Version 3.0 of the

Appendices for the

Unofficial

Complete Rulebook for

STAR TREK™

ASCENDANCY

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

CONTENTS

The *Appendices for the Unofficial Complete Rulebook* contains the following:

I. ABOUT THE APPENDICES

The *Appendices for the Unofficial Complete Rulebook for Star Trek: Ascendancy* is an annex to the *Unofficial Complete Rulebook for Star Trek: Ascendancy*. It contains the rules for the player <u>Factions</u> (including a number of fan made and play tested variant <u>Factions</u>), lists of all System discs, lists of all cards, suggested set ups and a list of all components in a complete game, including all expansions.

I.1 VERSION

This is version 3.0 of the *Appendices for the Unofficial Complete Rulebook for Star Trek: Ascendancy*. It is fully compatible with version 3.0 of the *Unofficial Complete Rulebook*.

I.2 USING THESE RULES

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

The rules numbering in the Appendices starts with a roman numeral to keep rules cases separate from those in the main rulebook.

I.2.1 General

As in the main rules any clarifications or changes to the official rules are footnoted. In cases where the official cards have errors an updated version is given and the original text is repeated in the footnotes. In many cases corrected cards are provided as pdfs in the *Unofficial Complete Rulebook* files.

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

Game pieces for the variant <u>Factions</u> will have to be supplied by the players.

I.2.2 Specific Words and Rules Links

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

I.2.3 The Factions

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

I.2.3.1 Faction Status

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

All variant <u>Factions</u> are given as modules that can be used or ignored at the players' discretion.

I.2.3.2 The Faction

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

I.2.3.3 Faction Special Rules

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

I.2.3.4 Faction Victory

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

I.2.3.5 Faction Trade Agreements

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

I.2.3.6 Faction Starting Assets

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

Images of the <u>Faction</u> specific models are shown.

For the variant <u>Factions</u> suggestions for game pieces are given.

I.2.3.7 Faction Building Phase

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

I.2.3.8 Faction Command Phase

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

I.2.3.9 Faction Advancements

This section lists all Advancements available to the <u>Faction</u>.

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

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

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

1.2.3.10 Faction Fleets

This is a list of the available Fleets. For each Fleet the <u>Fleet Size</u> is given in parenthesis.

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

II.   THE ANDORIAN EMPIRE

II.1 FACTION STATUS

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

The Andorian Empire is a Basic Faction that can be played aggressively.

The Andorian player should try to stay ahead of the arms race by keeping Weapon and Shield Levels up to take full advantage of the possible double Culture gain from Andorian Pride.

II.2 THE ANDORIANS

"The Andorian Mining Consortium runs from no one."

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

Faction colour: Light Blue
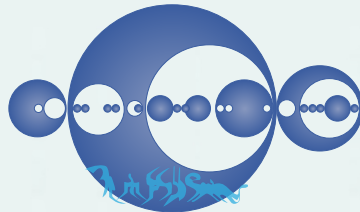
II.3 ANDORIAN SPECIAL RULES

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

II.3.1 Field Testing

The Andorians are continually on alert for any advantage their Rivals may have. In battle, they'll seize on any opportunity to capture and study the enemy's Ships. When the Andorians win a Space Battle, they may claim one destroyed Ship. These claimed Ships may be used in later turns as Research tokens. Remember, the *Field Testing* ability is only used if the Andorian player wins. Andorians can not claim Borg Cubes.[1]

The Andorians win a Space Battle if the enemy loses all their Ships or Retreats. If the enemy uses *Advanced Romulan Cloaking* Technology, the Space Battle is canceled as if it never occurred; the Andorians Refresh their Command token. Since no Combat occurred, the Andorians do not get to claim a Ship.[2]

II.3.2 Andorian Pride

Andorians take great satisfaction in proving their technological superiority. At the start of their turn, the Andorians take a Culture if their Shields or Weapons are the best in the Galaxy. If they're both better, they take 2 Culture.

II.3.3 Andorian Tokens

Andorian Fleets focus on reconnaissance and subterfuge. Their *Reconnaissance Fleet* can seed a System with an Andorian deep space surveillance device. Once marked, the Andorian *Strike Fleet* will be able to make short work of their opponents.

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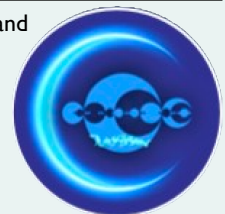
[1] The part about not being allowed to "hoard" enemy Ships was removed for the Unofficial Complete Rulebook, since it doesn't matter when playing with unlimited Ships.

[2] This rule was clarified based on an official clarification of another rule on BoardGameGeek (https://boardgamegeek.com/article/24994230#24994230).

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

The Andorian player may remove Andorian tokens at any time.[3]

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

11.4 ANDORIAN VICTORY

Standard rules apply.

11.5 ANDORIAN TRADE AGREEMENTS

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

11.6 ANDORIAN STARTING ASSETS

In addition to the standard Faction assets [rule 5.7.5], Andorians also have 5 Andorian tokens.

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

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

- Andorian Pieces -
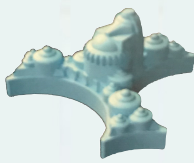
| Andorian Ship | Andorian Control Node | Andorian Starbase |

11.7 ANDORIAN BUILDING PHASE

Standard rules apply.
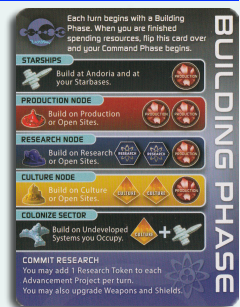
11.8 ANDORIAN COMMAND PHASE

From the outside, Andorians may appear disciplined, but Andorian captains are fiercely independent and protective of their accomplishments. Convincing prideful captains to work together often requires the Chancellor's firm hand. When forming Andorian Fleets or Commissioning a Starbase, Issue two Commands instead of one. Andorian Ships may still be grouped into a Fleet in the Building Phase as a *Bonus Fleet Build* [see rule 12.1.3] without Exhausting a Command.
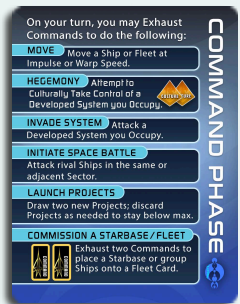
11.9 ANDORIAN ADVANCEMENTS
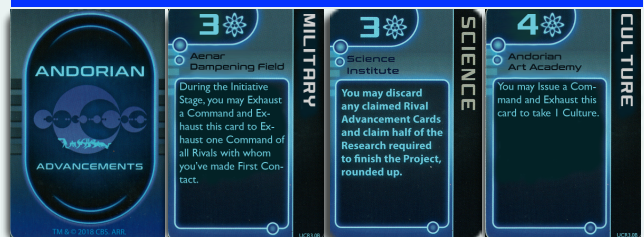
Unflagging Animosity (Military/Start/-/-/-): When an enemy retreats from you in a Space Battle, roll a die for each of their Ships: on a 5 or 6 the Ship is destroyed. When you Retreat, each Retreating Ship may make an attack.

Andorian Ale (Business/2R/-/-/-): Take 1 additional Production for each Rival Trade Agreement you hold. You must give one of these extra Production to a Rival whose Trade Agreement you hold.[4]

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[3] This rule was clarified and changed for the Unofficial Complete Rulebook. The original rule limited the number of Andorian tokens in play by Ascendancy.

[4] The type of Advancement was changed to Business to provide consistency.

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

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

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

Mining Consortium (Business/2R/W/-/-): Your Systems with two or more Production Nodes may produce 1 Research token instead of 1 of the Production tokens.[5]

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

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

Aenar Dampening Field (Espionage/3R/-/-/-): During the Initiative Stage, you may Exhaust a Command and Exhaust this card to Exhaust one Command of all Rivals with whom you've made First Contact.[6]

Notes: If several abilities can be resolved at the start of a Game Round, they are resolved in the Turn Order currently held.[7]

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

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

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

Enforcer Clans (Military/3R/-/-/-): During the Initiative Stage, you may Exhaust a Command and Exhaust this card to take one Command action.[8]

Notes: If several abilities can be resolved at the start of a Game Round, they are resolved in the Turn Order currently held.[9]

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

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

Notes: If developed by a Rival this Advancement has no effect beyond providing a Warp icon.[10]

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

Sirillium Warheads (Military/3R/-/-/-): In the first Round of a Space Battle with one of your Fleets, Exhaust this card to score three additional Hits this Round.[11] *Sirillium Warheads* does three damage to Borg Cubes.[12]

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

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

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

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

Andorian Art Academy (Culture/4R/-/-/-): You may Issue a Command and Exhaust this card to take 1 Culture.[13]

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

Imperial Guard (Military/4R/W/-/-): Your Ships in Orbit of Systems you Control which have a Culture Node count as having +1 Shields.[14]

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

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[5] The type of Advancement was changed to Business to provide consistency.

[6] This rule was changed for the Unofficial Complete Rulebook. The official rule contradicted the base game rules. The original text was "During the Initiative Stage, you may issue a Command and Exhaust this card to Exhaust one Command of all Rivals with whom you've made First Contact".

[7] This rule was invented for the Unofficial Complete Rulebook.

[8] This rule was changed for the Unofficial Complete Rulebook. The official rule contradicted the base game rules. The original text was "During the Initiative Stage, you may issue a Command and Exhaust this card to take one Command action.".

[9] This rule was invented for the Unofficial Complete Rulebook.

[10] This rule was invented for the Unofficial Complete Rulebook.

[11] This rule was changed for the Unofficial Complete Rulebook. The original text was "In the first Round of a Space Battle with one of your Fleets, Exhaust this card to destroy up to 3 enemy Ships".

[12] This rule was clarified based on an official clarification of another rule on BoardGameGeek (https://boardgamegeek.com/article/23454599#23454599).

[13] This rule was changed for the Unofficial Complete Rulebook. The original card had "Cultural" for Advancement type.

[14] This rule was partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019) and partly changed for the Unofficial Complete Rulebook. The original text was "Andorian Fleets in Orbit of an Andorian-Controlled Planet with Culture Nodes count as having +1 Shields".

II.10 ANDORIAN FLEETS

#1A Reconnaissance Fleet (3): You may Issue a Command to place an Andorian token on a Rival-Controlled System that this Fleet Orbits or that is Attached to the Space Lane this Fleet is in.[15]

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

#1B - (9): -

#2A Strike Fleet (5): Ships in this Fleet receive +1 to Hit Rolls against Ships or Nodes in Systems marked with an Andorian token.

#2B - (9): -

#3A Command Fleet (8): At any time, even during Combat, you may Exhaust a Command to switch the position of this Fleet with any other Andorian Fleet.[16]

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

#3B - (9): -

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[15] This rule was changed for the Unofficial Complete Rulebook. The official rule and an official clarification in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019) said that the Fleet had to Occupy the System (the clarification actually said that Occupy and Orbit is the same thing - which it obviously isn't). The original text was "When this Fleet Occupies or is in a Space Lane Adjacent to a Rival-Controlled System, you may Exhaust a Command to place an Andorian token on the System. You may not place more Andorian tokens than you have Ascendancy. You may remove tokens at any time".

[16] This rule was invented for the Unofficial Complete Rulebook to make the Fleet playable. The original text was "You may Exhaust a Command to switch the position of this Fleet with any other Andorian Fleet".

III. THE CARDASSIAN UNION

III.1 FACTION STATUS

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

The Cardassian Union is a Basic Faction with strong military potential.

The Cardassians are experts at subterfuge and shadow diplomacy. Many of their Advancements allow them to manipulate other Factions and covertly deploy Ships and Fleets under their Rivals' radar.

Cardassians' relentless drive to expand their territory by Invading new Systems is both their path to victory and their Achilles heel. Invading Systems may bring the Cardassians closer to winning but is likely to leave a bitter taste in Rivals' mouths. Invading Systems inhabited by Warp-Capable, Independent Civilizations is ideal for the Cardassians, since it doesn't make enemies but does produce extra Culture. Upgrading your Weapons to make sure they can deal with the population's Shield Modifier is important to a Cardassian Invasion strategy.

III.2 THE CARDASSIANS

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

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

From Memory Alpha

Faction colour: Khaki

III.3 CARDASSIAN SPECIAL RULES

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

III.3.1 Annexation

The Cardassians are always looking for new opportunities to expand their borders. The Cardassians take a bonus Culture when they successfully invade a planet. If a Cardassian Invasion results in *Total Annihilation*, they do not take a Culture.

III.3.2 Occupation

Not everyone who labours under the Cardassian flag does so willingly. During Resource Generation, only Systems Orbited by Cardassian Ships generate Production. Research and Culture are generated normally.[17]

III.4 CARDASSIAN VICTORY

Standard rules apply.

III.5 CARDASSIAN TRADE AGREEMENTS

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

III.6 CARDASSIAN STARTING ASSETS

Standard rules apply.

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

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

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[17] This rule was changed for the Unofficial Complete Rulebook. The original rules, and an official clarification in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019), actually said that Cardassians had to Occupy a System in order to generate Production. Had that rule been correct, it would have meant that Cardassians were mostly unable to trade with Ferengi, which would have been both unthematic and bad for the game. The actual Command Console has the correct "Orbits" term.

Cardassian Ship   Cardassian Control Node   Cardassian Starbase

III.7 CARDASSIAN BUILDING PHASE

Standard rules apply.

III.8 CARDASSIAN COMMAND PHASE

Standard rules apply.

III.9 CARDASSIAN ADVANCEMENTS

Totalitarian Regime (Command/Start/-/Cd/-): Cardassians begin with an additional Command, for a starting total of six Commands.

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

Infiltration Protocols (Espionage/3R/W/-/-): When you Launch a new Project, you may draw a random card from a Rival's Advancement deck. If you discard the Rival's card, it goes back to their deck.[18]

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

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

Gravitic Sensor Net (Military/3R/W/-/-): *Romulan Cloaking Technologies*' effects may not be used in Systems you Control or against Ships in them.

Sensor Ghosting & Holo Projections (Espionage/3R/W/-/-): During a Space Battle, Exhaust this card to force a Rival to Reroll all Hits they've scored this Combat Round. This may be used on a Rival's turn.

> **Notes:** This may only be used when the Cardassians are participants in the Space Battle.[19]

The Obsidian Order (Espionage/3R/-/-/-): On your turn, you may Exhaust this card to Exhaust another player's Espionage Advancement. Your Systems' Hegemony Resistance is increased by 1.

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

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

Weaponized Star Bases (Military/3R/W/-/-): Your Star Bases now add 3 additional dice to Hit.

> **Notes:** These 3 dice replace the normal die and are not in addition to it.[20]

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[18] This rule was changed for the Unofficial Complete Rulebook since Focused Research is in effect by default. The original text was "When you launch new Projects, you may draw one card from a Rival's Advancement deck, instead of two from your own. The card is drawn at random. If you discard the Rival's card, it goes to the bottom of their deck.".

[19] This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 12. 2017).

[20] 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 to simplify the game.

Annexation Protocols (Expansion/3R/-/-/-): When Invading a planet, a *Total Annihilation* result counts as a *Successful Invasion*. When you successfully Invade a planet, Refresh 2 Commands.

    Notes: If you destroy all Nodes on a planet using *Metagenic Weapons*, you will not be able to place a Control Node using *Annexation Protocols*, but the other benefits will apply.[21]

Central Command (Command/3R/W/Cd/-): Your Systems' Hegemony Resistance is increased by 1.

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

    Notes: This means that you may be able to then immediately Colonise a Planetary System. Also note that Phenomena and the *Transwarp Hub* are always Uncontrolled.[22]

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

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

Metagenic Weapons (Military/4R/W/-/-): When Invading a planet, you may Exhaust this card instead of rolling to Hit. All your dice this Combat Round automatically Hit and destroy a Node.

    Notes: When using *Metagenic Weapons*, each Hit always destroys a Node, regardless of how many Hits are scored. If you attack a fully Developed, 4-Node System with 6 Ships and Exhaust *Metagenic Weapons*, you'll destroy all four Nodes, leaving the System disc bare.[23]

    If you use *Metagenic Weapons* to destroy all Nodes on a planet, you will not be able to place a Control Node, even if you have *Annexation Protocols*.[24]

III.10 CARDASSIAN FLEETS

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

#1B - (9): -

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

    Notes: In some official printings the Cardassian 2A Fleet is misprinted and shows a second *Hunter Killer* Fleet instead of the *Overseer* Fleet.[25]

#2B - (9): -

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

#3B - (9): -

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[21] 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 to be more consistent.

[22] This rule was clarified for the Unofficial Complete Rulebook.

[23] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23478810#23478810).

[24] 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 to be more consistent. Thematically one could argue that Metagenic Weapons shouldn't destroy any Nodes at all since it is a biological weapon. For true Trekkies you may want to house rule this.

[25] Contact GF9 if you have a misprinted Fleet card.

IV. THE DOMINION

IV.1 FACTION STATUS

The Dominion have been hinted at by GF9, but not yet announced.

