

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

STAR TREK™
ASCENDANCY

"Insufficient facts always invite danger."

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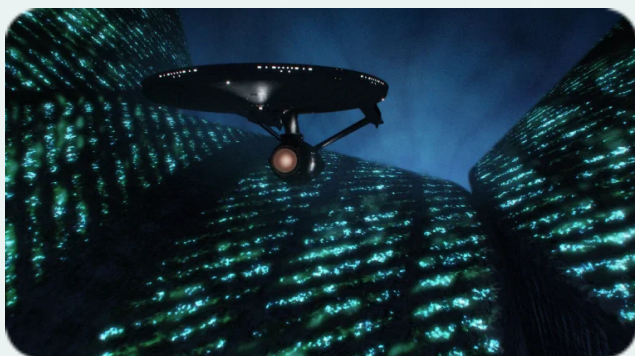
BO. ABOUT APPENDIX B

Appendix B for the *Unofficial Complete Rulebook for Star Trek: Ascendancy* is an annex to the *Unofficial Complete Rulebook for Star Trek: Ascendancy*. It contains a list of the Borg cards, suggested set ups, a number of optional rules, designer's. Notes, lists of all System discs, lists of all Exploration cards and a list of all components in a complete game, including all expansions.

BO.1 VERSION

This is version 4.0 of Appendix B 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.



▶ BO.2 USING THESE RULES

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

BO.2.1 General

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

There are many cases of erroneous card and System disc text noted throughout these rules. Many of the components have replacements provided in the UCR files, but in some cases the correct text is only given in this document.

The following is a comprehensive list of all instances of changed Borg card, Exploration card and System disc text, but where the card itself has not been replaced. It can be used as a checklist.

BO.2.1.1 Borg Command Cards

Component	Notes
Command: Aggression	See notes for clarifications
Command: Resurgence	See notes for replaced text
Move: Collective	See notes for clarifications
Move: Target [Developed System]	See notes for clarifications
Move: Target [Home System]	See notes for clarifications

BO.2.1.2 Borg Tech Cards

Component	Notes
Borg Telemetry Node	See notes for clarifications
Central Plexus Access	See notes for replaced text
Collective Data Linkage	See notes for clarifications
Data: Vinculum Position	See notes for replaced text
Nano-Data Linkage	See notes for replaced text and clarifications

BO.2.1.3 System Discs

Component	Notes
Argo	See notes for clarifications
The Delphic Expanse	See notes for replaced text and clarifications
Dominion Wreck	See notes for clarifications
The Great Link	Dominion War expansion version is not used under these rules
Idran/Bajor/DS9/Wormhole	Dominion War expansion version is not used under these rules, but is replaced with separate Idran and Bajor discs
Ngame Nebula	See notes for clarifications
Omarion Nebula	UCR3 version is replaced by the UCR4 version
Singularity Cluster	See notes for clarifications
Subspace Anomaly	See notes for clarifications
Temporal Anomaly	See notes for replaced text
The Void	See notes for clarifications

BO.2.1.4 Exploration Crisis Cards

Component	Notes
Andorian Confrontation	Not used in solo games. See notes for clarifications.
Arms Race	See notes for clarifications
Breen Confrontation	Not used in solo games. See notes for clarifications.
Cardassian Armistice Accords	Not used in solo games. See notes for clarifications.
Cardassian Confrontation	Not used in solo games. See notes for clarifications.
Civil Unrest	See notes for clarifications
Crystalline Entity	See notes for clarifications
Damaged Borg Scout Sphere	See notes for replaced text and clarifications
Dangerous Flora	See notes for clarifications
Deep Infiltration	See notes for clarifications
Dominion Confrontation	Not used in solo games. See notes for clarifications.
Federation Confrontation	Not used in solo games. See notes for clarifications.
Ferengi Confrontation	Not used in solo games. See notes for clarifications.
Forced Labor Colony	See notes for clarifications
Hidden Colony	See notes for clarifications
Klingon Confrontation	Not used in solo games. See notes for clarifications.
Organian Intervention	See notes for clarifications

"Q"	Not used in solo games. See notes for replaced text and clarifications.
Romulan Confrontation	Not used in solo games. See notes for clarifications.
Sargon Encounter	Not used in solo games. See notes for clarifications.
Space Amoeba!	See notes for clarifications
Transwarp Beacon	See notes for replaced text and clarifications
Vulcan Encounter	Not used in solo games. See notes for clarifications.
The Wrath of Olympus	See notes for clarifications
Writ of Accountability	See notes for clarifications
Xenophobic Uprising	Not used in solo games

BD.2.1.5 Exploration Discovery Cards

Component	Notes
Abandoned Colony	See notes for clarifications
Breen Delegation	Not used in solo games. See notes for replaced text.
Cardassian Delegation	Not used in solo games. See notes for replaced text.
Children of Tama Negotiations	See notes for clarifications
Dark Reflection	Not used in solo games. See notes for clarifications.
Diplomatic Summit	Not used in solo games. See notes for clarifications.
Dosi Traders	Not used in solo games. See notes for clarifications.
Empok Nor	See notes for clarifications
Encounter at Farpoint	See notes for clarifications
Guardian of Forever	See notes for clarifications
Lost Colony	Not used in solo games. See notes for clarifications.
Orion Trader	See notes for clarifications
Secret Base	See notes for clarifications
Secrets of the Horta	See notes for clarifications
Talosian Benefactors	Not used in solo games
The Traveler	See notes for replaced text and clarifications

BD.2.1.6 Exploration Civilisation Cards

Component	Notes
Assimilation: Level 1-3 Civ	See notes for replaced text and clarifications

BD.2.2 Specific Words and Rules Links

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

B1. SUGGESTED SET UPS

Since *Star Trek: Ascendancy* may be played on almost any surface it is impossible to give exact rules for the set up of Systems. The following examples are given as suggestions for how to create a fair and playable Playing Area.

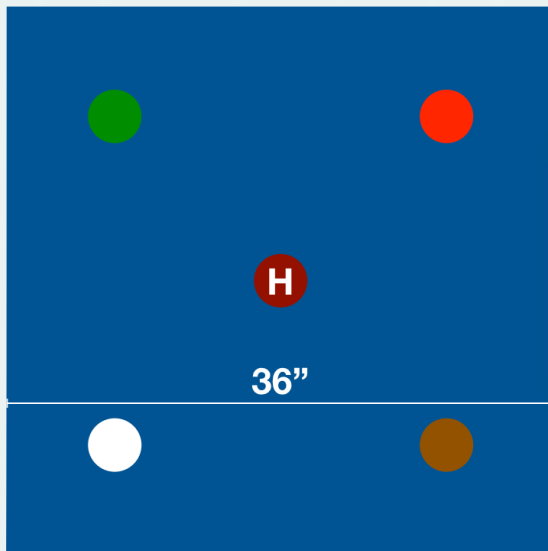
Depending on what type of table you're playing on, distances between the Home Systems and table edges will vary. The Important thing is for Home Systems to be about the same distance from each other and the table edge.

If you place your Home Systems closer together, you'll come into contact much faster, allowing earlier trading but creating more competition for new Systems. Placed farther apart, players will have more time to discover new worlds and develop their Factions before Connecting with the other players' Systems. Placing Home Systems too far apart will result in games with much less player interaction and may unbalance the game.

B1.1 36" SQUARE PLAYING AREA

A 36" square area (the size of the official play mats) works well for games with three or four players, with Home Systems placed such that each Home System is about 18" from two other players and up to about 5" from the edge of the play area.

If in play, the *Transwarp Hub* is placed in the centre of the Playing Area.



A four player game set up with Home Systems 18" apart and the Transwarp Hub in the centre

B1.2 40" CIRCULAR PLAYING AREA

A 40" circular area also works well. With three to five players, Home Systems should be placed about 18" from two other players.

If in play, the *Transwarp Hub* is placed in the centre of the Playing Area.

If the Gamma Quadrant is in play it will need to be set up on a separate area.

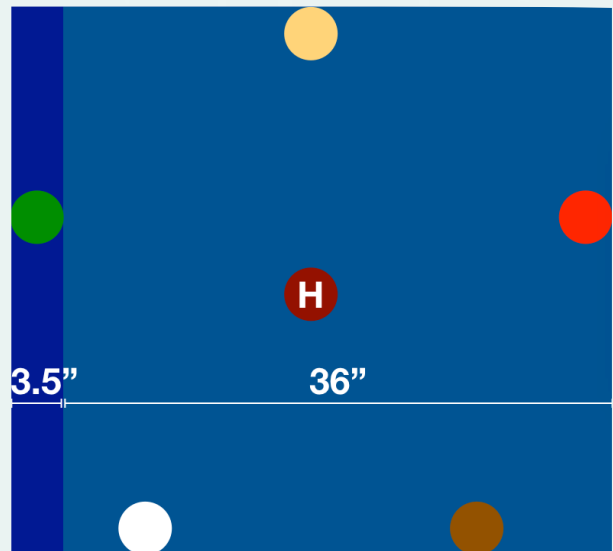
B1.3 LARGE GAMES

For games with five or more players, you may want to enlarge your Playing Area.

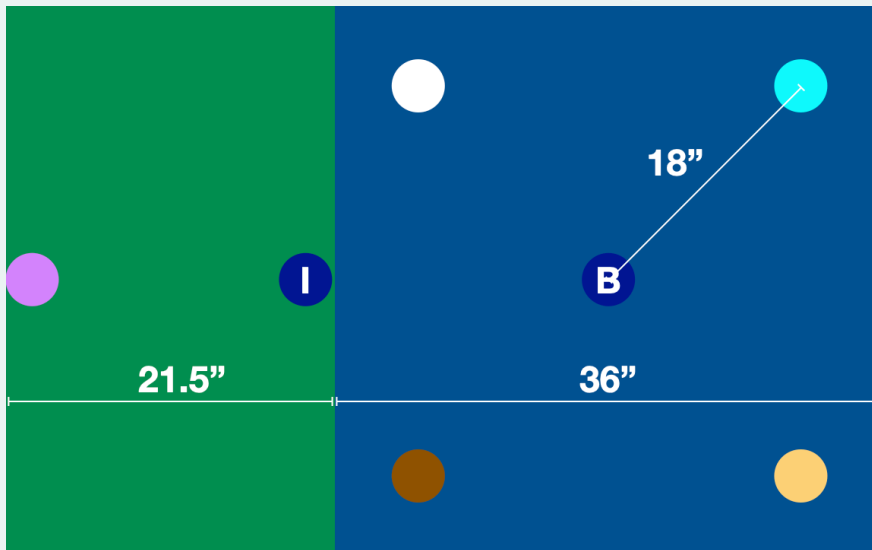
If you have access to two play mats you may consider combining them.

If the Gamma Quadrant is in play, you can use a second play mat to make boundaries between Quadrants clear. Note that the Borg play mat has a green tint that matches the color coding of the Gamma Quadrant System discs.

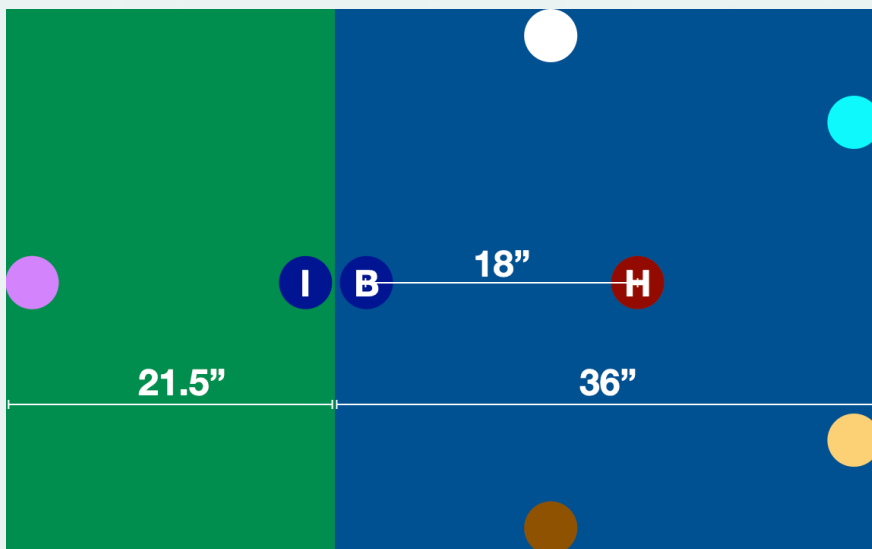
An interesting variant may be to set up the *Transwarp Hub* and the *Conduits* from the start of the game (if in play). Allow players to put their Home Systems anywhere, as long as they are at least the indicated distance away from all other Home Systems



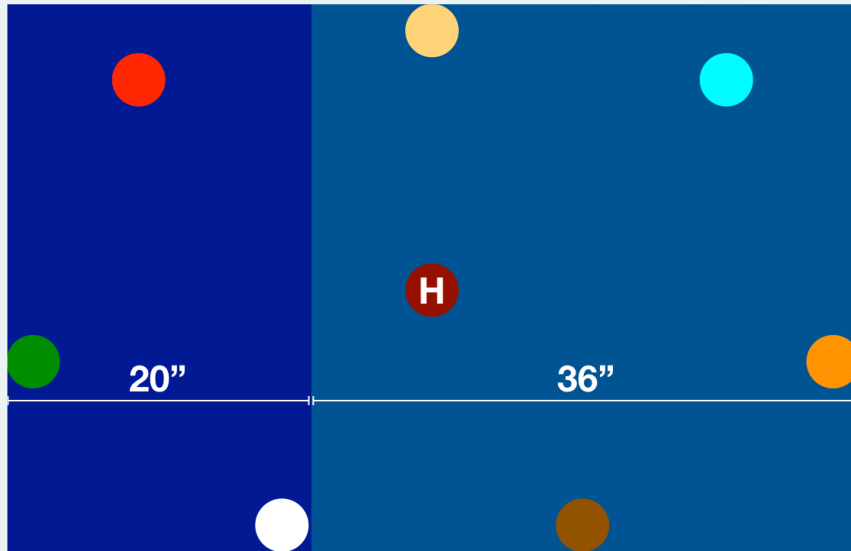
Five player double play mat set up with the Borg in the centre and 18" between the Home Systems. Only 3.5" of the second play mat is used.



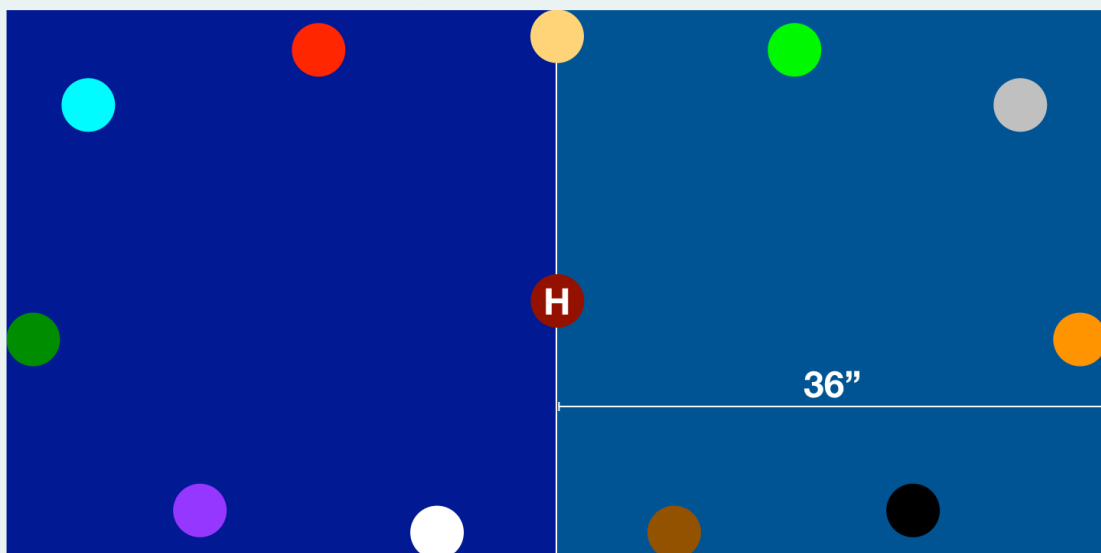
Five (or six) player Gamma Quadrant set up with about 18" between the Home Systems and Bajor. Gamma Quadrant is 21.5" deep and 36" wide.



Five or six player Gamma Quadrant and Borg set up with about 18" between the Home Systems and the Transwarp Hub. Gamma Quadrant is 21.5" deep and 36" wide.



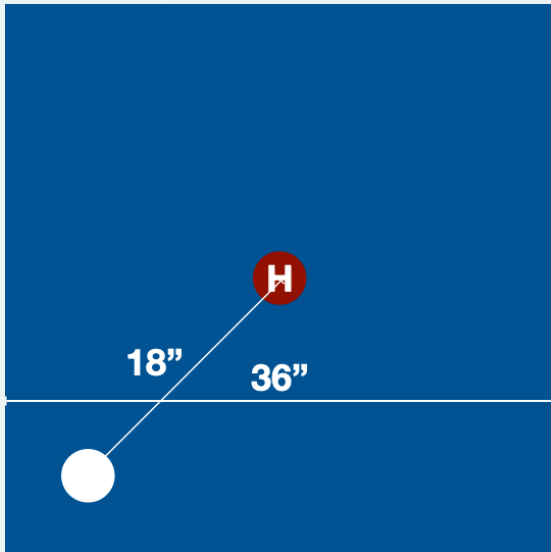
Seven player double play mat set up with the Borg in the centre and about 16" between the Home Systems. Only 20" of the second play mat is used.



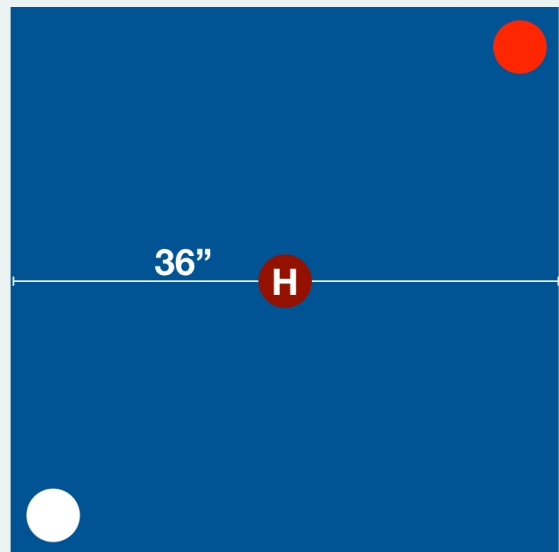
Eleven player double play mat set up with the Borg in the centre and about 12" between the Home Systems. The entire area of the second play mat is used.

B1.4 SOLO AND TWO PLAYER GAMES

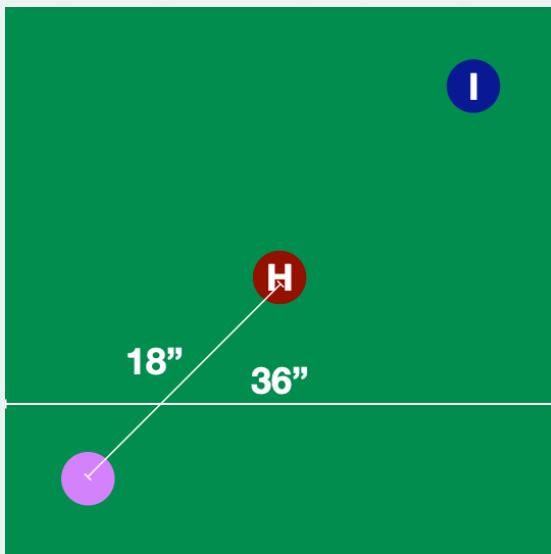
Solo and two player games are special cases and should be set up in accordance with the solo and two player rules [see rule B5.4].



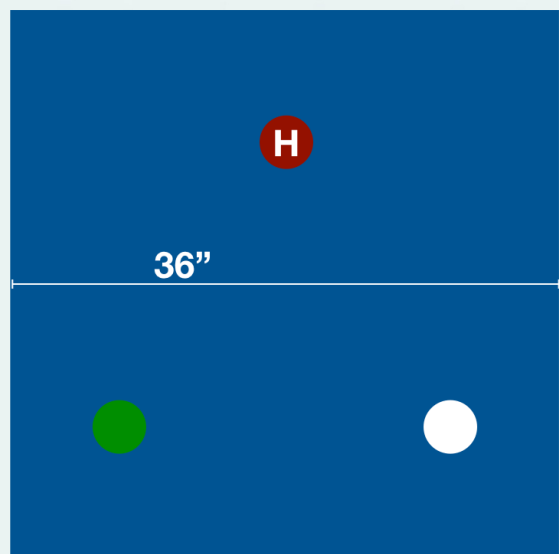
A solo game with the Home System 18" away from the Transwarp Hub



A two player game with Home Systems 18" away from the Transwarp Hub and at opposite ends of the Playing Area



A solo game with Dominion in the Gamma Quadrant with the Home System 18" away from the Transwarp Hub and Idran at the opposite end of the Playing Area



A two player game with Home Systems and the Transwarp Hub each 18" away from each other

B2. THE BORG COLLECTIVE

B2.1 BORG STATUS

The Borg are an official non-player entity released in their own expansion in 2017.

