

*Version 3.0 of  
The Unofficial  
Complete Rulebook for*

**STAR TREK™**  
**ASCENDANCY**

*Live Long and Prosper!*

# CONTENTS

The *Unofficial Complete Rulebook* contains the following:

<b>1. ABOUT THESE RULES.....6</b>	<b>4. DEFINITIONS AND GLOSSARY.....16</b>
<b>1.1 Version and Copyright.....6</b>	<b>5. SETTING UP.....19</b>
<b>1.2 The Game and Its Expansions.....6</b>	<b>5.1 Select Options.....19</b>
<b>1.3 Using These Rules.....6</b>	<b>5.2 Determine Playing Area.....19</b>
1.3.1 Rules Changes.....7	5.2.1 Size of Playing Area.....19
1.3.1.1 Variant Factions.....7	5.2.2 Limit of Playing Area.....19
1.3.2 The Rules Problems.....7	<b>5.3 Set up the Borg.....19</b>
1.3.2.1 The Borg Rules Problems.....7	5.3.1 No Borg.....19
1.3.2.2 The Vulcan Rules Problems.....7	5.3.2 Some Borg.....19
1.3.2.3 Problems With Official Answers.....7	5.3.3 Delta Quadrant Probe.....19
1.3.3 Use of Cases.....7	5.3.3.1 Minor Delta Quadrant Probe.....19
1.3.4 Use of Specific Words.....8	5.3.3.2 Major Delta Quadrant Probe.....19
1.3.5 Printing the Unofficial Complete Rulebook.....8	5.3.4 Delta Quadrant Connection.....19
<b>2. GAME OVERVIEW.....9</b>	5.3.4.1 The Transwarp Hub.....20
<b>2.1 Number of Players.....9</b>	5.3.5 Borg Console and Cards.....20
2.1.1 The Solo & Two Player Games.....9	<b>5.4 Set Up System Discs &amp; Exploration Cards.....20</b>
<b>2.2 Playing Time.....10</b>	5.4.1 System Disc Stack.....20
<b>2.3 Winning the Game.....10</b>	5.4.2 Exploration Deck.....20
2.3.1 Ascendancy Victory.....10	<b>5.5 Prepare Cards, Tokens and Dice.....20</b>
2.3.2 Supremacy Victory.....10	<b>5.6 Select Factions.....20</b>
2.3.3 Vulcan Agenda Victory.....10	5.6.1 Placing Home Systems.....20
2.3.4 Alliance Victory.....10	5.6.2 Unused Home Systems.....20
2.3.5 Winning and Losing vs. Borg.....10	<b>5.7 Player Set Up.....21</b>
2.3.6 Tied Victories.....10	5.7.1 Command Console.....21
<b>2.4 Starfleet Ethics.....10</b>	5.7.2 Command Tokens.....21
<b>3. GAME COMPONENTS.....11</b>	5.7.3 Project Area.....21
<b>3.1 Rulebooks.....11</b>	5.7.4 Advancements.....21
<b>3.2 System Discs.....11</b>	5.7.5 Faction Component Supply.....21
3.2.1 System Disc Features.....11	5.7.5.1 Faction Specific Set Up.....21
<b>3.3 Space Lanes.....11</b>	5.7.6 Home System.....21
<b>3.4 Command Consoles.....11</b>	5.7.7 Starting Ships.....21
3.4.1 Faction Command Consoles.....11	<b>5.8 Starting Level.....22</b>
3.4.2 Borg Console Card & Cube Card.....11	5.8.1 Humble Beginnings.....22
<b>3.5 Cards.....12</b>	5.8.1.1 Starting Resources and Ascendancy.....22
3.5.1 Turn Order Cards.....12	5.8.1.2 Starting Systems.....22
3.5.2 Fleet Cards.....12	5.8.1.3 Starting Advancements and Projects.....22
3.5.3 Player Turn Summary Cards.....12	5.8.1.4 Borg Start.....22
3.5.4 Trade Agreement Cards.....12	5.8.1.5 Delayed Delta Quadrant Connection.....22
3.5.5 Advancement Cards.....12	5.8.1.6 First Round Exploration.....22
3.5.6 Vulcan Agenda Cards.....12	5.8.2 Base Starting Resources.....22
3.5.7 Exploration Cards.....12	5.8.2.1 Starting Resources and Ascendancy.....22
3.5.8 Borg Tech Cards.....12	5.8.2.2 Starting Systems.....22
3.5.9 Borg Command Cards.....13	5.8.2.3 Starting Advancements and Projects.....22
<b>3.6 Playing Pieces.....13</b>	5.8.2.4 Borg Start.....22
3.6.1 Ships.....13	5.8.2.5 Delayed Delta Quadrant Connection.....22
3.6.1.1 Borg Cubes.....13	5.8.2.6 First Round Exploration.....23
3.6.2 Fleet Markers.....13	5.8.3 Extra Starting Resources.....23
3.6.3 Control Nodes.....13	5.8.3.1 Starting Resources and Ascendancy.....23
3.6.3.1 Borg Spires.....13	5.8.3.2 Starting Systems.....23
3.6.4 Starbase Models.....13	5.8.3.3 Starting Advancements and Projects.....23
3.6.5 Vulcan Ambassadors.....14	5.8.3.4 Borg Start.....23
3.6.6 Resource Nodes.....14	5.8.3.5 Delayed Delta Quadrant Connection.....23
3.6.6.1 Production Nodes.....14	5.8.3.6 First Round Exploration.....23
3.6.6.2 Research Nodes.....14	5.8.4 Medium Game.....23
3.6.6.3 Culture Nodes.....14	5.8.4.1 Starting Resources and Ascendancy.....23
3.6.7 Borg Assimilation Nodes.....14	5.8.4.2 Starting Systems.....23
<b>3.7 Tokens.....14</b>	5.8.4.3 Starting Advancements and Projects.....23
3.7.1 Ascendancy Tokens.....14	5.8.4.4 Borg Start.....23
3.7.2 Warp Tokens.....14	5.8.4.5 Delayed Delta Quadrant Connection.....23
3.7.3 Command Tokens.....14	5.8.4.6 First Round Exploration.....23
3.7.4 Resource Tokens.....14	5.8.5 Quick Game.....23
3.7.5 Starbase Tokens.....14	5.8.5.1 Starting Resources and Ascendancy.....23
3.7.6 Andorian Tokens.....14	5.8.5.2 Starting Systems.....24
3.7.7 Borg Tokens.....14	5.8.5.3 Starting Advancements and Projects.....24
3.7.8 Variant Tokens.....15	5.8.5.4 Borg Start.....24
<b>3.8 Dice.....15</b>	5.8.5.5 Delayed Delta Quadrant Connection.....24
<b>3.9 Other Play Aids.....15</b>	5.8.5.6 First Round Exploration.....24

<b>6. GAME ROUND SEQUENCE.....</b>	<b>25</b>
<b>6.1 Initiative Stage .....</b>	<b>25</b>
6.1.1 Spending Resources for Turn Order .....	25
6.1.1.1 Types of Resources .....	25
6.1.1.2 Spending Sequence.....	25
6.1.2 Prepare the Turn Order Cards .....	25
6.1.3 Choosing Turn Order Cards .....	25
6.1.3.1 Revealing Turn Order.....	25
6.1.4 Random Turn Order.....	25
6.1.5 Borg Turn Order .....	25
6.1.6 Effects Played During the Initiative Stage .....	26
<b>6.2 Execution Stage.....</b>	<b>26</b>
6.2.1 Building Phase .....	26
6.2.2 Command Phase .....	26
<b>6.3 Recharge Stage .....</b>	<b>26</b>
6.3.1 Victory Check .....	26
6.3.1.1 Extermination.....	27
6.3.2 Generate Resources .....	27
6.3.2.1 Resource Nodes.....	27
6.3.2.2 Trade Profits .....	27
6.3.2.3 Resources from Advancements.....	27
6.3.3 Maintenance .....	27
6.3.3.1 Refresh Cards & Tokens.....	27
6.3.3.2 Refresh Trade Agreements.....	27
6.3.3.3 Add Warp Tokens to Ships at Warp.....	27
6.3.3.4 Resupply Phenomena.....	27
<b>7. BUILDING.....</b>	<b>28</b>
<b>7.1 Build Ships .....</b>	<b>28</b>
7.1.1 Bonus Fleet Build .....	28
<b>7.2 Colonise Systems .....</b>	<b>28</b>
7.2.1 Taking Control of Warp Capable Civilizations .....	28
<b>7.3 Build Resource Nodes .....</b>	<b>28</b>
7.3.1 System Capacity .....	28
7.3.2 Open Capacity .....	28
7.3.2.1 Replacing Resource Nodes.....	28
<b>7.4 Commit Research.....</b>	<b>29</b>
<b>7.5 Upgrading Weapons &amp; Shields .....</b>	<b>29</b>
<b>7.6 End of Building Phase.....</b>	<b>29</b>
<b>8. MOVEMENT .....</b>	<b>30</b>
<b>8.1 Impulse Movement.....</b>	<b>30</b>
<b>8.2 Warp Movement .....</b>	<b>30</b>
8.2.1 Entering Warp .....	30
8.2.2 Exiting Warp .....	30
8.2.3 Traveling at Warp .....	30
<b>8.3 Entering Rival Territory.....</b>	<b>30</b>
<b>8.4 Hazardous Systems .....</b>	<b>31</b>
8.4.1 Braving a Hazard .....	31
8.4.2 Several Hazard Levels .....	31
8.4.3 The Borg and Hazards .....	31
<b>8.5 Virtual Adjacencies.....</b>	<b>31</b>
<b>8.6 Building the Galaxy .....</b>	<b>32</b>
8.6.1 Placing New Space Lanes .....	32
8.6.1.1 Maximum Number of Space Lanes.....	32
8.6.1.2 Space Lane Length .....	32
8.6.1.3 Placing a Space Lane .....	32
8.6.1.4 Crossing Space Lanes.....	32
8.6.1.5 Testing Connections.....	32
8.6.1.6 Abandoned Space Lanes.....	32
8.6.2 Placing New System Discs .....	32
8.6.2.1 Overlapping Systems.....	32
8.6.2.2 Placing New System Discs at Warp.....	32
8.6.2.3 Moving Into a Newly Placed System.....	32
8.6.3 Fixed vs Floating Systems .....	32
8.6.3.1 Fixed Systems.....	32
8.6.3.2 Floating Systems .....	33
8.6.3.3 Special Case.....	33
8.6.4 Swinging Floating Systems .....	33
8.6.4.1 Rival Ships and Nodes.....	33
8.6.4.2 Swinging Space Lanes.....	33
8.6.5 Making Connections .....	33
8.6.6 No Room for Space Lanes or Systems .....	34
8.6.7 No More System Discs in Stack.....	34
<b>8.7 Discovering Planetary Systems .....</b>	<b>34</b>
8.7.1 Hazardous Planetary Systems .....	34
8.7.2 Exploration Cards .....	34
<b>8.8 Exploration Cards .....</b>	<b>34</b>
8.8.1 Crisis.....	34
8.8.1.1 Destroyed Systems .....	34
8.8.2 Discovery .....	34
8.8.3 Allies.....	35
8.8.3.1 Diplomacy Tests .....	35
8.8.4 Virgin Worlds.....	35
8.8.5 Civilization.....	35
8.8.5.1 Pre-Warp Civilizations .....	35
8.8.5.2 Warp-Capable Civilizations .....	35
<b>8.9 Discovering Phenomena .....</b>	<b>36</b>
8.9.1 Hazardous Phenomena .....	36
<b>8.10 Further Study of Phenomena.....</b>	<b>36</b>
<b>9. SPACE BATTLES.....</b>	<b>37</b>
<b>9.1 Scoring Hits.....</b>	<b>37</b>
9.1.1 Hit Roll .....	37
9.1.2 Starbase Support in Space Battles .....	37
9.1.3 Pointless Battles .....	37
<b>9.2 Taking Casualties.....</b>	<b>37</b>
<b>9.3 Retreating from Combat .....</b>	<b>38</b>
9.3.1 Retreat Distance.....	38
9.3.2 Blocked Retreats.....	38
<b>9.4 Combat Continues.....</b>	<b>38</b>
<b>9.5 Winning a Space Battle.....</b>	<b>38</b>
9.5.1 Tactical Manoeuvres .....	38
<b>9.6 Battles in the Same Sector .....</b>	<b>38</b>
<b>9.7 Battles With More Than Two Players .....</b>	<b>38</b>
9.7.1 Multiple Hostile Rivals .....	38
9.7.2 Multiple Hostile and Peaceful Rivals .....	38
9.7.3 Multiple Defender Retreat .....	38
<b>9.8 Borg Cubes in Combat .....</b>	<b>39</b>
9.8.1 Slow and Methodical .....	39
9.8.2 Borg Attack Dice .....	39
9.8.3 Borg Hit Rolls .....	39
9.8.3.1 Rolling Borg Dice .....	39
9.8.3.2 Advanced Weaponry .....	39
9.8.3.3 Allocating Hits to Different Ships .....	39
9.8.3.4 Attacking Multiple Players.....	39
9.8.3.5 Borg Regeneration .....	39
9.8.4 Damaging Borg Cubes .....	39
9.8.5 Borg Adaptive Shields .....	39
9.8.6 Retreat from the Borg .....	40
9.8.7 Destroying a Borg Cube .....	40
<b>10. INVASIONS .....</b>	<b>41</b>
<b>10.1 Scoring Hits.....</b>	<b>41</b>
<b>10.2 Taking Casualties.....</b>	<b>41</b>
10.2.1 Successful Invasion .....	41
10.2.1.1 Capturing Research Nodes.....	41
10.2.1.2 Capturing Starbases .....	41
10.2.2 Collateral Damage .....	41
10.2.3 Total Annihilation .....	41
10.2.3.1 Starbases and Total Annihilation .....	42
10.2.4 Repelled Invasions .....	42
<b>10.3 Retreating from Invasion .....</b>	<b>42</b>
10.3.1 Surrender in Invasions.....	42
<b>10.4 Combat Continues.....</b>	<b>42</b>
<b>10.5 Invading Uncontrolled Systems .....</b>	<b>42</b>
<b>10.6 Reclaiming Borg Worlds .....</b>	<b>42</b>
10.6.1 No First Strike .....	42
10.6.2 Borg Planetary Shields.....	42
10.6.3 Borg and Collateral Damage.....	43
10.6.4 Rolling Borg Dice .....	43
10.6.5 Allocating Borg Hits .....	43
10.6.6 Success.....	43
<b>11. HEGEMONY .....</b>	<b>44</b>
<b>11.1 Cost of Hegemony.....</b>	<b>44</b>
<b>11.2 Hegemony Resistance.....</b>	<b>44</b>
11.2.1 Player Controlled System .....	44
11.2.2 Warp-Capable Civilizations .....	44
<b>11.3 Making a Hegemony Attempt.....</b>	<b>44</b>
<b>11.4 Seizing Starbases and Research Nodes .....</b>	<b>45</b>
<b>12. FLEETS &amp; STARBASES .....</b>	<b>46</b>
<b>12.1 Forming a Fleet .....</b>	<b>46</b>
12.1.1 Fleet Type & Strength.....	46
12.1.2 Number of Fleets .....	46
12.1.3 Bonus Fleet Build.....	46
12.1.4 Adding & Removing Ships from Fleets .....	46

12.1.5 Disbanding a Fleet .....	46
12.1.6 Fleets in Space Battles .....	46
<b>12.2 Starbases .....</b>	<b>46</b>
12.2.1 Commission a Starbase .....	46
12.2.1.1 Maximum Number of Starbases .....	46
12.2.1.2 Placing Starbases .....	47
12.2.2 Capturing Starbases .....	47
12.2.3 Starbases and Commands .....	47
12.2.4 Starbases in Combat and Hegemony .....	47
<b>13. TRADE AGREEMENTS .....</b>	<b>48</b>
<b>13.1 Giving and Receiving Trade Agreements .....</b>	<b>48</b>
13.1.1 Giving and Receiving Trade Agreements .....	48
13.1.2 Exchanging Trade Agreements .....	48
13.1.3 Maximum Number of Trade Agreements .....	48
<b>13.2 Peace .....</b>	<b>48</b>
13.2.1 Unrestricted Trade Routes .....	48
13.2.2 Ally Cooperation .....	48
<b>13.3 Revoking Trade Agreements .....</b>	<b>49</b>
<b>13.4 Betrayal .....</b>	<b>49</b>
<b>13.5 Exhausted Trade Agreements .....</b>	<b>49</b>
<b>14. RESEARCH .....</b>	<b>50</b>
<b>14.1 Launching Projects .....</b>	<b>50</b>
14.1.1 Maximum Number of Projects .....	50
14.1.2 Taking Advancement Cards from Other Factions .....	50
14.1.2.1 Invasion or Hegemony .....	50
14.1.2.2 Special Rules .....	50
14.1.3 Discarding Projects .....	50
14.1.3.1 Discarding Projects from Other Factions .....	50
14.1.3.2 Discarding Borg Tech .....	50
<b>14.2 Finishing Projects .....</b>	<b>50</b>
<b>14.3 Effects of Advancements .....</b>	<b>50</b>
14.3.1 Warp Token Advancements .....	50
14.3.2 Command Token Advancements .....	50
14.3.3 Culture Token Advancements .....	51
14.3.4 Ferengi Espionage .....	51
14.3.5 Advancements and the Borg .....	51
<b>14.4 Borg Tech Cards .....</b>	<b>51</b>
14.4.1 Gaining Borg Tech .....	51
14.4.1.1 Maximum Number of Borg Tech Projects .....	51
14.4.2 Using Borg Tech .....	51
<b>14.5 Exhausted Advancements .....</b>	<b>51</b>
<b>15. BORG TURN .....</b>	<b>52</b>
<b>15.1 Borg Building Phase .....</b>	<b>52</b>
15.1.1 Transwarp Hub .....	52
15.1.1.1 Cube Already in Hub .....	52
15.1.1.2 Cube Generation Roll .....	52
15.1.2 Borg Worlds .....	52
<b>15.2 Borg Command Phase .....</b>	<b>52</b>
15.2.1 Determining Cube Order .....	52
15.2.1.1 No Assimilated Players .....	52
15.2.1.2 Assimilated Players .....	52
15.2.2 Activating Cubes .....	53
15.2.3 Engaging Player Ships .....	53
15.2.4 Executing Command Cards .....	53
15.2.4.1 Multiple Movement Commands .....	53
15.2.5 Assimilation .....	54
<b>15.3 Borg Movement .....</b>	<b>54</b>
15.3.1 Executing a Movement Command .....	54
15.3.1.1 Nearest, Closest and Shortest Path .....	54
15.3.1.2 Minimum Amount .....	54
15.3.2 Step I: No Target .....	54
15.3.3 Step II: Reachable Target .....	54
15.3.4 Step III: Far Away Target .....	55
15.3.5 Step IV: Cubes Exploring .....	55
15.3.5.1 Placing Space Lane .....	55
15.3.5.2 Determining a Random Direction .....	55
15.3.5.3 Making a Connection .....	55
15.3.5.4 Placing New System .....	56
15.3.5.5 The Borg and Exploration Cards .....	56
15.3.5.6 Swinging Systems and Space Lanes .....	56
15.3.6 Step V: Reassign Target .....	56
15.3.7 Collective Efficiency .....	56
<b>15.4 Borg Assimilation .....</b>	<b>57</b>
15.4.1 The Borg in Invasions .....	58
15.4.1.1 Allocating Borg Hits to Structures .....	58
15.4.2 Assimilating Starbases .....	58
15.4.3 Home System Assimilation .....	58
15.4.3.1 Assimilated Players .....	58
15.4.3.2 One with the Collective .....	58
15.4.3.3 Borg Turns .....	59
<b>15.5 Borg Escalation .....</b>	<b>59</b>
15.5.1 Borg Attack - Command - Attack .....	59
15.5.2 It Takes a Fleet .....	59
<b>16. OPTIONAL RULES .....</b>	<b>60</b>
<b>16.1 Hard Game .....</b>	<b>60</b>
16.1.1 Instant Delta Quadrant Connection .....	60
16.1.2 Closer Delta Quadrant Connection .....	60
16.1.3 Early Crises .....	60
16.1.4 Borg Attack - Command - Attack .....	60
16.1.5 It Takes a Fleet .....	60
16.1.6 Three Spires & You're Out .....	60
16.1.7 Epic Ascendancy .....	60
<b>16.2 Quick Game .....</b>	<b>60</b>
16.2.1 Simultaneous First Turns .....	60
16.2.2 Easier Ascension .....	60
16.2.3 Quicker Ascension .....	60
16.2.4 Starting Project .....	60
16.2.5 Starting Advancements .....	61
16.2.6 Wild Culture .....	61
<b>16.3 Easy Game .....</b>	<b>61</b>
16.3.1 Unstable Peace .....	61
16.3.2 Revoking Trade Agreements .....	61
16.3.3 Random Projects .....	61
16.3.4 Later Phenomena .....	61
16.3.5 Exploration Mulligan .....	61
16.3.6 Open Turn Order .....	61
16.3.7 Random Turn Order .....	61
<b>16.4 Solo and Two Player Games .....</b>	<b>61</b>
16.4.1 The Solo Game .....	61
16.4.1.1 Removed Cards .....	62
16.4.1.2 Modified Cards .....	62
16.4.1.3 Balancing the Solo Game .....	62
16.4.2 The Two Player Game .....	62
<b>16.5 Other Options .....</b>	<b>62</b>
16.5.1 Multi Faction Space Battles .....	62
16.5.2 More Interesting Exploration .....	62
16.5.3 More Space .....	62
16.5.4 Limited Ships & Control Nodes .....	62
16.5.4.1 Base Game Limit .....	63
16.5.4.2 Escalation Limit .....	63
16.5.4.3 Hoarding .....	63
16.5.4.4 Borg Building Phase .....	63
16.5.4.5 Decommissioning Ships .....	63
16.5.4.6 Giving Up Control .....	63
<b>CREDITS .....</b>	<b>64</b>

# 1. ABOUT THESE RULES

*"Space: the final frontier.*

*These are the voyages of the starship Enterprise. Its five-year mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."*

*Star Trek: Ascendancy* is a highly thematic and epic 4X (eXplore, eXpand, eXploit, and eXterminate) and negotiation game, but as with all games with lots of expansions the rules become spread out over several rulebooks and hard to keep track of. In addition to this many of the rules in the latest expansions have been contradictory or incomplete.

The purpose of the *Unofficial Complete Rulebook* is to collect all rules in one place while also adding information from FAQs and official answers posted to the BoardGameGeek site or received in emails from GaleForce Nine. It also tries to fill in the blanks where the official rules don't work or are incomplete or contradictory, by providing simple and community tested, rules specifically designed for the *Unofficial Complete Rulebook*. This version of the *Unofficial Complete Rulebook* also incorporates the best of the unofficial, fan created expansions.



## 1.1 VERSION AND COPYRIGHT

This is version 3.0 of the *Unofficial Complete Rulebook* for *Star Trek: Ascendancy*.

The original *Star Trek: Ascendancy* game was designed by Sean Sweigart and Aaron Dill and published by GaleForce Nine (GF9). This version of the rules was re-written, edited and updated by Mattias Elfström with help from Marcin Adamczyk, Jim Everson, Steve Framarin, Lou Lessing and Martin Stegmark based on the original work and no permission to publish them has been obtained. This is not to be seen as a challenge to their copyright, but rather as a service to the players of this great game.

Earlier versions of these rules have also used the talents of Davon Collins, Michael Doyle, John Knox, Barry Miller and C David Ross.

The copyright for each variant Faction in the Appendices belongs to the individuals who created them. They are credited together with their variant Faction.

Special thanks to Steve Framarin for his beautiful variant System discs, to Frank Strauss for his great 3D printable variant Faction models and to user Mundane on BoardGameGeek for allowing the use of his excellent collection of System trivia used in the Appendices.

The *Unofficial Complete Rulebook*, including the variant Factions, was playtested by Anders Andersson, Thomas Averdahl, Michael Doyle, Jeanette Utell Elfström, Mattias Elfström, Jim Everson, Rasmus Karlsson, Lou Lessing, Tuomas Loippo, Nicholas Madison, Emelie Nordh, Hans Sjögren, Karin Stegmark and Martin Stegmark.

## 1.2 THE GAME AND ITS EXPANSIONS

The rules from the following games, expansions and supplements are worked into the *Unofficial Complete Rulebook*:

- ▲ Star Trek: Ascendancy (2016)
- ▲ Cardassian Union Expansion Set (2017)
- ▲ Ferengi Alliance Expansion Set (2017)
- ▲ Borg Assimilation Expansion Set (2017)
- ▲ Andorian Empire Expansion Set (2019)
- ▲ Vulcan High Command Expansion Set (2019)



FAQ and errata from various sources (including the BoardGameGeek site and emails from GF9) have also been incorporated.

In addition to this *The Unofficial Complete Rulebook* contains the rules for the most interesting and well tested community developed variant Factions.



## 1.3 USING THESE RULES

The *Unofficial Complete Rulebook* is intended for experienced players and no attempt has been made to arrange the rules for easy learning. The *Unofficial Complete Rulebook* should however serve as a handy reference for those who are already familiar with how the game works.

These rules were written with the assumption that all expansions are used at the same time (but the game can certainly be played even if you don't have access to all expansions) and that players have played the game several times. For this reason the Advanced Rules *Mystery Turn Order*, *Random Galaxy*, *Unrestricted Trade Routes*, *Humble Beginnings*, *Focused*

Research <sup>1</sup> and Ally Cooperation <sup>2</sup> have been worked into the text. If you desire a simpler game refer to the optional rules [see rule 16.], where you can find the base game rules presented as options, or use the original game rules.

This version of the *Unofficial Complete Rulebook* continues the practice of splitting off the Appendices into a separate document. This allows easier access to the Faction rules and lists of Systems and cards during play.

### 1.3.1 Rules Changes

The *Unofficial Complete Rulebook* generally plays according to the official rules. In some cases official rules clarifications have been contradictory, wrong or created unneeded complication. In some instances there are no official rules to cover certain situations. Where new rules have been invented this has been noted in the footnotes.

Generally there are three different types of rules changes:

*Clarified* rules have been expanded upon to give a clearer understanding of how they are to be implemented.

*Changed* rules appear mostly where official answers don't work with other established rules or where it is clear that implementing them would be detrimental to the game or provide unnecessary complication.

*Invented* rules are new rules that were found to be needed or that improve the game. They mostly cover situations that the official rules don't. In some cases rules were invented to allow seamless integration of the variant Factions.