The Dominion as presented here is a fan created Faction developed by Lou Lessing and Mattias Elfström, who also did card graphics. Marcin Adamczyk, Thomas Averdal, Steve Framarin and Martin Stegmark also provided valuable assistance. This version of the Dominion Faction was in turn inspired by the fan created Dominion Faction by Archmage64 and Ender02.

The Dominion was first added to the Unofficial Complete Rulebook v3.0 and all Dominion cards are marked "UCR3.0".

The Dominion is intended as an Advanced Faction that can dominate both the diplomatic and military aspects of the game.

IV.2 THE DOMINION

"The Dominion has endured for over two thousand years, and will continue to endure long after the Federation has crumbled into dust."
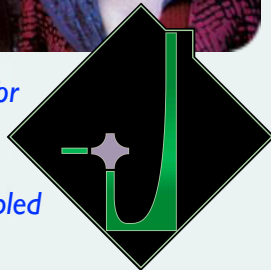
The Dominion is a major interstellar state. Technologically advanced and millennia old, the Dominion was founded under the absolute rule of a group of Changelings known as the Founders, whose will is carried out by the Vorta and the Jem'Hadar. The Dominion is dedicated to imposing the Founders' vision of "order" upon the universe, i.e. bringing all other civilizations under its control.

From Memory Alpha

Faction colour: Purple

IV.3 DOMINION SPECIAL RULES
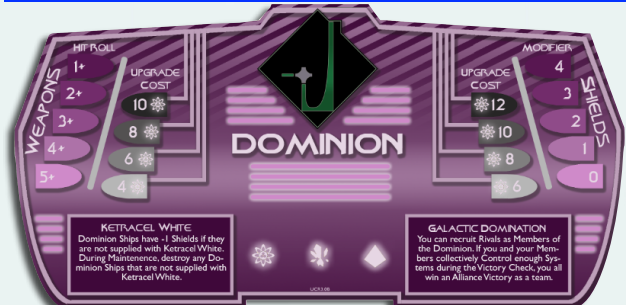
The Dominion have a unique Command Console with two Special Rules that apply to the Dominion.

IV.3.1 Ketracel White

Dominion Ships have -1 Shields if they are not supplied with Ketracel White. During Maintenence, destroy any Dominion Ships that are not supplied with Ketracel White.

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

IV.3.2 Galactic Domination

You can recruit Rivals as Members of the Dominion. If you and your Members collectively Control enough Systems during the Victory Check, you all win an Alliance Victory as a team [see rule IV.4.1].

IV.3.3 Bajor

When the Dominion is in play the following Special Rule is added to the Bajor System:

The player discovering Bajor places a Wormhole token on the System. The player to the right places the matching Wormhole in any Unconnected non-Home System or in any non-Home System if that is not possible.

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

IV.4 DOMINION VICTORY

The Dominion can win a standard Ascendancy or Supremacy victory.

IV.4.1 Alliance Victory

If the Dominion and all current Members [see rule IV.5.1] collectively Control a specific number of all Planetary Systems on the map during the Victory Check and *The Great Link* is in play [see rule IV.6.1], they win an Alliance Victory as a group. Ties for victory with other Factions are determined normally [see rule 2.3.6] (the Dominion and the Members collectively count their Controlled Systems as a group).

IV.4.1.1 Games With 1-3 Players

In games with 1-3 players there are no Members. The Dominion can win an Alliance Victory by Controlling 10 Systems during the Victory Check provided *The Great Link* is in play.

IV.4.1.2 Games With 4-5 Players

In games with 4-5 players there can be one Member. The Dominion and the Member can win a collective Alliance Victory by Controlling 18 Systems during the Victory Check provided *The Great Link* is in play.

IV.4.1.3 Games With 6-7 Players

In games with 6-7 players there can be up to two Members. The Dominion and the Members can win a collective Alliance Victory by Controlling 24 Systems during the Victory Check provided *The Great Link* is in play.

IV.4.1.4 Games With More Than 8 Players

In games with 8 or more players there can be up to three Members. The Dominion and the Members can win a collective Alliance Victory by Controlling 28 Systems during the Victory Check provided *The Great Link* is in play.

IV.5 DOMINION TRADE AGREEMENTS

The Dominion have normal 1P, 2P, and 3P Trade Agreements in addition to a number of unique 1P Dominion Alliance cards.

IV.5.1 Dominion Alliance Cards

In addition to their Trade Trade Agreements the Dominion have access to a number of Dominion Alliance cards depending on how many players are in the game [see rule IV.6.2].

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

A Dominion Alliance card works like a Trade Agreement in every way except as amended below:

A Faction can hold one Dominion Alliance card in addition to a Dominion Trade Agreement.

The Dominion can't Revoke Dominion Alliance cards.

Betrayal does not return Dominion Alliance cards.

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

A Faction has to return any Dominion Alliance card it holds if *The Great Link* is dissolved [see rule IV.6.1.1], or if they don't Control their Home System.

The Dominion and all current Members can win the game as a group .

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

IV.6 DOMINION STARTING ASSETS

When the Dominion are in play they start the game with *The Great Link* token on the Omarion Nebula as their Home System.

They also have access to the Alliance Control Tracker where they can track how many systems the Dominion Alliance currently Control.

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

IV.6.1 The Great Link

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

If *The Great Link* is Assimilated, so is the Dominion.
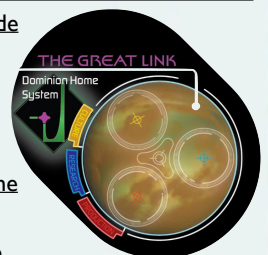
IV.6.1.1 Dissolving the Great Link

If the Dominion lose <u>Control</u> of *The Great Link*, it is dissolved. Any <u>Nodes</u> on the System are destroyed and the token is returned to the Dominion player's <u>Supply</u> (for the purposes of Invasion results, this counts as a Total Annihilation). The System it was on ceases to be a <u>Home System</u> for all purposes.

IV.6.1.2 Rebuilding the Great Link

The Great Link can be rebuilt with *The Great Link Evacuation* Advancement.

IV.6.1.3 Moving the Great Link

If the Dominion move *The Great Link* using *The Great Link Evacuation* Advancement. Any <u>Nodes</u> on the old System are destroyed and the System it was on ceases to be a <u>Home System</u> for all purposes.

IV.6.2 Dominion Alliance Cards

In addition to the standard starting assets, the Dominion also have a number of Dominion Alliance card depending on how many players are in the game:

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

- Dominion Pieces -

| Dominion Ship | Dominion Control Node | Dominion Starbase |

Models can be 3D printed using Frank Strauss' 3D print files available on BoardGameGeek.

Alternately you can use repainted Cardassian Ship, Control Node, Fleet and Starbase models.

IV.7 DOMINION BUILDING PHASE

Standard rules apply.

IV.8 DOMINION COMMAND PHASE

The Dominion can issue Commands to do all standard actions except Invasion and Hegemony, which are both combined into the Dominate action.

IV.8.1 The Dominate Action

The Dominate action combines both Invasion and Hegemony and is the only way the Dominion may take a <u>Developed</u> System (Exception: they can Invade Borg worlds).

The Dominate action may be taken in a <u>Developed</u> System <u>Occupied</u> by the Dominion (or in accordance with the *Ally Cooperation* rule [see rule 13.2.2]).

To make a Dominate action, <u>Exhaust</u> a Command and make a Hegemony attempt without spending a Culture. Normal Hegemony rules apply. If successful, spend 1 Culture to take <u>Control</u> of the System. If unsuccessful or if you have no Culture to spend, immediately begin an Invasion (without issuing another Command). Normal Invasion rules apply.

A Dominate action counts as an attack and is basis for Betrayal even if it doesn't lead to Invasion.

IV.9 DOMINION ADVANCEMENTS

Jem'Hadar Birthing Chambers (Expansion/ Start/-/-/-): Whenever you build a Ship, build a second Ship in the same System for free. You may have one more Fleet in play than you have Ascendancy.

Alpha Quadrant Strain (Military/3R/-/-/-): Ships unsupplied with Ketracel White have +1 Weapons.

Changeling Infiltrators (Espionage/3R/-/-/-): On your turn, you may pay 1 Research to <u>Exhaust</u> any Espionage or Military Advancement. You may do this multiple times on your turn.

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

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

The Founder Is Wise (Expansion/3R/W/-/-): +1 on Hegemony attempts. After failing a Hegemony attempt you may choose one:
- Spend any amount of Culture to increase your roll by that amount
- Retreat from the System at Impulse
- Start the free Invasion.

Great Link Evacuation (Expansion/3R/-/-/-): During your Building Phase, you may rebuild or move *The Great Link* by spending an Ascendancy token. Place *The Great Link* token on a System you Control or an Uncontrolled System you Occupy. Remove any Nodes already on the System, then fully Develop *The Great Link* token for free.

Notes: If the Dominion's Ascendancy drops below the number of Fleets they have in play, they don't need to disband Fleets, but they are prevented from Commissioning more Fleets until that is no longer the case [see rule 12.1.2].

If developed by a Rival this Advancement does nothing.

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

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

Shapeshifters' Meddling (Command/3R/W/-/-): At any time you may Exhaust this card to Refresh two Command tokens belonging to a Member or to Exhausts two Command tokens belonging to any other of your Rivals.

Victory is Life (Expansion/3R/W/-/-): Whenever you destroy or capture a Resource Node, take a token of the matching type from the Supply.

Founders' Will (Expansion/4R/-/-/-): During your turn you may Exhaust this card to destroy all Nodes on a System you Control. For each Resource Node destroyed this way, take 2 Resource tokens of the matching type from the Supply.

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

Rapid Cloning (Science/4R/W/-/-): At the start of your Building Phase, you may place 3 free Ships in one System where you can build Ships (this doesn't count as building Ships). If you do, you can't build Ships anywhere else this turn.

Vorta Facilitators (Science/4R/W/-/-): Your Trade Agreements held by Rivals, Dominion Alliance cards and Rival Trade Agreements you hold generate an extra Research token.

Vorta Ruling Council (Command/4R/-/Cd/-): You and all Members have +1 Hegemony Resistance. Peaceful Rivals cannot move into or through Sectors with Ships belonging to you or a Member without that player's permission, unless they Control that Sector or are using the *Advanced Romulan Cloaking Device*.

Phased Polaron Beams (Military/5R/W/-/-): At the start of a Space Battle involving you and/or a Member, you may spend one Production to give your Ships, and/or the Ships of the Member, *First Strike* in that Space Battle.

IV.10 DOMINION FLEETS

#1A Founder's Escort (6): When you take a Dominate action with this Fleet, place a free Ship in this Fleet if possible, otherwise place it in the System.

#1B (10): -

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

#2B (10): -

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

#3B (10): -

V. THE UNITED FEDERATION OF PLANETS

V.1 FACTION STATUS

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

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

The Federation should leverage their Culture bonus while exploring and attempting Hegemony. Keeping Weapon and Shield Levels high is essential to avoid being eaten by more militaristic Rivals.

Don't underestimate the importance of Research generating Advancements and take full advantage of Research gained from Phenomena.

V.2 THE FEDERATION

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

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

From Memory Alpha

Faction colour: White

V.3 FEDERATION SPECIAL RULES

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

V.3.1 The Prime Directive

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

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

V.3.2 Explore Strange New Worlds

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

V.4 FEDERATION VICTORY

Standard rules apply.

V.5 FEDERATION TRADE AGREEMENTS

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

V.6 FEDERATION STARTING ASSETS

Standard rules apply.

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

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

~ Federation Pieces ~
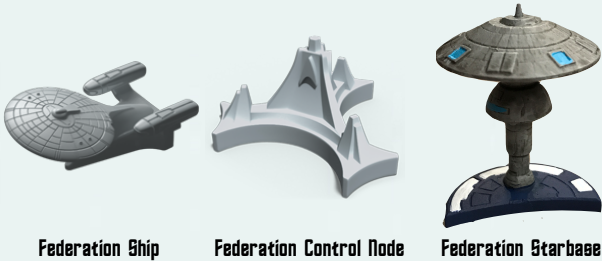
| Federation Ship | Federation Control Node | Federation Starbase |

Standard rules apply.

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

V.9 FEDERATION ADVANCEMENTS

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

Adv. Stellar Cartography (Exploration/3R/W/-/-): You may Attach 1 extra Space Lane to Systems beyond their maximum number of Attachments.[26]

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

Bureau of Security (Espionage/3R/-/-/-): On your turn, you may Exhaust this card to Exhaust another Player's Espionage Advancement, with whom you've made contact.

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

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

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

Transwarp Drive (Exploration/3R/WW/-/-): (none)

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

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

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

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

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

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

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

> **Notes:** With the Starfleet Diplomatic Corps it only takes one Culture to attempt to take over a System via Hegemony,

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[26] This rule was clarified for the Unofficial Complete Rulebook. The original text was "You may connect 1 extra Space Lane to Systems beyond its maximum number of connections.".

so you can Hegemony a System when you only have one Culture. [27]

Tachyon Detection Array (Military/4R/W/-/-): Romulan Cloaking Technologies' effects may not be used in <u>Sectors</u> containing your Ships or in Space Battles against your Ships.

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

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

V.10 FEDERATION FLEETS

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

> **Notes:** This card refers to "<u>Exhausting</u> a Command", but should actually refer to "<u>Issue a Command</u>" under these rules. [28]

#1B Battle Group (6): This Fleet may <u>Reroll</u> rolls of 1 in Space Battles.

#2A Colonisation Fleet (3): On your turn, you may discard a Ship from this Fleet and Disband this Fleet to immediately Colonise an <u>Undeveloped</u> System without spending a Culture.

> **Notes:** The Federation *Colonisation Fleet* is small formation with a single purpose; to Colonise a world in the name of the Federation. With this Fleet, you may, at ANY point during your turn, discard a Ship from the Fleet, causing it to Disband, to immediately place a Control <u>Node</u> on an <u>Undeveloped</u> System without spending a Culture token. This may occur during the Building Phase. This may also occur at any point during the Command Phase. This action is just like adding to or removing Ships from a Fleet, it costs no Commands but the Fleet must be stationary. Typically this action will occur at the end of a Move Command. [29]
>
> When the Federation Colonisation Fleet visits an <u>Undeveloped</u> System with a Remains In Play Exploration card on it, here's how the Fleet and the Exploration card will interact: [30]
>
> *Children of Tama Negotiations* (Discovery): The Exploration card negates the benefit of the Federation *Colonisation Fleet*. The only way to Colonise that world is to make a successful roll and earn the free colony during the Building Phase.

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

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

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

#2B Battle Group (6): This Fleet may <u>Reroll</u> rolls of 1 in Space Battles.

#3A Diplomatic Fleet (3): You may <u>Reroll</u> your Hegemony Roll in Systems this Fleet <u>Occupies</u>.

#3B Battle Group (6): This Fleet may <u>Reroll</u> rolls of 1 in Space Battles.

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[27] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864230#23864230).

[28] This rule was clarified for the Unofficial Complete Rulebook.

[29] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864217#23864217).

[30] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/24471969#24471969).

VI. THE FERENGI ALLIANCE

VI.1 FACTION STATUS

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

The Ferengi Alliance is an Intermediate Faction that will dominate the trade aspect of the game.

At first glance, the Ferengi are all about Production profits. Many of their Advancements generate Production in some fashion. But before you can start raking in the profits, you have to complete the Projects - which means investing in Research Nodes early. Research leads to Production - Production leads to Culture.

The Ferengi don't have any combat oriented Fleets. What the Ferengi Fleet cards do have is a variety of unique rules that play to Ferengi strengths. With their Franchise Fleet, the Ferengi can drop Ships off in Systems as the Fleet travels, allowing them to leave behind a trail of Ferengi Ships poised to profit. What the Ferengi lack in Military expertise, they can make up for in numbers. With deep Production coffers, the Ferengi can usually out-build their Rivals.

VI.2 THE FERENGI

"They're greedy, misogynistic, untrustworthy little trolls, and I wouldn't turn my back on one of them for a second."
"Neither would I. But once you accept that, you'll find they can be a lot of fun."
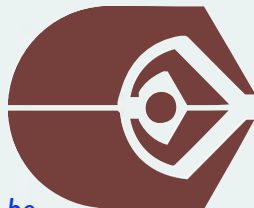
The Ferengi Alliance is the formal name for the Ferengi government, whose seat of power is on the homeworld Ferenginar. This alliance is located in the Alpha Quadrant. The government of the Ferengi Alliance is dedicated to the promotion of Ferengi profit and commerce. It is overseen by the Grand Nagus from the Tower of Commerce on Ferenginar. The Nagus' power is derived from both the Ferengi Bill of Opportunities and Rules of Acquisition.

From Memory Alpha

Faction colour: Brown

VI.3 FERENGI SPECIAL RULES

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

VI.3.1 Only Latinum Lasts

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

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

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

VI.3.2 Profit Over Profundity

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

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

VI.4 FERENGI VICTORY

Standard rules apply.