The Borg count as a Rival but they are not a Faction.

B2.2 THE BORG

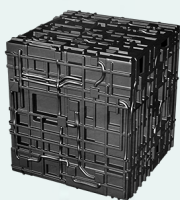


The Borg were a pseudo-species of cybernetic beings, or cyborgs, from the Delta Quadrant. Their ultimate goal was the attainment of 'perfection' through the forcible assimilation of diverse sentient species, technologies, and knowledge which would be added and absorbed into the hive mind. As a result, the Borg were among the most powerful and feared entities in the galaxy, without really being a true species at all.

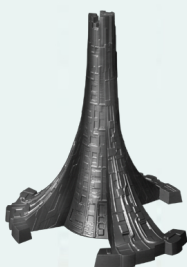
- From Memory Alpha



- Borg Pieces -



Borg Cube



Borg Spire



Borg Assimilation Node

You may want to add a second Borg expansion to augment the number of Borg Cubes and Assimilation Nodes available.

B2.3 BORG COMMANDS

This is a list of the Borg Command cards. For each card the Warp range number is given in parenthesis.

Note that the words "nearest" and "closest", used on many cards, are defined in rule 15.3.1.1.

2 Assimilation: :Expedited

(-): Place a Borg Node on all Borg Worlds with fewer than three Nodes. Do not move this Cube this turn (unless activated again by Collective Efficiency [see rule 15.3.7]).



2 **Collective:: :Linkage (2)**: Move all Borg Cubes up to 2 Systems towards closest Borg World and Build up to 2 Borg Nodes on each World a Cube reaches.

Notes: Also see rule 15.2.4.1.

Both cards are marked as "Red" Borg cards in relation to rule 5.3.2.

4 **Command:: :Aggression (2)**: Move Cube up to 2 Systems towards nearest Connected player Ship or Fleet. After moving, this Cube initiates a Space Battle with all Adjacent player Ships.

Notes: A Borg Cube which is Executing the Command: Aggression card while the Borg Attack - Command - Attack rule is in effect [see rule 15.5.1] ignores the Borg's Slow & Methodical rule (voiding players' First Strike).

One card is marked as a "Red" Borg card in relation to rule 5.3.2.

► 1 **Command:: :Resurgence (-)**: Give the Borg the Turn Order card with the Borg symbol. At the end of this Game Round, the Borg take another full turn.¹

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

If there are several Assimilated players the extra Borg turn is played by the Assimilated player who previously played the lowest Turn Order card.²

This card is marked as a "Red" Borg card in relation to rule 5.3.2.

2 **Move:: :Collective (1)**: Move all Cubes 1 System towards the nearest Developed System.

Notes: Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube.

Also see rule 15.2.4.1.

¹ This card was changed to accommodate larger player counts. The original card had the following text: "Give the Borg the Turn Order "10" card. At the end of this Game Round, the Borg take another full turn."

² This rule is intended to increase the Borg threat and simplify game play.

3 Move:: Target [Developed System] (1): Move Cube up to 1 System towards nearest Connected Developed System.

Notes: Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube.

4 Move:: Target [Developed System] (2): Move Cube up to 2 Systems towards nearest Connected Developed System.

Notes: Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube.

2 Move:: Target [Developed System] (3): Move Cube up to 3 Systems towards nearest Connected Developed System.

Notes: Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube.

3 Move:: Target [Starbase] (2): Move Cube up to 2 Systems towards nearest Connected Starbase.

2 Move:: Target [Starbase] (3): Move Cube up to 3 Systems towards nearest Connected Starbase.

2 Move:: Target [Home System] (2): Move Cube up to 2 Systems towards nearest Connected Home System.

Notes: Systems with a Borg Spire do not count as Home Systems when determining where to move a Borg Cube.

2 Move:: Target [Home System] (3): Move Cube up to 3 Systems towards nearest Connected Home System.

Notes: Systems with a Borg Spire do not count as Home Systems when determining where to move a Borg Cube.

1 Polaron Field Disruption (-): The Borg turn ends immediately. Do not move this Cube or draw a Command card for any remaining Cubes.

Notes: This card is marked as a "Red" Borg card in relation to rule 5.3.2.



B2.4 BORG TECH



Borg Tech cards are played like Advancements.

Adaptive Shielding (Borg/2R/-/-/-): At any time, you may pay 1 Research and Exhaust this card to ignore all Hits scored against you in a Round of a Space Battle.

Assimilated Cultural Archive (Borg/1R/-/-/-): On your turn, you may take 2 Culture and discard this card.

Borg Telemetry Node (Borg/0R/-/-/-): Exhaust this card during the Borg turn to discard a drawn Borg Command card and draw a different Command card. This ability is used the moment the Command card for an activated Cube is revealed.

Notes: If used against an Assimilated Borg player (who draws all Command cards in one go), it is used to discard a random Command card from the Assimilated player's hand before they Activate a Cube. This will reduce the Borg player's hand by one card.

Central Plexus Access (Borg/1R/-/-/-): You no longer have to spend a Command to attack the Borg. On your turn, you may Exhaust this card to Refresh one of your Commands.

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

Collective Data Linkage (Borg/2R/-/-/-): Once per turn, you may spend 1 Research to Issue one extra Command.

Notes: Note that this Special Rule is only useable on your turn.

Cortical Relay Recovery (Borg/0R/-/-/-): When you destroy a Borg Cube or Reclaim a Borg World, take 1 Research token for each of your completed Borg Advancements.

Data: Vinculum Position (Borg/0R/-/-/-): In the first Round of a Space Battle, you may discard this card to score 3 additional Hits. This may be used during any player's turn.

► **Notes:** This card says "any player's turn", but should actually refer to "at any time" under these rules.

Differentiated Modulation (Borg/0R/-/-/-): While you are in Combat with a Borg Cube, you may discard this card to reset the Borg Shields to zero.

Interspatial Manifold Access (Borg/0R/-/-/-): On your turn, you may discard this card to move a Borg Cube up to 2 Systems away from its current position. The Cube may not be moved through other players' Ships, but may be moved through your Ships.

Magnetometric Charges (Borg/2R/-/-/-): When you complete this card, immediately upgrade your Weapons at no cost. Discard this card when completed.

Masked Warp Signature (Borg/0R/-/-/-): Discard this card to Re-Roll all your failed To Hit Rolls in a single Combat Round against the Borg.

Modified Borg Shield Plating (Borg/2R/-/-/-): In Combat with the Borg, your Ships count as having a Shield Modifier of 1.

Nano-Data Linkage (Borg/0R/-/-/-): When you Launch Projects, you may choose to draw Advancement cards from any Civilisation who has been Assimilated or is not in use this game.

Notes: The cards are drawn randomly.

Note that the card says "Civilisation", but should actually refer to "Faction" under these rules.

Neurolytic Pathogen (Borg/0R/-/-/-): During the Borg turn, you may discard this card to end the Borg turn immediately.

Ramming Speed (Borg/0R/-/-/-): In a Space Battle against a Cube that has taken 5 or more damage, you may discard this card and one of your Ships from the Battle to destroy the Cube.

Re-Engineered Nano Probes (Borg/3R/-/-/-): Borg Cubes no longer Regenerate in Space Battles in which you have Ships participating.

Subspace Field Emitter (Borg/3R/-/-/-): When you complete this card, immediately upgrade your Shields at no cost. Discard this card when completed.

Transphasic Torpedoes (Borg/0R/-/-/-): At any time, you may discard this card to add +2 to your To Hit Rolls in one Battle against a Borg Cube.

Transwarp Coil (Borg/2R/-/-/-): On your turn, you may Exhaust this card to add a number of Warp tokens equal to your completed Borg Advancements to one of your Ships or Fleets already at Warp.

Transwarp Conduit Data (Borg/0R/-/-/-): On your turn, you may discard this card to add 2 Warp tokens to all your Ships and Fleets already at Warp.

B3. SYSTEMS

The following is a list of all Systems available in the game. For each System basic data is given in short form in parenthesis after the System name.

A letter code indicates in which game or expansion the System appears. The Systems unique to the *Unofficial Complete Rulebook* are provided in the UCR files. Note that it is unimportant where a System appeared when determining which Systems to use in a given game and that the UCR unique Systems have the same general distribution of Capacity and other features as the official Systems:

AE: The Andorian expansion
BE: The Borg expansion
BRE: The Breen expansion
CE: The Cardassian expansion
DWE: The Dominion War expansion
FE: The Ferengi expansion
STA: The *Star Trek: Ascendancy* base game
UCR3: System available in the UCR3 files
UCR4: System available in the UCR4 files
VE: The Vulcan expansion

Hazardous Systems are marked "H#".

The System's Capacity is indicated by a number of colour coded letters:

P: Production
R: Research
C: Culture
O: Open

Phenomena have no Capacity and are noted as such.

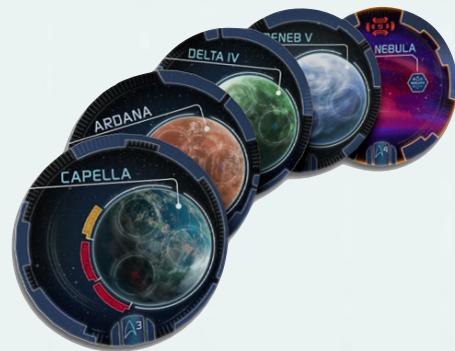
A number after a dash indicates how many Space Lane Attachments the System can support.

A short description of where the System appears in Star Trek lore is given in italics.

If there are any Special Rules or other game notes concerning the System these are also listed.

For example, **Cestus III (STA H5 PPR-3)** is from the *Star Trek: Ascendancy* base game, it is Hazardous level 5, can have two

Production Nodes and one Research Node and can support three Space Lane Attachments.



B3.1 ALPHA/BETA QUADRANT PLANETARY SYSTEMS

Anilam (UCR3 H6 RRR-3): Star in Orion constellation. (*Comic Book, "Reunion, Part 1"*)

Alnitak (UCR3 PC-4): Alnitak or Zeta Orionis, was a star with at least one inhabited planet. Captain James Kirk pointed this star out to Edith Keeler (*TOS* episode 1x28, "The City on the Edge of Forever").

Andor (AE PRC-4): Homeworld of the Andorians and Aenar. Several *ENT* episodes including 4x14 "The Aenar".

Home System.

Antipathy IV (AE PPP-3): Home to an Andorian agricultural colony. *FASA* RPG module: *The Federation*.

Ardana (STA PRO-5): Two caste society, *TOS* episode 3x21 "The Cloud Miners".

Argo (STA O-3): Aquatic planet, *TAS* episode 1x13 "The Ambergis Element".

► Note: This System disc has a small misprint and lacks the Control Node symbol. This has no significance in game terms and should be ignored.

Argolis Cluster (BE PRR0-5): A stellar cluster of six star systems including Tagra IV. A Borg ship crashed here with one surviving drone who became known as Hugh (TNG episode 5x23, "I, Borg"). Later the Enterprise delivered relief supplies (TNG episode 6x06, "True Q"). Location of conflicts during the Dominion War (DS9 episodes 6x04, "Behind Enemy Lines" and 6x21, "The Reckoning").

Arken (AE H5 RR-3): Home of the Arkenites. Once a subject race of the Andorians. A member of the race was seen in Starfleet HQ in ST IV "The Voyage Home".

Bajor [version "A"] (CE PCO-4): Home of the Bajorans and site of Deep Space Nine.

► **Notes:** This version of the Bajor System disc is only used if neither the Bajoran nor the Dominion Faction is in the game. If it is going to be used, it is mixed into the Alpha/Beta Quadrant System disc stack.

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

Place 3 Warp tokens, 2 Culture Nodes, a Starbase and Wormhole β on this System. Until a Faction takes Control of Bajor it has: 5+ Weapons, 3 Shields, 3 Hegemony Resistance.

Notes: This System disc is only used if the Dominion Faction is in play, but the Bajoran Faction is not. It is in play from the start of the game. The matching Wormhole token is placed in the Idran System in the Gamma Quadrant.

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

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

► **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 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 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, Bajor is considered a Fixed System.

Barisa Prime (UCR3 PRO-5): This planet was home to a Federation colony. The USS Defiant received a truncated message from Barisa Prime indicating that the colony was being attacked by Tzenkethi warships. The transmission was actually fabricated by a Founder, as part of an attempt to incite war between the Federation and the Tzenkethi. (DS9 episode 3x26, "The Adversary")

Benecia (UCR3 PPC-3): This planet was home for the Benecia Colony. At warp 2, Benecia was located approximately forty-eight hours away from Camus II. (TOS episode 3x24, "Turnabout Intruder")

Benzar (VE H5 RR-3): Home of the Benzite civilisation. The planet only appeared in dialogue. Benzites required a breathing apparatus when off world. TNG episodes 1x19 "Coming of Age", 2x08 "A Matter of Honor", DS9 episodes 5x02, "The Ship", 6x21 "The Reckoning", and Discovery episode 1x05 "Choose Your Pain".

Beta Aurigae (UCR3 H5 PRR-3): Was a binary star system located in the vicinity of Camus II and the Benecia Colony. The USS Potemkin was scheduled to rendezvous with the USS Enterprise in the Beta Aurigae to conduct gravitational studies of the system. (TOS episode 3x24, "Turnabout Intruder")

Beta XII-A (AE RR-3): Site of an encounter between the Enterprise and a Klingon battlecruiser. TOS episode 3x11 "Day of the Dove".

Botchok (UCR3 H6 PR-3): Star in Orion constellation. (Star Trek: The Role Playing Game, "The Orions")

► **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".

Home System.

Camus II (UCR3 H5 PR-4): This ringed world was the homeworld of an extinct alien civilisation. Visitors had to avoid exposure by using celebium shielding. (TOS episode 3x24, "Turnabout Intruder")

Capella (STA PPC-3): Fought over by Federation and Klingons, TOS episode 2x11 "Friday's Child".

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

Home System.

Cestus III (STA H5 PPR-3): Attacked by the Gorn, TOS episode 1x18 "Arena".

Coridan III (CE PR-4): A Planet with valuable resources including Dilithium. TOS episode 2x15 "Journey to Babel". Captain Archer and Sub-Commander T'Pol visited the planet and were kidnapped. Enterprise episode 1x15 "Shadows of P'Jem". Attacked by the Dominion. DS9 episode 6x14 "One Little Ship".

Dakala (STA P-5): A rogue planet discovered in 2151 by the NX-01, Enterprise episode 1x18 "Rogue Planet".

Decos Prime (UCR3 H6 RR-4): The Starfleet Chief of Operations at the base in this system borrowed and returned Sisko's desk, and agreed to provide an induction modulator as payment, in a series of trades organized by Nog to accelerate repairs of the USS Defiant. (DS9 episode 7x06, "Treachery, Faith and the Great River")

Delta IV (STA RR0-3): Homeworld of Lt. Ilia, Star Trek, The Motion Picture.

Deneb V (STA RRC-4): Federation Academy of Sciences, Harry Mudd escaped from here, TOD episode 2x8 "I, Mudd".

Denobula (UCR3 PPC-4): Denobula was heavily populated on a single continent. The cities were quite crowded, though the atmosphere was "vibrant, communal". The riverside nightclubs of the Kaybin District were known as meeting places to find intimate partners during the Denobulan mating season. (ENT episodes 1x13 "Dear Doctor", 3x16 "Doctor's Orders" and 2x12 "The Catwalk")

Dopteria (FE PPR-3): Home to the Dopterians, a race similar to the Ferengi. TNG episode 7x21 "Firstborn". DS9 episode 1x17 "The Foresaken".



► **Dozaria (BRE PPP-3)**: A desert planet located between the Cardassian Union and the Breen Confederacy. In 2366 the Cardassian ship *Revinak* was attacked by the Breen and forced to land on the planet. In 2372 Kira Nerys went to the planet and freed prisoners including Gul Dukat's daughter. DS9 episode 4x05, "Indiscretion".

Dytallix B (VE PPP-3): Uninhabited planet in the Mira Antila system. Mined by the Dytallix Mining Company. Meeting place of Captains Picard, Keel, Rix, and Scott. TNG episode 1x25 "Conspiracy".

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

Home System.

Excalbia (STA H4 PP-3): A volcanic planet where Kirk and Spock battle illusionary enemies in a test of good and evil, TOS episode 3x22 "The Savage Curtain".

Exo III (STA H6 R-2): Location of Dr. Roger Korby's research station, TOS episode 1x07 "What Are Little Girls Made Of?".

► **Fenrisal Prime (BRE PO-3)**: Home to a wolf-like species that was a member of the Breen Confederacy. DS9 episode 7x19, "Strange Bedfellows".

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

Home System.

Fowla (UCR3 PR-3): Benjamin Sisko and his crew were on a mission in the system when they were called back by Intendant Kira Nerys to meet Major Kira Nerys from her universe. (DS9 episode 2x23 "Crossover")

Glessene (UCR3 PPO-3): This sector derived its name from the star Glessine and its star system. (DS9 episode 1x05, "Babel")

Goralis (CE H5 PRR-5): System in Cardassian territory. Worf and Ezri Dax were attacked by the Jem'Hadar and later captured by the Breen. DS9 episode 7x17 "Penumbra".

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

Home System.

Halkan (UCR3 H5 PPP-3): Halkan had rich deposits of dilithium. The USS *Enterprise* crew were trying to negotiate rights to mine the dilithium when an ion storm at the planet caused a transporter malfunction, which displaced Kirk and the others into an alternate universe. (TOS episode 2x10 "Mirror, Mirror")

Hupyria (FE PO-3): Home of Malhar'du the Grand Negus' servant. DS9 episode 4x11 "The Nagus".

Indri VIII (STA RC-3): Uninhabited planet with a biosphere that was destroyed by the Klingon cruiser *IKS Maht-H'a*, TNG episode 6x20 "The Chase".

Izar (STA PRO-4): Home of Fleet Captain Garth, TOS episode 3x14 "Whom Gods Destroy".

Janus VI (STA H6 RR-2): Mining planet, scene of several murders, TOS episode 1x25 "Devil in the Dark".

Kalandra (UCR3 H5 RR-3): Was known for its frequent ionic storms. During the Dominion War, the Federation Alliance was entrenched in the system and could move no further. (DS9 episode 7x12 "The Emperor's New Cloak")

Kavaria (UCR3 H4 P-3): Jake Sisko was doing some research for a story that included a Kavarian tiger-bat, and tried to find out how it smelt. Kasidy Yates suggested that Quark might know someone who had been there, since she hadn't. (DS9 episode 4x22, "For the Cause")

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

Home System.

Kurl (CE C-3): Site of the extinct Kurlan civilisation. Archaeologist Richard Galen gave an artifact from here to Captain Picard. TNG episode 6x20, "The Chase".

Lursen Prime (AE P-2): Home to an Andorian colony that was destroyed by the Klingons. TOS novel "Starfleet Academy".

Lytasia (FE PRO-4): Home of the Lytasians who fought a war with the Ferengi. Mentioned in DS9 episode 6x10 "The Magnificent Ferengi".

Magna Roma (CE PP-3): Location of a Roman Empire culture with 20th century technology. TOS 2x25 "Bread and Circuses".

Mazar (VE PRC-3): Home world of the Mazarites. ENT episodes 1x23 "Fallen Hero", and 4x15 "Affliction".

Mintaka III (UCR3 RO-3): Mintaka was the first star in Orion's Belt. In orbit of this primary, there was the inhabited planet Mintaka III. (TNG episodes 3x04 "Who Watches The Watchers" and 4x02 "Family")

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

Home System.

M'kemas III (UCR3 PC-3): A Changeling disguised as Ambassador Krajensky commandeered the USS *Defiant* and attempted to attack the Tzenkethi settlement on M'kemas III to incite war between the Tzenkethi and the Federation. (DS9 episode 3x26, "The Adversary")

Nervalia IV (VE RR-3): Uninhabited planet. A distortion field prevented the use of transporters. Visited by the USS *Potemkin* and Lt. Riker. Thomas Riker was found there several years later. TNG episode 6x24 "Second Chances".

Ohniaka (BE RO-I): Location of a Federation research station destroyed by the Borg in 2369 (TNG episode 6x26, "Descent").

Olmerak (UCR3 PP-4): Hosted a Dominion base during the Dominion War, containing at least one battalion of Jem'Hadar attack ships. (DS9 episode 7x06, "Treachery, Faith and the Great River")

Orion (UCR3 PRC-4): Home of the Orions. (TNG episode 1x25 "Conspiracy" and DS9 episode 4x08 "Little Green Men")

Home System.

► **Pacluro Prime (BRE RO-4)**: A member planet of the Breen Confederacy. Section 31 novel, "Disavowed".

Pallas 14 (VE PR-4): Planet on the outer fringes of our galaxy. In 2269 it was invaded by a huge cosmic cloud. TAS episode 1x03 "One of Our Planets Is Missing".

► **Portas V (BRE ROO-5)**: A Breen settlement close to the demilitarized zone. In 2373 the Maquis obtained supplies from the Breen. DS9 episode 5x15, "For the Uniform".