Note the following important, but sometimes subtle, differences between these rules and the original rules:

- ▲ When Special Rules can be used [see rule 4.]
- ▲ How Ships, Control Nodes and Borg Cubes are unlimited [see rules 3.6.1 and 3.6.3]
- ▲ How the *Transwarp Hub* and the *Transwarp Conduits* create Virtual Adjacencies
- ▲ How the game can be started at different levels [see rule 5.8]
- ▲ How Battles with multiple Defenders are handled [see rule 9.7]
- ▲ How Starbases can defend in Invasions [see rule 12.2.4]
- ▲ How Hegemony doesn't count as an Attack [see rule 13.4]
- ▲ How the Borg select Targets, move and explore when assigned a Command card [see rule 15.3]
- ▲ How the Borg threat Escalates [see rule 15.5]
- ▲ How the Vulcan victory conditions have been changed, how Ambassadors can be placed and how the majority of the Vulcan Advancements have been reworded [see the Vulcan rules in the Appendices]

#### 1.3.1.1 Variant Factions

The variant Factions presented in the Appendices are of course completely invented and have no connection to the official rules sources. Any questions on variant Faction rules should therefore be directed to the authors of this work.

In recognition of players who want their game as close to the official game as possible, the Variant Factions are

presented as self contained modules that can be included or ignored without affecting the rest of the game.

### 1.3.2 The Rules Problems

Some parts of the official rules have rules problems that either affect game balance or leave mechanical holes that can't be easily handled during play. These problems have received special attention in the *Unofficial Complete Rulebook*. In all instances throughout these rules where unofficial rules are introduced, this has been noted in the footnotes.

#### 1.3.2.1 The Borg Rules Problems

The Borg expansion adds a threatening adversary governed by automated mechanisms that can make all players lose. This complicates the diplomatic situation, but has a lot of rules problems that need clarification before it actually works.

The official Borg rules have severe problems that 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.

#### 1.3.2.2 The Vulcan Rules Problems

The Vulcan expansion introduces a unique victory condition, a new way to Colonise planets, Vulcan Ambassadors and several unique Advancements. There are a fair number of rules problems where it is unclear how these new elements work or interact with the game. Contradictory official email answers have muddied the waters even more.

#### 1.3.2.3 Problems With Official Answers

Several rules questions have received official answers that ignore earlier answers or that contradict the rules as written. These answers have been noted in the footnotes and handled on a case by case basis.



### 1.3.3 Use of Cases

In the *Unofficial Complete Rulebook* the rules are numbered in rules cases. This allows for cross references throughout the rules and should make finding the relevant rules easier. If you are

<sup>1</sup> These are the Advanced Rules from page 26 of the *Star Trek: Ascendancy* rulebook. The Advanced Rules truly let the game develop into the epic experience it is set up to be. *Mystery Turn Order* increases the tactical options players have when selecting Turn Order cards. *Random Galaxy* allows for a little more variation while exploring and increases the incentives to research Projects a little. *Unrestricted Trade Routes* puts 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* allow the game to develop at a pace that will make researching Projects more important while at the same time balancing the game through player interaction. This works well together with *Random Galaxy*. *Humble Beginnings* may be the most overlooked Advanced Rule and it is true that it may extend playing time somewhat. *Focused Research* allows players to customise their Faction abilities to the developing game situation.

<sup>2</sup> *Ally Cooperation* is an official optional rule published on BoardGameGeek (<https://boardgamegeek.com/article/23454675#23454675>).

reading the *Unofficial Complete Rulebook* on your iPad the cross references are hyper-linked.

Note that since the Appendices is a separate document references between the documents will not be hyper-linked.

### ***1.3.4 Use of Specific Words***

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In the *Unofficial Complete Rulebook* special care has been taken to use the defined words [see rule 4.] correctly. This means that the rules have been rephrased in numerous cases.

The words "die" and "dice" are not used the same way throughout the original rules and on the cards. In the *Unofficial Complete Rulebook* the word "die" denotes a single die (singular) while the word "dice" is used when several dice are involved (plural).

The word "turn" is used loosely throughout the original rules. In the *Unofficial Complete Rulebook* care has been taken to use the "Game Round", "Stage", "Phase" and "player or Borg turn" words to refer to the respective parts of the game sequence.

The word "Civilization" is only used to refer to the Independent Civilizations discovered while exploring. The player controlled civilizations are instead referred to as "Factions".

The defined words "Occupy" and "Orbit" are used without regard to their defined meaning in most of the expansions and in official answers. In these rules this has been corrected wherever needed.

In many other cases the use of the defined words in rule 4. has been expanded, corrected and tightened up.

### ***1.3.5 Printing the Unofficial Complete Rulebook***

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To facilitate printing the *Unofficial Complete Rulebook* is available in two versions; an A4 sized version and an ANSI Letter sized version.

The A4 version has been designed to be printed on A3 or A4 paper, four pages to a sheet, and then folded to create an A4 or A5 leaflet.

The *Unofficial Complete Rulebook* is also a joy to read on an iPad.

A version without the page backgrounds can be supplied to those wishing to save printer ink.



## 2. GAME OVERVIEW

*Star Trek: Ascendancy* is a big, Galaxy-spanning game that follows the arc of civilizations. Be prepared: this is a long game.

Setting up the game is straightforward. Each player selects a unique **Faction** from the *Star Trek* Universe and starts with their **Home System**, some **Resource** producing **Nodes** and a few **Ships**. At the beginning of the game, no **Faction** has made **First Contact** and the whole of the Galaxy is yet to be discovered. As you play, you'll discover strange new worlds, explore interstellar phenomena and uncover unknown civilizations.



*Star Trek: Ascendancy* is played in **Game Rounds**. Each Round is split into three Stages; the Initiative Stage, the Execution Stage and the Recharge Stage. During the Execution Stage, which is the main Stage of the game, each player gets to build **Ships**, **Nodes**, **Fleets** and **Starbases**, research **Projects** and explore the Galaxy while conducting hegemony and attacking or defending against **Rivals**.



The map grows as players discover new *Star Systems* and connect them with new *Space Lanes*

To complicate matters the Borg, who are not controlled by any player, are a threat to all the denizens of the Galaxy. Where

other civilizations may be open to negotiation, the Borg are single-mindedly dedicated to assimilating every civilization they encounter into the Collective. The Borg are not colonists or explorers. They are solely focused on absorbing any other civilization's biological and technological distinctiveness.



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



*"Resistance is futile...You will be assimilated."*

The most important activity in the game is the negotiation and deal making taking place between the players. This is also what provides game balance. While playing *Star Trek: Ascendancy* you are primarily playing your opponents, as opposed to playing the mechanisms of the game.

The game ends when a player fulfills the victory conditions or if the Borg defeat all players.

### 2.1 NUMBER OF PLAYERS

Using the *Unofficial Complete Rulebook*, *Star Trek: Ascendancy* can be played by three or more players (a minimum of four is however a strong recommendation). The maximum number of players is dependent on how many **Factions** are available. As of this writing there are seven official **Factions** and more may be released by GF9 at a later date. For the *Unofficial Complete Rulebook* there are also a number of fan created variant **Factions**, making it possible to play very large games [see the Appendices].

Large games with more than eight players may be unwieldy (but not impossible) to play face to face, but works quite well played through email or using other online methods.

#### 2.1.1 The Solo & Two Player Games

Optionally the game can also be played solo or by two players.

The *Star Trek: Ascendancy* game is first and foremost a negotiation game where many of the interesting decisions points appear in

the interaction with the other players. The game is self balancing in the sense that players have to judge who is in the lead and act accordingly. In a solo [see rule 16.4.1] or two-player [see rule 16.4.2] game these aspects are removed and the game is turned into a tactical war game where resource growth will be dependent on random factors. In a solo or two player game the Borg are always in play from the start and will complicate the tactical situation.

## 2.2 PLAYING TIME

With experienced players, a game of *Star Trek: Ascendancy* will take about one to two hours per player plus up to another hour if you use the Borg. Your first few games will be longer.

Playing time can be varied by using the Starting Levels presented in rule 5.8. Rule 16.2 also includes options for playing the game in less time.

## 2.3 WINNING THE GAME

There are four different paths to winning the game. You can win the game by becoming the most ascendant civilization in the Galaxy, by militarily dominating your Rivals, by fulfilling your Agenda (if you are the Vulcan player) or as a Member of the Dominion Alliance (if the variant Dominion Faction is in play). The game can also be lost by all players to the Borg.

A player victory is always determined in the Victory Check during the Recharge Stage [rule 6.3.1]. Players must always Control their Home Systems in order to win.<sup>3</sup>

### 2.3.1 Ascendancy Victory

At the end of a Game Round, a player who both Controls their Home System and has five Ascendancy tokens wins the game (Exception: the Vulcans can not win a standard Ascendancy victory). They have established their cultural dominance over the Galaxy.

Ascendancy tokens may be purchased any time on your turn, by paying five Culture tokens.



### 2.3.2 Supremacy Victory

At the end of a Game Round, if a player Controls three Home Systems, one of which must be their own, that player has dominated the Galaxy and wins the game.

Note that Home Systems of Assimilated and Exterminated players still count as Home Systems for purposes of this rule.

### 2.3.3 Vulcan Agenda Victory

At the end of a Game Round, if the Vulcan player Controls their Home System (which may have changed during the game through *Vulcan Exodus*) and has achieved their Agenda, they score an Agenda Victory.

### 2.3.4 Alliance Victory

At the end of a Game Round, if the Dominion and all current Members collectively Control a specific number of all Planetary Systems on the map they win an Alliance Victory as a group [see the Appendices].<sup>4</sup>

### 2.3.5 Winning and Losing vs. Borg

The Borg are not controlled by a player, but represent a threat to all the players. If, at any point, the Borg have five Spires in play and need to place a sixth, the Borg have defeated the players. The Borg have also conquered the Galaxy and all the players have lost if all players are Assimilated [see rule 15.4.3]. Civilization may survive in small pockets of futile resistance, but the Borg have become too strong to stop.

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



### 2.3.6 Tied Victories

At the end of a Game Round, if two or more players have achieved Victory, through Ascendancy, Supremacy, Agenda or as a Dominion Alliance Member, the player (or group of players in case of a Dominion Alliance victory) who Controls the most Systems wins. If it's still a tie, all tying civilizations have risen to greatness and the players share the victory.

## 2.4 STARFLEET ETHICS

*Star Trek: Ascendancy* is a competitive game, with every player trying to dominate, destroy and absorb their Rivals. Don't pull out your bat'leth when someone invades your homeworld - it's all in the spirit of the game.

Similarly, if your Faction is running roughshod over the Galaxy, try to maintain Picard-level aplomb as you become the Ascendant power in the Galaxy.

<sup>3</sup> Although ruled differently in an official email answer (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4, 2020) this was changed for the Unofficial Complete Rulebook. 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.

<sup>4</sup> This rule was invented for the Unofficial Complete Rulebook as part of the variant Dominion Faction rules.

## 3. GAME COMPONENTS

The following is an overview of the different components available in the complete game. A list of all components (including all expansions and supplements) is found in the Appendices.

### 3.1 RULEBOOKS

Although there are several rulebooks in the various expansions the *Unofficial Complete Rulebook* replaces them all and they should be ignored when playing with these rules.

### 3.2 SYSTEM DISCS

The game map is made up of round System discs Connected to other Systems via Space Lanes [see rule 3.3] of different lengths.

All System discs from all expansions are used irrespective of number of players, except Home Systems of Factions not in play.<sup>5</sup>

Each System disc counts as one Sector.

Refer to the Appendices for a list of all Systems.

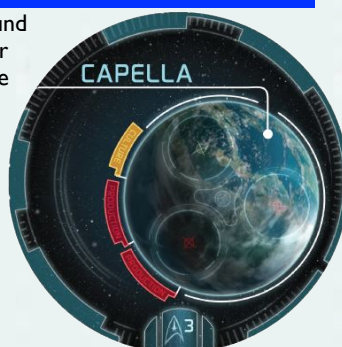
#### 3.2.1 System Disc Features

There are three types of System discs; Planets, Phenomena and the *Transwarp Hub*. All System discs have a maximum number of Space Lanes that may be Attached to them noted in the lower part of the discs.

Each Planetary System notes the name of the planet and its Capacity to hold Resource Nodes, shown as coloured tabs next to the planet. All Home Systems are Planetary Systems.

Each Phenomenon has a name and a space for a Research token. Some Phenomena also have unique rules as noted on the disc.

Both Planets and Phenomena may be Hazardous. If they are, they have an alert symbol at the top of the disc.



### 3.3 SPACE LANES

The Space Lanes Attach to the System discs to form the game map. Each time a new Space Lane is placed, roll the Space Lane die to determine its length.

Space Lanes contain between two and four Sectors.

### 3.4 COMMAND CONSOLES

Each Faction has its own unique Command Console.

#### 3.4.1 Faction Command Consoles

The Command Consoles include each Faction's Special Rules, track Weapon Level and Shield Level and have a place to put the Reserve of Resource tokens.



Federation Command Console

The Command Consoles for all Factions are shown in the Appendices.

#### 3.4.2 Borg Console Card & Cube Card

The Borg Console gives the rules for a Borg turn and tracks the Borg's Weapon Level. The Cube card is for when Borg Cubes engage in Space Battles and Planetary Invasions.



Borg Command Console



Borg Cube Card

<sup>5</sup> Design note: Generally there should be at least ten System discs (including Home Systems) per Faction available in the game. Since all official Factions come with ten System discs each, this is most often only a concern if you use unofficial Factions or if you play on a very large area.

### 3.5 CARDS

Several different decks of cards are used in the game.

#### 3.5.1 Turn Order Cards

*Star Trek: Ascendancy* comes with Turn Order cards marked "1" through "10". Each **Game Round** players compete for the initiative. Turn Order cards indicate order of play.<sup>6</sup>

Turn Order cards are generally kept secret from Rivals until used. They are reused every **Game Round** and are never discarded [see rule 6.1].

#### 3.5.2 Fleet Cards

Each **Faction** has three unique Fleet cards, often with **Special Rules**. Fleet cards hold groups of three or more Ships.

For a list of all Fleet cards see the Appendices.

Note that some Fleet cards don't have the highlight to indicate the minimum **Fleet Size** of three Ships. This has no bearing on the rules and should be ignored.<sup>7</sup>

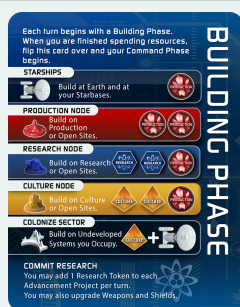
#### 3.5.3 Player Turn Summary Cards

Each **Faction** has their own Player Turn Summary card.

Note that some cards are different from others to reflect the **Special Rules** of that particular **Faction**.

Also note that all Player Turn Summary cards refer to Research under the Commit Research heading, except the Vulcan and the variant **Faction** cards that refer to **Resources**. Only variant **Factions** use other types of **Resources** than Research for committing research, but all **Factions** can research **Projects** that use alternate **Resources**.

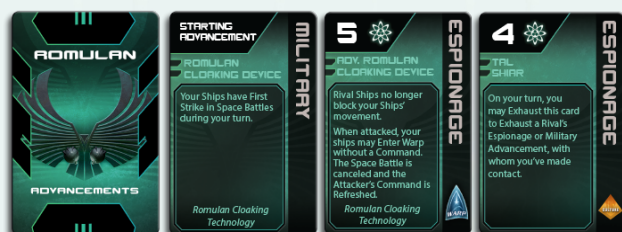
Also note that all official Player Turn Summary cards refer to **Exhausting Commands** on the Command Phase side, but that they should actually refer to **Issuing Commands** under these rules.



#### 3.5.4 Trade Agreement Cards

Each **Faction** has three Trade Agreement cards they may give to the other players to represent peaceful commerce between their **Factions**. Each Trade Agreement you receive from another player increases your **Resource** generation each **Game Round**. See rule 6.3.2.2.

#### 3.5.5 Advancement Cards



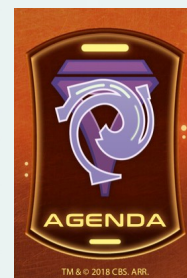
Advancement cards detail a variety of cultural and technological achievements which can be completed. Each **Faction** has a unique Advancement deck.

Discarded Advancement cards go back to the deck of the original owner.

For a list of all Advancement cards see the Appendices.

#### 3.5.6 Vulcan Agenda Cards

Vulcan Agenda cards are used to determine how the Vulcans win an Agenda victory [see the Vulcan rules in the Appendices].



#### 3.5.7 Exploration Cards



As you explore the Galaxy, you'll encounter a wide variety of discoveries, crisis and strange new civilizations. When you discover a new Planetary System, draw an Exploration card to see what you've found.

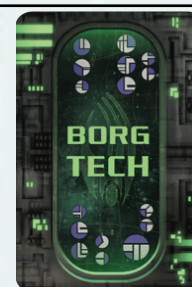
All Exploration cards from all expansions are used at all player counts (except in a solo game [see rule 16.4.1.1]).

Discarded Exploration cards are placed in a face up discard pile, except for Ally cards [see rule 8.8.3], which are returned to the bottom of the deck, and the Writ of Accountability, which is reshuffled back into the deck (without reshuffling the discard pile).

For a list of all Exploration cards see the Appendices.

#### 3.5.8 Borg Tech Cards

Players claim Borg Tech cards when they defeat the Borg in **Combat**. The more Borg technology you acquire, the better you will fare against the Borg. When discarding a Borg Tech card, place it at the bottom of the Borg Tech deck.



For a list of all Borg Tech cards see the Appendices.

<sup>6</sup> Tip: When playing with a large number of players you may want to use a suit of ordinary playing cards as substitute Turn Order cards.

<sup>7</sup> Although this was officially ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019), the rule was changed for the Unofficial Complete Rulebook in order to be consistent with earlier official rulings and the text on many Fleet cards.

### 3.5.3 Borg Command Cards

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

Discard used Command cards in a discard pile. Reshuffle the Borg Command cards when all have been used and the Borg need to draw more.<sup>8</sup>

When the Command deck is reshuffled the Borg will Escalate in accordance with rule 15.5.<sup>9</sup>

For a list of all Borg Command cards see the Appendices.



## 3.6 PLAYING PIECES

There is a large number of plastic playing pieces available in the complete game. Playing pieces for the variant Factions must be obtained separately.<sup>10</sup>

### 3.6.1 Ships

Each Faction has their own Starships (Ships for short) which explore the Galaxy, attack Rivals and defend their Systems.

Each Faction can build an unlimited amount of Ships and is not limited by the amount included in the game. Use any convenient substitute if you run out.<sup>11</sup>

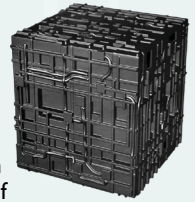


### 3.6.1.1 Borg Cubes

Monolithic, geometric monstrosities capable of defeating fleets of Ships, Borg Cubes are a force to be feared. They count as Ships.

There is no limit to how many Cubes can be in play. Use any convenient substitute if you run out.<sup>12</sup>

Cubes still atop Spires [see rule 15.1.2] count as Structures but not as Ships.



### 3.6.2 Fleet Markers

Each Faction has three numbered Fleet markers.

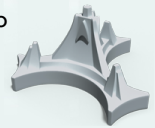
When Ships are placed on a Fleet card the Fleet marker shows the Fleet's position on the map.

### 3.6.3 Control Nodes

Control Nodes are placed on a System's Planet to mark which Faction Controls the System.

Control Nodes count as both Nodes and Structures.

Each Faction can build an unlimited amount of Control Nodes and is not limited by the amount included in the game. Use any convenient substitute if you run out.<sup>13</sup>



### 3.6.3.1 Borg Spires

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

Borg Spires count as Control Nodes and Structures.



### 3.6.4 Starbase Models

Starbases allow you to build Ships and Commission Fleets. Starbases also fight in Space Battles and Planetary Invasions<sup>14</sup> and make it more difficult for a Rival to attempt Hegemony. Each Starbase you Control also increases your Commands by one.

Starbases count as Structures.

Each Faction (except the Vulcans and some variant Factions who can't Commission Starbases) is limited to Commissioning three Starbases, and never more than the number of Ascendancy tokens they have; don't use both the models and Starbase tokens [see rule 3.7.5] at the same time.



<sup>8</sup> This was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15, 2019).

<sup>9</sup> This rule was invented for the Unofficial Complete Rulebook.

<sup>10</sup> Tip: You may find 3D print files for the variant Factions or you may use repainted models from the official Factions.

<sup>11</sup> This rule was changed for the Unofficial Complete Rulebook. Design Note: In almost all cases you will have enough Ships if you have 45 for each Faction. Allowing unlimited Ship builds simplifies several rules, including the rules surrounding decommissioning Ships and the Andorian Field testing rules.

<sup>12</sup> This rule was changed for the Unofficial Complete Rulebook. Design Note: Allowing unlimited Cubes simplifies some rules and allows the Borg threat to grow over the course of the game.

<sup>13</sup> This rule was changed for the Unofficial Complete Rulebook. Design Note: In almost all cases you will have enough Control Nodes if you have 15 for each Faction. Allowing unlimited Control Nodes simplifies several rules, including the rules for giving up Control.

<sup>14</sup> This rule was changed for the Unofficial Complete Rulebook in order to provide consistency.

Note however that a **Faction** can **Control** any number of Starbases that they take over.

### 3.6.5 Vulcan Ambassadors



The Vulcans have unique Ambassadors that can be sent to planets throughout the quadrant [see the Vulcan rules in the Appendices].

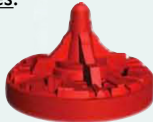
### 3.6.6 Resource Nodes

Resource **Nodes** are built on Planets and are used to generate **Resources** during the Recharge Stage [see rule 6.3]. The available Resource **Node** models are not intended as a limit to how many can be built.

All Resource **Nodes** count as **Nodes** and **Structures**.

#### 3.6.6.1 Production Nodes

Production **Nodes** generate Production during the Recharge Stage.



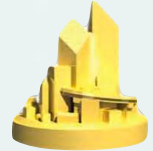
#### 3.6.6.2 Research Nodes

Research **Nodes** generate Research during the Recharge Stage.



#### 3.6.6.3 Culture Nodes

Culture **Nodes** generate Culture during the Recharge Stage.



### 3.6.7 Borg Assimilation Nodes

Borg Assimilation **Nodes** are built around Spires. Built **Nodes** indicate how close the Spire is to completing a new Borg Cube and track that Borg World's current Shield Modifier. The available Assimilation **Node** models are not intended as a limit to how many can be built.



Borg Assimilation **Nodes** count as **Nodes** and **Structures**.

Borg Assimilation **Nodes** also have a dual use to track the current Shield Modifier on the Borg Cube card during **Combat**.

## 3.7 TOKENS

### 3.7.1 Ascendancy Tokens

Ascendancy tokens track how dominant each **Faction** is. The first player to achieve five Ascendancy wins the game [see rule 2.3]. The number of Ascendancy tokens a player has also limits the number of Fleets and Starbases they can have in play.



It costs five Culture tokens to acquire an Ascendancy token.

Ascendancy tokens should be placed so that all players can see how many each player currently has.

### 3.7.2 Warp Tokens

Warp tokens indicate how far your Ships can travel at Warp and indicate where your Ships entered Warp.

They also have a dual use to indicate the level of Warp-Capable Civilizations [see rule 8.8.5.2].

The counter mix is not intended as a limit to how many Warp tokens can be in play at the same time.



Tip: Warp tokens can also be used to remind players how many **Attachments** are left to be filled on a System disc [see the footnote to rule 8.6.1.1].

### 3.7.3 Command Tokens

Command tokens indicate how many orders you may issue on your turn.

Command tokens are double sided. The **Exhausted** side indicates that the Command has been used this **Game Round** and can not be used until **Refreshed** during the Recharge Stage.

Starbases you **Control** increase your available Commands by one each. Completing an Advancement which pictures a Command token also increases your available Commands by one.

Any time you gain a new Command, it starts play **Exhausted** and will be **Refreshed** at the end of the **Game Round**.



### 3.7.4 Resource Tokens



The **Resource** tokens are used to indicate how much each **Faction** has generated of each **Resource** type; Culture, Production and Research.

Each **Faction** keeps their **Reserve** of **Resource** tokens openly on their Command Console.

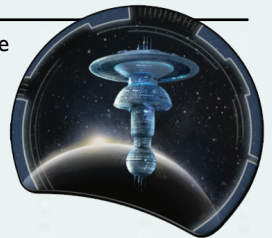
**Resource** tokens are also used to mark Pre-Warp Civilizations on the map [see rule 8.8.5.1].

The counter mix is not intended as a limit to how many **Resource** tokens can be in play at the same time.<sup>15</sup>

### 3.7.5 Starbase Tokens

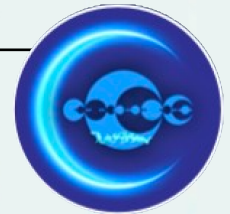
The Starbase tokens represent the same thing as the models in rule 3.6.4.

Each **Faction** capable of Commissioning Starbases is limited to Commissioning three Starbases; don't use both the models and tokens at the same time.



### 3.7.6 Andorian Tokens

Andorian tokens are used to indicate where the Andorians have placed their deep space surveillance devices using their **Reconnaissance Fleet**.



### 3.7.7 Borg Tokens

The Borg Activation tokens are used to mark Borg Cubes that have been Activated during the Borg turn.

The Borg Activation tokens have a secondary use to indicate the delay before the **Transwarp Hub** starts to generate Borg Cubes [see rule



<sup>15</sup> Note that in a full game the Production tokens tend to run out. Use any convenient substitute.

5.8.1.5]. When used like this they are referred to as Delay tokens.<sup>16</sup>

They also have a tertiary use to keep track of how quickly the *Transwarp Hub* generates new Borg Cubes. When used like this they are referred to as Cube Generation tokens [see rule 15.1.1].

The counter mix is not intended as a limit to how many Borg tokens can be in play at the same time.

### 3.7.8 Variant Tokens

The variant Factions make use of several different types of unique tokens (such as Wormholes, Hazards, Rifts and Tholian Webs). These are all detailed in the appropriate part of the Appendices.



### 3.8 DICE

A Space Lane die is used to determine the length of a new Space Lane.<sup>17</sup>

The standard dice and Faction specific dice are used in Combat, Hegemony and various other tests.

The Borg dice are used by Borg Cubes in Combat.

### 3.9 OTHER PLAY AIDS

Other useful play aids include the Faction specific player screens (downloadable from BoardGameGeek) that have a picture of the Faction species on one side and reminders about Game Round sequence and Advancements on the other.

<sup>16</sup>This rule was invented for the Unofficial Complete Rulebook.

<sup>17</sup>Tip: The Space Lane die can be substituted with a standard die if needed. If so, a roll of 1 or 2 generates a 2-length Space Lane, a roll of 3 or 4 a 3-length and a roll of 5 or 6 a 4-length.

## 4. DEFINITIONS AND GLOSSARY

The following words are used throughout the rules and on the cards to refer to specific game functions. They should be thoroughly understood since many rules rely on their precise implementation. When they appear in the rules they are Capitalised, underscoring and hyper-linked to their definition (except when they appear in titles, lists, examples or footnotes).



