models	STA base game
Control Node models	STA base game
Starbase models	GF9*
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Adv. Stellar Cartography	UCR3.0
Bureau of Security	UCR4.0
Class 4 Industrial Replicators	STA base game
The Cochrane Institute	STA base game
Emergency Power to Shields	UCR4.0
Long Range Sensor Arrays	STA base game
Multicultural Collaboration	STA base game
Orbital Laboratories	STA base game
Photon Torpedoes	UCR4.0
Planetary Defence Shield	STA base game
Starfleet Academy	STA base game
Starfleet Command	STA base game
Starfleet Diplomatic Corps	STA base game
Tachyon Detection Array	UCR4.0
Transwarp Drive	STA base game
Universal Translator	STA base game
Verteron Array Beam Emitter	STA base game
<b>Fleet cards</b>	
#1 Science Fleet/Battle Group	UCR4.0
#2 Colonisation Fleet/Battle Group	UCR4.0
#3 Diplomatic Fleet/Battle Group	STA base game

\* Alternate official Ship and Starbase models are available.

## A7. THE FERENGI ALLIANCE

### A7.1 FACTION STATUS

The Ferengi are an official Star Trek: Ascendancy Faction that was released in their own expansion in 2017.

The Ferengi received a few minor clarifications in the UCR4.0.

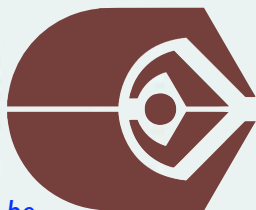
The Ferengi Alliance is an intermediate Faction that will dominate the trade aspect of the game. At first glance, the Ferengi are all about Production profits. Many of their Advancements generate Production in some fashion. But before you can start raking in the profits, you have to complete the Projects - which means investing in Research Nodes early. Research leads to Production - Production leads to Culture. The Ferengi don't have any combat oriented Fleets. What the Ferengi Fleet cards do have is a variety of unique rules that play to Ferengi strengths. With their Franchise Fleet, the Ferengi can drop Ships off in Systems as the Fleet travels, allowing them to leave behind a trail of Ferengi Ships poised to profit. What the Ferengi lack in Military expertise, they can make up for in numbers. With deep Production coffers, the Ferengi can usually out-build their Rivals.

### A7.2 THE FERENGI



"They're greedy, misogynistic, untrustworthy little trolls, and I wouldn't turn my back on one of them for a second."

"Neither would I. But once you accept that, you'll find they can be a lot of fun."



The Ferengi Alliance is the formal name for the Ferengi government, whose seat of power is on the homeworld Ferenginar. This alliance is located in the Alpha Quadrant. The government of the Ferengi Alliance is dedicated to the promotion of Ferengi profit and commerce. It is overseen by the Grand Nagus from the Tower of Commerce on Ferenginar. The Nagus' power is derived from both the Ferengi Bill of Opportunities and Rules of Acquisition.

From Memory Alpha

Faction colour: Brown

### A7.3 FERENGI SPECIAL RULES



The Ferengi have a unique Command Console with two Special Rules that apply to the Ferengi.

#### A7.3.1 Only Latinum Lasts

Profit is what really matters! During their Building Phase, Ferengi may purchase Culture tokens for five Production - and many Ferengi Advancements increase the amount of Production the Ferengi Generate.

In their single minded pursuit of profit, Ferengi are happy to demolish native paradises and despoil ancient ruins; Ferengi may always build Production Nodes on a System, regardless of the System's normal Resource Node Capacity. They can't exceed the normal number of Nodes.

For example, if a System could normally hold two Research and one Culture Node, the Ferengi could fill the System with up to three Production Nodes.

#### A7.3.2 Profit Over Profundity

The Ferengi penchant for profit means they don't spend a lot of time building up great cultural institutions - Ferengi may not ever build Culture Nodes. Their starting Culture Node on Ferenginar may be their only one, unless they take Control of more via Invasion or Hegemony.

However, other species find the Ferengi extremely off-putting, making Hegemony difficult. Ferengi don't add their Ascendancy when making Hegemony attempts. They can still attempt Hegemony, but it is much more difficult without the addition of their current Ascendancy.

### A7.4 FERENGI VICTORY

Standard rules apply.

## A7.5 FERENGI TRADE AGREEMENTS



Ferengi Trade Agreements work differently than other players' agreements. Rather than producing a specific number of Resources, Rivals who hold a Ferengi Trade Agreement receive a number of Production equal to the number of their Systems with Ferengi Ships in Orbit.

In turn, the Ferengi's starting Advancement has a similar rule: it generates a number of Production for the Ferengi equal to the number of other players' Systems in which they have Ships. Profits for Everyone!

The Ferengi have ships in orbit of 3 Federation Systems. If they hold a Ferengi Trade Agreement, the Federation will receive 3 Production. The Ferengi will receive 3 Production from their Starting Advancement, regardless of Trade Status.



## A7.6 FERENGI STARTING ASSETS

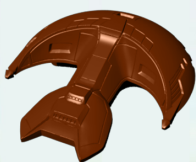
Standard rules apply.

When the Ferengi are in play, they start the game with Ferenginar as their Home System.

**Ferenginar (FE PRC-4):** Home of the Ferengi.



### - Ferengi Pieces -



Ferengi Ship



Ferengi Control Node



Ferengi Starbase

### A7.6.1 Ferengi and Starting Levels

When playing the Medium [see rule 5.8.2] or Quick [see rule 5.8.3] game the Ferengi may not develop Culture Nodes on

their Starting Systems (with the exception of Ferenginar as usual), but may build Production Nodes instead of the Culture Nodes allowed.

## A7.7 FERENGI BUILDING PHASE

The Ferengi may build Production Nodes on any site [rule A7.3.1].

The Ferengi may not build Culture Nodes [rule A7.3.2]. Note that this is reflected on the Player Turn Summary card.

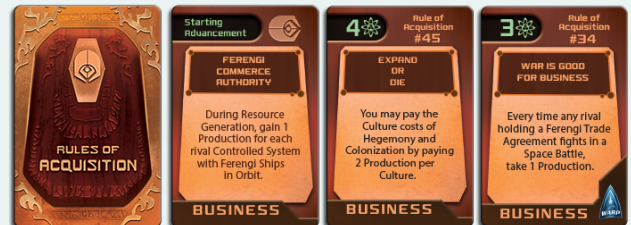
## A7.8 FERENGI COMMAND PHASE

Standard rules apply.



Ferenginar, the Ferengi Home System and commerce hub

## A7.9 FERENGI ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Ferengi Commerce Authority (Business/Start/-/-/-):** During Resource Generation, gain 1 Production for each Rival Controlled System with Ferengi Ships in Orbit.

**Notes:** The Ferengi's starting Advancement generates extra Production, based on how many Rival Systems have Ferengi Ships in Orbit. The more Systems the Ferengi are able to negotiate themselves into, the more trade profit they receive!

The Ferengi can even trade with the Borg if they manage to get their Ships in Orbit of Borg worlds.

**The Bigger the Smile, The Sharper The Knife (Espionage/3R/-/-/-):** On your turn, you may pay 1 Production to Exhaust any Military Advancement. You may do this multiple times on your turn.

**Notes:** This card is removed before a solo game.

**A Contract Is a Contract...But Only Between Ferengi (Business/3R/W/-/-):** During your Building

Phase, you may build one Ship at each Peaceful Rival Starbase in which you do not already have any Ships in Orbit.

**Every Man Has His Price (Business/3R/W/-/-):**

Before attempting Hegemony, you may spend Production to add +1 to the die roll per Production spent. This may not be used on Rival's Home Systems.

► **Notes:** Note that Hegemony cannot be attempted on Borg Worlds.

**Expand or Die (Business/4R/-/-/-):** You may pay the Culture costs of Hegemony and Colonisation by paying 2 Production per Culture.

**Hear All. Trust Nothing (Espionage/3R/-/-/-):** On your turn, you may pay 1 Production to Exhaust any Espionage Advancement. You may do this multiple times on your turn.

**Notes:** This card is removed before a solo game.

**Home Is Where The Heart Is. But The Stars Are Made Of Latinum (Business/3R/W/-/-):** When you collect a Research token from a Phenomenon, also take 1 production.

**Knowledge Equals Profit (Business/3R/W/-/-):** Each time you complete an Advancement Project, take 2 Production.

**Never Place Friendship Over Profit (Business/3R/W/-/-):** When you launch new Projects, you may draw cards from any player Rival's Advancement deck. You may only have one Rival Project at a time.

**Notes:** The card is drawn at random. You may have more than one Rival Project if you acquire them by taking over Research Nodes or from the Borg Tech deck.

**Never Spend More for an Acquisition Than You Have To (Business/3R/-/-/-):** Buy 2 Get One Free! For every 2 Ships you build at a Starbase you Control, you may build an extra Ship for free.

**Nothing Is More Important Than Your Health— Except Your Money (Business/3R/W/-/-):** When 4 or more of your Ships are destroyed in a Space Battle or an Invasion, take 2 production.

**Peace Is Good For Business (Business/3R/W/-/-):** Every time a Rival receives any Trade Agreement, take 1 Production.

**Sleep Can Interfere With Opportunity (Command/4R/-/-/Cd/-):** Your Systems' Hegemony Resistance is increased by 1.

**War Is Good For Business (Business/3R/W/-/-):** Every time a Rival holding your Trade Agreement fights in a space battle, take 1 Production.<sup>14</sup>

**Notes:** A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

**Whisper Your Way to Success (Espionage/3R/-/-/-):** On your turn, you may pay 1 Production to Exhaust any Trade Agreement. You may do this multiple times on your turn.

**Notes:** This card is removed before a solo game.



**R7.10 FERENGI FLEETS**



**#1A Commerce Enforcement Squadron (3):** This Fleet may end its movement in a System containing Rival Ships, regardless of Trade status. It may not move past Hostile Rival Ships. This Fleet may enter Warp on your turn without Exhausting a Command.

**Notes:** No one can stop the Ferengi *Commerce Enforcement Squadron* from pursuing new business opportunities. The Ferengi do have to stop and come out of Warp when there are Rival Ships in their path. However, they may immediately enter Warp again without spending a Command (as per their Special Rules). Since it's not the other player's turn, they can't attack. It's a good opportunity for trade!

This card refers to "Exhausting a Command", but should actually refer to "Issue a Command" under these rules.

► Although the card says that this Fleet may end its movement in a System containing Rival Ships, it should say that it may end its movement in a Sector containing Rival Ships.

This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.

**#1B Loss Interdiction Task Force (7):**

**Notes:** This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.

**#2A Market Penetration Convoy (3):** This Fleet may connect new Space Lanes to Systems beyond the maximum number of Space Lanes the System allows.

**Notes:** This card talks about "connect new Space Lanes", but should actually refer to "Attach" under these rules.

<sup>14</sup>The original text of this card was "Every time a Rival holding a Ferengi Trade Agreement fights in a space battle, take 1 Production."

This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.

**#2B Loss Interdiction Task Force (7): -**

**Notes:** This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.

**#3A Franchise Establishment Flotilla (5):** While moving, you may remove Ships from this Fleet and place them in any Systems the Fleet moves through. If this Fleet drops below 3 Ships while moving, it disbands after moving.

**►Notes:** Although this Fleet says that it may place Ships in any "Systems" it moves through, it should say that it may place them in any "Sector" under these rules.

This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.

**#3B Loss Interdiction Task Force (7): -**

**Notes:** This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.



**►A7.11 FERENGI PIECES AND CARDS**

To use the Ferengi in a game of *Star Trek:Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	Ferengi expansion
Trade Agreement cards	Ferengi expansion
Home System disc	Ferengi expansion
Ship models	Ferengi expansion
Fleet models	Ferengi expansion
Control Node models	Ferengi expansion
Starbase models	GF9
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
The Bigger the Smile, The Sharper The Knife	Ferengi expansion
A Contract Is a Contract...But Only Between Ferengi	Ferengi expansion
Every Man Has His Price	Ferengi expansion
Expand or Die	Ferengi expansion
Ferengi Commerce Authority	Ferengi expansion
Hear All, Trust Nothing	Ferengi expansion
Home Is Where The Heart Is. But The Stars Are Made Of Latinum	Ferengi expansion
Knowledge Equals Profit	Ferengi expansion
Never Place Friendship Over Profit	Ferengi expansion
Never Spend More for an Acquisition Than You Have To	Ferengi expansion
Nothing Is More Important Than Your Health— Except Your Money	Ferengi expansion
Peace Is Good For Business	Ferengi expansion
Sleep Can Interfere With Opportunity	Ferengi expansion
War Is Good For Business	UCR3.0
Whisper Your Way to Success	Ferengi expansion
<b>Fleet cards</b>	
#1 Commerce Enforcement Squadron/Loss Interdiction Task Force	Ferengi expansion
#2 Market Penetration Convoy/Loss Interdiction Task Force	Ferengi expansion
#3 Franchise Establishment Flotilla/Loss Interdiction Task Force	Ferengi expansion

## ▶ AB. THE GORN HEGEMONY

### AB.1 FACTION STATUS

The Gorn are a variant *Star Trek: Ascendancy* Faction that was created by Marcin Adamczyk and further adapted by Mattias Elfström. Card graphics were inspired by Marcin Adamczyk's original design.