VI.5 FERENGI TRADE AGREEMENTS

TRADE AGREEMENT — During Resource Generation, take 1 Production for each System you Control with Ferengi in Orbit.

TRADE AGREEMENT — During Resource Generation, take 1 Production for each System you Control with Ferengi in Orbit.

TRADE AGREEMENT — During Resource Generation, take 1 Production for each System you Control with Ferengi in Orbit.

Ferengi Trade Agreements work differently than other players' agreements. Rather than producing a specific number of Resources, Rivals who hold a Ferengi Trade Agreement receive a number of Production equal to the number of their Systems with Ferengi Ships in Orbit.[31]

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

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

VI.6 FERENGI STARTING ASSETS

Standard rules apply.

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

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

- Ferengi Pieces -

Ferengi Ship   **Ferengi Control Node**   **Ferengi Starbase**

VI.6.1 Ferengi and Starting Levels

When playing the Medium [see rule 5.8.4] or Quick [see rule 5.8.5] game the Ferengi may not develop Culture Nodes on their Starting Systems (with the exception of Ferenginar as usual).

VI.7 FERENGI BUILDING PHASE

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

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

VI.8 FERENGI COMMAND PHASE

Standard rules apply.

Ferenginar, the Ferengi Home System and commerce hub

VI.9 FERENGI ADVANCEMENTS
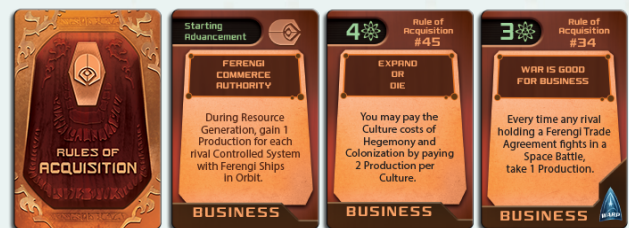
Ferengi Commerce Authority (Business/ Start/-/-/-): During Resource Generation, gain 1 Production for each Rival Controlled System with Ferengi Ships in Orbit.

> **Notes:** The Ferengi's starting Advancement generates extra Production, based on how many Rivals' Systems the Ferengi

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[31] This rule was clarified for the Unofficial Complete Rulebook. The Ferengi rulebook actually said Occupies instead of Orbits. An official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019) made the official rule even more unclear by stating that "Occupy and in orbit in this case are interchangeable".

have managed to get Ships in Orbit of. The more Systems the Ferengi are able to negotiate themselves into, the more trade profit they receive!

The Ferengi can even trade with the Borg if they manage to get their Ships in Orbit of Borg worlds.[32]

A Contract Is a Contract...But Only Between Ferengi (Business/3R/W/-/-): During your Building Phase, you may build one Ship at each Peaceful Rival Starbase in which you do not already have any Ships in Orbit.

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

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

Every Man Has His Price (Business/3R/W/-/-): Before attempting Hegemony, you may spend Production to add +1 to the die roll per Production spent. This may not be used on Rival's Home Systems.

> **Notes:** Note that an Assimilated Home System is still a Home System, but not the Home System of a Rival, so this Advancement can be used.[33]

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

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

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

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

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

> **Notes:** The card is drawn at random. You may have more than one Rival Project if you acquire them by taking over Research Nodes or from the Borg Tech deck.[34]

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

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

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

War Is Good For Business (Business/3R/W/-/-): Every time a Rival holding your Trade Agreement fights in a space battle, take 1 Production.[35]

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

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

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

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

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

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[32] This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

[33] This rule was clarified for the Unofficial Complete Rulebook.

[34] This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

[35] This was officially clarified in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019). The original text was "Every time a Rival holding a Ferengi Trade Agreement fights in a space battle, take 1 Production.".

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

> **Notes:** No one can stop the Ferengi *Commerce Enforcement Squadron* from pursuing new business opportunities. The Ferengi do have to stop and come out of Warp when there are <u>Rival</u> Ships in their path. However, they may immediately enter Warp again without spending a Command (as per their <u>Special Rules</u>). Since it's not the other player's turn, they can't attack. It's a good opportunity for trade![36]

> This card refers to "<u>Exhausting</u> a Command", but should actually refer to "<u>Issue a Command</u>" under these rules.[37]

> This Fleet card doesn't have the highlight to indicate the minimum <u>Fleet Size</u> of three Ships. This has no bearing on the rules and should be ignored.[38]

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

> **Notes:** This Fleet card doesn't have the highlight to indicate the minimum <u>Fleet Size</u> of three Ships. This has no bearing on the rules and should be ignored.[39]

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

> **Notes:** This card talks about "connect new Space Lanes", but should actually refer to "<u>Attach</u>" under these rules.[40]

This Fleet card doesn't have the highlight to indicate the minimum <u>Fleet Size</u> of three Ships. This has no bearing on the rules and should be ignored.[41]

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

> **Notes:** This Fleet card doesn't have the highlight to indicate the minimum <u>Fleet Size</u> of three Ships. This has no bearing on the rules and should be ignored.[42]

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

> **Notes:** This Fleet card doesn't have the highlight to indicate the minimum <u>Fleet Size</u> of three Ships. This has no bearing on the rules and should be ignored.[43]

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

> **Notes:** This Fleet card doesn't have the highlight to indicate the minimum <u>Fleet Size</u> of three Ships. This has no bearing on the rules and should be ignored.[44]

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[36] This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14. 2017).

[37] This rule was clarified for the Unofficial Complete Rulebook.

[38] Although this was 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), 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.

[39] Although this was 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), 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.

[40] This rule was clarified for the Unofficial Complete Rulebook.

[41] Although this was 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), 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.

[42] Although this was 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), 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.

[43] Although this was 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), 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.

[44] Although this was 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), 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.

VII. THE KLINGON EMPIRE

VII.1 FACTION STATUS

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

The Klingon Empire is a Basic Faction that should be played aggressively.

Klingons should attack mercilessly to benefit from their Culture bonus.

Make full use of the extra Ship building capacity of Advancements to populate the large Fleets.

VII.2 THE KLINGONS

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

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

From Memory Alpha

Faction colour: Red
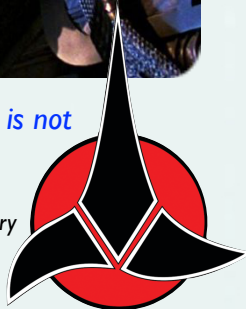
VII.3 KLINGON SPECIAL RULES

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

VII.3.1 Death Before Dishonor

Klingons may never Retreat or Surrender a Planet.

VII.3.2 Ever Victorious

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

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

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

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

If the enemy uses Advanced Romulan Cloaking Technology, the Space Battle is canceled as if it never occurred; the Klingons Refresh their Command token. Since no Combat occurred, the Klingons do not gain a Culture token.[45]

VII.4 KLINGON VICTORY

Standard rules apply.

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[45] This rule was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/24994230#24994230).

VII.5 KLINGON TRADE AGREEMENTS

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

VII.6 KLINGON STARTING ASSETS

Standard rules apply.

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

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

- Klingon Pieces -

| Klingon Ship | Klingon Control Node | Klingon Starbase |

VII.7 KLINGON BUILDING PHASE

Standard rules apply.

VII.8 KLINGON COMMAND PHASE

Standard rules apply.

VII.9 KLINGON ADVANCEMENTS

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

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

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

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

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

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

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

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

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

> **Notes:** *Cult of Kahless* does one damage to Borg Cubes per destroyed Klingon Ship. Any Hits your opponent scores are in addition to any Ships you've chosen to destroy.[46]

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

---

[46] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23454599#23454599).

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

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

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

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

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

> **Notes:** This card refers to "Exhausting a Command", but should actually refer to "Issue a Command" under these rules.[47]

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

VII.10 KLINGON FLEETS
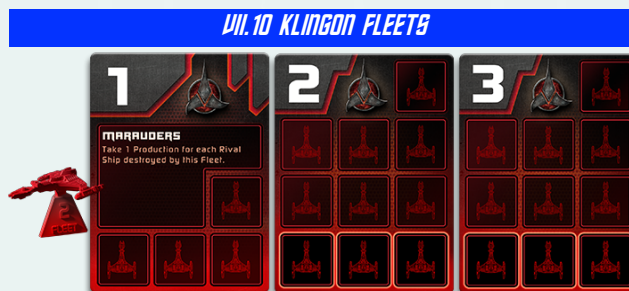
#1A Marauders (4): Take 1 Production for each Rival Ship destroyed by this Fleet.

> **Notes:** A Fleet is able to use its Special Rule as long as it's intact when it rolls to Hit. If a Klingon *Marauder Fleet* is intact, with at least three Ships when rolling to score Hits, you get the bonus Production from each enemy Ship that is destroyed. It possible for all the Ships in the *Marauder Fleet* to be destroyed and still generate Production.[48]
>
> *For example, a four-strong Marauder Fleet attacks a six-strong Federation Fleet. The Klingons score 3 Hits, so takes 3 Production. At the same time, the Federation scores 4 Hits, completely wiping out the Klingons. Had the Federation scored 2 Hits, the Klingons would survive the Combat Round but the Fleet would be disbanded. In the next Combat Round, the Klingons wouldn't get any Production (as there isn't a Marauder fleet anymore).*
>
> *Here's another example: A 4-strong Marauder Fleet is attacked by a Romulan Fleet with First Strike. The Romulans' first attack destroys 2 Klingon Ships, so the Fleet is disbanded. Because the casualties from First Strike are taken before their targets can return fire, the Klingon Fleet disbands before rolling to Hit and it doesn't get to use its Special Rule.*
>
> This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.[49]

#1B - (10): -

#2A Battle Group (6): This Fleet may Reroll rolls of 1 in Space Battles.

#2B - (10): -

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

#3B - (10): -

---

[47] This rule was clarified for the Unofficial Complete Rulebook.

[48] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23279512#23279512).

[49] Although this was 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), 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.

VIII. THE ORION SYNDICATE

VIII.1 FACTION STATUS

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

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

The Orion Syndicate was first added to the Unofficial Complete Rulebook v2.0 and extensively updated in v3.0. All Orion cards are marked "UCR3.0".

The Orion Syndicate is intended as an Advanced Faction that will award the shrewd player.

Spread your single Ships and Slave Girls all over the quadrant to reap the benefits of Tractor Beams and Contraband. When the time is right use Knockoffs and Takeover to their full effect.

VIII.2 THE ORIONS

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

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

From Memory Alpha

Faction colour: Light Green
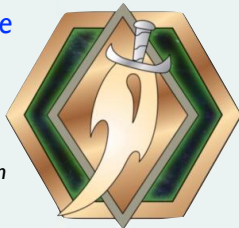
VIII.3 ORION SPECIAL RULES

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

VIII.3.1 Contraband

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

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

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

VIII.3.2 Corruption

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

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

VIII.3.3 Orion Slave Girls

The Orions have no Starbases. Instead they can send their Slave Girls to Planetary Systems to establish cartels and infiltrate the local economy and government. Any number of Slave Girls can be sent to each Planetary System.

VIII.3.3.1 Placing Slave Girls

During the Command Phase, the Orion player may Issue a Command to place a Slave Girl on a Developed System Orbited by an Orion Ship.

VIII.3.3.2 Trading

Orion Slave Girls count as Adjacent to Rival Ships and Control Nodes in the same or Adjacent Sector for the purpose of determining if Trade Agreements can be given out or received.

VIII.3.3.3 Ship Building

The Orions may build Ships and Commission Fleets in Systems they Control that also have Slave Girls.

VIII.3.3.4 Removing Slave Girls

The Orion player may remove a Slave Girl from the map at any time to use it elsewhere.

Any Rival with a Slave Girl in a System they Control may Issue a Command during their Command Phase to try and remove her. The Rival rolls a die and adds their Ascendancy. If the final result is higher than the current Orion Ascendancy, the Slave Girl is removed. Repeated attempts may be made on the same turn by Issuing more Commands.

If a Slave Girl ever finds herself on an Undeveloped System she is automatically removed.

Removed Slave Girls are returned to the Orion Supply.

If a Slave Girl is on a System that is Assimilated, she is permanently removed from the game.

VIII.3.3.5 Exhausted Slave Girls

Slave Girls can be Exhausted by various effects. As with other cards and tokens an Exhausted Slave Girl cannot be used until Refreshed (Exception: Exhausted Slave Girls can be used with the *Takeover* Advancement).

VIII.4 ORION VICTORY

Standard rules apply.

VIII.5 ORION TRADE AGREEMENTS

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

Orions treat Trade Agreements differently from other Factions.

VIII.5.1 Revoking and Exchanging Trade Agreements

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

VIII.5.2 Giving Away Orion Trade Agreements

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

VIII.5.3 No Betrayal vs Single Ships

Betrayal does not apply to Orions nor their trading partners if Ships appearing alone in a Sector are attacked. Rivals holding Orion Trade Agreements need not return them when they attack single Orion Ships and Orions keep Trade Agreements from Rivals even when they attack their single Ships.

VIII.5.4 Slave Girls

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

VIII.6 ORION STARTING ASSETS

The Orions start the game with 10 Slave Girls and no Starbases in their Faction Supply.

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

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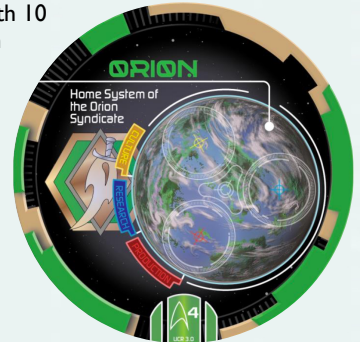
- Orion Pieces -

| Orion Ship | Orion Control Node | Orion Slave Girl |

Models can be 3D printed using Frank Strauss' 3D print files available on BoardGameGeek.

Alternately you can use repainted Klingon Ship, Control Node, and Fleet models.

Slave Girls can also be represented with the tokens provided in the files.

VIII.7 ORION BUILDING PHASE

VIII.7.1 Building Ships

Orions may Build Ships in their Home System or in any System they Control which has a Slave Girl [rule VIII.3.3.3].

VIII.7.1.1 Captured Starbases

Even if the Orions can't build Starbases of their own, they can still capture Rival Starbases. If they do, they can build Ships there per the normal rules.

VIII.7.2 Orion Research

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

VIII.8 ORION COMMAND PHASE

VIII.8.1 Issuing Commands to Slave Girls

The Orion player may place Slave Girls by Issuing Commands [rule VIII.3.3.1].

VIII.8.2 Commissioning Fleets

Orions may Commission Fleets in their Home System (provided they Control it) or in any System they Control which has a Slave Girl [rule VIII.3.3.3].

VIII.8.2.1 Captured Starbases

Even if the Orions can't build Starbases of their own, they can still capture Rival Starbases. If they do, they can Commission Fleets there per the normal rules.

VIII.9 ORION ADVANCEMENTS

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

Tractor Beams (Military/Start/-/Cd/-): At the end of each Combat Round where you participate, you may take one destroyed Rival Ship as Contraband.

The Borg are immune to *Tractor Beams*.

> **Notes:** None of your Ships need to survive for the effect to apply.
>
> If developed by a Rival, this Advancement allows you to take Ships, but they can only be used if that Rival also develops an Advancement that makes use of stolen Ships.

Fiendish Plans (Command/3P/W/Cd/-): Use one more Turn Order card than normally. You take two Turn Order

cards and two player turns. Do not Refresh Commands between your turns.

After Turn Order cards are distributed, you may secretly look at all of them. You may then Exhaust two of your Slave Girls on Systems Controlled by different players (including yourself) to force them to switch cards. You may do this multiple times.

> **Notes:** If developed by a Rival, this Advancement does not allow you to Exhaust Orion Slave Girls so only the first ability is useful.

Blackmail (Expansion/5P/-/Cd/-): When you attempt Hegemony, you may return any number of the defender's Ships from Contraband and Exhaust any number of your Slave Girls in the System. For every 2 Ships returned and each Slave Girl Exhausted, your Hegemony roll gets +1.

> **Notes:** If developed by a Rival, this Advancement does not allow you to Exhaust Orion Slave Girls so only part of the ability is useful, provided you also have access to stealing Ships.

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

Bribery (Business/3R/W/-/-): During your Building Phase, you may replace Rival Ships in Orbit of Systems with a Slave Girl with your Ships, by paying that Rival 1 Production each.

The Borg are immune to *Bribery*.

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

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

Knockoffs (Espionage/3R/-/-/-): During your turn, you may Exhaust your Slave Girl in a Rival Controlled System with a Research Node to choose one of that Rival's Advancements. For the rest of this Game Round, you may use Special Rules and Warp icons as if you had a copy of the Advancement.

> **Notes:** If developed by a Rival this Advancement does nothing beyond providing a Warp icon.

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

Surgically Altered Infiltrators (Espionage/3R/-/-/-): During your turn, Exhaust your Slave Girl in a Rival Controlled System with a Production Node to Exhaust one of that Rival's Trade Agreements held by another player. You may do this multiple times.