**Adjacent:** Sectors right next to each other and sharing a common border are Adjacent. Space Battles usually, but not always, takes place between Adjacent Sectors.

**Attached:** Space Lanes and Systems are Attached to each other where the game pieces physically touch.<sup>18</sup>

**Capacity:** The potential of a Planetary System to hold Resource Nodes. Planetary Systems can generally hold one or more Resource Nodes.<sup>19</sup>

**Combat:** Combat refers to both Space Battles between Ships and Planetary Invasions.<sup>20</sup>

**Combat Round:** Space Battles and Invasions are fought over a number of Combat Rounds where you score Hits and take Casualties and may surrender (only in Invasions) or Retreat.<sup>21</sup>

**Connected:** Systems are considered Connected when they are joined by a contiguous series of Adjacent Sectors through Systems and Space Lanes.

Note that Transwarp Conduits create Virtual Adjacencies that can be part of a Connection (since they make Sectors Adjacent).

Also note the difference between Connected and Attached.

**Control:** Control Nodes mark who Controls a System. Control of a System is gained through Colonisation, Invasion or Hegemony. A Starbase is Controlled if the System the Starbase is in is Controlled. Phenomena and Space Lane Sectors are never Controlled.<sup>22</sup>

**Developed:** A Planetary System is Developed when it contains one or more Nodes. A System with no Nodes is considered Undeveloped. Starbases are not Nodes.

Systems with a Borg Spire do not count as “Developed Systems” when determining where to move a Borg Cube [see rule 15.3].

**Exhausted:** Cards or tokens that are face-down are Exhausted. Exhausted cards and tokens can not be used until they are Refreshed (flipped face-up). When a card is Exhausted, it is temporarily out of the game until it is Refreshed in the Recharge Stage at the end of the Game Round. Exhausted cards can not be used in any way; Exhausted Advancements don't increase the Warp distance of your Ships, Exhausted Trade Agreements may not be revoked, discarded, traded, etc. You are also no longer at Peace with someone whose Trade Agreement you hold while it is Exhausted.<sup>23</sup>

**Faction:** A Faction is one of the player controlled civilizations; Andorians, Cardassians, Federation, Ferengi, Klingons Romulans, Vulcans or one of the variant Factions, Dominion, Orions, Terrans or Tholians [see the Appendices]. Each Faction is associated with a Command Console, a deck of Advancements, a set of Fleets, a set of Trade Agreements and a set of coloured playing pieces. The Borg are not a Faction.<sup>24</sup>

**First Contact:** A Faction is considered to have made First Contact once their Home System is Connected to another player's Home System via Space Lanes and Systems. Once a Faction's Home System is Connected to any Borg Cube or World, that Faction is also considered to have made First Contact and may start bidding for turn order.

**First Strike:** Some Advancements or other rules give Ships or Nodes First Strike. In the first Round of a Combat, when your Ships have First Strike, your opponent must Take Casualties before rolling to Hit with their Ships. First Strike is only used in the initial Round of a Combat, unless specifically noted otherwise.

<sup>18</sup> This definition was invented for the Unofficial Complete Rulebook 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.

<sup>19</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>20</sup> This rule was invented for the Unofficial Complete Rulebook. It was not completely clear in the original rules what applied to Space Battles, what applied to Invasions and what applied to both.

<sup>21</sup> This rule was clarified for the Unofficial Complete Rulebook. The original rules used various wordings.

<sup>22</sup> This rule was clarified for the Unofficial Complete Rulebook. The original rules didn't mention what could not be Controlled.

<sup>23</sup> Although officially ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 17, 2019), this rule was changed for the Unofficial Complete Rulebook to allow for more interesting use of certain Advancements.

<sup>24</sup> The Faction term is used in some expansions and was implemented in the Unofficial Complete Rulebook to have a specific term for the player civilizations.



**First Strike** does not grant an extra Attack before **Combat** begins, it forces your opponent to Take Casualties before firing back, in the first **Combat Round**. If both sides have **First Strike**, neither may use it.

*For example, six Romulan Ships with First Strike attack four Federation Ships. The Romulans score two Hits, destroying two Federation Ships. The remaining two Federation Ships score a Hit. In the second Combat Round, the remaining five Romulan Ships and two Federation Ships will roll to Hit and Take Casualties simultaneously, as normal.*

**Fleet Limit:** Your **Fleet Limit** is equal to your Ascendancy. When you Commission Fleets [see rule 12.1], you may not Commission Fleets beyond your **Fleet Limit**. If your **Fleet Limit** is decreased for any reason, you are not obliged to disband Fleets, but you are prevented from creating new Fleets. Some **Special Rules** may increase your **Fleet Limit**.<sup>25</sup>

**Fleet Size:** Maximum **Fleet Size** is indicated on the Fleet cards with boxes for each Ship. You may not add Ships beyond the maximum **Fleet Size**. If the maximum **Fleet Size** of a Fleet is decreased for any reason, you are not obliged to remove Ships from that Fleet, but you are prevented from adding more. Some **Special Rules** may change the maximum **Fleet Size** of different Fleets.<sup>26</sup>

**Game Round:** *Star Trek:Ascendancy* is played in a series of **Game Rounds**. Each **Game Round** consists of three Stages: Initiative, Execution and Recharge.

**Home System:** The System with which a **Faction** begins the game. You may build Ships and Commission Fleets in your own **Home System**, whether or not there is a Starbase there, provided you **Control** it.<sup>27</sup> This is not true of a **Rival's Home System**, if you take **Control** of it.

Each **Faction** usually has one **Home System** (and never more than one)<sup>28</sup>, but which System that is may change through the use of **Special Rules**.<sup>29</sup>

Systems with a Borg Spire do not count as **Home Systems** when determining where to move a Borg Cube [see rule 15.3].<sup>30</sup>

**Hostile:** **Rivals** and their Ships are considered **Hostile** when you don't hold one of their Trade Agreements (or if the Trade Agreement you hold is **Exhausted**). The Borg are always **Hostile** to all **Factions**.<sup>31</sup>

**Issue Command:** During the Command Phase of your player Turn you may **Issue Commands** to perform various actions [see rule 6.2.2]. When a **Command** is **Issued** a **Command** token is **Exhausted**. You may only ever **Issue Commands** during your **Command Phase**, but some **Special Rules** may allow (or force) you to **Exhaust** **Commands** at other times for specific purposes.<sup>32</sup>

**Node:** A **Structure** built on a Planet's surface. This includes **Resource Nodes**, **Control Nodes** and **Borg Assimilation Nodes**. Starbases and Borg Cubes atop Borg Spires are not **Nodes**.<sup>33</sup>

**Occupy:** A **Sector** is **Occupied** by a **Faction** or the Borg if no other **Rival** has Ships in that **Sector**.<sup>34</sup>

**Orbit:** Any Ship present in a Planetary System is in **Orbit**; whether or not the System contains other players' Ships. Ships at Warp are never in **Orbit**.<sup>35</sup>

**Peace/Peaceful:** You are at **Peace** with any **Rival** whose Trade Agreement you hold (unless the Trade Agreement you hold is **Exhausted**) and their Ships are considered **Peaceful**.

**Project:** An Advancement card that is not yet completed. During each player's Building Phase, they may add one Research token to each of their **Projects**. Each **Faction** has a unique deck of Advancement cards containing a variety of technological and civil achievements.

**Refresh:** When you **Refresh** a card or token you flip an **Exhausted** (face-down) game piece face up.

**Reroll:** Some rules allow you to roll a die again. You may not use a rule to **Reroll** the same die multiple times. If you have multiple rules that allow you to **Reroll** dice, you may use

<sup>25</sup> This rule was invented for the Unofficial Complete Rulebook to simplify the game. It also changes the corresponding rule from the Vulcan expansion.

<sup>26</sup> This rule was invented for the Unofficial Complete Rulebook to simplify the game.

<sup>27</sup> This rule was clarified for the Unofficial Complete Rulebook. The official rules could be interpreted to allow you to Commission Fleets in your Home System even if you didn't Control it.

<sup>28</sup> Although ruled differently in an official email (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4, 2020) this rule was changed for the Unofficial Complete Rulebook. 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.

<sup>29</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>30</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>31</sup> This rule was clarified for the Unofficial Complete Rulebook. The original rules didn't account for the Borg.

<sup>32</sup> This rule was invented for the Unofficial Complete Rulebook to clarify when Commands can be used. The official rules were contradictory.

<sup>33</sup> This rule was clarified for the Unofficial Complete Rulebook. The original rules didn't account for the Borg.

<sup>34</sup> This rule was clarified for the Unofficial Complete Rulebook. The original rules didn't account for the Borg. Also, several official emails have stated that "Occupy" and "Orbit" are the same thing (Email answers from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4, 2020). This is changed for the Unofficial Complete Rulebook 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.

<sup>35</sup> Several official emails have stated that "Occupy" and "Orbit" are the same thing (Email answers from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4, 2020). This is changed for the Unofficial Complete Rulebook 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.

different rules to Reroll the same die multiple times, but only once per rule.

**Reserves:** The Resources a Faction holds on its Command Console but have not yet spent.

**Resources:** Production, Research and Culture are Resources. Ships, Fleets, Nodes, Starbases, Command tokens, Warp tokens and Ascendancy tokens are not Resources.

**Rival:** All Factions and the Borg are all each other's Rivals.<sup>36</sup>

**Sector:** Any spot on the map in which a Ship can be placed. A System disc counts as a single Sector; Space Lanes are divided into 2, 3, or 4 separate Sectors.

**Shield Level:** Your Shield Level is tracked on you Command Console. The higher your Shield Level, the bigger the modifier. Special Rules may modify Shield Level up or down, but never below a minimum of 0.<sup>37</sup>

**Site:** Sites are the circular markings on Planetary Systems where Resource Nodes are built. Note that each Site is colour coded to which Node may be built there and that the colours match the Capacity of the System.<sup>38</sup>



**Special Rules:** Special Rules may appear on Command Consoles, Fleet cards, Advancement cards and other cards. They often provide a benefit or limitation that is only useable by the owning Faction and/or under special circumstances. Special Rules generally override other game rules when there is a conflict.

Some cards' Special Rules will instruct you to Exhaust the card itself. To Exhaust a card, flip the card face down. Abilities that require you to Exhaust the card can only be used once per Game Round. Exhausted cards are Refreshed at the end of each Game Round, during the Recharge Stage.

Some Special Rules may require you to Exhaust or Issue a Command to use the Special Rule. Special Rules requiring a Command to be Issued may be used multiple times, but only

during the Command Phase of the user's turn. Special Rules requiring a Command to be Exhausted can be used repeatedly and at any time.

When Special Rules are usable should be obvious from the card. Unless they need Commands or say otherwise, Special Rules are generally always in effect.<sup>39</sup>

**Structure:** Each physical item built in a System is considered a Structure. Resource Nodes, Control Nodes, Borg Assimilation Nodes, Borg Cubes atop Borg Spires and Starbases are all Structures.<sup>40</sup>

**Supply:** The shared Resource Nodes and tokens in the box that have not been built or earned by the players. The Supply is considered to be unlimited.

**Target:** A Target is a Sector with a Borg World, Rival Ship or Fleet, Developed System, Starbase or Home System as indicated by a Borg Movement Command card or a Sector with a player Ship or another Borg Cube after Target Reassignment. [see rule 15.3.6].

**Undeveloped:** A Planetary System with no Nodes is considered Undeveloped. Starbases are not Nodes.

**Virtual Adjacency:** Virtual Adjacencies are created by various game effects (the Transwarp Conduits for example). A Sector that is Virtually Adjacent to another is considered Adjacent to that Sector for all game purposes - any Ship (including Borg Cubes) can move between Virtually Adjacent Sectors at Warp or Impulse, Space Battles can be fought across Virtual Adjacencies, Trade Agreements can be exchanged, etc. Virtual Adjacencies are not Space Lanes and don't count against the maximum number of Space Lanes Attached to a System and don't affect which Systems are Floating or Fixed.<sup>41</sup>

**Warp Range:** The Warp Range of a Ship is the Warp distance it could move if it was Issued a Command to exit Warp, taking blocking Hostile Ships and other movement limitations into consideration. Ships not at Warp are considered to have a Warp Range equal to the number of Warp icons pictured on the owner's Advancements plus one (but are still limited by Hostile Ships etc). Borg Cubes have a Warp Range equal to the Warp distance it could move based on its Command card and blocking Ships.<sup>42</sup>

**Weapon Level:** Your Weapon Level is tracked on your Command Console. The higher your Weapon Level, the easier to score a Hit. Special Rules may modify Weapon Level up or down ("+1 Weapons" means you Hit on a lower die roll). Such modifiers may make it impossible (7+) or certain (1+) that a given roll will Hit - there is no minimum or maximum.<sup>43</sup>

<sup>36</sup> This rule was invented for the Unofficial Complete Rulebook. The word Rival was used in the original rules, but never defined.

<sup>37</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>38</sup> This rule was invented for the Unofficial Complete Rulebook.

<sup>39</sup> This rule has been clarified in conflicting ways in official emails (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019 and Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019) and was both clarified further and changed for the Unofficial Complete Rulebook. Some of the official clarifications made no sense in combination with many Special Rules.

<sup>40</sup> This rule was clarified for the Unofficial Complete Rulebook. The original rules didn't account for the Borg.

<sup>41</sup> This rule was partly invented and partly changed based on the rules for the Transwarp Conduits to provide clearer and more general instructions for these types of connections.

<sup>42</sup> This rule was invented to provide clearer instructions for how to assess range.

<sup>43</sup> This rule was clarified for the Unofficial Complete Rulebook.

## 5. SETTING UP

*“It’s not safe out here. It’s wondrous, with treasures to satiate desires both subtle and gross. But it’s not for the timid.” –Q*

The *Unofficial Complete Rulebook* uses a flexible set up for *Star Trek: Ascendancy*. This set up can be further modified by using the optional rules collected in section 16.

The game is set up according to the following sequence.

### Setup Sequence:

- 1) Select Options [5.1]
- 2) Determine Playing Area [5.2]
- 3) Set Up the Borg [5.3]
- 4) Set Up System Discs & Exploration Cards [5.4]
- 5) Prepare Cards, Tokens and Dice [5.5]
- 6) Select Factions [5.6]
- 7) Player Set Up [5.7]
- 8) Starting Level [5.8]

### 5.1 SELECT OPTIONS

*Star Trek: Ascendancy* can be played with various optional rules.

When playing with the *Unofficial Complete Rulebook* all original Advanced Rules are in play by default and the rules are written with that assumption. Some of the optional rules may change this in order to create a simpler or more challenging game or to adapt the playing time.

Determine which optional rules (if any) will be in play before the game starts.

See rule 16, for a collection of optional rules.

### 5.2 DETERMINE PLAYING AREA

*Star Trek: Ascendancy* uses an organic, growing map that can be played on any shape of table.

#### 5.2.1 Size of Playing Area

Before the game begins, decide the borders of the playing area. A 40” (about 100 cm) circular or a 36” (about 90 cm) square (the size of the official play mat) Playing Area works well for games with up to four or five players.

Note: If you don’t have a 36-40” Playing Area available the size of the Playing Area can be shrunk or adapted, but games with high player counts may be chaotic.

If you have more than 40” available you may want to add a little space behind each Home System to allow for a “safe zone”. Don’t overdo it though - up to about 5” is acceptable.

The Appendices show suggested layouts for the Playing Area.

#### 5.2.2 Limit of Playing Area

During the game no map elements (Systems and Space Lanes) may be placed outside the designated Playing Area.

If this means a Space Lane or System can’t be placed, the moving Ship immediately ends its movement where it is. It may be Issued another Command to move again.<sup>44</sup>

<sup>44</sup>This rule was invented for the *Unofficial Complete Rulebook*.

### 5.3 SET UP THE BORG

The Borg have a high impact on the game. The *Unofficial Complete Rulebook* allows for five different levels of Borg involvement.

#### 5.3.1 No Borg

Playing the game without any chance of the Borg appearing will provide a shorter game.

Remove the Borg Exploration, Command and Tech Cards as well as the three Borg System discs (the *Transwarp Hub* and the two *Transwarp Conduits*) from the game.

#### 5.3.2 Some Borg

Playing the game with some Borg will make the Borg threat lesser and they may not appear at all. Depending on which cards and Systems are drawn the game may be shortened.



Remove the 10 red Borg Exploration cards and the 5 red Borg Command cards as well as the *Transwarp Hub* System disc from the game. Shuffle the two *Transwarp Conduits* in with the main stack of other System discs.

#### 5.3.3 Delta Quadrant Probe

Playing the game with the *Delta Quadrant Probe* will likely provide a Borg threat. Depending on which cards and Systems are drawn 30-60 minutes of game time may be added.

To further customise the Borg threat the *Delta Quadrant Probe* can be played at two different levels:

##### 5.3.3.1 Minor Delta Quadrant Probe

Shuffle the two *Transwarp Conduits* in with the main stack of other System discs, but remove the *Transwarp Hub* from the game. Use all Borg Command and Exploration cards.

##### 5.3.3.2 Major Delta Quadrant Probe

Shuffle the *Transwarp Hub* and the two *Transwarp Conduits* in with the main stack of other System discs. Use all Borg Command and Exploration cards.

#### 5.3.4 Delta Quadrant Connection

Playing the game with the *Delta Quadrant Connection* ensures a dangerous Borg threat. This will likely add about 60 minutes of game time.

Place the *Transwarp Hub* System disc in the centre of the Playing Area. Shuffle the two *Transwarp Conduits* in with the main stack of other System discs. Use all Borg Command and Exploration cards.



### 5.3.4.1 The Transwarp Hub

The *Transwarp Hub* is considered to be a Fixed System [see rule 8.6.3.1] when in play from the start of the game.<sup>45</sup>

### 5.3.5 Borg Console and Cards

Unless playing with no Borg, thoroughly shuffle the decks of Borg Command cards and Borg Tech cards and place them backside up next to the Playing Area.

Place the Borg Command Console and Cube card somewhere on the table where everyone can see them.

### 5.4 SET UP SYSTEM DISCS & EXPLORATION CARDS

The stack of System discs and the Exploration card deck are prepared as outlined below.

#### 5.4.1 System Disc Stack

Put the Home System discs to the side and mix all other System discs (including any Borg Systems in use), backside up, into a System disc stack.<sup>46</sup>

#### 5.4.2 Exploration Deck

Mix all Exploration cards (including any Borg Exploration cards in use), backside up, into an Exploration deck.<sup>47</sup>

### 5.5 PREPARE CARDS, TOKENS AND DICE

Put Turn Order card "10" to the side but use all other Turn Order cards as described later [see rule 6.1.2].<sup>48</sup>

Place the Space Lane die, all of the general game pieces, tokens and other counters in piles that everyone can reach near the Playing Area.

The Faction specific dice are distributed to the players after Factions have been selected.

### 5.6 SELECT FACTIONS

The Factions and their relative starting positions can be selected in any mutually agreed way. If you want you can use the Turn Order cards to randomly determine in what order Factions are selected.

Each Faction has their own Special Rules. These Special Rules, together with the unique Fleets and Advancement decks, make each Faction play differently from each other. Make sure you understand how these abilities interact before selecting your Faction.

Refer to the Appendices for a list of all Factions (including a number of variant Factions) and their abilities.



#### 5.6.1 Placing Home Systems

Place the Home System discs in the Playing Area. Home Systems should generally be placed 12" to 18"<sup>49</sup> away from each other (depending on how many players are in the game) and spaced out as evenly as possible around the perimeter of the Playing Area.<sup>50</sup>

# Players	Maximum Distance Between Home Systems
3-5	18"
6	17"
7	16"
8*	15"
9*	14"
10*	13"
11*	12"

\* 8-11 player games are possible using the variant Factions in the Appendices

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

Depending on the size of the Playing Area, the number of players and if the Borg are in play, Home Systems may end up with varying distances between them. Suggestions for System set ups are collected in the Appendices.

#### 5.6.2 Unused Home Systems

Remove all unused Home System discs, they will not be used in the game.

<sup>45</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018). It stops players from swinging the *Transwarp Hub* away from their own part of the galaxy in a gamey fashion.

<sup>46</sup> This rule modifies the base game System disc set up together with the rule for Starting Level. This rule is also in accordance with the Random Galaxy Advanced Rule, where Phenomena may be found from the start.

<sup>47</sup> This rule was changed for this version of the Unofficial Complete Rulebook to simplify set up. The safety net of a modified deck for early draws of previous versions is instead handled by the Start Level rules.

<sup>48</sup> This rule was invented for the Unofficial Complete Rulebook. Turn Order card "10" may be activated by the Command: Resurgence Borg Command card.

<sup>49</sup> Tip: The base game box is about 18" long.

<sup>50</sup> This rule was invented for the Unofficial Complete Rulebook, but follows the official rules fairly closely.



1. Command Console with sliders, 2. Command tokens, 3. Project Area with Advancement deck, 4. Advancement Area with Starting Advancement, 5. Player Turn Summary card, 6. Fleet cards, 7. Supply of Control Nodes, Ships and Starbases

## 5.7 PLAYER SET UP

Depending on the size and shape of your game table, you may need to layout your player area differently. Make sure your Advancement Area and Project Area are distinct from each other.

### 5.7.1 Command Console

Each player takes a Command Console for the Faction they're playing. Command Consoles track Weapon Level and Shield Level. Your Weapons start at a Hit Roll of 5+, your Shield Modifier starts at 0. The Command Console has spaces for your Resource token Reserves. Each Command Console also contains Special Rules that apply to that Faction.

### 5.7.2 Command Tokens

Each player starts with five Command tokens (plus any from Starting Advancements). Command tokens should be placed face up where all players can see them.

### 5.7.3 Project Area

New Projects are placed face up to the left of the Command Console and separate from active Advancements. When the game starts if a Project is available or not will depend on the Starting Level [see rule 5.8].

### 5.7.4 Advancements

Each Faction begins with one (or more, depending on Starting Level [see rule 5.8]) completed Advancement, marked "Starting Advancement" on the card. Over the course of the game, players will complete additional Advancements.

Place the Starting Advancement below the Command Console and apart from your Project Area.

### 5.7.5 Faction Component Supply

Give each player all the components associated with their Faction; all Ships and Control Nodes, 3 Fleet Markers, 3 Starbase models (Exception: some Factions don't have Starbases), 3 Fleet cards, 3 Trade Agreements, 15 Advancement cards (including the Starting Advancement), and their Faction's Player Turn Reference card.<sup>51</sup>

#### 5.7.5.1 Faction Specific Set Up

Some Factions may have other Faction specific components as listed in the Appendices.

### 5.7.6 Home System

Each player's Home System starts fully Developed with one of each Resource Node and one of their Control Nodes.



The Romulan Home System, set up with Ships & Nodes

### 5.7.7 Starting Ships

Each player starts with three Ships on their Home System.

<sup>51</sup> This rule was clarified for the Unofficial Complete Rulebook and assumes you have a set of Starbase models for each Faction as applicable.

## 5.B STARTING LEVEL

*Star Trek: Ascendancy* is an epic game that can take a long time to finish. For players wanting to have a shorter game, but still allow a smooth development of the game situation, the following Starting Levels are offered:<sup>52</sup>

### 5.B.1 Humble Beginnings

This is the default Starting Level for games using the *Unofficial Complete Rulebook*. The game will run 60-120 minutes per player plus 0 to 60 minutes depending on Borg involvement.

#### 5.B.1.1 Starting Resources and Ascendancy

Each player starts with no Resources and no Ascendancy (except the Vulcans who always start with 3 Ascendancy).<sup>53</sup>

#### 5.B.1.2 Starting Systems

Players start with only their Home System.

#### 5.B.1.3 Starting Advancements and Projects

Players start with only their Starting Advancement.

#### 5.B.1.4 Borg Start

The Borg start according to rule 5.3.

#### 5.B.1.5 Delayed Delta Quadrant Connection

If playing with the *Delta Quadrant Connection* [see rule 5.3.4], place three Borg Delay tokens on the *Transwarp Hub*. As long as there is at least one token left on the Hub don't roll for the Hub to generate a Borg Cube during the Borg Building Phase [see rule 15.1.1].



Remove one Borg Delay token from the *Transwarp Hub* during each Borg turn.<sup>54</sup>

#### 5.B.1.6 First Round Exploration

If playing with any Borg involvement and to ensure that the Borg threat doesn't increase too quickly, if the *Transwarp Hub* or any of the two Borg *Transwarp Conduit System* discs are drawn during exploration in the first *Game Round*, replace them with another disc and mix them back into the stack.<sup>55</sup>

If any of the Borg Crisis, Borg Civilization (but not the three Borg Discoveries) or any of the general Crisis Exploration cards are drawn during exploration in the first *Game Round*, they are discarded without effect and a new Exploration card is drawn (Exception: drawn Exploration cards that aren't acted upon in the first *Game Round* aren't discarded).<sup>56</sup>



### 5.B.2 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.

#### 5.B.2.1 Starting Resources and Ascendancy

Each player starts with 3 Production, 3 Research, 3 Culture and 1 Ascendancy (except the Vulcans who always start with 3 Ascendancy).<sup>57</sup>



#### 5.B.2.2 Starting Systems

Players start with only their Home System.

#### 5.B.2.3 Starting Advancements and Projects

Players start with only their Starting Advancement.

#### 5.B.2.4 Borg Start

The Borg start according to rule 5.3.

#### 5.B.2.5 Delayed Delta Quadrant Connection

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

<sup>52</sup> Although the *Unofficial Complete Rulebook* 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.

<sup>53</sup> This is in accordance with the original Humble Beginnings Advanced Rule.

<sup>54</sup> This rule was invented for the *Unofficial Complete Rulebook*. It creates a three turn delay of Borg entry into the game. This will allow players to consolidate their positions a little before they risk assimilation. If you have less than 18" between the *Transwarp Hub* and the Home Worlds you may want to add more Delay tokens.

<sup>55</sup> This rule was invented for the *Unofficial Complete Rulebook*. It makes sure the Borg will not immediately find short routes to the players' Home Systems. This rule is also in accordance with the Random Galaxy Advanced Rule, where Phenomena may be found from the start.

<sup>56</sup> This rule was invented for the *Unofficial Complete Rulebook* to balance early exploration. It makes sure no unlucky draws at the start of the game completely eliminates a player or puts a Borg Cube on their doorstep before they have any means of defending themselves.

<sup>57</sup> This is the base game rule for starting Resources and Ascendancy.

### 5.8.2.6 First Round Exploration

Both the *Transwarp Hub* and any of the two *Borg Transwarp Conduit System* discs may be drawn during first Game Round exploration (if in play).

Any of the general Crisis, Borg Crisis or Borg Civilization Exploration cards may be drawn during first Game Round exploration (if in play).