The Gorn were first included in the *Unofficial Complete Rulebook v4.0*.

The Gorn Hegemony is an advanced Faction that should be played aggressively.

### AB.2 THE GORN



"Like most Humans, I seem to have an instinctive revulsion to reptiles. I must fight to remember that this is an intelligent, highly advanced individual, the captain of a starship like myself. Undoubtedly, a dangerously clever opponent."



The Gorn Hegemony was the governmental body of the Gorn, a reptilian species first encountered by the United Federation of Planets in the mid-23rd century. The five systems were part of their domain.

From Memory Alpha

Faction colour: Forest Green

### AB.3 GORN SPECIAL RULES

WEAPONS		SHIELDS	
HIT ROLL	UPGRADE COST	UPGRADE COST	MODIFIER
1+	10	12	4
2+	8	10	3
3+	6	8	2
4+	4	6	1
5+	4	6	0

**GORN HEGEMONY**

**SLOW TO DECIDE**  
Any Resources the Gorn commit during the Initiative Stage are worth half.

**PROUD BUILDERS**  
Take 1 Culture when you fully Develop a System with 3 or more Sites.

UCH 4.0

The Gorn have a unique Command Console with two Special Rules that apply to the Gorn.

### AB.3.1 Slow to Decide

Like Earth's reptiles, Gorn are known to react slowly to the world changing around them.

Any Resources the Gorn commit during the Initiative Stage are worth half.

### AB.3.2 Proud Builders

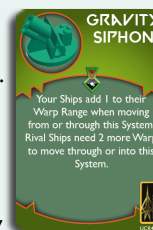
Gorn take pride in erecting sprawling cities and other megastructures.

Each time the Gorn finish building on all available Sites on a System with 3 or more Sites, they take 1 Culture. They can't benefit from this when they take over a System that's already fully Developed, nor when they build on a 1 or 2 Site System that could have more Nodes due to Advancements or effects.

Take 1 Culture when you fully Develop a System with 3 or more Sites.

### AB.3.3 Gorn Wonders

The Gorn may use their Starting Advancement to erect a Gorn Wonder in any System they Control that also has at least 3 Resource Nodes. When they do, the player chooses a card from the Gorn Wonder deck and places the corresponding Gorn Wonder model next to the System in question.



Like Starbase models, Gorn Wonder models may be shifted around the System to make room for Space Lanes and other Systems, but may never be moved to another System.

A System may never have more than one Gorn Wonder.

Gorn Wonders count as Structures, add to a System's Hegemony Resistance and defend in Invasions (see rule 10.1), but have no effect in Space Battles.

#### AB.3.3.1 Destroying Gorn Wonders

Only the Borg can destroy a Gorn Wonder and they will do that in the same way as they destroy a Starbase (see rule 15.4.1.1). If there is both a Starbase and a Gorn Wonder in the same System, the Borg will destroy the Starbase first. Destroyed Gorn Wonders are removed from the game and may never be rebuilt.

#### AB.3.3.2 Effects of Gorn Wonders

The player who Controls the System, Controls that System's Gorn Wonder and will benefit from its effects.

Some Gorn Wonders have a Starship icon. A player Controlling such a Gorn Wonder may build Ships and form Fleets in its System.

Some Gorn Wonders have a Command icon. When such a Gorn Wonder is constructed, the Gorn gain a Command token. The token enters play Exhausted. Like with Starbases, if a Wonder is captured by a Rival, the Command token is transferred and becomes Exhausted.

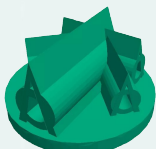
**All-Seeing Moon (Cd):** You may build one extra Research Node in this System, beyond its Capacity. Rivals may not use any of their Advancements during Space Battles in this System.



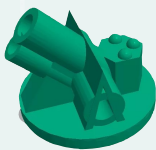
**Automated Shipyards (Ship):** At the start of your Build Phase, build 1 free Ship in this System for each Production Node there.



**Forbidden Palace (Cd):** Your Ships Orbiting this System may Re-Roll To Hit rolls of 1 in Space Battles. Rivals may not Attach Space Lanes to this System.

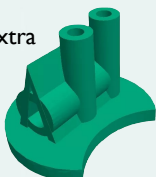


**Gravity Siphon (Cd):** Your Ships add 1 to their Warp Range when moving from or through this System. Rival Ships need 2 more Warp to move through or into this System.



*Example: A Rival Ship is trying to Exit Warp in the Gravity Siphon System. If it starts in a System one Warp move away it would need to have accumulated at least three Warp tokens. If the Ship was instead trying to reach a System two Warp moves away by passing through the Gravity Siphon System, it would need to have accumulated at least four Warp tokens.*

**Orbital Ring (Ship):** You may build two extra Production Nodes in this System, beyond its Capacity. If this System is Hazardous, your Ships ignore the Hazard.



**Quantum Gate (Ship):** During Resource Generation, you and each Peaceful Rival with a Ship in this System take 1 Production. Any number of new Space Lanes may be Attached to this System, beyond its maximum number.



**Singing Gardens:** You may build one extra Culture Node in this System, beyond its Capacity. During Resource Generation, if there are any Ships in this System or in Attached Space Lanes, Nodes in this System generate no Culture.



#### AB.4 GORN VICTORY

Standard rules apply.

#### AB.5 GORN TRADE AGREEMENTS



The Gorn have three standard Trade Agreements, providing one, two or three Production to the recipient.



#### AB.6 GORN STARTING ASSETS

Gorn do not have Starbases, but benefit from captured Starbases normally.

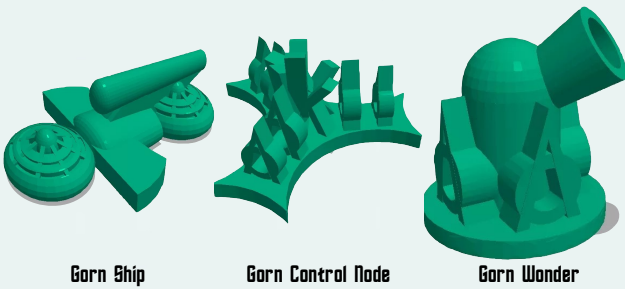
Gorn have access to 7 Gorn Wonders that can be Commissioned during the game using the Wondrous Engineering starting Advancement.

When the Gorn are in play, they start the game with Gornar as their Home System.

**Gornar (UCR4 PRC-4):**  
*Home of the Gorn.*



*- Gorn Pieces -*



Gorn Ship

Gorn Control Node

Gorn Wonder

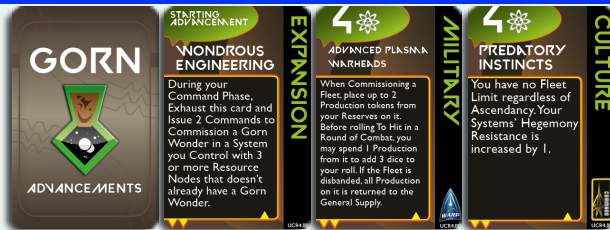
**AB.7 GORN BUILDING PHASE**

Standard rules apply.

**AB.8 GORN COMMAND PHASE**

The Gorn can't Commission Starbases.

**AB.9 GORN ADVANCEMENTS**



The starting Advancement is listed at the top, the rest alphabetically.

**Wondrous Engineering (Expansion/Start/-/-/-):** During your Command Phase, Exhaust this card and Issue 2 Commands to Commission a Gorn Wonder in a System you Control with 3 or more Resource Nodes that doesn't already have a Gorn Wonder.

**Ablative Hull Plating (Military/4R/-/-/-):** You may spend 2 Production to prevent one of your Ships from being destroyed in Combat or by a Hazard.

**Academic War Effort (Military/4R/W/-/-/-):** When upgrading your Weapon Level or Shield Level, spend 1 Research less for each Rival with a higher Weapon Level or Shield Level (respectively) than you.

**Advanced Plasma Warheads (Military/4R/W/-/-/-):** When Commissioning a Fleet, place up to 2 Production tokens from your Reserves on it. Before rolling To Hit in a Round of Combat, you may spend 1 Production from it to add 3 dice to your roll. If the Fleet is disbanded, all Production on it is returned to the General Supply.

**Crisis Council (Military/4R/W/-/-/-):** At the end of the Execution Stage, if one or more Systems you Control were involved in a Rival Invasion or Hegemony attempt, you may Issue 2 free Commands.

**Notes:** If several players can take actions at the end of the Execution Stage, they will act in initiative order.

**Crusade Formation (Military/4R/W/-/-/-):** Each of your Fleets has +1 Fleet Size.

**Factory Worlds (Expansion/4R/-/-/-/-):** You have a second Build Phase after your Command Phase. You may build one more Production Node beyond Capacity in Systems you Control with two or more Production Nodes.

**Flesh Disintegrators (Expansion/4R/-/-/-/-):** When you successfully Invade a Planet, you may rebuild all destroyed Resource Nodes for free.

**Gorn Meridor (Business/2R/-/-/-/-):** Take 1 additional Production for each Rival Trade Agreement you hold. You must give one of those extra Production tokens to a Rival whose Trade Agreement you hold.

**Layered Integrity Fields (Military/4R/W/-/-/-):** Rival Ships and Nodes never Hit your Ships on results of 1, 2, or 3. Such rolls cannot be turned into Hits by other effects.

**Predatory Instincts (Culture/4R/-/-/Cd/-/-):** You have no Fleet Limit regardless of Ascendancy. Your Systems' Hegemony Resistance is increased by 1.

**Quad Nacelles (Exploration/3R/W/-/-/-):** During your Command Phase, you may spend 1 Production to add a Warp token to one of your Ships or Fleets at Warp.

**Royal Guard (Espionage/2R/-/-/-/-):** Exhaust this card to prevent another of your Advancements or a Rival Trade Agreement you hold from being Exhausted.

**Slave Masters (Expansion/4R/W/-/-/-):** When you successfully Invade or make a successful Hegemony attempt, take 1 Production for each intact Node and Starbase in the System.

**Subspace Guiding Locks (Military/2R/W/-/-/-):** By Issuing a Command, you may force all Rival Ships that Entered Warp in a Sector to immediately Exit Warp in that Sector, provided you have Ships there. Then, initiate a Space Battle in that Sector for free.



**AB.10 GORN FLEETS**



**#1A Hunting Party (5):** This Fleet can initiate Space Battles and Planetary Invasions during your Command Phase without Issuing a Command.

**#1B - (9):** -

**#2A Sojourn Armada (5):** When you Colonise a System using a Ship from this Fleet, even if the Fleet is disbanded in the process, you may build a Production Node there for free.

**#2B - (9): -**

**#3A Knights Errant (3):** When this Fleet Orbits a System with a Gorn Wonder, or is in an Attached Space Lane, all of its To Hit rolls are automatic hits.

