

*Version 1.0 of  
The Unofficial  
Complete Rulebook for*

**STAR TREK™**  
**ASCENDANCY**

*Live Long and Prosper!*

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# 1. ABOUT THESE RULES

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

*Star Trek: Ascendancy* is a highly thematic and epic 4X (eXplore, eXpand, eXploit, and eXterminate) and negotiation game, but as with all games with lots of expansions the rules become spread out over several rulebooks and hard to keep track of. The Borg expansion adds a threatening adversary governed by automated mechanisms that can make all players lose, which complicates the diplomatic situation, but it has a lot of rules problems that need clarification before it actually works.

The purpose of the Complete Rulebook is to collect all rules in one place while also adding information from FAQs and official answers posted to the BoardGameGeek site or received in emails from GaleForce Nine. It also tries to fill in the blanks where the official rules don't work by providing simple and community tested, house rules.

## 1.1 VERSION AND COPYRIGHT

This is version 1.0 of the Unofficial Complete Rulebook for *Star Trek: Ascendancy*.

The original *Star Trek: Ascendancy* game was designed by Sean Sweigart and Aaron Dill and published by GaleForce Nine (GF9). These rules were re-written, edited and updated by Mattias Elfström with help from Davon Collins, John Knox and Lou Lessing during 2017 and 2018 based on that original work and no permission to publish them has been obtained. This is not to be seen as a challenge to their copyright, but rather as a service to the players of this great game.

Special thanks to user Mundane on BoardGameGeek for allowing the use of his excellent collection of System trivia used in Appendix I.

The Complete Rulebook was playtested by Anders Andersson, Thomas Averdahl, Mattias Elfström, Nicholas Madison and Martin Stegmark.

## 1.2 THE GAME AND ITS EXPANSIONS

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

- ▲ *Star Trek Ascendancy* (2016)
- ▲ *Cardassian Union Expansion Set* (2017)
- ▲ *Ferengi Alliance Expansion Set* (2017)
- ▲ *Borg Assimilation Expansion Set* (2017)

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



## 1.3 USING THESE RULES

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

These rules were written with the assumption that all expansions are used at the same time and that players have played the game several times. For this reason the Advanced Rules *Mystery Turn Order*, *Random Galaxy*, *Unrestricted Trade Routes*, *Humble Beginnings*, *Focused Research*<sup>1</sup> and *Ally Cooperation*<sup>2</sup> have been worked into the text. If you desire a simpler game refer to the optional rules [see rule 16.], where you can find all the base game rules presented as options or use the original game rules.

### 1.3.1 Rules Changes

The Complete Rulebook should play according to the official rules in all but a few cases. In instances where there are no official rules to cover certain situations, rules have been invented and noted in the footnotes.

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

- ▲ When **Special Rules** can be used [see rule 4.]
- ▲ How Battles with multiple Defenders are handled [see rule 9.7]
- ▲ How Starbases can defend in Invasions [see rule 12.2.3]
- ▲ How the Borg select Targets, move and explore when assigned a Command card [see rule 15.3]
- ▲ How the Borg threat Escalates [see rule 15.5]

<sup>1</sup> These are the Advanced Rules from page 26 of the *Star Trek: Ascendancy* rulebook. The Advanced Rules truly let the game develop into the epic experience it is set up to be. *Mystery Turn Order* increases the tactical options players have when selecting Turn Order cards. *Random Galaxy* allows for a little more variation while exploring and increases the incentives to research Projects a little. *Unrestricted Trade Routes* puts a lot more emphasis on diplomacy and may be the Advanced Rule that is hardest for beginners to handle. Don't put yourself in a position where you can be betrayed! *Humble Beginnings* allow the game to develop at a pace that will make researching Projects more important while at the same time balancing the game through player interaction. This works well together with *Random Galaxy*. *Humble Beginnings* may be the most overlooked Advanced Rule and it is true that it may extend playing time somewhat. *Focused Research* allows players to customise their Faction abilities to the developing game situation.

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

### 1.3.2 The Borg Rules Problems

The official Borg rules have severe problems that are unanswered as of this writing. The problems mostly concern how the Borg explore and build connections on the map (which is both unclear and often will make them target one player exclusively), but also how various other rules interact with the Borg. Until these issues have received official clarification the only way to play a competitive game without rules problems is to use house rules. In all instances throughout these rules where unofficial rules are introduced, this has been noted in the footnotes.

### 1.3.3 The 1 & 2 Player Games

The *Star Trek: Ascendancy* game is first and foremost a negotiation game where many of the interesting decisions points appear in the interaction with the other players. The game is self balancing in the sense that players have to judge who is in the lead and act accordingly. The 1 & 2 player versions of the game were introduced as options in the Borg expansion and they rely on the Borg to create a competitive situation when there are less than three players involved. The solo version is completely random, the only challenges come from luck and the automated Borg opponent. In the Complete Rulebook these versions of the game have been removed.

### 1.3.4 Use of Cases

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

the Complete Rulebook on your iPad the cross references are hyper linked.

### 1.3.5 Use of Specific Words

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

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

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

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

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

### 1.3.6 Printing the Complete Rulebook

The Complete Rulebook has been designed to be printed on A3 or A4 paper, four pages to a sheet, and then folded to create an A4 or A5 leaflet. The Complete Rulebook is also a joy to read on an iPad. A version without the page backgrounds can be supplied to those wishing to save printer ink.

## 2. GAME OVERVIEW

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

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



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

explore the Galaxy while conducting hegemony and attacking or defending against **Rivals**.



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

To complicate matters the Borg, who are not controlled by any player, are a threat to all the denizens of the Galaxy. Where other civilizations may be open to negotiation, the Borg are single-mindedly dedicated to assimilating every civilization they encounter into the Collective. The Borg are not colonists or explorers. They are solely focused on absorbing any other civilization's biological and technological distinctiveness.



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



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

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

The game ends when one player accumulates five Ascendancy or conquers two **Rival Home Systems**. The game can also end if the Borg defeats all players.

### 2.1 NUMBER OF PLAYERS

Using the [Complete Rulebook](#) *Star Trek: Ascendancy* can be played by three or more players. The maximum number of players is dependent on how many **Factions** are available. As of this writing there are five **Factions**, but more have been announced by GF9.

### 2.2 PLAYING TIME

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

Rule 16.2 includes options for playing the game in less time.

### 2.3 WINNING THE GAME

There are two different paths to winning the game. You can win the game by becoming the most ascendant civilization in the Galaxy or by militarily dominating your **Rivals**. The game can also be lost by all players to the Borg.

#### 2.3.1 Ascendancy Victory

At the end of a **Game Round**, a player who both **Controls** their **Home System** and has five Ascendancy tokens wins the game. They have established their cultural dominance over the Galaxy.

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



#### 2.3.2 Supremacy Victory

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

#### 2.3.3 Winning and Losing vs. Borg

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

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

#### 2.3.4 Tied Victories

At the end of a **Game Round**, if two players have achieved Victory, through Ascendancy or Supremacy, the player who **Controls** the most Systems wins. If it's still a tie, both civilizations have risen to greatness and the players share the victory.



### 2.4 STARFLEET ETHICS

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

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

## 3. GAME COMPONENTS

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

### 3.1 RULEBOOKS

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

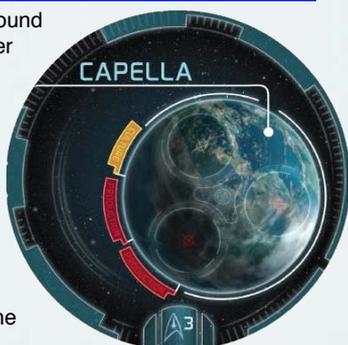
### 3.2 SYSTEM DISCS

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

All System discs from all expansions are used irrespective of number of players, except **Home Systems of Factions** not in play.

Each System Disc counts as one **Sector**.

Refer to Appendix I for a list of all Systems.



#### 3.2.1 System Disc Features

There are three types of Systems discs; Planets, Phenomena and the Transwarp Hub. All System discs have a maximum number of Space Lanes that may connect directly to it noted in the lower part of the disc.

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

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

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

### 3.3 SPACE LANES

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

Space Lanes contain between two and four **Sectors**.

### 3.4 COMMAND CONSOLES

Each **Faction** has its own unique Command Console.

#### 3.4.1 Faction Command Consoles

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



Cardassian Union Command Console



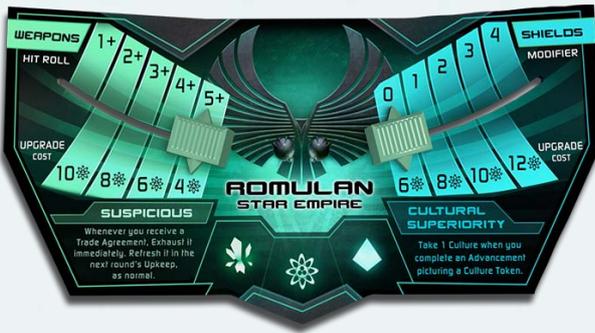
Federation Command Console



Klingon Empire Command Console



Ferengi Alliance Command Console



Romulan Star Empire Command Console

### 3.4.2 Borg Console Card & Cube Card

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



Borg Command Console & Cube Card

## 3.5 CARDS

Several different decks of cards are used in the game.

### 3.5.1 Turn Order Cards

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

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

### 3.5.2 Fleet Cards

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

For a list of all Fleet cards see [Appendix V](#).

Note: Some Fleet cards don't have the highlight to indicate the minimum Fleet size of three Ships. This has no bearing on the rules and should be ignored.

### 3.5.3 Player Turn Summary Cards

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

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

### 3.5.4 Trade Agreement Cards

Each **Faction** has three Trade Agreement cards they may give to the other players to represent peaceful commerce between their **Factions**. Each Trade Agreement you receive from another player increases your **Resource** generation each **Game Round**. See rule 6.3.2.1.



### 3.5.5 Advancement Cards



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

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

For a list of all Advancement cards see [Appendix IV](#).

### 3.5.6 Exploration Cards



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

All Exploration cards from all expansions are used at all player counts.

Discarded Exploration cards are placed in a face up discard pile, except for Ally cards [see rule 8.9.3], which are returned to the bottom of the deck, and the Writ of Accountability, which is reshuffled back into the deck (without reshuffling the discards).

For a list of all Exploration cards see [Appendix II](#).



### 3.5.7 Borg Tech Cards

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

For a list of all Borg Tech cards see [Appendix IV](#).



### 3.5.8 Borg Command Cards

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

Discard used Command cards in a discard pile. Reshuffle the Borg Command cards when all have been used and the Borg need to draw more.<sup>3</sup>

When the Command deck is reshuffled the Borg will Escalate in accordance with rule 15.5.<sup>4</sup>

For a list of all Borg Command cards see Appendix VI.



## 3.6 PLAYING PIECES

There is a large number of plastic playing pieces available.

### 3.6.1 Ships

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

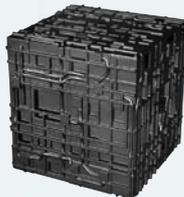
Each player has a limited number of Ships they can have on the map at a time. Escalation Packs add Ships to the game. Make sure all players have the same amounts.