### 5.8.3 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.

#### 5.8.3.1 Starting Resources and Ascendancy

Each player starts with 8 Production, 6 Research, 4 Culture and 1 Ascendancy (except the Vulcans who always start with 3 Ascendancy).<sup>58</sup>



#### 5.8.3.2 Starting Systems

Players start with only their Home System.

#### 5.8.3.3 Starting Advancements and Projects

Players start with only their Starting Advancement.

#### 5.8.3.4 Borg Start

The Borg start according to rule 5.3.

#### 5.8.3.5 Delayed Delta Quadrant Connection

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

#### 5.8.3.6 First Round Exploration

Both the *Transwarp Hub* and any of the two *Borg Transwarp Conduit System* discs may be drawn during first Game Round exploration (if in play).

Any of the general Crisis, Borg Crisis or Borg Civilization Exploration cards may be drawn during first Game Round exploration (if in play).

### 5.8.4 Medium Game

The medium game simulates a game that starts a few Game Rounds in. A medium game will run 45-90 minutes per player plus 0 to 60 minutes depending on Borg involvement.<sup>59</sup>

#### 5.8.4.1 Starting Resources and Ascendancy

Each player starts with 3 Production, 3 Research, 3 Culture and 1 Ascendancy (except the Vulcans who always start with 3 Ascendancy).



#### 5.8.4.2 Starting Systems

Give each player three random System discs (but never the *Transwarp Hub* or any of the *Transwarp Conduits*) that they Attach to their Home System, rolling for each Space Lane.

Systems may be placed downside up until all players have committed their placements.

Each Planetary System is fully Developed with Nodes that can be built by that Faction (the Ferengi can't build Culture Nodes for example - see the Faction specific rules in the Appendices) and gets a Control Node. Each Phenomenon comes with a Research token. Place one Ship in each System.

#### 5.8.4.3 Starting Advancements and Projects

Each player may select one additional Advancement that is placed in the Advancement Area available for use.

#### 5.8.4.4 Borg Start

The Borg start according to rule 5.3.

#### 5.8.4.5 Delayed Delta Quadrant Connection

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

#### 5.8.4.6 First Round Exploration

Both the *Transwarp Hub* and any of the two *Borg Transwarp Conduit System* discs may be drawn during first Game Round exploration (if in play).

Any of the general Crisis, Borg Crisis or Borg Civilization Exploration cards may be drawn during first Game Round exploration (if in play).

### 5.8.5 Quick Game

The quick game simulates a game that starts several Game Rounds in. A quick game will run 35-60 minutes per player plus 0 to 60 minutes depending on Borg involvement.<sup>60</sup>

#### 5.8.5.1 Starting Resources and Ascendancy

Each player starts with 8 Production, 6 Research, 4 Culture and 1 Ascendancy (except the Vulcans who always start with 3 Ascendancy).



<sup>58</sup> This is the base game rule for Extra Starting Resources.

<sup>59</sup> The Medium Game rule was invented for the Unofficial Complete Rulebook.

<sup>60</sup> The Quick Game rule was invented for the Unofficial Complete Rulebook.

### 5.8.5.2 Starting Systems

Give each player three random System discs (but never the *Transwarp Hub* or any of the *Transwarp Conduits*) that they Attach to their Home System, rolling for each Space Lane.

Then give each player two additional random System discs (but never the *Transwarp Hub* or any of the *Transwarp Conduits*) that they Attach to their Home System or to any of the other Systems already placed (but not to each other), rolling for each Space Lane.

Systems may be placed downside up until all players have committed their placements.

Each Planetary System is fully Developed with Nodes that can be built by that Faction (the Ferengi can't build Culture Nodes for example - see the Faction specific rules in the Appendices) and gets a Control Node. Each Phenomenon comes with a Research token. Place one Ship in each System.

### 5.8.5.3 Starting Advancements and Projects

Each player may select one additional Advancement that is placed in the Advancement Area available for use and one Advancement that is placed in the Project area.

### 5.8.5.4 Borg Start

The Borg start according to rule 5.3.

In addition, if the *Transwarp Hub* is in play, place a Borg Cube in it and Attach a random System to it using the Space Lane die.

### 5.8.5.5 Delayed Delta Quadrant Connection

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

### 5.8.5.6 First Round Exploration

Both the *Transwarp Hub* and any of the two Borg *Transwarp Conduit* System discs may be drawn during first Game Round exploration (if in play).

Any of the general Crisis, Borg Crisis or Borg Civilization Exploration cards may be drawn during first Game Round exploration (if in play).

Starting Level Summary									
Starting Level	Playing Time Per Player (sans Borg)	Starting Resources	Starting Recandancy	Starting Systems	Starting Advancements	Starting Projects	Delayed Delta Quadrant Connection	Borg Start	First Round Exploration
Humble Beginnings	60-120 mins	0	0	Home	Start	0	3	Standard	Safe
Base Starting Resources	45-100 mins	3P/3R/3C	1	Home	Start	0	0	Standard	Standard
Extra Starting Resources	45-90 mins	8P/8R/4C	1	Home	Start	0	0	Standard	Standard
Medium Game	45-90 mins	3P/3R/3C	1	Home*3	Start*1	0	0	Standard	Standard
Quick Game	35-60 mins	8P/8R/4C	1	Home*3+2	Start*1	1	0	1 System*1 Cube	Standard

The Starting Level Summary gives an overview of how the game is set up at different levels.



## 6. GAME ROUND SEQUENCE

Each **Game Round** of *Star Trek: Ascendancy* is split into three Stages, the Initiative Stage, Execution Stage and the Recharge Stage.

### Game Round:

- I) Initiative Stage [6.1]
  - 1) Spend Resources
  - 2) Choose Turn Order
  - 3) Distribute random Turn Order
- II) Execution Stage [6.2]

In Turn Order, each player (and the Borg) carries out:

  - 1) Building Phase
  - 2) Command Phase
- III) Recharge Stage [6.3]
  - 1) Victory Check
  - 2) Generate Resources
  - 3) Maintenance

In the Initiative Stage Turn Order is determined. During the Execution Stage both players and the Borg get to build, move, explore and attack. At the end of each **Game Round** is a Recharge Stage where **Resources** are generated and maintenance is carried out. The game ends when either the players are defeated by the Borg or a player fulfils the victory conditions.

### 6.1 INITIATIVE STAGE

Players spend **Resources** to influence galactic politics and seize the initiative each **Game Round**. The player who spends the most **Resources** gets their pick of the Turn Order cards for the upcoming **Game Round**. Players may only spend **Resources** if they have made **First Contact**.

#### 6.1.1 Spending Resources for Turn Order

Every player who has made **First Contact** has to decide how many **Resources** they are going to commit to seizing the initiative in galactic politics. Players will then choose their Turn Order cards in the order of how many **Resources** they've devoted.

##### 6.1.1.1 Types of Resources

Any type of **Resource**; Production, Research or Culture may be spent to influence galactic politics. The player who spends the most gets their pick of Turn Order card first.



#### 6.1.1.2 Spending Sequence

Players openly commit **Resources** in the order of the Turn Order cards they hold from the previous **Game Round**. Place committed **Resources** on the Turn Order card used the previous **Game Round**. When it's your turn, you may always choose to commit nothing. If you decide to commit **Resources**, you may not spend the same total number of **Resources** as any other player who has already gone.

#### 6.1.2 Prepare the Turn Order Cards

After players have committed **Resources**, shuffle Turn Order cards "1" through "9" together and randomly put a number of undisclosed cards to the side so that there is one more card than the number of participating players available for use this **Game Round** (if at least one player has been Assimilated [see rule 15.4.3] the extra Turn Order card is not needed).<sup>61</sup>

#### 6.1.3 Choosing Turn Order Cards

The player who spent the most gets to choose their Turn Order card first. Players may choose whichever card they'd like, i.e. the player who chooses first doesn't have to choose the Turn Order "1" card. The remaining players who spent **Resources** choose their Turn Order cards in descending order of how many **Resources** they spent. All **Resources** committed are discarded and returned to the **Supply**.

##### 6.1.3.1 Revealing Turn Order

Players don't reveal their choice of Turn Order to their **Rivals** until it's their turn during the Execution Stage (or if they are required to draw a Turn Order Card for the Borg [see rule 6.1.5] or if they are called on to activate Borg Cubes during the Borg turn [see rule 15.2.1.1]).

#### 6.1.4 Random Turn Order

Players who spent no **Resources**, including players who have not made **First Contact** and the Borg have no ability to influence other **Factions** and are therefore assigned their Turn Order card randomly from the cards remaining.

For the first turn or two, when no one has made **First Contact**, no one is eligible to influence galactic politics so all Turn Order cards will be passed out randomly.

*Example: John, Pete and Sally have all made First Contact and are eligible to participate. Pete went first the previous Game Round so he decides first and commits two Production. John went second the previous Game Round, so he goes second and commits one Research token. Sally went third the previous Game Round so she decides last and commits three Resources total (two Production and one Research). Since Sally spent the most, she gets first pick of the Turn Order cards, Pete chooses second and John chooses third. The Borg get the Turn Order card that's left over.*

#### 6.1.5 Borg Turn Order

The Borg (or each Assimilated player) receive a Turn Order card, just like the player **Factions**.

The Borg (and any Assimilated players) never bid on Turn Order and always receive a random Turn Order card, after any players who have made **First Contact** have bid and selected their cards.

<sup>61</sup> This is a variant of the Mystery Turn Order Advanced Rule from the base game invented for the Unofficial Complete Rulebook. It takes the Borg into account and allows for games with up to eight players.

Unless there is one or more Assimilated players, the player with the lowest Turn Order card draws the card for the Borg (and looks at it). The player may elect to keep the Borg Turn Order secret until the Borg Turn.<sup>62</sup>

Give the Borg (or each Assimilated player) a Turn Order card even if there are no Borg currently in play. If there are Assimilated players, they each get a random Turn Order card. In this case no separate card is given to the Borg - the Borg will take one Borg turn per Assimilated player.<sup>63</sup>

### 6.1.6 Effects Played During the Initiative Stage

Effects played during the Initiative Stage (the Andorian Aenar Dampening Field Advancement for example) are resolved in the Turn Order currently held.<sup>64</sup>



### 6.2 EXECUTION STAGE

During the Execution Stage, players (and the Borg) take their turns in the order decided by the Initiative Stage.

Each player's turn consists of a Building Phase followed by a Command Phase. On their turn, players may also spend Culture to Ascend.

When it is the Borg's turn, they follow the same sequence of Phases as a player: a Building Phase, followed by a Command Phase, but the Borg actions follow separate rules [see rule 15.]. If there are Assimilated players or if the *Command: Resurgence* Command card is drawn [see the list of Borg Command cards in the Appendices], the Borg may take several turns in a Game Round.

#### 6.2.1 Building Phase

At the start of each player's turn is a Building Phase in which they spend Resources to develop their Faction, Research Advancements and upgrade their Weapons and Shields. These may be done in any order [see rule 7.].

When the Building Phase is finished, flip the Player Turn card to the Command Phase side.



### 6.2.2 Command Phase

During the Command Phase, there are a number of things a player can Issue a Command to do in any order:

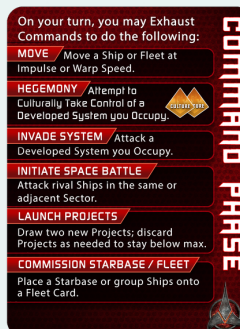
- ▲ Move Ships and Fleets [see rule 8.]
- ▲ Brave a Hazard [see rule 8.10]
- ▲ Initiate a Space Battle [see rule 9.]
- ▲ Invade a Planet [see rule 10.]
- ▲ Attempt Cultural Hegemony [see rule 11.]
- ▲ Commission Fleets and Starbases [see rule 12.]
- ▲ Launch New Advancement Projects [see rule 14.]
- ▲ Activate Special Rules requiring Commands [see rule 4.]



When a Command is Issued, Exhaust a Command token to show it has been used. All types of Command Phase actions may be taken multiple times per turn, as long as there are Commands remaining.

When no more Commands are to be Issued, the player turn is over. Flip the Player Turn card to the Building Phase side.

The player (or the Borg) with the next Turn Order card now takes their turn.



### 6.3 RECHARGE STAGE

At the end of each Game Round, there is a Recharge Stage in which players' Resource Nodes generate Resources and some game maintenance takes place.

Each Recharge Stage consists of the following Phases, executed in the order given:

- ▲ Victory Check [see rule 6.3.1]
- ▲ Generate Resources [see rule 6.3.2]
- ▲ Maintenance [see rule 6.3.3]

After the Recharge Stage, another Game Round begins unless the game ended.

#### 6.3.1 Victory Check

At the very beginning of the Recharge Stage, check if anyone has achieved their victory conditions.

<sup>62</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

<sup>63</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>64</sup> This rule was invented for the Unofficial Complete Rulebook to cover a gap.

For details on winning the game, see rule 2.3.

### 6.3.1.1 Extermination

If a player has no Ships and Controls no Systems, their Faction has been exterminated and that player is eliminated from the game.

All Trade Agreements originally belonging to an exterminated player are discarded. Advancements the exterminated player has taken from other Factions are returned to their respective decks, while Advancements taken from the exterminated player by other Factions are kept.<sup>65</sup>

The player may later reenter the game as an Assimilated player [see rule 15.4.3].<sup>66</sup>

### 6.3.2 Generate Resources

Resources are generated by Resource Nodes, Trade Agreements, some Advancements and some Allies. Some Special Rules may affect Resource generation.

#### 6.3.2.1 Resource Nodes

Each player takes a Resource for each Resource Node they Control. Each Node generates one Resource token of its type; Production Nodes generate Production, Research Nodes generate Research and Culture Nodes generate Culture. Some Advancements may also generate Resources.

#### 6.3.2.2 Trade Profits

During the Recharge Stage, players take the Resources pictured on the Trade Agreements they have received.<sup>67</sup>

Remember, your Trade Agreements don't do you any good; only Trade Agreements from other players generate Resources.

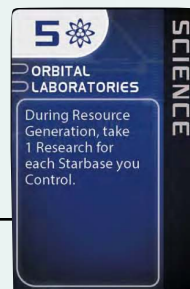
For example, the Klingon player currently holds a Federation 1 Production Agreement and a Romulan 2 Production Agreement. They still hold their own 3 Production Agreement. During Resource Generation, the Klingon player doesn't get anything from their own Trade Agreement (you can't trade with yourself) and gets a total of 3 Production from the Rival Trade Agreements.



#### 6.3.2.3 Resources from Advancements

Some Advancements generate Resources. These cards will not picture the Resources being generated, since they often vary from Game Round to Game Round.

For example, with Orbital Laboratories, the Federation player gets a Research token for each Starbase they Control. When they Commission or take Control of a new Starbase, they'll receive more Research during Resource Generation.



### 6.3.3 Maintenance

After all players have finished generating Resources, there are a few things to do before starting the next Game Round.

#### 6.3.3.1 Refresh Cards & Tokens

As part of Maintenance, Refresh all cards and Command tokens, so they're ready to be used again the following Game Round. Each player should have five Commands, plus one per Starbase, plus any additional Commands from Advancements.

#### 6.3.3.2 Refresh Trade Agreements

Normally, Trade Agreements are face-up when you receive them and stay that way. However, they may sometimes become Exhausted. During Maintenance, Refresh any Exhausted Trade Agreements.

#### 6.3.3.3 Add Warp Tokens to Ships at Warp

During Maintenance, add an additional Warp token to any Ship or Fleet currently traveling at Warp.<sup>68</sup>

#### 6.3.3.4 Resupply Phenomena

During Maintenance, add a Research token to any Phenomena that don't already have one. If a Phenomenon already has a Research token on it, don't add an additional token. The first player to successfully Brave the Hazard [see rules 8.4.1 and 8.10] each Game Round claims the Research from the Phenomenon.

<sup>65</sup> This was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019).

<sup>66</sup> This was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 17. 2019). Design note: While it may be tempting to allow an Exterminated player to immediately become a Borg player, this is not the intention here, since that would disincentivise players from trying for a Supremacy victory.

<sup>67</sup> Tip: Trade Agreements are a powerful source of Resources. The first players to exchange Trade Agreements will find themselves in an advantageous position.

<sup>68</sup> Tip: While you can spend Command tokens during your turn to add Warp tokens to Ships, if you are patient, you'll get them for free.

## 7. BUILDING

During the Building Phase a player may spend Resources and other assets from their Reserves to take various actions as outlined below. Building may be done in any order.

Some Special Rules will allow players to do something extra during their Building Phase. These may be used at any time while you're building.

The Borg follow separate rules during their Building Phase [see rule 15.1].

### 7.1 BUILD SHIPS

Ships cost one Production each. You may build Ships at any Starbase you Control and your Home System (assuming you still Control it).

Some Factions may have Special Rules that allow them to build Ships in other locations and at different prices - see the Faction rules in the Appendices.

Object	Build Cost
Ship	1 Production

#### 7.1.1 Bonus Fleet Build

If you're building three or more Ships in the same System, you may immediately group them into a Fleet, without spending a Command (provided you are building them where you have the capacity to Commission Fleets).<sup>69</sup>

For full details on Fleets, see rule 12.1.

### 7.2 COLONISE SYSTEMS

You may Colonise an Undeveloped Planetary System you Occupy by building a Control Node. A System is Undeveloped when it doesn't contain any Nodes.

Establishing a new Colony is a resource intensive process; Starships are often used as the functional core of a new Colony. Colonising a new System costs one Culture, plus a Ship in Orbit of the System being Colonised. To show that you've established a Colony in the System, place one of your Control Nodes on the Planet.

Some Factions may have Special Rules that allow them to establish Colonies in other ways - see the Faction rules in the Appendices.

Object	Build Cost
Colony	1 Ship, 1 Culture

#### 7.2.1 Taking Control of Warp Capable Civilizations

Warp-Capable Civilizations have discovered sufficient technology and built up their planet's infrastructure such that

Colonisation is no longer an option. Taking Control of a System that's inhabited by a Warp-Capable Civilization is more difficult than simply Colonising a System with a Pre-Warp Culture. Whenever there are Developed Nodes on a planet, Invasion or Hegemony are your only options for taking Control [see rules 10. and 11.].

### 7.3 BUILD RESOURCE NODES

Some planets are rich in natural resources, others contain sites rich in scientific research potential while others have the potential to support great cities and cultural touchstones.

You may only build Resource Nodes in Systems you Control. To build a Resource Node, spend the cost listed for that type of Node.

Place newly built Nodes on the corresponding Sites on the System discs (Exception: Tholians may in some cases place Resource Nodes outside of Sites).<sup>70</sup>

Special Rules may affect how you can build Nodes - see the Faction rules in the Appendices.

Object	Build Cost
Production Node	2 Production
Research Node	1 Production, 2 Research
Culture Node	1 Production, 2 Culture

#### 7.3.1 System Capacity

Each System has a Capacity marked with coloured tabs around the edge of the planet that shows how many of each type of Node may be built (Exception: The Ferengi may never build Culture Nodes). Sites show where each type of Node is placed.

This System has the Capacity to have one Culture Node and two Production Nodes.



#### 7.3.2 Open Capacity

Sometimes a System will have "Open" Capacity, which means that it's a versatile enough System that you can choose what type of Node to build there.

##### 7.3.2.1 Replacing Resource Nodes

Once built, you may not simply destroy your Nodes.

You may, however, replace any Resource Node with another by paying the full cost of the new Node, provided the new

<sup>69</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

<sup>70</sup> This rule was clarified for the Unofficial Complete Rulebook.

Node matches the System's Capacity and/or your ability to build it.<sup>71</sup>

### 7.4 COMMIT RESEARCH

In your Building Phase, you may also Commit Resources to your Projects. The amount of Resources required to finish a Project is listed in the upper left of each card.<sup>72</sup>

You may add a maximum of one Resource token to each Project during each of your Building Phases.

Once you commit Resource tokens to a Project, you can't move them around or take them back.

In the first Game Round, players may not have any Projects yet. In your Command Phase, you may Issue Commands to Launch new Projects. For full details on Launching new Projects, see rule 14.1.

Claiming Research from Phenomena can speed a Project's completion. For full details on claiming Research from a Phenomenon see rules 8.9.1 and 8.10.

If you finish a Project it immediately becomes a useable Advancement [see rule 14.2].

*This Project takes four Research to complete*



### 7.5 UPGRADING WEAPONS & SHIELDS

In addition to committing Resource tokens to Projects, you may also spend Research to improve your Weapons and Shields. The cost to upgrade your Weapons and Shields is listed on your Command Console, directly across from your current Weapon Level and Shield Level. Unlike Projects, upgrading your Weapons and Shields is a single, one-time cost, not something you commit Research to over time.

Weapon Level	Upgrade Cost	Shield Level	Upgrade Cost
5*	4	0	6
4*	6	1	8
3*	8	2	10
2*	10	3	12
1*	-	4	-

### 7.6 END OF BUILDING PHASE

After you complete your Building Phase, your Command Phase begins. Once you start your Command Phase, you may not spend Resources to Build unless a specific Special Rule allows you to do so. Ascending is the only exception: you may spend Culture tokens to gain Ascendancy tokens at any time during your turn.

<sup>71</sup> This rule was changed for the Unofficial Complete Rulebook to allow players to replace Nodes built by the Ferengi or other Factions capable of building Nodes that don't match the Capacity of a System.

<sup>72</sup> This rule was changed for the Unofficial Complete Rulebook to be compatible with variant Factions that use different types of Resources for their Projects.

## 8. MOVEMENT

Movement is carried out on the map. When moving through the map, each System disc counts as one Sector; Space Lanes contain between two and four Sectors.



Ships can move at Impulse or Warp Speed. Each Movement Command moves one Ship or Fleet. You may Issue more than one Command to move the same Ship on a single turn.

For example, you could use one Command to have a Ship Exit Warp, and then use a second Command to have that Ship move at Impulse Speed.

As you move your Ships into unexplored space, you'll place new Space Lanes and System discs, building the galactic map as you play.

Discovering, placing and entering a new System always ends a Ship's or Fleet's move, even if it has movement remaining.

Movement of Borg Cubes follows separate rules as described in rule 15.3.

### 8.1 IMPULSE MOVEMENT

All Ships have a base Impulse Speed of 2. To move a Ship or Fleet at Impulse, Issue a Command and move one Ship or Fleet up to 2 Sectors.

You may place new Space Lanes and Systems at Impulse [see rule 8.6].



### 8.2 WARP MOVEMENT

With Warp movement it is possible to cover large distances in a single move.

#### 8.2.1 Entering Warp

To Enter Warp, Issue a Command and move a Ship or Fleet just off the System or Space Lane they are in and place a Warp token

next to the Ship, pointing to the Sector from which they Entered Warp.

Ships and Fleets will accumulate additional Warp tokens at the end of each Game Round or by spending additional Commands.

Ships at Warp don't count as being "in" the Sector from which they left. For all intents and purposes, Ships at Warp are not on the map until they Exit Warp.



#### 8.2.2 Exiting Warp

To have a Ship or Fleet at Warp Exit Warp, Issue a Command.

When a Ship or Fleet Exits Warp, it may move through a number of Systems equal to the number of Warp tokens it has accumulated, plus the number of Warp tokens pictured on your completed Advancements.



If the Ship or Fleet Entered Warp from a System, don't count the System in which it started.

You may choose to move through fewer Systems or Exit Warp early in a Space Lane. When you come out of Warp in a Space Lane, you may stop in any Sector of the Space Lane. After Exiting Warp, discard the Ship's or Fleet's accumulated Warp tokens.

You may choose to discover and enter a new System as part of your Warp movement [see rule 8.6].

#### 8.2.3 Traveling at Warp

You may also Issue a Command to give another Warp token to a Ship or Fleet that has already Entered Warp. Ships at Warp also receive additional Warp tokens during the Recharge Stage [see rule 6.3.3.3].

### 8.3 ENTERING RIVAL TERRITORY

As Ships or Fleets (including Borg Cubes) move through space at Impulse or Warp, they may not enter or pass through a Sector they don't Control that contains Hostile Rival Ships.

Borg Cubes block movement, just as player Ships do.

You may always move into and through Systems you Control, regardless of any Rival presence.

You may move freely through Sectors with Ships belonging to Peaceful Rivals, unless they also contain Hostile Ships [see rule 13.2].<sup>73</sup>

When rule 15.5.2 becomes active, Borg Cubes only stop for Rival Fleets.

### 8.4 HAZARDOUS SYSTEMS

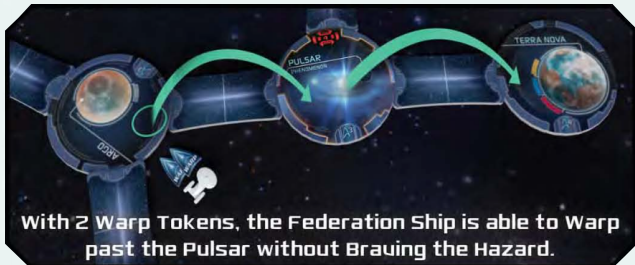
Some Systems are marked with a Red Alert Warning.

When your Ships end their movement in a Hazardous System, all your Ships in the System must Brave the Hazard and see if they survive.<sup>74</sup>



All your Ships in a Hazardous System have to Brave the Hazard when your Ships end their movement there.

Space is big. If you don't stop in a Hazardous Sector, you don't have to make a Hazard roll; you were able to navigate around the dangerous System. If you Build Ships in a Hazardous Sector, you don't need to make a Hazard roll when you deploy them or when they leave.



With 2 Warp Tokens, the Federation Ship is able to Warp past the Pulsar without Braving the Hazard.



#### 8.4.1 Braving a Hazard

Shields protect against Hazards. To Brave a Hazard, add the Ships' Shield Modifier to the System's Hazard Level. The player to your right then rolls a die for each Ship that is Braving the Hazardous

Sector. For each die roll that is equal to or higher than the Shield Modified Hazard Level, one Ship is destroyed.

If your Ships start your turn on a Phenomenon, you can also Brave the Hazard without actually Moving by Issuing a Command [see 8.10].



For example, a Federation Ship ends its Movement in the Stellar Nursery, which is a Level 4 Hazard. The Federation has upgraded their Shields once, so has a Shield Modifier of 1. The Klingon Player to their right rolls a die. A roll of a 5 or a 6 will destroy the Federation Ship.

#### 8.4.2 Several Hazard Levels

Sometimes a System may have different Hazard Levels from different sources (such as the Cardassian Gravitic Mine Fields Advancement for example). In these cases only the highest Hazard Level is used.<sup>75</sup>

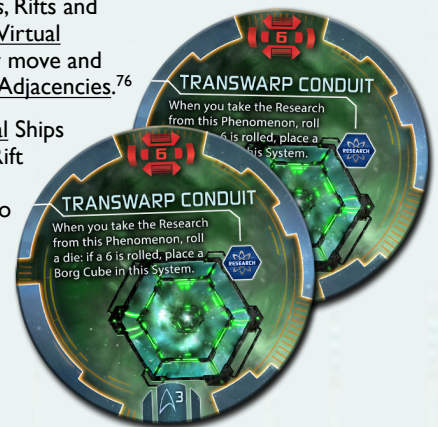
#### 8.4.3 The Borg and Hazards

Borg Cubes are not affected by Hazardous Systems; do not roll to see if they take damage.