**#3B - (9): -**

### *AB.11 GORN PIECES AND CARDS*

To use the Gorn in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	UCR4.0
Trade Agreement cards	UCR4.0
Gorn Wonder cards	UCR4.0
Home System disc	UCR4.0
Ship models	3D models by Frank Strauss
Fleet models	3D models by Frank Strauss
Control Node models	3D models by Frank Strauss
Starbase models	3D models by Frank Strauss
Gorn Wonder models	3D models by Frank Strauss
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Ablative Hull Plating	UCR4.0
Academic War Effort	UCR4.0
Advanced Plasma Warheads	UCR4.0
Crisis Council	UCR4.0
Crusade Formation	UCR4.0
Factory Worlds	UCR4.0
Flesh Disintegrators	UCR4.0
Gorn Meridor	UCR4.0
Layered Integrity Fields	UCR4.0
Predatory Instincts	UCR4.0
Quad Nacelles	UCR4.0
Royal Guard	UCR4.0
Slave Masters	UCR4.0
Subspace Guiding Locks	UCR4.0
Wondrous Engineering	UCR4.0
<b>Fleet cards</b>	
#1 Hunting Party	UCR4.0
#2 Sojourn Armada	UCR4.0
#3 Knights Errant	UCR4.0

## AA. THE KLINGON EMPIRE

### AA.1 FACTION STATUS

The Klingons are an official *Star Trek: Ascendancy* Faction that was included in the base game.

The Klingons received minor updates in the UCR4.0.

The Klingon Empire is a basic Faction that should be played aggressively. Klingons should attack mercilessly to benefit from their Culture bonus. Make full use of the extra Ship building capacity of Advancements to populate the large Fleets.

### AA.2 THE KLINGONS



*"It is a good day to die, but the day is not yet over."*

The Klingon Empire is the official state of the Klingon people. It was founded in the 9th century by Kahless the Unforgettable, who first united the Klingon homeworld of Kronos. Since then, the Klingon Empire expanded its sphere of influence by conquering numerous systems and incorporating them. This made the Empire a major power in its region of the galaxy, as of the 22nd, 23rd, and 24th centuries.

From Memory Alpha

Faction colour: Red



### AA.3 KLINGON SPECIAL RULES



The Klingons have a unique Command Console with two Special Rules that apply to the Klingons.

#### AA.3.1 Death Before Dishonour

Klingons may never Retreat or Surrender a Planet.

#### AA.3.2 Ever Victorious

Take one Culture when you defeat three or more Ships in a Space Battle.

A Klingon's enemy is defeated when they lose all their Ships or Retreat. If the enemy had three or more Ships in the Space Battle and are defeated, the Klingons get a Culture. If the Klingon player wins the Space Battle outright and three (or more) enemy Ships are destroyed, they gain a Culture token. If both sides wipe each other out and three (or more) enemy Ships are destroyed, they gain a Culture token.

If the Klingons engage three (or more) enemy Ships and the enemy Retreats, the Klingons gain a Culture token regardless of how many enemy Ships were destroyed (if any).

If the Klingons destroy three enemy Ships but still lose the Space Battle, they do NOT get a Culture token.

**Notes:** If the enemy uses the *Advanced Romulan Cloaking* Advancement, the Space Battle is canceled as if it never occurred and the Klingons Refresh their Command token. Since no **Combat** occurred, the Klingons do not gain a Culture token.

### AA.4 KLINGON VICTORY

Standard rules apply.

### AA.5 KLINGON TRADE AGREEMENTS



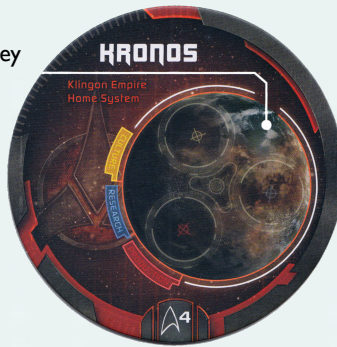
The Klingons have three standard Trade Agreements, providing one, two or three Production to the recipient.

## 99.6 KLINGON STARTING ASSETS

Standard rules apply.

When the Klingons are in play, they start the game with Kronos as their Home System.

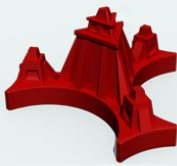
**Kronos (STA PRC-4):** Home of the Klingons.



### - Klingon Pieces -



Klingon Ship



Klingon Control Node



Klingon Starbase

## 99.7 KLINGON BUILDING PHASE

Standard rules apply.

## 99.8 KLINGON COMMAND PHASE

Standard rules apply.



## 99.9 KLINGON ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Disruptor Technology (Military/Start/-/-/-):** Your Rolls to Hit of 6 always score a Hit, regardless of the Rival's Shield Modifier.

► **Adapted Cloaking Device (Espionage/5R/W/-/-):** Your Ships have First Strike in Space Battles during your turn.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Combat Transporters (Military/3R/W/-/-):** When Invading a Planet, you may Re-Roll any of your failed To Hit Rolls in the first Combat Round.

► **Commandeer and Conscript (Expansion/4R/-/-/-):** Issue a Command to place 1 Ship, for free, in any System you Control in which you do not currently have any Ships.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

**Covert Saboteurs (Espionage/3R/-/-/-):** On your turn, you may Exhaust this card to Exhaust another player's Military Advancement, with whom you've made Contact.

**Notes:** This card is removed before a solo game.

**Cult of Kahless (Military/4R/W/-/-):** In each Round of a Space Battle, instead of Rolling to Hit, you may destroy any of your Ships to destroy the same number of Rival Ships.

**Notes:** *Cult of Kahless* does one damage to Borg Cubes per destroyed Klingon Ship. Any Hits your opponent scores are in addition to any Ships you've chosen to destroy.

**Forward Munition Depots (Military/3R/W/-/-):** In your Command Phase, you may Commission Fleets in any System you Control.

**Klingon Battle Lust (Military/4R/W/-/-):** When you Initiate a Space Battle and Win without taking any Casualties, Refresh a Command token.

**Klingon High Council (Command/4R/W/Cd/-/-):** Your Systems' Hegemony Resistance is increased by 1.

**Mass Fire Tactics (Military/4R/-/-/-):** In Space Battles, failed To Hit Rolls of doubles destroy one enemy Ship.

**Notes:** This does one damage to a Borg Cube.

**Militarized Industry (Expansion/4R/-/-/-):** During your Build Phase, you may place 1 free Ship at every System you Control with a Culture Node.

**Orbital Ship Yards (Military/4R/-/-/-):** During your Build Phase, you may place 1 free Ship at every Starbase you Control.

**Planetary Bombardment (Military/3R/W/-/-):** When Invading a System, you may First Strike. If you do, all your First Strike Hits automatically destroy Nodes, regardless of how many Hits you score.

**Reclamation Barges (Military/3R/W/-/-):** When you destroy a Rival's Resource Node in an Invasion, take 2 tokens of the matching type from the Supply.

► **Standing Invasion Orders (Military/4R/W/-/-):** On your turn, you may Invade Planets without Issuing a Command.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

## ▲ 9.10 KLINGON FLEETS



**#1A Marauders (4):** Take 1 Production for each Rival Ship destroyed by this Fleet.

**Notes:** A Fleet is able to use its Special Rule as long as it's intact when it rolls to Hit. If a Klingon *Marauder Fleet* is intact, with at least three Ships when rolling to score Hits, you get the bonus Production from each enemy Ship that is destroyed. It is possible for all the Ships in the *Marauder Fleet* to be destroyed and still generate Production.

*For example, a four-strong Marauder Fleet attacks a six-strong Federation Fleet. The Klingons score 3 Hits, so takes 3 Production. At the same time, the Federation scores 4 Hits, completely wiping out the Klingons. Had the Federation scored 2 Hits, the Klingons would survive the Combat Round but the Fleet would be disbanded. In the next Combat Round, the Klingons wouldn't get any Production (as there isn't a Marauder fleet anymore).*

*Here's another example: A 4-strong Marauder Fleet is attacked by a Romulan Fleet with First Strike. The Romulans' first attack destroys 2 Klingon Ships, so the Fleet is disbanded. Because the casualties from First Strike are taken before their targets can return fire, the Klingon Fleet disbands before rolling to Hit and it doesn't get to use its Special Rule.*

This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.

**#1B - (10):** -

**#2A Battle Group (6):** This Fleet may Re-Roll rolls of 1 in Space Battles.

**#2B - (10):** -

**#3A Assault Fleet (6):** This Fleet may Re-Roll To Hit Rolls of 1 in Planetary Invasions.

**#3B - (10):** -



## ▶ 9.11 KLINGON PIECES AND CARDS

To use the Klingons in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	STA base game
Trade Agreement cards	STA base game
Home System disc	STA base game
Ship models	STA base game
Fleet models	STA base game
Control Node models	STA base game
Starbase models	GF9
Player Turn Summary card	UCR4.0
Advancement cards	
Adapted Cloaking Device	UCR4.0
Combat Transporters	STA base game
Commandeer and Conscript	UCR4.0
Covert Saboteurs	STA base game
Cult of Kahless	STA base game
Disruptor Technology	STA base game
Forward Munition Depots	STA base game
Klingon Battle Lust	STA base game
Klingon High Council	STA base game
Mass Fire Tactics	STA base game
Militarized Industry	STA base game
Orbital Ship Yards	STA base game
Planetary Bombardment	STA base game
Reclamation Barges	STA base game
Standing Invasion Orders	UCR4.0
Fleet cards	
#1 Marauders	STA base game
#2 Battle Group	STA base game
#3 Assault Fleet	STA base game

# A10. THE ORION SYNDICATE

## A10.1 FACTION STATUS

The Orions are a fan created Faction that was originally created by user Szatany on BGG. It was further developed by users brisingre, Ender02, John1701 and MordredPendragon.

The Orion Syndicate as presented here was based on that previous work and further developed by Lou Lessing and Mattias Elfström, who also did card graphics. Marcin Adamczyk, Steve Framarin and Vladimir Orej provided further development assistance.

The Orion Syndicate was first added to the Unofficial Complete Rulebook v2.0, extensively updated in v3.0 and further modified in v4.0.

The Orion Syndicate is intended as an advanced Faction that will **reward** the shrewd player. Spread your Single Ships and Slave Girls all over the quadrant to reap the benefits of Tractor Beams and Plunder. When the time is right use Knockoffs and Criminal Takeover to their full effect.

## A10.2 THE ORIONS



*"You are now the property of the Orion Syndicate. Break the rules and you will suffer. Follow the rules and you will suffer less."*

The Orion Syndicate is a criminal organization created and maintained by the Orions. The Syndicate's activities include gambling, racketeering, smuggling, piracy, slave-trading, extortion, and assassination.

From Memory Alpha

Faction colour: Light Green



## A10.3 ORION SPECIAL RULES

UPGRADE COST		WEAPONS		ORION SYNDICATE		STARBASES		UPGRADE COST	
1+	10	8	6	4	12	10	8	6	4
2+	8	6	4	12	10	8	6	4	3
3+	6	4	2	10	8	6	4	3	2
4+	4	2	1	8	6	4	3	2	1
5+	2	1	0	6	4	3	2	1	0
PLUNDER			PLUNDER COLLECTED			CORRUPTION			
During their Build Phase, the Orions may exchange Plunder collected on their Command Console for Resources.			2 Ships from the same Faction: 1 Production 2 Ships from different Factions: 2 Production 2 Ships from different Factions: 2 Research 4 Ships from different Factions: 1 Culture			A Hostile Rival may move into or through Sectors containing Orion Ships by paying the Orion player one Resource per Orion Ship. The Orion player may accept lower payment.			

The Orions have a unique Command Console with two Special Rules that apply to the Orions.

### ► A10.3.1 Plunder

During their Build Phase, the Orions may exchange Plunder collected on their Command Console for Resources at the following rates:

- 2 Ships from the same Faction: 1 Production
- 2 Ships from different Factions: 2 Production
- 2 Ships from different Factions: 2 Research
- 4 Ships from different Factions: 1 Culture

**Notes:** In a two, three or four player game you never need to have Ships from more Rival Factions than are in the game.

*Examples: In a three-player game you can exchange 4 Plunder Ships for 1 Culture as long as you exchange at least one Ship from each Rival Faction. In a two-player game you can exchange 2 Plunder Ships from the same Rival Faction for 2 Production, because you only have one Rival Faction.*

### A10.3.2 Corruption

A Hostile Rival may move into or through Sectors containing Orion Ships by paying the Orion player one Resource per Orion Ship. The Orion player may accept lower payment.

**Notes:** The Borg will never move through Orion Ships in this manner.

### ► A10.3.3 Orion Slave Girls

The Orions have no Starbases. Instead they can send their Slave Girl Agents to Planetary Systems to establish cartels and infiltrate the local economy and government.

The Orions have access to Slave Girl Agent models that follow standard rules for Agents [see rule 12.3].



## A10.4 ORION VICTORY

Standard rules apply.

## A10.5 ORION TRADE AGREEMENTS



The Orions have three unique Trade Agreement cards providing two Production, one Research or one Culture (and a Slave Girl Agent) to the recipient.