Prexnak (FE H5 PRR-5): Site of a battle between the Ferengi and Lytasians. Mentioned in DS9 episode 6x10 "The Magnificent Ferengi".

Regulus V (CE RO-4): Noted for its eel birds. Mentioned in TOS episode 2x05, "Amok Time".

Rigel (AE PRC-6): Planet mentioned in several episode of various series.

Risa (STA C-4): Pleasure planet, various TNG episodes.

Rog (FE H5 PP-1): Location of a Ferengi detention facility. *DaiMon Bok* was imprisoned here after trying to kill Captain Picard. TNG episode 7x22 "Bloodlines".

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

Home System.

Rura Penthe (STA H5 PP-2): Klingon prison planet. *Star Trek VI, The Undiscovered Country*, *Enterprise* episode 2x19 "Judgement".

Septimus III (UCR3 H6 O-2): Was the headquarters of the Cardassian Eleventh Order. (DS9 episode 6x26, "Tears of the Prophets")

Sherman's Planet (STA PPO-3): Destination of *quadruplicite* shipment. TOS episode 2x15 "Trouble With Tribbles".

Sigma Draconis (CE H6 PRC-4): The *Enterprise* travels here to recover Spock's brain. TOS episode 3x01, "Spock's Brain".

Sigma Tama IV (STA PC-3): Homeworld of the Children of the Tama, TNG episode 5x02 "Darmok".

► **Silgov Prime (BRE COO-4):** A system that was invaded by the *Vekhal* in 2265. *Vanguard* novels "Harbinger" and "Storming Heaven".

► **Silwaan Prime (BRE OOO-4):** One of the founding members of the Breen Confederacy. Section 31 novel, "Disavowed".

Son'a Prime (STA PR-3): Son'a homeworld. The Son'a appear in *Star Trek: Insurrection*.

Straleb Madena (FE RC-4): Inhabitants formed the Coalition of Madena. TNG Episode 2x04, "The Outrageous Okona".

Talos IV (UCR3 RC-2): Was the homeworld of the Talosians, a telepathic humanoid species, as well as of the Talosian singing plant. The planet had an atmosphere of oxygen-nitrogen and a gravity that was 0.9 of Earth standard. (TOS episodes 0x01 "The Cage" and 1x15 "The Menagerie, Part I")

Tau Ceti (UCR3 PC-3): Was the primary of a planetary system located approximately eleven light years from Sol. (TNG episode 1x03, "The Naked Now", production art)

Tau Cygna V (STA H6 PPC-4): Colony where in 2274, the *SS Artemis* crashed on the surface and the survivors started a new civilisation, TNG episode 3x02 "The Ensigns of Command".

Terra Nova (STA PRC-4): One of the first Earth-colonised planets, *Enterprise* episode 1x06 "Terra Nova".

Tholia (UCR3 H5 PR-4): Home of the Tholians.

Home System.

Thonolan IV (AE PPC-3): Home to Andorian ambassador Thev and his daughter. TNG episode 2x16 "Q Who?".

Torros III (UCR3 PPR-3): Was located in Cardassian space. The destruction of the Dominion shipyards at Torros III, together with the mining of the *Bajoran* wormhole, was an early blow to the Dominion war effort.. (DS9 episode 5x26, "Call to Arms")

Totoro (UCR3 H5 RR-4): Uninhabited planetary system in the *Oneamisu* sector. This system was selected by Starfleet Command for a strategic simulation exercise codenamed *Operation Lovely Angel*. (TNG episode 2x21, "Peak Performance")

Trill (VE PC-5): Home world of the Trill and their hosts. First mention in TNG episode 4x23 "The Host".

Take I Culture when Discovered.

Valakis VI (STA PC-4): Visited by the *NX-01*. World wide evolutionary plague. *Enterprise* episode 1x13 "Dear Doctor".

Vega IX (UCR3 PRC-4): In the mirror universe, Vega IX was the location of a Terran colony, where Terran Empire captain James T. Kirk executed 5,000 colonists in his second action as commanding officer of the *ISS Enterprise*. (TOS episode 2x10 "Mirror, Mirror")

Vega-Omicron (UCR3 C-1): According to Jean-Luc Picard, this sector was located "in an obscure corner of the galaxy". *USS Aries* picked up indications of intelligent lifeforms here, when the ship's captain retired and was due to be replaced by William T. Riker. (TNG episode 2x14, "The Icarus Factor")

Verex III (UCR3 H6 PPRO-5): The Orion Syndicate maintained a processing station for slave trade on this planet. (ENT episode 4x04 "Borderland")

► **Vironat Prime (BRE PO-5):** Home to gray skinned humanoids who were members of the Confederacy. *Typhon* Pact novel. "Plagues of Night".

Vlugta Asteroid Field (FE H6 PPPP-3): A mining concession for this site was used for a con job in DS9 episode 2x11 "Rivals".

Notes: The Vlugta Asteroid Field functions as a standard System disc, the only difference is that it can support up to four Production Nodes.

Vondem (UCR3 PRO-2): Planet in Orion constellation. (Comic Book, "Reunion, Part I")

Vulcan (VE PRC-4): The home world of the Vulcans was first seen in TOS episode 2x01 "Amok Time".

Home System.

Weytahn (AE H4 RC-5): Class D planetoid located on the frontier between Vulcan and Andoria. A pathogen there was harmful to humans, but did not affect Vulcans. ENT episode 2x15 "Cease Fire".

Vulcans are immune to this Hazard.

Xantorax (UCR3 OO-5): Was an M class planet, the homeworld of the Xantorax. The planet was known for its geological formations, and historically unstable governments. (ENT episode 2x21 "The Breach")

Yuri (VE RC-2): Site of a Starfleet battle simulation. TNG episode 2x21 "Peak Performance".

Zeta Boötis III (STA PO-3): The Klingons are caught influencing the technological development of the planet's primitive inhabitants, TOS episode 2x19 "A Private Little War".

83.2 ALPHA/BETA QUADRANT PHENOMENA

Arachnid Nebula (UCR3 H5 Phenomenon-4): Was an interstellar gas cloud. *Enterprise NX-01* and a *Vahklas*-type vessel, the *Vahklas*, completed a survey of the nebula. They noted over twenty million cubic meters of disodium and traces of ethylchlorate in the nebula. (ENT episode 1x17 "Fusion")

When you take Research from this Phenomenon you also take one Production if you have more than one Ship in the Sector.

The Badlands (CE H4 Phenomenon-5): *Voyager* investigated the *Maquis* and disappeared. *Voyager* episode 1x01 "The Caretaker".

Ships may not move through this Phenomenon. They must end their movement here.

Black Hole (FE H3 Phenomenon-3): *Stellar phenomenon that appeared in many episodes. Also a Ferengi beverage Jadzia Dax enjoyed for breakfast (several DS9 episodes).*

Ships in this Phenomenon may not enter Warp.

Notes: Since Borg Cubes only move via Warp, they can't leave the Black Hole if they happen to end up there.

The Briar Patch (CE H5 Phenomenon-4): *Nebula in sector 441 Star Trek: Insurrection. Also, a Klingon system called Klach D'Kel Brakt, Enterprise episode 4x06 "The Augments".*

In Space Battles, only rolls of 6 Hit Ships in this Phenomenon.

Bubble Nebula (UCR3 H3 Phenomenon-3): *(NGC 7635) is an emission nebula in the constellation of Cassiopeia. An image of the nebula, taken by the Hubble telescope, was on display in Astrometrics aboard the USS Voyager. (VOY episode 7x01 "Unimatrix Zero, Part II")*

When this Hazard would destroy your Ship, place that Ship in your Home System instead.

► **The Delphic Expanse (BRE H3 Phenomenon-2):** *A large area of space riddled with a web of dangerous special anomalies and thermobaric clouds. The Enterprise NX-01 traveled through the expanse during the Xindi conflict. ENT episodes, 2x26 "The Expanse, 3x01 "The Xindi", and 3x24 "Zero Hour".*

You may elect to return to the Space Lane you arrived from rather than Brave this Hazard. If you Brave this Hazard, roll a dice for each Resource Node on your Homeworld. Each 6 destroys a Node of your choice. If any Ships survive Braving this Hazard, replace this System with a newly discovered System.

Notes: This System should refer to Home System under these rules. If you elect to return your Ships are placed in the last Sector you passed before entering the System, even if it contains Hostile Ships. If this System is replaced, it is removed from the game. If it is the last available System it is destroyed without being replaced [see rule 8.8.1.1].

Eagle Nebula (STA H5 Phenomenon-4): *Messier 16 or NGC 6611.*

Electrokinetic Cloud (BE H4 Phenomenon-3): *A Borg cube was damaged by an electrokinetic storm in the Nekrit Expanse freeing the drones from Borg Control (Voyager episode 3x17, "Unity").*

Borg Cubes which end their movement in this Phenomenon are destroyed.

Energy Vortex (UCR3 H4 Phenomenon-5): *Was a spinning, turbulent local temporal continuum anomaly encountered by the USS Enterprise NCC-1701-D while en route to the Endicor system. (TNG episode 2x13 "Time Squared")*

When you take Research from this Phenomenon, also Refresh one Command.

Helaspont Nebula (UCR3 H5 Phenomenon-5): *Located near the Federation-Tzenkethi border, the USS Ulysses was studying protoplanetary masses in this nebula. (DS9 episode 3x26, "The Adversary")*

When you take Research from this System, if that Research completes a Project, replace the Research token in this System immediately.

Mar Oscura Nebula (UCR3 H4 Phenomenon-4): *The Mar Oscura Nebula was a dark matter nebula first explored by the USS Enterprise-D. (TNG episode 4x25, "In Theory")*

Ships must end their Movement on this Phenomenon. Ships in this Phenomenon may not Enter Warp.

McAllister Nebula (STA H6 Phenomenon-4): *Located in Cardassian space, TNG episode 6x11 "Chain of Command Part II".*

Murasaki 312 (STA H5 Phenomenon-3): *Quasar studied by the Enterprise, TOS episode 1x16 "The Galileo Seven".*

Mutara Nebula (FE H5 Phenomenon-4): *Site of the climactic battle between Kirk and Khan, Star Trek II, The Wrath of Khan.*

Ships in this Phenomenon may not use their Shields.

Neutron Star (STA H3 Phenomenon-3)

Ngame Nebula (AE H4 Phenomenon-3): *The Enterprise-D passed by this nebula (TNG episode 4x14 "Clues").*

After Braving the Hazard, move all surviving Ships to an Adjacent Sector.

► **Notes:** You may place a new Space Lane when moving surviving Ships. If all possible Sectors are occupied by Hostile Ships, you remain in the Phenomenon.

Orion Nebula (UCR3 H5 Phenomenon-3): *The Orion Nebula (NGC 1976) is a diffuse nebula in the constellation of Orion. (VOY episode 5x01, "Night")*

Ships exiting Warp from this System may move through any Rival Ships regardless of Peaceful status during that move.

Paulson Nebula (BE H6 Phenomenon-3): *Located in Federation space between Zeta Alpha II and Sentinel Minor IV. The Enterprise hid from a Borg cube in 2366 (TNG episode 3x26, "The Best of Both Worlds").*

Ships in this Phenomenon may not be attacked and do not block other Ships' movement in any way.

Pulsar (STA H4 Phenomenon-3)

► **Quantum Singularity (BRE H5 Phenomenon-5):** *An extremely dense region of the spacetime continuum which produces powerful gravitational forces. Appearing in several episodes including DS9 3x17 "Visionary".*

Rolor Nebula (UCR3 H4 Phenomenon-3): *Located on the route between the Bajoran system and the Dreon system, Benjamin Sisko speculated that Kasidy Yates usually went around the Rolor Nebula on her regular cargo run from Bajor to Dreon VII. (DS9 episode 4x22, "For the Cause")*

You cannot move through or out of this System at Impulse. Moving Through or out of this System at Warp adds an extra 2 Warp distance to that move.

Singularity Cluster (VE H3 Phenomenon-5)

Add 1 Research per Round, until this System holds 3 Research. Take all Research after successfully Braving this Hazard.

► **Notes:** Place one Research token when this Phenomenon is discovered. All Research gained from this Phenomenon may be placed on your Projects.

Stable Wormhole (UCR3 H6 Phenomenon-6)

Place Wormhole α on this System and 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 matching Wormhole may even be placed in the Gamma Quadrant if an eligible System is available.

If the matching Wormhole cannot be placed when the Stable Wormhole is drawn, it is immediately placed when an eligible System becomes available.

Stellar Nursery (STA H4 Phenomenon-3)

Subspace Anomaly (AE H4 Phenomenon-5)

When Ships in this System enter Warp, roll the Space Lane die and place that many Warp Tokens next to the Ships.

► **Notes:** The Warp tokens placed are instead of the normal Warp token.

Temporal Anomaly (VE H4 Phenomenon-5)

When you take Research from this Phenomenon, also roll a Space Lane die. On a roll of 3, Refresh one Command. On a roll of 4, Refresh two.

Notes: This System disc has text that is replaced by the above.³

2 Transwarp Conduit (BE H6 Phenomenon-3):

Artificially created energy conduit used by the Borg to move throughout the galaxy (TNG episode 6x26, "Descent", Voyager episodes 5x15/16, "Dark Frontier" and 7x11, "Shattered").

When you take the Research from this Phenomenon, roll a die: if a 6 is rolled, place a Borg Cube in this System.

Notes: The *Transwarp Hub* System disc is Virtually Adjacent to both *Transwarp Conduit* System discs. The *Conduits* are not Virtually Adjacent to each other.

The Void (UCR3 H4 Phenomenon-5): *Was a closed structure encased in an inert layer of subspace. It was impenetrable to matter or energy. Within the Void, funnels periodically erupted into normal space, creating massive graviton forces which would pull in any ship unfortunate enough to be in the vicinity. A number of crews trapped within the Void turning to piracy. USS Voyager was pulled into the Void, but was able to develop a plan to jump to high warp and escape. (VOY episode 7x15 "The Void")*

Add 1 Research per Round, until this System holds 3 Research. Take all Research after successfully Braving this Hazard. Ships that enter Warp in this System may only exit Warp when they have accumulated at least three Warp tokens.

► **Notes:** Place one Research token when this Phenomenon is discovered. All Research gained from this Phenomenon may be placed on your Projects.

► B3.3 GAMMA QUADRANT PLANETARY SYSTEMS

► **Argratha (UCR4 H5 O-3):** *Argratha was an inhabited planet in the Gamma Quadrant. This was the homeworld of the humanoid Argrathi. The planet was governed by the Argrathi Authority. Instead of imprisoning criminals, their legal system punished offenders by imprinting the convicted with fabricated memories of incarceration. In 2372, Miles O'Brien visited the planet. (DS9 episode 4x19 "Hard Time")*

Gamma Quadrant System.

► **Bopak III (DWE PO-4):** *An uninhabited planet where O'Brien and Bashir encountered Jem'Hadar and tried to free them from Ketracel White. DS9 episode, 4x04, "Hippocratic Oath".*

Gamma Quadrant System.

► **Brax (UCR4 RO-3):** *Brax was an inhabited planet in the Gamma Quadrant. Its inhabitants called Q the "God of Lies", although Q claimed they did so affectionately. Vash visited Brax while in Q's company, though they were not particularly welcome. (DS9 episode 1x07 "Q-Less")*

Gamma Quadrant System.

► **Callinon VII (DWE PRO-3):** *Uninhabited planet explored by Dax and O'Brien looking for the Founders. DS9 episode 3x01, "The Search, Part I".*

Gamma Quadrant System.

► **Dosi (DWE PPO-5):** *Quark went there to negotiate on behalf of the Grand Negus. DS9 episode 2x07, "Rules of Acquisition".*

Gamma Quadrant System.

► **Ennis (UCR4 RC-4):** *Ennis was an inhabited planet in the Gamma Quadrant. This was the planet of origin of the factions Ennis and Nol-Ennis. In the distant past, there was a dispute over land or water by the two factions. This led to generations of the same war. The leaders of their planet made an attempt at mediating the conflict; when this failed, it was decided to exile the two factions to a moon in a nearby star system. Their exile to the moon would serve as a warning to other factions on the planet. (DS9 episode 1x13 "Battle Lines")*

Gamma Quadrant System.

► **Errikang VII (UCR4 RO-4):** *Errikang VII was the inhabited seventh planet in its star system. This system was located in the Gamma Quadrant. The inhabitants of Errikang VII were previously acquainted with Q; Vash was nearly killed visiting the planet while in Q's company. (DS9 episode 1x07 "Q-Less")*

Gamma Quadrant System.

► **The Great Link (DWE PRC-4):** *Home of the Founders. It was first encountered in DS9 episode 3x02, "The Search, Part II".*

Gamma Quadrant System. Home System.

Notes: This System disc is removed from the game and not used when playing with the UCR. It is replaced by the Omarion Nebula System available in the UCR files.

► **Karemma (DWE PC-4):** *Sisko took the Defiant there in 2371 looking for the Founders. DS9 episode 3x01, "The Search, Part I".*

Gamma Quadrant System.

► **Kentanna (DWE CO-4):** *Skrreean refugees were searching for this planet that was their legendary home world. DS9 episode 2x10, "Sanctuary".*

Gamma Quadrant System.

► **Kurill Prime (DWE RRO-3):** *Homeworld of the Vorta and member of the Dominion. Mentioned in DS9 episode 2x26, "The Jem'Hadar".*

Gamma Quadrant System.

³ The original text was "When you Brave this Hazard, also roll a Space Lane die. On a roll of 3, Refresh one Command. On a roll of 4, Refresh two". This text was changed to avoid allowing infinite Commands to be generated.

► **Kylata II (UCR4 RO-4):** *Kylata II* was the second planet in the *Kylata* system. This system was located in the *Gamma Quadrant*. In 2371, this *M-class* planet was scanned by the *USS Defiant*; however, the crew didn't have the time to beam down to the surface of the planet for a closer look. (DS9 episode 3x08 "Meridian")

Gamma Quadrant System.

► **L-S VI (DWE RO-4):** A planet where *Changeling DNA* was discovered. *Odo* and *Dax* went to the planet. DS9 episode 2x12, "The Alternate".

Gamma Quadrant System.

► **Meridian (UCR4 H4 PRO-4):** *Meridian* was the first and only planet in the *Gamma Quadrant's* *Trialus* system. The core of *Trialus* periodically built to a cascade effect at the quantum level, causing *Meridian* to shift from one dimension to another. The planet appeared in regular space every sixty years. When in the other dimension, the planet's inhabitants existed as pure consciousness and the planet and everything on it disappeared from normal space. By 2371, however, the planet had been undergoing changes for several centuries and its time in normal space had been growing shorter with each visit. At that time, *Meridian* would manifest in normal space for only twelve days, and it was predicted that within a few centuries their stay would last only minutes. When that happened, the planet would become unstable, being unable to exist in either dimension, and, as a result, both the planet and everything on it would cease to exist. With the help of the *Defiant*, the inhabitants were able to stabilize the star and expected their next manifestation to last thirty years, long enough to begin having families again. *Jadzia Dax* attempted to remain on *Meridian* as it shifted realities, but was unable to as her presence would have destroyed the planet. (DS9 episode 3x08 "Meridian")

Gamma Quadrant System.

► **New Bajor (DWE CO-4):** *Bajor's* first colony in the *Gamma Quadrant*. It was founded in 2370. DS9 episodes 2x23, "Crossover" and 2x26, "The *Jem'Hadar*".

Gamma Quadrant System.

► **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")

Gamma Quadrant System.

Notes: When the *Dominion* are in play, this System starts in the *Gamma Quadrant* with the *Great Link* token placed on it.

The *UCR3* version of this System disc is removed from the game and replaced with the *UCR4* version.

► **Parada II (UCR4 RC-4):** *Parada II* was the inhabited second planet of the *Parada* system. This planet was located in the *Gamma Quadrant*. In 2370, *Commander Sisko*, *Dr. Bashir* and *Major Kira* followed the replicant version of *Chief Miles O'Brien* to the *Parada* system, where they beamed down to *Parada II* to meet with *Paradan* rebels who had rescued the real *O'Brien* from the *Paradan* government. (DS9 episode 2x14 "Whispers")

Gamma Quadrant System.

► **Parada IV (UCR4 H5 PPPO-4):** *Parada IV* was the fourth planet in the *Parada* system. This planet was located in the *Gamma Quadrant*. This was the largest planet in the system, and it had seven moons. In 2370, a replicant of *Chief Miles O'Brien* hid his runabout behind *Parada IV* in an attempt to escape *Commander Sisko*, *Dr. Bashir* and *Major Kira*, who were pursuing him in the *USS Mekong*. (DS9 episode 2x14 "Whispers")

Gamma Quadrant System.

► **Saltah'na (UCR4 H6 PRC-4):** *Saltah'na* was the formerly inhabited fifth planet of star system in the *Gamma Quadrant*. It was the homeworld of the *Saltah'na*, until their extinction. In 2369, on a bio-survey mission to the *Gamma Quadrant*, the *Klingon Vor'cha-class* starship *IKS Toh'Kaht* visited the planet on the twenty-second day of its mission. After the planet was explored, it was rejected as a potential future site for a *Klingon* colony. The crew discovered the energy spheres which possessed a telepathic archive. The archive described a power struggle which ended with the destruction of the *Saltah'na*. (DS9 episode 1x18 "Dramatis Personae")

Gamma Quadrant System.