### 8.5 VIRTUAL ADJACENCIES

The Transwarp Conduits, Rifts and Wormholes all create Virtual Adjacencies. Ships may move and attack through Virtual Adjacencies.<sup>76</sup>

Note that Hostile Rival Ships in the Hub, a Conduit, Rift or Wormhole will prevent movement into that System just like any other System (see rule 8.3).<sup>77</sup>



<sup>73</sup> This is in accordance with the Advanced Unrestricted Trade Routes rule.

<sup>74</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

<sup>75</sup> This rule was clarified for the Unofficial Complete Rulebook to cover a gap.

<sup>76</sup> In an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018) it was officially clarified that attacks are not allowed between the Hub and the Conduits. For the Unofficial Complete Rulebook 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.

<sup>77</sup> In an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018) it was officially clarified that moves are allowed between the Hub and the Conduits even if they contain Hostile Rival Ships. In a follow up email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019) it was also officially ruled that this only applies to the Borg. For the Unofficial Complete Rulebook 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.

## B.6 BUILDING THE GALAXY

As you move through the Galaxy, you'll chart new Space Lanes and Systems and build a galactic map unique to your game. Every new map presents new challenges and opportunities.

### B.6.1 Placing New Space Lanes

As you're moving, you may choose to place and then travel in new Space Lanes, if the System you're leaving has unused capacity to Attach Space Lanes. You may place a new Space Lane on the map when moving at Impulse Speed or Exiting Warp.

#### B.6.1.1 Maximum Number of Space Lanes

Each System disc has a maximum number of Space Lanes that can Attach to it, listed on the bottom of the System disc. Once this many Space Lanes are Attached, you may not Attach any new Space Lanes to that System.<sup>78</sup>

#### B.6.1.2 Space Lane Length

Roll the Space Lane die to determine the length of the new Space Lane.



#### B.6.1.3 Placing a Space Lane

Attach the new Space Lane to the System you're leaving and move the Ship into the new Space Lane. The new Space Lane may be placed anywhere on the outside edge of the System, as long as there is room for it.

If the new Space Lane isn't long enough to make the Connection you want and the Ship is moving at Warp, you can either stop in the new Space Lane or continue on to discover a new System at the end of the new Space Lane [see rules 8.7 and 8.9]. If the Ship is attempting to make a Connection at Impulse and isn't able to, it can reverse course and use its second Sector of movement to go back to the System where it started, abandoning the Lane.

#### B.6.1.4 Crossing Space Lanes

Space Lanes can not cross each other.

#### B.6.1.5 Testing Connections

You may use any unused Space Lane tile to test if a specific Space Lane placement is possible at any time, even before committing to moving.

#### B.6.1.6 Abandoned Space Lanes

If a Space Lane contains no Ships or Fleets and is only Attached to one System, remove the Space Lane. For example, this can happen when a Ship enters a Space Lane but leaves before a System is placed at the other end or if a Ship in a Space Lane that is only Attached in one end is destroyed.

Ships or Fleets at Warp do not count as being on the map; if all the Ships or Fleets in an open-ended Space Lane are at Warp, remove the Space Lane and point the Ship's or Fleet's Warp token at the previously Attached System.

### B.6.2 Placing New System Discs

When moving at Impulse or Exiting Warp, you may move beyond the Unattached end of a Space Lane and place a new System disc.

To place a new System on the table, draw a new System disc and place it face up on the table, Attached to the Space Lane that contains your Ship. Move your Ship or Fleet into the new System.

#### B.6.2.1 Overlapping Systems

Newly placed Systems may not touch or overlap existing Space Lanes or System discs.

#### B.6.2.2 Placing New System Discs at Warp

When a Ship or Fleet Exits Warp, it can travel through a number of Systems. As part of this movement, the Ship or Fleet can place new Space Lanes and/or a System.



#### B.6.2.3 Moving Into a Newly Placed System

Moving into a newly placed System always ends a Ship's or Fleet's movement.

If the new System is Hazardous, you'll have to Brave the Hazard immediately. For details on Hazardous Systems see rule 8.4.

### B.6.3 Fixed vs Floating Systems

As you head into unexplored space, uncertainty abounds. The best course to reach one particular star system isn't determined immediately upon discovering it. In *Star Trek: Ascendancy*, System discs are usually not fixed in place on the map when they are first placed.

#### B.6.3.1 Fixed Systems

Home Systems are always considered Fixed in place. The Transwarp Hub is considered Fixed if it started play on the map.<sup>79</sup>

Other System discs are Fixed when they are Attached to two or more Space Lanes that are in turn Attached to other Systems.

<sup>78</sup> Tip: This rule may be fairly hard to keep track of during intense play. To remind players how many Attachments can still be made you may consider using Warp tokens placed next to the maximum Attachments number. Remove the tokens as Attachments are added.

<sup>79</sup> This rule was invented for the Unofficial Complete Rulebook.



Note that Systems that are Adjacent via Virtual Adjacencies aren't considered Attached and don't affect the Fixed (or Floating) status of a System through that Virtual Adjacency.<sup>80</sup>

Fixed System discs cannot be swung [see rule 8.6.4].

### 8.6.3.2 Floating Systems

When a System disc is only Connected through one Space Lane (but note that it can be Attached to any number of other Space Lanes that are Unattached to Systems at their opposite end) and that Space Lane is Attached to a Fixed System, it is Floating.

Floating System discs can be swung [see rule 8.6.4].

### 8.6.3.3 Special Case

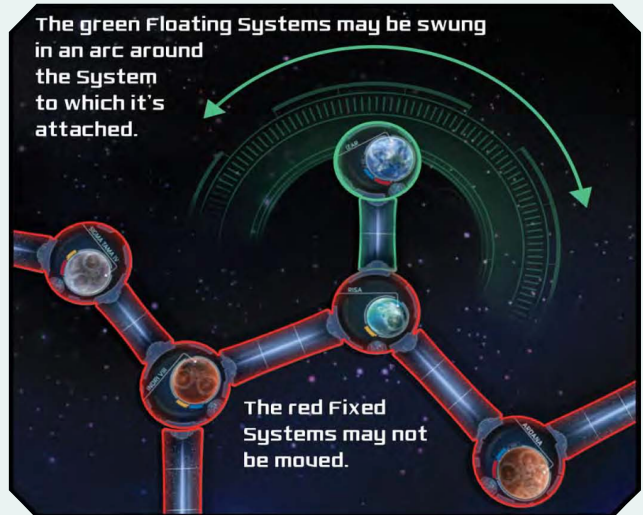
It can happen through some Exploration cards that two Systems Attached to the same Space Lane become Unconnected to all other Systems. In this special case both Systems are considered neither Fixed nor Floating and cannot be swung until one of them becomes Fixed.<sup>81</sup>

## 8.6.4 Swinging Floating Systems

On your turn, you may swing any and all Floating Systems and Space Lanes as long as they remain Attached to the Systems to which they are Attached. You may want to swing a Floating System or Space Lane to make room for a new System or to make a Connection between Systems.

When swinging a Floating System or Space Lane, you may not pick it up off the board, it can only swing around the single System to which it's Attached. As soon as a System is Attached to at least two Space Lanes that are in turn Attached to other Systems, it is Fixed in place and can no longer be swung [see rule 8.6.3.1].

You are not allowed to swing Systems or Space Lanes past the Playing Area border.<sup>82</sup>

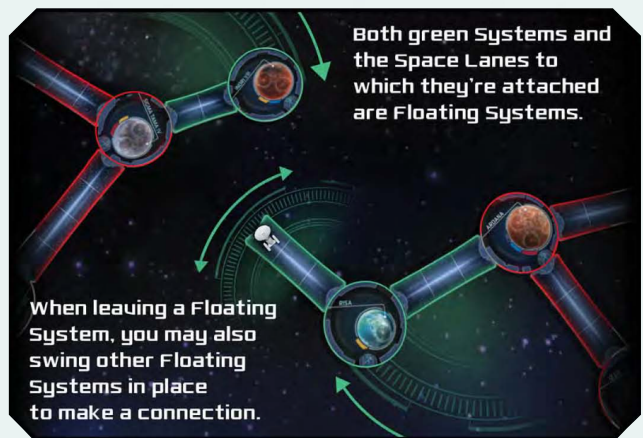


### 8.6.4.1 Rival Ships and Nodes

The presence of Rival Ships or Nodes in a Floating System or Space Lane does not prevent another player from swinging it or Attaching a Space Lane to it.<sup>83</sup>

### 8.6.4.2 Swinging Space Lanes

A Space Lane that isn't Attached to a System at both ends can be swung around too.<sup>84</sup>



## 8.6.5 Making Connections

When leaving a System to place new Space Lanes and Systems there are generally three things you can accomplish; Attaching to

<sup>80</sup> This rule was changed for the Unofficial Complete Rulebook partly to avoid the problem of the Transwarp Conduits being immediately Fixed when placed. An official answer in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019) treats this differently.

<sup>81</sup> This rule was invented for the Unofficial Complete Rulebook to avoid a gamey situation where Systems could travel by themselves.

<sup>82</sup> This rule was invented for the Unofficial Complete Rulebook.

<sup>83</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24102930#24102930>).

<sup>84</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24102930#24102930>).

an existing System, discovering a new System or just placing a Space Lane that is only Attached at one end.<sup>85</sup>

You may Connect Fixed Systems to Floating Systems, or vice versa. In general, when creating a new Connection between two Systems, you'll need one of them to be Floating. It's rare that two Fixed Systems will be exactly the right distance apart to fit the size Space Lane you've rolled, but if the Space Lane fits, that's allowed too.<sup>86</sup>

If you manage to Attach to existing Systems you may continue your movement.

### **8.8.6 No Room for Space Lanes or Systems**

If, while you are building the map, a Space Lane or System can't be placed because there is no room to place it, the moving Ship immediately ends its movement where it is (in a System or the last Sector of a Space Lane, as the case may be). It may be Issued another Command to move again.<sup>87</sup>

### **8.8.7 No More System Discs in Stack**

If the System disc stack runs out and no more Systems are available to be drawn, no more Systems can be placed and the map will not expand any further.<sup>88</sup>

## **8.7 DISCOVERING PLANETARY SYSTEMS**

Most Systems are Planetary Systems, containing potentially habitable worlds.

Planetary Systems feature the most prominent planet along with what type of Resource Nodes can be built in the System.

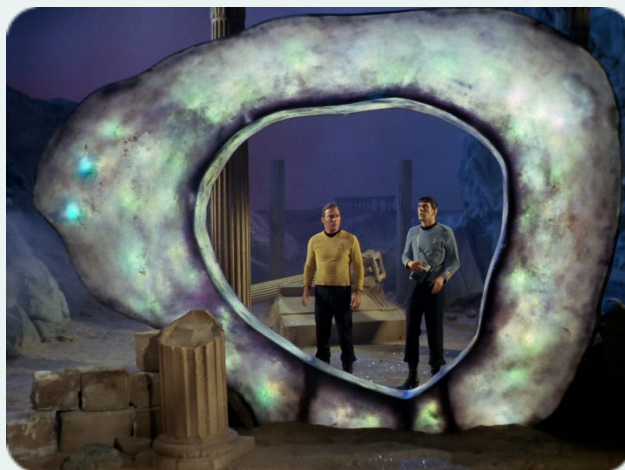
### **8.7.1 Hazardous Planetary Systems**

If the System you discover is a Hazardous Planetary System, all your Ships must Brave the Hazard [see rule 8.4.1].

If your Ships do not survive entry into a new Hazardous Planetary System, place an Exploration card face down on the System. The first player to Brave the Hazard and survive must resolve the card.

### **8.7.2 Exploration Cards**

If any of your Ships do survive entry into a new Hazardous Planetary System or the discovered System is not Hazardous, draw an Exploration card and resolve the effects [see rule 8.8].



## **8.8 EXPLORATION CARDS**

There are four types of Exploration cards. Most Exploration Cards are resolved immediately. Some Remain in Play; set them face up on the System until they are resolved. Once the System is Colonised [see rule 7.2], discard the card.

A list of Exploration cards and some specific Exploration card rules can be found in the Appendices.

### **8.8.1 Crisis**

Crisis cards present some sort of problem or difficulty. Some Crisis cards will force the Ships to Brave a Hazard [see rule 8.4.1].

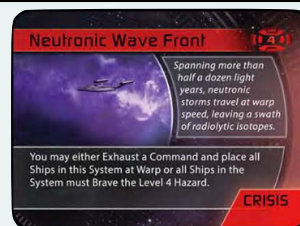
#### **8.8.1.1 Destroyed Systems**

Through cataclysm or conflict, a whole System may be destroyed. If there are any empty Space Lanes Attached to the destroyed System, remove those as well.

Any time there are Ships in a destroyed System, move them into an Adjacent Space Lane Sector, unless the card states otherwise. Later, they could move into another System discovered at the end of that Space Lane, even on the same spot on the table. Keep in mind, the Systems' exact locations in the Galaxy aren't fixed until they're Attached to at least two Space Lanes that are in turn Attached to other Systems.<sup>89</sup>

### **8.8.2 Discovery**

In addition to Crises, new worlds hold the promise of never before seen wonders, technological revelations and contact with new species.



<sup>85</sup> Tactical tip: When Systems become Fixed, make sure they are Fixed either at the exact distance of a 2, 3 or 4 Space Lane or at a distance that doesn't allow for connections, depending on what your future plans are.

<sup>86</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23412244#23412244>).

<sup>87</sup> This rule was invented for the Unofficial Complete Rulebook.

<sup>88</sup> This rule was invented for the Unofficial Complete Rulebook.

<sup>89</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23952245#23952245>).

### 8.8.3 Allies

When you draw an Ally card, you've discovered a faction or person who may be open to establishing an agreement.

Each Ally card has a Diplomacy Number in a green icon in the upper right corner. In order to claim the Ally, you have to pass a Diplomacy Test.

Each time a player receives an Ally card, by drawing it from the Exploration deck or by being passed the card from another player, make the test. Many of the cards that pass around the table have very easy Diplomacy tests: these are men of business who want to deal with more customers!<sup>90</sup>



#### 8.8.3.1 Diplomacy Tests

To make a Diplomacy Test, roll a die and add your Ascendancy. If the total is higher than the Ally's Diplomacy Number, you've passed the test and can claim the Ally card.



If you pass the Diplomacy Test, set the Ally Card in front of you. Ally cards either count as Trade Agreements or have a Special Rule you can use.

If you fail the Diplomacy Test, place the Ally Card at the bottom of the Exploration deck - not in the discard pile. Don't reshuffle, just place the Ally at the bottom of the Exploration deck.

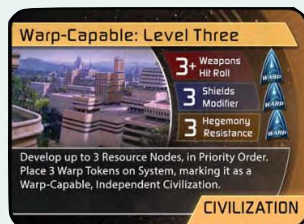
### 8.8.4 Virgin Worlds

A number of the cards in the Exploration deck are "Virgin" Worlds; planets which are perfectly suitable for habitation but devoid of sentient life that needs to be accommodated or conquered.



### 8.8.5 Civilization

Some Systems you'll discover are already inhabited. These Independent Civilizations range from primitive, Pre-Warp societies up to fully Warp-Capable, advanced cultures. When you draw a Civilization Exploration card, the card will direct you to either place Resource tokens on the System, marking it as a Pre-Warp Civilization, or Warp tokens, marking it as a Warp-Capable Civilization.

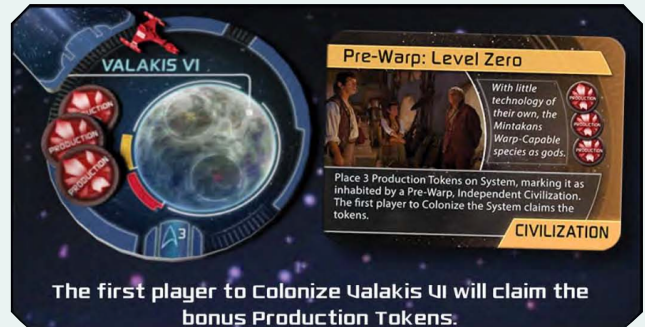


#### 8.8.5.1 Pre-Warp Civilizations

Pre-Warp Civilizations have not yet achieved faster than light space travel. These worlds have not developed any technology or infrastructure that's usable by more advanced cultures.

Pre-Warp Civilization cards will direct you to place a number of Resource tokens on the System, representing the System's raw materials and a population ripe for exploitation.

The first player to Colonize [see rule 7.2] the System takes the Resource tokens from the System.



#### 8.8.5.2 Warp-Capable Civilizations

Each Warp-Capable Civilization card directs you to place a number of Warp tokens on the System equal to the level of the Civilization, marking it as a Warp-Capable Civilization.

Each Warp-Capable Civilization card will also direct you to Develop a number of Nodes in the System. When developing the Resource Nodes of a Warp-Capable Civilization, develop any Production Capacity first, then Research Capacity, and finally any Culture Capacity, up to the number of Nodes the card instructs you to develop.



When a player takes Control of a System with a Warp-Capable Civilization, discard the Warp tokens.



Example: The Romulans discover a Level 2 Warp-Capable Civilization on Terra Nova, which has a Capacity for 1 Production, 1 Research and 1 Culture. The Civilization card directs you to develop 2 Nodes. The Production Capacity is Developed first: one Production Node. Next the Research Capacity is Developed: one Research Node.

<sup>90</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Nov 27, 2017).



During the Recharge Stage, a new Research token will be placed on each Phenomenon that doesn't still have one [see rule 6.3.3.4]. Only the first player each Game Round to successfully Brave the Hazard of a Phenomenon gets a Research token.

*Example: The Federation player discovers a Level 3 Warp-Capable Civilization on Ardana. Ardana has 1 Production, 1 Research and 1 Open Capacity. It's possible to develop 2 Production Nodes, since Ardana has both a Production and an Open site. The Production Capacity is Developed first, then a Research Node is placed as the third Node.*

### 8.9 DISCOVERING PHENOMENA

Not all Systems contain habitable planets; there is a wide variety of Interstellar Phenomena that deserve further study. Science is dangerous; Phenomena are Hazardous to study and explore.

When the System disc you discover is a Phenomenon, place one Research token from the Supply on the Phenomenon.

Do not draw an Exploration card when you discover a Phenomenon.

#### 8.9.1 Hazardous Phenomena

As with discovering any Hazardous System, all your Ships in the System must Brave the Hazard [see rule 8.4.1]. If at least one Ship survives, take the Research token from the Phenomenon. You may place this Research on one of your Projects or in your Reserves. If all the Ships are destroyed, the Research token remains on the Phenomenon.

If one of your Ships starts your turn on a Phenomenon, you may spend a Command to Brave the Hazard without actually Moving [see rule 8.10].



### 8.10 FURTHER STUDY OF PHENOMENA

If one or more of your Ships start your turn on a Phenomenon, you may Issue a Command to Brave the Hazard [see rule 8.4.1] without actually moving. If at least one Ship survives, you may take the Research token from the Phenomenon. You may place this Research on one of your Projects or in your Reserves. If all the Ships are destroyed, the Research token remains on the Phenomenon.

## 9. SPACE BATTLES

You can Issue a Command to Initiate a Space Battle with Rival Ships in a single Adjacent Sector, or in a single Sector in which you both have Ships.

If you have Ships in more than one Adjacent Sector (or in the same Sector and Adjacent Sectors), you may use a Command to have all the Ships in the same and Adjacent Sectors join in the attack.

Each Space Battle consists of a number of Combat Rounds in which both players roll to score Hits, take Casualties, then decide whether to Retreat or keep fighting. The player who Initiates the Battle is the Attacker.

### Space Battle Sequence:

- 1) Scoring Hits [9.1]
- 2) Taking Casualties [9.2]
- 3) Retreating from Combat [9.3]
- 4) Combat Continues [9.4]

The Borg follow separate rules in Combat as described in rule 9.8.



### 9.1 SCORING HITS

Your current Weapons Level determines your "Hit Roll". To score a Hit, you need to roll equal to or higher than your Hit Roll. Your opponent's Shield Modifier is added to your Hit Roll, making it more difficult to Hit.

Barring Special Rules, both players roll to Hit and then Take Casualties simultaneously.

#### 9.1.1 Hit Roll

Each Rival rolls a number of Attack Dice equal to the number of Ships they have involved in the Space Battle. All dice have a chance to score a Hit and destroy a Rival Ship.

You may have to roll dice for different Fleets separately, if they have different Special Rules.



The Romulan and Klingon Ships each roll a number of dice equal to how many Ships they have in the Combat.

Above, a Fleet of 5 Klingon Ships have attacked the Romulans (as they do). The Klingons have upgraded their Weapons twice, so they need to roll 3 or better to Hit. The Romulans have upgraded their Shields once, giving them a Shield Modifier of 1, so the Klingons have a Hit Roll of 4+. The Klingons roll 5 dice: any rolls of 4, 5 or 6 score a Hit.

The Romulans haven't upgraded their Weapons nor have the Klingons upgraded their Shields, so the Romulans need a 5 or better to score a Hit, since the Klingons Shield Modifier is 0 and the Romulan's Hit Roll is 5+.

#### 9.1.2 Starbase Support in Space Battles

Starbases provide support for your Ships in Space Battles. When you have Ships in Orbit of a System you Control with a Starbase, roll an additional die to Hit. Starbases cannot fight on their own.



#### 9.1.3 Pointless Battles

Attacking an opponent you have no chance of damaging while in turn the opponent has no chance of damaging you is pointless; the result of the attempt is a wasted Command. Nothing happens, no one moves, no one wins, no one loses.<sup>91</sup>

### 9.2 TAKING CASUALTIES

Every Hit destroys a Rival Ship. If there is a choice of where casualties are going to be taken, the player who inflicted the Hits chooses how to allocate the Hits.

For example, if you score four Hits against a Rival who has five Ships in a Fleet and two Individual Ships, you may allocate all the Hits to the Fleet.

<sup>91</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24112089#24112089>).

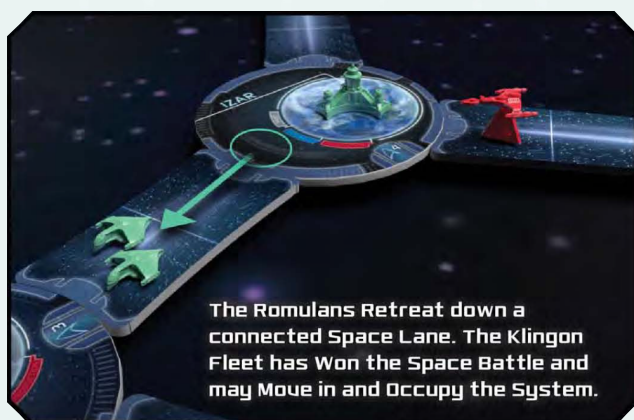
### 9.3 RETREATING FROM COMBAT

After Taking Casualties, each player assesses the state of their Ships. Starting with the Attacker, players decide whether or not to Retreat.

#### 9.3.1 Retreat Distance

Retreats are made at Impulse Speed. Retreats must be made through existing Space Lanes; you may not place new Space Lanes with a Retreat Move.

When you Retreat, all your Ships attacking from a single Sector must Move and end their Retreat in the same Sector. In a multi-pronged attack, the Starships from each Sector need to Retreat as a group.<sup>92</sup>



#### 9.3.2 Blocked Retreats

Ships unable to Move because Rival Ships are blocking the Space Lanes may not Retreat.



### 9.4 COMBAT CONTINUES

If none of the players involved choose to Retreat (or are unable to Retreat) another Combat Round begins. Without Issuing any additional Command, continue to fight additional Combat Rounds until either the Attacker or Defender Retreats or a player has no more Ships remaining.

### 9.5 WINNING A SPACE BATTLE

The player who destroys all their Rival's Ships or forces them into Retreat wins the Space Battle.

<sup>92</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23286320#23286320>).

<sup>93</sup> This rule was invented for the Unofficial Complete Rulebook, but is in the same spirit as the official Ally Cooperation rule. It also simplifies the handling of unintentional Betrayals.

### 9.5.1 Tactical Manoeuvres

The winning player may make a Tactical Manoeuvre with some, or all, of their Ships after the Space Battle is over. Tactical Manoeuvres are moves made at Impulse Speed and do not need Commands to be Issued. All the winner's Ships which move must use existing Space Lanes and end up in the same Sector (even if they started in different Sectors).

Borg do not make a Tactical Manoeuvre move after winning a Space Battle.



### 9.6 BATTLES IN THE SAME SECTOR

Normally Space Battles take place between Adjacent Sectors, but can take place between Rivals in the same Sector. For example, this can happen if two Factions had a Trade Agreement which was broken, a Cloaking Device was used or a player built Ships in a System Orbiting by a Rival.

### 9.7 BATTLES WITH MORE THAN TWO PLAYERS

There will only ever be one Attacker, but it's possible for there to be more than one Defender. In Space Battles with more than one Defender, the Attacker must decide how they are dividing their dice between the Defenders before rolling to Hit. All the Defenders' Hits are directed to the Attacker.

#### 9.7.1 Multiple Hostile Rivals

If a player attacks a Sector containing more than one Hostile [see rule 13.2] player's Ships, all Factions present are attacked. All Ships in the Sector being attacked must roll to Hit the Attacker. After every Combat Round, all combatants may choose to Retreat, as normal.

#### 9.7.2 Multiple Hostile and Peaceful Rivals

If you attack a Sector with Ships from both Peaceful and Hostile Rivals you may choose to only attack the Hostile Rivals or a combination of Hostile and Peaceful Rivals. All Hostile Rivals in the same Sector must be attacked. After the Attacker has declared who is attacked, all unattacked Peaceful Rivals in the Sector may choose to join the defence or stay out of the Battle; they may not join the Attack. Any Trade Agreements subject to Betrayal [see rule 13.4] are returned.<sup>93</sup>

#### 9.7.3 Multiple Defender Retreat

The Defenders choose separately (and in Turn Order) whether or not to Retreat after each Combat Round. The Battle is over when all the Defenders are eliminated or routed, or the Attacker is eliminated or routed.

## 9.8 BORG CUBES IN COMBAT

The Borg have a number of unique rules they follow in Combat:

### 9.8.1 Slow and Methodical

Players' Ships and Structures have First Strike against Borg Cubes, in the first Combat Round, in Space Battles and when defending against Borg Planetary Invasion. This is true regardless of who initiates the attack. The *Slow and Methodical* rule is suspended for Cubes acting under the *Command: Aggression* Command card when the *Attack-Command-Attack* rule [see rule 15.5.1] has taken effect.