> **Notes:** If developed by a Rival this Advancement does nothing.
>
> This card is removed before a solo game [see rule 16.4.1].

Takeover (Expansion/3R/-/-/-): You may attempt Hegemony in Systems with a Slave Girl, even if you do not Occupy them. You may pay the full Culture costs of Hegemony by removing a Slave Girl (even if Exhausted) from the System.

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

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

Exotic Pheromones (Military/4R/-/-/-): During your Building Phase, you may Exhaust your Slave Girl in any System to take a Rival Ship Orbiting that System as Contraband.

The Borg are immune to *Exotic Pheromones*.

> **Notes:** If developed by a Rival this Advancement does nothing.
>
> This card is removed before a solo game [see rule 16.4.1].

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

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

VIII.10 ORION FLEETS

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

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

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

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

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

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

#3A Smuggler Wing (4): This Fleet can move into and through Sectors containing Rival Ships.

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

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

> **Notes:** When you use Ships directly from Contraband to build this Fleet as a *Bonus Fleet Build* the Ships used are placed in this Fleet. As normal you need to use at least three Ships.
>
> For the purpose of using other Special Rules, all Ships in this Fleet count as Orion Ships.

IX. THE ROMULAN STAR EMPIRE

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

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

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

IX.2 THE ROMULANS

"Romulans. They're so predictably treacherous!"

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

From Memory Alpha

Faction colour: Green

IX.3 ROMULAN SPECIAL RULES
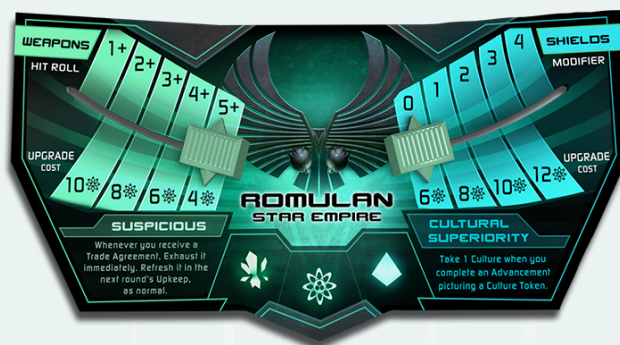
The Romulans have a unique Command Console with two Special Rules that apply to the Romulans.

IX.3.1 Suspicious

Whenever you receive a Trade Agreement, Exhaust it immediately. Refresh it in the upcoming Recharge Stage, as normal.[50]

Every time a Romulan receives a new Trade Agreement, it starts Exhausted, whether or not it's a new agreement or an exchange of existing Trade Agreements.[51]

IX.3.2 Cultural Superiority

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

IX.4 ROMULAN VICTORY

Standard rules apply.

IX.5 ROMULAN TRADE AGREEMENTS

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

IX.6 ROMULAN STARTING ASSETS

Standard rules apply.

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

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

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[50] This rule was clarified for the Unofficial Complete Rulebook. The original rules could easily have been misunderstood to mean an additional delay of another Game Round.

[51] This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Nov 27. 2017).

~ Romulan Pieces ~
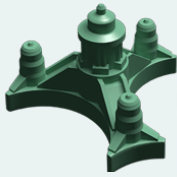
Romulan Ship   **Romulan Control Node**   **Romulan Starbase**

IX.7 ROMULAN BUILDING PHASE

Standard rules apply.

IX.8 ROMULAN COMMAND PHASE

Standard rules apply.

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

Cloaked Orbital Mines (Military/3R/W/-/C): When Hostile Rival Ships enter a System you Control, roll a die for each Rival Ship. On a roll of 6 they are destroyed, regardless of their Shields. *[Romulan Cloaking Technology]*

> **Notes:** Like a Hazard, you only have to make the roll for the *Cloaked Orbital Mines* when the Ships end their movement in Romulan Systems. When moving through the Systems, it's safe to assume that the Romulan Rivals aren't getting close enough to trigger the mines.[52]
>
> *Cloaked Orbital Mines* don't affect the Borg.[53]
>
> If the System is Hazardous, the roll for the *Cloaked Orbital Mines* is in addition to the Hazard.[54]

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

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

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

Forced Quantum Singularity Drive (Exploration/4R/WW/-/-): (none)

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

Multi-Spectral Emitter Drones (Espionage/4R/-/-/C): On your turn, you may use a Command to Exhaust a Trade Agreement of a Rival with whom you've made contact.

> **Notes:** This card is removed before a solo game (unless you play the Romulans) [see rule 16.4.1].

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

Superior Combat Maneuvers (Military/4R/-/-/C): Exhaust this card to Reroll all your failed To Hit Rolls, in a single Combat Round.

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[52] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23952245#23952245).

[53] Although officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019), this ruling was changed for the Unofficial Complete Rulebook to simplify the game.

[54] This rule was clarified for the Unofficial Complete Rulebook.

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

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

> **Notes:** The *Superior Targeting Array* allows you to re-roll one of your Attack dice each Round, not every die that each Ship or Node contributes.[55]

> Note that the Reroll does not apply to Starbases.[56]

Tal Shiar (Espionage/4R/-/-/C): On your turn, you may Exhaust this card to Exhaust a Rival's Espionage or Military Advancement, with whom you've made contact.

> **Notes:** This card is removed before a solo game (unless you play the Romulans) [see rule 16.4.1].

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

> **Notes:** This card is removed before a solo game (unless you play the Romulans) [see rule 16.4.1].

Adv. Romulan Cloaking Device (Espionage/5R/ W/-/-): Rival Ships no longer block your Ships' movement. When attacked, your Ships may Enter Warp without a Command. The Space Battle is canceled and the Attacker's Command is Refreshed. *[Romulan Cloaking Technology]*

IX.10 ROMULAN FLEETS

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

> **Notes:** This card refers to "Exhausting a Command", but should actually refer to "Issue a Command" under these rules.[57]

#1B - (9): -

#2A Battle Group (6): This Fleet may Reroll rolls of 1 in Space Battles.

#2B - (9): -

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

> **Notes:** When a Romulan *Mining Fleet* uses a Command to take two Production from a Phenomenon they don't have to Brave the Hazard. If they had stopped in the Sector on a previous turn, they would have to spend another Command to take the Research from the Phenomenon. You only have to Brave a Hazard when you end your movement in a Hazardous Sector or spend a Command to Brave the Hazard.[58]

> This card refers to "use one Command", but should actually refer to "Issue a Command" under these rules.[59]

#3B - (9): -

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[55] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23952263#23952263).
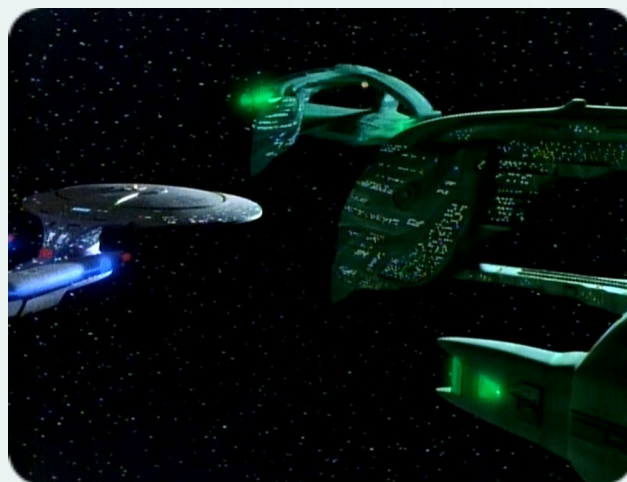
[56] This rule was clarified for the Unofficial Complete Rulebook.

[57] This rule was clarified for the Unofficial Complete Rulebook.

[58] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23863427#23863427).

[59] This rule was clarified for the Unofficial Complete Rulebook.

X. THE TERRAN EMPIRE

X.1 FACTION STATUS

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

The Terran Empire was first added to the Unofficial Complete Rulebook v2.0 and updated with new graphics for v3.0. All Terran Empire cards are marked "UCR3.0".

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

X.2 THE TERRANS

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

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

From Memory Alpha

Faction colour: Black

X.3 TERRAN SPECIAL RULES
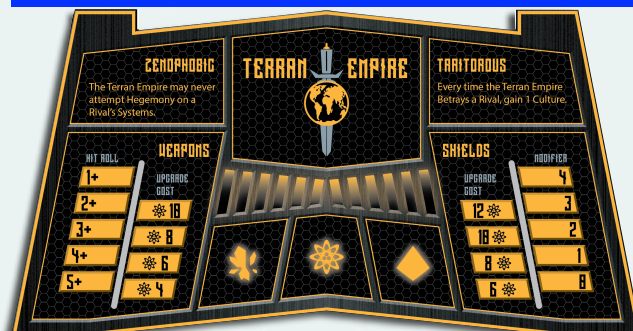
The Terran Empire has a unique Command Console with two Special Rules that apply to the Terrans.

X.3.1 Xenophobic

The Terran Empire may never attempt Hegemony.

X.3.2 Traitorous

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

X.4 TERRAN VICTORY

Standard rules apply.

X.5 TERRAN TRADE AGREEMENTS

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

X.6 TERRAN STARTING ASSETS

Standard rules apply.

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

Mirror Earth (TEV PRC-4): *Home of the Terrans.*
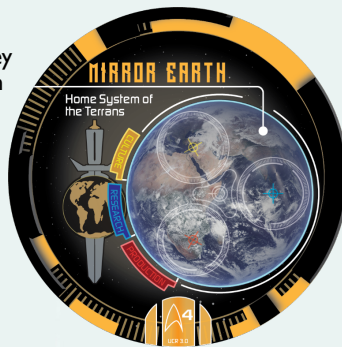
- Terran Pieces -

| Terran Ship | Terran Control Node | Terran Starbase |

Models can be 3D printed using Frank Strauss' 3D print files available on BoardGameGeek.

Alternately you can use repainted Federation Ship, Control Node, Fleet and Starbase models.

X.7 TERRAN BUILDING PHASE

Standard rules apply.

X.8 TERRAN COMMAND PHASE

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

X.9 TERRAN EMPIRE ADVANCEMENTS

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

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

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

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

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

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

Transwarp Drive (Exploration/3R/WW/-/-): (none)

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

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

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

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

Imperial Strategic Reconnaissance (Espionage/4R/ W/-/-): When you Launch New Projects, you may randomly draw one card from a Rival's Advancement Deck, instead of

selecting one of your own. If you discard the Rival's card, it goes to the bottom of their deck.

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

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

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

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

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

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

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

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

X.10 TERRAN EMPIRE FLEETS
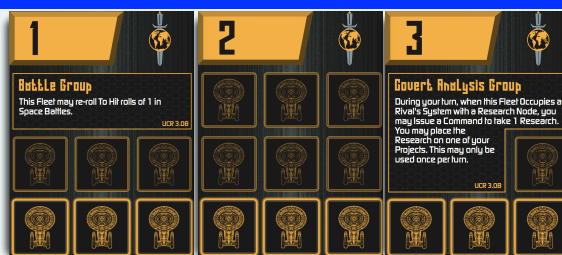
#1A Imperial Flagship Wing (4): In Space Battles and Invasions, this Fleet ignores an opponent's (including the Borg) Shield Modifier.

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

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

#2B - (9): -

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

#3B - (9): -

XI. THE THOLIAN ASSEMBLY

XI.1 FACTION STATUS

The Tholians have been hinted at by GF9, but not yet announced.

The Tholian Assembly as presented here is a variant Faction that was created by Lou Lessing and Mattias Elfström, who also did card graphics. Marcin Adamczyk, Jim Everson, Steve Framarin, Vladimir Orelj and Martin Stegmark provided further development assistance.

The Tholian Assembly was first added to the Unofficial Complete Rulebook v3.0 and all Tholian Assembly cards are marked "UCR3.0".

The Tholian Assembly is intended as an Advanced Faction that will be able to reach every corner of the quadrant in search of Systems suitable for them.

The Tholian player will have to strike bargains with their Rivals to be able to Colonise Hazardous Systems wherever they appear. Once Colonised the Tholians are very well equipped to defend their hard earned gains.

XI.2 THE THOLIANS
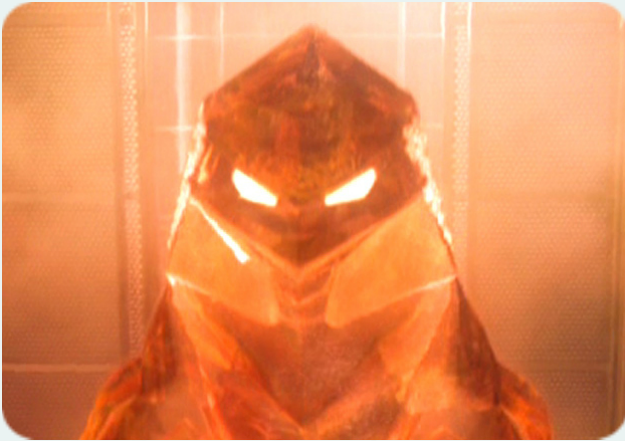
> "The Tholians are a little more open-minded than your people. They detonated a tricobalt warhead here, inside the gravity well of a dead star. The explosion created an interphasic rift. A doorway into another universe."

The Tholians are an extremely xenophobic, non-humanoid hermaphroditic species with a propensity for precision. Tholian behaviour can best be described as aggressive, and territorial. Tholians are also renowned for their punctuality.

Tholians rarely advanced very far from their home system, and were known to kill outsiders caught trespassing in their territory. They were also known to frequently annex surrounding systems outside of the Assembly, to further isolate their territory.

The Tholians are members of a hive culture and possess a hive mind. They have a caste society – the warrior caste being prominent.

From Memory Alpha

Faction colour: Grey

XI.3 THOLIAN SPECIAL RULES
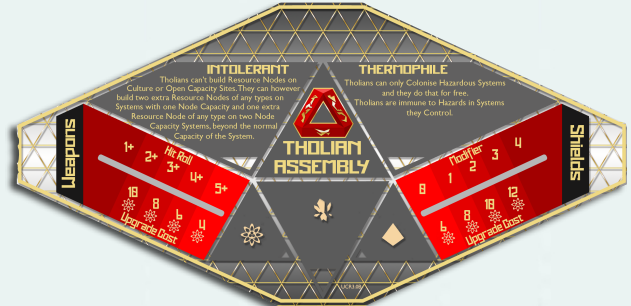
The Tholian Assembly has a unique Command Console with two Special Rules that apply to the Tholians.

XI.3.1 Intolerant

Tholians can't build Resource Nodes on Culture or Open Capacity Sites. They can however build two extra Resource Nodes of any types on Systems with one Node Capacity and one extra Resource Node of any type on two Node Capacity Systems, beyond the normal Capacity of the System.

The extra Resource Nodes are built outside the Sites normally used for placing Resource Nodes on Systems.

Site Type	Tholians May Build
Production	Production Node
Research	Research Node
Culture	No Node
Open	No Node

System Capacity	Tholian Off Site Building
3-4	None
2	One Open
1	Two Open

Example Systems	Capacity	Tholian Building
Exo III	🔵	🔵✦⚪⚪
Excaliba	🔴🔴	🔴🔴✦⚪
Bajor	🔴🟠⚪	🔴
Tau Cygna V	🔴🔴🟠	🔴🔴
Prexnak	🔴🔵🔵	🔴🔵🔵

XI.3.2 Thermophile

Tholians can only Colonise Hazardous Systems and they do that for free. Tholians are immune to Hazards in Systems they Control.

A System can be made Hazardous using the Tholian *Core Reflux Agitators* and *Thermo-Seismic Warheads* Advancements or the *Terraforming Group* Fleet.

XI.3.3 Tholian Rifts

There are five Rift tokens which can be placed in Sectors using the *Interspatial Rifts*, *Rifting Charges* and *Tholia Tear* Advancements or the *Riftspinner* Fleet.

Tholian Rift tokens create Virtual Adjacencies [see rule 4.] between all Sectors they are placed in.

XI.3.4 Tholian Webs

Up to 10 Tholian Web tokens may be in play.

Tholian Web tokens are placed using the *Energy Webs*, *Funnel Web Traps* or *Plasma Spinnerets* Advancements or the *Webspinner Fleet*.
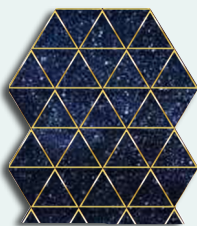
XI.3.4.1 Webbed Ships

Ships (including Tholian Ships and Borg Cubes) in a Sector with a Tholian Web token are Webbed.

Webbed Ships can't Impulse move (including Retreats and *Tactical Manoeuvres*), enter Warp, initiate Space Battles or Invasions or attempt Hegemony.