► **Stakoron II (UCR4 PPO-3):** *Stakoron II* was the inhabited second planet in its star system. This system was located in the *Gamma Quadrant*. According to *Krax*, the *Ferengi* had opened negotiations with the inhabitants of this planet for their deposits of *miszinite ore*. (DS9 episode 1x11 "The Nagus")

Gamma Quadrant System.

► **T-Rogoran (DWE PRO-4):** The inhabitants of this planet conquered the *Skrreeans* before they in turn were conquered by the *Dominion*. DSD9 episode 2x10, "Sanctuary".

Gamma Quadrant System.

► **Teplan (UCR4 H5 PRO-4):** The *Teplan* homeworld was an inhabited planet in the *Teplan* system of the *Gamma Quadrant*, just outside *Dominion* space. It was the home planet of the *Teplans*. The planet had an advanced civilisation until the mid-22nd century. The *Teplans* built cities, traveled to neighboring worlds, and believed nothing was beyond their abilities. But when the *Teplans* defied the *Dominion*, the *Jem'Hadar* destroyed their world and introduced the blight into the population. By the late 24th century, the *Teplan* cities lay in ruins, their civilisation destroyed. In 2372, *Julian Bashir* visited the planet and found a way to stop the blight. This turned out to be an *in-vitro* vaccine that would allow future generations to be immune to the blight. (DS9 episode 4x24 "The Quickening")

Gamma Quadrant System.

► **Tevlin-DE (DWE H5 PRO-4):** Home world of character encountered by *Jake Sisko*. DS9 novel, "Rising Son".

Gamma Quadrant System.

► **Vandros IV (DWE H4 PRO-4):** Location of rogue *Jem'Hadar* who discovered an *Iconian Gateway*. *Sisko* and the *Dominion* joined forces to deal with the threat. DS9 episode 4x23, "To the Death".

Gamma Quadrant System.

► **Wadi (DWE H5 PCO-3):** Home of a delegation that came from the *Gamma Quadrant* to *Deep Space Nine*. DS9 episode 1x10, "Move Along Home".

Gamma Quadrant System.

► **Yadera II (DWE RC-4):** A colony in the *Gamma Quadrant*. *Dax* and *Odo* investigated the disappearance of several colonists. DS9 episode 2x16, "Shadowplay".

Gamma Quadrant System.

► **Yadera Prime (UCR4 PCO-4):** *Yadera Prime* was the inhabited prime planet in its star system. This system was located in the *Gamma Quadrant*. The planet was the homeworld of the *Yaderans*, a warp-capable humanoid species. Around 2340, the planet was conquered by the *Dominion*, which, according to *Rurigan*, caused the

Yaderan way of life to change dramatically. (DS9 episode 2x16 "Shadowplay")

Gamma Quadrant System.

▶ B3.4 GAMMA QUADRANT PHENOMENA

▶ **Chamra Vortex (DWE H5 Phenomenon-3):** A Nebula in the Rakhari sector. Odo went there thinking it hid a Changeling colony. DS9 episode 1x12, "Vortex".

Gamma Quadrant System. Any Hit roll of 1 in a Space Combat results in the immediate destruction of the Ship before any re-rolls or Special Rules are applied.

▶ **Dominion Wreck (DWE H4 Phenomenon-3):** Given the carnage of the Dominion War there are probably many of these. Sisko discovered a Jem'Hadar attack ship on a planet. DS9 episode 5x02, "The Ship".

Gamma Quadrant System. A Dominion player gains 2 Culture Tokens from Braving this Hazard instead of 2 Research Tokens.

Notes: Place two Research tokens when this Phenomenon is discovered and resupply both during Maintenance if needed. The Research is removed if the Dominion gain Culture.

▶ **Idran (UCR4 H5 Phenomenon-3):** A supergiant star in the Gamma Quadrant that was close to the Wormhole. DS9 Episode 1x01/02, "The Emmisary".

Gamma Quadrant System. Place Wormhole β on this System.

Notes: This System disc replaces part of the Idran-Bajoran Wormhole Systems piece from the Dominion War expansion.

This System disc is only used if the Gamma Quadrant is in play. It is in play from the start of the game. The matching Wormhole token is placed in the Bajor System in the Alpha/Beta Quadrant.

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

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

▶ **Jenkata Nebula (UCR4 H5 Phenomenon-5):** The Jenkata Nebula was an interstellar gas cloud in the Gamma Quadrant, located near the Teplan system and the Obatta Cluster. In 2372, Major Kira Nerys took her runabout, the USS Rio Grande, into the Jenkata Nebula to avoid detection by a Jem'Hadar patrol. (DS9 episode 4x24 "The Quickening")

Gamma Quadrant System. Ships in this Phenomenon have First Strike.

▶ **Stable Wormhole Gamma (UCR4 H6 Phenomenon-6)**

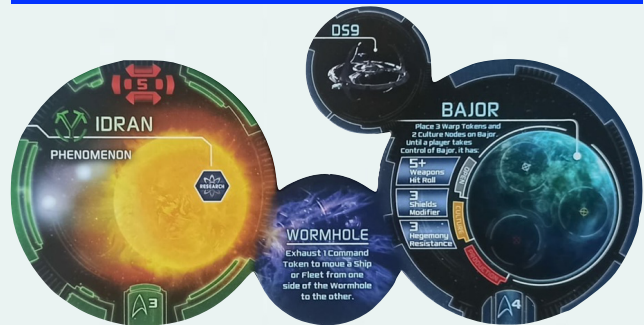
Gamma Quadrant System. Place Wormhole γ on this System and the matching Wormhole in any Unconnected non-Home System or in any non-Home System if that is not possible.

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

The matching Wormhole may even be placed in the Alpha/Beta Quadrant if an eligible System is available.

If the matching Wormhole cannot be placed when the Stable Wormhole is drawn, it is immediately placed when an eligible System becomes available.

B3.5 OTHER SYSTEMS



▶ **Idran/Bajor/DS9/Wormhole (DWE H5 Phenomenon-3/PCO-4):** Idran - A supergiant star in the Gamma Quadrant that was close to the Wormhole. DS9 Episode 1x01/02, "The Emmisary". Bajor - Home world of the Bajorans and location of Deep Space Nine. DS9 series.

Idran - Gamma Quadrant System.

Bajor - Place 3 Warp tokens and 2 Culture Nodes on Bajor. Until a player takes Control of Bajor it has 5+ Weapons, 3 Shields and 3 Hegemony Resistance.

Wormhole - Exhaust 1 Command token to move a Ship or Fleet from one side of the Wormhole to the other.

Notes: This piece is not used when playing with the UCR. Remove it from the game and replace it with the separate Bajor and Idran System discs available in the UCR files.⁴

▶ **Transwarp Hub (BE Other-6):** One of six structures used by the Borg to travel rapidly throughout the galaxy. Voyager found one in grid 986 and destroyed it (Voyager episode 7x25, "Endgame").

Notes: The Transwarp Hub System disc is Virtually Adjacent to both Transwarp Conduit System discs. The Conduits are not Virtually Adjacent to each other.

The Transwarp Hub is neither a Planetary System nor a Phenomenon. Do not draw an Exploration Card for discovering the Transwarp Hub. It is always considered Fixed if it starts the game on the map.

▶ **Wolf 359 (BE):** Site of the first major battle between the Federation and the Borg. The Borg were led by Locutus. Benjamin Sisko's wife died in the battle (TNG episode 3x26, "The Best of Both Worlds", DS9 episode 1x01, "The Emmisary").

Notes: Note that this is not a System as far as the rules are concerned, but rather a funny detail (check one of the Space Lanes).

⁴The official mechanics for this piece break so many other rules and present so many inconsistencies that it was deemed simpler to just replace it completely.

B4. EXPLORATION CARDS

The following is a list of all Exploration cards available in the game. For each card it is indicated in which expansion it was available; *Star Trek: Ascendancy* base game (STA), 50th Anniversary Exploration cards (50), Cardassian expansion (CE), Ferengi expansion (FE), Borg expansion (BE), Andorian expansion (AE), the Vulcan expansion (VE), the Dominion War expansion (DWE) or the Breen expansion (BRE) and if a Hazard (H#) or Diplomacy test (D#) is involved.

B4.1 CRISIS



Andorian Confrontation (AE): If you have an Andorian Rival, place a new Andorian Ship in this System. If not, place a new Ship from the player to your right in this System.

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Antedean Terrorist Plot (STA): Roll a die: if the result is lower than or equal to your Ascendancy, return or discard all Trade Agreements you hold. If higher, this card has no effect.

Arkonian Destroyer (VE H5): Level 5 Hazard. Roll to hit with all your Ships. If you score at least 1 hit and at least 1 of your Ships survives, take 2 Production.

► **Arms Race (DWE):** Choose a Hostile Rival. You both draw the top Advancement from your own Advancement decks. They are completed immediately and placed into your Advancement areas.

Notes: Under these rules the Advancement should be selected randomly.

Automated Minoasian Weapons (STA H4): Level 4 Hazard. If any Ships survive the Hazard, take 2 Research tokens.

Bioengineered Wasting Disease (50): Roll a die: if the result is equal to or lower than the number of Research Nodes you Control, a cure has been found with enough time to save the Ship. Otherwise, destroy one of your Ships in this System.

Black Star (VE H4): If any Ships survive this Hazard, Refresh 2 Commands.

2 Borg Cube (BE): Place a Borg Cube in this System.

Notes: 1 standard, 1 red (this card is marked as a "Red" Borg card in relation to rule 5.3.2).

5 Borg World (BE): Place a Borg Spire /with 1/2/3 Assimilation Nodes/ on this System.

Notes: 2 standard, 3 red (these cards are marked as "Red" Borg cards in relation to rule 5.3.2).

► **Breen Confrontation (BRE):** If you have a Breen Rival, place a new Breen Ship in this System. If not, place a new Ship from the player to your right in this System.

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Cardassian Armistice Accords (CE): If you have a Cardassian Rival, you both choose one of your non-Home Systems and exchange Control Nodes. If not, exchange Systems with the player to your right.

Notes: When a player discovers a new System and draws the *Cardassian Armistice Accords*, they have stumbled into a border dispute that requires them to relinquish Control of one of their Systems in exchange for Control of a Cardassian System. If either the player who drew the *Armistice Accords* or the Cardassian player only Controls their Home System, the *Accords* card is discarded with no effect. The two players can only exchange Systems if they both Control at least one System beyond their Home System.

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Cardassian Confrontation (CE): If you have a Cardassian Rival, place a new Cardassian Ship in this System. If not, place a new Ship from the player to your right in this System.

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded

when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

► **Civil Unrest (BRE D4):** Roll a Diplomacy [4] test: If you succeed, Colonise this System for free. If you fail, Brave a Level 4 Hazard.

Notes: In accordance with their *Thermophile* rule, Tholians may only Colonise the System if it is Hazardous.

Cosmic Cloud (AE): Roll a die for each Ship: for each die that is higher than your Ascendancy, destroy a Ship. Take a Research for each surviving Ship.

► **The Cost of War (DWE):** Choose a Connected Hostile Rival. Choose a System you Control. They choose a System they Control. These may not be Home Systems. Swap Control Nodes and all Ships between the Systems.

Crystalline Entity (STA): If both your Weapons and Shields have not been upgraded, destroy all Ships in this System and destroy this System. Otherwise, discard this card. Tholians may ignore this card.

Notes: Only one slider on your Command Console needs to be upgraded to prevent the *Crystalline Entity* from destroying all of the Ships and the System disc.

Cytherian Probe (AE): Your turn ends immediately. If other players have not taken their turn this round, exchange your Turn Order Card with a player of your choice, who takes their new turn immediately. Start a new Command Phase if you have any unissued Commands during your new turn position.

2 Damaged Borg Scout Sphere (BE): Roll to Hit with all Ships in System. If you score at least one Hit, take a Borg Tech card. If no Hits are scored, move the nearest Borg Cube to this System, or place a new Cube if there are no Cubes in play.

► **Notes:** 1 standard, 1 red (this card is marked as a "Red" Borg card in relation to rule 5.3.2). See rule 15.3.1.1 for how to determine "nearest". "Move" should actually be interpreted as Transported under these rules.

Dangerous Flora (50): REMAINS IN PLAY: Building a Colony on this System costs an additional 2 Research tokens.

Notes: This card has effects that occur during the Build Phase.

► **Deep Infiltration (DWE H4):** Level 4 Hazard. If no Ships survive this Hazard, the Rival to your right draws the top Advancement card from your Advancement deck. They may develop or discard it as normal.

Notes: Under these rules the Advancement should be selected randomly.

► **Dominion Confrontation (DWE):** If you have a Dominion Rival, place a new Dominion Ship in this System. If not, place a new Ship from the player to your right in this System.

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded

when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Federation Confrontation (CE): If you have a Federation Rival, place a new Federation Ship in this System. If not, place a new Ship from the player to your right in this System.

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Ferengi Confrontation (CE): If you have a Ferengi Rival, place a new Ferengi Ship in this System. If not, place a new Ship from the player to your right in this System.

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.



The Game Masters of Triskelion (50): Roll a die: If the roll is higher than your Ascendancy level, you survive the games. If the roll is equal or lower, your civilized crew perishes in the brutal games and all Ships in the System are destroyed.

► **Forced Labor Colony (DWE H4):** Level 4 Hazard. If any Ships survive this Hazard, you may immediately Colonise this System for free.

Notes: In accordance with their *Thermophile* rule, Tholians may only Colonise the System if it is Hazardous.

► **Hidden Colony (DWE H3):** Level 3 Hazard. Choose a Hostile Rival. They immediately Colonise this System for free and place 1 new Ship of theirs on the System.

Notes: In accordance with their *Thermophile* rule, Tholians may only Colonise the System if it is Hazardous.

Iconian Probe (STA H5): Level 5 Hazard. If any Ships survive the Hazard, take 2 Research tokens.

► **Isolationist Sentiment (BRE D4):** Roll a Diplomacy [4] test: If you succeed gain 2 Production tokens. If you fail, you must revoke one of your Trade Agreements held by a Rival.

Klingon Confrontation (CE): If you have a Klingon Rival, place a new Klingon Ship in this System. If not, place a new Ship from the player to your right in this System.

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Lights of Zetar (50 H4): If you have 2 or more Warp tokens pictured on your Advancements, this card has no effect. If not, Ships in this System must Brave a level 4 Hazard.

Magnetic Flux Entity (AE): Relocate up to two more of your Ships to this System.

Menthar Booby Trap (STA H3): Pay 2 Research OR Level 3 Hazard.

Nausicaan Pirates (STA H5): Level 5 Hazard. For each destroyed Ship, lose 1 Resource of your choice. Roll to Hit with all your surviving Ships. For each Hit scored, take 1 Production.

Neutronic Wave Front (STA H4): You may either Exhaust a Command and place all Ships in this System at Warp or all Ships in the System must Brave the level 4 Hazard.

Organian Intervention (STA): REMAINS IN PLAY: This System may only be Colonised by Ascendancy 3 or higher Civilisations.

Notes: This card has effects that occur during the Build Phase.

Orion Interceptors (VE H4): If any Ships survive this Hazard, you may draw one card from a Rival's Advancement deck, and immediately put it into play with your completed Advancements.

The Planet Eater (STA H3): Level 3 Hazard. If any Ships survive, you may sacrifice a Ship to destroy the Planet Eater and save the System. Otherwise, the System is destroyed; remove it from the game.

► **Prepare for War (DWE):** Choose a Connected Hostile Rival. Place 2 to 4 new Ships in a System they Control. The Rival then places the same number of new Ships in a System you Control. These may not be Home Systems.

"Q" (STA): The player to your right draws a new System and connects it to any System via a new Space Lane. Move all Ships from this System to the new System. Draw another Exploration card for the new System, as normal.

Notes: The Ship that is moved is taken from the System that prompted the "Q" card to be drawn.⁵

If there are no other unassimilated players, discard this card and draw another.

► This card refers to "connects" and "move", but should actually refer to "Attaches" and "Transport" under these rules.

This card is removed before a solo game.

Romulan Confrontation (CE): If you have a Romulan Rival, place a new Romulan Ship in this System. If not, place a new Ship from the player to your right in this System.

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Sargon Encounter (VE): Put all of your Ships in this System at Warp. The player to your right may Move these Ships up to your maximum Warp speed once. The Ships exit Warp without issuing a Command.

Notes: Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Scorching Skies (AE): REMAINS IN PLAY: Costs +2 Research to Colonise. Does not apply to Vulcans or Andorians.

► **Solar Flare (BRE):** Roll a Space Lane die. On 2, Brave a Level 6 Hazard. On 3, Brave a Level 5 Hazard. On 4, Brave a Level 4 Hazard.

Space Amoeba! (STA H4): Roll to Hit with all your Ships in this System. If you score at least 1 Hit, take 1 Research and discard this card. If you score no Hits, all Ships in this System and in all adjacent Systems must Brave a level 4 Hazard.

Notes: This card refers to "adjacent Systems". This should be interpreted to mean Systems one Warp move away, except via Virtual Adjacencies.

Subspace Rift (AE H4): Level 4 Hazard. If any Ships survive, swap their position with all the Ships in any other Sector which contains Ships.

2 Transwarp Beacon (BE): If there are Borg in play, move the nearest Borg Cube to this System. If not, place a new Borg Cube in this System.

⁵ The original text could be interpreted to mean something else.

► **Notes:** See rule 15.3.1.1 for how to determine "nearest". "Move" should actually be interpreted as Transported under these rules.

Tribble Troubles (50): Exhaust 2 Command tokens, if able.

Vulcan Encounter (VE): If you have a Vulcan Rival, place a new Vulcan Ship in this System. If not, place a new Ship from the player to your right in this System.⁶

Notes: This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Encounter. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

The Wrath of Olympus (50 H4): Level 4 Hazard. If any Ships survive, you may immediately build a Colony in this System, for free.

Notes: This Exploration Card may result in the placement of a Control Node immediately, during the Command Phase.

Writ of Accountability (FE D6): Roll a Diplomacy [6] test: if you succeed, this card has no effect. If you fail, return or discard all Trade Agreements you hold. Succeed or fail, shuffle this card into the remaining deck instead of discarding it.

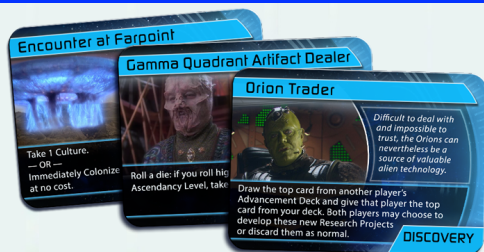
Notes: This Crisis Card requires a Diplomacy Test when drawn, as shown in the upper right hand corner of the card. The Writ of Accountability is a Crisis Card that goes back into the Exploration Deck after it is resolved, instead of going into the discard pile. After resolving the Writ, do not shuffle the discard pile back into the deck; only shuffle the Writ of Accountability back into the Exploration deck. Doing so will also shuffle any unclaimed Ally cards that are at the bottom of the deck.

Xenophobic Uprising (FE D6): Roll a Diplomacy [6] test: if you succeed, this card has no effect. If you fail, you must revoke all your Trade Agreements held by Rivals.

Notes: This Crisis Card requires a Diplomacy Test when drawn, as shown in the upper right hand corner of the card.

This card is removed before a solo game.

B4.2 DISCOVERY



Abandoned Colony (STA): You may immediately Colonise the System by spending 1 Culture, without sacrificing a Ship.

Notes: If you do not take advantage of the *Abandoned Colony* Discovery right away, it goes away. This Exploration Card may result in the placement of a Control Node immediately, during the Command Phase.

► In accordance with their *Thermophile* rule, Tholians may only Colonise the System if it is Hazardous.

Abandoned Wreckage (BRE): Spend one Research token to immediately upgrade your Shield Modifier by 1.

Alien Amusement Park (50): You may choose to take 2 Production or Refresh 2 Commands.

Balok's Ruse (50): Roll a die for each of your Ascendancy tokens. For each result of 4 or better, take a Production.

Borg Salvage (BE): Draw 2 Borg Tech cards. You may choose one to Develop.

Notes: This card is marked as a "Red" Borg card in relation to rule 5.3.2.

► **Breen Delegation (BRE):** If you are the Breen or hold a Breen Trade Agreement, all your Trade Agreements immediately generate double Resources. If not, Exhaust all your Trade Agreements.

Notes: This card should actually say "...all Trade Agreements you hold immediately generate double Resources. If not, Exhaust all Trade Agreements you hold."

This card is removed before a solo game.

Bynar Technicians (STA): You may immediately upgrade your Weapons or Shields at half the normal cost (rounded down), or you may take 2 Research tokens.

Cardassian Delegation (CE): If you are the Cardassians or hold a Cardassian Trade Agreement, all your Trade Agreements immediately generate Resources. If not, Exhaust all your Trade Agreements.