On your turn, if all your Ships are in play, you may choose to decommission Ships in order to build Ships at a Starbase or in your **Home System**.<sup>5</sup>

#### 3.6.1.1 Borg Cubes

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

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



### 3.6.2 Fleet Markers

Each **Faction** has three numbered Fleet markers.

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

### 3.6.3 Control Nodes

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

**Control Nodes** count as both **Nodes** and **Structures**.

Each player has a limited number of **Control Nodes** they can have on the map at a time. Escalation Packs add **Control Nodes** to the game. Make sure all players have the same amounts.

On your turn, if all your **Control Nodes** are in play, you may choose to give up **Control** of one of your Systems in order to Colonise or Invade a different system.<sup>6</sup>

### 3.6.3.1 Borg Spires

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

Borg Spires count as **Control Nodes** and **Structures**.



### 3.6.4 Starbase Models

Starbases allow you to build Ships and Commission Fleets. Starbases also fight in Space Battles and Planetary Invasions<sup>7</sup> and make it more difficult for a **Rival** to attempt Hegemony. Each Starbase you **Control** also increases your Commands by one.

Starbases count as **Structures**.

Each **Faction** is limited to Commissioning three Starbases, and never more than the number of Ascendancy tokens they have; don't use both the models and Starbase tokens [see rule 3.7.5] at the same time.

### 3.6.5 Resource Nodes

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

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

#### 3.6.5.1 Production Nodes

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

#### 3.6.5.2 Research Nodes

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

#### 3.6.5.3 Culture Nodes

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

### 3.6.6 Borg Assimilation Nodes

Borg Assimilation **Nodes** are built around Spires. Built **Nodes** indicate how close the Spire is to completing a new Borg Cube and track that Borg World's current Shield Modifier.

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

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

<sup>3</sup> This rule was invented for the Complete Rulebook. The original rules didn't mention it.

<sup>4</sup> This rule was invented for the Complete Rulebook.

<sup>5</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23277249#23277249>).

<sup>6</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23277249#23277249>).

<sup>7</sup> This rule was changed for the Complete Rulebook in order to provide consistency.

- *Star Trek: Ascendancy Ships* -



Federation Ship

Klingon Ship

Romulan Ship

Cardassian Ship

Ferengi Ship

Borg Cube

- *Star Trek: Ascendancy Control Nodes* -



Federation Control Node

Klingon Control Node

Romulan Control Node

Cardassian Control Node

Ferengi Control Node

Borg Spire

- *Star Trek: Ascendancy Starbases* -



Federation Starbase

Klingon Starbase

Romulan Starbase

Cardassian Starbase

Ferengi Starbase

- *Star Trek: Ascendancy Nodes* -



Production Node

Research Node

Culture Node

Borg Assimilation Node

**3.7 MARKERS**

**3.7.1 Ascendancy Tokens**

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

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

**3.7.2 Warp Tokens**

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

They also have a dual use to indicate the level of



Warp-Capable Civilizations [see rule 8.9.5.2].

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

**3.7.3 Command Tokens**

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

Command tokens are double sided. The **Exhausted** side indicates that the Command has been used this **Game Round**. Starbases you **Control** increase your available Commands by one each. Completing an Advancement which pictures a Command token also increases your available Commands by one.

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



### 3.7.4 Resource Tokens



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

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

**Resource** tokens are also used to mark Pre-Warp Civilizations on the map [see rule 8.9.5.1].

The counter mix is not intended as a limit to how many **Resource** tokens can be in play at the same time.<sup>8</sup>

### 3.7.5 Starbase Tokens

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

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



### 3.7.6 Borg Activation Tokens

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

They also have a dual use to indicate the delay before the Transwarp Hub starts to generate Borg Cubes [see rule 5.3.2].<sup>9</sup>



### 3.8 DICE

The Space Lane die is used to determine the length of a new Space Lane.<sup>10</sup>

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

The Borg dice are used by Borg Cubes in **Combat**.



<sup>8</sup> Note that in a full game the Production tokens tend to run out. Use any convenient substitute.

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

<sup>10</sup> Tip: The Space Lane die can be substituted with a standard die if needed. If so, a roll of 1 or 2 generates a 2-length Space Lane, a roll of 3 or 4 a 3-length and a roll of 5 or 6 a 4-length.

## 4. DEFINITIONS AND GLOSSARY

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



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

**Blocked Path:** A **Blocked Path** exists when a Borg Cube has a **Connected Target**, but there are blocking **Rival Ships** or **Fleets** within the current Warp-range of the Cube, such that the Cube will not be able to finish its full Warp move (or reach its Target or an **Adjacent Sector**) along that path without having to stop early **Adjacent** to a blocking Ship or Fleet. Note that when rule 15.5.2 becomes active, only Fleets will cause a **Blocked Path**.<sup>11</sup>

**Capacity:** The potential of a Planetary System to hold **Resource Nodes**. Planetary Systems can generally hold one or more **Resource Nodes**.<sup>12</sup>

**Combat:** **Combat** refers to both Space Battles between Ships and Planetary Invasions.<sup>13</sup>

**Connected:** Systems are considered **Connected** when they are joined by a contiguous series of **Adjacent Sectors** through Systems and Space Lanes. Note that the Transwarp Conduits may create "virtual" **Connections** (since they are considered **Adjacent** to the Transwarp Hub). Also note that the word "connected" (without capital letter and not in bold) is frequently used to refer to the direct "connection" between **Adjacent Sectors** of a System and an attached Space Lane.<sup>14</sup>

**Contest:** You **Contest** a **Sector** when you and any other player (or the Borg) have Ships in the **Sector**. A **Sector** containing more than two players' Ships (or any combination of player and Borg Ships) is **Contested**.<sup>15</sup>

**Control:** **Control Nodes** mark who **Controls** a System. **Control** of a System is gained through Colonisation, Invasion or Hegemony. A Starbase is **Controlled** if the System the Starbase is in is **Controlled**. Phenomena and Space Lane **Sectors** are never **Controlled**.<sup>16</sup>

**Developed:** A Planetary System is **Developed** when it contains one or more **Nodes**. A System with no **Nodes** is considered **Undeveloped**. Starbases are not **Nodes**. Systems with a Borg Spire do not count as "**Developed Systems**" when determining where to move a Borg Cube [see rule 15.2.4].

**Exhausted:** Cards or tokens that are face-down are **Exhausted**. **Exhausted** cards and tokens can not be used until they are **Refreshed** (flipped face-up). When a card is **Exhausted**, it is temporarily out of the game until it is **Refreshed** in the Recharge Stage at the end of the **Game Round**. **Exhausted** cards can not be used in any way; **Exhausted** Advancements don't increase the Warp distance of your Ships, **Exhausted** Trade Agreements may not be revoked, discarded, traded, etc. You are also no longer at **Peace** with someone whose Trade Agreement you hold while it is **Exhausted**.<sup>17</sup>

**Faction:** A **Faction** is one of the player controlled civilizations; Cardassians, Federation, Ferengi, Klingons or Romulans. Each **Faction** is associated with a Command Console, a deck of Advancements, a set of Fleets, a set of Trade Agreements and a set of coloured playing pieces. The Borg are not a **Faction**.<sup>18</sup>

**First Contact:** A **Faction** is considered to have made **First Contact** once their **Home System** is **Connected** to another player's **Home System** via Space Lanes and Systems. Once a **Faction's Home System** is **Connected** to any Borg Cube or

<sup>11</sup> This rule was invented for the Complete Rulebook to allow for clear rules on how the Borg move.

<sup>12</sup> This rule was clarified for the Complete Rulebook.

<sup>13</sup> This rule was invented for the Complete Rulebook. It was not completely clear in the original rules what applied to Space Battles, what applied to Invasions and what applied to both.

<sup>14</sup> This rule was invented for the Complete Rulebook. It was not completely clear in the original rules when they referred to a direct connection between Adjacent Sectors and when they referred to a more general connection between Systems separated by other Systems and Space Lanes.

<sup>15</sup> This rule was clarified for the Complete Rulebook. The original rules didn't account for the Borg.

<sup>16</sup> This rule was clarified for the Complete Rulebook. The original rules didn't mention what could not be Controlled.

<sup>17</sup> This rule was clarified for the Complete Rulebook.

<sup>18</sup> The Faction term is used in some expansions and was implemented in the Complete Rulebook to have a specific term for the player civilizations.

World, that **Faction** is also considered to have made **First Contact** and may start bidding for turn order.

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

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

**Hostile: Rivals** and their Ships are considered **Hostile** when you don't hold one of their Trade Agreements (or if the Trade Agreement you hold is **Exhausted**). The Borg are always **Hostile** to all **Factions**.<sup>19</sup>

**Orbit:** Any Ship present in a Planetary System is in **Orbit**; whether or not the System contains other players' Ships.

**Node:** A **Structure** built on a Planet's surface. This includes **Resource Nodes**, **Control Nodes** and Borg Assimilation **Nodes**. Starbases and Borg Cubes atop Borg Spires are not **Nodes**.<sup>20</sup>

**Occupy:** A **Sector** is **Occupied** by a **Faction** or the Borg if no other **Rival** has Ships in that **Sector**.<sup>21</sup>

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

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

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

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

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

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

**Rival:** All **Factions** and the Borg are all each other's **Rivals**.<sup>22</sup>

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

**Special Rules:** **Special Rules** may appear on Command Consoles, Fleet cards, Advancement cards and other cards. They often provide a benefit or limitation that is only useable by the owning Faction and/or under special circumstances. **Special Rules** generally override other game rules when there is a conflict. Some cards' **Special Rules** will instruct you to **Exhaust** the card itself. To **Exhaust** a card, flip the card face down. Abilities that require you to **Exhaust** the card can only be used once per **Game Round**. **Exhausted** cards are **Refreshed** at the end of each **Game Round**, during the Recharge Stage. Some **Special Rules** on Advancements or Command Consoles may require you to **Exhaust** a Command to use the **Special Rule**. **Special Rules** requiring the use of a Command may be used multiple times, but only during the user's turn. When **Special Rules** are usable should be obvious from the card. Unless they need Commands or say otherwise, **Special Rules** are generally always in effect.<sup>23</sup>

**Structure:** Each physical item built in a System is considered a **Structure**. **Resource Nodes**, **Control Nodes**, Borg Assimilation **Nodes**, Borg Cubes atop Borg Spires and Starbases are all **Structures**.<sup>24</sup>

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

**Unblocked Path:** An **Unblocked Path** is the opposite of a **Blocked Path** and exists when a Borg Cube has a **Connected Target** and there are no blocking **Rival** Ships or Fleets within the current Warp-range of the Cube, such that the Cube will be able to finish its full Warp move along that path (or can reach its Target or an **Adjacent Sector**) without having to stop early **Adjacent** to a blocking Ship or Fleet. Note that when rule 15.5.2 becomes active, Ships will no longer interfere with an **Unblocked Path** (but Fleets will).<sup>25</sup>

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



<sup>19</sup> This rule was clarified for the Complete Rulebook. The original rules didn't account for the Borg.

<sup>20</sup> This rule was clarified for the Complete Rulebook. The original rules didn't account for the Borg.