### 9.8.2 Borg Attack Dice

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

### 9.8.3 Borg Hit Rolls

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

Borg Hit Roll	Borg Worlds in Play
1*	4-5
2*	3
3*	2
4*	1
5*	0

#### 9.8.3.1 Rolling Borg Dice

The player who Activated the Cube rolls the Attack Dice for the Borg. When defending, the Assimilated player with the lowest Turn Order rolls. If there are no Assimilated players, the player to the right of the opponent rolls the dice.<sup>94</sup>

#### 9.8.3.2 Advanced Weaponry

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

#### 9.8.3.3 Allocating Hits to Different Ships

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.<sup>95</sup>

#### 9.8.3.4 Attacking Multiple Players

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

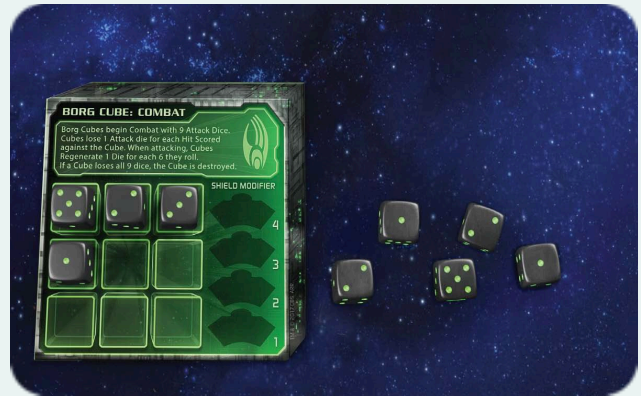
#### 9.8.3.5 Borg Regeneration

Any Borg Attack rolls of 6 (Borg Symbol) both score a Hit and Regenerate one damage, if the player's Hits do not destroy the Cube. After scoring Hits, for each 6 the Borg rolled when attacking, take a die off the Cube card and add it back to their pool of Attack Dice for the following Combat Round. A Borg Cube never has more than 9 Attack Dice.

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

### 9.8.4 Damaging Borg Cubes

Each time a Hit is scored against a Borg Cube, place one die on the Borg Cube card, to track how much damage the Cube has sustained. Dice on the Cube card aren't used to roll Attacks.



Having taken four Hits, four Borg dice are placed on the Cube Card, leaving the Borg 5 Dice for their next Attack.

### 9.8.5 Borg Adaptive Shields

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

At the start of each Space Battle and Invasion, the Borg Cube has a Shield Modifier of 0.

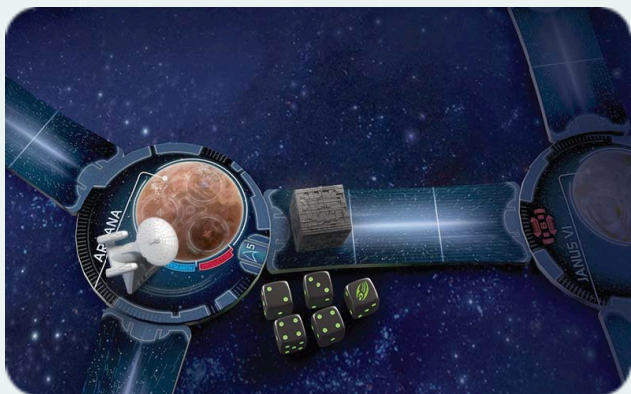
At the end of each Combat Round, the Cube's Shield Modifier increases by 1: place a Borg Assimilation Node on the Borg Cube card to track their current Shield Modifier, up to a maximum of 4. If, after Taking Casualties, the Borg Shields are such that a player's Ships only Hit on a 7 or higher, that player must Retreat [see rule 9.3].



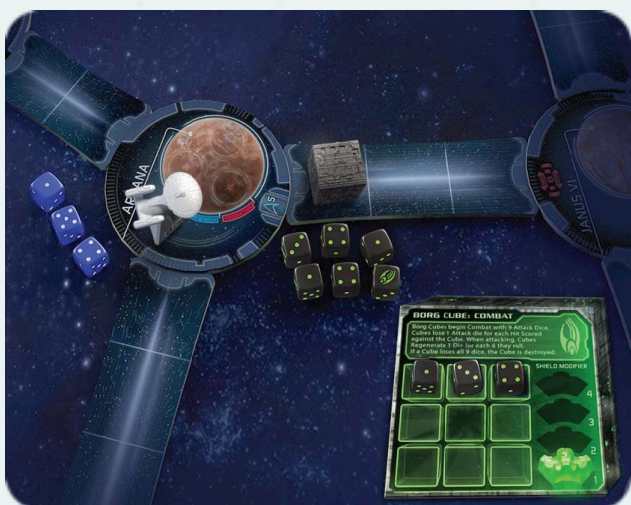
The Federation has First Strike and upgraded their Weapons once. In the first Round of the Space Battle, the Borg's Shield modifier is 0, so the Federation's Hit Roll is 4. They roll six Attacks and score 4 Hits.

<sup>94</sup> This rule was invented for the Unofficial Complete Rulebook to cover a gap.

<sup>95</sup> This was partly officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14, 2017).



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



After the first Combat Round, the Federation no longer has First Strike. The Borg's Shield Modifier increases to 1. This Round, Attacks are made simultaneously. The Federation will need 5 or 6 to Hit. The Borg continue to Hit on 4 or higher, The Borg are rolling six dice this Combat Round.

### ***9.B.6 Retreat from the Borg***

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.<sup>96</sup>

A damaged Cube which wins a Battle will start the next Battle with a full 9 Attack Dice.

Klingons still may not retreat in Battles versus the Borg. However, the Klingon's Starting Advancement allows them to always Hit on 6s, so they always have a chance to defeat the Borg.

### ***9.B.7 Destroying a Borg Cube***

When a Borg Cube has sustained nine damage and all its dice are placed on the Cube card, the Cube has been destroyed.

All Factions that were involved in destroying the Cube then draw a Borg Tech card [see rule 14.4]. 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).<sup>97</sup>

Klingons get a bonus Culture token for defeating a Borg Cube. Klingon *Marauder Fleets* take a single Production for destroying a Borg Cube.



<sup>96</sup> This rule was clarified for the Unofficial Complete Rulebook. The original rule made no sense.

<sup>97</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 12, 2017) and further clarified for the Unofficial Complete Rulebook.



## 10. INVASIONS

When your Ships Occupy a Developed System you do not Control, you may Issue a Command to Invade the Planet. If there are any Rival Ships in the System, you must Attack the Ships in a Space Battle first before Invading the System (Exception: Ally Cooperation - rule 13.2.2). If the Invasion is successful, you will take Control of the System.

Each Planetary Invasion consists of a number of Combat Rounds in which both players roll to score Hits, take Casualties, then decide whether to Surrender, Retreat or keep fighting.

Surrender [rule 10.3.1] may happen before the Invasion starts.

### Invasion Sequence:

- 1) Scoring Hits [10.1]
- 2) Taking Casualties [10.2]
- 3) Retreating from Invasion [10.3]
- 4) Combat Continues [10.4]

Borg Invasions follow separate rules [see rule 15.4].

Invading Borg Worlds follow separate rules [see rule 10.6].

Invasions are a one-way affair: you may not Issue a Command to have your Nodes initiate an Attack against Ships Orbiting their System.

### 10.1 SCORING HITS

The Attacker rolls a number of dice equal to the number of Ships they have in the System. The Defender rolls a number of dice equal to the number of Structures they have built on the planet, including the Control Node and any Starbase. Every die rolled has a chance to score a Hit.<sup>98</sup>

As in Space Battles, both players' current Weapons Levels determines their "Hit Roll". To score a Hit, you need to roll equal to or higher than your Hit Roll. Each player adds their opponent's Shield Modifier to their Hit Roll, making it more difficult to Hit.

First Strike may apply in Invasions just like in Space Battles.

You may need to roll dice for different Fleets separately if they have different Special Rules.



### 10.2 TAKING CASUALTIES

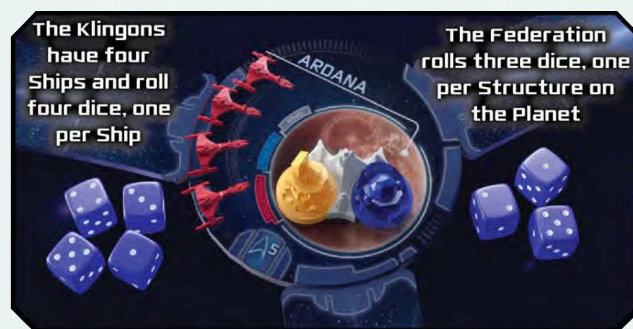
Casualties inflicted by the Defender are taken from the Attacking Ships. Even if all the Attacker's Ships are destroyed, the Results of the Invasion are the same, i.e. all the Attacker's Ships could be destroyed and still have a Successful Invasion.

In a Planetary Invasion, the goal of the Attacker is to take Control of the planet, ideally with minimal damage done to the planet's infrastructure. Hits by the Attacker don't necessarily destroy Nodes. The number of Hits scored by the Attacker determines the results of the Planetary Invasion.

Depending on how many Hits the Attacker scores, there are a few possible results:

#### 10.2.1 Successful Invasion

If the Attacker scores more Hits than the Defender has Nodes, the Attacker has invaded with overwhelming force and has taken Control of the System and won the Invasion. Place the Attacker's Control Node on the System, replacing the existing Control Node if the planet was Controlled by a Rival. The Attacker must still take any Casualties caused by the Defender.



For example, in the illustration the Klingons would need to Hit with all four of their attacks to seize Control of the Federation System without destroying any of the Nodes on the planet.

#### 10.2.1.1 Capturing Research Nodes

When you take Control of a Rival's intact Research Node, the player whose Research Node was captured must choose one of their active Projects and give it to you [for details see rule 14.1.2].

#### 10.2.1.2 Capturing Starbases

When Control of a System changes hands, Control of the Starbase does too [for details see rule 12.2.2].

#### 10.2.2 Collateral Damage

If the Attacker scores fewer Hits than the Defender has Nodes, the Attacker must choose a number of Resource Nodes to destroy equal to the number of Hits scored. The Control Node is not destroyed. Another Combat Round is then fought, unless the Attacker chooses to Retreat or the Defender chooses to Surrender.

For Example, if the Klingons in the illustration above only scored a single Hit, they could choose to destroy either the Culture Node or the Research Node. If they scored two Hits, they would have to destroy both Resource Nodes, leaving only the Federation Control Node.

#### 10.2.3 Total Annihilation

If the Attacker scores a number of Hits equal to the number of Nodes in the System, including the Control Node, the surface

<sup>98</sup> This rule was changed to include Starbases in Planetary defence in order to be consistent with how Hegemony and Borg Invasions work.

has been completely razed in the Invasion. Destroy all the Nodes on the planet, including the Control Node. The Invasion is over: the System will need to be Colonised [see rule 7.2] anew in a future turn. Neither the Attacker or Defender has won the Invasion.

### 10.2.3.1 Starbases and Total Annihilation

With a *Total Annihilation* result, the Defender has lost Control of the Starbase and loses a Command, but the Attacker does not Control it either. The first player to take Control of the System will Control the Starbase [see rule 12.2.2].

### 10.2.4 Repelled Invasions

If the Defender's Control Node survives and all the Attacker's Ships are destroyed, the Invasion is over and the Defender retains Control of the System.

## 10.3 RETREATING FROM INVASION

After a Round of Invasion Combat, the Attacker may choose to Retreat, ending the Invasion. When Retreating, the Attacker may make an Impulse Speed Retreat movement [see rule 9.3].

### 10.3.1 Surrender in Invasions

In Planetary Invasions, the Defender cannot Retreat but they may Surrender. The Defender may choose to Surrender immediately, even before the first Combat Round. If the Defender Surrenders, the Attacker immediately gains Control of the Sector and the Invasion is over.

Surrender counts as *Successful Invasion* for effects such as the *Cardassian Annexation Special Rule*.<sup>99</sup>

## 10.4 COMBAT CONTINUES

If the Invasion was not Successful or Repelled, another Combat Round begins. Without Issuing any additional Commands, continue to fight additional Combat Rounds until either the Attacker Retreats, the Defender Surrenders or the Invasion is resolved.

## 10.5 INVADING UNCONTROLLED SYSTEMS

Some planets may be Developed but not Controlled. You may Invaide Planets that are not Controlled normally. Planets that are not Controlled do not have a Control Node to fight. Resource Nodes (and in rare cases Starbases) on Planets that are not Controlled each add one die, as normal. Warp-Capable Civilizations' Weapons Hit Rolls are modified by your Shield Modifier normally.

The player to the right of the Attacker rolls the System's Attacks, but the Attacker may select which Ships are hit.

Civilization Level	Weapons Hit Roll	Shields Modifier	Hegemony Resistance
Level One	5+	1	1
Level Two	4+	2	2
Level Three	3+	3	3
Level Four	2+	4	4

The higher the Level of the Civilization, the better their Weapons and Shields.<sup>100</sup>

## 10.6 RECLAIMING BORG WORLDS

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

Player Invasions of Borg Worlds follow the same procedure as any other Invasion, except as amended here.



A Fleet of six Federation Ships attempts to Reclaim a Borg World. The Borg World has three Structures, so the Borg roll three dice.

### 10.6.1 No First Strike

Unlike Combat with a Cube and defence against Borg Invasion, players do not have First Strike when Invading a Borg World.

### 10.6.2 Borg Planetary Shields

Borg Worlds have a Shield Modifier equal to the number of green Borg Assimilation Nodes on the System.

Add a Borg Assimilation Node to the System after each Combat Round, increasing the Borg World's Shields and the number of dice it will roll in the next Combat Round (and bringing the System closer to building a new Cube in an upcoming Borg Building Phase). Borg Worlds may never have more than three Nodes.<sup>101</sup>

<sup>99</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>100</sup> Note: Rather than keeping the Civilization card on the table, you can calculate the Independents' Hit Roll by subtracting the number of tokens from 6. E.g. a Level Two Civilization is a 4+ to Hit (6-2=4). The number of Warp tokens are equal to their Shield Modifier and is their base Hegemony Resistance. Their Hegemony Resistance is also increased by the number of Nodes on the System. The values for level four Civilizations were sort of officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 17. 2019).

<sup>101</sup> This rule was clarified for the Unofficial Complete Rulebook.

### ***10.6.3 Borg and Collateral Damage***

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The Borg are able to shrug off *Collateral Damage* [see rule 10.2.2]; if you roll fewer Hits than there are Structures on the Planet, the attack has no effect and no Nodes are destroyed. If you have fewer Ships than there are Borg Structures, you won't be able to Reclaim the Borg World.

### ***10.6.4 Rolling Borg Dice***

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The Assimilated player with the lowest Turn Order rolls the dice for the defending Borg World. If there are no Assimilated players, the player to the right of the opponent rolls the dice.<sup>102</sup>

### ***10.6.5 Allocating Borg Hits***

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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.<sup>103</sup>

### ***10.6.6 Success***

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With either successful result (*Total Annihilation* or *Successful Invasion*), the System has been Reclaimed: remove all the Borg Structures. Do not place a player Control Node on the System. The World has been too heavily damaged by the Borg; it must be Colonised [see rule 7.2] anew. The player to Reclaim the System draws a Borg Tech card.

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<sup>102</sup> This rule was invented for the Unofficial Complete Rulebook to cover a gap.

<sup>103</sup> This rule was invented for the Unofficial Complete Rulebook to cover a gap.

# 11. HEGEMONY

When your Ships Occupy a Developed Planetary System you don't Control, you may attempt to culturally take over the System through Hegemony. How resistant a System is to Hegemony depends on how developed its infrastructure is and its culture's Ascendancy.

You may not Hegemony Pre-Warp inhabited Systems [see rule 8.8.5.1], they must be Colonised [see rule 7.2] during your Building Phase.

You may not Hegemony Borg Worlds.

Hegemony is not an Attack and does not cause Betrayal [see rule 13.4].<sup>104</sup>

## 11.1 COST OF HEGEMONY

It normally requires spending at least two Culture tokens to take Control of a System via Hegemony; one to make the attempt and another to take Control, if the attempt was successful.

If you don't have two Culture, you can't Hegemony a System, unless you have an Advancement that reduces the cost of Hegemony. You are not allowed to just spend one Culture and remove the opponent's Control Node.<sup>105</sup>



## 11.2 HEGEMONY RESISTANCE

Hegemony Resistance is calculated differently depending on if you are attempting Hegemony against a player Controlled Planet or a Warp-Capable Civilization.

### 11.2.1 Player Controlled System

The Hegemony Resistance of a player Controlled System is equal to the number of Structures in the System plus the Ascendancy of the player who Controls it. Starbases and Nodes count as Structures and each add 1 to a System's Hegemony Resistance.

### 11.2.2 Warp-Capable Civilizations

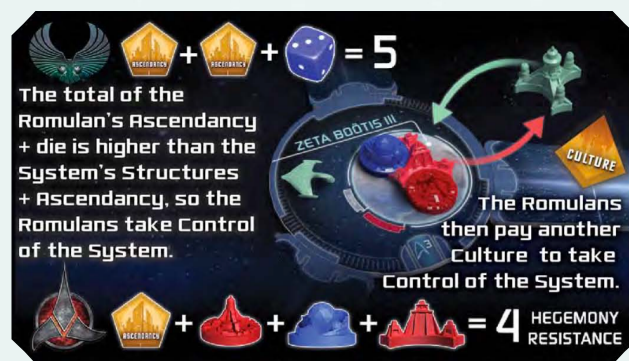
The Warp tokens on an Independent, Warp-Capable System is added to the System's Hegemony Resistance. Independent Civilizations won't have Control Nodes; the Hegemony Resistance of the System is the number of Developed Resource Nodes plus the number of Warp tokens on the System.

If there is a Starbase in the System (which may happen after a player has been Assimilated) it also adds 1 to the System's Hegemony Resistance.<sup>106</sup>

### 11.3 MAKING A HEGEMONY ATTEMPT

To attempt Cultural Hegemony, Issue a Command and spend a Culture. Next, roll a die and add your current Ascendancy. If the total is higher than the Hegemony Resistance of the System, you may pay an additional Culture token to take Control of the System: place your Control Node on the System.<sup>107</sup>

Note: Even if your Ascendancy is high enough relative to the System's Resistance that Hegemony is going to be automatically successful, you still need to pay a total of two Culture: one for the attempt and one to actually take Control.



*Example: The Romulans (at Ascendancy 2) Occupy a Klingon System. The System's three Nodes (two Resource Nodes and the Control Node) and the Klingons Ascendancy of 1 gives the System a Hegemony Resistance of 4. The Romulans use a Command and spend a Culture to Attempt Hegemony. They roll a 3 and add their Ascendancy, getting a total of 5, overcoming the System's Resistance, so they spend another Culture and take Control!*

<sup>104</sup> Although officially ruled differently in emails (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019 and Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019), this rule was changed for the Unofficial Complete Rulebook to provide consistency and for thematic reasons.

<sup>105</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864230#23864230>).

<sup>106</sup> This rule was invented for the Unofficial Complete Rulebook. The original rules didn't cover this eventuality.

<sup>107</sup> Tip: You can alternately think of your Ascendancy as reducing a System's Resistance, i.e. in the example above, the Romulan's Ascendancy of 2 reduces the Klingon Resistance from 5 to 3, so the Romulans need to roll higher than a 3 to take Control of the System.

**The Hegemony Resistance of Developed, uncontrolled Systems is equal to the number of Nodes plus the number of Warp Tokens on the System.**

**Warp-Capable: Level Three**

- 3 Resources
- 3 Nodes
- 3 Hegemony Resistance

Develop up to 3 Resource Nodes, in Priority order. Place 3 Warp Tokens on System, marking it as a Warp-Capable, Independent Civilization.

**CIVILIZATION**

**ARDANA**

WARP WARP WARP

WARP WARP WARP + Node + Node + Node = 6 HEGEMONY RESISTANCE

*Example: The Romulans now are going to attempt Hegemony of a Level 3 Warp-Capable Civilization. The System has three Developed Nodes, plus the three Warp tokens, giving the System a total Hegemony Resistance of 6. The Romulans will need to get a total of 7 on their Hegemony attempt. With an Ascendancy of 2, they'll need to roll a 5 or better to succeed.*

**11.4 SEIZING STARBASES AND RESEARCH NODES**

As in a Planetary Invasion, when you take Control of a System that contains a Starbase you gain a Command [see rule 12.2.2]. Likewise, if you take Control of a Rival's System with Research Nodes, you take one of their Projects for each Research Node. For details, see rule 14.1.2.

## 12. FLEETS & STARBASES

A Fleet is a group of Ships that moves and fights together. Any rules that apply to Ships also apply to Fleets. Grouping Ships into a Fleet allows you to move much more efficiently and may benefit from Fleet Special Rules.

Starbases allow you to build Ships and Commission Fleets away from your Home System.

### 12.1 FORMING A FLEET

To group Ships into a Fleet, the Ships must be in your Controlled Home System or at one of your Controlled Starbases (Exception: some Advancements may allow you to Commission Fleets in other Sectors). Only these Systems have the facilities necessary to equip and retrofit Starships for specialized Fleet configurations. Issue a Command, take the Ships off the map and place them on one of your three Fleet cards. Then place the appropriate Fleet Marker on the map, in the same System.<sup>108</sup>

Specific Fleet Special Rules are collected in the Appendices.



#### 12.1.1 Fleet Type & Strength

Each Faction has three different Fleet cards, each of which is double sided. The different sides of Fleet cards have different Special Rules and allow for different Fleet Sizes. When you Commission a Fleet, you must choose which side you're using. To use a different side of a Fleet card, you must Disband the Fleet and re-Commission it at your Home System or Starbase.

#### 12.1.2 Number of Fleets

The number of Fleets you can form is limited by your Fleet Limit. If you have reached or exceeded your Fleet Limit, you may not Commission any more Fleets. If your Fleet Limit is decreased for any reason, Fleets already in play are not affected.

You cannot Commission more Fleets when your Fleet Limit has been reached.

You may form the Fleets in any order, i.e. you may Commission your Fleet #3 when you only have one Ascendancy token.

#### 12.1.3 Bonus Fleet Build

When you're building three or more Ships in the same System during your Building Phase, you may immediately group them into a Fleet, without spending a Command (provided you are building them where you have the capacity to Commission Fleets).<sup>109</sup>

#### 12.1.4 Adding & Removing Ships from Fleets

On your turn, you may add or remove Ships from Fleets, in the same Sector, without Issuing a Command. You cannot add or remove Ships from a Fleet mid-movement. You do not have to be in your Home System or at a Starbase to add or remove Ships to or from a Fleet.<sup>110</sup>

You may add Ships to a Fleet up to the maximum Fleet Size. If maximum Fleet Size is reduced for any reason, this has no effect on Ships in Fleets already in play.

#### 12.1.5 Disbanding a Fleet

If a Fleet contains fewer than three Ships it is immediately and automatically Disbanded

At any time on your turn, including your Building Phase, you may choose to Disband a Fleet that is not at Warp by taking the Ships off the Fleet card and putting them back on the map, in the same Sector.<sup>111</sup>

You do not need to Issue a Command to Disband a Fleet.

#### 12.1.6 Fleets in Space Battles

When rolling to Hit with both a Fleet and individual Ships (or several Fleets), roll the dice for the Fleet separately if the Fleet has a Special Rule that affects its Attacks.

### 12.2 STARBASES

Commissioning a Starbase is a major endeavour, not to be taken lightly. Starbases count as Structures.

#### 12.2.1 Commission a Starbase

To Commission a Starbase, Issue a Command and place a Starbase model next to a System you Control. There is no Resource cost to Commission a Starbase, but each Faction may only place three of them over the course of the entire game.

##### 12.2.1.1 Maximum Number of Starbases

You may only Commission one Starbase per Ascendancy Level you've achieved.

<sup>108</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>109</sup> This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

<sup>110</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23576497#23576497>).

<sup>111</sup> This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019).

You may Control more than this, if you have taken Starbases from Rivals.

There can only be one Starbase per System.<sup>112</sup>

### ***12.2.1.2 Placing Starbases***

Once placed, Starbases cannot be moved to other Systems. They can, however, be swung around the System freely to make room for new Space Lanes. They can even be picked up and placed on the other side of an existing Space Lane if needed.<sup>113</sup>

### ***12.2.2 Capturing Starbases***

Starbases are too valuable for players to destroy. Once a Starbase is placed on a System it remains there for the rest of the game, unless it is destroyed in a Borg Invasion [see rule 15.4].

When Control of a System changes hands, Control of the Starbase does too. When you take Control of a Starbase from a Rival, take one of their Command tokens. Place this token with your other Command tokens.

The first player to take Control of an Uncontrolled Starbase (by taking Control of the System) gains a Command.

As usual, any new Command tokens come into play Exhausted and may not be used until the next Game Round.

When a Starbase is captured, only the new owner's Special Rules which affect Starbases apply.

### ***12.2.3 Starbases and Commands***

Each Starbase you Control increases your number of Commands by one. The additional Command starts Exhausted; you may not use it this Game Round.



### ***12.2.4 Starbases in Combat and Hegemony***

Starbases provide an additional die in Space Battles and Planetary Invasions, but can not be destroyed by Rival players [see rules 9.1.2 and 10.1].<sup>114</sup>

During Borg Invasions Starbases may, however, be destroyed if they fall to the Borg [see rule 15.4.2].

Starbases provide one point of Hegemony Resistance [see rule 11.2.1].

<sup>112</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23454590#23454590>).

<sup>113</sup> This rule was invented for the Unofficial Complete Rulebook.

<sup>114</sup> This rule was changed in the Unofficial Complete Rulebook in order to provide consistency.

## 13. TRADE AGREEMENTS

In *Star Trek: Ascendancy*, you can't directly give Resources or other assets to other players. What you can do is establish Trade Agreements between your Factions, peacefully allowing commerce between otherwise hostile Factions.



Each player starts with three of their own Trade Agreements. Trade Agreements only generate Resources when they're given to another player.

### 13.1 GIVING AND RECEIVING TRADE AGREEMENTS

A Trade Agreement may be given out for any reason and does not require anything in return.

Note that the Romulan *Suspicious* rule will Exhaust any Trade Agreement they receive (be it given, exchanged, passed or drawn from the Exploration deck).

Trade Agreements cannot be given to the Borg.

#### 13.1.1 Giving and Receiving Trade Agreements

To give or receive a Trade Agreement, you must have a Ship, Control Node or Ambassador [see the Vulcan rules in the Appendices] (or other asset as indicated by the variant Faction rules) Adjacent to or in the same Sector as one of that Rival's Ships, Control Nodes or Ambassadors (or other assets). You may do this at any time.<sup>115</sup>

Note: A Ship that finds itself suddenly stranded on the other side of the quadrant through the effect of an Exploration card can establish a Trade Agreement with a Rival Faction, but it does not count as First Contact.<sup>116</sup>

#### 13.1.2 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.<sup>117</sup>

#### 13.1.3 Maximum Number of Trade Agreements

You may only hold one Trade Agreement at a time from each Rival. As an exception to the normal rules for Exhausted cards you may not receive a second Trade Agreement from the same Rival, even if the first one is Exhausted.<sup>118</sup>



### 13.2 PEACE

You are considered to be at Peace with any player whose Trade Agreement you currently hold (unless it is Exhausted).