XI.3.4.2 Removing Tholian Web Tokens

Any player can Issue a Command to their Webbed Ship to start removing the Webs. Put the Web token on its side to indicate that it is damaged. Any player can Issue a Command to their Webbed Ship to remove a damaged Web token (Exception: The *Plasma Spinnerets* Advancement prevents damaged Web tokens from being removed by Issuing Commands).

During their Building Phase, any player may remove damaged Web tokens from their Webbed Ships for free.

A Borg Cube automatically removes any Web token in its Sector, damaged or not, if it draws a Borg Command card showing one or more Warp icons and can start moving immediately.

If there are no Ships in a Sector with a Web token, remove it immediately. If a Sector has more than one Web token, remove all but one, starting with damaged Webs.

The Tholian player can remove any Web token anywhere for free at any time.

XI.3.5 Hazard Tokens

Various Tholian abilities (*Core Reflux Agitators*, *Thermo-Seismic Warheads* and the *Tholian Terraforming Group* Fleet) can increase the Hazard Level of Planetary Systems. Mark the new level with a Hazard token.

Note that increasing the Hazard Level means that the Hazard Level number goes down. A non-Hazardous System becomes Hazard Level 6. Maximum Hazard Level is 1.

XI.4 THOLIAN VICTORY

Standard rules apply.

XI.5 THOLIAN TRADE AGREEMENTS
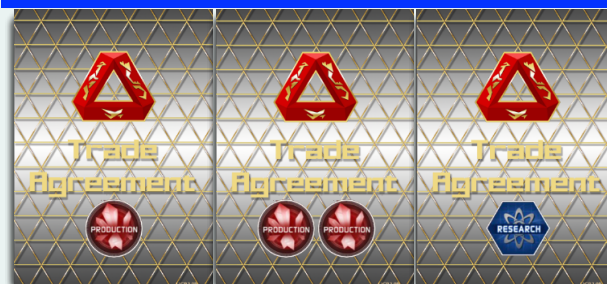
The Tholian Assembly have three unique Trade Agreements providing one Production, two Production or one Research to the recipient.

XI.6 THOLIAN STARTING ASSETS

The 5 Tholian Rift tokens and the 10 Tholian Web tokens are not considered Tholian specific assets, but are useable by any player with access to the relevant Advancements.

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

The Tholian homeworld is called Tholia. In keeping with their extremophile biology, it is not a normal Home System. They start with the normal PRC (the Culture Node is placed outside of the available Sites [see rule XI.3.1]) on it, though.

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

- Tholian Pieces -
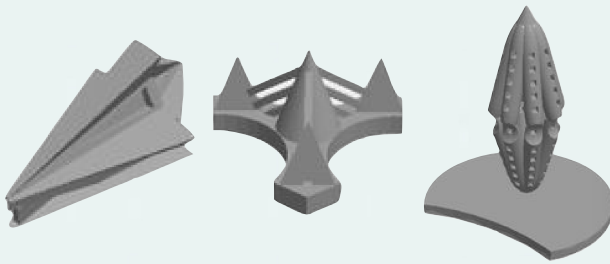
| Tholian Ship | Tholian Control Node | Tholian Starbase |

Models can be 3D printed using Frank Strauss' 3D print files available on BoardGameGeek.

Alternately you can use repainted Vulcan Ship, Control Node and Fleet models and Romulan Starbase models.

XI.6.1 Tholians and Starting Levels

When playing the Medium [see rule 5.8.4] or Quick [see rule 5.8.5] game the Tholians must observe the *Intolerant* [rule XI.3.1] and *Thermophile* [rule XI.3.2] rules to determine which Systems can be developed and to what extent.

Tholians can only Colonise Hazardous Systems and they do that for free [see rule XI.3.2].

Tholians can't build on Culture or Open Capacity Sites, but can build extra Resource Nodes on Systems with one or two Node Capacity [see rule XI.3.1].

Standard rules apply.
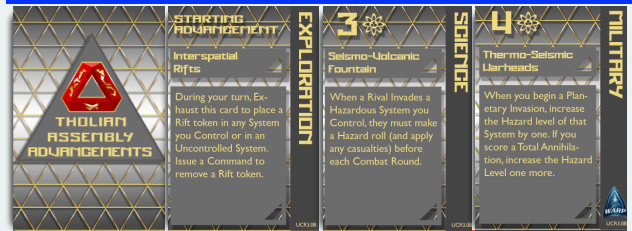
Interspatial Rifts (Exploration/Starting/-/-/-): During your turn, Exhaust this card to place a Rift token in any System you Control or in an Uncontrolled System. Issue a Command to remove a Rift token.

Core Reflux Agitators (Science/3R/-/-/-): Issue a Command and pay a Research to make a Planetary Sector you Occupy Hazardous Level 5 and force Ships in that Sector to immediately make a Hazard roll.

Gravity Drive (Exploration/3R/W/-/-): +1 Impulse Speed. When your Ships move at Impulse through a Rift, you may have them Enter Warp from the last Sector they enter without Issuing a Command.

Patience of Stones (Science/3R/-/-/-): During Maintenance, add 3 Production tokens to this card. You may discard this card during the Initiative Stage to add all Production tokens on it to your bid.

Plasma Spinnerets (Military/3R/W/-/-): Before you Retreat from a Space Battle, you may place a Tholian Web token in a Sector Adjacent to one of your retreating Ships. Damaged Webs can no longer be removed by Issuing Commands.

Replication Vents (Command/3R/W/-/-): You can build Ships and Commission Fleets in any Hazardous System you Control.

Seismo-Volcanic Fountain (Science/3R/-/-/-): When a Rival Invades a Hazardous System you Control, they must make a Hazard roll (and apply any casualties) before each Combat Round.

Tholian Silk (Business/3R/W/-/-): Take 1 additional Production for each Rival Trade Agreement you hold. You must give one of these extra Production to a Rival whose Trade Agreement you hold.

Warrior Caste (Military/3R/W/-/-): Whenever you roll a 1 in Combat, put that die in this card. At any time, you may remove a die from this card to add or subtract 1 from any attack roll.

Drone Caste (Expansion/4R/-/-/-): During your Building Phase you may Exhaust this card to build a Resource Node for free.

Energy Webs (Military/4R/W/-/-): Issue a Command to place a Tholian Web token in a Sector with a Ship Adjacent to one of your Ships. Webbed Ships (including Tholian) have -1 Weapon Level.

Funnel Web Traps (Military/4R/-/-/-): At any time when a Rival moves into or through (even at Warp) a System you Control, you may Exhaust this card to place a Tholian Web token in that System and force them to end their movement there.

Rifting Charges (Military/4R/-/-/-): When you initiate a Space Battle, you may Exhaust this card to place a Rift token in the defender's Sector (if all Rift tokens are already on the map, move one to that Sector).

Xenophobic Government (Command/4R/-/Cd/-): Only Peaceful Rivals, Rivals with whom you have not yet made First Contact and the Borg may Attach Space Lanes to Systems you Control.

Tholian Annexation (Military/5R/-/-/-): When you Invade, if you have more Ships than the System has Nodes, you may Exhaust this card to have all your Ships automatically hit this Round.

XI.10 THOLIAN FLEETS
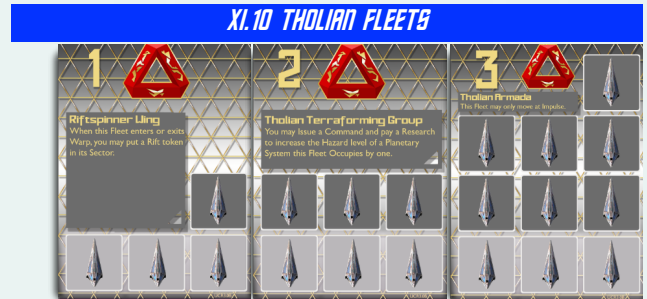
#1A Riftspinner Wing (4): When this Fleet enters or exits Warp, you may put a Rift token in its Sector.

#1B Webspinner Fleet (7): At the start of a Space Battle, this Fleet may place a Tholian Web token in an Adjacent Sector.

#2A Pyroclastic Wing (6): You may Issue a Command and pay a Research to increase the Hazard Level of a Planetary System this Fleet Occupies by one. When this Fleet Braves a Hazard, only roll for one of its Ships.

#2B Shard Fleet (7): When any of your Ships are destroyed in a Space Battle in the the same Sector as this Fleet, you may Disband this Fleet to make one additional hit roll for each of your Ships that was just destroyed.

#3A Harrier Wing (6): While at Warp and at any time, if a Rival Ship exits Warp in a Sector within Warp Range of this Fleet, this Fleet may exit Warp in that Sector or any Adjacent Sector without Exhausting a Command.

#3B Tholian Armada (10): This Fleet may not be Issued a Command to enter Warp.

XII. VULCAN HIGH COMMAND

XII.1 FACTION STATUS

The Vulcans are an official Star Trek: Ascendancy Faction that was released in their own expansion in 2019.

The official Vulcan rules have severe problems and have been extensively modified for the Unofficial Complete Rulebook.

The Vulcan High Command is an advanced Faction that has unique victory conditions.

The Vulcan player should keep Rivals in the dark as long as possible regarding what they are trying to accomplish. For maximum effect, bid for a late Turn Order in the final Round of the game.

XII.2 THE VULCANS

"Live long and prosper!"

The Vulcans are a warp-capable humanoid species from the planet Vulcan. They are widely renowned for their strict adherence to logic and reason as well as their remarkable stoicism. Vulcans are generally non-violent, but logic dictated that combat is sometimes necessary. Vulcans are also known for their high degree of honesty. They are extremely reluctant to tell a lie, and indeed it is said that "Vulcans can not lie."

Faction colour: Orange

XII.3 VULCAN SPECIAL RULES

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

XII.3.1 Logical Observers

The Vulcans are loathe to destroy civilizations with potential to eventually become allies or partners. They may not Invade or attempt Hegemony against any Systems controlled by a Rival with lower Ascendancy.

Note: Vulcans may always Invade Borg worlds.[60]

XII.3.2 Honest Meddling

The Vulcan player may not lie to other players. Vulcans may use their Commands to move other players' Ships, if they have a Trade Agreement with that player and that player's permission to do so. When moving another player's Ships, all results (hazards, rewards, etc.) of that movement still apply to the player whose Ships are being moved.[61]

XII.3.3 Vulcan Ambassadors

The Vulcans are experts at diplomacy. Vulcans place Ambassadors on Systems and do not build Starbases.

The Vulcan player has access to five Ambassador

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[60] This rule was clarified for the Unofficial Complete Rulebook.

[61] Design note: It may seem awkward to have a rule that says that Vulcans may not lie, but taken in the context of the Honest Meddling rule it ensures Vulcans will not abuse permission to move other players' Ships. Also note that "I don't know" or "that depends" can be truthful answers.

models.

The *Vulcan High Council, Kir'Shara Writings of Surak, Long Range Listening Posts, Ministry of Diplomacy, Ministry of Security, Vulcan High Command* and *Tomb of Surak* Advancements play off the presence of Vulcan Ambassadors in certain Systems.

Vulcan Ambassadors count as Adjacent to Ships and Control Nodes in the same System or Adjacent Sectors for the purpose of determining if Trade Agreements can be given out or received.[62]

XII.3.3.1 Placing Ambassadors

The Vulcan player may place an Ambassador on a System they Control by issuing a Command. They may also place Ambassadors on Independent or Rival Systems using their *Consul Halitra* Fleet.[63]

Any number of Ambassadors can be on a System.[64]

XII.3.3.2 Building

Using the *Vulcan High Council* Advancement, you may build Ships and form Fleets in any of your Systems which have an Ambassador.

XII.3.3.3 Moving Ambassadors

Using the *Vulcan High Council* Advancement, you may issue a Command to move an Ambassador from one Vulcan System to another Connected Vulcan System over any distance.[65]

XII.3.3.4 Removing Ambassadors

The Vulcan player may remove an Ambassador from a Vulcan Controlled System at any time. The Vulcan player may only remove Ambassadors from Systems they don't Control by using the *Consul Halitra* Fleet.[66]

Rival players may remove a Vulcan Ambassador from Systems they Control on their turn.

If an Ambassador ever finds himself on an Undeveloped System he is automatically removed.[67]

Removed Ambassadors are returned to the Vulcan Supply.

If an Ambassador is on a System that is Assimilated, he is permanently removed from the game.[68]

Vulcans also pursue their own agendas, which may be opaque to other cultures. Before the game begins, shuffle the Vulcan Agenda cards. The Vulcan player draws two Agenda cards, then picks one to place face up on the table, for all players to see. The other Agenda remains hidden. The Vulcan player wins if they achieve either Agenda. They do not need to achieve both Agendas to win.

Vulcans can not win the game by the normal Ascendancy rule [rule 2.3.1], but they can win by Supremacy [rule 2.3.2].[69]

XII.4.1 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.[70]

Vulcans do not need to reveal that they have achieved their hidden Agenda until the Victory check.[71]

Tied victories are still determined as in rule 2.3.6.

XII.4.2 Available Vulcan Agenda Cards

The available Agenda cards are:

Ascendancy: To win the game, reach 8 Ascendancy.

Production: To win the game, Control 12 Production Nodes.

Research: To win the game, Control 9 Research Nodes.

Culture: To win the game, Control 7 Culture Nodes

Systems: To win the game, Control 10 Systems.[72]

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

Phenomena: To win the game, Occupy six Phenomenon.

Orbit: To win the game, Orbit 8 Developed Systems you do not Control.

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[62] This rule was invented for the Unofficial Complete Rulebook to provide consistency and for thematic purposes.

[63] This rule was invented for the Unofficial Complete Rulebook to make the Vulcan Ambassador rules work.

[64] This rule was invented for the Unofficial Complete Rulebook. Design note: The *Ministry of Security* was altered to be balanced.

[65] This rule was clarified for the Unofficial Complete Rulebook.

[66] This rule was partly invented and partly clarified for the Unofficial Complete Rulebook.

[67] This rule was invented for the Unofficial Complete Rulebook to cover a gap.

[68] This rule was invented for the Unofficial Complete Rulebook to cover a gap and for thematic reasons.

[69] This rule was invented for the Unofficial Complete Rulebook even if official clarifications have ruled this in various contradictory ways (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019 and Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020).

[70] This rule was clarified for the Unofficial Complete Rulebook. It was also partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

[71] This rule was invented for the Unofficial Complete Rulebook to cover a gap.

[72] This rule was changed for the Unofficial Complete Rulebook. Design note: It would be too easy for the Vulcan to suddenly Control several Systems without any way for the other players to counter it. There is still an opportunity for a surprise victory if the Vulcans go last in the Round. The original text on the card was: "To win the game, Control 10 Systems on your turn".

Warp: To win the game, have 8 Warp tokens pictured on your completed Advancements.

Weapons and Shields: To win the game, fully upgrade your Weapons and Shields.

Advancements: To win the game, complete 3 Advancements from Rival Factions. If you have at least 3 Rivals, they must be from 3 different Rivals. Otherwise, you must have at least one from each Rival.[73]

> **Notes:** A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.
>
> This card is removed before a solo game [see rule 16.4.1].

XII.5 VULCAN TRADE AGREEMENTS
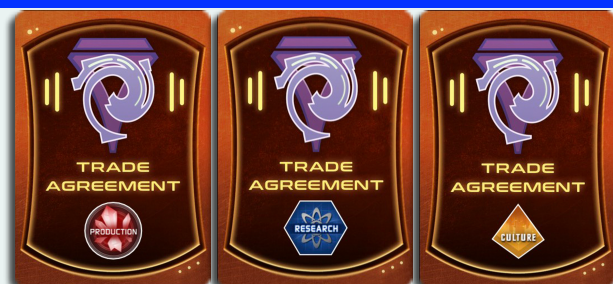
The Vulcans have three unique Trade Agreement cards providing one Production, one Research or one Culture to the recipient.

XII.6 VULCAN STARTING ASSETS

The Vulcans are a much older civilization than their galactic neighbors and were traveling the stars long before humans reached for the stars. Civil strife stalled their interstellar progress for many centuries, but many new space-faring cultures have found far-flung Vulcan colonies and systems as they began to explore their Systems.

The Vulcans start the game with three Ascendancy tokens regardless of *Starting Level* [rule 5.8] (but see rule XII.6.1), but cannot win a normal Ascendancy Victory [rule XII.4].[74]

The Vulcans have no Starbase models, but start the game with 5 Ambassador models in their Faction Supply.

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

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

- Vulcan Pieces -
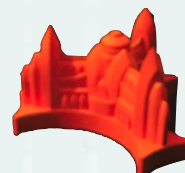
Vulcan Ship   Vulcan Control Node   Vulcan Ambassador

XII.6.1 Vulcans and Starting Levels

When playing the Medium [see rule 5.8.4] or Quick [see rule 5.8.5] game Vulcans may fully develop up to three of their Starting Systems (in addition to Vulcan), but in so doing must return one Ascendancy token per developed System.