<sup>21</sup> This rule was clarified for the Complete Rulebook. The original rules didn't account for the Borg.

<sup>22</sup> This rule was invented for the Complete Rulebook. The word Rival was used in the original rules, but never defined.

<sup>23</sup> This rule was both clarified and changed for the Complete Rulebook. The original rule made no sense in combination with many Special Rules.

<sup>24</sup> This rule was clarified for the Complete Rulebook. The original rules didn't account for the Borg.

<sup>25</sup> This rule was invented for the Complete Rulebook to allow for clear rules on how the Borg move.

## 5. SETTING UP

The Complete Rulebook uses a specific set up for the game. This set up has been found to provide the most interesting game of *Star Trek: Ascendancy*. Other set ups are certainly possible and different suggestions have been collected in the optional rules [see rule 16].

The game is set up according to the following sequence.

### Setup Sequence:

- 1) Select Options [5.1]
- 2) Determine Playing Area [5.2]
- 3) Set Up the Borg [5.3]
- 4) Set Up System Discs & Card Decks [5.4]
- 5) Prepare Counters and Dice [5.5]
- 6) Select Factions [5.6]
- 7) Player Set Up [5.7]

*"It's not safe out here. It's wondrous, with treasures to satiate desires both subtle and gross. But it's not for the timid." -Q*

### 5.1 SELECT OPTIONS

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

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

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

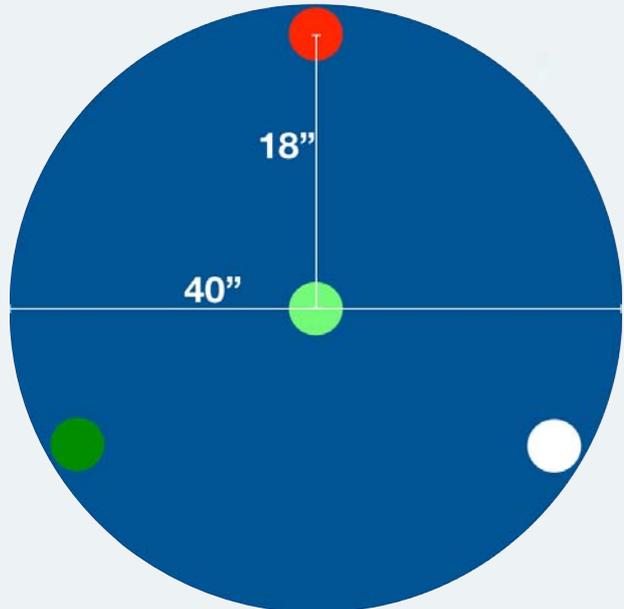
See rule 16. for a collection of optional rules.

### 5.2 DETERMINE PLAYING AREA

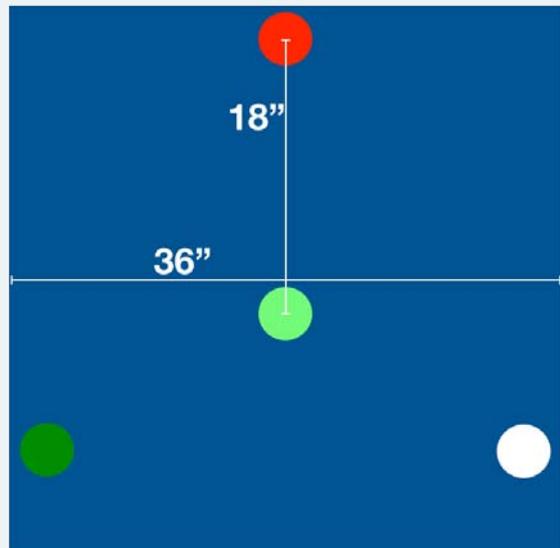
The **Complete** set up uses a 40" (about 100 cm) circular or a 36" square (the size of the official play mat) Playing Area. The Transwarp Hub is placed in the centre and the **Home Systems** are placed 18" (about 45 cm) away and spaced out equally around the perimeter of the Playing Area.<sup>26</sup>



Note: If you don't have a 36-40" Playing Area available the size of the Playing Area can be shrunk, but the relative positions of the Systems should be kept. Having the Transwarp Hub closer to players' **Home Systems** will make the Borg more dangerous. If you have more than 40" available you may want to add a little space behind each **Home System** to allow for a "safe zone". Don't overdo it though - up to about 5" is acceptable.

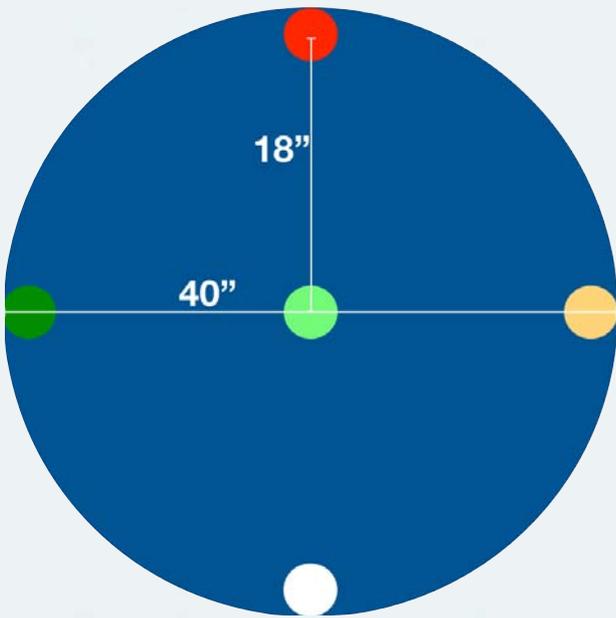


Three player circular set up with about 31" between Home Systems

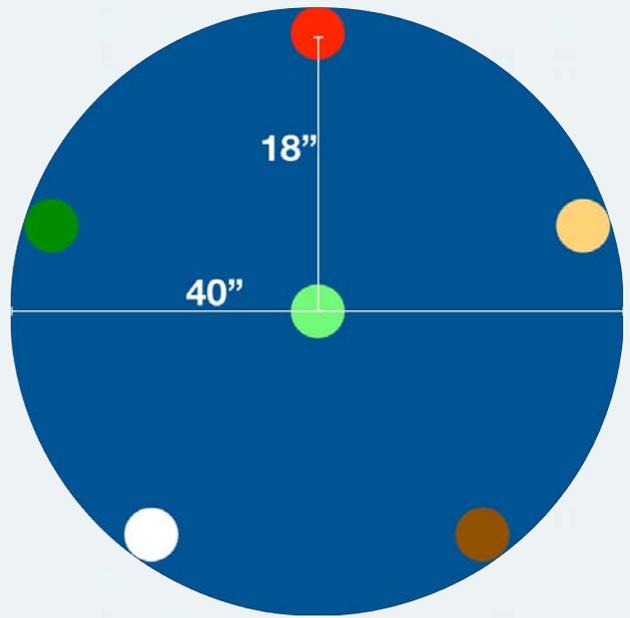


Three player square set up with about 31" between Home Systems

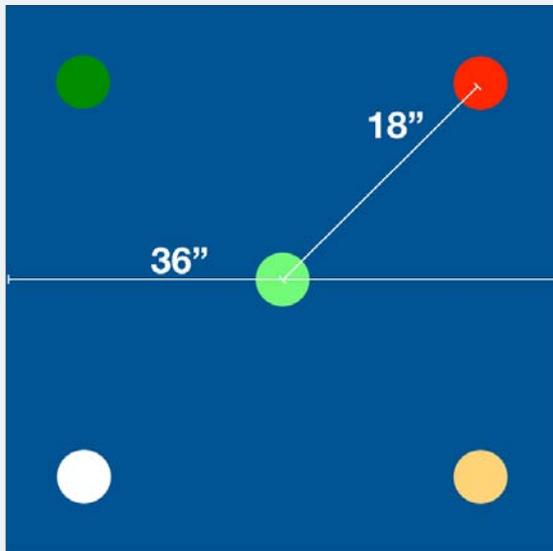
<sup>26</sup> This rule was invented for the Complete Rulebook, but follows the official rules fairly closely.



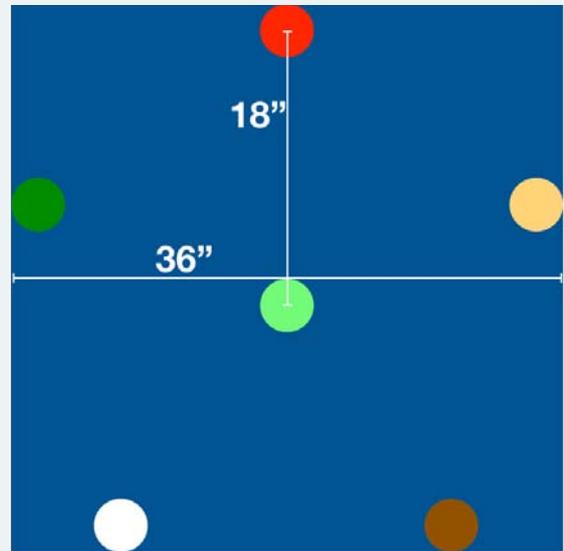
*Four player circular set up with about 26" between Home Systems*



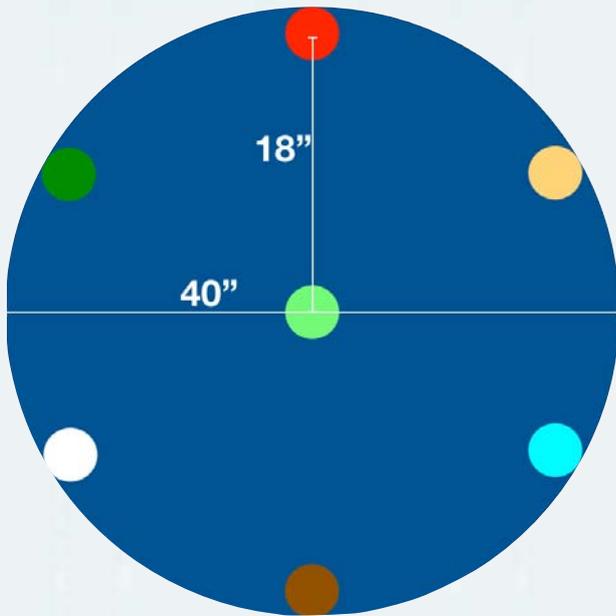
*Five player circular set up with about 22" between Home Systems*



*Four player square set up with about 26" between Home Systems*



*Five player square set up with about 20-22" (slightly asymmetrical) between Home Systems*



Six player circular set up with about 18" between Home Systems (needs a sixth player Faction to become available from GF9)

### 5.2.1 Limit of Playing Area

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

If this means a Space Lane or System can't be placed, the moving Ship immediately ends its movement where it is. It may be issued another Command to move again.<sup>27</sup>

## 5.3 SET UP THE BORG

The Borg are always in play when using the Complete set up in these rules. Refer to the optional rules [see rule 16.] if you want less Borg involvement.

### 5.3.1 The Transwarp Hub

The Transwarp Hub is placed in the centre of the Playing Area as described above.

The Transwarp Hub is considered to be a Fixed System [see rule 8.6.3.1] when in play from the start of the game.<sup>28</sup>

<sup>27</sup> This rule was invented for the Complete Rulebook.