► **Notes:** This card should actually say "...all Trade Agreements you hold immediately generate Resources. If not, Exhaust all Trade Agreements you hold."

This card is removed before a solo game.

Children of Tama Negotiations (STA): REMAINS IN PLAY: To Colonise this System, roll a die and add your Ascendancy: if the total is 4 or more, you may Colonise for free. Otherwise, you may not Colonise this System this turn.

Notes: The Children of Tama Negotiations 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.

► In accordance with their *Thermophile* rule, Tholians may only Colonise the System if it is Hazardous.

Dark Reflection (VE): Roll a die and add your Ascendancy. If the result is 8 or higher, take 1 Culture. If it is 7 or lower, the player sitting opposite you may Issue up to three of your Commands this turn on this Ship or Fleet, ignoring the Special Rules on your Command Console.

Notes: If there are two players sitting opposite, randomly determine who this applies to.

⁶ Note that this card should probably have the title "Vulcan Confrontation" since it has the same effect as the other "Confrontation" cards.

Assimilated players and the automated Borg are never counted when determining "the player sitting opposite". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This card is removed before a solo game.

Diplomatic Exchange (AE): You may exchange up to 2 Resource Tokens of any type for up to 2 Resource Tokens of another single type.

Diplomatic Summit (50): You may immediately exchange Trade Agreements with any of your Rivals, even those with whom you have not made contact.

► **Notes:** Other prerequisites for exchanging Trade Agreements may need to be fulfilled. The "exchange" may be one-sided and no one is forced to give out a Trade Agreement.

This card is removed before a solo game.

► **Dosi Traders (DWE):** If you are the Dominion or hold a Dominion Trade Agreement, all your Trade Agreements immediately generate double Resources. If not, Exhaust all your Trade Agreements.

Notes: This card should actually say "...all Trade Agreements you hold immediately generate double Resources. If not, Exhaust all Trade Agreements you hold."

This card is removed before a solo game.

► **Empok Nor (DWE):** REMAINS IN PLAY: You may Brave a Level 3 Hazard. If any Ships survive this Hazard, you immediately Colonise this System for free. When Colonised, this System has a Starbase.

Notes: In accordance with their *Thermophile* rule, Tholians may only Colonise the System if it is Hazardous.

Encounter at Farpoint (STA): Take 1 Culture OR Immediately Colonise this System at no cost.

Notes: This Exploration Card may result in the placement of a Control Node immediately, during the Command Phase.

► In accordance with their *Thermophile* rule, Tholians may only Colonise the System if it is Hazardous.

► **A Game of Chula (DWE):** Each player rolls 2 dice. The highest score gains 1 Culture, 1 Production and 1 Research token. If there is a tie for the highest score, the tied players roll again to settle the tie.

Gamma Quadrant Artifact Dealer (STA): Roll a die: if you roll higher than your current Ascendancy level, take a Culture token.

Gomtuu (STA): Roll a die and add your Ascendancy: if the result is 4 or higher, build 1 Ship in this System, for free.

Guardian of Forever (50): Draw the top card of your Advancement deck. It is completed immediately: place it in your Advancement area.

Notes: Shuffle the Advancement deck before drawing.

Iconian Ruins (STA): You may Exhaust any unused Command tokens to take a Research token per Command token Exhausted.

2 Isolated Borg Drones (BE): Draw a number of Borg Tech cards equal to your Ascendancy. You may choose one to Develop.

Notes: 1 standard, 1 red (this card is marked as a "Red" Borg card in relation to rule 5.3.2).

Kurlan Artifacts (STA): Take 1 Culture token.

Lost Colony (STA): The player to your right places one of their Control Nodes on this System, for free.

Notes: Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.

This Exploration Card may result in the placement of a Control Node immediately, during the Command Phase.

This card is removed before a solo game.

Neutron Star Event (CE H4): You may Brave a level 4 Hazard. If you do, and at least one Ship survives, you may put a Research on two of your Projects.

Orion Trader (STA): Draw the top card from another player's Advancement deck and give that player the top card from your deck. Both players may choose to develop these new Research Projects or discard them as normal.

Notes: Shuffle the Advancement decks before drawing.

In a solo game you may draw an Advancement from any Faction not in play.

Peaceful Meditation (VE): Take 1 Culture OR Destroy 1 of your Ships in this System to take 3 Production.

► **Rescued Archeologists (DWE):** Gain 1 Culture and 1 Production token. If you are in the Gamma Quadrant, gain 1 Culture and 1 Research token instead.

► **Secret Base (DWE):** Exhaust 1 Command token and spend 1 Resource to immediately Colonise any Connected Undeveloped System.

Notes: In accordance with their *Thermophile* rule, Tholians may only Colonise the System if it is Hazardous.

Secrets of the Horta (50): REMAINS IN PLAY: When you Colonise this System, roll a die. If the result is less than the number of Production Nodes you Control, immediately build 2 Production Nodes, if possible.

Notes: This card has effects that occur during the Build Phase.

Talosian Benefactors (50): For each Rival Trade Agreement you hold, take 2 Research and add it to your Reserves.

Notes: This card is removed before a solo game.

The Traveler (STA): Draw a new System and place it connected to any System via a new Space Lane. Move at least one Ship from this System to the new System. Draw another Exploration card for the new System, as normal.

Notes: The Ship that is moved is taken from the System that prompted the Traveler card to be drawn.

► This card refers to "connected" and "move", but should actually refer to "Attached" and "Transport" under these rules.

Tri-phasic Emitter (AE): Spend one Research to immediately upgrade your Weapons by 1.

► **Unexpected Boon (BRE):** Roll a Space Lane die. On 2, gain a Culture token. On 3, gain a Research token. You may immediately add it to an Advancement Project. On 4, gain 2 Production.

B4.3 ALLY

When discarded, Ally cards go to the bottom of the Exploration deck, rather than the discard pile.

Antican Delegation (FE D3): TRADE AGREEMENT: 1 Production.

Notes: This card requires a Diplomacy Test.

Caldonians (FE D4): TRADE AGREEMENT: 1 Research.

Notes: This card requires a Diplomacy Test.

Ferengi Arms Dealer (FE D2): SPECIAL RULE: You may use Production instead of Research to upgrade Weapons. If you held this card during your Build Phase, pass this card to your left in Maintenance.

Notes: This card requires a Diplomacy Test.

You may not mix Production and Research when using this card to pay for an upgrade.

Ferengi Researcher (FE D2): SPECIAL RULE: You may use Production instead of Research to upgrade Shields. If you held this card during your Build Phase, pass this card to your left in Maintenance.

Notes: This card requires a Diplomacy Test.

You may not mix Production and Research when using this card to pay for an upgrade.

The Grand Nagus (FE D2): In Maintenance, take 2 Production and pass this card to your left. While you hold this card, Ferengi Ships may freely move through Sectors containing your Ships.

Notes: This card requires a Diplomacy Test.

► **The Resistance (DWE D3):** SPECIAL RULE: Place an unused Ship of a Hostile Rival on this card. Exhaust to force this Rival to Re-Roll up to two dice during a Space Battle. Discard this card and return the Ship if the Rival becomes Peaceful.

Notes: This card requires a Diplomacy Test.

Rigelians (FE D4): TRADE AGREEMENT: 1 Production OR 1 Research.

Notes: This card requires a Diplomacy Test.

Selay Trade Clutch (FE D3): TRADE AGREEMENT: 1 Production.

Notes: This card requires a Diplomacy Test.

The Trojans (FE D3): TRADE AGREEMENT: 1 Production.

Notes: This card requires a Diplomacy Test.



► **Vash (DWE D4):** SPECIAL RULE: You may use Culture instead of Production to build Ships. Pass this card to a Rival if they give you 2 Production tokens during their Command Phase.

Notes: This card requires a Diplomacy Test.

B4.4 CIVILISATION



2 Assimilation: Level One Civ (BE): Develop up to 1 Resource Node, in Priority Order. Place 1 Warp token on System, marking it as a level 1 Civ. Move nearest Borg Cube to this System or place a new Cube, if there are no Borg Cubes in play.

► **Notes:** 1 standard, 1 red (this card is marked as a "Red" Borg card in relation to rule 5.3.2). The Cube called for by this card is selected as described in rule 15.3.1.1. "Move" should actually be interpreted as Transported under these rules.

2 Assimilation: Level Two Civ (BE): Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a level 2 Civ. Move nearest Borg Cube to this System or place a new Cube, if there are no Borg Cubes in play.

► **Notes:** 1 standard, 1 red (this card is marked as a "Red" Borg card in relation to rule 5.3.2). The Cube called for by this card is selected as described in rule 15.3.1.1. "Move" should actually be interpreted as Transported under these rules.

2 Assimilation: Level Three Civ (BE): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a level 3 Civ. Move nearest Borg Cube to this System or place a new Cube, if there are no Borg Cubes in play.

► **Notes:** 1 standard, 1 red (this card is marked as a "Red" Borg card in relation to rule 5.3.2). The Cube called for by this card is selected as described in rule 15.3.1.1. "Move" should actually be interpreted as Transported under these rules.

2 Pre-Warp: Level Zero (STA): Place 2/3 Production tokens on System, marking it as inhabited by a pre-Warp, independent Civilisation. The first player to Colonise the System claims the tokens.

Pre-Warp: Level Zero (50): Place 1 Production token on System, marking it as inhabited by a pre-Warp, independent Civilisation. The first player to Colonise the System claims the tokens.

Pre-Warp: Level Zero (CE): Place 1 Production and 1 Culture token on System, marking it as inhabited by a pre-Warp, independent Civilisation. The first player to Colonise the System claims the tokens.

Pre-Warp: Level Zero (AE): Place 1 Production and 1 Culture token on System, marking it as inhabited by a pre-Warp,

independent Civilisation. The first player to Colonise the System claims the tokens.

Pre-Warp: Level Zero (VE): Place 1 Production and 1 Research token on System, marking it as inhabited by a pre-Warp, independent Civilisation. The first player to Colonise the System claims the tokens.

▶ **3 Pre-Warp: Level Zero (DWE):** Place 2 Production tokens on System, marking it as inhabited by a pre-Warp, independent Civilisation. The first player to Colonise the System claims the tokens.

▶ **Pre-Warp: Level Zero (BRE):** Place 1 Production and 1 Culture token on System, marking it as inhabited by a pre-Warp, independent Civilisation. The first player to Colonise the System claims the tokens.

▶ **Rebel Jem'Hadar Cell (DWE H4):** REMAINS IN PLAY: Develop up to 2 Production and 1 Research Nodes in Priority Order. Place 1 Warp token on the System, marking it as a Warp-Capable, Independent Civilisation.

4 Warp-Capable: Level One (STA): Develop 1 Resource Node, in Priority Order. Place 1 Warp token on System, marking it as a Warp-capable, independent Civilisation.

Warp-Capable: Level One (VE): Develop 1 Resource Node, in Priority Order. Place 1 Warp token on System, marking it as a Warp-capable, independent Civilisation.

4 Warp-Capable: Level Two (STA): Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

Warp-Capable: Level Two (50): Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

Warp-Capable: Level Two (AE): Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

▶ **Warp-Capable: Level Two (DWE):** Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

▶ **Warp-Capable: Level Two (BRE):** Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

2 Warp-Capable: Level Three (STA): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

Warp-Capable: Level Three (50): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

Warp-Capable: Level Three (CE): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

Warp-Capable: Level Three (VE): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

▶ **Warp-Capable: Level Three (DWE):** Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

▶ **Warp-Capable: Level Three (BRE):** Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilisation.

B4.5 VIRGIN WORLD

II Where No One Has Gone Before (STA): -

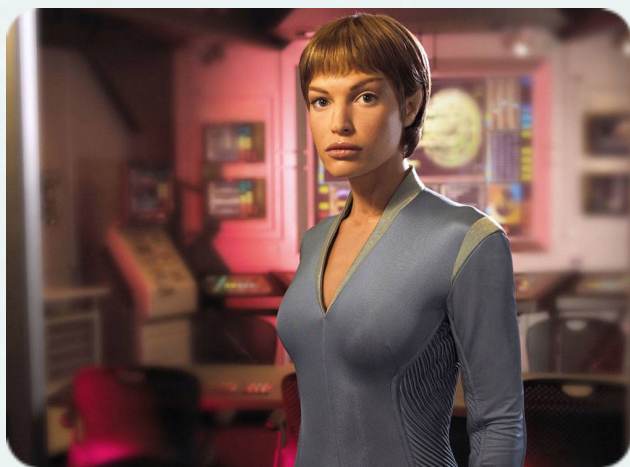


B5. OPTIONAL RULES

The *Unofficial Complete Rulebook* is set up to provide an epic game of *Star Trek: Ascendancy*. This means that all Advanced Rules from the base game rulebook are always in play and that the Borg may have a presence. Most of the base game rules replaced by the Advanced Rules are presented below as options for players who want a simpler or quicker game.

Generally you may use any, all or none of the optional rules in your games. Some of them are mutually exclusive, however and this has been noted where applicable.

Select which options are in play before the game starts.



T'Pol considers the options

B5.1 HARD GAME

The following rules present an extra challenge. Some of them may also increase the randomness in the game.

B5.1.1 Instant Delta Quadrant Connection

Don't put any Borg Delay tokens on the *Transwarp Hub* at game start. The *Hub* will start generating Cubes on the first turn.

This rule changes rule 5.8.1.5.

B5.1.2 Closer Delta Quadrant Connection

When setting up the game, the closer you place the *Transwarp Hub* to players' *Home Systems*, the sooner the Borg will make contact.

Placing it approximately 18" away from players' *Home Systems* is a good starting point, but this distance can be shortened to increase the Borg threat.

► B5.1.3 Early Crises

Don't use any Mulligan tokens in a *Humble Beginnings* [rule 5.8.1] game.

This rule changes rule 5.8.1.6.

B5.1.4 Borg Attack - Command - Attack

This is the same as rule 15.5.1, put into play from the start of the game.

B5.1.5 It Takes a Fleet

This is the same as rule 15.5.2, put into play from the start of the game.

B5.1.6 Three Spires & You're Out

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

This rule changes rule 2.3.4.

B5.1.7 Epic Ascendancy

Play a *Humble Beginnings* [rule 5.8.1] game from zero to six Ascendancy (instead of five).

This rule changes rule 2.3.1.

B5.2 QUICK GAME

The following optional rules make the game play a little faster. These can be useful if you're short on time, but note that they may lessen the epic feel of the game and make it more random.

B5.2.1 Simultaneous First Turns

All players take their first turns simultaneously, building and spending their Commands at the same time. Players may not make *First Contact* during this turn. If everyone agrees, you may also take your second turn simultaneously.

This rule is most useful in a *Humble Beginnings* [rule 5.8.1] game.

B5.2.2 Easier Ascension

Ascendancy tokens only cost four Culture tokens instead of five.

This rule changes rules 2.3.1 and 3.7.1.

B5.2.3 Quicker Ascension

Allow victory with just four (or even three) Ascendancy.

This rule changes rule 2.3.1.

B5.2.4 Starting Project

During the Game Set Up, each player starts with one additional *Project* in their *Project Area*. If you're a new player, draw the *Project* randomly. If you're more experienced, you can pick which *Project* you start with.

This rule changes rule 5.8.1.3, 5.8.2.3 or 5.8.3.3.

B5.2.5 Starting Advancements

During the Game Set Up, each player starts with one additional completed *Advancement*. Players can either draw the *Advancement* randomly or look through their *Advancement Deck* and choose which *Advancement* they'd like.

This rule changes rule 5.8.1.3, 5.8.2.3 or 5.8.3.3.

B5.2.6 Wild Culture

Culture tokens may also be used as either *Production* or *Research* tokens.

► **B5.2.7 Base Starting Resources**

This Starting Level will affect the balance between Advancements and Weapons and Shield upgrades, making upgrades more beneficial. The game will run 45-100 minutes per player plus 0 to 60 minutes depending on Borg involvement.

B5.2.7.1 Starting Resources and Ascendancy

Each player starts with 3 Production, 3 Research, 3 Culture and 1 Ascendancy.



B5.2.7.2 Starting Systems

Players start with only their Home System.

B5.2.7.3 Starting Advancements and Projects

Players start with only their Starting Advancement.

B5.2.7.4 Borg Start

The Borg start according to rule 5.3.

B5.2.7.5 Delayed Delta Quadrant Connection

If the *Transwarp Hub* is in play, no Delay tokens are placed on it.

B5.2.7.6 Exploration Mulligan

No Mulligan tokens are used.

► **B5.2.8 Extra Starting Resources**

This Starting Level will affect the balance between Advancements and Weapons and Shield upgrades, making upgrades more beneficial. The game will run 45-90 minutes per player plus 0 to 60 minutes depending on Borg involvement.

B5.2.8.1 Starting Resources and Ascendancy

Each player starts with 8 Production, 6 Research, 4 Culture and 1 Ascendancy.



B5.2.8.2 Starting Systems

Players start with only their Home System.

B5.2.8.3 Starting Advancements and Projects

Players start with only their Starting Advancement.

B5.2.8.4 Borg Start

The Borg start according to rule 5.3.

B5.2.8.5 Delayed Delta Quadrant Connection

If the *Transwarp Hub* is in play, no Delay tokens are placed on it.

B5.2.8.6 Exploration Mulligan

No Mulligan tokens are used.

B5.3 EASY GAME

The following optional rules will make the game a little easier. This can be useful with beginning players.

B5.3.1 Unstable Peace

Instead of enjoying *Unrestricted Trade Routes* [rule 13.2.1], you must ask for permission to enter or move through a Sector which contains Rivals' Ships with whom you are at Peace. They may agree or not, as they wish. If they don't agree, you must end your Movement.

Note: If a Rival denies you access to their Sector, you can't reverse your course and take back the Movement used to get there. If you were traveling at Warp Speed, you must end your Movement in the Sector previous to theirs.

This rule changes rules 8.3 and 13.2.1.

B5.3.2 Revoking Trade Agreements

Easily made, easily broken: you can revoke any of your Trade Agreements (unless they are Exhausted) at any time, for any reason.

This rule changes rule 13.3.

B5.3.3 Random Projects

Shuffle your Advancement deck at the start of the game.

Instead of selecting which Projects to Launch, on your turn, you may only Issue a Command to randomly draw two cards from your Advancement deck and add them to your Project Area.

You may still not have more Projects than Research Nodes.

When discarding Projects, place any discarded cards at the bottom of their respective Advancement decks and return any Research tokens on the discarded Projects to the General Supply. Do not shuffle the Advancement decks again.

This rule changes rule 14.1.

B5.3.4 Later Phenomena

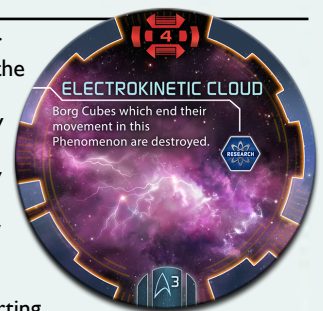
At setup, separate the Interstellar Phenomenon System discs from the Planetary System discs. Next, set aside a stack of random Planetary System discs equal to twice the number of players, i.e. 6 Planetary Systems for a three-player game. These are your starting Planetary Systems. Shuffle the remaining Planetary Systems with all the Phenomenons, then place the starting Planetary Systems on top, creating a stack of all the System discs with the starting Planetary Systems on top.

This rule changes rule 5.4.1.

► B3.3.5 Exploration Mulligan

The Exploration Mulligan [rule 5.8.1.6] can be used to make the game easier. The number of Mulligan tokens can be adjusted to suit the needs of the players.

At the beginning of the game, each player receives a number of Mulligan tokens (use any convenient marker for this). A Mulligan token can be discarded to discard and redraw any unwanted Exploration card or System disc drawn during the game. Discarded Exploration cards are removed from the game, while



discarded System discs are mixed back into their respective System disc stack.

B5.3.6 Open Turn Order

Only use one Turn Order card per player (this may need to be adjusted for some Special Rules) plus one for the Borg.

The Turn Order cards remain face-up throughout the Game Round.

This rule changes rule 6.1.3.1.

This rule is recommended for large games where it may delay the game unnecessarily if Turn Order is hidden.

B5.3.7 Random Turn Order

Instead of devoting Resources to choosing Turn Order cards in the Initiative Stage, pass the Turn Order cards out randomly each Game Round.⁷

This rule changes rule 6.1.

► B5.4 SOLO AND TWO PLAYER GAMES

As noted in rule 2.1.1 the solo and two player games change the main focus of *Star Trek:Ascendancy* and are therefore presented as optional.

B5.4.1 The Solo Game

A solo game uses all rules as outlined in the *Unofficial Complete Rulebook* with the following amendments:

The game cannot be won through a Supremacy victory [see rule 2.3.2]. This rule changes rule 2.3.

A solo game is always played with the *Delta Quadrant Connection* [rule 5.3.4]. The No Borg [rule 5.3.1], Some Borg [rule 5.3.2] or Delta Quadrant Probe [rule 5.3.3] rules are never used.

A solo game can be played from any Starting Level.

A solo game uses the *Open Turn Order* optional rule [rule B5.3.6].

Some Factions may have Special Rules concerning their use in solo games.