Orions treat Trade Agreements differently from other Factions.

### A10.5.1 Revoking and Exchanging Trade Agreements

Rivals can't Revoke or exchange [rule 13.1] Trade Agreements given to the Orions unless they pay the Orions double the Resource value of the Agreement as it is Revoked or exchanged.

### A10.5.2 Giving Away Orion Trade Agreements

Anyone holding an Orion Trade Agreement is free to give it to other players under the usual restrictions (they need to be Adjacent to the receiver). Two Rivals holding Orion Trade Agreements may exchange them between them (without being Adjacent).

### ► A10.5.3 No Betrayal vs Single Ships

A Single Ship is defined as one single Ship model from a particular Faction appearing in a Sector containing no other Ships or Fleets from that Faction. Several Factions may all have Single Ships in one Sector. Borg Ships are never considered Single Ships.

Attacks by Orions on Single Ships, and all Attacks on Single Orion Ships, do not count as Betrays. Rivals holding Orion Trade Agreements need not return them when they attack Single Orion Ships and Orions keep Trade Agreements from Rivals even when they attack their Single Ships.

### A10.5.4 Slave Girls

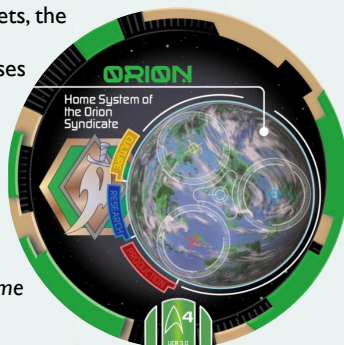
When a Rival generates a Culture token from the Orion Trade Agreement, the Orion player may also place a Slave Girl Agent on any System Controlled by that Rival.

## ► A10.6 ORION STARTING ASSETS

In addition to the standard assets, the Orions start the game with 10 Slave Girl Agents but no Starbases in their Faction Supply. Orions benefit from captured Starbases normally.

When the Orions are in play, they start the game with Orion as their Home System.

**Orion (UCR3 PRC-4):** Home of the Orions.



## ~ Orion Pieces ~



Orion Ship

Orion Control Node

Orion Slave Girl



## A10.7 ORION BUILDING PHASE

Although some Orion Projects use different types of Resources they are still limited by the number of Research Nodes they have [rule 14.1.1].

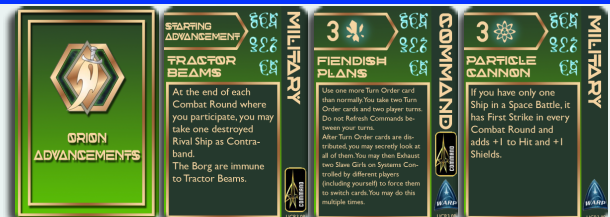
## ► A10.8 ORION COMMAND PHASE

The Orions can't Commission Starbases.

The Orions can Issue Commands to their Slave Girl Agents in accordance with the Agent rules.



## A10.9 ORION ADVANCEMENTS



The research cost of Orion Advancements varies between Production, Research and Culture.

The starting Advancement is listed at the top, the rest alphabetically.

► **Orion Slave Girls (Expansion/Start/-/Cd/-):** During your Building Phase, you can build one Ship per Agent in Systems with your Agents, even if Rival Ships are present.

**Anarchy! (Command/2C/W/Cd/-):** Your Hegemony Resistance is **decreased** by 1.

**Black Markets (Business/3R/-/-/-):** During Resource Generation, gain 1 Production for each Culture Node you Control.

► **Blackmail (Expansion/5P/-/Cd/-):** When you attempt Hegemony, after you roll the die, you may return any number of the defender's Ships from Plunder. For every 2 Ships returned, your Hegemony roll gets +1.

**Booby Traps (Military/4R/W/-/-/-):** In the first Combat Round of a Space Battle, you may return any number of the defender's Ships from Plunder to score one Hit per Ship returned.

► **Bribery (Business/3R/W/-/-/-):** During your Building Phase, in Systems with your Agents, you may replace Rival Ships in Orbit with your Ships, by paying those Rivals 1 Production for each Ship. The Borg are immune to Bribery.

**Notes:** This card is removed before a solo game.

► **Criminal Takeover (Expansion/3R/-/-/-):** You may pay the full Culture costs of Hegemony by removing your Agent from the System after the Hegemony Attempt.

► **Exotic Pheromones (Military/4R/-/-/-):** During your Building Phase, you may spend a Production to take a Rival Ship Orbiting a System with your Agent as Plunder. The Borg are immune to Exotic Pheromones.

**Notes:** This card is removed before a solo game.

► **Fiendish Plans (Command/3P/W/Cd/-):** Use one more Turn Order card than normally. You take two Turn Order cards and two player turns. Do not Refresh Commands between your turns.

After Turn Order cards are distributed, you may secretly look at all of them. You may then force any two players (including yourself) to switch cards once.

**Notes:** When you commit Resources to take Turn Order cards, you take both cards at the same time.

**Gold Rush (Command/3R/W/-/-/-):** You may Issue a Command to have any number of your Ships and Fleets at Warp, exit Warp and move to the same Sector they all can reach. New Space Lanes can't be placed during these moves.

► **The Heist of the Century (Espionage/2C/-/-/-):** During Resource Generation, you may discard this card to collect all Resources from all Rival and Independent Systems with your Agents instead of their owners.

► **Knockoffs (Espionage/3R/-/-/-):** During your turn, Exhaust this card to place one of your Agents that is in a System Controlled by a Rival on one of their completed Advancements. As long as the Agent remains, you may use that Advancement as if it were your own.

**Orion Cartels (Command/4R/-/Cd/-):** Issue a Command to Commission a Fleet in any Sector where you have 3 or more Ships.

**Particle Cannon (Military/3R/W/-/-/-):** If you have only one Ship in a Space Battle, it has First Strike in every Combat Round and adds +1 Weapon Level and +1 Shield Level.

► **Protection Racket (Business/3R/-/-/-):** Whenever a Rival Controlled System with your Agent generates Resources, if one of your Ships is in Orbit, that Rival must give you one of those Resources.

**Notes:** This card is removed before a solo game.

► **Skimming (Business/3R/-/-/-):** After Turn Order cards have been distributed, take one Resource token from each of the bids that was higher than yours.

**Notes:** This card is removed before a solo game.

► **Tractor Beams (Military/2R/-/-/-):** At the end of each Combat Round where you participate, you may take one destroyed Rival Ship as Plunder. The Borg are immune to Tractor Beams.

**Notes:** None of your Ships need to survive for the effect to apply.

If developed by a Rival, this Advancement allows you to take Ships, but they can only be used if that Rival also develops an Advancement that makes use of stolen Ships.

**Tritanium Hulls (Military/3R/WW/-/-/-):** Your Impulse speed is increased by 1. Your Single Ships moving at Impulse can move into and through Sectors containing Hostile Rival Ships.



### R10.10 ORION FLEETS



**#1A Slaver Wing (4):** When this Fleet takes Plunder, roll a die:

- 1, 2, or 3: take a Production
- 4 or 5: take a Research
- 6: take a Culture

**#1B Flanking Wing (5):** When this Fleet exits Warp, each Ship may make a separate Impulse move without Issuing a Command.

**Notes:** All Ships in this Fleet may use this ability even if the Fleet is disbanded before all Ships have moved.

**#2A Buccaneer Wing (4):** If this fleet Occupies a Rival or Independent System during Resource Generation, the System generates Resources as if under your Control instead.

▶ **#2B Interceptor Fleet (6):** At any time while at Warp, if a Ship of any Rival exits Warp in a Sector within Warp Range of this Fleet (without placing new Space Lanes), this Fleet may immediately exit Warp in that Sector and initiate a Space Battle without Exhausting any Commands.

▶ **#3A Smuggler Wing (4):** This Fleet is Cloaked.

**Note:** The Warp icon indicates that this Fleet has +1 Warp.

**#3B Ragtag Fleet (6):** During your turn and in Sectors where you can Commission Fleets, you may place Ships from Plunder in this Fleet for free. You may use Ships directly from Plunder to build this Fleet as a Bonus Fleet Build. For each separate Faction represented by a Ship in this Fleet, it rolls 1 additional die in Combat. If Ships originally belonging to other Factions leave this Fleet, they revert to their original owners.

**Notes:** When you use Ships directly from Plunder to build this Fleet as a Bonus Fleet Build the Ships used are placed in this Fleet. As normal you need to use at least three Ships.

For the purpose of using other Special Rules, all Ships in this Fleet count as Orion Ships.



▶ **A10.11 ORION PIECES AND CARDS**

To use the Orion in a game of Star Trek: Ascendancy you will need the following Faction specific components:

Component	Source
Command Console	UCR4.0
Trade Agreement cards	UCR4.0
Home System disc	UCR3.0
Ship models	3D models by Frank Strauss
Fleet models	3D models by Frank Strauss
Control Node models	3D models by Frank Strauss
Slave Girl models	3D models by Frank Strauss
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Anarchy!	UCR4.0
Black Markets	UCR4.0
Blackmail	UCR4.0
Booby Traps	UCR4.0
Bribery	UCR4.0
Criminal Takeover	UCR4.0
Exotic Pheromones	UCR4.0
Fiendish Plans	UCR4.0
Gold Rush	UCR4.0
The Heist of the Century	UCR4.0
Knockoffs	UCR4.0
Orion Cartels	UCR4.0
Orion Slave Girls	UCR4.0
Particle Cannon	UCR4.0
Protection Racket	UCR4.0
Skimming	UCR4.0
Tractor Beams	UCR4.0
Tritanium Hulls	UCR4.0
<b>Fleet cards</b>	
#1 Slaver Wing/Flanking Wing	UCR4.0
#2 Buccaneer Wing/Interceptor Fleet	UCR4.0
#3 Smuggler Wing/Ragtag Fleet	UCR4.0

# A11. THE ROMULAN STAR EMPIRE

## A11.1 FACTION STATUS

The Romulans are an official *Star Trek: Ascendancy* Faction that was included in the base game.

The Romulans received a few updates in the UCR4.0.

The Romulan Star Empire is a basic Faction that strikes a very hard blow in battle.

The Romulans are masters of scientific advancement. With superior technology they are also quite potent in Combat.

## A11.2 THE ROMULANS



*"Romulans. They're so predictably treacherous!"*

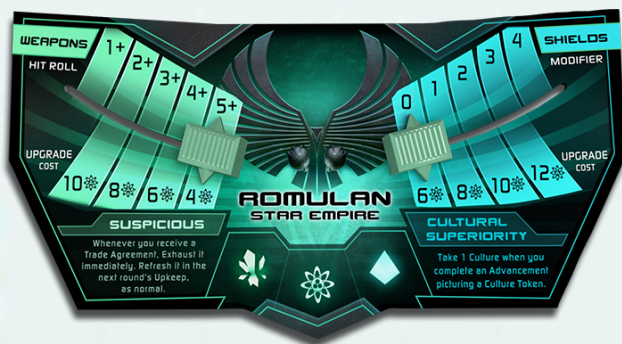
The Romulan Star Empire (or simply Romulan Empire) is a major interstellar state encompassing the Romulan people and their subject worlds and species. The Empire is known for its xenophobic character and policies of extreme secrecy, subterfuge, and territorial expansionism. By the late 23rd century, the Empire counted among the great powers in its region of the Milky Way Galaxy.



From Memory Alpha

Faction colour: Green

## A11.3 ROMULAN SPECIAL RULES



The Romulans have a unique Command Console with two Special Rules that apply to the Romulans.

## A11.3.1 Suspicious

Whenever you receive a Trade Agreement, Exhaust it immediately. Refresh it in the upcoming Recharge Stage, as normal.

**Note:** The Console has text that is replaced by the above.

Every time a Romulan receives a new Trade Agreement, it starts Exhausted, whether or not it is a new Agreement or an exchange of existing Trade Agreements.

## A11.3.2 Cultural Superiority

Take 1 Culture when you complete an Advancement picturing a Culture token.

## A11.4 ROMULAN VICTORY

Standard rules apply.