Any Rivals whose Trade Agreements you do not hold are considered Hostile.

#### 13.2.1 Unrestricted Trade Routes

You may freely move through Sectors with Rival Ships with which you're at Peace, unless the Sectors also contain Hostile Ships.<sup>119</sup>

#### 13.2.2 Ally Cooperation

Generally, you are required to Occupy a Planetary System to Colonise, Invade or attempt Hegemony of it.

When Attempting Hegemony, Invading or Colonising a System in which both you and a Peaceful Rival have Ships, you may ask that Rival for permission to Hegemony, Invade or Colonise the

<sup>115</sup> This rule was changed for the Unofficial Complete Rulebook to provide consistency and for thematic reasons.

<sup>116</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23952245#23952245>).

<sup>117</sup> Although officially ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019), this rule was changed for the Unofficial Complete Rulebook in order to simplify play. In the original rules this is not clearly stated.

<sup>118</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>119</sup> This is in accordance with the Advanced Unrestricted Trade Routes rule.



System. They may give, or deny, permission. If they deny permission, you may not take any action towards the System until you fully Occupy that System (i.e. are the only player to have Ships in the System).<sup>120</sup>

If more than one Peaceful Rival is present in the System they all need to agree to your actions.<sup>121</sup>

In a similar way, other effects that require you to Occupy a Sector (the Special Rule of the Romulan Mining Fleet for example) may also be permitted by Peaceful Rivals.

### 13.3 REVOKING TRADE AGREEMENTS

On their turn during the Execution Stage, a player may revoke Trade Agreements they have given out. They may not revoke Trade Agreements at other times.<sup>122</sup>

Revoked Trade Agreements are returned to the original owner of the card.

If you Betray [see rule 13.4] a Rival whose Trade Agreement you hold, you'll have to return it to them.

### 13.4 BETRAYAL

If you Attack a player whose Trade Agreement you hold, you have broken the peace and must return their Trade Agreement (unless it is Exhausted)<sup>123</sup>. Once a Combat has begun, participants can't exchange Trade Agreements until the Combat is over.

Hegemony is not an Attack and doesn't count as Betrayal.<sup>124</sup>



### 13.5 EXHAUSTED TRADE AGREEMENTS

Sometimes a Trade Agreement may become Exhausted. You do not receive any Resources from Exhausted Trade Agreements during Resource Generation in the Recharge Stage. Exhausted Trade Agreements may not be revoked or exchanged until they are Refreshed during Maintenance. You are no longer at Peace while the Trade Agreement is Exhausted.<sup>125</sup>

<sup>120</sup> This was officially added as an optional rule on BoardGameGeek (<https://boardgamegeek.com/article/23454675#23454675>). In the Unofficial Complete Rulebook this rule is always in effect.

<sup>121</sup> This clarification was added for the Unofficial Complete Rulebook.

<sup>122</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>123</sup> This is actually important in order not to create a gamey shortcut where you can Refresh Trade Agreements.

<sup>124</sup> Although officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019), this rule was changed for the Unofficial Complete Rulebook to provide a more interesting game. That Hegemony didn't count as Betrayal was fairly clear in the original rules, but could be misinterpreted.

<sup>125</sup> This rule was clarified for the Unofficial Complete Rulebook.

Note: The Romulan's Suspicious Special Rule requires them to Exhaust any Trade Agreements when they receive them or have them exchanged. This forces them to wait a turn until they benefit from the Agreement.

# 14. RESEARCH

Research is used to put Advancements into play. Before an Advancement is complete, it is considered a Project. You may have a number of ongoing Projects equal to the number of Research Nodes you Control.

Each completed Advancement adds Special Rules to your Faction and may increase the speed of your Ships or give you additional Commands.

Refer to the Appendices for a list of all Advancements.

## 14.1 LAUNCHING PROJECTS

On your turn, you may Issue a Command to look through your Advancement deck and choose one Project to Launch.<sup>126</sup>

Add newly Launched Projects to your Project Area.

### 14.1.1 Maximum Number of Projects

The number of Research Nodes you currently Control is the maximum number of Active Projects you may have. You may Launch Projects even if doing so would temporarily put you over your maximum number of Projects, but you have to immediately discard enough Projects to keep you within your limit.

Any time you have more Projects in your Project Area than you Control Research Nodes, you must discard a number of Projects until you're back down to your maximum number of Projects allowed.

You may discard Projects that were already in your Project Area or newly Launched Projects.

Note that some Projects from variant Factions use other Resources than Research to complete, but are still limited in number by the number of Research Nodes you Control.

### 14.1.2 Taking Advancement Cards from Other Factions

You may be able to take Advancement cards from other Factions in Invasions [see rule 10.2.1.1], during Hegemony [see rule 11.4] or through Special Rules.

#### 14.1.2.1 Invasion or Hegemony

When you take Control of a Rival's intact Research Node through Invasion or Hegemony, the player whose Research Node was captured must choose one of their active Projects and give it to you. Any Resources on the card is discarded. If you capture more than one Research Node, they must give you a Project per Node captured. If the Research Node is destroyed, nothing is captured. If the targeted player does not have any active Projects, then no Project is seized. Place captured Projects in your Project Area.

#### 14.1.2.2 Special Rules

Special Rules may sometimes allow you to take an Advancement card from another player. Such cards are drawn randomly from the Rival's deck.

### 14.1.3 Discarding Projects

Whenever a Project is discarded, it goes back to its Advancement deck and any Resource tokens on the Project are returned to the Supply.

#### 14.1.3.1 Discarding Projects from Other Factions

If you discard an Advancement card that came from another player's Advancement deck, it goes back to that deck.

#### 14.1.3.2 Discarding Borg Tech

Discarded Borg Tech cards go to the bottom of the Borg Tech deck.

## 14.2 FINISHING PROJECTS

When you have committed enough Resource tokens to finish a Project, it becomes a usable Advancement. Move it to your Advancement Area. If applicable, you may use the completed Advancement's Special Rules immediately.

When you finish a Project, it's a good idea to let your Rivals know what your new Advancement does.

## 14.3 EFFECTS OF ADVANCEMENTS

Each Advancement has a Type listed on the right hand edge of the card. Some Advancement rules only effect certain Types of Advancements. For example, the Romulans have an Advancement that allows them to Exhaust an "Espionage" card.

### 14.3.1 Warp Token Advancements

Some Advancements picture Warp tokens in the lower right hand corner of the card. When completed, these Advancements increase the Warp Speed of your Ships, in addition to their Special Rules.

For details on Warp Movement, see rule 8.2.

This Project increases your Ships' Warp Speed by 1



### 14.3.2 Command Token Advancements

Some Advancements picture a Command token. When you complete an Advancement which pictures a Command, the number of Commands you have immediately increases by one.

This new Command starts Exhausted and will be Refreshed in the following Recharge Stage.

This Project increases your Commands by 1 and your Ships' Warp Speed by 1



<sup>126</sup> This was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019). This rule is in accordance with the Advanced Focused Research rule.

### 14.3.3 Culture Token Advancements

There are some Romulan Advancements which picture a Culture token. When a Romulan player completes these, the Romulans take a Culture token.

Only the Romulan player may take advantage of this; other Factions that develop stolen Romulan Advancements do not receive a Culture token when they develop the Advancement (but they do, in effect, prevent the Romulans from obtaining the token).<sup>127</sup>

### 14.3.4 Ferengi Espionage

The Ferengi Espionage Advancements Exhaust certain types of cards. Unlike other Espionage cards, the Ferengi may use theirs multiple times per turn, as long as they can pay the Production cost.

### 14.3.5 Advancements and the Borg

Advancements that apply to "Rival Ships" or "Rival" also apply to the Borg.

Advancements, such as *Cult of Kahless*, that automatically destroy a Rival Ship do one damage to Borg Cubes.



## 14.4 BORG TECH CARDS

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

The Borg Tech deck is not an "Advancement deck," although each drawn card is played as an Advancement.

Advancements that allow you to draw from a Rival's Advancement deck do not allow drawing of Borg Tech cards.



### 14.4.1 Gaining Borg Tech

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

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

Some Borg Tech cards have a Research cost and are placed in the player's Project Area like other Projects until they have been completed.

### 14.4.1.1 Maximum Number of Borg Tech Projects

The 14.1.1 Maximum Number of Projects rule applies to Borg Tech Projects in the same way as other Projects.

### 14.4.2 Using Borg Tech

Many Borg Tech cards require a player to discard the card to use the ability.

When discarding a Borg Tech card, place it at the bottom of the Borg Tech deck.

## 14.5 EXHAUSTED ADVANCEMENTS

When one of your completed Advancements is Exhausted, you don't get the benefits of that card at while it is face-down. If one of your Advancements picturing a Warp token is Exhausted, you don't get the benefit of that Warp token either, until the card is Refreshed at the end of the Game Round.<sup>128</sup>

If the Exhausted card pictures a one-time bonus, such as a Romulan Culture token, that bonus isn't revoked.

<sup>127</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24191441#24191441>).

<sup>128</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23460046#23460046>).

# 15. BORG TURN

The Borg are never considered a player Faction, even if there are Assimilated players. The Borg turn(s) during the Execution Stage is therefore never considered a "player turn".<sup>129</sup>

The Borg take a Borg turn during the Execution Stage each time their Turn Order comes up.

## 15.1 BORG BUILDING PHASE

The Borg don't use Resource tokens to build as players do. During the Borg Building Phase they first check to see if the *Transwarp Hub* generates a new Cube and then place new Borg Assimilation Nodes around Spires, which also may generate new Borg Cubes.

If you run out of Borg Cubes to place, use any convenient substitute.<sup>130</sup>

### 15.1.1 Transwarp Hub

During each Borg Building Phase, if the Borg *Transwarp Hub* System disc is in play, either remove one Delay token from it [see rule 5.8.1.5] or, if there are no Delay tokens to remove, roll to see if it creates a new Cube.<sup>131</sup>

#### 15.1.1.1 Cube Already in Hub

If the *Transwarp Hub* already contains a Borg Cube, do not roll for an additional Cube.<sup>132</sup>

#### 15.1.1.2 Cube Generation Roll

To generate a new Cube, roll a die and add the number of Cube Generation tokens to the roll. If the result is greater than the number of Cubes on the map, the *Transwarp Hub* generates a new Cube.

If no Cube is generated (because the *Transwarp Hub* already has a Cube or the roll is too low), place a Cube Generation token on the *Transwarp Hub*. Remove all tokens if a Cube is generated.<sup>133</sup>



### 15.1.2 Borg Worlds

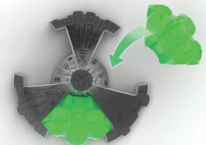
Each Borg World (a System with a Borg Spire) will take an Action during the Borg Building Phase, depending on the state of the Spire:

- ▲ Borg Worlds with fewer than three Assimilation Nodes build an additional Assimilation Node.
- ▲ Borg Worlds with three Assimilation Nodes and no Cube on top of the Spire build a Cube on top of the Spire.
- ▲ Borg Worlds with a Cube built on their Spire launch their Cube into Orbit of the System and remove all of that World's Assimilation Nodes.



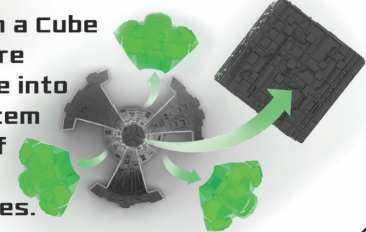
If there is already a Borg Cube in Orbit of a Borg World ready to launch a Cube, leave the Cube on top of the Spire until the next Borg Building Phase.

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



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

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



## 15.2 BORG COMMAND PHASE

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

### 15.2.1 Determining Cube Order

After the Borg Building Phase, each Cube is Activated in an order selected by the players:

#### 15.2.1.1 No Assimilated Players

If there are no Assimilated players, but more than one Borg Cube in play, players take turns choosing a Cube to Activate, in Turn Order.

This may mean that some players have to disclose their Turn Order card before they have taken their turn.<sup>134</sup>

In this case the Activated Cube is selected before its Command card is drawn.

#### 15.2.1.2 Assimilated Players

If there are Assimilated players, an Assimilated player draws a number of Command cards equal to the number of Cubes in play when their Borg turn comes up. The Assimilated player chooses the order in which to Activate each Cube. When Activating each Cube, the Assimilated player may choose

<sup>129</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>130</sup> This rule was invented for the Unofficial Complete Rulebook to balance the game.

<sup>131</sup> This rule was invented for the Unofficial Complete Rulebook to balance the game.

<sup>132</sup> This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14, 2017).

<sup>133</sup> This rule was invented for the Unofficial Complete Rulebook to balance the game.

<sup>134</sup> This rule was clarified for the Unofficial Complete Rulebook.

which of their drawn Command cards to execute with the Activated Cube.<sup>135</sup>

### 15.2.2 Activating Cubes

When Activated, each Cube does the following:

- ▲ First, the Cube engages any eligible player Ships in Space Battle [see rule 15.2.3].
- ▲ Second, have the Cube execute its Command card [see rule 15.2.4]. If the *Borg Attack - Command - Attack* rule has taken effect [see rule 15.5.1], the Cube then again engages eligible Ships in Space Battle.
- ▲ Third, begin Assimilation of a Developed Planetary System, if possible [see 15.4].

Resolve the Activation of each Cube fully before moving on to the next Cube. After completing a Cube's Activation, place a Borg Activation token on the Cube, to track which Cubes have Activated. Note that the Activation of one Cube may move several Cubes, but that only the Activated Cube is marked.

Remove all Activation tokens on Borg Cubes after the Borg Command Phase is finished.

### 15.2.3 Engaging Player Ships

Each Borg Cube begins its Activation by initiating a Space Battle with all player Ships that are in its Sector or, if there are none, it attacks all Ships in Adjacent Sectors. It engages them all simultaneously, even Ships from multiple players. In a Space Battle with multiple players, all players must direct their attacks against the Borg.<sup>136</sup>



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



### 15.2.4 Executing Command Cards

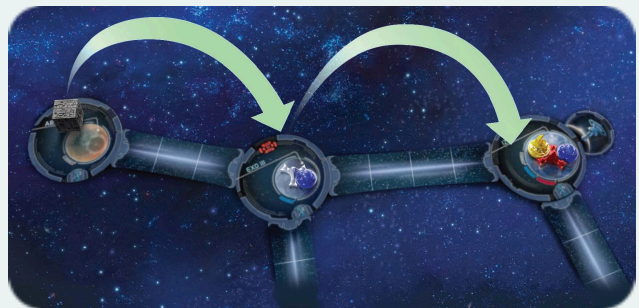
The Borg use a Command deck to determine what each Borg Cube does during the Borg turn.

After engaging any player Ships, execute a Borg Command card for the Cube. Many of the Command cards are movement cards [see rule 15.3]. Some Command cards will have other directions.

Borg Movement Command cards will indicate both a Target and a Warp move. Borg Cubes travel at Warp, like players' Ships. Borg Cubes generally may not move through players' Ships [but see rule 15.5.2].

This Command card orders the Cube to Move at Warp 2 towards the nearest Starbase.

Note that some cards may cause a Cube to move past or away from the Orbit of a Developed System.



With the above Borg Command, the Cube moves at Warp 2 towards the nearest Starbase, through the nearby Developed System.

Refer to the Appendices for a list of all Borg Command cards.

#### 15.2.4.1 Multiple Movement Commands

The *Collective: Linkage* and *Move: Collective* Command cards will direct you to move multiple Cubes. In these cases, move all the Cubes, whether or not they have already Activated this turn, then complete the Activation of the Cube which was Activated with the card.<sup>137</sup>

The Activated Cube moves first, but the order in which other Cubes are moved is determined by the player that Activated the first Cube.

Moving Cubes follow rule 15.3 and may explore.

Movement by itself does not cause a Cube to be marked as Activated.<sup>138</sup>

The Borg turn is not over until all Cubes have been Activated and marked with Activation tokens (unless the Command card *Polaron Field Disruption* is played, immediately ending the Borg turn).

<sup>135</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>136</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>137</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>138</sup> Although officially ruled differently in emails (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019 and Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019), this rule was changed for the Unofficial Complete Rulebook in order to increase the Borg threat and provide consistency.

## 15.2.5 Assimilation

After resolving the Borg Command card for the Cube, start Assimilation of an eligible Planetary System [see rule 15.4].

### 15.3 BORG MOVEMENT

In general, a moving Borg Cube will try to do the following in the order given:<sup>139</sup>

- ▲ Step I: If there is No Target the Cube will Explore; go to Step IV
- ▲ Step II: If there is a Reachable Target the Cube will move to the closest such Target and end its move
- ▲ Step III: If there is a Far Away Target the Cube will complete its entire Warp move towards the closest Target along the shortest path and end its move
- ▲ Step IV: The Cube will Explore a new Space Lane, make a Connection and move to a Target or place a new System and end its move
- ▲ Step V: Reassign Target and start over at Step I
- ▲ If all movement alternatives fail, the Cube will not move at all

Sectors may never contain more than one Cube (unless one of them is still atop a Spire).

Note that this doesn't mean that Borg Cubes can't fly past each other. If they have enough movement and their path isn't blocked they will fly past any other Cubes.<sup>140</sup>

Also note that a moving Cube will not be able to reach a Target Sector already containing another Cube, but it may be able to reach the closest Adjacent Sector [see rule 15.3.3].

#### 15.3.1 Executing a Movement Command

The Movement Command card will indicate a Target type (Borg World, Rival Ship or Fleet, Developed System, Starbase or Home System) and a Warp move (1, 2 or 3 Systems).

When executing a Movement Command card follow the Steps below, until the Cube ends its move. Also refer to the Borg Movement flow-chart as a handy reference.

Note that rule 15.5.2 will affect how Rival Ships can block the movement of a Cube.

##### 15.3.1.1 Nearest, Closest and Shortest Path

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).<sup>141</sup>

The Borg travel via Virtual Adjacencies, if that is the shortest route to their Target.

**Note:** 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.<sup>142</sup>

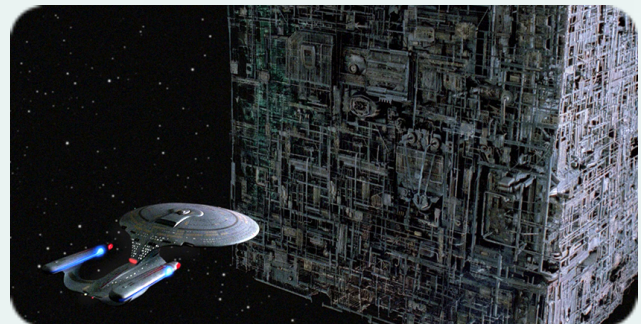
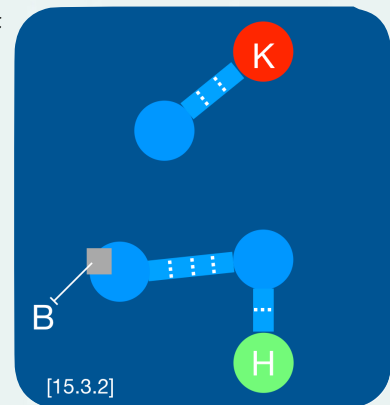
##### 15.3.1.2 Minimum Amount

In all cases where there is a tie for nearest/closest System, Target Sector or minimum amount of swinging, the player Activating the Cube may choose where to move the Cube between the tying Sectors or which Systems and Space Lanes are swung.

##### 15.3.2 Step I: No Target

If the Target indicated by the Command card is not Connected to the Cube, the Cube will move to Step IV and Explore [see rule 15.3.5].

*Example:* The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. Since the Cube is not Connected to any Target Sector, the Cube will explore.



##### 15.3.3 Step II: Reachable Target

If there is a Target of the type indicated that the Cube can reach (or stay at, if already there) with its current Warp Range, the Cube will move to (or stay at) the closest such Target and end its move.

If the Target is unreachable only because there is already a Ship (including another Borg Cube) in the Target Sector, the closest Adjacent Sector will instead be considered the Target, provided the Cube can reach it.

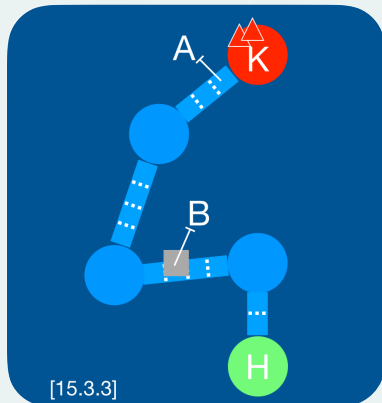
<sup>139</sup> This rule was completely rewritten in comparison to the official rule. This was done in order to make it clear how the Borg Cubes move and to allow the Borg to explore more and spread out. Without the ability for the Borg to create new Connections when blocked from their Target, they will almost certainly end up focusing on only one player and becoming less of a threat to the others.

<sup>140</sup> Part of this rule was also officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

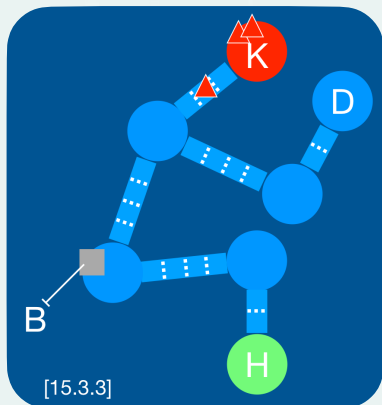
<sup>141</sup> This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

<sup>142</sup> 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 (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. It will move to Sector A since it is Adjacent to the closest Target of the indicated type and within the Warp Range of the Cube.



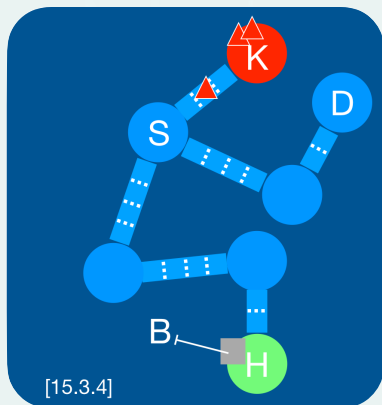
Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. In this case the Cube will move to Sector D since it is the closest Target that can be reached (Sector K, although closer, is blocked by a Ship).



### 15.3.4 Step III: Far Away Target

If the closest Connected Target of the indicated type is further away along the shortest path than the current full Warp move of the Cube and the entire path is unblocked, the Cube will complete its entire Warp move towards the Target and end its move.

Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. It will move to Sector S since the closest Connected Target of the indicated type (K) is further away along the shortest path than the current Warp Range of the Cube.



### 15.3.5 Step IV: Cubes Exploring

If an exploring Cube can place a new Space Lane from its current Sector it will do so. If it cannot, it will instead move to Step V [see rule 15.3.6] and be assigned a new Target.

#### 15.3.5.1 Placing Space Lane

An exploring Cube will generate (by rolling the Space Lane die) and point a new Space Lane as directly as possible (measured by angle) in a Random Direction [see rule 15.3.5.2 for determination of a Random Direction]. When placing the new Space Lane, the Borg Cube may swing [see rule 15.3.5.6] other Floating Systems and Space Lanes (but not the System it is in)<sup>143</sup>, but only to allow the new Space Lane to point as directly as possible towards the designated Random Direction.

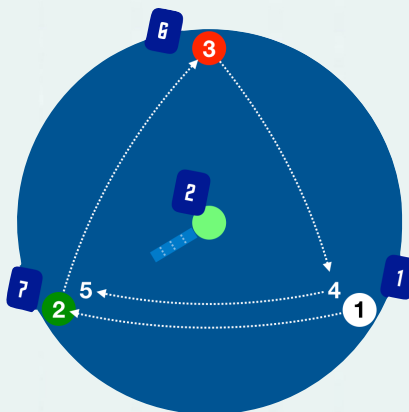
If the Space Lane can't be placed (because there is no room) the Cube ends its move where it is like other Ships [rule 8.6.6].

**Note:** In the unlikely case where a new Space Lane placed in a Random Direction fits exactly as a new Connection to a previously existing System, that Connection is made and the movement process starts over from Step I [rule 15.3.2].

#### 15.3.5.2 Determining a Random Direction

To randomly determine a direction when the Borg explore, roll a die. The direction towards the original Home System of the player with the lowest Turn Order card corresponds to a roll of "1", the direction towards the next original Home System in a clockwise direction corresponds to "2" and so on.<sup>144</sup>

Example: In a three player game Earth (white), Romulus (green) and Kronos (red) are arranged in that clockwise order. Earth belongs to the player with the lowest Turn Order card (1 in this case) and a "5" is rolled to determine a random direction. This means the direction towards Romulus is randomly determined.



#### 15.3.5.3 Making a Connection

After placing a new Space Lane, a Cube will try to create a Connection (by swinging [see rule 15.3.5.6] any Systems (including the one it is in) and Space Lanes necessary) that will allow it to move to and reach the closest matching Target (not necessarily the Target that would have been closest at the start of the move). If a Target is reached, the move ends.

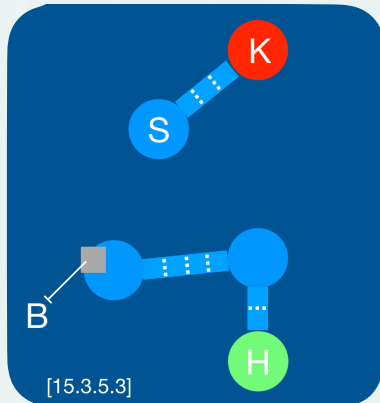
As in 15.3.3, if the Target is unreachable only because there is already a Ship (including another Borg Cube) in the Target Sector, the closest Adjacent Sector will instead be considered the Target, provided the Cube can reach it.

If that is not possible the Cube will try to place a new System [see rule 15.3.5.4].

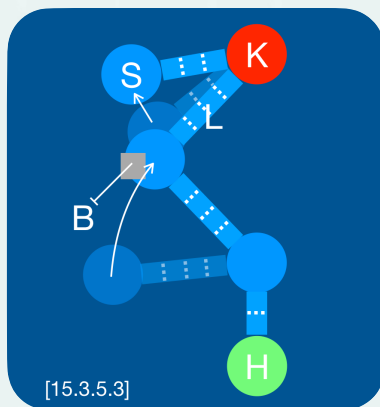
<sup>143</sup> Although it may seem inconsistent not to allow the System the Cube is in to be swung, the reason is to limit the possible variations to where the new Lane can be placed. Allowing more placement options will create a need for even more rules. Also note that the reason for pointing the Lane towards a randomly determined Home System is not to make that System a Target, but rather just to use the fixed positions of those Systems to generate a random direction.