<sup>28</sup> This rule was invented for the Complete Rulebook. The official rules don't cover this. It stops players from swinging the Transwarp Hub away from their own part of the galaxy in a gamey fashion.

<sup>29</sup> This rule was invented for the Complete Rulebook. It creates a three turn delay of Borg entry into the game. This will allow players to consolidate their positions a little before they risk assimilation. If you have less than 18" between the Transwarp Hub and the Home Worlds you may want to add more delaying tokens.

<sup>30</sup> This rule was invented for the Complete Rulebook. It makes sure the Borg will not immediately find short routes to the players' Home Systems. Also note that the number of discs is independent of the number of active player Factions if there are less than six players. The reason for this is that with fewer players more Systems will have to be explored by each player in order to make First Contact (and be able to start bidding for Turn Order and indirectly also to start trading). This rule is also in accordance with the Random Galaxy Advanced Rule, where Phenomena may be found from the start.

<sup>31</sup> This rule was invented for the Complete Rulebook. It makes sure no unlucky draws at the start of the game completely eliminates a player or puts a Borg Cube on their doorstep before they have any means of defending themselves. Also note that this ten (or more) card pile may last a little longer than the stack of ten (or more) System discs, since some Systems may be Phenomena.

### 5.3.2 Delayed Delta Quadrant Connection

Place three Borg Activation tokens on the Transwarp Hub. As long as there is at least one token left on the Hub don't roll for the Hub to generate a Borg Cube during the Borg Building Phase.

Remove one Borg Activation token from the Transwarp Hub after each Borg turn.<sup>29</sup>



### 5.3.3 Borg Console and Cards

Thoroughly shuffle the decks of Borg Command cards and Borg Tech cards and place them backside up next to the Playing Area.

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

## 5.4 SET UP SYSTEM DISCS & CARD DECKS

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

### 5.4.1 System Disc Stack

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

Put the two Transwarp Conduit System discs to the side while mixing all other Systems discs together, backside up.

Create a separate stack of two random System discs per player, but never fewer than ten, from the mixed discs. When the game starts all initial draws of new Systems will come from this stack of ten (or more, if there are more than five players), until it is depleted.

Then mix the two Transwarp Conduits back into the main stack.<sup>30</sup>

### 5.4.2 Exploration Deck

Put all Borg Crises and Civilization (but not the three Borg Discoveries) and all general Crisis Exploration cards (a total number of 42 cards) to the side while shuffling the rest of the Exploration cards, backside up.

Create a separate deck of two random Exploration cards per player, but never fewer than ten, from the shuffled cards. When the game starts all initial draws from the Exploration deck will come from this deck of ten (or more, if there are more than five players), until it is depleted.

Then mix all Borg and Crises cards back into the main deck.<sup>31</sup>

### 5.4.3 Turn Order Cards

Put Turn Order card "10" to the side but use all other Turn Order cards as described later [see rule 6.1.2].<sup>32</sup>

### 5.5 PREPARE COUNTERS AND DICE

Place all of the general game pieces, markers and other counters in piles that everyone can reach near the Playing Area. Also, distribute the dice between the players.

### 5.6 SELECT FACTIONS

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

Place the **Home System** discs in the Playing Area as described above [see rule 5.2].

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

Refer to Appendix III for a list of all **Factions** and their abilities.



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

### 5.7 PLAYER SET UP

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

#### 5.7.1 Command Console

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

#### 5.7.2 Command Tokens

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

#### 5.7.3 Project Area

New **Projects** are placed face up to the left of the Command Console and separate from active Advancements. When the game starts no **Projects** are available.

#### 5.7.4 Advancements

Each **Faction** begins with one completed Advancement, marked "Starting Advancement" on the card. Over the course of the game, players will complete additional Advancements.

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

#### 5.7.5 Faction Component Supply

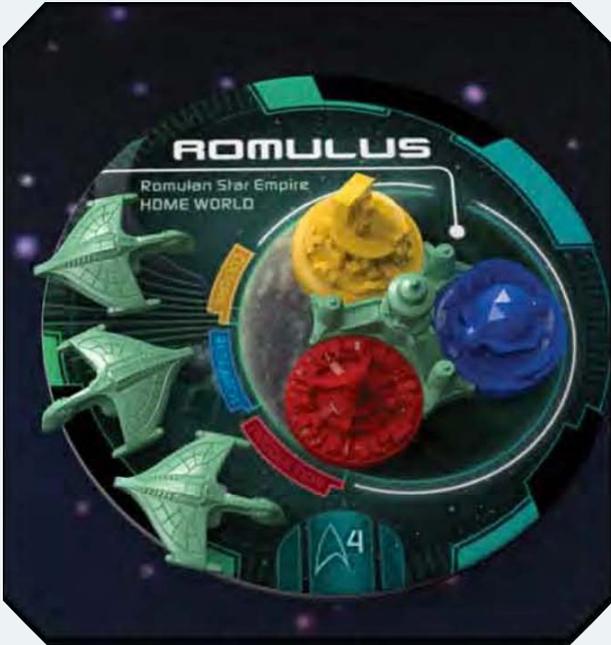
Give each player all the components associated with their **Faction**: 45 Ships, 3 Fleet Markers, 3 Fleet cards, 3 Starbase models, 3 Trade Agreements, 15 Advancement cards (including

<sup>32</sup> This rule was invented for the Complete Rulebook. Turn Order card "10" may be activated by the Command: Resurgence Borg Command card.

the Starting Advancement), 15 **Control Nodes** and their **Faction's** Player Turn Reference card.<sup>33</sup>

### 5.7.6 Home System

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



The Romulan Home System, Set up with Ships & Nodes

### 5.7.7 Starting Ships

Each player starts with three Ships on their **Home System**.

### 5.7.8 Starting Resources

Each player starts with no **Resources**.<sup>34</sup>

### 5.7.9 Starting Ascendancy

Each player starts with no Ascendancy.<sup>35</sup>



Game Type	Optional Rules	Ascendancy	Production	Starting Resources			Borg Delay tokens [5.3.2]
				Research	Culture		
Full	-	0	0	0	0	3	
Base	16.1.1, 16.2.5 and 16.2.7	1	3	3	3	-	
Quick	16.1.1, 16.1.2, 16.2.6 and 16.2.7	1	8	6	4	-	

The level of starting Resources presented above correspond to the Humble Beginnings Advanced rule from the original rulebook. Many players like to use the other starting Resource levels presented in the optional rules of the Complete Rulebook. This table summarises the different levels and how they are dependent on the balancing Borg Delay tokens rule.

<sup>33</sup> This rule was clarified for the Complete Rulebook and assumes you have an Escalation Pack and a set of Starbase models for each Faction.

<sup>34</sup> This is in accordance with the original Humble Beginnings Advanced Rule.

<sup>35</sup> This is in accordance with the original Humble Beginnings Advanced Rule.

## 6. TURN SEQUENCE

Each **Game Round** of *Star Trek: Ascendancy* is split into three Stages, the Initiative Stage, Execution Stage and the Recharge Stage. In the Initiative Stage Turn Order is determined. During the Execution Stage both players and the Borg get to build, move, explore and attack. At the end of each **Game Round** is a Recharge Stage where **Resources** are generated and maintenance is carried out. The game ends when either the players are defeated by the Borg or one of the players wins an Ascendancy or Supremacy victory.

### Game Round:

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

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

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

### 6.1 INITIATIVE STAGE

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

#### 6.1.1 Spending Resources for Turn Order

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



#### 6.1.1.1 Types of Resources

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

#### 6.1.1.2 Spending Sequence

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

#### 6.1.2 Prepare the Turn Order Cards

After players have committed **Resources**, shuffle Turn Order cards "1" through "9" together and randomly put a number of undisclosed cards to the side so that there is one more card than the number of participating players available for use this **Game Round** (if at least one player has been Assimilated [see rule 15.4.3] the extra Turn Order card is not needed).<sup>36</sup>

#### 6.1.3 Choosing Turn Order Cards

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

#### 6.1.3.1 Revealing Turn Order

Players don't reveal their choice of Turn Order to their **Rivals** until it's their turn during the Execution Stage (or if they are called on to activate Borg Cubes during the Borg turn [see rule 15.2.2.1] or if needed to determine the direction of a Space Lane placed by the Borg [see rule 15.3]).

#### 6.1.4 Random Turn Order

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

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

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

#### 6.1.5 Borg Turn Order

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

The Borg (and any Assimilated players) never bid on Turn Order and always receive a random Turn Order card, after any players

<sup>36</sup> This is a variant of the Mystery Turn Order Advanced Rule from the base game invented for the Complete Rulebook. It takes the Borg into account and allows for games with up to eight players.

who have made **First Contact** have bid and selected their cards.

Give the Borg (or each Assimilated player) a Turn Order card even if there are no Borg currently in play. If there are Assimilated players, they each get a random Turn Order card. In this case no separate card is given to the Borg - the Borg will take one Borg turn per Assimilated player.<sup>37</sup>

## 6.2 EXECUTION STAGE

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

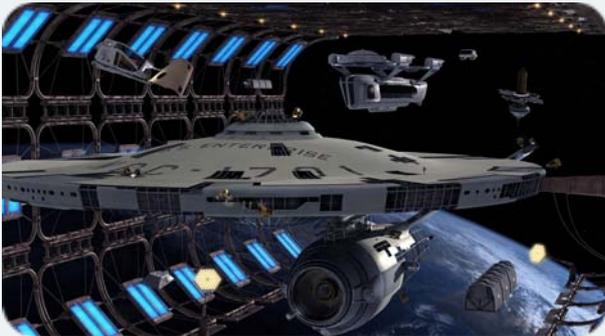
Each player's turn consists of a Building Phase followed by a Command Phase. On their turn, players may also spend five Culture to Ascend.

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

### 6.2.1 Building Phase

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

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



### 6.2.2 Command Phase

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

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

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

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



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

<sup>38</sup> This rule was invented for the Complete Rulebook to fill a gap.

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



## 6.3 RECHARGE STAGE

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

Each Recharge Stage consists of:

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

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

### 6.3.1 Victory Check

At the very beginning of the Recharge Stage, if anyone has achieved an Ascendancy or Supremacy Victory, they have won the game.

For details on winning the game, see rule 2.3.

#### 6.3.1.1 Extermination

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

All Trade Agreements originally belonging to an exterminated player are discarded. Advancements the exterminated player has taken from other **Factions** are returned to their respective decks, while Advancements taken from the exterminated player by other **Factions** are kept.<sup>38</sup>



### 6.3.2 Generate Resources

Each player takes a **Resource** for each **Resource Node** they **Control**. Each **Node** produces one **Resource** token of its type;

Production **Nodes** generate Production, Research **Nodes** generate Research and Culture **Nodes** generate Culture. Some Advancements may also generate **Resources**.

### 8.3.2.1 Trade Profits

During the Recharge Stage, players take the **Resources** pictured on the Trade Agreements they have received.<sup>39</sup>

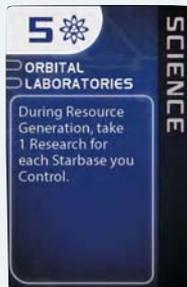
Remember, your Trade Agreements don't do you any good; only Trade Agreements from other players generate **Resources**.