## A11.5 ROMULAN TRADE AGREEMENTS



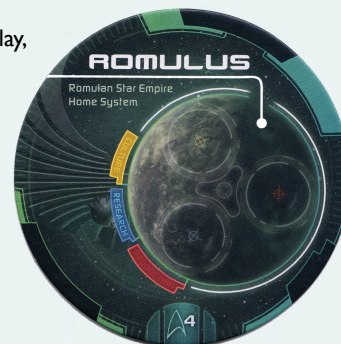
The Romulans have three standard Trade Agreements, providing one, two or three Production to the recipient.

## A11.6 ROMULAN STARTING ASSETS

Standard rules apply.

When the Romulans are in play, they start the game with Romulus as their Home System.

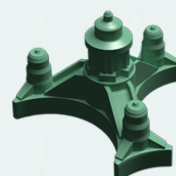
**Romulus (STA PRC-4):**  
Home of the Romulans.



## Romulan Pieces



Romulan Ship



Romulan Control Node



Romulan Starbase

### A11.7 ROMULAN BUILDING PHASE

Standard rules apply.

### A11.8 ROMULAN COMMAND PHASE

Standard rules apply.



### A11.9 ROMULAN ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

► **Romulan Cloaking Device (Military/Start/-/-/-):** Your Ships have First Strike in Space Battles during your turn.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Adv. Romulan Cloaking Device (Espionage/5R/W/-/-):** Your ships are Cloaked. When attacked, your Ships may Enter Warp for free. If they do, the Space Battle is canceled and the Attacker's Command is Refreshed.

**Notes:** A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Continuing Committee (Command/4R/W/Cd/-):** Your Systems' Hegemony Resistance is increased by 1.

► **Forced Quantum Singularity Drive (Exploration/4R/WW/-/-):** -

► **Imperial Science Initiative (Science/4R/W/-/-):** When you Launch a new Project, place one Research token from the Supply on the new Project.

► **Multi-Spectral Emitter Drones (Espionage/4R/-/-/-):** You may Issue a Command to Exhaust a Trade Agreement of a Connected Rival.

**Notes:** This card is removed before a solo game (unless you play the Romulans).

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Orbital Defence Grid (Military/4R/W/-/-):** In Planetary Invasions, your Nodes have First Strike.

► **Orbital Mines (Military/3R/W/-/-):** When Hostile Rival Ships enter a System you Control, roll a die for each of those Ships. On a roll of 6 they are destroyed, regardless of their Shields. Orbital Mines don't affect the Borg.

**Notes:** Like a Hazard, you only have to make the roll for the Orbital Mines when the Ships end their movement in Romulan Systems. When moving through the Systems, it's safe to assume that the Romulan Rivals aren't getting close enough to trigger the mines.

If the System is Hazardous, the roll for the Cloaked Orbital Mines is in addition to the Hazard.

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Romulan Disruptors (Military/3R/W/-/-):** Your Rolls to Hit of 6 always score a Hit, regardless of the Rival's Shield Modifier.

► **Romulan Senate (Command/4R/-/-/-):** During your Command Phase, discard this card to Refresh up to three of your Commands.

**Notes:** A new card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Superior Combat Manoeuvres (Military/4R/-/-/-):** Exhaust this card to Re-Roll all your failed To Hit Rolls, in a single Combat Round.

► **Superior Shield Harmonics (Military/4R/W/-/-):** Your Fleets may ignore the first Casualty in each Round of Space Battles.

► **Superior Targeting Array (Military/4R/W/-/-):** Your Ships, Nodes and Starbases may Re-Roll 1 To Hit Roll in each Combat Round.

**Notes:** The Superior Targeting Array allows you to re-roll one of your Attack dice each Round, not every die that each Ship or Node contributes.

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Tal Diann Security Forces (Military/3R/-/-/-):** In Planetary Invasions, Research Nodes you Control! Roll an additional Die to Hit.

► **Tal Shiar (Espionage/4R/-/-/-):** On your turn, you may Exhaust this card to Exhaust an Expansion, Exploration or Science Advancement of a Connected Rival.

**Notes:** This card is removed before a solo game (unless you play the Romulans).

A replacement card marked "UCR4.0" is available in the *Unofficial Complete Rulebook* files.

► **Tal Shiar Monitoring Posts (Espionage/4R/-/-/-):** Each time a Rival Finishes a Project, roll a die. If the result is equal to or lower than the number of Starbases you Control, you may add a Research token from the Supply to one of your Projects.

**Notes:** This card is removed before a solo game (unless you play the Romulans).

## A11.10 ROMULAN FLEETS



**#1A Science Fleet (4):** When this Fleet Braves a Hazard, only roll for one of its Ships. This Fleet may Brave the Hazard of a Phenomenon they Occupy without Exhausting a Command.

**Notes:** This card refers to "Exhausting a Command", but should actually refer to "Issue a Command" under these rules.

**#1B - (9):** -

**#2A Battle Group (6):** This Fleet may Re-Roll rolls of 1 in Space Battles.

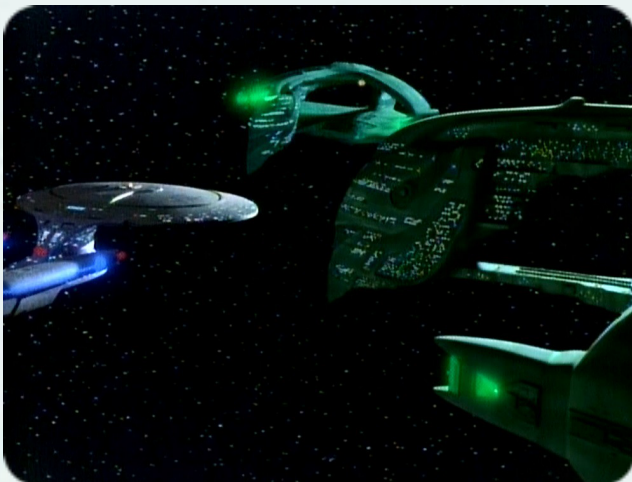
**#2B - (9):** -

**#3A Mining Fleet (4):** When this Fleet Occupies an Undeveloped System or Phenomenon, you may use one Command to take 2 Production. This may only be used once per turn.

**Notes:** When a Romulan Mining Fleet uses a Command to take two Production from a Phenomenon they don't have to Brave the Hazard. If they had stopped in the Sector on a previous turn, they would have to spend another Command to take the Research from the Phenomenon. You only have to Brave a Hazard when you end your movement in a Hazardous Sector or spend a Command to Brave the Hazard.

This card refers to "use one Command", but should actually refer to "Issue a Command" under these rules.

**#3B - (9):** -



## A11.11 ROMULAN PIECES AND CARDS

To use the Romulans in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	STA base game
Trade Agreement cards	STA base game
Home System disc	STA base game
Ship models	STA base game
Fleet models	STA base game
Control Node models	STA base game
Starbase models	GF9
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Adv. Romulan Cloaking Device	UCR4.0
Continuing Committee	STA base game
Forced Quantum Singularity Drive	STA base game
Imperial Science Initiative	STA base game
Multi-Spectral Emitter Drones	UCR4.0
Orbital Defence Grid	STA base game
Orbital Mines	UCR4.0
Romulan Cloaking Device	UCR4.0
Romulan Disruptors	STA base game
Romulan Senate	UCR4.0
Superior Combat Manoeuvres	STA base game
Superior Shield Harmonics	STA base game
Superior Targeting Array	UCR4.0
Tal Diann Security Forces	STA base game
Tal Shiar	UCR4.0
Tal Shiar Monitoring Posts	STA base game
<b>Fleet cards</b>	
#1 Science Fleet	STA base game
#2 Battle Group	STA base game
#3 Mining Fleet	STA base game

# A12. THE TERRAN EMPIRE

## A12.1 FACTION STATUS

The Terran Empire is a fan created Faction that was created by the BGG community and further developed by Mattias Elfström and Lou Lessing. The Terran graphics were done by Steve Framarin.

The Terran Empire was first added to the Unofficial Complete Rulebook v2.0 and updated with new graphics for v3.0.

The Terran Empire is a **basic** Faction that is a virtual mirror image of the Federation.

## A12.2 THE TERRANS



"Captain's log, supplemental. I command an Enterprise where officers apparently employ private henchmen among the crew, where assassination of superiors is a common means of advancing in rank."

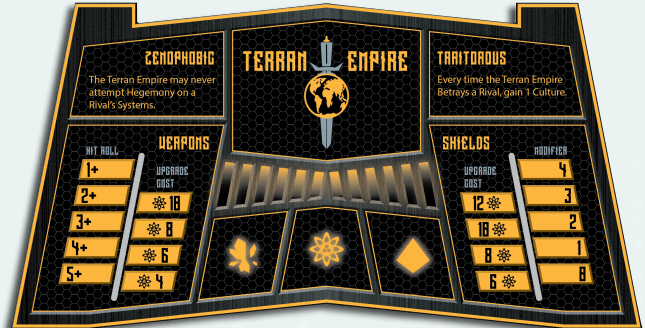
The Terran Empire is a repressive interstellar government dominated by the Terrans from Mirror Earth in the mirror universe. The Empire rules by terror, its Imperial Starfleet acting as its iron fist. In the Imperial Starfleet, officers promote themselves by killing superiors that do not follow the rules of the Empire. Torture is a common form of interrogation and discipline.

From Memory Alpha

Faction colour: Black



## A12.3 TERRAN SPECIAL RULES



The Terran Empire has a unique Command Console with two Special Rules that apply to the Terrans.

### A12.3.1 Xenophobic

The Terran Empire may never attempt Hegemony.

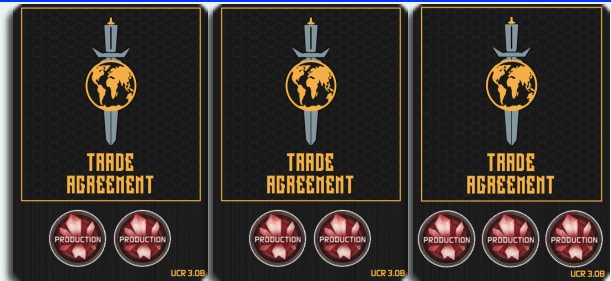
### A12.3.2 Traitorous

Every time the Terran Empire Betrays [see rule 13.4] a Rival they gain 1 Culture.

## A12.4 TERRAN VICTORY

Standard rules apply.

## A12.5 TERRAN TRADE AGREEMENTS



The Terran Empire has three unique Trade Agreements providing two, two or three Production to the recipient.

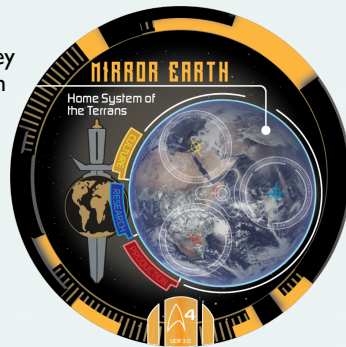


## A12.6 TERRAN STARTING ASSETS

Standard rules apply.

When the Terrans are in play, they start the game with Mirror Earth as their Home System.

**Mirror Earth (UCR3 PRC-4):** Home of the Terrans.



### - Terran Pieces -



Terran Ship

Terran Control Node

Terran Starbase

## A12.7 TERRAN BUILDING PHASE

Standard rules apply.

## A12.8 TERRAN COMMAND PHASE

Terrans may not attempt Hegemony [rule A12.3.1]. Note that this is reflected on the Player Turn Summary card.



## A12.9 TERRAN ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Loot & Pillage (Military/Start/-/-/-):** When you destroy a Rival's Resource Node in an Invasion, take 2 tokens of the matching type from the Supply.

**Audentes Fortuna Imperii (Military/3R/-/-/-):** During your turn, you may pay 1 Culture to initiate a Planetary Invasion instead of Issuing a Command.

**The Cochrane Institute (Exploration/2R/W/-/-):** Your Ships' Impulse Speed is increased by 1.

**Covert Analysis (Espionage/4R/-/-/-):** When you take Control of a Rival's Research Node and capture an active Project, any Research on the Project remains as you seize it.

**Notes:** This card is removed before a solo game.

**Exographic Targeting Sensor (Military/3R/-/-/-):** In an Invasion, you may choose to ignore any number of Hits you rolled.

**Imperial Strategic Reconnaissance (Espionage/4R/W/-/-):** When you Launch New Projects, you may randomly draw one card from a Rival's Advancement Deck, instead of selecting one of your own. If you discard the Rival's card, it goes to the bottom of their deck.