<sup>144</sup> Note that the intention here is to generate a random direction for the newly placed Space Lane; the generated Home System does not become the Target for the Cube. Also note that if you are not playing on a symmetrically arranged map you may want to decide on some other method of generating the random direction. In a solo game the random direction will always be towards the player's Home System.

Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. Since no Target Sector can be reached the Cube will explore.



Continued Example: It generates a "4" length Space Lane (L) and points it in a randomly determined direction (in this case it happens to be towards System K). The new Space Lane is long enough to create a Connection to K that enables the Cube to reach the Target at K. In order to Connect to K, the System at S has to be swung away.



#### 15.3.5.4 Placing New System

If, when placing a new Space Lane, the Cube is unable to make a Connection and reach a Target (including if all potential Targets would be blocked or out of Warp Range), the Cube will try to place a new System (and may swing [see rule 15.3.5.6] any Systems (including the one it is in) and Space Lanes required to do that), move into it and end its move (drawing an Exploration card, if applicable [see rule 15.3.5.5]).

If the System can't be placed (because there is no room) the Cube ends its move where it is like other Ships [rule 8.6.6].

#### 15.3.5.5 The Borg and Exploration Cards

When the Borg place a new Planetary System, reveal an Exploration card. If the Borg discover a Civilization, develop the System as normal [see rule 8.8.5]. Borg ignore Crisis, Discovery and Ally cards. Ally cards are discarded to the bottom of the Exploration deck, other ignored cards to the normal discard pile. Place "Remains in Play" Exploration cards on the System.<sup>145</sup>

#### 15.3.5.6 Swinging Systems and Space Lanes

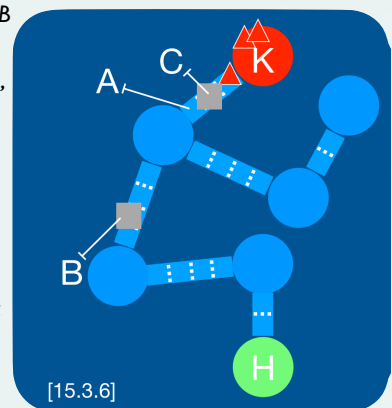
When a Cube is allowed to swing Systems and Space Lanes [see rules 15.3.5.1, 15.3.5.3 and 15.3.5.4], it may only swing the Systems and Space Lanes necessary for the intended placement or Connection. It may not swing Systems and Space Lanes further than the minimum amount required.<sup>146</sup>

#### 15.3.6 Step IV: Reassign Target

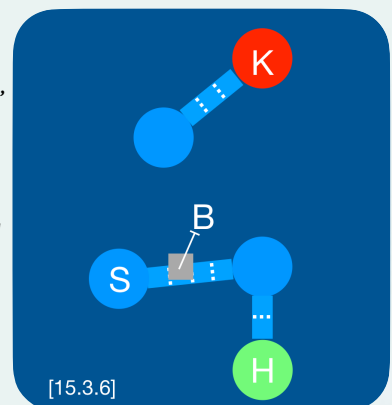
If the Cube has not been able to fulfil its move in any of the previous Steps it will be reassigned a new Target:

- ▲ Provided it has not already had the nearest player Ship as Target, that will be its new Target. Start the movement process over with Step I [rule 15.3.2]
- ▲ If it has already had the nearest player Ship as Target, the nearest Borg Cube will instead be its new Target. Start the movement process over with Step I [rule 15.3.2]. If this Target is reached, the other Borg Cube will automatically be Activated under Collective Efficiency [rule 15.3.7]
- ▲ If it has already had both nearest player Ship and nearest Borg Cube as Target and is in a Sector where exploration is impossible (a Space Lane or a System where no more Space Lanes can be Attached), it will instead be reassigned its original Command Card Target, try to move to the nearest System it can reach where exploration is possible and go to Step IV [rule 15.3.5]
- ▲ If the Cube has already failed each of the above alternatives, it will end its movement where it is

Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. Since it can't reach the Target at K, can't explore (because it is in a Space Lane) and failed its first reassigned Target (nearest player Ship) it is now reassigned the nearest Borg Cube as Target. It will move to Sector A, end its move and Activate Cube C under Collective Efficiency.



Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. Since it is Unconnected to any Target and can't explore (because it is in a Space Lane) it will be reassigned a new Target. It is Unconnected to both player Ships and Borg Cubes and will therefore move to Sector S in order to be able to place a new Space Lane and start exploring.



#### 15.3.7 Collective Efficiency

Cubes unable to reach any other Target or explore will eventually Target the nearest Borg Cube.

In this case, if the moving Cube can reach a Sector Adjacent to another Cube and after its Activation is complete, Activate the

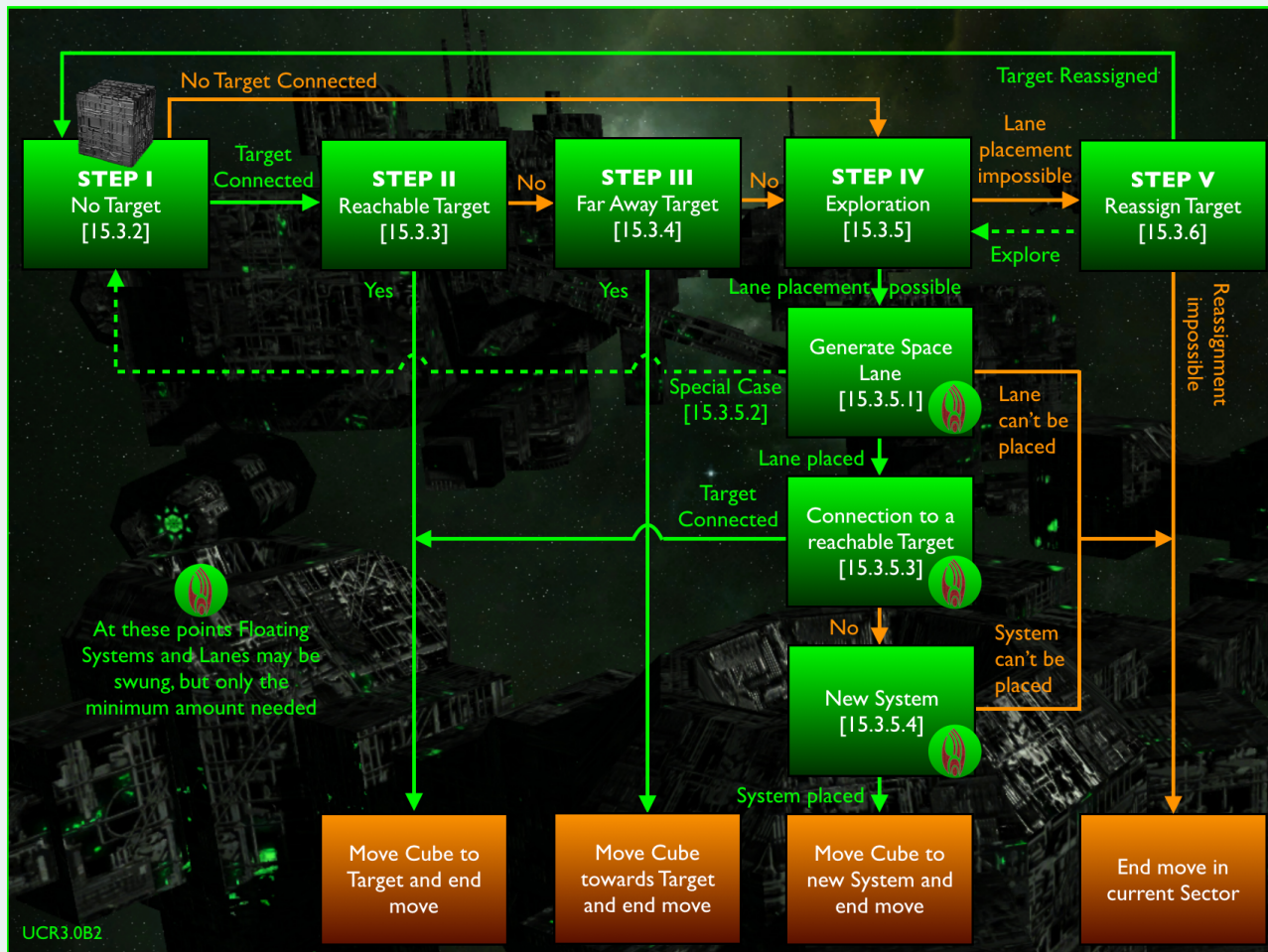
<sup>145</sup> This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

<sup>146</sup> Tip: In order to determine how Space Lanes and Systems can be swung it can be useful to test possible placements and Attachments with unused Space Lanes and System discs (without revealing the System). If it is hard to determine what constitutes the minimum amount of swinging, the player that Activated the Cube has final say.



stationary Cube [see rule 15.2.2], even if it has already been Activated one or more times this Borg turn. In either case, this counts as an Activation of the new Cube and it is marked with an Activation token (unless already so marked).

*“The Borg value efficiency, not redundancy.” - Seven of Nine*



The Borg Movement flow-chart covers the rules for how Borg Cubes move. Be sure to check the relevant rule cases for details.

### 15.4 BORG ASSIMILATION

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



After resolving its Command Card, a Borg Cube Occupying a Developed System will Begin Assimilation.

### 15.4.1 The Borg in Invasions

When a Borg Cube Invades, it starts with 9 Attack Dice and ignore Shields, just as it does in a Space Battle. The System being Assimilated rolls a die for each of its Structures, as in a standard Planetary Invasion. However, the Borg aren't interested in capturing any Structures intact: Hits the Borg score always destroy Structures.<sup>147</sup>

Borg Cubes use Shields [see rule 9.8.5] and Regenerate [see rule 9.8.3.5] lost dice during Invasion just like they do during Space Battles. The defender has First Strike [see rule 9.8.1].<sup>148</sup>

If the Borg destroy all the Structures on a System (including any Starbase), place a Borg Spire on the System; this is now a Borg World. The System will gradually be absorbed during future Borg Building Phases and its resources mined to expand the Borg Collective.

#### 15.4.1.1 Allocating Borg Hits to Structures

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.<sup>149</sup>

When there are no Assimilated players, the defending player (or the player that Activated the Cube in the case of independent Civilizations) 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.<sup>150</sup>

### 15.4.2 Assimilating Starbases

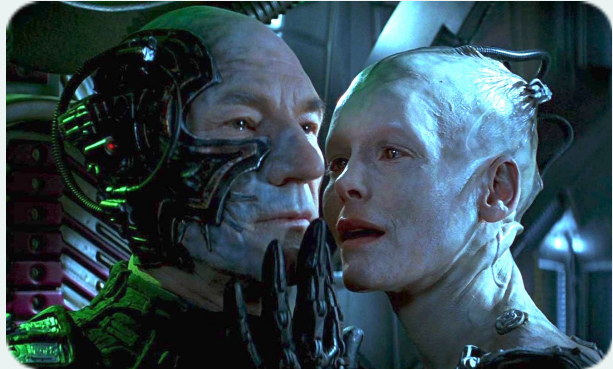
Starbases are the pinnacle of technological sophistication, full of exactly the sort of technology the Borg are seeking. When the Borg Assimilate a World with a Starbase, remove the Starbase from the game and add a Borg Assimilation Node to every Borg Spire in play. Starbases removed in this way cannot ever be rebuilt.

### 15.4.3 Home System Assimilation

If a player's Home System (even if no longer Controlled by the original owner and even if the player has been Exterminated)<sup>151</sup> 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.

### 15.4.3.1 Assimilated Players

Remove all the Assimilated player's remaining Ships. For each System they Control, remove their Control Node and place a number of Warp tokens on the System equal to the number of Resource Nodes (up to a maximum of four)<sup>152</sup> on the System, marking the System as a level 1, 2, 3 or 4 Independent Civilization. These Systems can be Invaded or taken via Hegemony by the remaining players, or Assimilated by the Borg.



All Trade Agreements originally belonging to an Assimilated player are discarded. 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.<sup>153</sup>

Assimilated players don't take Borg turns until the next Game Round after they were Assimilated.<sup>154</sup>

#### 15.4.3.2 One with the Collective

A player whose Home System is Assimilated by the Borg has become one with the Collective. They will now contribute their knowledge and expertise to the Collective. After a player is Assimilated by the Borg, they gain some measure of control over the Borg's turns [see rules 9.8.3.3, 15.2.1.2 and 15.4.1.1].

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.<sup>155</sup>

<sup>147</sup> This rule was clarified for the Unofficial Complete Rulebook.

<sup>148</sup> This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

<sup>149</sup> Although clarified in an official email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019) the Unofficial Complete Rulebook handles this partly differently.

<sup>150</sup> This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14. 2017).

<sup>151</sup> This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 17. 2019).

<sup>152</sup> The presence of level 4 Independent Civilizations was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019).

<sup>153</sup> This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

<sup>154</sup> Although this was ruled slightly differently in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018) the method presented here simplifies the Assimilation process without altering the game significantly.

<sup>155</sup> This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018) and partly adjusted for the Unofficial Complete Rulebook.

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.<sup>156</sup>

Assimilated players remain Assimilated for the rest of the game, even if their Home System is later reclaimed by another player.<sup>157</sup>

### **15.4.3.3 Borg Turns**

If more than one player is absorbed by the Borg, each Assimilated player receives a different, random Turn Order card and will take a full Borg turn when it is their go. With multiple Assimilated players, the Borg will be taking multiple turns every Game Round.

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

## **15.5 BORG ESCALATION**

As the game progresses the Borg will become more and more aggressive.<sup>158</sup>

### **15.5.1 Borg Attack - Command - Attack**

After the first reshuffle of the Borg Command deck the following rule takes effect:

Each Activated Borg Cube engages Adjacent or same Sector player Ships in Space Battles both before and after executing a Command card. On top of that, a Borg Cube which is executing the *Command::Aggression* card ignores the Borg's *Slow & Methodical* rule [voiding players' First Strike, see rule 9.8.1].

### **15.5.2 It Takes a Fleet**

After the second reshuffle of the Borg Command deck the following rule also takes effect:

Only Fleets block Borg Cubes' movement. Individual Ships no longer block Borg Cubes moving.

<sup>156</sup> This rule was clarified for the Unofficial Complete Rulebook and is in line with a similar official answer in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

<sup>157</sup> This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019).

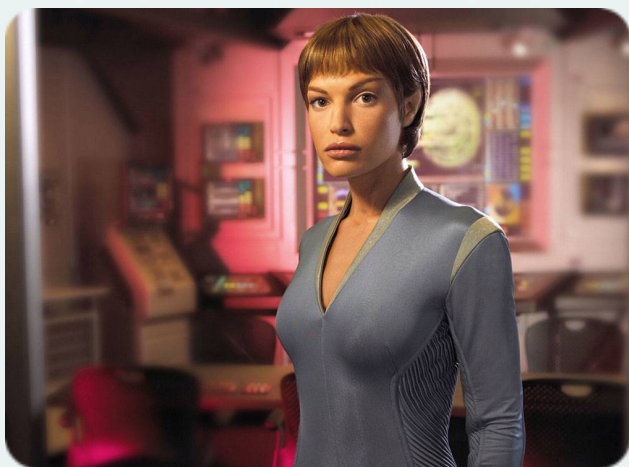
<sup>158</sup> This rule was invented for the Unofficial Complete Rulebook, but uses standard optional rules from the Borg expansion.

## 16. 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

### 16.1 HARD GAME

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

#### 16.1.1 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.<sup>159</sup>

This rule changes rule 5.8.1.5.

#### 16.1.2 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.

This rule changes rule 5.6.1.

#### 16.1.3 Early Crises

Don't discard Crisis cards during exploration in the first *Game Round* in a *Humble Beginnings* [rule 5.8.1] game.<sup>160</sup>

This rule changes rule 5.8.1.6.

#### 16.1.4 Borg Attack - Command - Attack

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

#### 16.1.5 It Takes a Fleet

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

#### 16.1.6 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 2.3.5.

#### 16.1.7 Epic Ascendancy

Play a *Humble Beginnings* [rule 5.8.1] game from zero to six Ascendancy (instead of five).<sup>161</sup>

This rule changes rule 2.3.1.

### 16.2 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.

#### 16.2.1 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.

#### 16.2.2 Easier Ascension

Ascendancy tokens only cost four Culture tokens instead of five.

This rule changes rules 2.3.1 and 3.7.1.

#### 16.2.3 Quicker Ascension

Allow victory with just four (or even three) Ascendancy.<sup>162</sup>

This rule changes rule 2.3.1.

#### 16.2.4 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

<sup>159</sup> This is the standard rule from the Borg Expansion.

<sup>160</sup> This is the base game rule for Exploration cards.

<sup>161</sup> This rule was invented for the *Unofficial Complete Rulebook*.

<sup>162</sup> This rule was invented for the *Unofficial Complete Rulebook*.

Project randomly. If you're more experienced, you can pick which Project you start with.

This rule changes rules 5.7.3 and 5.8.1.3, 5.8.2.3, 5.8.3.3, 5.8.4.3 or 5.8.5.3.

### 16.2.5 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 rules 5.7.4 and 5.8.1.3, 5.8.2.3, 5.8.3.3, 5.8.4.3 or 5.8.5.3.

### 16.2.6 Wild Culture

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

## 16.3 EASY GAME

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

### 16.3.1 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.<sup>163</sup>

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.

### 16.3.2 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.<sup>164</sup>

This rule changes rule 13.3.

### 16.3.3 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.<sup>165</sup>

You may still not have more Projects than Research Nodes.

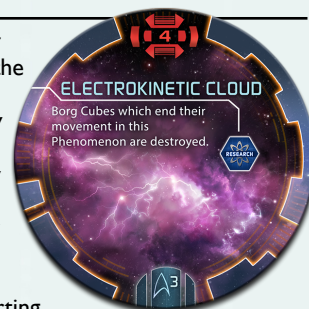
When discarding Projects, place any discarded cards at the bottom of their respective Advancement decks and return any

Research tokens on the discarded Projects to the Supply. Do not shuffle the Advancement decks again.

This rule changes rule 14.1.

### 16.3.4 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.<sup>166</sup>



This rule changes rule 5.4.1.

### 16.3.5 Exploration Mulligan

Allow each player two mulligans of unwanted Exploration cards over the course of the game. When a mulligan is taken, the unwanted Exploration card is discarded and another card is drawn to replace it.<sup>167</sup>

### 16.3.6 Open Turn Order

Only use one Turn Order card per player plus one for the Borg.

The Turn Order cards remain face-up throughout the Game Round.<sup>168</sup>

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.

### 16.3.7 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.<sup>169</sup>

This rule changes rule 6.1.

## 16.4 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.

### 16.4.1 The Solo Game

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

<sup>163</sup> This is the base game rule for how Peace is handled.

<sup>164</sup> This is the base game rule for how Trade Agreements are revoked.

<sup>165</sup> This is the base game rule for how to start Projects.

<sup>166</sup> This is the base game rule for how to handle Phenomena.

<sup>167</sup> This rule was invented for the *Unofficial Complete Rulebook*.

<sup>168</sup> This is the base game rule for Turn Order cards.

<sup>169</sup> This optional rule is really not recommended, since it will lessen the tactical choices available and may affect game balance. It is only included in the *Unofficial Complete Rulebook* for completeness.

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 16.3.6].

#### 16.4.1.1 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.<sup>170</sup>

Remove the *Vulcan Advancement Agenda* card.

Remove the following Advancements (even from unplayed *Factions*):<sup>171</sup>

Andorian: *Aenar Dampening Field*, *Andorian Ale* and *Subspace Intercepts*.

Cardassian: *The Obsidian Order*.

Federation: *Bureau of Security* and *Multicultural Collaboration*.

Ferengi: *The Bigger the Smile*, *The Sharper The Knife*, *Hear All*, *Trust Nothing* and *Whisper Your Way to Success*.

Klingon: *Covert Saboteurs*.

Romulan (unless you play the Romulans): *Multi-Spectral Emitter Drones*, *Tal Shiar* and *Tal Shiar Monitoring Posts*.

Vulcan: -

Variant *Faction* Advancements: The rules for each variant *Faction* will note which Advancements should be removed.

*Faction* Trade Agreements are not used.

#### 16.4.1.2 Modified Cards

Any Allies drawn 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.

#### 16.4.1.3 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 16.2] or *Easy Game* [rule 16.3] 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 16.1] optional rules may be used or you may remove one or more of the Delay tokens [see rule 5.8.1.5].

#### 16.4.2 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 16.3.6].

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

### 16.5 OTHER OPTIONS

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

#### 16.5.1 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].<sup>172</sup>

This rule changes rule 9.7.

#### 16.5.2 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.<sup>173</sup>

#### 16.5.3 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.<sup>174</sup>

#### 16.5.4 Limited Ships & Control Nodes

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.

<sup>170</sup> This was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

<sup>171</sup> This rule was invented for the Unofficial Complete Rulebook and diverts from an official clarification given in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019).

<sup>172</sup> This is the official rule for multiple defenders as outlined in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Nov 27, 2017).

<sup>173</sup> This rule was invented for the Unofficial Complete Rulebook, but is a fairly common house rule.

<sup>174</sup> This rule was invented for the Unofficial Complete Rulebook.

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

This changes rules 3.6.1 and 3.6.3.

#### **16.5.4.1 Base Game Limit**

Limit the Ships and Control Nodes available to each Faction to 30 Ships and 10 Control Nodes.<sup>175</sup>

#### **16.5.4.2 Escalation Limit**

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

#### **16.5.4.3 Hoarding**

Andorians and Orions may not hoard Rival Ships. Keep track of captured Ships on a note pad and return the Ship models to the Reserves of their owners.<sup>176</sup>

#### **16.5.4.4 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).<sup>177</sup>

#### **16.5.4.5 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)<sup>178</sup> in order to build new Ships.<sup>179</sup>

#### **16.5.4.6 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 Hegemonize a different System.<sup>180</sup> 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<sup>181</sup> Independent Civilization.<sup>182</sup>

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 Civilization.<sup>183</sup>

<sup>175</sup> This is the base game rule for available Ships and Control Nodes.

<sup>176</sup> This rule was invented for the Unofficial Complete Rulebook to balance the game.

<sup>177</sup> This rule was invented for the Unofficial Complete Rulebook to fill a gap.

<sup>178</sup> This rule was invented for the Unofficial Complete Rulebook to cover a gap.

<sup>179</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23277249#23277249>).

<sup>180</sup> This was partly officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23277249#23277249>).

<sup>181</sup> The presence of level 4 Independent Civilizations was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019).

<sup>182</sup> Although officially ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019), this rule was changed for the Unofficial Complete Rulebook in order to provide consistency with earlier official rulings.

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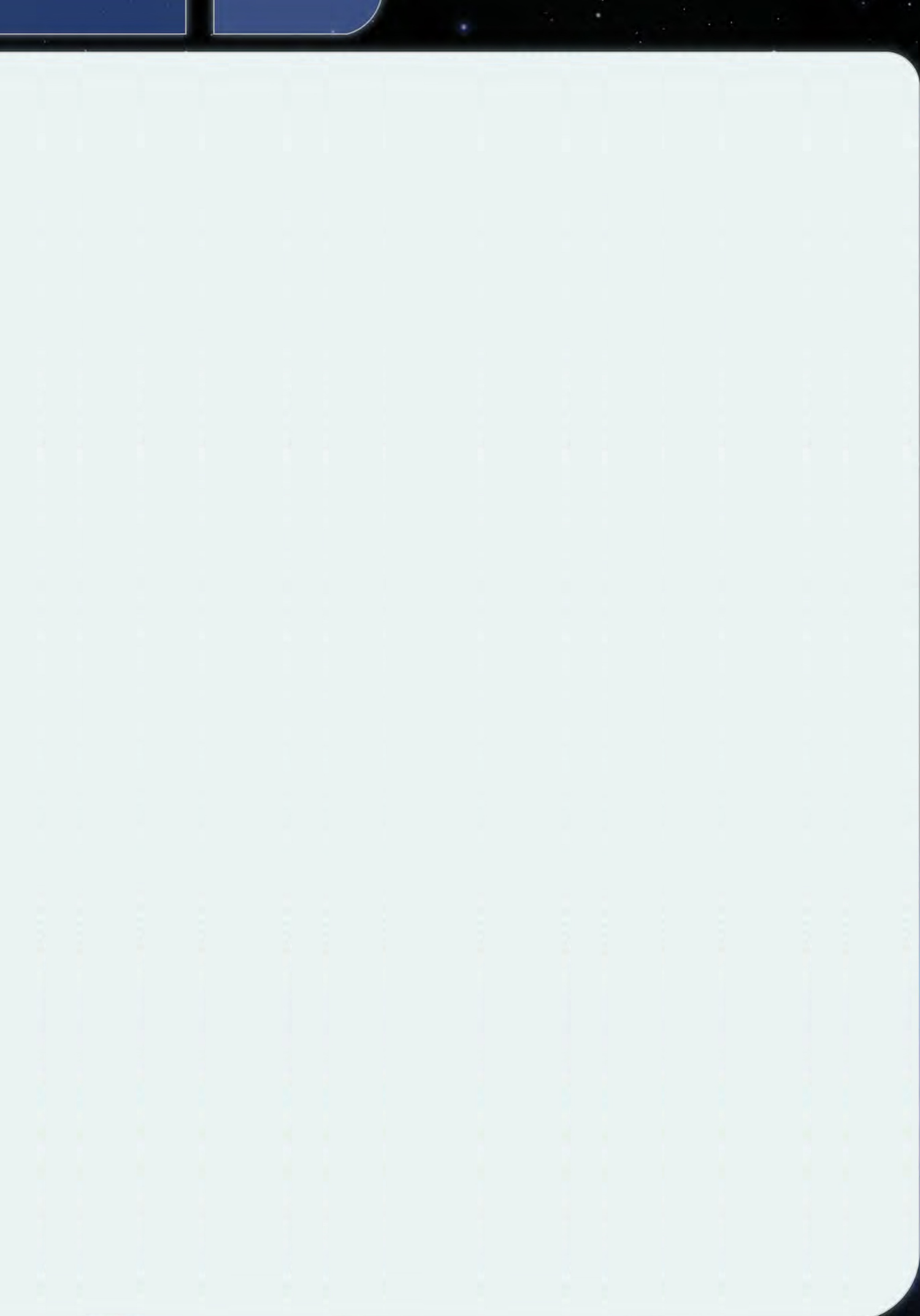
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*“A balance of power — the trickiest, most difficult, dirtiest game of them all, but the only one that preserves both sides.”*



*The Carina Nebula (catalogued as NGC 3372; also known as the Grand Nebula, Great Nebula in Carina, or Eta Carinae Nebula) is a large, complex area of bright and dark nebulousity in the constellation Carina, and is located in the Carina-Sagittarius Arm. The nebula lies at an estimated distance between 6,500 and 10,000 light-years from Earth.*

- Wikipedia