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

### 8.3.2.2 Resources from Advancements

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

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



## 8.3.3 Maintenance

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

### 8.3.3.1 Refresh Cards & Tokens

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

### 8.3.3.2 Refresh Trade Agreements

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

### 8.3.3.3 Add Warp Tokens to Ships at Warp

During Maintenance, add an additional Warp token to any Ship or Fleet currently traveling at Warp.<sup>40</sup>

### 8.3.3.4 Resupply Phenomena

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



<sup>39</sup> Tip: Trade Agreements are a powerful source of Resources. The first players to exchange Trade Agreements will find themselves in an advantageous position.

<sup>40</sup> Tip: While you can spend Command tokens during your turn to add Warp tokens to Ships, if you are patient, you'll get them for free.

## 7. BUILDING

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

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

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

### 7.1 BUILD SHIPS

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

#### 7.1.1 Bonus Fleet Build

If you're building three or more Ships in the same System, you may immediately group them into a Fleet, without spending a Command (provided you are building them where you have the capacity to Commission Fleets).<sup>41</sup>

For full details on Fleets, see rule 12.1.

### 7.2 COLONISE SYSTEMS

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

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

#### 7.2.1 Taking Control of Warp Capable Civilizations

Warp-Capable Civilizations have discovered sufficient technology and built up their planet's infrastructure such that Colonisation is no longer an option. Taking **Control** of a System that's inhabited by a Warp-Capable Civilization is more difficult than simply Colonising a System with a Pre-Warp Culture. Whenever there are **Developed Structures** on a planet, Invasion or Hegemony are your only options for taking **Control** [see rules 10. and 11.].

### 7.3 BUILD RESOURCE NODES

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

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

#### 7.3.1 System Capacity

Each System has a **Capacity** marked with coloured tabs around the edge of the planet that shows how many of each type of **Node** may be built.

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



#### 7.3.2 Open Capacity

Sometimes a System will have "Open" **Capacity**, which means that it's a versatile enough System that you can choose what type of **Node** to build there. Later, **Resource Nodes** built on Open Sites can be replaced by paying the full cost of the new **Node**. Once built, you may not simply destroy your **Nodes**.

### 7.4 COMMIT RESEARCH

In your Building Phase, you may also Commit Research to your **Projects**. The amount of Research required to finish the **Project** is listed in the upper left of each card.

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

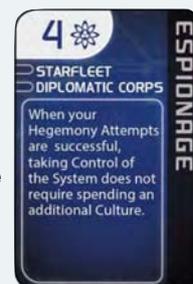
Once you commit Research tokens to a **Project**, you can't move them around or take them back.

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

Claiming Research from Phenomena can speed a **Project's** completion. For full details on claiming Research from a Phenomenon see rules 8.8.1 and 8.10.

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

*This Project takes four Research to complete*



### 7.5 UPGRADING WEAPONS & SHIELDS

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

### 7.6 END OF BUILDING PHASE

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

<sup>41</sup> This rule was clarified for the Complete Rulebook.

## 8. MOVEMENT

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

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

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



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

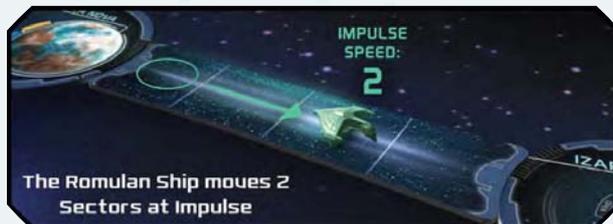
Discovering, placing and entering a new System always ends a Ship's or Fleet's move, even if it has movement remaining.

Movement of Borg Cubes follows separate rules as described in rule 15.2.

### 8.1 IMPULSE MOVEMENT

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

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



### 8.2 WARP MOVEMENT

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

#### 8.2.1 Entering Warp

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

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

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

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



#### 8.2.2 Exiting Warp

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

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



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

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

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

#### 8.2.3 Traveling at Warp

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

### 8.3 ENTERING RIVAL TERRITORY

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

Borg Cubes block movement, just as player Ships do.

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

You may move freely through **Sectors** with Ships belonging to **Peaceful Rivals**, unless they also contain **Hostile Ships** [see rule 13.2].<sup>42</sup>

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



### 8.4 HAZARDOUS SYSTEMS

Some Systems are marked with a Red Alert Warning. When your Ships end their movement in a Hazardous System, they must Brave the Hazard and see if they survive.



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

Ships only have to Brave a Hazard when they end their movement there.



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

#### 8.4.1 Braving a Hazard

Shields protect against Hazards. To Brave a Hazard, add the Ships' Shield Modifier to the System's Hazard Level. The player to your right then rolls a die for each Ship that is Braving the Hazardous **Sector**. For each die roll that is equal to or higher than the Shield Modified Hazard Level, one Ship is destroyed.

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

<sup>42</sup> This is in accordance with the Advanced Unrestricted Trade Routes rule.

<sup>43</sup> This rule was invented for the Complete Rulebook. The original rules make no mention of it. After some testing, it is clear that the game needs to allow these attacks if the Borg are going to be able develop their threat.

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



BOOM! A roll of 5 means the Federation Ship is destroyed when it ends its Movement in the Hazard.

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

#### 8.4.2 The Borg and Hazards

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

### 8.5 TRANSWARP HUB TRAVEL

The Transwarp Hub System disc is directly connected to both Transwarp Conduit System discs and considered **Adjacent**. Players and the Borg may Warp, but not move by Impulse, from the Hub to either Conduit, or vice versa, as if they were connected via a zero-length Space Lane. The Conduits are not directly connected to each other.

Attacks are allowed between the Hub and the Conduits.<sup>43</sup>



### 8.6 BUILDING THE GALAXY

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

If, while you are building the map, a Space Lane or System can't be placed because there is no room to place it, the moving Ship immediately ends its movement where it is. It may be issued another Command to move again.<sup>44</sup>

#### 8.6.1 Placing New Space Lanes

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

##### 8.6.1.1 Maximum Number of Space Lanes

Each System disc has a maximum number of Space Lanes that can connect directly to it, listed on the bottom of the System disc. Once this many Space Lanes are directly connected, you may not make any new direct connections to that System.

### 8.6.1.2 Space Lane Length

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



### 8.6.1.3 Placing a Space Lane

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

If the new Space Lane isn't long enough to make the connection you want and the Ship is moving at Warp, you can either stop in the new Space Lane or continue on to discover a new System at the end of the new Space Lane [see rules 8.7 and 8.8]. If the Ship is attempting to make a connection at Impulse and isn't able to, it can reverse course and use its second **Sector** of movement to go back to the System where it started, abandoning the Lane.

### 8.6.1.4 Crossing Space Lanes

Space Lanes can not cross each other.

### 8.6.1.5 Testing Connections

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

### 8.6.1.6 Abandoned Space Lanes

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

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

## 8.6.2 Placing New System Discs

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

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

### 8.6.2.1 Overlapping Systems

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

### 8.6.2.2 Placing New System Discs at Warp

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

### 8.6.2.3 Moving Into a Newly Placed System

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

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



## 8.6.3 Fixed vs Floating Systems

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

### 8.6.3.1 Fixed Systems

**Home Systems** are always considered Fixed in place. The Transwarp Hub is considered Fixed if it started play on the map.<sup>45</sup>

Other System discs are Fixed when they are directly connected to two or more other Systems. Exception: The Transwarp Conduits are not Fixed until they are directly connected to two Systems other than the Transwarp Hub.<sup>46</sup>

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

### 8.6.3.2 Floating Systems

When a System disc is only directly connected to one other System, it's Floating.

A System is only considered Floating if it is directly connected to a Fixed System.

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

### 8.6.3.3 Special Case

It can happen through some Exploration cards that two Systems directly connected to each other become unconnected to all other Systems. In this special case both Systems are considered neither Fixed nor Floating and cannot be swung until one of them becomes Fixed.<sup>47</sup>

## 8.6.4 Swinging Floating Systems

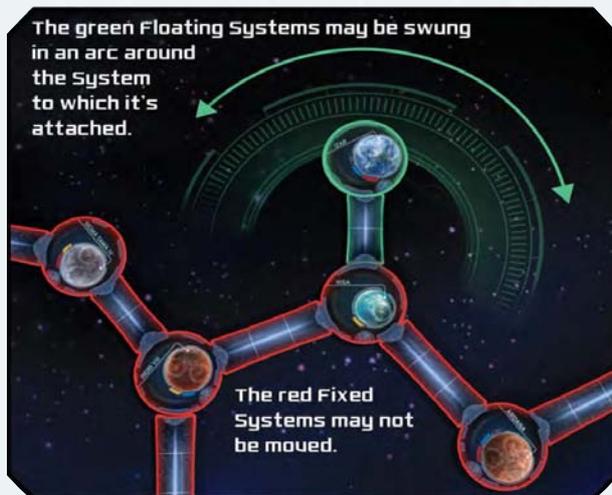
On your turn, you may swing any and all Floating Systems and Space Lanes as long as they remain connected to the Systems to which they are directly connected. You may want to swing a

<sup>45</sup> This rule was invented for the Complete Rulebook.

<sup>46</sup> This rule was invented for the Complete Rulebook to avoid the problem of the Conduits being immediately Fixed when placed.

<sup>47</sup> This rule was invented for the Complete Rulebook to avoid a gamey situation where Systems could travel by themselves.

Floating System or Space Lane to make room for a new System or to make a connection between Systems.



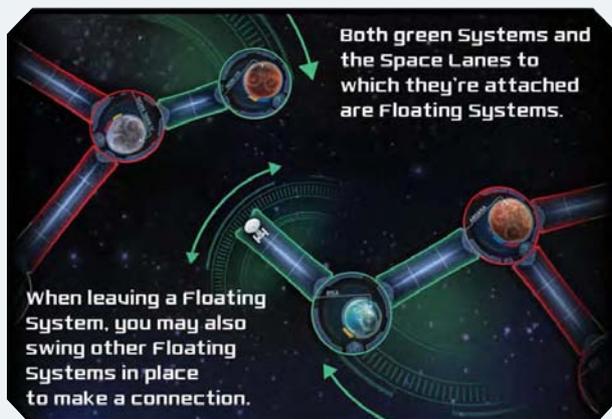
When swinging a Floating System or Space Lane, you may not pick it up off the board, it can only swing around the single System to which it's directly connected. As soon as a System is directly connected to at least two other Systems, it is Fixed in place and can no longer be swung [see rule 8.6.3.1].

#### 8.6.4.1 Rival Ships and Nodes

The presence of **Rival Ships** or **Nodes** in a Floating System or Space Lane does not prevent another player from swinging it or connecting to it.<sup>48</sup>

#### 8.6.4.2 Swinging Space Lanes

A Space Lane that isn't attached to a System at each end can be swung around too.<sup>49</sup>



#### 8.6.5 Making Connections

When leaving a System to place new Space Lanes and Systems there are generally three things you can accomplish; directly connecting to an existing System, discovering a new System or just placing a Space Lane that is only directly connected at one end.