**Multidimensional Transporter Device (Espionage/4R/-/-/-):** When you complete this Advancement, if you have a Federation Rival, choose one of their active Advancements. Otherwise, randomly choose an Advancement from the Federation deck. The Multidimensional Transporter Device becomes a copy of the chosen Advancement.

**Mutinous Field Promotion (Command/4R/W/Cd/-):** You may Commission Fleets in any Sector.

**Scientific Infiltration (Espionage/4R/W/-/-):** When you take Control of a Rival's Research Node and capture an active Project, you choose which of their active Projects you seize.

**Slave Labour (Business/4R/-/-/-):** During Resource Generation, collect 2 Production for each Trade Agreement you have given to a Rival. Keep 1, and give 1 to each Rival holding your Trade Agreement.

**Notes:** This card is removed before a solo game.

**Synaptic Agonizer Device (Military/3R/-/-/-):** On your turn, you may pay 1 Culture to Exhaust 2 Commands belonging to a Rival. You may do this multiple times on your turn.

**Notes:** This card is removed before a solo game.

**Tantalus Field (Military/4R/-/-/-):** When a Rival attempts Hegemony on a Sector you control, roll a Hit Roll for each Structure. Each successful Hit Roll destroys one of the Rival's Ships in that Sector. If all Ships are destroyed, the Hegemony attempt automatically fails.

**Notes:** This card is removed before a solo game.

**Transspectral Sensor Array (Espionage/3R/-/-/-):** On your turn, you may Exhaust this card to Exhaust a Rival's Espionage or Military Advancement, with whom you've made Contact.

**Notes:** This card is removed before a solo game.

**Transwarp Drive (Exploration/3R/WW/-/-):** -

**Tri-Cobalt Warhead (Military/5R/W/-/-):** When exiting Warp, you may initiate Space Combat without Issuing a Command.

## A12.10 TERRAN FLEETS



**#1A Imperial Flagship Wing (4):** In Space Battles and Invasions, this Fleet ignores an opponent's (including the Borg) Shield Modifier.

**#1B Battle Group (6):** This Fleet may re-roll To Hit rolls of 1 in Space Battles.

**#2A Assault Fleet (6):** This Fleet may re-roll To Hit rolls of 1 in Planetary Invasions.

**#2B - (9):** -

**#3A Covert Analysis Group (4):** During your turn, when this Fleet Occupies a Rival's System with a Research Node, you may Issue a Command to take 1 Research. You may place the Research on one of your Projects. This may only be used once per turn.

**#3B - (9):** -



## A12.11 TERRAN PIECES AND CARDS

To use the Terrans in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	UCR3.0
Trade Agreement cards	UCR3.0
Home System disc	UCR3.0
Ship models	3D-printed or substituted
Fleet models	3D-printed or substituted
Control Node models	3D-printed or substituted
Starbase models	3D-printed or substituted
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Audentes Fortuna Imperii	UCR3.0
The Cochrane Institute	UCR3.0
Covert Analysis	UCR3.0
Exographic Targeting Sensor	UCR3.0
Imperial Strategic Reconnaissance	UCR3.0
Loot & Pillage	UCR3.0
Multidimensional Transporter Device	UCR3.0
Mutinous Field Promotion	UCR3.0
Scientific Infiltration	UCR3.0
Slave Labour	UCR3.0
Synaptic Agonizer Device	UCR3.0
Tantalus Field	UCR3.0
Transspectral Sensor Array	UCR3.0
Transwarp Drive	UCR3.0
Tri-Cobalt Warhead	UCR3.0
<b>Fleet cards</b>	
#1 Imperial Flagship Wing/Battle Group	UCR3.0
#2 Assault Fleet	UCR3.0
#3 Covert Analysis Group	UCR3.0

# A13. THE THOLIAN ASSEMBLY

## A13.1 FACTION STATUS

The Tholians have been hinted at by GF9, but not yet announced.

The Tholian Assembly as presented here is a variant Faction that was created by Lou Lessing and Mattias Elfström, who also did card graphics. Marcin Adamczyk, Jim Everson, Steve Framarin, Vladimir Orej and Martin Stegmark provided further development assistance.

The Tholian Assembly was first added to the Unofficial Complete Rulebook v3.0. They received a small number of updates for the UCR4.0.

The Tholian Assembly is intended as an advanced Faction that will be able to reach every corner of the Quadrant in search of Systems suitable for them. The Tholian player will have to strike bargains with their Rivals to be able to Colonise Hazardous Systems wherever they appear. Once Colonised the Tholians are very well equipped to defend their hard earned gains.

## A13.2 THE THOLIANS



"The Tholians are a little more open-minded than your people. They detonated a tricobalt warhead here, inside the gravity well of a dead star. The explosion created an interphasic rift. A doorway into another universe."



The Tholians are an extremely xenophobic, non-humanoid hermaphroditic species with a propensity for precision. Tholian behaviour can best be described as aggressive, and territorial. Tholians are also renowned for their punctuality.

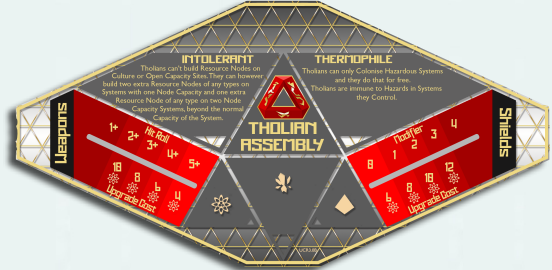
Tholians rarely advanced very far from their home system, and were known to kill outsiders caught trespassing in their territory. They were also known to frequently annex surrounding systems outside of the Assembly, to further isolate their territory.

The Tholians are members of a hive culture and possess a hive mind. They have a caste society – the warrior caste being prominent.

From Memory Alpha

Faction colour: Grey

## A13.3 THOLIAN SPECIAL RULES



The Tholian Assembly has a unique Command Console with two Special Rules that apply to the Tholians.

### A13.3.1 Intolerant

Tholians can't build Resource Nodes on Culture or Open Capacity Sites. They can however build two extra Resource Nodes of any types on Systems with one Node Capacity and one extra Resource Node of any type on two Node Capacity Systems, beyond the normal Capacity of the System.

The extra Resource Nodes are built outside the Sites normally used for placing Resource Nodes on Systems.

Site Type	Tholians May Build
Production	Production Node
Research	Research Node
Culture	No Node
Open	No Node

System Capacity	Tholian Off Site Building
3-4	None
2	One Open
1	Two Open

Example Systems	Capacity	Tholian Building
Exo III	●	●* ● ●
Excaliba	● ●	● ●* ●
Bajor	● ● ●	● ● ●
Tau Cygna V	● ● ● ●	● ● ● ●
Prexnak	● ● ● ●	● ● ● ●

### A13.3.2 Thermophile

Tholians can only Colonise Hazardous Systems and they do that for free. Tholians are immune to Hazards in Systems they Control.

A System can be made Hazardous using Tholian Advancements or Fleets.

### A13.3.3 Tholian Rifts

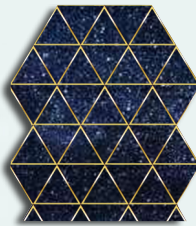
There are five Rift tokens which can be placed in Sectors using the Interspatial Rifts and Rifting Charges Advancements or the Riftspinner Fleet.

Tholian Rift tokens create Virtual Adjacencies [see rule 4.] between all Sectors they are placed in.



### A13.3.4 Tholian Webs

Tholian Web tokens are placed using the *Energy Webs*, *Funnel Web Traps* or *Plasma Spinnerets Advancements* or the *Webspinner Fleet*.



#### ► A13.3.4.1 Webbed Ships

Ships (including Tholian Ships and Borg Cubes) in a Sector with a Tholian Web token are *Webbed*.

*Webbed Ships* can't *Impulse* move (including *Retreats* and *Tactical Manoeuvres*), enter *Warp*, initiate *Space Battles* or *Invasions* or attempt *Hegemony*.

Moving Ships can move through Sectors with Web tokens (the *Funnel Web Traps* Advancement may however affect this).

#### A13.3.4.2 Removing Tholian Web Tokens

Any player can *Issue a Command* to their *Webbed Ship* to start removing the Webs. Put the Web token on its side to indicate that it is damaged. Any player can *Issue a Command* to their *Webbed Ship* to remove a damaged Web token (Exception: The *Plasma Spinnerets* Advancement prevents damaged Web tokens from being removed by *Issuing Commands*).

During their *Building Phase*, any player may remove damaged Web tokens from their *Webbed Ships* for free.

A *Borg Cube* automatically removes any Web token in its Sector, damaged or not, if it draws a *Borg Command* card showing one or more *Warp* icons and can start moving immediately.

If there are no Ships in a Sector with a Web token, remove it immediately. If a Sector has more than one Web token, remove all but one, starting with damaged Webs.

The Tholian player can remove any Web token anywhere for free at any time.



### A13.3.5 Hazard Tokens

Various Tholian abilities (*Core Reflux Agitators*, *Thermo-Seismic Warheads* and the *Tholian Terraforming Group Fleet*) can increase the Hazard Level of Planetary Systems. Mark the new level with a Hazard token.



Note that increasing the Hazard Level means that the Hazard Level number goes down. A non-Hazardous System becomes Hazard Level 6. Maximum Hazard Level is 1.

### A13.4 THOLIAN VICTORY

Standard rules apply.

### A13.5 THOLIAN TRADE AGREEMENTS



The Tholian Assembly have three unique Trade Agreements providing one Production, two Production or one Research to the recipient.



### A13.6 THOLIAN STARTING ASSETS

In addition to the standard Faction assets [rule 5.7.5], the Tholians also have 5 Rift and 12 Web tokens. There can never be more than 5 Rift tokens in play at the same time, but Web tokens are considered unlimited.

The Tholian Rift and Web tokens are not considered Tholian specific assets, but are useable by any player with access to the relevant Advancements.

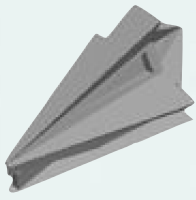
When the Tholians are in play, they start the game with Tholia as their Home System.

The Tholian homeworld is called Tholia. In keeping with their extremophile biology, it is not a normal Home System. They start with the normal Production, Research and Culture Nodes (the Culture Node is placed outside of the available Sites in accordance with the *Intolerant* rule) on it, though.

**Tholia (UCR3 H5 PR-4):** Home of the Tholians.



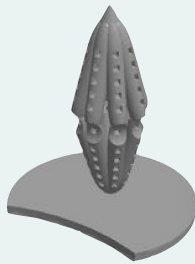
## Tholian Pieces



Tholian Ship



Tholian Control Node



Tholian Starbase

### A13.6.1 Tholians and Starting Levels

When playing the Medium or Quick game the Tholians must observe the *Intolerant* and *Thermophile* rules to determine which Systems can be developed and to what extent.

The Tholians may, however, increase the Hazard Levels of the Systems they place at the start of the game by a total of two Levels in a Medium game and by a total of three Levels in a Quick game before placing Nodes.



### A13.7 THOLIAN BUILDING PHASE

In accordance with the *Thermophile* rule, Tholians can only Colonise Hazardous Systems and they do that for free.

Tholians can't build on Culture or Open Capacity Sites, but can build extra Resource Nodes on Systems with one or two Node Capacity as described in the *Intolerant* rule.

### A13.8 THOLIAN COMMAND PHASE

Standard rules apply.

## A13.9 THOLIAN ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Interspatial Rifts (Exploration/Start/-/-/-):** During your turn, Exhaust this card to place a Rift token in any System you Control or in an Uncontrolled System. Issue a Command to remove a Rift token.

**Core Reflux Agitators (Science/3R/-/-/-):** Issue a Command and pay a Research to make a Planetary Sector you Orbit Hazardous Level 5 and force Rival Ships in that Sector to immediately make a Hazard roll.

**Notes:** Systems that are already at Hazard level 5 or higher are unaffected, but the Hazard roll still applies.

**Drone Caste (Expansion/4R/-/-/-):** During your Building Phase you may Exhaust this card to build a Resource Node for free.

**Energy Webs (Military/4R/W/-/-/-):** Issue a Command to place a Tholian Web token in a Sector with a Ship Adjacent to one of your Ships. Webbed Ships (including Tholian) have -1 Weapon Level.

**Funnel Web Traps (Military/4R/-/-/-/-):** At any time when a Rival moves into or through (even at Warp) a System you Control, you may Exhaust this card to place a Tholian Web token in that System and force them to end their movement there.