B5.4.1.1 Removed Cards

Remove all *Confrontation*, the *Cardassian Armistice Accords*, *Dark Reflection*, *Diplomatic Summit*, *Lost Colony*, "Q", *Sargon Encounter*, *Talosian Benefactors*, *Vulcan Encounter* and *Xenophobic Uprising* Exploration cards before the game starts.

Faction Advancements and cards: The rules for each Faction will note which Advancements and other cards should be removed (even from unplayed Factions).

Faction Trade Agreements are not used.

B5.4.1.2 Modified Cards

Any Allies gained during exploration stay with you throughout the game.

If you draw the *Orion Trader* Exploration card, you may draw a random Advancement from any Faction not in play.

B5.4.1.3 Balancing the Solo Game

Although the solo game will provide an interesting challenge using any of the Starting Levels in rule 5.8, a player may want to adjust that challenge.

Using the *Quick Game* [rule B5.2] or *Easy Game* [rule B5.3] optional rules may both shorten the game and make it a little easier.

Another simple way of decreasing the Borg threat is to add one or more Delay tokens [see rule 5.8.1.5] to the *Transwarp Hub*.

If you instead want to increase the challenge of the solo game, any of the *Hard Game* [rule B5.1] optional rules may be used or you may remove one or more of the Delay tokens [see rule 5.8.1.5].

B5.4.2 The Two Player Game

A two player game uses all rules as outlined in the *Unofficial Complete Rulebook* with the following amendment:

The game cannot be won through a Supremacy victory [see rule 2.3.2]. This rule changes rule 2.3.

A two player game is always played with the *Delta Quadrant Connection* [rule 5.3.4]. The No Borg [rule 5.3.1], Some Borg [rule 5.3.2] or Delta Quadrant Probe [rule 5.3.3] rules are never used.

A two player game uses the *Open Turn Order* optional rule [rule B5.3.6].

Some Factions may have Special Rules concerning their use in two player games.

A two player game may use any other set of optional rules that is agreed upon.

B5.5 THE DOMINION WAR

The Dominion War scenario is currently not supported by the UCR.

B5.6 OTHER OPTIONS

The other options change the game in various ways without affecting difficulty or play time significantly.

► B5.6.1 Smooth Ascendancy

When buying Ascendancy tokens, the first one you buy only costs 3 Culture, the second one 4 Culture and so on until the fifth one is bought at 7 Culture. This will make the early game a little quicker and the late game a little longer without changing the total amount of Culture needed for a win.

B5.6.2 Multi Faction Space Battles

There will always be multiple defenders whenever a player attacks a Sector containing more than one other player's Ships. All Factions present are Attacked, but the Attacker decides how to allocate their Hit Rolls. All Ships in the Sector being Attacked must roll to Hit the Attacker (in the confusion of an incoming attack, they're going to react). After every Combat Round, all combatants may choose to Retreat, as normal. The Hostile/Peaceful status [see rule 13.2] doesn't effect the situation. This may result in Trade Agreements being cancelled for Betrayal [see rule 13.4].

This rule changes rule 9.7.

⁷ This optional rule is really not recommended for experienced players, since it will lessen the tactical choices available and may affect game balance. It is only included in the *Unofficial Complete Rulebook* for completeness.

BB.6.3 More Interesting Exploration

Vary the ratios in the Exploration deck by removing one or more Virgin Worlds. If you want, you can make the deck more or less dangerous by removing a number of Discovery or Crisis cards respectively. Note that some Factions may benefit more than others if you change the ratios dramatically.

BB.6.4 More Space

If you have a large player count on a limited Play Area you may wish to remove the 4-Sector Space Lanes to make better use of the limited space. Roll a standard die - 1-3: place a 2-Sector Lane, 4-6: place a 3-Sector Lane.

▶ BB.6.5 Limited Ships & Control Nodes

In this variant, each player has a limited number of Ships and Control Nodes they can have on the map at a time. Make sure all players have the same amounts.⁸

The Borg are limited to a maximum of five Borg Cubes.

This changes rules 3.6.1 and 3.6.3.

BB.6.4.1 Base Game Limit

Limit the Ships and Control Nodes available to each Faction to 30 Ships and 10 Control Nodes.

BB.6.4.2 Escalation Limit

For every set of Escalation packs you add to all Factions, add 15 Ships and 5 Control Nodes to the limit.

BB.6.4.3 Hoarding

Factions that can take Ships from Rivals (Andorians and Orions for example) may not hoard Rival Ships. Keep track of captured Ships on a note pad and return the Ship models to the Faction Supplies of their owners.

BB.6.4.4 Borg Building Phase

If there are already five Cubes in play, no new Cubes are built.

If, while adding Cubes to Spires, a Spire is full, with three Nodes, and there are already five Cubes in play, leave the Assimilation Nodes in place. Once a Borg Cube is destroyed, it will then be available to place on the Spire in a future Borg Building Phase.

If there are not enough Cubes to place on top of all Spires capable of producing one, the Assimilated player with the lowest Turn Order card selects which Spires get Cubes (if there are no Assimilated players, the player with the lowest Turn Order card gets to select).

BB.6.4.5 Decommissioning Ships

On your turn, if all your Ships are in play, you may choose to decommission Ships (but you may not decommission Ships in Fleets at Warp) in order to build new Ships.

BB.6.4.6 Giving Up Control

On your turn, if all your Control Nodes are in play, you may choose to give up Control of one of your Systems in order to Colonise, Invade or attempt Hegemony in a different System. If you do, place a number of Warp tokens on the System equal to the number of Resource Nodes (up to a maximum of four), marking the System as a level 1, 2, 3 or 4 Independent Civilisation.

After a Successful Invasion, if all of the Attacker's Control Nodes are already in use the Attacker may either give up Control of another System or turn the invaded System into an Independent Civilisation.

▶ BB. DESIGNER'S NOTES

Many players don't like to play games using fan created rules. This is understandable as there is often no way of telling how much testing went into such rules and using the official version should generally guarantee a balanced and enjoyable experience.

The *Star Trek: Ascendancy* game was released in 2016 as a three player game. Two player expansions were advertised along with the release, but failed to appear until the next year.

The game was highly thematic and provided a great Star Trek sandbox. The mechanics that stood out were the exploration and building of the map, the good balance created by intense player interaction and the simple Trade Agreement mechanic, the timer provided by the Ascendancy rules and the classic turn structure that boldly did away with the micro turns of many "modern" games.

Playing the three player game worked well, but was somewhat underwhelming. It quickly became obvious that more players were needed to make the interaction work and make the game become all that it could be. For our play group the game was shelved after a few plays in anticipation of the expansions.

BB.1 THE ADVANCED RULES

When it was possible to play the game as a five player game, the true potential of the design started to show. Adding the Advanced rules from page 26 of the original *Star Trek: Ascendancy* rulebook truly let the game develop into the epic experience it was set up to be.

Mystery Turn Order increased the tactical options players had when selecting Turn Order cards.

Random Galaxy allowed for a little more variation while exploring and increased the incentives to research Projects a little.

Unrestricted Trade Routes put a lot more emphasis on diplomacy and may be the Advanced Rule that is hardest for beginners to handle. Don't put yourself in a position where you can be betrayed!

Humble Beginnings allowed the game to develop at a pace that made researching Projects more important while at the same time balancing the game through player interaction. This worked well together with *Random Galaxy*. *Humble Beginnings* may be the

⁸ This rule is provided for players who feel there needs to be a finite amount of Ships and Control Nodes in play. In testing it has been shown that if you have one escalation pack for each Faction you will very seldom need more Ships than that unless you don't bid for initiative. More than 15 Control Nodes have never been needed in any test game.

most overlooked Advanced Rule and it is true that it may extend playing time somewhat.

Focused Research allowed players to customise their Faction abilities to the developing game situation, but sometimes made the game a little harder for beginners.

Ally Cooperation was an official optional rule published on BoardGameGeek (<https://boardgamegeek.com/article/23454675#23454675>).

Playing the Advanced game provided the first incentive to create a set of rules that included the Advanced rules in the main text. This allowed a coherent rules set for players who always used these rules anyway and wanted to avoid flipping back and forth in the rule book.

BB.2 THE RULES PROBLEMS

Some parts of the official rules had minor rules problems that either affected game balance or left mechanical holes that couldn't be easily handled during play.

Most of these concerned the building of the map or the use of important defined words, like "Connected", "Occupy" and "Orbit".

GF9 were fairly active on the forums of BoardGameGeek at this time and tried to answer every question in a logical and consistent way. This prompted the creation of an unofficial FAQ that was developed on the BoardGameGeek forums.

Some examples of official answers on BoardGameGeek:

- ▲ Colonisation Fleet: (<https://boardgamegeek.com/article/23864217#23864217>)
- ▲ Colonisation Fleet: (<https://boardgamegeek.com/article/24471969#24471969>)
- ▲ Starfleet Diplomatic Corps: (<https://boardgamegeek.com/article/23864230#23864230>)
- ▲ Cult of Kahless: (<https://boardgamegeek.com/article/23454599#23454599>)
- ▲ Ever Victorious: (<https://boardgamegeek.com/article/24994230#24994230>)
- ▲ Marauders: (<https://boardgamegeek.com/article/23279512#23279512>)
- ▲ Cloaked Orbital Mines: (<https://boardgamegeek.com/article/23952245#23952245>)
- ▲ Superior Targeting Array: (<https://boardgamegeek.com/article/23952263#23952263>)
- ▲ Mining Fleet: (<https://boardgamegeek.com/article/23863427#23863427>)
- ▲ Romulan Culture: (<https://boardgamegeek.com/article/24191441#24191441>)
- ▲ Metagenic Weapons: (<https://boardgamegeek.com/article/23478810#23478810>)
- ▲ Presence of Ships or Nodes in Floating Systems or Lanes: (<https://boardgamegeek.com/article/24102930#24102930>)
- ▲ Swinging Space Lanes: (<https://boardgamegeek.com/article/24102930#24102930>)
- ▲ Fixed Systems and new Space Lanes: (<https://boardgamegeek.com/article/23412244#23412244>)
- ▲ Destroyed Systems: (<https://boardgamegeek.com/article/23952245#23952245>)
- ▲ Pointless battles: (<https://boardgamegeek.com/article/24112089#24112089>)
- ▲ Retreats: (<https://boardgamegeek.com/article/23286320#23286320>)
- ▲ Culture tokens and Hegemony: (<https://boardgamegeek.com/article/23864230#23864230>)

- ▲ Adding and removing Ships from Fleets: (<https://boardgamegeek.com/article/23576497#23576497>)
- ▲ One Starbase per System: (<https://boardgamegeek.com/article/23454590#23454590>)
- ▲ Ships stranded on the other side of the quadrant: (<https://boardgamegeek.com/article/23952245#23952245>)
- ▲ Decommissioning Ships: (<https://boardgamegeek.com/article/23277249#23277249>)
- ▲ Giving Up Control: (<https://boardgamegeek.com/article/23277249#23277249>)
- ▲ Exhausted Advancements: (<https://boardgamegeek.com/article/23460046#23460046>)
- ▲ Vlugta Asteroid Field: (<https://boardgamegeek.com/article/23896673#23896673>)
- ▲ Crystalline Entity: (<https://boardgamegeek.com/article/24471374#24471374>)
- ▲ Dangerous Flora: (<https://boardgamegeek.com/article/23864217#23864217>)
- ▲ Organian Intervention: (<https://boardgamegeek.com/article/23864217#23864217>)
- ▲ The Wrath of Olympus: (<https://boardgamegeek.com/article/23864217#23864217>)
- ▲ Abandoned Colony: (<https://boardgamegeek.com/article/24472043#24472043>)
- ▲ Abandoned Colony: (<https://boardgamegeek.com/article/23864217#23864217>)
- ▲ Children of Tama Negotiations: (<https://boardgamegeek.com/article/24471492#24471492>)
- ▲ Encounter at Farpoint: (<https://boardgamegeek.com/article/23864217#23864217>)
- ▲ Lost Colony: (<https://boardgamegeek.com/article/23864217#23864217>)
- ▲ Secrets of the Horta: (<https://boardgamegeek.com/article/23864217#23864217>)

BB.3 PROBLEMS WITH OFFICIAL ANSWERS

Several of the fairly long list of rules questions did receive official answers, but as time went on, in many cases these answers ignored earlier answers or contradicted the rules as written.

This was exacerbated when the official source for answers changed and there are many examples of this.

Several email conversations were had with Customer Services Team, Battlefront Miniatures NZ Ltd and Battlefront US Customer Service throughout 2019 and 2020. Some important areas touched on were:

Using Special Rules: This rule has been clarified in conflicting ways in official emails. Some of the official clarifications made no sense in combination with many Special Rules.

"Occupy" and "Orbit": Several official emails have stated that "Occupy" and "Orbit" are the same thing. This is changed for the UCR to keep the definitions from the original base game rules in place. Anything else would change the rules for Colonisation, Invasion and Hegemony to an extent that would make for a completely different game. The original rules also didn't account for the Borg. For the Cardassians Orbit vs Occupy is very important, but not consistently presented. For the UCR this has been corrected.

"Attached" vs "Connected": The definition of "Attached" was invented for the UCR to clarify the difference between Connected and Attached Systems and Sectors. In the official rules this difference created many ambiguities. It was not completely clear in the original rules when they referred to a direct connection between Adjacent Sectors and when they

referred to a more general connection between Systems separated by other Systems and Space Lanes.

Hegemony and Attacking: In the UCR Hegemony is not an Attack and does not cause Betrayal. Although officially ruled differently in emails, this rule was changed for the Unofficial Complete Rulebook to provide consistency and for thematic reasons. That Hegemony didn't count as Betrayal was fairly clear in the original rules, but could be misinterpreted.

Exchanging Trade Agreements: Once you have given a Rival a Trade Agreement, you may exchange it for one of your other Trade Agreement cards (that you have on hand or that you have already given to another player) regardless of the positions of Ships, Control Nodes or Ambassadors (or other assets). This may also be done at any time. Although officially ruled differently in an email, this rule was changed for the Unofficial Complete Rulebook in order to simplify play. In the original rules this is not clearly stated, but implied.

Exhausted Trade Agreements: Although officially ruled differently in an email, this rule was changed for the UCR to allow for more interesting use of certain Advancements and to be more consistent.

Fleet Card Highlights: Some Fleet cards have no highlight to indicate the minimum three Ship Fleet size. Although this was officially ruled differently in an email, the rule was changed for the UCR in order to be consistent with earlier official rulings and the text on many Fleet cards.

More than one Home System per Faction: Although ruled differently in an official email this rule was changed for the UCR. Allowing more than one Home System per Faction would both reduce the usefulness of Advancements such as *Vulcan Exodus*, risk unbalancing the game and be troublesome to keep track of.

BB.4 THE BORG RULES PROBLEMS

The Borg expansion from 2017 added a threatening adversary governed by automated mechanisms that could make all players lose. This complicated the diplomatic situation in an interesting way, but had a lot of rules problems that needed clarification before it actually worked.

The severe problems with the official Borg rules have never been completely addressed by official answers. The problems mostly concern how the Borg explore and build connections on the map (which is both unclear and often will make them target one player exclusively), but also how various other rules interact with the Borg. Until these issues have received official clarification the only way to play a competitive game without rules problems is to use house rules. The UCR tries to provide these rules.

Several email conversations were had in order to try and clarify how the Borg were supposed to work.

Initially answers were had from Peter Przekop (Gale Force Nine, LLC) in emails dated Dec 12. 2017, Dec 14. 2017 and Mar 27. 2018.

Further emails muddied the waters by going back on earlier rulings or opening up new inconsistencies.

These answers were had primarily from Customer Services Team, Battlefront Miniatures NZ Ltd in emails dated Jul 15. 2019, Jul 16. 2019 and Jul 17. 2019 and from Battlefront US Customer Service in an email dated Oct 10. 2019.

One obvious problem was how the Borg Hub was connected to the Conduits. It was officially clarified that moves are allowed between the Hub and the Conduits even if they contain Hostile

Rival Ships, but in a follow up ruling it was also officially ruled that this only applies to the Borg. For the UCR this is changed not to allow such movement. Using the official clarifications would create a number of other rules problems and be inconsistent with how movement works in other situations.

It was further officially clarified that attacks are not allowed between the Hub and the Conduits. For the UCR this is changed to allow such attacks. Using the official clarification would create a number of other rules problems. Further testing has shown that the game needs to allow these attacks if the Borg are going to be able to develop their threat.

The UCR rule for Virtual Adjacencies was partly invented and partly changed from the official rules based on the rules for the Transwarp Conduits to provide clearer and more general instructions for these types of connections.

Another problem area was how the Borg act in combat:

For Hits inflicted by the Borg when there are no Assimilated players, the player whose Ships were Hit may decide how to allocate them between their Ships. When the Borg are controlled by an Assimilated player, that player (or the Assimilated player with the lowest Turn Order, if there are several) may pick which Ships were Hit.

When players Retreat from a Space Battle with the Borg, they must move so that they are no longer in an Adjacent Sector to the Cube after the Retreat movement. If they cannot move to such a Sector for any reason when forced to Retreat, they are destroyed instead. This rule was clarified for the Unofficial Complete Rulebook. The original rule made no sense.

All Factions that were involved in destroying the Cube then draw a Borg Tech card. All those who were present at the start of the Space Battle, even if they didn't Hit and even if they are all destroyed, count as having been involved (and observed how their Rival defeated the Borg). This was officially clarified in an email and further clarified for the Unofficial Complete Rulebook.

Borg Cubes use Shields and Regenerate lost dice during Invasion just like they do during Space Battles. The defender has First Strike. This rule was officially clarified in an email.

When there are no Assimilated players, the defending player (or the player that Activated the Cube in the case of independent Civilisations) may decide how to allocate Hits between the Resource Nodes. When the Borg are controlled by an Assimilated player, that player may pick which Resource Nodes were Hit. This rule was partly clarified in an official email.

Borg inflicted Hits must first be allocated to Resource Nodes. When all Resource Nodes have been destroyed, any Starbase present can be Hit. A Control Node cannot be destroyed until all other Structures have been destroyed. Although clarified in an official email the Unofficial Complete Rulebook handles this partly differently.

Several other smaller omissions and problems in the Borg rules included:

Movement by itself does not cause a Cube to be marked as Activated. Although officially ruled differently in emails, this rule was changed for the Unofficial Complete Rulebook in order to increase the Borg threat and provide consistency.

If the *Transwarp Hub* already contains a Borg Cube, do not roll for an additional Cube. This rule was officially clarified in an email.

When the words "nearest", "closest" or "shortest" appear on Borg cards or in the Borg movement rules it generally means

nearest as determined by Warp move distance (disregarding blocking Ships). Ties are resolved by fewer Sectors (if that is also a tie, the player who Activated the Cube selects among equidistant Sectors).

Some Borg Exploration cards will nominate the "nearest" Borg Cube to be moved to the System. If there are Borg Cubes on the map, but not Connected when they are required to be moved to such a new System, a new Cube is placed instead. Otherwise the nearest Connected Cube is "teleported" to the System without regard to distance or blocking Ships. This rule was clarified for the Unofficial Complete Rulebook in order to avoid confusion. Note that this rule deviates from an official answer given in an email.

If a player's Home System (even if no longer Controlled by the original owner and even if the player has been Exterminated) is Assimilated by the Borg, the associated Faction has been fully absorbed into the Collective. The Borg Collective has Assimilated all their technology and tactics. Resistance would, at this point, be futile. This rule was officially clarified in an email.

Assimilated players remain Assimilated for the rest of the game, even if their Home System is later reclaimed by another player. This rule was officially clarified in an email.

What happens when Exterminated players take over the Borg? While it may be tempting to allow an Exterminated player to immediately become a Borg player, this is not the intention in the UCR, since that would disincentivise players from trying for a Supremacy victory.

Assimilated players don't take Borg turns until the next Game Round after they were Assimilated. Although this was ruled slightly differently in an official email the method presented here simplifies the Assimilation process without altering the game significantly.

Advancements the Assimilated player has taken from other Factions are returned to their respective decks, while Advancements taken from the Assimilated player by other Factions are kept. This rule was officially clarified in an email.

When Ally cards are "passed to your left" (*Ferengi Arms Dealer*, *Ferengi Researcher* and the *Grand Nagus* for example), Assimilated players are ignored. If only one unassimilated player remains he keeps those cards for the rest of the game. This rule was clarified for the Unofficial Complete Rulebook and is in line with a similar official answer in an email.

Assimilated players and the automated Borg are never counted when determining "the player to your right" on Exploration cards (*Confrontation*, *Cardassian Armistice Accords* or *Lost Colony* for example). When only one unassimilated player remains, these cards are discarded when drawn by the player and replaced by drawing new cards. The Borg just discard such cards without effect. This rule was partly clarified in an official email and partly adjusted for the Unofficial Complete Rulebook.

What happens when all Command cards are drawn? This wasn't specified in the original rules, but added to the 2020 update. The UCR handles it in the same way.

The values for level four Civilisations were sort of officially clarified in an email.