You may connect a Fixed System to a Floating System, or vice versa. In general, when connecting two Systems, you'll need one of them to be Floating. It's rare that two Fixed Systems will

be exactly the right distance apart to fit the size Space Lane you've rolled, but if the Space Lane fits, that's allowed too.<sup>50</sup>

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

### 8.7 DISCOVERING PLANETARY SYSTEMS

Most Systems are Planetary Systems, containing potentially habitable worlds.

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

#### 8.7.1 Hazardous Planetary Systems

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

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

#### 8.7.2 Exploration Cards

If any of your Ships do survive entry into a new Hazardous Planetary System or the discovered System is not Hazardous, draw an Exploration card and resolve the effects [see rule 8.9].

### 8.8 DISCOVERING PHENOMENA

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

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

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

#### 8.8.1 Hazardous Phenomena

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

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



<sup>48</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24102930#24102930>).

<sup>49</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24102930#24102930>).

<sup>50</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23412244#23412244>).

## 8.9 EXPLORATION CARDS

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

A list of Exploration cards and some specific Exploration card rules can be found in Appendix II.

### 8.9.1 Crisis

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

#### 8.9.1.1 Destroyed Systems

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

Any time there are Ships in a destroyed System, move them into an **Adjacent** Space Lane **Sector**, unless the card states otherwise. Later, they could move into another System discovered at the end of that Space Lane, even on the same spot on the table. Keep in mind, the Systems' exact locations in the Galaxy aren't fixed until they're directly connected to other Systems.<sup>51</sup>

### 8.9.2 Discovery

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

### 8.9.3 Allies

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

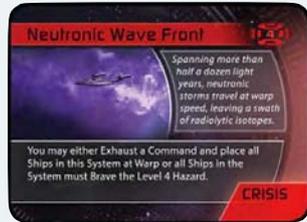
Each Ally card has a Diplomacy Number in a green icon in the upper right corner. In order to claim the Ally, you have to pass a Diplomacy Test.

Each time a player receives an Ally card, by drawing it from the Exploration deck or by being passed the card from another player, make the test. Many of the cards that pass around the table have very easy Diplomacy tests: these are men of business who want to deal with more customers!<sup>52</sup>

#### 8.9.3.1 Diplomacy Tests

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

If you pass the Diplomacy Test, set the Ally Card in front of you. Ally cards either



count as Trade Agreements or have a **Special Rule** you can use.

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

### 8.9.4 Virgin Worlds

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

### 8.9.5 Civilization

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

**Resource** tokens on the System, marking it as a Pre-Warp Civilization, or Warp tokens, marking it as a Warp-Capable Civilization.

#### 8.9.5.1 Pre-Warp Civilizations

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

Pre-Warp Civilization cards will direct you to place a number of **Resource** tokens on the System, representing the System's raw materials and a population ripe for exploitation. The first player to Colonise [see rule 7.2] the System takes the **Resource** tokens from the System.



#### 8.9.5.2 Warp-Capable Civilizations

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

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

<sup>51</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23952245#23952245>).

<sup>52</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Nov 27, 2017).



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



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



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



### 8.10 FURTHER STUDY OF PHENOMENA

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

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

## 9. SPACE BATTLES



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

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

Each Space Battle consists of a number of Combat Rounds in which both players roll to score Hits, take Casualties, then

decide whether to Retreat or keep fighting. The player who Initiates the Battle is the Attacker.

#### Space Battle Sequence:

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

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

### 9.1 SCORING HITS

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

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

### 9.1.1 Hit Roll

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

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



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

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



#### 9.1.1.1 Starbase Support in Space Battles

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

#### 9.1.1.2 Pointless Battles

Attacking an opponent you have no chance of damaging while in turn the opponent has no chance to damaging you is pointless; the result of the attempt is a wasted Command. Nothing happens, no one moves, no one wins, no one loses.<sup>53</sup>

### 9.1.2 First Strike

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

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

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

### 9.2 TAKING CASUALTIES

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

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

### 9.3 RETREATING FROM COMBAT

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

#### 9.3.1 Retreat Distance

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

When you Retreat, all your Ships attacking from a single **Sector** must Move and end their Retreat in the same **Sector**. In a multi-pronged attack, the Starships from each **Sector** need to Retreat as a group.<sup>54</sup>



#### 9.3.2 Blocked Retreats

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

<sup>53</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24112089#24112089>).

<sup>54</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23286320#23286320>).



### 9.4 COMBAT CONTINUES

If none of the players involved choose to Retreat (or are unable to Retreat) another Round of Combat begins. Without

**Exhausting** any additional Commands, continue to fight additional Rounds of Combat until either the Attacker or Defender Retreats or a player has no more Ships remaining.

### 9.5 WINNING A SPACE BATTLE

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

#### 9.5.1 Tactical Manoeuvres

The winning player may make a Tactical Manoeuvre with some, or all, of their Ships after the Space Battle is over. Tactical Manoeuvres are a move made at Impulse Speed and do not **Exhaust** a Command. All the winner's Ships which move must use existing Space Lanes and end up in the same **Sector**.

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



### 9.6 BATTLES IN THE SAME SECTOR

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

### 9.7 BATTLES WITH MORE THAN TWO PLAYERS

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

#### 9.7.1 Multiple Hostile Rivals

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

#### 9.7.2 Multiple Hostile and Peaceful Rivals

If you attack a **Sector** with Ships from both **Peaceful** and **Hostile Rivals** you may choose to only attack the **Hostile**

**Rivals** or a combination of **Hostile** and **Peaceful Rivals**. All **Hostile Rivals** in the same **Sector** must be attacked. After the Attacker has declared who is attacked, all unattacked **Peaceful Rivals** in the **Sector** may choose to join the defence or stay out of the Battle; they may not join the Attack. Any Trade Agreements subject to Betrayal [see rule 13.4] are returned.<sup>55</sup>

#### 9.7.3 Multiple Defender Retreat

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

### 9.8 BORGLUBES IN COMBAT

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

#### 9.8.1 Slow and Methodical

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

<sup>55</sup> This rule was invented for the Complete Rulebook, but is in the same spirit as the official Ally Cooperation rule. It also simplifies the handling of unintentional Betrayals.

### 9.8.2 Borg Attack Dice

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

### 9.8.3 Borg Hit Rolls

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

#### 9.8.3.1 Advanced Weaponry

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

#### 9.8.3.2 Allocating Hits to Different Ships

For hits inflicted by the Borg when there are no Assimilated players, the player whose Ships were hit may decide how to allocate them between their Ships. When the Borg are controlled by an Assimilated player, that player may pick which Ships were hit.<sup>56</sup>

#### 9.8.3.3 Attacking Multiple Players

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

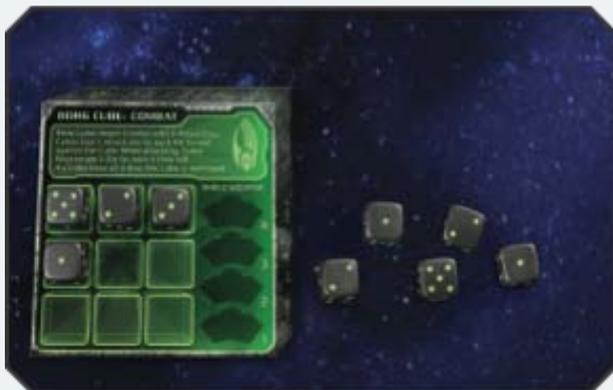
#### 9.8.3.4 Borg Regeneration

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

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

### 9.8.4 Damaging Borg Cubes

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



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

### 9.8.5 Borg Adaptive Shields

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

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

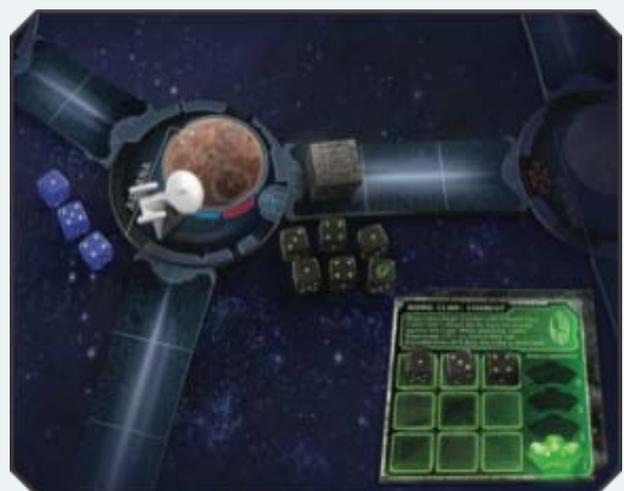
At the end of each Round of Combat, the Cube's Shield Modifier increases by 1: place a Borg Assimilation **Node** on the Borg Cube card to track their current Shield Modifier, up to a maximum of 4. If, after Taking Casualties, the Borg Shields are such that a player's Ships only hit on a 7 or higher,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



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



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



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

<sup>56</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14. 2017).



### 9.8.6 Retreat from the Borg

When players Retreat from a Space Battle with the Borg, they must move so that they are no longer in an **Adjacent Sector** to the Cube after the Retreat movement. If they cannot move to such a **Sector** for any reason when forced to Retreat, they are destroyed instead.<sup>57</sup>

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

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

### 9.8.7 Destroying a Borg Cube

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

All **Factions** that were involved in destroying the Cube then draw a Borg Tech card [see rule 14.4]. All those who were present at the start of the Space Battle, even if they didn't hit, count as having been involved (and observed how their **Rival** defeated the Borg).<sup>58</sup>

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

## 10. INVASIONS

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

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

#### Invasion Sequence:

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

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

Borg Invasions follow separate rules [see rule 15.4].

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

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

### 10.1 SCORING HITS

The Attacker rolls a number of dice equal to the number of Ships they have in the System. The Defender rolls a number of dice equal to the number of **Structures** they have built on the planet,

including the **Control Node** and any Starbase. Every die rolled has a chance to score a Hit.<sup>59</sup>

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

First Strike [see rule 9.1.2] may apply in Invasions just like in Space Battles.

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



### 10.2 TAKING CASUALTIES

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

In a Planetary Invasion, the goal of the Attacker is to take **Control** of the planet, ideally with minimal damage done to the

<sup>57</sup> This rule was clarified for the Complete Rulebook. The original rule made no sense.

<sup>58</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 12, 2017).

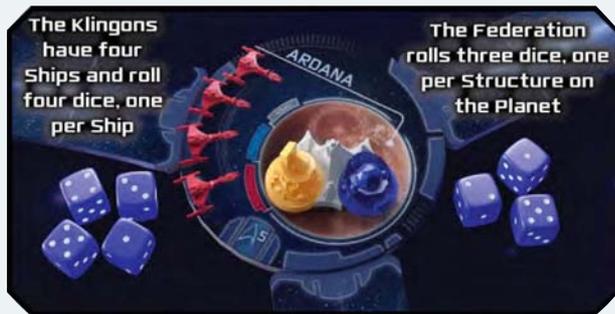
<sup>59</sup> This rule was changed to include Starbases in Planetary defence in order to be consistent with how Hegemony and Borg Invasions work.

planet's infrastructure. Hits by the Attacker don't necessarily destroy **Nodes**. The number of Hits scored by the Attacker determines the results of the Planetary Invasion.