XII.7 VULCAN BUILDING PHASE

XII.7.1 Building Ships

Vulcans may Build Ships in their Home System (provided they Control it). Using the *Vulcan High Council* Advancement they may also Build Ships in any System they Control which has a Vulcan Ambassador.[75]

XII.7.1.1 Captured Starbases

Even if the Vulcans can't build Starbases of their own, they can still capture Rival Starbases. If they do, they can build Ships there per the normal rules.[76]

XII.7.2 Ancient Civilization

The Vulcans' past explorations seeded the galaxy with Vulcan colonies and Systems; some of these have since lost contact with Vulcan and are waiting to be discovered by other civilizations.

XII.7.2.1 Vulcan Colonisation

Vulcans may not Colonise Systems in the normal way, but may instead Colonise any Undeveloped Planetary System

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[73] This rule was clarified and changed for the Unofficial Complete Rulebook. The original text on the card was: "To win the game, complete 3 Advancements from other players, with at least 1 from each". An official email (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020) ruled this differently.

[74] This rule was partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

[75] This rule was clarified for the Unofficial Complete Rulebook.

[76] This rule was clarified in an official email (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020).

(Exception: If there is still an Exploration card on the Sýstem, it may not be Colonised by the Vulcan), even if they don't Occupy it, for the cost of one Ascendancy during their Building Phase.[77]

If the Vulcans' Ascendancy drops below the number of Fleets they have in play, they don't need to disband Fleets, but they are prevented from Commissioning more Fleets until that is no longer the case [see rule 12.1.2].[78]

Vulcans may also Colonise using the effects of Exploration cards and the *Ancient Vulcan Reliquary* Advancement.[79]

XII.8 VULCAN COMMAND PHASE

XII.8.1 Issuing Commands to Ambassadors

The Vulcan player may place Ambassadors by issuing Commands [rule XII.3.3.1]. They may also move Ambassadors using the *Vulcan High Council* Advancement.

XII.8.2 Commissioning Fleets

Vulcans may Commission Fleets in their Home System (provided they Control it). Using the *Vulcan High Council* Advancement they may also Commission Fleets in any System they Control which has a Vulcan Ambassador.[80]

XII.8.2.1 Captured Starbases

Even if the Vulcans can't build Starbases of their own, they can still capture Rival Starbases. If they do, they can Commission Fleets there per the normal rules.[81]

XII.9 VULCAN ADVANCEMENTS

Vulcan High Council (Expansion/Start/W/-/-): You may build Ships and Commission Fleets in any System you Control which has an Ambassador. You may issue a Command to move an Ambassador between Connected Systems you Control.[82]

> **Notes:** If developed by another Faction (through the use of the Borg *Nano-Data Linkage* tech) this Advancement does nothing beyond providing a Warp.[83]
>
> A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

Vulcan Exodus (Culture/2R/W/-/-): At any time you may discard this card to immediately declare a different Undeveloped System or System you Control, as your Home System. The old Home System immediately ceases to be a Home System for all purposes.[84]

> **Notes:** Note that this effect may be used to avoid Borg Assimilation.[85]
>
> A replacement card marked "UCR3.0" is available in the *Unofficial Complete Rulebook* files.

Kir'Shara Writings of Surak (Business/3R/W/Cd/-): Trade Agreements you hold from Factions with an Ambassador on one of their Controlled Systems generate 2 more Resources.

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[77] This rule was changed for the Unofficial Complete Rulebook. The official rule made little sense, even if it was clarified in various conflicting ways in official emails (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019 and Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020).

[78] This rule was changed for the Unofficial Complete Rulebook to simplify the game and to avoid extensive rules for disbanding Fleets.

[79] This rule was partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

[80] This rule was clarified for the Unofficial Complete Rulebook.

[81] This rule was clarified in an official email (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020).

[82] This Advancement was changed for the Unofficial Complete Rulebook. The original text was "Vulcan High Council (Starting/Start/W/-/-): You may build Ships and form Fleets in any of your Systems which have an Ambassador. On your turn, you may use a Command to move an Ambassador to another, connected System you Control". Although ruled differently in an official email (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020), it is the intention of this rule that you can move an Ambassador any distance.

[83] This rule was invented for the Unofficial Complete Rulebook.

[84] This rule was partly invented for the Unofficial Complete Rulebook and partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019). The original text was "Vulcan Exodus (Culture/2R/W/-/-): Once completed, you may discard this card if a Rival Controls the Vulcan System. You may immediately declare a different Uncontrolled System, or System you Control, as your Homeworld".

[85] Although ruled differently in an email (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020), this rule was changed for the Unofficial Complete Rulebook to make the Advancement more worthwhile.

You must give one of those Resources to the player whose Trade Agreement it is.[86]

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

Long Range Listening Posts (Espionage/3R/W/-/-): When attacked, your Ships may enter Warp before the Battle begins, if there is an Ambassador in their System, or in a System Attached to their Space Lane.[87]

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

Ministry of Diplomacy (Culture/3R/W/-/-): When generating Resources, take 1 Culture for each Independent Civilization with an Ambassador. Add +1 to your Hegemony Attempts in Systems with an Ambassador.[88]

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

Obelisks of Ancient Vulcan (Culture/3R/-/-/-): In your Building Phase, you may spend 2 Production instead of a Research to add Research to a Project. You are still limited to placing 1 Research token on each Project, each turn.

Stone of Gol (Military/3R/W/-/-): In Space Battles, you may Reroll any dice equal to or higher than your current Ascendancy.

Ancient Vulcan Reliquary (Exploration/4R/-/-/-): Immediately after resolving the Exploration card for a new System, you may discard this card to Colonise that System for free, provided it is Undeveloped.[89]

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

Communication Network (Exploration/4R/-/-/-): When you Colonise a Planet, you may immediately build one Node at no cost.

Notes: Note that the free Node is a Resource Node.[90]

Katra of Surak (Military/4R/W/Cd/-): When upgrading your Shields, you may substitute 2 Production for 1 Research token.

Notes: This ability may be used to substitute any amount of Research.[91]

Ministry of Security (Espionage/4R/W/-/-): For each Independent Civilization with an Ambassador, +1 Command. Discard the Command if any player takes Control of the Independent Civilization.[92]

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

Vulcan High Command (Military/4R/-/Cd/-): You may allow the attacker or defender in an Invasion of a System with an Ambassador to roll an extra to hit die.[93]

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

Vulcan Warp Drive (Science/4R/WW/-/-): You may Issue a single Command to have all your Fleets in a System enter Warp. They must exit Warp separately.[94]

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

Tomb of Surak (Culture/5R/W/Cd/-): When you complete this Advancement, take 3 Culture. All players who have at least one Ambassador on one of their Systems also take 1 Culture.

Vulcan Monasteries (Culture/5R/W/Cd/-): Your Systems which produce at least one Culture produce one additional Culture, if there are no Ships in the System, or in Attached Space Lanes.[95]

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

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[86] This rule was clarified for the Unofficial Complete Rulebook. The original text was "Increase the value of any Trade Agreements you hold by 2 if you also have an Ambassador on one of their Systems. You must give one of those Resources to the player whose Trade Agreement it is". The type of Advancement was changed from Trade to Business to provide consistency.

[87] This rule was clarified for the Unofficial Complete Rulebook. The original text was "When attacked, your Ships may enter Warp before the Battle begins, if there is a Vulcan Ambassador in their System, or in a System connected to their Space Lane".

[88] This rule was clarified for the Unofficial Complete Rulebook. The original text was "When generating Resources, take 1 Culture for each Independent Civilization with a Vulcan Ambassador. Add +1 to Hegemony Attempts in every System with a Vulcan Ambassador".

[89] Although this card was clarified in official emails (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019 and Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020), its effect was changed for the Unofficial Complete Rulebook to make the Advancement worthwhile. The original text was "On your turn, after discovering a new System, you may shuffle this Advancement into your Advancement deck to immediately Colonize that System, after the Exploration card is resolved".

[90] This rule was officially clarified in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

[91] This rule was clarified for the Unofficial Complete Rulebook.

[92] This rule was clarified for the Unofficial Complete Rulebook. The original text was "For each Vulcan Ambassador placed on an Independent Civilization, +1 Command. Discard the Command if any player takes Control of the Independent Civilization".

[93] This rule was changed for the Unofficial Complete Rulebook. The original text was "Every System with an Ambassador rolls an extra to hit die in planetary Invasions". An official clarification in an email (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020) had a similar ruling.

[94] This rule was clarified in an official email (Email answer from US Customer Service, Battlefront Miniatures, Gale Force Nine, Feb 4. 2020). The original text was "You may spend a single Command to have all the Vulcan Fleets in a System enter Warp. They must exit Warp separately".

[95] 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 to make the Advancement worthwhile. The original text was "Any of your Systems which produce at least one Culture produce one additional Culture, if there are no Ships in the System, or in connected Space Lanes."

XII.10 VULCAN FLEETS

#1A Consul Halitra (5): During your turn and without Issuing a Command, this Fleet may place or remove an Ambassador on an Independent System or a System Controlled by a Rival whose Trade Agreement you hold that this Fleet Orbits.[96]

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

#1B - (9): -

#2A Science Halitra (6): This Fleet may re-roll any failed Hazardous System tests OR Brave the Hazard of a Phenomenon it Occupies without Issuing a Command.

#2B - (9): -

#3A Observation Halitra (4): When entering a new System at Impulse Speed, this Fleet may discard the first drawn Exploration card and draw a new one. When this Fleet retreats from a Space Battle, it may enter Warp instead of its normal Impulse Speed Retreat Move.

#3B - (9): -

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[96] This rule was clarified for the Unofficial Complete Rulebook. The original text was "When in Orbit of an Independent Civilization or Rival System whose Trade Agreement you hold, this Fleet may place or remove a Vulcan Ambassador. This does not use a Command and may not be done while moving".

XIII. THE BORG COLLECTIVE

XIII.1 BORG STATUS

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

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

XIII.2 THE BORG

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

- From Memory Alpha

- Borg Pieces -
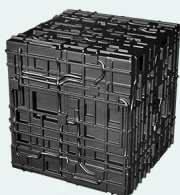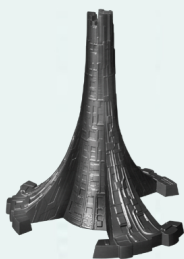
| Borg Cube | Borg Spire | Borg Assimilation Node |

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

XIII.3 BORG COMMANDS

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

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

2 Assimilation: Expedited (-): Place a Borg Node on all Borg Worlds with fewer than three Nodes. Do not move this Cube this turn (unless activated again by *Collective Efficiency* [see rule 15.3.7]).[97]

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

> **Notes:** Also see rule 15.2.4.1.

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

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

1 Command: Resurgence (-): Give the Borg the Turn Order "10" card. At the end of this Game Round, the Borg take another full turn.

> **Notes:** If there are several Assimilated players the extra Borg turn is played by the Assimilated player who previously played the lowest Turn Order card.[98]

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

> **Notes:** Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube.[99]
>
> Also see rule 15.2.4.1.

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

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

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

---

[97] This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019).

[98] Although ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019), this rule is changed for the Unofficial Complete Rulebook in order to increase the Borg threat and simplify game play.

[99] This rule was clarified for the Unofficial Complete Rulebook.

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

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

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

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

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

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

Notes: Systems with a Borg Spire do not count as <u>Home Systems</u> when determining where to move a Borg Cube.[100]

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

Notes: Systems with a Borg Spire do not count as <u>Home Systems</u> when determining where to move a Borg Cube.[101]

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

XIII.4 BORG TECH

Borg Tech cards are played like Advancements.

Borg Telemetry Node (Borg/0R/-/-/-): <u>Exhaust</u> this card during the Borg turn to discard a drawn Borg Command card and draw a different Command card. This ability is used the moment the Command card for an activated Cube is revealed.[102]

Notes: If used against an Assimilated Borg player (who draws all Command cards in one go), it is used to discard a random Command card from the Assimilated player's hand before they Activate a Cube.[103] This will reduce the Borg player's hand by one card.

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

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

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

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

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

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

Notes: The cards are drawn randomly.

Note that the card says "Civilization", but should actually refer to "<u>Faction</u>" in these rules.[104]

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

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

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[100] This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019).

[101] This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019).

[102] This rule was clarified for the Unofficial Complete Rulebook.

[103] This was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019).

[104] This rule was clarified for the Unofficial Complete Rulebook.

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

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

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

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

> **Notes:** This card refers to "spend a Command", but should actually refer to "Issue a Command" under these rules.[105]

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

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

> **Notes:** Note that this Special Rule is only useable on your turn.[106]

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

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

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

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

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

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[105] This rule was clarified for the Unofficial Complete Rulebook.

[106] This rule was clarified for the Unofficial Complete Rulebook.

XIV. SYSTEMS

The following is a list of all Systems available in the game. For each System basic data is given in short form in parenthesis after the System name. It is indicated from which expansion the System comes; *Star Trek: Ascendancy* base game (STA), Cardassian expansion (CE), Ferengi expansion (FE), Borg expansion (BE), Andorian expansion (AE), Vulcan expansion (VE), if the System is Hazardous (H#), what the System's Capacity is; Production (P), Research (R), Culture (C), Open (O) and how many Space Lane Attachments it can support.

For example, **Cestus III (STA H5 PPR-3)** is from the Star Trek: Ascendancy base game, it is Hazardous level 5, can have two Production Nodes and one Research Node and can support three Space Lane Attachments.

There is also a set of variant Systems provided in the *Unofficial Complete Rulebook* files. For each variant System it is indicated to which variant Faction the System is associated; Dominion (DV), Orion (OV), Terran (TEV) or Tholian (THV). Note that the Faction association is unimportant in determining which Systems to use in a given game and that the variant Systems have the same general distribution of Capacity and other features as the official Systems.

XIV.1 PLANETARY SYSTEMS

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

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

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

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

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

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

Bajor (CE PCO-4): Home of the Bajorans and site of Deep Space Nine.

> **Notes:** If the Dominion Faction is in play the Bajor System has an added rule [see rule IV.3.3].

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Ohniaka (BE RO-1): *Location of a Federation research station destroyed by the Borg in 2369 (TNG episode 6x26, "Descent").*

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Take 1 Culture when Discovered.

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

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

> **Notes:** The Vlugta Asteroid Field functions as a standard System disc, the only difference is that it can support up to four Production Nodes.[107]

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

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

Vulcans are immune to this Hazard.

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

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

XIV.2 PHENOMENA

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

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

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

Ships in this Phenomenon may not enter Warp.

> **Notes:** Since Borg Cubes only move via Warp, they can't leave the Black Hole if they happen to end up there.[108]

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

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

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

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

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[107] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23896673#23896673).

[108] This was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019).

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

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

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

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

Ships in this Phenomenon may not use their Shields.

Neutron Star (STA H3 Phenomenon-3)

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

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

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

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

Pulsar (STA H4 Phenomenon-3)

Singularity Cluster (VE H3 Phenomenon-5)

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

> **Notes:** All Research gained from this Phenomenon may be placed on your Projects.[109]

Stellar Nursery (STA H4 Phenomenon-3)

Subspace Anomaly (AE H4 Phenomenon-5)

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

Temporal Anomaly (VE H4 Phenomenon-5)

When you take Research from this Phenomenon, also roll a Space Lane die. On a roll of 3, Refresh one Command. On a roll of 4, Refresh two.[110]

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

2 Transwarp Conduit (BE H6 Phenomenon-3): *Artificially created energy conduit used by the Borg to move throughout the galaxy (TNG episode 6x26, "Descent", Voyager episodes 5x15/16, "Dark Frontier" and 7x11, "Shattered").*

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

> **Notes:** The *Transwarp Hub* System disc is Virtually Adjacent to both *Transwarp Conduit* System discs. The *Conduits* are not Virtually Adjacent to each other.[111]

XIV.3 OTHER SYSTEMS

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

> **Notes:** The *Transwarp Hub* System disc is Virtually Adjacent to both *Transwarp Conduit* System discs. The *Conduits* are not Virtually Adjacent to each other.[112]

The *Transwarp Hub* is neither a Planetary System nor a Phenomenon. Do not draw an Exploration Card for discovering the *Transwarp Hub*. It is always considered Fixed if it starts the game on the map.[113]

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

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

XIV.4 VARIANT PLANETARY SYSTEMS

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

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

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

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

Beta Aurigae (THV H5 PPRR-3): *Was a binary star system located in the vicinity of Camus II and the Benecia Colony. The USS Potemkin was scheduled to*

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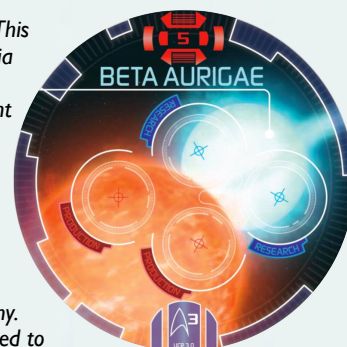
[109] This was officially clarified in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

[110] Although officially partly clarified to be intentional (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019) this rule was changed for the Unofficial Complete Rulebook to avoid allowing infinite Commands to be generated. The original text was "When you Brave this Hazard, also roll a Space Lane die. On a roll of 3, Refresh one Command. On a roll of 4, Refresh two".