BB.5 THE VULCAN RULES PROBLEMS

The Vulcan expansion from 2019 introduced a unique victory condition, a new way to Colonise planets, Vulcan Ambassadors and several unique Advancements. There were a fair number of rules problems where it was unclear how these new elements

worked or interacted with the game. Contradictory official email answers muddled the waters even more.

Control of the Vulcan Home System in the UCR3: Although ruled differently in an official email answer this was changed for the UCR3. According to the official answer the Vulcans could win the game without Controlling their Home System. This would unbalance the game, make the Vulcan Exodus Advancement nearly pointless and be generally inconsistent.

Even if the UCR3 managed to iron out most of the unclear rules, the Vulcans never felt thematic enough - why would the most logical and ethical Faction have a secret agenda? We always felt that secret agendas would be a much better fit for another pointy eared Faction (but this will have to be handled in a future update to the UCR).

For the UCR4 the Vulcans have been completely revamped to fit the theme better and to better fit the game mechanics.

BB.6 THE UPDATED RULES PROBLEMS

In 2020 GF9 released an updated rulebook for the entire game. On the surface it integrates the mechanics from the expansions up to this point and addresses some issues that were frequently discussed on BoardGameGeek.

A number of new inconsistencies and problems were however created. These include:

The new definitions were still not very helpful in determining what is meant by some key words.

The new take on when you can exchange Trade Agreements goes against earlier official rulings and makes it slightly harder to start interacting with the other players. This is also detrimental to game balance.

Treating Hegemony as an attack changes the original rules and removes player choice and agency which in turn makes player interaction less interesting.

Allowing Exhausted Trade Agreements to bestow Peaceful status goes against the original rules and removes the most interesting effect of this situation. It also reduces reasons for player interaction.

The UCR4 ignores most of these new problems by sticking to the original official rules or rules established and tested in earlier versions of the UCR.

BB.7 THE DOMINION WAR RULES PROBLEMS

The release of the Dominion War expansion in 2022 came as a welcome surprise to the *Star Trek: Ascendancy* community. It introduced a popular Faction, an exciting new Quadrant to explore and a completely new scenario to play.

Although interesting as concepts the rules for these additions were incomplete, unbalanced, unnecessarily complex and, in the case of the Dominion War scenario, completely against the basic idea of the game.

Starting with the Bajoran-Idran Wormhole "disc" it came with its own set of incomplete rules, providing a situation where rules would have to be interpreted by the players. This is certainly not a good situation in a high conflict negotiation game.

The Dominion Faction itself was placed alone in the new Quadrant that was both hard to reach through the Wormhole and populated with Systems with an impressive yield of good Sites for Resource Nodes. This threw game balance completely and allowed the Dominion to "turtle" on its own turf. This is of course highly problematic for a game that needs to provide

every opportunity for players to interact and engage with each other - anything else turns the game into a simple multiplayer solitaire race to five Ascendancy.

The Dominion War scenario has so many problems it will have to suffice to say that it completely removes the basic premise of a self balancing game built on player interaction and turns it into an unbalanced game of Axis & Allies in space.

The UCR4 handles this by providing new rules for the access to the Gamma Quadrant, rules that line up with what's been established in earlier versions of the UCR. It also revises the Dominion Faction so that it can be used in a thematic and playable way in standard games of *Star Trek: Ascendancy*. The Dominion War scenario is not included in the UCR4, but scenarios may certainly be on the horizon for future editions of the UCR.

BB.8 THE BREEN RULES PROBLEMS

The Breen expansion does not have the same number of problematic rules that the Dominion War expansion has. It does have some "turtling" problems, but these are much less pronounced than those of the Dominion. The UCR4 provides a few notes for the unclear cards introduced.

Future versions of the UCR may address the less interesting Breen Advancements and may provide a less "turtling" take on the Breen.

BB.9 THE VARIANT FACTIONS

The UCR has introduced several fan made Factions through its different versions. The idea has always been to expand player choice while providing thematic Factions with new and interesting abilities that change up how the game plays out without disturbing the great mechanics and balance of the original game.

The variant Factions have been extensively play tested and updated for each version of the UCR and the UCR4 is no exception in this regard.

Notes regarding each variant Faction are provided in the relevant Faction descriptions.

BB.10 OTHER CHANGES

One of the changes in the UCR that has garnered attention is to allow players to build an unlimited amount of Ships (and Control Nodes). The reasoning behind this is that in almost all cases you will have enough Ships if you have 45 for each Faction (this is the amount you will have if you add one escalation pack). Allowing unlimited Ship builds simplifies several rules, including the rules surrounding decommissioning Ships and some Faction rules (*Andorian Field Testing* and *Orion Plunder* for example). You will almost never need more than 15 Control Nodes, but allowing them to be unlimited simplifies several rules, including the rules for giving up Control.

Starting Level: Although the UCR is set up to play the game using the *Humble Beginnings* Advanced rule from the original rulebook, and this is highly recommended, the Starting Level rules acknowledge that many players want to play a shorter game. The Starting Level rules attempt to balance the game better than the Accelerated rules from the base game manage.

In the UCR, Starbases are included in Planetary defence. This rule was changed for the UCR in order to be consistent with how Hegemony and Borg Invasions work and to simplify what the players need to remember concerning how different pieces interact.

BB.11 LIST OF MAJOR CHANGES

The following is a list of the most important differences between the UCR and the official rules:

- ▲ How Ships, Control Nodes and Borg Cubes are unlimited
- ▲ When Special Rules can be used
- ▲ How the *Transwarp Hub*, *Transwarp Conduits*, *Wormholes* and *Rifts* create Virtual Adjacencies
- ▲ How the game can be started at different levels
- ▲ How Resource Nodes can be replaced
- ▲ How Battles with multiple Defenders are handled
- ▲ How Starbases can defend in Invasions
- ▲ How Hegemony doesn't count as an Attack
- ▲ How you can surrender to Hegemony
- ▲ How the Borg select Targets, move and explore when assigned a Command card
- ▲ How the Borg threat Escalates
- ▲ How Agents are placed, moved and used
- ▲ How several of the official Factions have been updated, modified or reworked

B7. COMPLETE COMPONENT LIST

B7.1 OFFICIAL COMPONENTS

A complete set of *Star Trek: Ascendancy*, including all games and supplements should include the following.

Game Boxes

- 1 Big Box from *Star Trek: Ascendancy* (2016)
- 1 Small Box from the *Cardassian Union Expansion* (2017)
- 1 Small Box from the *Ferengi Alliance Expansion* (2017)
- 1 Medium Box from *Borg Assimilation* (2017)
- 1 Small Box from the *Andorian Empire Expansion* (2019)
- 1 Small Box from the *Vulcan High Command Expansion* (2019)
- 1 Medium Box from the *Dominion War Expansion* (2022)
- 1 Small Box from the *Breen Confederacy Expansion* (2022)

Rulebooks

- 1 Rulebook from *Star Trek: Ascendancy* (2016)
- 1 Rulebook from the *Cardassian Union Expansion* (2017)
- 1 Rulebook from the *Ferengi Alliance Expansion* (2017)
- 1 Rulebook from *Borg Assimilation* (2017)
- 1 Rulebook from the *Andorian Empire Expansion* (2019)
- 1 Rulebook from the *Vulcan High Command Expansion* (2019)
- 1 Updated *Star Trek: Ascendancy* pdf Rulebook (2020)
- 1 Updated *Borg Assimilation* pdf Rulebook (2020)
- 1 Rulebook from the *Dominion War Expansion* (2022)
- 1 Rulebook from the *Breen Confederacy Expansion* (2022)

Play Mats

- *Star Trek: Ascendancy* Play Mat (2016)
- *Star Trek: Ascendancy* Battle Stations Map (2017)
- *Star Trek: Ascendancy* Borg Play Mat (2018)

System Discs

- 30 System discs from *Star Trek: Ascendancy* (2016):
Ardana, Argo, Capella, Cestus III, Dakala, Delta IV, Deneb V, Eagle Nebula, Earth, Excalbia, Exo III, Indri VIII, Izar, Janus VI, Kronos, McAllister Nebula, Murasaki 312, Neutron Star, Pulsar, Risa, Romulus, Rura Penthe, Sherman's Planet, Sigma Tama IV, Son'a Prime, Stellar Nursery, Tau Cygna V, Terra Nova, Valakis VI, Zeta Boötis III
- 10 System discs from the *Cardassian Union Expansion* (2017):
The Badlands, Bajor, The Briar Patch, Cardassia Prime, Coridan III, Goralis, Kurl, Magna Roma, Regulus V, Sigma Draconis
- 10 System discs from the *Ferengi Alliance Expansion* (2017):
Black Hole, Dopteria, Ferenginar, Hupyria, Lytasia, Mutara Nebula, Prexnak, Rog, Straleb Madena, Vlugta Asteroid Field
- 7 System discs from the *Borg Assimilation Expansion* (2017):
Argolis Cluster, Electrokinetic Cloud, Ohniaka, Paulson Nebula, 2x Transwarp Conduit, Transwarp Hub
- 10 System discs from the *Andorian Empire Expansion* (2019):
Andor, Antipathy IV, Arken, Beta XII-A, Lursen Prime, Ngame Nebula, Rigel, Subspace Anomaly, Thonolan IV, Weytahn
- 10 System discs from the *Vulcan High Command Expansion* (2019):
Benzar, Dytallix B, Mazar, Nervalva IV, Pallas 14, Singularity Cluster, Temporal Anomaly, Trill, Vulcan, Yuri
- 16 Gamma Quadrant System discs from the *Dominion War Expansion* (2022):
Bopak III, Callinon VII, Chamra Vortex, Dominion Wreck, Dosi, The Great Link, Karemma, Kentanna, Kurill Prime, L-SVI, New Bajor, T-Rogoran, Tevlin-De, Vandros IV, Wadi, Yadera II
- 1 special Idran-Bajoran Wormhole systems piece from the *Dominion War Expansion* (2022)
- 10 System discs from the *Breen Confederacy Expansion* (2022):

Breen, The Delphic Expanse, Dozaria, Fenrisal Prime, Pacluro Prime, Portas V, Quantum Singularity, Silgov Prime, Silwaan Prime, Vironat Prime

Command Consoles

- 1 Federation Command Console from *Star Trek: Ascendancy* (2016)
- 1 Klingon Command Console from *Star Trek: Ascendancy* (2016)
- 1 Romulan Command Console from *Star Trek: Ascendancy* (2016)
- 1 Cardassian Command Console from the *Cardassian Union Expansion* (2017)
- 1 Ferengi Command Console from the *Ferengi Alliance Expansion* (2017)
- 1 Andorian Command Console from the *Andorian Empire Expansion* (2019)
- 1 Vulcan Command Console from the *Vulcan High Command Expansion* (2019)
- 1 Dominion Command Console from the *Dominion War Expansion* (2022)
- 1 Breen Command Console from the *Breen Confederacy Expansion* (2022)
- 1 Borg Command Console Card from *Borg Assimilation* (2017)
- 1 Borg Cube Card from *Borg Assimilation* (2017)

Command Console Sliders

- 2 Federation Command Console sliders from *Star Trek: Ascendancy* (2016)
- 2 Klingon Command Console sliders from *Star Trek: Ascendancy* (2016)
- 2 Romulan Command Console sliders from *Star Trek: Ascendancy* (2016)
- 2 Cardassian Command Console sliders from the *Cardassian Union Expansion* (2017)
- 2 Ferengi Command Console sliders from the *Ferengi Alliance Expansion* (2017)
- 2 Andorian Command Console sliders from the *Andorian Empire Expansion* (2019)
- 2 Vulcan Command Console sliders from the *Vulcan High Command Expansion* (2019)
- 2 Dominion Command Console sliders from the *Dominion War Expansion* (2022)
- 2 Breen Command Console sliders from the *Breen Confederacy Expansion* (2022)
- 1 Borg Command Console slider from *Borg Assimilation* (2017)

Space Lane Tiles

- 30 four-Sector Space Lanes from *Star Trek: Ascendancy* (2016)
- 9 four-Sector Space Lanes from the *Cardassian Union Expansion* (2017)
- 9 four-Sector Space Lanes from the *Ferengi Alliance Expansion* (2017)
- 2 four-Sector Space Lanes from *Borg Assimilation* (2017)
- 9 four-Sector Space Lanes from the *Andorian Empire Expansion* (2019)
- 9 four-Sector Space Lanes from the *Vulcan High Command Expansion* (2019)
- 9 four-Sector Space Lanes from the *Dominion War Expansion* (2022)

- 9 four-Sector Space Lanes from the Breen Confederacy Expansion (2022)
- 30 three-Sector Space Lanes from Star Trek:Ascendancy (2016)
- 9 three-Sector Space Lanes from the Cardassian Union Expansion (2017)
- 9 three-Sector Space Lanes from the Ferengi Alliance Expansion (2017)
- 2 three-Sector Space Lanes from Borg Assimilation (2017)
- 9 three-Sector Space Lanes from the Andorian Empire Expansion (2019)
- 9 three-Sector Space Lanes from the Vulcan High Command Expansion (2019)
- 9 three-Sector Space Lanes from the Dominion War Expansion (2022)
- 9 three-Sector Space Lanes from the Breen Confederacy Expansion (2022)
- 30 two-Sector Space Lanes from Star Trek:Ascendancy (2016)
- 9 2 two-Sector Space Lanes from the Cardassian Union Expansion (2017)
- 9 two-Sector Space Lanes from the Ferengi Alliance Expansion (2017)
- 2 two-Sector Space Lanes from Borg Assimilation (2017)
- 9 two-Sector Space Lanes from the Andorian Empire Expansion (2019)
- 9 two-Sector Space Lanes from the Vulcan High Command Expansion (2019)
- 9 two-Sector Space Lanes from the Dominion War Expansion (2022)
- 9 two-Sector Space Lanes from the Breen Confederacy Expansion (2022)

Starbase Tokens

- 3 Federation Starbase tokens from Star Trek:Ascendancy (2016)
- 3 Klingon Starbase tokens from Star Trek:Ascendancy (2016)
- 3 Romulan Starbase tokens from Star Trek:Ascendancy (2016)
- 3 Cardassian Starbase tokens from the Cardassian Union Expansion (2017)
- 3 Ferengi Starbase tokens from the Ferengi Alliance Expansion (2017)
- 3 Andorian Starbase tokens from the Andorian Empire Expansion (2019)
- 3 Dominion Starbase tokens from the Dominion War Expansion (2022)
- 3 Breen Starbase tokens from the Breen Confederacy Expansion (2022)

Ascendancy Tokens

- 15 Ascendancy tokens from Star Trek:Ascendancy (2016)
- 5 Ascendancy tokens from the Cardassian Union Expansion (2017)
- 5 Ascendancy tokens from the Ferengi Alliance Expansion (2017)
- 5 Ascendancy tokens from the Andorian Empire Expansion (2019)
- 8 Ascendancy tokens from the Vulcan High Command Expansion (2019)
- 5 Ascendancy tokens from the Dominion War Expansion (2022)
- 5 Ascendancy tokens from the Breen Confederacy Expansion (2022)

Command Tokens

- 30 Command tokens from Star Trek:Ascendancy (2016)
- 10 Command tokens from the Cardassian Union Expansion (2017)

- 10 Command tokens from the Ferengi Alliance Expansion (2017)
- 10 Command tokens from the Andorian Empire Expansion (2019)
- 10 Command tokens from the Vulcan High Command Expansion (2019)
- 10 Command tokens from the Dominion War Expansion (2022)
- 10 Command tokens from the Breen Confederacy Expansion (2022)

Warp Tokens

- 30 Warp tokens from Star Trek:Ascendancy (2016)
- 10 Warp tokens from the Cardassian Union Expansion (2017)
- 10 Warp tokens from the Ferengi Alliance Expansion (2017)
- 10 Warp tokens from the Andorian Empire Expansion (2019)
- 10 Warp tokens from the Vulcan High Command Expansion (2019)
- 10 Warp tokens from the Dominion War Expansion (2022)
- 10 Warp tokens from the Breen Confederacy Expansion (2022)

Resource Tokens

- 44 Production tokens from Star Trek:Ascendancy (2016)
- 23 Production tokens from the Cardassian Union Expansion (2017)
- 23 Production tokens from the Ferengi Alliance Expansion (2017)
- 8 Production tokens from Borg Assimilation (2017)
- 17 Production tokens from the Andorian Empire Expansion (2019)
- 22 Production tokens from the Vulcan High Command Expansion (2019)
- 23 Production tokens from the Dominion War Expansion (2022)
- 23 Production tokens from the Breen Confederacy Expansion (2022)
- 40 Research tokens from Star Trek:Ascendancy (2016)
- 16 Research tokens from the Cardassian Union Expansion (2017)
- 16 Research tokens from the Ferengi Alliance Expansion (2017)
- 6 Research tokens from Borg Assimilation (2017)
- 16 Research tokens from the Andorian Empire Expansion (2019)
- 16 Research tokens from the Vulcan High Command Expansion (2019)
- 16 Research tokens from the Dominion War Expansion (2022)
- 16 Research tokens from the Breen Confederacy Expansion (2022)
- 20 Culture tokens from Star Trek:Ascendancy (2016)
- 10 Culture tokens from the Cardassian Union Expansion (2017)
- 10 Culture tokens from the Ferengi Alliance Expansion (2017)
- 6 Culture tokens from Borg Assimilation (2017)
- 10 Culture tokens from the Andorian Empire Expansion (2019)
- 10 Culture tokens from the Vulcan High Command Expansion (2019)
- 10 Culture tokens from the Dominion War Expansion (2022)
- 10 Culture tokens from the Breen Confederacy Expansion (2022)

Borg Activation Tokens

- 8 Borg Activation tokens from Borg Assimilation (2017)

Andorian Tokens

- 6 Andorian tokens from the Andorian Empire Expansion (2019)

Turn Order Cards

- 10 Turn Order Cards from Star Trek:Ascendancy (2016)

Exploration Cards

- 45 Exploration cards from Star Trek:Ascendancy (2016): Abandoned Colony, Antedean Terrorist Plot, Automated Minosian Weapons, Bynar Technicians, Children of Tama Negotiations, Crystalline Entity, Encounter at Farpoint, Gamma Quadrant Artifact Dealer, Gomtuu, Iconian Probe, Iconian Ruins, Kurlan Artifacts, Lost Colony, Menthar Booby Trap, Nausicaan Pirates, Neutronic Wave Front, Organian Intervention, Orion Trader, The Planet Eater, 2x Pre-Warp: Level Zero, "Q", Space Amoeba!, The Traveler, 4x Warp-Capable: Level One, 4x Warp-Capable: Level Two, 2x Warp-Capable: Level Three, 11x Where No One Has Gone Before
- 15 Anniversary Exploration cards from Star Trek:Ascendancy (2016): Alien Amusement Park, Balok's Ruse, Bioengineered Wasting Disease, Dangerous Flora, Diplomatic Summit, The Game Masters of Triskelion, Guardian of Forever, Lights of Zetar, Pre-Warp: Level Zero, Secrets of the Horta, Talosian Benefactors, Tribble Troubles, Warp-Capable: Level Two, Warp-Capable: Level Three, The Wrath of Olympus
- 10 Exploration cards from the Cardassian Union Expansion (2017): Cardassian Armistice Accords, Cardassian Confrontation, Cardassian Delegation, Federation Confrontation, Ferengi Confrontation, Klingon Confrontation, Neutron Star Event, Pre-Warp: Level Zero, Romulan Confrontation, Warp-Capable: Level Three
- 10 Exploration cards from the Ferengi Alliance Expansion (2017): Antican Delegation, Caldonians, Ferengi Arms Dealer, Ferengi Researcher, The Grand Nagus, Rigelians, Selay Trade Clutch, The Trojans, Writ of Accountability, Xenophobic Uprising
- 20 Exploration cards from Borg Assimilation (2017): 2x Assimilation: Level One Civ, 2x Assimilation: Level Two Civ, 2x Assimilation: Level Three Civ, 2x Borg Cube, Borg Salvage, 5x Borg World, 2x Damaged Borg Scout Sphere, 2x Isolated Borg Drones, 2x Transwarp Beacon
- 10 Exploration cards from the Andorian Empire Expansion (2019): Andorian Confrontation, Cosmic Cloud, Cytherian Probe, Diplomatic Exchange, Magnetic Flux Entity, Pre-Warp: Level Zero, Scorching Skies, Subspace Rift, Tri-phasic Emitter, Warp-Capable: Level Two
- 10 Exploration cards from the Vulcan High Command Expansion (2019): Arkonian Destroyer, Black Star, Dark Reflection, Orion Interceptors, Peaceful Meditation, Pre-Warp: Level Zero, Sargon Encounter, Vulcan Encounter, Warp-Capable: Level One, Warp-Capable: Level Three
- 20 Exploration cards from the Dominion War Expansion (2022): Arms Race, The Cost of War, Deep Infiltration, Dominion Confrontation, Dosi Traders, Empok Nor, Forced Labor Colony, A Game of Chula, Hidden Colony, 3x Pre-Warp: Level Zero, Prepare for War, Rebel Jem'Hadar Cell, Rescued Archeologists, The Resistance, Secret Base, Vash, Warp-Capable: Level Two, Warp-Capable: Level Three
- 10 Exploration cards from the Breen Confederacy Expansion (2022): Abandoned Wreckage, Breen Confrontation, Breen Delegation, Civil Unrest, Isolationist Sentiment, Pre-Warp: Level Zero, Solar Flare, Unexpected Boon, Warp-Capable: Level Two, Warp-Capable: Level Three