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

### 10.2.1 Successful Invasion

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



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

#### 10.2.1.1 Capturing Research Nodes

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

#### 10.2.1.2 Capturing Starbases

Starbases are too valuable for players to destroy. Once a Starbase is placed on a System it remains there for the rest of the game, unless it is destroyed in a Borg Invasion [see rule 15.4]. When **Control** of a System changes hands, **Control** of the Starbase does too. When you take **Control** of a Starbase from a **Rival**, take one of their **Command** tokens. Place this token with your other **Command** tokens, face down; it may not be used this turn. When a Starbase is captured, only the new owner's **Special Rules** which affect Starbases apply.

### 10.2.2 Collateral Damage

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

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

### 10.2.3 Total Annihilation

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

#### 10.2.3.1 Starbases and Total Annihilation

With a Total Annihilation result, the Defender has lost **Control** of the Starbase and loses a **Command**, but the Attacker does not **Control** it. The first player to take **Control** of an Uncontrolled Starbase (by taking **Control** of the System) gains a **Command**.

### 10.2.4 Repelled Invasions

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

## 10.3 RETREATING FROM INVASION

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

### 10.3.1 Surrender in Invasions

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

## 10.4 COMBAT CONTINUES

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

## 10.5 INVADING UNCONTROLLED SYSTEMS

Some planets may be **Developed** but not **Controlled**. You may Invade Planets that are not **Controlled** normally. Planets that are not **Controlled** do not have a **Control Node** to fight. **Resource Nodes** on Planets that are not **Controlled** each add one die, as normal. The player to the right of the Attacker rolls the System's Attacks. Warp-Capable Civilizations' Weapons Hit Rolls are modified by your Shield Modifier normally.

CIVILIZATION LEVEL	WEAPONS HIT ROLL	SHIELDS MODIFIER	HEGEMONY RESISTANCE
LEVEL ONE	5+	1	1
LEVEL TWO	4+	2	2
LEVEL THREE	3+	3	3

The higher the Level of the Civilization, the better their Weapons and Shields.<sup>60</sup>

<sup>60</sup> Note: Rather than keeping the Civilization card on the table, you can calculate the Independents' Hit Roll by subtracting the number of tokens from 6. E.g. a Level Two Civilization is a 4+ to Hit (6-2=4). The number of Warp tokens are equal to their Shield Modifier and is their base Hegemony Resistance. Their Hegemony Resistance is also increased by the number of Nodes on the System.

## 10.6 RECLAIMING BORG WORLDS

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



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

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

### 10.6.1 No First Strike

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

### 10.6.2 Borg Planetary Shields

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

Add a Borg Assimilation **Node** to the System after each Round of Combat, increasing the Borg World's Shields and the number of dice it will roll in the next Round of Combat (and bringing the System closer to building a new Cube in an upcoming Borg Building Phase). Borg Worlds may never have more than three **Nodes**.<sup>61</sup>

### 10.6.3 Borg and Collateral Damage

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

### 10.6.4 Success

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

# 11. HEGEMONY

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

You may not Hegemony Pre-Warp inhabited Systems [see rule 8.9.5.1], they must be Colonised [see rule 7.2] during your Building Phase.

You may not Hegemony Borg Worlds.



## 11.1 COST OF HEGEMONY

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

If you don't have two Culture, you can't Hegemony a System, unless you have an Advancement that reduces the cost of Hegemony. You are not allowed to just spend one Culture and remove the opponent's **Control Node**.<sup>62</sup>

## 11.2 HEGEMONY RESISTANCE

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

### 11.2.1 Player Controlled System

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

### 11.2.2 Warp-Capable Civilizations

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

<sup>61</sup> This rule was clarified for the Complete Rulebook.

<sup>62</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864230#23864230>).

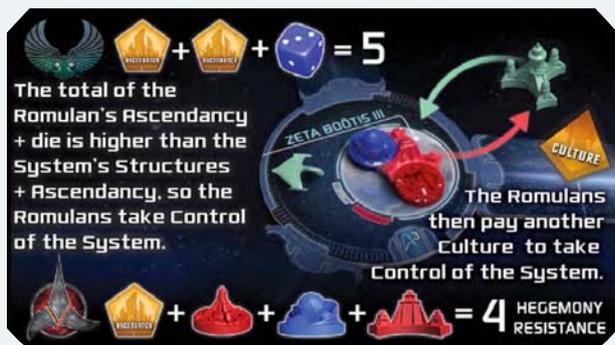
**Resource Nodes** plus the number of Warp tokens on the System.

If there is a Starbase in the System (which may happen after a player has been Assimilated) it also adds 1 to the System's Hegemony Resistance.<sup>63</sup>

### 11.3 MAKING A HEGEMONY ATTEMPT

To attempt Cultural Hegemony, **Exhaust** a Command and spend a Culture. Next, roll a die and add your current Ascendancy. If the total is higher than the Hegemony Resistance of the System, you may pay an additional Culture token to take **Control** of the System: place your **Control Node** on the System.<sup>64</sup>

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



Example: The Romulans (at Ascendancy 2) Occupy a Klingon System. The System's three Nodes (two Resource Nodes and the Control Node) and the Klingons Ascendancy of 1 gives the

System a Hegemony Resistance of 4. The Romulans use a Command and spend a Culture to Attempt Hegemony. They roll a 3 and add their Ascendancy, getting a total of 5, overcoming the System's Resistance, so they spend another Culture and take Control!



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

### 11.4 SEIZING STARBASES AND RESEARCH NODES

As in a Planetary Invasion, when you take **Control** of a System that contains a Starbase you gain a Command [see rule 10.2.1.2]. Likewise, if you take **Control** of a Rival's System with Research **Nodes**, you take one of their **Projects** for each Research **Node**. For details, see rule 10.2.1.1.

## 12. FLEETS & STARBASES

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

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

### 12.1 FORMING A FLEET

To group Ships into a Fleet, the Ships must be in your **Home System** or at one of your Starbases. Only these Systems have the facilities necessary to equip and retrofit Starships for specialized Fleet configurations. **Exhaust** a Command, take the Ships off the board and place them on one of your three Fleet cards. Then place the appropriate Fleet Marker on the board, in the same System.

Specific Fleet **Special Rules** are collected in Appendix V.

#### 12.1.1 Fleet Type & Strength

Each Civilization has three different Fleet cards, each of which is double sided. The different sides of Fleet cards have different

**Special Rules** and allow for different numbers of Ships. When you Commission a Fleet, you must choose which side you're using. To use a different side of a Fleet card, you must Disband the Fleet and re-Commission it at your **Home System** or Starbase.

#### 12.1.2 Number of Fleets

The number of Fleets you can form is limited by your Ascendancy.

You cannot have more Fleets in play than you have Ascendancy tokens.

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

#### 12.1.3 Bonus Fleet Build

When you're building three or more Ships in the same System during your Building Phase, you may immediately group them into a Fleet, without spending a Command (provided you are

<sup>63</sup> This rule was invented for the Complete Rulebook. The original rules didn't cover this eventuality.

<sup>64</sup> Tip: You can alternately think of your Ascendancy as reducing a System's Resistance, i.e. in the example above, the Romulan's Ascendancy of 2 reduces the Klingon Resistance from 5 to 3, so the Romulans need to roll higher than a 3 to take Control of the System.

building them where you have the capacity to Commission Fleets).<sup>65</sup>

#### ***12.1.4 Adding & Removing Ships from Fleets***

On your turn, you may add or remove Ships from Fleets, in the same **Sector**, without using a Command. You cannot add or remove Ships from a Fleet mid-movement. You do not have to be in your **Home System** or at a Starbase to add or remove Ships from a Fleet.<sup>66</sup>

#### ***12.1.5 Disbanding a Fleet***

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

At any time on your turn, including your Building Phase, you may choose to Disband a Fleet by taking the Ships off the Fleet card and putting them back on the map, in the same **Sector**.

It does not take a Command to Disband a Fleet.

#### ***12.1.6 Fleets in Space Battles***

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

### **12.2 STARBASES**

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

#### ***12.2.1 Commission a Starbase***

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

##### ***12.2.1.1 Maximum Number of Starbases***

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

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

There can only be one Starbase per System.<sup>67</sup>

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

Once placed, Starbases cannot be moved to other Systems. They can, however, be swung around the System freely to make room for new Space Lanes. They can even be picked up and placed on the other side of an existing Space Lane if needed.<sup>68</sup>



#### ***12.2.2 Starbases and Commands***

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

#### ***12.2.3 Starbases in Combat and Hegemony***

Starbases provide an additional die in Space Battles and Planetary Invasions, but can not be destroyed by **Rival** players.<sup>69</sup>

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

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



<sup>65</sup> This rule was clarified for the Complete Rulebook.

<sup>66</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23576497#23576497>).

<sup>67</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23454590#23454590>).

<sup>68</sup> This rule was invented for the Complete Rulebook.

<sup>69</sup> This rule was changed in the Complete Rulebook in order to provide consistency.

# 13. TRADE AGREEMENTS

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

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



## 13.1 GIVING AND RECEIVING TRADE AGREEMENTS

To give or receive a Trade Agreement, you must have a Ship or **Control Node Adjacent** to or in the same **Sector** as one of that **Rival's** Ships or **Control Nodes**. You may do this at any time.

Once you have given a **Rival** a Trade Agreement, you may exchange it for one of your other Trade Agreement cards regardless of Ships' positions. You may even force two players holding your Trade Agreements to exchange them between them. This may also be done at any time.<sup>70</sup>



Trade Agreements cannot be given to the Borg.

Note: A Ship that finds itself suddenly stranded on the other side of the quadrant through the effect of an Exploration card can establish a Trade Agreement with a **Rival Faction**, but it does not count as **First Contact**.<sup>71</sup>

<sup>70</sup> This rule was clarified for the Complete Rulebook. In the original rules this is not clearly stated.

<sup>71</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23952245#23952245>).

<sup>72</sup> This rule was clarified for the Complete Rulebook.

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

<sup>74</sup> This was officially added as an optional rule on BoardGameGeek (<https://boardgamegeek.com/article/23454675#23454675>). In the Complete Rulebook this rule is always in effect.

<sup>75</sup> This clarification was added for the Complete Rulebook.

## 13.1.1 Maximum Number of Trade Agreements

You may only hold one Trade Agreement at a time from each **Rival**. As an exception to the normal rules for **Exhausted** cards you may not receive a second Trade Agreement from the same **Rival**, even if the first one is **Exhausted**.<sup>72</sup>



## 13.2 PEACE

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

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

### 13.2.1 Unrestricted Trade Routes

You may freely move through **Sectors** with **Rival** Ships with which you're at **Peace**, unless the **Sectors** also contain **Hostile** Ships.<sup>73</sup>

### 13.2.2 Ally Cooperation

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

When Attempting Hegemony, Invading or Colonising a System in which both you and a **Peaceful Rival** have Ships, you may ask that **Rival** for permission to Hegemony, Invade or Colonise the System. They may give, or deny, permission. If they deny permission, you may not take any action towards the System until you fully **Occupy** that System (i.e. are the only player to have Ships in the System).<sup>74</sup>

If more than one **Peaceful Rival** is present in the System they all need to agree to your actions.<sup>75</sup>

### 13.3 REVOKING TRADE AGREEMENTS

On their turn during the Execution Stage, a player may revoke Trade Agreements they have given out. They may not revoke Trade Agreements at other times.<sup>76</sup>

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

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



### 13.4 BETRAYAL

If you Attack a player whose Trade Agreement you hold, you have broken the peace and must return their Trade Agreement

(unless it is **Exhausted**)<sup>77</sup>. Once a **Combat** has begun, participants can't exchange Trade Agreements until the **Combat** is over.