[111] Although officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019) this rule is handled differently in the Unofficial Complete Rulebook.

[112] Although officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019) this rule is handled differently in the Unofficial Complete Rulebook.

[113] This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

rendezvous with the USS Enterprise in the Beta Aurigae to conduct gravitational studies of the system. (TOS episode 3x24, "Turnabout Intruder")

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Vondem (OV PR◯-2): Planet in Orion constellation. (Comic Book, "Reunion, Part 1")

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

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

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

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

When this Hazard would destroy your Ship, place that Ship in your <u>Home System</u> instead.

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

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

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

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

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

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

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

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

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

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

Stable Wormhole (DV H6 Phenomenon-6)

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

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

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

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

> **Notes:** All Research gained from this Phenomenon may be placed on your Projects.

XV. EXPLORATION CARDS

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

XV.1 CRISIS
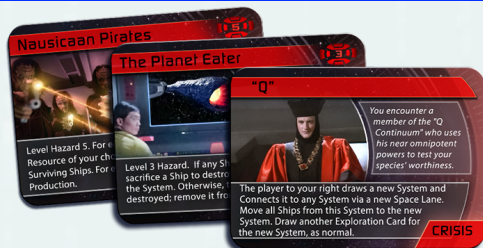
Andorian Confrontation (AE): If you have an Andorian Rival, place a new Andorian Ship in this System. If not, place a new Ship from the player to your right in this System.

> **Notes:** This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?
>
> Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[114]
>
> This card is removed before a solo game [see rule 16.4.1].

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

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

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

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

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

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

> **Notes:** 1 standard, 1 red.

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

> **Notes:** 2 standard, 3 red.

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

> **Notes:** When a player discovers a new System and draws the *Cardassian Armistice Accords*, they have stumbled into a border dispute that requires them to relinquish Control of one of their Systems in exchange for Control of a Cardassian System. If either the player who drew the *Armistice Accords* or the Cardassian player only Controls their Home System, the *Accords* card is discarded with no effect. The two players can only exchange Systems if they both Control at least one System beyond their Home System.
>
> Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[115]
>
> This card is removed before a solo game [see rule 16.4.1].

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

> **Notes:** This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?
>
> Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[116]
>
> This card is removed before a solo game [see rule 16.4.1].

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

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[114] 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.

[115] 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.

[116] 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.

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

> **Notes:** Only one slider on your Command Console needs to be upgraded to prevent the *Crystalline Entity* from destroying all of the Ships and the System disc.[117]

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

2 Damaged Borg Scout Sphere (BE): Roll to Hit with all Ships in System. If you score at least one Hit, take a Borg Tech card. If no Hits are scored, move the nearest [see rule 15.3.1.1] Borg Cube to this System, or place a new Cube if there are no Cubes in play.

> **Notes:** 1 standard, 1 red.

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

> **Notes:** This card has effects that occur during the Build Phase.[118]

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

> **Notes:** This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?
>
> Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[119]
>
> This card is removed before a solo game [see rule 16.4.1].

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

> **Notes:** This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?
>
> Assimilated players and the automated Borg are never counted when determining "the player to your right". When

only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[120]

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

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

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

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

> **Notes:** This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?
>
> Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[121]
>
> This card is removed before a solo game [see rule 16.4.1].

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

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

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

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[117] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/24471374#24471374).

[118] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864217#23864217).

[119] 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.

[120] 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.

[121] 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.

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

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

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

> **Notes:** This card has effects that occur during the Build Phase.[122]

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

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

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

> **Notes:** The Ship that is moved is taken from the System that prompted the "Q" card to be drawn.[123]
>
> If there are no other unassimilated players, discard this card and draw another.[124]
>
> This card refers to "connects", but should actually refer to "<u>Attaches</u>" under these rules.
>
> This card is removed before a solo game [see rule 16.4.1].

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

> **Notes:** This Crisis Card has a <u>Rival</u> player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?
>
> Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded

when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[125]

> This card is removed before a solo game [see rule 16.4.1].

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

> **Notes:** Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[126]
>
> This card is removed before a solo game [see rule 16.4.1].

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

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

> **Notes:** This card refers to "adjacent Systems". This should be interpreted to mean Systems one Warp move away, except via <u>Virtual Adjacencies</u>.[127]

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

2 Transwarp Beacon (BE): If there are Borg in play, move the nearest [see rule 15.3.1.1] Borg Cube to this System. If not, place a new Borg Cube in this System.

Tribble Troubles (50): <u>Exhaust</u> 2 Command tokens, if able.

Vulcan Encounter (VE): If you have a Vulcan <u>Rival</u>, place a new Vulcan Ship in this System. If not, place a new Ship from the player to your right in this System.[128]

> **Notes:** This Crisis Card has a <u>Rival</u> player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Encounter. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?
>
> Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[129]

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[122] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864217#23864217).

[123] This rule was clarified for the Unofficial Complete Rulebook based on an official clarification of another card (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019). The original text could be interpreted to mean something else.

[124] This rule was clarified for the Unofficial Complete Rulebook to fill a gap.

[125] 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.

[126] 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.

[127] This rule was clarified for the Unofficial Complete Rulebook.

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

[129] 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.

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

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

> **Notes:** This Exploration Card may result in the placement of a Control <u>Node</u> immediately, during the Command Phase.[130]

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

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

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

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

> This card is removed before a solo game [see rule 16.4.1].

XV.2 DISCOVERY
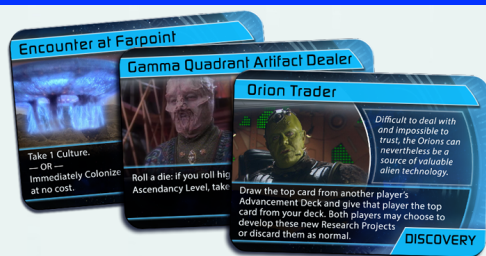
Abandoned Colony (STA): You may immediately Colonise the System by spending 1 Culture, without sacrificing a Ship.

> **Notes:** If you do not take advantage of the *Abandoned Colony* Discovery right away, it goes away.[131] This Exploration Card may result in the placement of a Control <u>Node</u> immediately, during the Command Phase.[132]

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

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

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

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

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

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

> **Notes:** The Children of Tama Negotiations Exploration Card negates the benefit of the Federation Colonisation Fleet. The only way to Colonise that world is to make a successful roll and earn the free colony during the Building Phase.[133]

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

> **Notes:** If there are two players sitting opposite, randomly determine who this applies to.[134]

> Assimilated players and the automated Borg are never counted when determining "the player sitting opposite". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[135]

> This card is removed before a solo game [see rule 16.4.1].

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

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

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

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

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[130] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864217#23864217).

[131] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/24472043#24472043).

[132] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864217#23864217).

[133] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/24471492#24471492).

[134] This was officially clarified in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

[135] 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.

Notes: This Exploration Card may result in the placement of a Control <u>Node</u> immediately, during the Command Phase.[136]

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

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

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

> **Notes:** Shuffle the Advancement deck before drawing.[137]

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

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

> **Notes:** 1 standard, 1 red.

Kurlan Artifacts (STA): Take 1 Culture token.

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

> **Notes:** Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.[138]
>
> This Exploration Card may result in the placement of a Control <u>Node</u> immediately, during the Command Phase.[139]
>
> This card is removed before a solo game [see rule 16.4.1].

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

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

> **Notes:** Shuffle the Advancement decks before drawing.[140]
>
> In a solo game you may draw an Advancement from any <u>Faction</u> not in play [see rule 16.4.1].

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

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

> **Notes:** This card has effects that occur during the Build Phase.[141]

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

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

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

> **Notes:** The Ship that is moved is taken from the System that prompted the Traveler card to be drawn.[142]
>
> This card refers to "connected", but should actually refer to "<u>Attached</u>" under these rules.

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

XV.3 ALLY

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

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

> **Notes:** This card requires a Diplomacy Test.

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

> **Notes:** This card requires a Diplomacy Test.

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

> **Notes:** This card requires a Diplomacy Test.
>
> You may not mix Production and Research when using this card to pay for an upgrade.[143]

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[136] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864217#23864217).

[137] This rule was clarified for the Unofficial Complete Rulebook.

[138] 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.

[139] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864217#23864217).

[140] This rule was clarified for the Unofficial Complete Rulebook.

[141] This was officially clarified on BoardGameGeek (https://boardgamegeek.com/article/23864217#23864217).

[142] This rule was officially clarified in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019). The original text could be interpreted to mean something else.

[143] This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019).

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

> **Notes:** This card requires a Diplomacy Test.

> You may not mix Production and Research when using this card to pay for an upgrade. [144]

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

> **Notes:** This card requires a Diplomacy Test.

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

> **Notes:** This card requires a Diplomacy Test.

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

> **Notes:** This card requires a Diplomacy Test.

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

> **Notes:** This card requires a Diplomacy Test.

XV.4 CIVILIZATION

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

> **Notes:** 1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.3.1.1.

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

> **Notes:** 1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.3.1.1.

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

> **Notes:** 1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.3.1.1.

2 Pre-Warp: Level Zero (STA): Place 2/3 Production tokens on System, marking it as inhabited by a pre-Warp,

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

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

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

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

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

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

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

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

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

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

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

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

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

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

XV.5 VIRGIN WORLD

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

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[144] This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019).

XVI. SET UP OPTIONS

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

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

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

XVI.1 36" SQUARE PLAYING AREA

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

If in play, the *Transwarp Hub* is placed in the centre of the Playing Area.
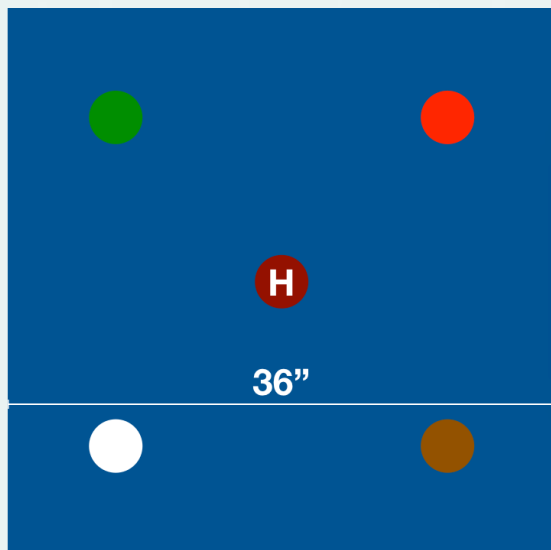
A four player game set up with Home Systems 18" apart and the Transwarp Hub in the centre

XVI.2 40" CIRCULAR PLAYING AREA

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

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

XVI.3 LARGE GAMES

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

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

An interesting variant may be to set up the *Transwarp Hub* and the *Conduits* from the start of the game (if in play). Allow players to put their Home Systems anywhere, as long as they are at least the indicated distance away from all other Home Systems
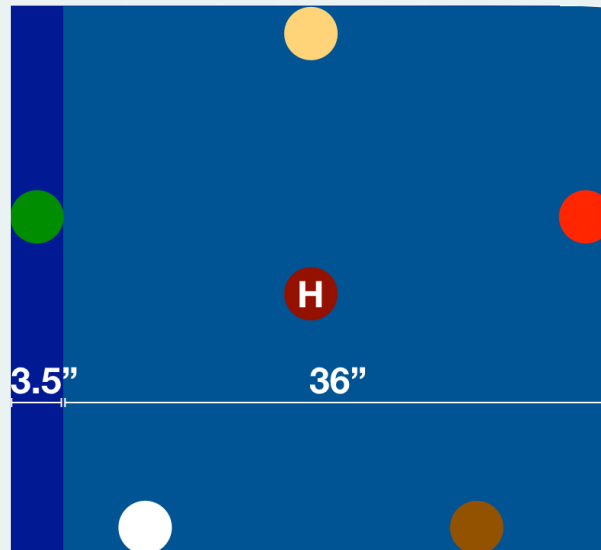
Five player double play mat set up with the Borg in the centre and 18" between the Home Systems. Only 3.5" of the second play mat is used.
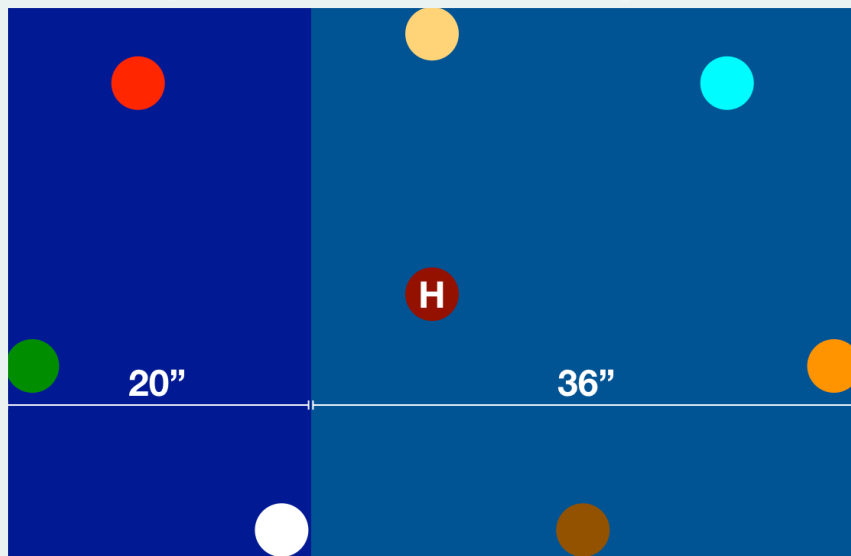
Seven player double play mat set up with the Borg in the centre and about 16" between the Home Systems. Only 20" of the second play mat is used.
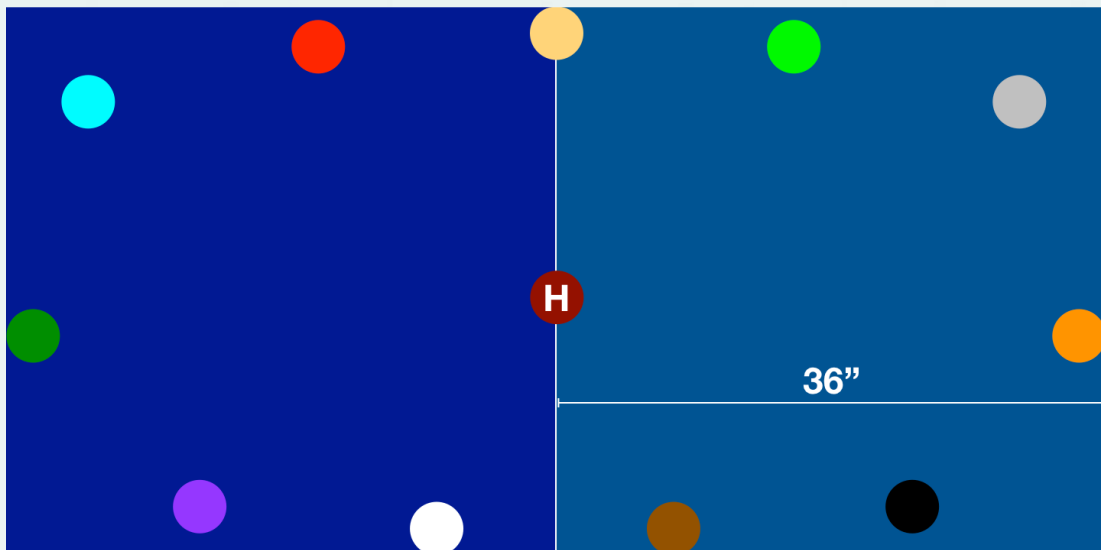
Eleven player double play mat set up with the Borg in the centre and about 12" between the Home Systems. The entire area of the second play mat is used.