Fleet Cards

- 3 Federation Fleet cards from Star Trek:Ascendancy (2016)
- 3 Klingon Fleet cards from Star Trek:Ascendancy (2016)
- 3 Romulan Fleet cards from Star Trek:Ascendancy (2016)

- 3 Cardassian Fleet cards from the Cardassian Union Expansion (2017)
- 3 Ferengi Fleet cards from the Ferengi Alliance Expansion (2017)
- 3 Andorian Fleet cards from the Andorian Empire Expansion (2019)
- 3 Vulcan Fleet cards from the Vulcan High Command Expansion (2019)
- 3 Dominion Fleet cards from the Dominion War Expansion (2022)
- 3 Breen Fleet cards from the Breen Confederacy Expansion (2022)

Player Turn Summary Cards

- 1 Federation Turn Summary card from Star Trek:Ascendancy (2016)
- 1 Klingon Turn Summary card from Star Trek:Ascendancy (2016)
- 1 Romulan Turn Summary card from Star Trek:Ascendancy (2016)
- 1 Cardassian Turn Summary card from the Cardassian Union Expansion (2017)
- 1 Ferengi Turn Summary card from the Ferengi Alliance Expansion (2017)
- 1 Andorian Turn Summary card from the Andorian Empire Expansion (2019)
- 1 Vulcan Turn Summary card from the Vulcan High Command Expansion (2019)
- 1 Dominion Turn Summary card from the Dominion War Expansion (2022)
- 1 Breen Turn Summary card from the Breen Confederacy Expansion (2022)

Trade Agreement Cards

- 3 Federation Trade Agreement cards from Star Trek:Ascendancy (2016)
- 3 Klingon Trade Agreement cards from Star Trek:Ascendancy (2016)
- 3 Romulan Trade Agreement cards from Star Trek:Ascendancy (2016)
- 3 Cardassian Trade Agreements from the Cardassian Union Expansion (2017)
- 3 Ferengi Trade Agreements from the Ferengi Alliance Expansion (2017)
- 3 Andorian Trade Agreements from the Andorian Empire Expansion (2019)
- 3 Vulcan Trade Agreements from the Vulcan High Command Expansion (2019)
- 3 Dominion Trade Agreements from the Dominion War Expansion (2022)
- 3 Breen Trade Agreements from the Breen Confederacy Expansion (2022)

Advancement Cards

- 15 Federation Advancement cards from Star Trek:Ascendancy (2016)
- 15 Klingon Advancement cards from Star Trek:Ascendancy (2016)
- 15 Romulan Advancement cards from Star Trek:Ascendancy (2016)
- 15 Cardassian Advancements from the Cardassian Union Expansion (2017)
- 15 Ferengi Advancements from the Ferengi Alliance Expansion (2017)
- 15 Andorian Advancements from the Andorian Empire Expansion (2019)
- 15 Vulcan Advancements from the Vulcan High Command Expansion (2019)

- 15 Dominion Advancements from the Dominion War Expansion (2022)
- 15 Breen Advancements from the Breen Confederacy Expansion (2022)
- 20 Borg Tech cards from Borg Assimilation (2017)

Other Cards

- 30 Borg Command cards from Borg Assimilation (2017)
- 10 Vulcan Agendas from the Vulcan High Command Expansion (2019)
- 8 Alliance Selection cards from the Dominion War Expansion (2022)
- 50 Alliance cards from the Dominion War Expansion (2022)
- 30 Resistance cards from the Dominion War Expansion (2022)

Starbase Models

- 3 Federation Starbase models (2017)
- 3 Klingon Starbase models (2017)
- 3 Romulan Starbase models (2017)
- 3 Cardassian Starbase models (2017)
- 3 Ferengi Starbase models (2017)
- 3 Andorian Starbase models (2019)
- 6 Dominion/Breen Starbase models (2022)
- 3 Classic K7 variant Starbase models (2022)

Ship Models

- 30 Federation Ships from Star Trek:Ascendancy (2016)
- 15 Federation Ships from the Federation Escalation Pack (2017)
- 30 Klingon Ships from Star Trek:Ascendancy (2016)
- 15 Klingon Ships from the Klingon Escalation Pack (2017)
- 30 Romulan Ships from Star Trek:Ascendancy (2016)
- 15 Romulan Ships from the Romulan Escalation Pack (2017)
- 30 Cardassian Ships from the Cardassian Union Expansion (2017)
- 15 Cardassian Ships from the Cardassian Escalation Pack (2017)
- 30 Ferengi Ships from the Ferengi Alliance Expansion (2017)
- 15 Ferengi Ships from the Ferengi Escalation Pack (2017)
- 30 Andorian Ships from the Andorian Empire Expansion (2019)
- 15 Andorian Ships from the Andorian Escalation Pack (2019)
- 30 Vulcan Ships from the Vulcan High Command Expansion (2019)
- 15 Vulcan Ships from the Vulcan Escalation Pack (2019)
- 30 Dominion Ships from the Dominion War Expansion (2022)
- 15 Dominion Ships from the Dominion Escalation Pack (2022)
- 30 Breen Ships from the Breen Confederacy Expansion (2022)
- 15 Breen Ships from the Breen Escalation Pack (2022)
- 30 Classic Enterprise upgrade Ships (2022)
- 30 Defiant upgrade Ships (2022)
- 5 Borg Cubes from Borg Assimilation (2017)

Fleet Markers

- 3 Federation Fleet Markers from Star Trek:Ascendancy (2016)
- 3 Klingon Fleet Markers from Star Trek:Ascendancy (2016)
- 3 Romulan Fleet Markers from Star Trek:Ascendancy (2016)
- 3 Cardassian Fleet Markers from the Cardassian Union Expansion (2017)
- 3 Ferengi Fleet Markers from the Ferengi Alliance Expansion (2017)
- 3 Andorian Fleet Markers from the Andorian Empire Expansion (2019)
- 3 Vulcan Fleet Markers from the Vulcan High Command Expansion (2019)
- 3 Dominion Fleet Markers from the Dominion War Expansion (2022)
- 3 Breen Fleet Markers from the Breen Confederacy Expansion (2022)

- 3 Classic Enterprise upgrade Fleet Markers (2022)
- 3 Defiant upgrade Fleet Markers (2022)

Vulcan Ambassador Models

- 5 Vulcan Ambassador figures from the Vulcan High Command Expansion (2019)

Dominion Infiltrator Models

- 5 Dominion Infiltrator figures from the Dominion War Expansion (2022)

Control Node Models

- 10 Federation Control Nodes from Star Trek:Ascendancy (2016)
- 5 Federation Control Nodes from the Federation Escalation Pack (2017)
- 10 Klingon Control Nodes from Star Trek:Ascendancy (2016)
- 5 Klingon Control Nodes from the Klingon Escalation Pack (2017)
- 10 Romulan Control Nodes from Star Trek:Ascendancy (2016)
- 5 Romulan Control Nodes from the Romulan Escalation Pack (2017)
- 10 Cardassian Control Nodes from the Cardassian Union Expansion (2017)
- 5 Cardassian Control Nodes from the Cardassian Escalation Pack (2017)
- 10 Ferengi Control Nodes from the Ferengi Alliance Expansion (2017)
- 5 Ferengi Control Nodes from the Ferengi Escalation Pack (2017)
- 10 Andorian Control Nodes from the Andorian Empire Expansion (2019)
- 5 Andorian Control Nodes from the Andorian Escalation Pack (2019)
- 10 Vulcan Control Nodes from the Vulcan High Command Expansion (2019)
- 5 Vulcan Control Nodes from the Vulcan Escalation Pack (2019)
- 10 Dominion Control Nodes from the Dominion War Expansion (2022)
- 5 Dominion Control Nodes from the Dominion Escalation Pack (2022)
- 10 Breen Control Nodes from the Breen Confederacy Expansion (2022)
- 5 Breen Control Nodes from the Breen Escalation Pack (2022)
- 5 Borg Spires from Borg Assimilation (2017)

Resource Node Models

- 25 Production Nodes from Star Trek:Ascendancy (2016)
- 7 Production Nodes from the Cardassian Union Expansion (2017)
- 9 Production Nodes from the Ferengi Alliance Expansion (2017)
- 2 Production Nodes from Borg Assimilation (2017)
- 8 Production Nodes from the Andorian Empire Expansion (2019)
- 7 Production Nodes from the Vulcan High Command Expansion (2019)
- 7 Production Nodes from the Dominion War Expansion (2022)
- 7 Production Nodes from the Breen Confederacy Expansion (2022)
- 20 Research Nodes from Star Trek:Ascendancy (2016)
- 7 Research Nodes from the Cardassian Union Expansion (2017)
- 7 Research Nodes from the Ferengi Alliance Expansion (2017)
- 2 Research Nodes from Borg Assimilation (2017)

- 7 Research Nodes from the Andorian Empire Expansion (2019)
- 8 Research Nodes from the Vulcan High Command Expansion (2019)
- 8 Research Nodes from the Dominion War Expansion (2022)
- 8 Research Nodes from the Breen Confederacy Expansion (2022)
- 18 Culture Nodes from Star Trek: Ascendancy (2016)
- 5 Culture Nodes from the Cardassian Union Expansion (2017)
- 3 Culture Nodes from the Ferengi Alliance Expansion (2017)
- 2 Culture Nodes from Borg Assimilation (2017)
- 4 Culture Nodes from the Andorian Empire Expansion (2019)
- 4 Culture Nodes from the Vulcan High Command Expansion (2019)
- 4 Culture Nodes from the Dominion War Expansion (2022)
- 4 Culture Nodes from the Breen Confederacy Expansion (2022)
- 15 Borg Assimilation Nodes from Borg Assimilation (2017)



Dice

- 1 Space Lane die from Star Trek: Ascendancy (2016)
- 7 Space Lane dice (2019)
- 10 standard dice from Star Trek: Ascendancy (2016)
- 9 Borg dice from Borg Assimilation (2017)
- 9 Federation dice (2018)
- 10 Klingon dice (2018)
- 9 Romulan dice (2018)
- 9 Cardassian dice (2018)
- 9 Ferengi dice (2018)
- 9 Andorian dice (2019)
- 9 Vulcan dice (2019)
- 10 Dominion dice (2022)
- 10 Breen dice (2022)

► B7.2 UCR SPECIFIC COMPONENTS

The UCR specific components are available as pdf files.

Note that some earlier versions of components are replaced in the latest UCR.

System Discs

- 40 System discs marked UCR3.0 (2022):
Alnilam, Alnitak, Arachnid Nebula, Barisa Prime, Benecia, Beta Aurigae, Botchok, Bubble Nebula, Camus II, Decos Prime, Denobula, Energy Vortex, Fowla, Glessene, Halkan, Helaspont Nebula, Kalandra, Kavaria, Mar Oscura Nebula, Mintaka III, Mirror Earth, M'kemas III, Olmerak, Omarion Nebula, Orion, Orion Nebula, Rolor Nebula, Septimus III, Stable Wormhole, Talos IV, Tau Ceti, Tholia, Torros III, Totoro, Vega IX, Vega-Omicron, Verex III, The Void, Vondem, Xantorax
- 19 System discs marked UCR4.0 (2024):
Argratha, Bajor [B], Bajor [C], Brax, Ennis, Errikang VII, Gornar, Idran, Jenkata Nebula, Kylata II, Meridian, Omarion Nebula, Parada II,

Parada IV, Saltah'na, Stable Wormhole [GAMMA], Stakoron II, Teplan, Yadera Prime

Command Consoles

- 1 Bajoran Command Console marked UCR4.0 (2024)
- 1 Dominion Command Console marked UCR4.0 (2024)
- 1 Gorn Command Console marked UCR4.0 (2024)
- 1 Orion Command Console marked UCR4.0 (2024)
- 1 Terran Command Console marked UCR3.0 (2022)
- 1 Tholian Command Console marked UCR4.0 (2024)
- 1 Vulcan Command Console marked UCR4.0 (2024)

Tokens

- 12 Ally Command tokens (2024)
- 1 Dominion Great Link token marked UCR4.0 (2024)
- 64 Hazard tokens (2022)
- 12 Holy Planet tokens (2024)
- 12 Ketracel-White tokens (2024)
- 5 Rift tokens (2024)
- 12 Tholian Web tokens (2024)
- 8 Wormhole tokens (2024)

Fleet Cards

- 3 Andorian Fleet cards marked UCR4.0 (2024)
- 3 Bajoran Fleet cards marked UCR4.0 (2024)
- 4 Dominion Fleet cards marked UCR4.0 (2024)
- 2 Federation Fleet cards marked UCR4.0 (2024)
- 3 Gorn Fleet cards marked UCR4.0 (2024)
- 3 Orion Fleet cards marked UCR4.0 (2024)
- 3 Terran Fleet cards marked UCR3.0 (2022)
- 3 Tholian Fleet cards marked UCR3.0 (2022)
- 3 Vulcan Fleet cards marked UCR4.0 (2024)

Player Turn Summary Cards

- 1 Andorian Turn Summary card marked UCR4.0 (2024)
- 1 Bajoran Turn Summary card marked UCR4.0 (2024)
- 1 Breen Turn Summary card marked UCR4.0 (2024)
- 1 Cardassian Turn Summary card marked UCR4.0 (2024)
- 1 Dominion Turn Summary card marked UCR4.0 (2024)
- 1 Federation Turn Summary card marked UCR4.0 (2024)
- 1 Ferengi Turn Summary card marked UCR4.0 (2024)
- 1 Gorn Turn Summary card marked UCR4.0 (2024)
- 1 Klingon Turn Summary card marked UCR4.0 (2024)
- 1 Orion Turn Summary card marked UCR4.0 (2024)
- 1 Romulan Turn Summary card marked UCR4.0 (2024)
- 1 Terran Turn Summary card marked UCR4.0 (2024)
- 1 Tholian Turn Summary card marked UCR4.0 (2024)
- 1 Vulcan Turn Summary card marked UCR4.0 (2024)
- 1 Initiative/Recharge/Borg Play Aid card marked UCR4.0 (2024)

Trade Agreement Cards

- 3 Bajoran Trade Agreement cards marked UCR4.0 (2024)
- 3 Dominion Trade Agreement cards marked UCR4.0 (2024)
- 3 Gorn Trade Agreement cards marked UCR4.0 (2024)
- 3 Orion Trade Agreement cards marked UCR4.0 (2024)
- 3 Terran Trade Agreement cards marked UCR3.0 (2022)
- 3 Tholian Trade Agreement cards marked UCR3.0 (2022)
- 3 Vulcan Trade Agreement cards marked UCR4.0 (2024)

Advancement Cards

- 6 Andorian Advancement cards marked UCR3.0 (2022)
- 3 Andorian Advancement cards marked UCR4.0 (2024)
- 18 Bajoran Advancement cards marked UCR4.0 (2024)
- 1 Cardassian Advancement card marked UCR3.0 (2022)
- 6 Cardassian Advancement cards marked UCR4.0 (2024)
- 16 Dominion Advancement cards marked UCR4.0 (2024)
- 1 Federation Advancement card marked UCR3.0 (2022)

- 4 Federation Advancement cards marked UCR4.0 (2024)
- 1 Ferengi Advancement card marked UCR3.0 (2022)
- 15 Gorn Advancement cards marked UCR4.0 (2024)
- 3 Klingon Advancement cards marked UCR4.0 (2024)
- 18 Orion Advancement cards marked UCR4.0 (2024)
- 7 Romulan Advancement cards marked UCR4.0 (2024)
- 15 Terran Advancement cards marked UCR3.0 (2022)
- 12 Tholian Advancement cards marked UCR3.0 (2022)
- 5 Tholian Advancement cards marked UCR4.0 (2024)
- 20 Vulcan Advancement cards marked UCR4.0 (2024)

Other Cards

- 3 Dominion Alliance Member cards marked UCR4.0 (2024)
- 7 Gorn Wonder cards marked UCR4.0 (2024)
- 12 Bajoran Orb cards marked UCR4.0 (2024)
- 18 Turn Order cards marked UCR4.0 (2024)

VERSION HISTORY

VERSION 4.0

Version 4.0 of the *Unofficial Complete Rulebook* was published in September 2024.

The purpose of the UCR was changed.

The Appendices were split into parts A and B. The optional rules were moved to Appendix B. Design notes were moved to Appendix B.

The definitions were expanded and several of them were revised.

One general set of Agent rules was introduced.

The official rules for the Gamma Quadrant were adjusted and added. The official Dominion Faction was combined with the variant Dominion Faction from the UCR3.0 and added. All components from the Dominion War expansion were added.

The official Breen Faction was adjusted and added. All components from the Breen expansion were added.

The variant Bajoran and Gorn Factions were added. The variant Orion and Tholian Factions were updated. The Vulcan Faction was completely reworked.

New Advancements were added to some Factions and some Factions had their Advancements modified.

19 variant or updated System discs were added.

Note that some rules numbers were changed from v3.0.

VERSION 3.0

Version 3.0 of the *Unofficial Complete Rulebook* was published in August 2022.

The Dominion and Tholians were added to the Appendices as variant Factions. The variant Orion Faction was extensively modified and updated.

A number of new official answers were worked in.

The variant Dominion Faction Alliance victory rules were added [rule 2.3.4].

A new definition for how Space Lanes Attach to Systems was created. This affected many rules concerning the building of the map. The definition of Home System was clarified. The definition for Issuing Commands was created to clarify when Command tokens can be used. A new definition for Sites was created to make it clear where Nodes of different types are built. A new definition for Virtual Adjacencies was added. This changed the rules for the Transwarp Hub and the Transwarp Conduits. A new definition for Warp Range was added. New definitions for Weapon and Shield Levels were added.

The rules for where you can Commission Fleets [rule 12.1] were clarified.

The Borg movement rules were extensively modified and simplified (especially rule 15.3).

A number of Vulcan Faction rules were further clarified.

40 variant System discs and updated cards for the official Factions were added.

The Version History was moved to the Appendices.

Note that some rules numbers were changed from v2.0.

VERSION 2.0

Version 2.0 of the *Unofficial Complete Rulebook* was published in December 2019. The rules from the Andorian Empire and Vulcan High Command expansions were added. A number of new official answers, mostly concerning the Andorians and Vulcans, were worked in. The Vulcan rules were unofficially clarified in many aspects.

All appendices were moved to a separate document to keep page count down and to allow for easier access to the Faction specific rules.

The Orions and Terrans were added as variant Factions.

The unlimited Ships and Nodes optional rule was made default. This simplified a few other rules. Limited Ships and Nodes was instead turned into an optional rule.

Note that some rules numbers were changed from v1.4.

VERSION 1.4

Version 1.4 of the *Unofficial Complete Rulebook* was published in September 2019. It was originally intended to add the rules from the Andorian Empire and Vulcan High Command expansions, but the release of these was delayed again. Some preparations were made for their addition at a later date.

The set up rules were modified to be more flexible and a new appendix for set up options was added. The Trade Agreement rules were clarified. The Borg rules were updated and clarified. The main changes concern the Borg Collective Efficiency. Several new official answers to rules questions were incorporated, adapted and noted in the footnotes. Some optional rules were removed (and mostly folded into the set up rules) and others added. Some pictures were replaced with higher resolution versions.

Note that some rules numbers were changed from v1.3. The layout was adapted to allow for A4, A3 or LETTER sized printing.

VERSION 1.3

Version 1.3 of the Complete Rulebook was published in May 2018. It revised the Borg Activation and Movement rules extensively [rules 15.2 and many sub cases, especially 15.2.4.1 and 15.3 and all sub cases], clarified a few other rules [3.6.3, 15.4.1.1] and added the solo and two player rules [rules 2.1.1, 2.1 and 16.4].

VERSION 1.2

Version 1.2 of the Complete Rulebook was published in May 2018. It corrected a layout problem in v1.1.


VERSION 1.1

Version 1.1 of the Complete Rulebook was published in May 2018. It corrected a few rules based on official answers [rules 6.1.5 and 15.4.3.2], clarified a few rules from version 1.0 and revised the Borg movement rules [rule 15.3]. The rules text of all Exploration cards and Phenomena was added. All defined words were hyper-linked to their definitions. The main text typeface was changed to Gill Sans.

VERSION 1.0

The first version of the Complete Rulebook was published in February 2018.

"I do not threaten, captain. I merely state facts."



The Trapezium or Orion Trapezium Cluster, also known by its Bayer designation of Theta¹ Orionis, is a tight open cluster of stars in the heart of the Orion Nebula, in the constellation of Orion. It was discovered by Galileo Galilei. On 4 February 1617 he sketched three of the stars (A, C and D), but missed the surrounding nebulosity. A fourth component (B) was identified by several observers in 1673, and several more components were discovered later like E, for a total of eight by 1888. Subsequently, several of the stars were determined to be binaries. Telescopes of amateur astronomers from about 5-inch (130 mm) aperture can resolve six stars under good seeing conditions.

- Wikipedia