**Gravity Drive (Exploration/3R/W/-/-/-):** +1 Impulse Speed. When your Ships move at Impulse through a Rift, you may have them Enter Warp from the last Sector they enter without Issuing a Command.

**High Energy Filaments (Military/4R/W/-/-/-):** Peaceful Rivals must ask and receive permission to move into or through Sectors with your Ships.

**Notes:** This Advancement doesn't affect other abilities (like Cloaked) of Rivals to move through your Ships, even if they are Peaceful as well.

**Patience of Stones (Science/3R/-/-/-/-):** During Maintenance, add 3 Production tokens from the General Supply to this card. You may discard this card during the Initiative Stage to commit all Production tokens on it to your bid.

**Plasma Spinnerets (Military/3R/W/-/-/-/-):** Before you Retreat from a Space Battle, you may place a Tholian Web token in a Sector Adjacent to one of your Retreating Ships. Damaged Webs can no longer be removed by Issuing Commands.

**Power Mesh Burst (Military/3R/-/-/-/-/-):** During your turn, discard this card to destroy all Nodes in a Hostile Rival System you Occupy. Raise its Hazard level to 3.

**Notes:** Systems that are already at Hazard level 3 or higher are unaffected.

**Replication Vents (Command/3R/W/-/-):** You can build Ships and Commission Fleets in any Hazardous System you Control.

**Rifting Charges (Military/4R/-/-/-):** When you initiate a Space Battle, you may Exhaust this card to place a Rift token in the defender's Sector (if all Rift tokens are already on the map, move one to that Sector).

**Seismo-Volcanic Fountain (Science/3R/-/-/-):** When a Rival Invades a Hazardous System you Control, they must make a Hazard roll (and apply any casualties) before each Combat Round.

**Tholian Annexation (Military/5R/-/-/-):** When you Invade, if you have more Ships than the System has Nodes, you may Exhaust this card to have all your Ships automatically hit this Round.

**Tholian Silk (Business/3R/W/-/-):** Take 1 additional Production for each Rival Trade Agreement you hold. You must give one of these extra Production to a Rival whose Trade Agreement you hold.

**Notes:** In a solo game this Advancement only provides a Warp icon.

**Warrior Caste (Military/3R/W/-/-):** Whenever you roll a 1 in Combat, put that die on this card. At any time, you may remove a die from this card to add or subtract 1 from any Hit roll.

**Xenophobic Government (Command/4R/-/Cd/-):** Only Peaceful Rivals, Rivals with whom you have not yet made First Contact and the Borg may Attach Space Lanes to Systems you Control.



### R13.10 THOLIAN FLEETS



**#1A Riftspinner Wing (4):** When this Fleet enters or exits Warp, you may put a Rift token in its Sector.

**#1B Webspinner Fleet (7):** At the start of a Space Battle, this Fleet may place a Tholian Web token in an Adjacent Sector.

**#2A Pyroclastic Wing (6):** You may Issue a Command and pay a Research to increase the Hazard Level of a Planetary System this Fleet Occupies by one. When this Fleet Braves a Hazard, only roll for one of its Ships.

**#2B Shard Fleet (7):** When any of your Ships are destroyed in a Space Battle in the the same Sector as this Fleet, you may Disband this Fleet to make one additional hit roll for each of your Ships that was just destroyed.

**#3A Harrier Wing (6):** While at Warp and at any time, if a Rival Ship exits Warp in a Sector within Warp Range of this Fleet, this Fleet may exit Warp in that Sector or any Adjacent Sector without Exhausting a Command.

**#3B Tholian Armada (10):** This Fleet may not be Issued a Command to enter Warp.

### R13.11 THOLIAN PIECES AND CARDS

To use the Tholians in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	UCR3.0
Trade Agreement cards	UCR3.0
Tholia Home System disc	UCR3.0
Ship models	3D models by Frank Strauss
Fleet models	3D models by Frank Strauss
Control Node models	3D models by Frank Strauss
Starbase models	3D models by Frank Strauss
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Core Reflux Agitators	UCR4.0
Drone Caste	UCR3.0
Energy Webs	UCR3.0
Funnel Web Traps	UCR3.0
Gravity Drive	UCR3.0
High Energy Filaments	UCR4.0
Interspatial Rifts	UCR3.0
Patience of Stones	UCR4.0
Plasma Spinnerets	UCR3.0
Power Mesh Burst	UCR4.0
Replication Vents	UCR3.0
Rifting Charges	UCR3.0
Seismo-Volcanic Fountain	UCR3.0
Tholian Annexation	UCR3.0
Tholian Silk	UCR3.0
Warrior Caste	UCR4.0
Xenophobic Government	UCR3.0
<b>Fleet cards</b>	
#1 Riftspinner Wing/Webspinner Fleet	UCR3.0
#2 Pyroclastic Wing/Shard Fleet	UCR3.0
#3 Harrier Wing/Tholian Armada	UCR3.0

## ▶ A14. VULCAN HIGH COMMAND

### A14.1 FACTION STATUS

The Vulcans have been released as an official *Star Trek: Ascendancy* Faction in their own expansion in 2019. Extensive modification was required to make this version work within the Unofficial Complete Rulebook v3.0 rules, and we were never satisfied with the result. The official Vulcan faction is no longer included in v4.0. Instead, we have designed a brand-new version of the Vulcan High Command. This version dispenses with the unavoidably-swingy Agenda cards and the unique Ascendancy mechanics. Vulcans win in the normal way. Instead, this version focuses on the political mechanics which the Agenda deck overshadowed. Vulcans now have Agents that they send to Peaceful Rival worlds, special Command tokens used to order allied Ships, and special Trade Agreements that represent a more binding peace.

The Vulcan High Command are team builders that share with their allies, kind of like the Dominion. Unlike the Dominion, they don't win with their allies! Their goal is to control and manipulate. They would like to be peaceful with as many players as possible, but they're happy to help players fight one another. In the long run, the Vulcans need to be Ascending faster than other Factions, so they help their Rivals keep each other down. The Vulcans are not a great military threat, and when it comes time to defend their Ascendancy they may struggle. But between their Trade Agreements and their Agents, it can be quite tricky to part ways with the Vulcans. As long as they can keep one Peaceful Rival, they're pretty capable of self-defence. Having no Peaceful Rivals is one of the worst things that can happen to a Vulcan.

Designed by Lou Lessing with assistance from Mattias Elfström.

### A14.2 THE VULCANS



**"Live long and prosper!"**

The Vulcans are a warp-capable humanoid species from the planet Vulcan. They are widely renowned for their strict adherence to logic and reason as well as their remarkable stoicism. Vulcans are generally non-violent, but logic dictates that combat is sometimes necessary. Vulcans are also known for their high degree of honesty. They are extremely reluctant to tell a lie, and indeed it is said that "Vulcans cannot lie."

**Faction** colour: Orange



### A14.3 VULCAN SPECIAL RULES



The Vulcans have a unique Command Console with two Special Rules that apply to the Vulcans.

#### A14.3.1 Commanding

Gain an Ally Command for each Peaceful Rival System with your Agent. Ally Commands can be used to **Issue Commands** on behalf of Peaceful Rivals. Peaceful Rival Systems with your Agents have +1 **Shield Level** during Invasions and +1 **Hegemony Resistance**.

Whenever the number of Peaceful Rival Systems with your Agents changes, immediately gain or discard Ally Command tokens until you have the correct number.

Ally Command tokens come into play **Exhausted** just like standard Command tokens.

**Unexhausted** Ally Commands are always lost before **Exhausted** ones.

*Examples: If an Agent moves from a Peaceful Rival System to another Peaceful Rival System, the number has not changed and you do not gain or lose Ally Commands.*

*If your Agent is destroyed but you have another Agent in the same System, you do not gain or lose Ally Commands.*

*If a Peaceful Rival with 3 Systems with your Agents ceases to be Peaceful, you will lose 3 Ally Commands. If they become Peaceful again you will gain 3 (Exhausted) Ally Commands.*

#### A14.3.2 Loyal

You cannot **Betray** or be **Betrayed**. Your Trade Agreements are more difficult to break.

The Vulcans are not allowed to take any actions that would cause them to **Betray** a Rival, and their Rivals are not allowed to take any actions that would cause them to **Betray** the Vulcans. Note that it is not a **Betrayal** for the Vulcans to use an Ally Command to order one of their Peaceful Rivals to attack another one of their Peaceful Rivals.

The Vulcans cannot revoke their Trade Agreements, and other players cannot revoke Trade Agreements they've given to the Vulcans. Instead, these Trade Agreements can be **Terminated** by a special process [see rule A14.5.1].



### R14.3.3 Vulcan Ambassadors

The Vulcans are experts at diplomacy. The Vulcan player has access to *Ambassador* Agent models that follow standard rules for Agents [see rule 12.3].



### R14.3.4 Ally Command Tokens

Ally Command tokens are special Command tokens that can be Issued like Commands, but only to the assets of Peaceful Rivals.



Ally Commands work just as if a Ship's owner had Issued a Command of their own, with the difference that the issuer of the Ally Command is in charge and makes all decisions.

When you command an Ally's Ship, it is still their Ship, uses their Weapon Level, Shield Level, Warp Range, Special Rules and other limitations and abilities. It does not benefit from your Weapons, Shields, or Warp Range - but sometimes it can benefit from your other abilities. Other abilities are not shared by default, but the Vulcans have several Advancements that affect their Peaceful Rivals (such as Star Charts) and a few that can be used during an Ally Command (such as Vulcan Intelligence).

#### R14.3.4.1 Issuing Ally Commands

During your turn, you may Issue an Ally Command to take an action on behalf of a Peaceful Rival. You may Issue almost any Command that Rival is capable of, using their pieces to do it. For example, you can issue an Ally Command to have a Peaceful Rival Ship Exit Warp.

#### R14.3.4.2 Ally Command Limitations

Ally Commands cannot be used to Commission Starbases.

Ally Commands cannot be used to give an order that would cause a Betrayal. In general, this means that another player's Ships cannot be ordered to attack anything owned by a Rival who is at Peace with them.

Ally Commands cannot be used to order Ships to do things they couldn't do otherwise. For example, no player's Ships can be ordered to Invade their own Systems and the Federation cannot be ordered to Invade non-Borg Systems.

#### R14.3.4.3 Ally Command Costs

If there are additional costs (like the Culture costs during Hegemony) associated with the Issuing of an Ally Command, those are paid by the issuer. Actions that use more than one Command token, such as Commissioning an Andorian Fleet, must be paid for with more than one Ally Command token.

*Example: The Vulcan player Issues an Ally Command to group a number of Andorian Ships into an Andorian Fleet. This uses 2 Ally Commands, because it would cost the Andorian player 2*

*Commands. The Vulcan player chooses an unused Andorian Fleet card and chooses which Ships form the Fleet.*

#### R14.3.4.4 Ally Commands Benefits

Whatever results from the actions of a Ship under an Ally Command goes to the owner of the Ship. They get Control after a successful Hegemony and they keep the Research collected from a Phenomenon (but the issuer of the Ally Command decides which of the Ally's Projects to put it on or if it goes into the Ally's Reserves).

Ships acting under an Ally Command can also trigger their owner's abilities; a Klingon Ship will generate Culture when they are Ever Victorious, or two Production when they destroy a Production Node with Reclamation Barges, for example.

*Example: The Vulcan player Issues an Ally Command to a Klingon Marauders Fleet to attack an Orion Fleet. The Klingons are a Dominion Member, so the Dominion can choose to activate Phased Polaron Beams. They choose to do so, and the Klingon Ships attack with the Klingons' Weapons Level +1. When the Klingons win the fight, the Klingons gain a Culture from their Ever Victorious ability.*

*The Vulcan player issues an Ally Command to a Ferengi Ship to attempt Hegemony against a Federation System. The Vulcan player pays 1 Culture to make the attempt. The Vulcan player also chooses to spend 2 Production to activate the Ferengi player's Every Man Has His Price Advancement twice. They roll a die, and add the Ferengi player's Ascendancy level +2. When the attempt succeeds, the Vulcan player spends another Culture to complete it. The Federation Control Node in the System is replaced with a Ferengi Control Node.*

Ships acting under an Ally Command can also trigger certain Vulcan abilities, which work normally. For example, Vulcan Academy will generate Research for the Vulcans whenever they use an Ally Command to make a Peaceful Rival gather research from a Phenomenon.