Solo and two player games are special cases and should be set up in accordance with the solo and two player rules [see rule 16.4].
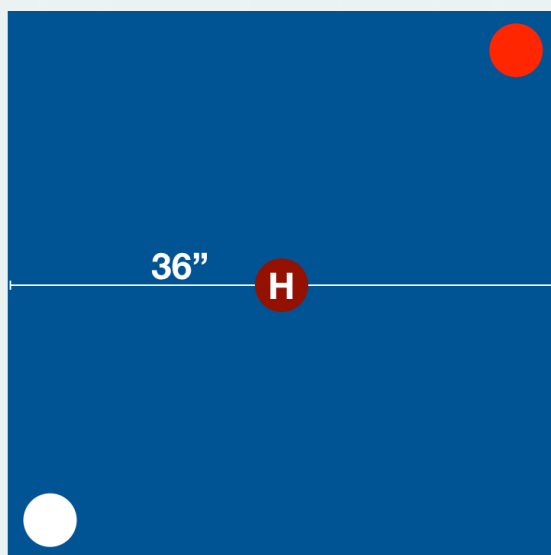
A two player game with Home Systems 18" away from the Transwarp Hub and at opposite ends of the Playing Area
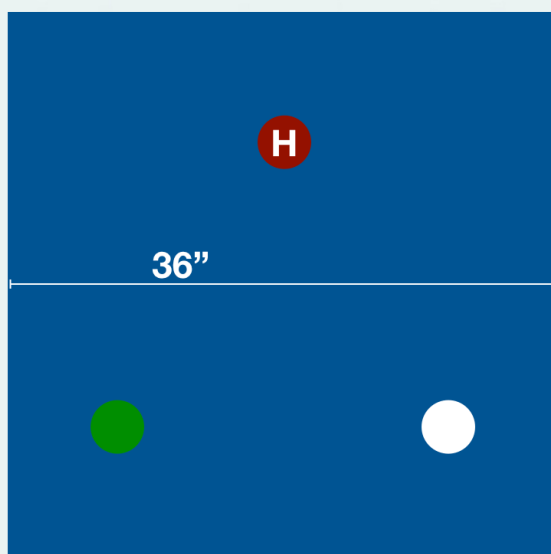
A two player game with Home Systems and the Transwarp Hub each 18" away from each other

XVII. COMPREHENSIVE ERRATA

There are many cases of erroneous card text noted throughout these rules. Some of the cards have replacements provided, but in some cases the correct text is only given in the rules. The following is a comprehensive list of all instances of changed card text. It can be used as a checklist.

Andorian Errata

Command Console	Clarified text in rules
Player Turn Summary Card	Clarified text in rules
Aenar Dampening Field	Replacement card UCR3.0
Andorian Ale	Replacement card UCR3.0
Andorian Art Academy	Replacement card UCR3.0
Enforcer Clans	Replacement card UCR3.0
Imperial Guard	Replacement card UCR3.0
Mining Consortium	Replacement card UCR3.0
Sirillium Warheads	Replacement card UCR3.0
Command Fleet	Clarified text in rules
Reconnaissance Fleet	Clarified text in rules

Cardassian Errata

Player Turn Summary Card	Clarified text in rules
Infiltration Protocols	Replacement card UCR3.0
Overseer Fleet	Misprinted in some printings

Dominion Errata

None

Federation Errata

Player Turn Summary Card	Clarified text in rules
Adv. Stellar Cartography	Replacement card UCR3.0
Science Fleet	Clarified text in rules

Ferengi Errata

Player Turn Summary Card	Clarified text in rules
War Is Good For Business	Replacement card UCR3.0
Commerce Enforcement Squadron	Clarified text in rules
Loss Interdiction Task Force	Clarified text in rules
Market Penetration Convoy	Clarified text in rules
Loss Interdiction Task Force	Clarified text in rules
Franchise Establishment Flotilla	Clarified text in rules
Loss Interdiction Task Force	Clarified text in rules

Klingon Errata

Player Turn Summary Card	Clarified text in rules
Standing Invasion Orders	Clarified text in rules
Marauders	Clarified text in rules

Orion Errata

None

Romulan Errata

Player Turn Summary Card	Clarified text in rules
Science Fleet	Clarified text in rules
Mining Fleet	Clarified text in rules

Terran Errata

None

Tholian Errata

None

Vulcan Errata

Player Turn Summary Card	Clarified text in rules
"Advancements" Agenda	Replacement card UCR3.0
"Systems" Agenda	Replacement card UCR3.0
Ancient Vulcan Reliquary	Replacement card UCR3.0
Kir'Shara Writings of Surak	Replacement card UCR3.0
Long Range Listening Posts	Replacement card UCR3.0
Ministry of Diplomacy	Replacement card UCR3.0
Ministry of Security	Replacement card UCR3.0
Vulcan Exodus	Replacement card UCR3.0
Vulcan High Command	Replacement card UCR3.0
Vulcan High Council	Replacement card UCR3.0
Vulcan Monasteries	Replacement card UCR3.0
Vulcan Warp Drive	Replacement card UCR3.0
Consul Halitra	Clarified text in rules

Borg Errata

Central Plexus Access	Clarified text in rules
Collective Data Linkage	Clarified text in rules
Nano-Data Linkage	Clarified text in rules

System Errata

Temporal Anomaly	Clarified text in rules

Exploration Card Errata

Guardian of Forever	Clarified text in rules
Orion Trader	Clarified text in rules
"Q"	Clarified text in rules
Space Amoeba!	Clarified text in rules
The Traveler	Clarified text in rules

XVIII. COMPLETE COMPONENT LIST

XVIII.1 OFFICIAL COMPONENTS

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

Game Boxes

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

Rulebooks

- 1 Rulebook from Star Trek: Ascendancy (2016)
- 1 Rulebook from the Cardassian Union Expansion (2017)
- 1 Rulebook from the Ferengi Alliance Expansion (2017)
- 1 Rulebook from Borg Assimilation (2017)
- 1 Rulebook from the Andorian Empire Expansion (2019)
- 1 Rulebook from the Vulcan High Command Expansion (2019)

Play Mats

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

System Discs

- 30 System discs from Star Trek: Ascendancy (2016):
  Ardana, Argo, Capella, Cestus III, Dakala, Delta IV, Deneb V, Eagle Nebula, Earth, Excalbia, Exo III, Indri VIII, Izar, Janus VI, Kronos , McAllister Nebula, Murasaki 312, Neutron Star, Pulsar, Risa, Romulus, Rura Penthe, Sherman's Planet, Sigma Tama IV, Son'a Prime, Stellar Nursery, Tau Cygna V, Terra Nova, Valakis VI, Zeta Boötis III
- 10 Systems discs from the Cardassian Union Expansion (2017):
  The Badlands, Bajor, The Briar Patch, Cardassia Prime, Coridan III, Goralis, Kurl, Magna Roma, Regulus V, Sigma Draconis
- 10 Systems discs from the Ferengi Alliance Expansion (2017):
  Black Hole, Dopteria, Ferenginar, Hupyria, Lytasia, Mutara Nebula, Prexnak, Rog, Straleb Madena, Vlugta Asteroid Field
- 7 System discs from the Borg Assimilation Expansion (2017):
  Argolis Cluster, Electrokinetic Cloud, Ohniaka, Paulson Nebula, 2x Transwarp Conduit, Transwarp Hub
- 10 Systems discs from the Andorian Empire Expansion (2019):
  Andor, Antipathy IV, Arken, Beta XII-A, Lursen Prime, Ngame Nebula, Rigel, Subspace Anomaly, Thonolan IV, Weytahn
- 10 Systems discs from the Vulcan High Command Expansion (2019)
  Benzar, Dytallix B, Mazar, Nervala IV, Pallas 14, Singularity Cluster, Temporal Anomaly, Trill, Vulcan, Yuri

Command Consoles

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

Command Console Sliders

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

Space Lane Tiles

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

Starbase Tokens

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

Ascendancy Tokens

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

Command Tokens

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

Warp Tokens

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

Resource Tokens

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

Borg Activation Tokens

- 8 Borg Activation tokens from Borg Assimilation (2017)

Andorian Tokens

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

Turn Order Cards

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

Exploration Cards

- 45 Exploration cards from Star Trek: Ascendancy (2016):
  Abandoned Colony, Antedean Terrorist Plot, Automated Minosian Weapons, Bynar Technicians, Children of Tama Negotiations, Crystalline Entity, Encounter at Farpoint, Gamma Quadrant Artifact Dealer, Gomtuu, Iconian Probe, Iconian Ruins, Kurlan Artifacts, Lost Colony, Menthar Booby Trap, Nausicaan Pirates, Neutronic Wave Front, Organian Intervention, Orion Trader, The Planet Eater, 2x Pre-Warp: Level Zero, "Q", Space Amoeba!, The Traveler, 4x Warp-Capable: Level One, 4x Warp-Capable: Level Two, 2x Warp-Capable: Level Three, 11x Where No One Has Gone Before
- 15 Anniversary Exploration cards from Star Trek: Ascendancy (2016):
  Alien Amusement Park, Balok's Ruse, Bioengineered Wasting Disease, Dangerous Flora, Diplomatic Summit, The Game Masters of Triskelion, Guardian of Forever, Lights of Zetar, Pre-Warp: Level Zero, Secrets of the Horta, Talosian Benefactors, Tribble Troubles, Warp-Capable: Level Two, Warp-Capable: Level Three, The Wrath of Olympus
- 10 Exploration Cards from the Cardassian Union Expansion (2017):
  Cardassian Armistice Accords, Cardassian Confrontation, Cardassian Delegation, Federation Confrontation, Ferengi Confrontation, Klingon Confrontation, Neutron Star Event, Pre-Warp: Level Zero, Romulan Confrontation, Warp-Capable: Level Three
- 10 Exploration Cards from the Ferengi Alliance Expansion (2017)
  Antican Delegation, Caldonians, Ferengi Arms Dealer, Ferengi Researcher, The Grand Nagus, Rigelians, Selay Trade Clutch, The Troyians, Writ of Accountability, Xenophobic Uprising
- 20 Exploration Cards from Borg Assimilation (2017)
  2x Assimilation: Level One Civ, 2x Assimilation: Level Two Civ, 2x Assimilation: Level Three Civ, 2x Borg Cube, Borg Salvage, 5x Borg World, 2x Damaged Borg Scout Sphere, 2x Isolated Borg Drones, 2x Transwarp Beacon
- 10 Exploration Cards from the Andorian Empire Expansion (2019)
  Andorian Confrontation, Cosmic Cloud, Cytherian Probe, Diplomatic Exchange, Magnetic Flux Entity, Pre-Warp: Level Zero, Scorching Skies, Subspace Rift, Tri-phasic Emitter, Warp-Capable: Level Two

- 10 Exploration Cards from the Vulcan High Command Expansion (2019)
  Arkonian Destroyer, Black Star, Dark Reflection, Orion Interceptors, Peaceful Meditation, Pre-Warp: Level Zero, Sargon Encounter, Vulcan Encounter, Warp-Capable: Level One, Warp-Capable: Level Three

Fleet Cards

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

Player Turn Summary Cards

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

Trade Agreement Cards

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

Advancement Cards

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

Agenda Cards

- 10 Vulcan Agendas from the Vulcan High Command Expansion (2019)

Borg Command Cards

- 30 Borg Command cards from Borg Assimilation (2017)

Starbase Models

- 3 Federation Starbase models (2017)
- 3 Klingon Starbase models (2017)
- 3 Romulan Starbase models (2017)
- 3 Cardassian Starbase models (2017)
- 3 Ferengi Starbase models (2017)
- 3 Andorian Starbase models (2019)

Ship Models

- 30 Federation Ships from Star Trek: Ascendancy (2016)
- 15 Federation Ships from the Federation Escalation Pack (2017)
- 30 Klingon Ships from Star Trek: Ascendancy (2016)
- 15 Klingon Ships from the Klingon Escalation Pack (2017)

- 30 Romulan Ships from Star Trek: Ascendancy (2016)
- 15 Romulan Ships from the Romulan Escalation Pack (2017)
- 30 Cardassian Ships from the Cardassian Union Expansion (2017)
- 15 Cardassian Ships from the Cardassian Escalation Pack (2017)
- 30 Ferengi Ships from the Ferengi Alliance Expansion (2017)
- 15 Ferengi Ships from the Ferengi Escalation Pack (2017)
- 30 Andorian Ships from the Andorian Empire Expansion (2019)
- 15 Andorian Ships from the Andorian Escalation Pack (2019)
- 30 Vulcan Ships from the Vulcan High Command Expansion (2019)
- 15 Vulcan Ships from the Vulcan Escalation Pack (2019)
- 5 Borg Cubes from Borg Assimilation (2017)

Fleet Markers

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

Vulcan Ambassador Models

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

Control Node Models

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

Resource Node Models

- 25 Production Nodes from Star Trek: Ascendancy (2016)
- 7 Production Nodes from the Cardassian Union Expansion (2017)
- 9 Production Nodes from the Ferengi Alliance Expansion (2017)
- 2 Production Nodes from Borg Assimilation (2017)
- 8 Production Nodes from the Andorian Empire Expansion (2019)
- 7 Production Nodes from the Vulcan High Command Expansion (2019)
- 20 Research Nodes from Star Trek: Ascendancy (2016)
- 7 Research Nodes from the Cardassian Union Expansion (2017)
- 7 Research Nodes from the Ferengi Alliance Expansion (2017)
- 2 Research Nodes from Borg Assimilation (2017)
- 7 Research Nodes from the Andorian Empire Expansion (2019)
- 8 Research Nodes from the Vulcan High Command Expansion (2019)
- 18 Culture Nodes from Star Trek: Ascendancy (2016)
- 5 Culture Nodes from the Cardassian Union Expansion (2017)
- 3 Culture Nodes from the Ferengi Alliance Expansion (2017)
- 2 Culture Nodes from Borg Assimilation (2017)
- 4 Culture Nodes from the Andorian Empire Expansion (2019)
- 4 Culture Nodes from the Vulcan High Command Expansion (2019)
- 15 Borg Assimilation Nodes from Borg Assimilation (2017)

Dice

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

XVIII.2 VARIANT FACTION COMPONENTS

The variant <u>Faction</u> components are available as pdf files.

System Discs

- 40 System discs marked UCR3.0 (2022):
  Alnilam, Alnitak, Arachnid Nebula, Barisa Prime, Benecia, Beta Aurigae, Botchok, Bubble Nebula, Camus II, Decos Prime, Denobula, Energy Vortex, Fowla, Glessene, Halkan, Helaspont Nebula, Kalandra, Kavaria, Mar Oscura Nebula, Mintaka III, Mirror Earth, M'kemas III, Olmerak, Omarion Nebula, Orion, Orion Nebula, Rolor Nebula, Septimus III, Stable Wormhole, Talos IV, Tau Ceti, Tholia, Torros III, Totoro, Vega IX, Vega-Omicron, Verex III, The Void, Vondem, Xantoras

Command Consoles

- 1 Dominion Command Console marked UCR3.0 (2022)
- 1 Orion Command Console marked UCR3.0 (2022)
- 1 Terran Command Console marked UCR3.0 (2022)
- 1 Tholian Command Console marked UCR3.0 (2022)

Tokens

- 1 Dominion Great Link token (2022)
- 10 Orion Slave Girl tokens (2022)
- 10 Tholian Web tokens (2022)
- 64 Hazard tokens (2022)
- 5 Rift tokens (2022)
- 4 Wormhole tokens (2022)

Fleet Cards

- 3 Dominion Fleet cards marked UCR3.0 (2022)
- 3 Orion Fleet cards marked UCR3.0 (2022)
- 3 Terran Fleet cards marked UCR3.0 (2022)
- 3 Tholian Fleet cards marked UCR3.0 (2022)

Player Turn Summary Cards

- 1 Dominion Turn Summary card marked UCR3.0 (2022)
- 1 Orion Turn Summary card marked UCR3.0 (2022)
- 1 Terran Turn Summary card marked UCR3.0 (2022)
- 1 Tholian Turn Summary card marked UCR3.0 (2022)

Trade Agreement Cards

- 3 Dominion Trade Agreement cards marked UCR3.0 (2022)
- 6 Dominion Alliance Member cards marked UCR3.0 (2022)

- 3 Orion Trade Agreement cards marked UCR3.0 (2022)
- 3 Terran Trade Agreement cards marked UCR3.0 (2022)
- 3 Tholian Trade Agreement cards marked UCR3.0 (2022)

Advancement Cards

- 15 Dominion Advancement cards marked UCR3.0 (2022)
- 15 Orion Advancement cards marked UCR3.0 (2022)
- 15 Terran Advancement cards marked UCR3.0 (2022)
- 15 Tholian Advancement cards marked UCR3.0 (2022)
- 20 replacement Advancement cards marked UCR3.0 (2022)

Agenda Cards

- 2 replacement Agenda cards marked UCR3.0 (2022)

VERSION HISTORY

VERSION 3.0

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

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

A number of new official answers were worked in.

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

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

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

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

A number of Vulcan Faction rules were further clarified.

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

The Version History was moved to the Appendices.

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

VERSION 2.0

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

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

The Orions and Terrans were added as variant Factions.

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

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

VERSION 1.4

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

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

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

VERSION 1.3

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

VERSION 1.2

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

VERSION 1.1

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

VERSION 1.0

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

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

The Helix Nebula, also known as NGC 7293, is a planetary nebula (PN) located in the constellation Aquarius. Discovered by Karl Ludwig Harding, probably before 1824, this object is one of the closest to the Earth of all the bright planetary nebulae. The distance, measured by the Gaia mission, is 655±13 light-years. It is similar in appearance to the Cat's Eye Nebula and the Ring Nebula, whose size, age, and physical characteristics are similar to the Dumbbell Nebula, varying only in its relative proximity and the appearance from the equatorial viewing angle. The Helix Nebula has sometimes been referred to as the "Eye of God" in pop culture, as well as the "Eye of Sauron".

- Wikipedia