## R14.4 VULCAN VICTORY

Standard rules apply.



## R14.5 VULCAN TRADE AGREEMENTS



The Vulcans have three unique Trade Agreement cards providing one Production, one Research or one Culture to the recipient.

Vulcan Trade Agreements are subject to Special Rules regarding how they can be revoked or returned.

### A14.5.1 Terminating Trade Agreements

Terminating Trade Agreements given out or held by the Vulcans is a special process that either party can initiate on their turn.

At the end of the Game Round, after Trade Agreements have generated Resources, return Terminated Trade Agreements to their owners.

There are four cases when Trade Agreements need to be Terminated:

- ▲ Vulcans Terminating Trade Agreements given out
- ▲ Vulcans Terminating Trade Agreements they hold
- ▲ Other Factions Terminating Trade Agreements given to Vulcans
- ▲ Other Factions Terminating Vulcan Trade Agreements they hold

In all those cases Termination follows the same procedure:

#### A14.5.1.1 Terminating a Trade Agreement

To Terminate a Trade Agreement during their turn, a player must first pay the other player (the holder or issuer of the Trade Agreement as the case may be) one Culture token and declare that the Trade Agreement is Terminated.

Then, if the other player holds a Trade Agreement from or have given a Trade Agreement to the Terminating player, that player may Terminate the other Trade Agreement as well, but without paying Culture.

Turn any Terminated Trade Agreements sideways as a reminder that they will be returned at the end of the Game Round.

*Example: The Vulcans are at Peace with the Federation and the Klingons, but those Factions are not at Peace with each other. The Vulcan player Issues an Ally Command to the Klingons to Invade a Federation planet. The Federation player is mad about this, but it isn't a Betrayal, the Vulcans cannot be held directly responsible for the actions of the Klingons. On their next turn, the Federation player is still upset, and decides to Terminate their trade with the Vulcans. They pay the Vulcans one Culture. The Federation also holds a Vulcan Trade Agreement, and the Vulcans decide to Terminate it as well, and both Trade Agreements are turned sideways. Both players take their Trade Agreement back at the end of the Round, after they have generated Resources. They remain at Peace until that time.*

*As an alternative example, let's say that the Federation instead chose to Terminate the Vulcan Trade Agreement they held in order to be able to attack the Vulcans during the next Game Round. If they did, the Vulcans would have had an opportunity to Terminate the Federation Trade Agreement for free.*

### A14.5.2 Exchanging Trade Agreements

Exchanging Vulcan Trade Agreements or Trade Agreements given to the Vulcans is unaffected by the rules for Termination and works like outlined in rule 13.1.2.

### A14.6 VULCAN STARTING ASSETS

In addition to the standard assets the Vulcans start the game with ten Ambassador Agent models in their Faction Supply, but have no Starbase models. Vulcans benefit from captured Starbases normally.

When the Vulcans are in play, they start the game with Vulcan as their Home System.

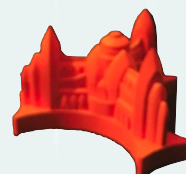
**Vulcan (VE PRC-4):** The home world of the Vulcans was first seen in TOS episode 2x01 "Amok Time".



### - Vulcan Pieces -



Vulcan Ship



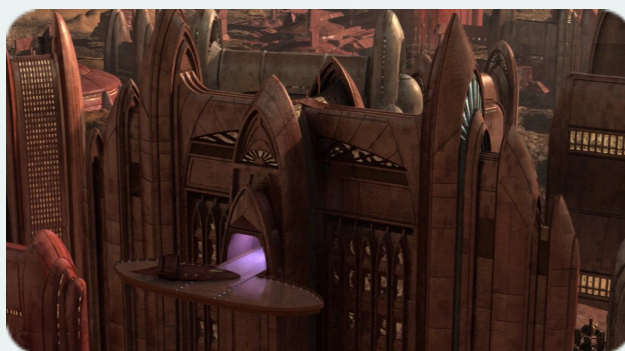
Vulcan Control Node



Vulcan Ambassador

### A14.7 VULCAN BUILDING PHASE

Standard rules apply.



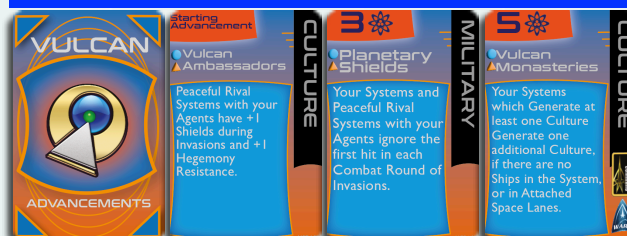
### A14.8 VULCAN COMMAND PHASE

The Vulcans can't Commission Starbases.

The Vulcans can Issue Commands to their Ambassador Agents in accordance with the Agent rules.

The Vulcans also have Ally Command tokens, which can be Issued on behalf of Peaceful Rivals during the Vulcan Command Phase.

### A14.9 VULCAN ADVANCEMENTS



The starting Advancement is listed at the top, the rest alphabetically.

**Citizen Scientists (Expansion/Start/-/-/-):** During your Building Phase you may Exhaust this card to Colonise any Explored Undeveloped System by paying one Culture, even if you don't Occupy it.

**Ancient Vulcan Colonies (Expansion/4R/-/-/-):**

When you Colonise a System you do not Orbit, you may place one Resource Node there for free. If you do, you cannot build anything else there this Game Round.

**Consular Academy (Culture/4R/-/Cd/-):** When you give out a Trade Agreement you may also place an Agent in a System Controlled by the recipient for free.

**Fleet Command (Military/3R/-/-/-):** You may Exhaust Commands to Refresh Ally Commands. Discard this card: You may Exhaust Ally Commands to Refresh Commands this Game Round.

**Katra of Surak (Culture/4R/W/-/-):** Immediately gain an Ascendancy. You require an additional Ascendancy to win.

**Local Ship Yards (Expansion/4R/-/-/-):** You may build up to two Ships in each System you Control. You may Commission Fleets in any System you Control.

**Notes:** The Ship build is in addition to any other Ship build allowed by other Special Rules.

**Long-Range Transporters (Science/2R/W/-/-):** Your Agents have +1 Transporter Range.

**Ministry of Diplomacy (Command/3R/-/-/-):** You may use Ally Commands to Issue Commands to your Agents.

**Notes:** This may be used for three different purposes; to Transport an Agent, to Hunt a Rival Agent where you have one of your own or to initiate Hegemony where you have an Agent.

**Philosophy of Logic (Culture/3R/W/-/-):** In your Building Phase, you may spend 2 Production instead of a Research to add Research to a Project. You are still limited to placing 1 Research token on each Project, each turn.

**Planetary Shields (Military/3R/W/-/-):** Your Systems and Peaceful Rival Systems with your Agents ignore the first hit in each Combat Round of Invasions.

**Planetwide Specialisation (Business/5R/-/-/-):** Whenever a System you Control or a Peaceful Rival System with your Agent Generates two or more Resources of the same type, it Generates an extra Resource of that type.

**Standardised Parts (Expansion/3R/W/-/-):** You may build any number of Ships in one of your Systems Orbiting by your Fleet.

**Star Charts (Science/3R/WW/-/-):** When a Peaceful Rival Ship enters Warp in a Peaceful Rival System with your Agent, put two additional Warp tokens on it.

**Notes:** The owners of the Ship and the System do not necessarily have to be the same.

**Trade Delegation (Business/4R/-/-/-):** Your Trade Agreements and Trade Agreements you hold Generate an extra Production.

**Vulcan Academy (Science/3R/W/-/-):** Whenever you take Research from a Phenomenon, gain an additional Research. You may place it directly on a Project. The same applies to your Peaceful Rivals.

**Vulcan High Council (Command/4R/W/-/-):** Rivals holding your Trade Agreement gain two Ally Commands.

**Vulcan Intelligence (Espionage/4R/-/-/-):** During your turn, you may place this card on a Rival Advancement that is not Exhausted. At the beginning of the next Game Round, Exhaust that Advancement and take this card back.

**Notes:** This effect can only be used once each turn and cannot Exhaust the same card in consecutive turns. This card is removed before a solo game.

**Vulcan Mind Meld (Culture/3R/-/-/-):** Exhaust this card to Re-Roll any player's Hegemony roll in a System with one of your Agents.

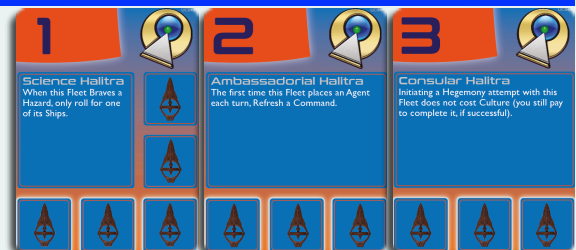
**Notes:** This card is removed before a solo game.

**Vulcan Monasteries (Culture/5R/-/-/-):** Your Systems which Generate at least one Culture Generate one additional Culture, if there are no Ships in the System, or in Attached Space Lanes.

**Vulcan Warp Drive (Military/4R/W/-/-):** You may Issue a Command to have any number of your Ships or Fleets in a single Sector. Enter Warp. You may Issue a Command to have any number of your Ships or Fleets Exit Warp as long as all Ships and Fleets move to or Adjacent to a single Sector. You may do the same for assets of Peaceful Rivals using Ally Commands.



**R14: 10 VULCAN FLEETS**



**#1B Task Force (6):** -

**Notes:** The icons indicate this Fleet has +2 Warp Speed.

**#2A Ambassadorial Halitra (3):** The first time this Fleet places an Agent each turn, Refresh a Command.

**#2B Task Force (6):** -

**Notes:** The icons indicate this Fleet has +2 Warp Speed.

**#3A Consular Halitra (3):** Initiating a Hegemony attempt with this Fleet does not cost Culture (you still pay to complete it, if successful).

**#3B Task Force (6): -**

**Notes:** The icons indicate this Fleet has +2 Warp Speed.

**A14.11 VULCAN PIECES AND CARDS**


To use the Vulcans in a game of *Star Trek: Ascendancy* you will need the following Faction specific components:

Component	Source
Command Console	UCR4.0
Trade Agreement cards	UCR4.0
Vulcan Home System disc	Vulcan expansion
Ship models	Vulcan expansion
Fleet models	Vulcan expansion
Control Node models	Vulcan expansion
Ambassador models	Vulcan expansion*
Player Turn Summary card	UCR4.0
<b>Advancement cards</b>	
Ancient Vulcan Colonies	UCR4.0
Citizen Scientists	UCR4.0
Consular Academy	UCR4.0
Fleet Command	UCR4.0
Katra of Surak	UCR4.0
Local Ship Yards	UCR4.0
Long-Range Transporters	UCR4.0
Ministry of Diplomacy	UCR4.0
Philosophy of Logic	UCR4.0
Planetary Shields	UCR4.0
Planetwide Specialisation	UCR4.0
Standardised Parts	UCR4.0
Star Charts	UCR4.0
Trade Delegation	UCR4.0
Vulcan Academy	UCR4.0
Vulcan High Council	UCR4.0
Vulcan Intelligence	UCR4.0
Vulcan Mind Meld	UCR4.0
Vulcan Monasteries	UCR4.0
Vulcan Warp Drive	UCR4.0
<b>Fleet cards</b>	
#1 Science Halitra/Task Force	UCR4.0
#2 Ambassadorial Halitra/Task Force	UCR4.0
#3 Consular Halitra/Task Force	UCR4.0

\* Two Vulcan expansions are needed to get ten Ambassador models. This also voids the need for any escalation packs and provides spare System discs that can be used to make the variant Systems.



*"I do not threaten, captain. I merely state facts."*



**The Helix Nebula, also known as NGC 7293, is a planetary nebula (PN) located in the constellation Aquarius. Discovered by Karl Ludwig Harding, probably before 1824, this object is one of the closest to the Earth of all the bright planetary nebulae. The distance, measured by the Gaia mission, is  $655 \pm 13$  light-years. It is similar in appearance to the Cat's Eye Nebula and the Ring Nebula, whose size, age, and physical characteristics are similar to the Dumbbell Nebula, varying only in its relative proximity and the appearance from the equatorial viewing angle. The Helix Nebula has sometimes been referred to as the "Eye of God" in pop culture, as well as the "Eye of Sauron".**

- Wikipedia