Hegemony doesn't count as Betrayal.<sup>78</sup>

### 13.5 EXHAUSTED TRADE AGREEMENTS

Sometimes a Trade Agreement may become **Exhausted**. You do not receive any **Resources** from **Exhausted** Trade Agreements during Resource Generation in the Recharge Stage. **Exhausted** Trade Agreements may not be revoked or exchanged until they are **Refreshed** during Maintenance. You are no longer at **Peace** while the Trade Agreement is **Exhausted**.<sup>79</sup>

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

### 13.6 FERENGI TRADE AGREEMENTS

Ferengi Trade Agreements work differently than other players' agreements. Rather than producing a specific number of **Resources**, **Rivals** who hold a Ferengi Trade Agreement receive a number of Production equal to the number of their Systems with Ferengi Ships in **Orbit**.<sup>80</sup>

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!

## 14. RESEARCH

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

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

Refer to Appendix IV for a list of all Advancements.

### 14.1 LAUNCHING PROJECTS

On your turn, you may **Exhaust** a Command to either look through your Advancement deck and choose one **Project** to launch or shuffle your Advancement deck and launch two randomly drawn **Projects**.<sup>81</sup>

Add newly launched **Projects** to your Project Area.

#### 14.1.1 Maximum Number of Projects

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

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

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

#### 14.1.2 Discarding Projects

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

<sup>76</sup> This rule was clarified for the Complete Rulebook.

<sup>77</sup> This is actually important in order not to create a gamey shortcut where you can Refresh Trade Agreements.

<sup>78</sup> This rule was invented for the Complete Rulebook. If Hegemony counts as Betrayal was unclear in the original rules.

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

<sup>80</sup> This rule was clarified for the Complete Rulebook. The Ferengi rulebook actually said Occupies instead of Orbits.

<sup>81</sup> This is in accordance with the Advanced Focused Research rule in combination with the base game rule.

Discarded Borg Tech cards go to the bottom of the Borg Tech deck.

### 14.1.3 Taking Advancements from Other Factions

**Special Rules** may sometimes allow you to take an Advancement card from another player. Such cards are drawn randomly from the **Rival's** deck. If you discard an Advancement card that came from another player's Advancement deck, it goes back to that deck.

## 14.2 FINISHING PROJECTS

When you Commit enough Research tokens to finish a **Project**, it becomes a usable Advancement. Move it to your Advancement Area. If applicable, you may use the completed Advancement's **Special Rules** immediately.

When you finish a **Project**, it's a good idea to let your **Rivals** know what your new Advancement does.

## 14.3 EFFECTS OF ADVANCEMENTS

Each Advancement has a Type listed on the right hand edge of the card. Some Advancement rules only effect certain types of Advancements. For example, the Romulans have an Advancement that allows them to **Exhaust** an "Espionage" card.

### 14.3.1 Warp Token Advancements

Some Advancements picture Warp tokens in the lower right hand corner of the card. When completed, these Advancements increase the Warp Speed of your Ships, in addition to their **Special Rules**.

For details on Warp Movement, see rule 8.2.

*This Project increases your Ships' Warp Speed by 1*



### 14.3.2 Command Token Advancements

Some Advancements picture a Command token. When you complete an Advancement which pictures a Command, the number of Commands you have immediately increases by one.

This new Command starts **Exhausted** and will be **Refreshed** in the following Recharge Stage.

*This Project increases your Commands by 1 and your Ships' Warp Speed by 1*



### 14.3.3 Culture Token Advancements

There are some Romulan Advancements which picture a Culture token. When a Romulan player completes these, the Romulans take a Culture token.

Only the Romulan player may take advantage of this; other **Factions** that develop stolen Romulan Advancements do not receive a Culture token when they develop the Advancement (but they do, in effect, prevent the Romulans from obtaining the token).<sup>82</sup>

### 14.3.4 Ferengi Espionage

The Ferengi Espionage Advancements **Exhaust** certain types of cards. Unlike other Espionage cards, the Ferengi may use theirs

multiple times per turn, as long as they can pay the Production cost.

### 14.3.5 Advancements and the Borg

Advancements that apply to "**Rival Ships**" or "**Rival**" also apply to the Borg.

Advancements, such as "Cult of Kahless", that automatically destroy a **Rival Ship** do one damage to Cubes.



## 14.4 BORG TECH CARDS

Borg Tech cards represent a variety of different data and technology that may be gained by defeating the Borg. Borg Tech cards give players new ways to combat the Borg and defences against them.

The Borg Tech deck is not an "Advancement deck," although each drawn card is played as an Advancement.

Advancements that allow you to draw from a **Rival's** Advancement deck do not allow drawing of Borg Tech cards.



### 14.4.1 Gaining Borg Tech

Players draw a Borg Tech card when they destroy a Cube or Reclaim a Borg World.

Many Borg Tech cards have a Research cost of zero and are placed directly in the player's Advancement Area.

Some Borg Tech cards have a Research cost and are placed in the player's Project Area like other **Projects** until they have been completed.

### 14.4.2 Using Borg Tech

Many Borg Tech cards require a player to discard the card to use the ability.

When discarding a Borg Tech card, place it at the bottom of the Borg Tech deck.

## 14.5 EXHAUSTED ADVANCEMENTS

When one of your completed Advancements is **Exhausted**, you don't get the benefits of that card at while it is face-down. If one of your Advancements picturing a Warp token is **Exhausted**, you don't get the benefit of that Warp token either, until the card is **Refreshed** at the end of the **Game Round**.<sup>83</sup>

If the **Exhausted** card pictures a one-time bonus, such as a Romulan Culture token, that bonus isn't revoked.

<sup>82</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24191441#24191441>).

<sup>83</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23460046#23460046>).

## 15. BORG TURN

The Borg are never considered a player **Faction**, even if there are Assimilated players. The Borg turn(s) during the Execution Stage is therefore never considered a "player turn".<sup>84</sup>

The Borg take a Borg turn during the Execution Stage each time their Turn Order comes up.

### 15.1 BORG BUILDING PHASE

The Borg don't use tokens to build as players do. They place new Borg Assimilation **Nodes** around Spires and may generate new Borg Cubes.

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

#### 15.1.1 Transwarp Hub

During each Borg Building Phase, if the Borg Transwarp Hub System disc is in play, either remove one Activation token from it [see rule 5.3.2] or, if there are no Activation tokens to remove, roll to see if it creates a new Cube.<sup>85</sup>

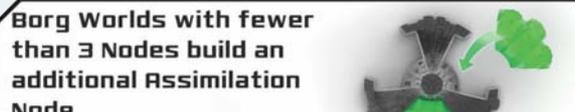
If the Transwarp Hub already contains a Borg Cube, do not roll for an additional Cube.<sup>86</sup>

#### 15.1.2 Borg Worlds

Each Borg World (a System with a Borg Spire) will take an Action during the Borg Building Phase, depending on the state of the Spire:

- ▲ Borg Worlds with fewer than three Assimilation **Nodes** build an additional Assimilation **Node**.
- ▲ Borg Worlds with three Assimilation **Nodes** and no Cube on top of the Spire build a Cube on top of the Spire.
- ▲ Borg Worlds with a Cube built on their Spire launch their Cube into **Orbit** of the System and remove all of that World's Assimilation **Nodes**.

**Borg Worlds with fewer than 3 Nodes build an additional Assimilation Node.**



**Borg Worlds with 3 Nodes and no Cube build a Cube on top of the Spire.**



**Borg Worlds with a Cube built on their Spire launch their Cube into orbit of the System and remove all of that World's Assimilation Nodes.**



If there is already a Borg Cube in **Orbit** of a Borg World ready to launch a Cube, leave the Cube on top of the Spire until the next Borg Building Phase.

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

If there are not enough Cubes to place on top of all Spires capable of producing one, the Assimilated player with the lowest Turn Order card selects which Spires get Cubes (if there are no Assimilated players, the player with the lowest Turn Order card gets to select).<sup>87</sup>

### 15.2 BORG COMMAND PHASE

What drives the Borg is mysterious. Borg Cubes may sometimes hold position, pass by one System in favour of a different target or return to a Borg Spire to expedite Assimilation.

The Borg use a Command deck to determine what each Borg Cube does during the Borg turn.

#### 15.2.1 Activating Cubes

After the Borg Building Phase, Activate each Cube in the order given by rule 15.2.2. When Activated, each Cube does the following:

- ▲ First, the Cube engages any eligible player Ships in Space Battle [see rule 15.2.3].
- ▲ Second, have the Cube execute its Command card [see rule 15.2.4]. If the Borg Attack - Command - Attack rule has taken effect [see rule 15.5.1], the Cube then again engages eligible Ships in Space Battle.
- ▲ Third, begin Assimilation of a **Developed** Planetary System, if possible [see 15.4].

Resolve the Activation of each Cube fully before moving on to the next Cube. After completing a Cube's actions, place a Borg Activation token on the Cube, to track which Cubes have Activated.

Remove all Activation tokens on Borg Cubes after the Borg Command Phase is finished.

##### 15.2.1.1 Multiple Activation Commands

Some Borg Command Cards will direct you to move multiple Cubes. In this case, move all the Cubes, whether or not they have Activated this turn, then complete the actions of the Cube which drew the card. Once all the Cubes have completed their action sequence, the Borg turn is over.



<sup>84</sup> This rule was clarified for the Complete Rulebook.

<sup>85</sup> This rule was invented for the Complete Rulebook to balance the game.

<sup>86</sup> This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14, 2017).

<sup>87</sup> This rule was invented for the Complete Rulebook to fill a gap.

### 15.2.2 Determining Cube Order

The order in which the Borg Cubes are Activated is selected by the players:

#### 15.2.2.1 No Assimilated Players

If there are no Assimilated players, but more than one Borg Cube in play, players take turns choosing a Cube to Activate, in Turn Order.

This may mean that some players have to disclose their Turn Order card before they have taken their turn.<sup>88</sup>

In this case the Activated Cube is selected before its Command card is drawn.

#### 15.2.2.2 Assimilated Players

If there are Assimilated players, an Assimilated player draws a number of Command cards equal to the number of Cubes in play when their Borg turn comes up. The Assimilated player chooses the order in which to Activate each Cube. When Activating each Cube, the Assimilated player may choose which of their drawn Command cards to execute with the Activated Cube.<sup>89</sup>

### 15.2.3 Engaging Player Ships

Each Borg Cube begins its actions by initiating a Space Battle with all player Ships that are in its **Sector** or, if there are none, it attacks all Ships in **Adjacent Sectors**. It engages them all simultaneously, even Ships from multiple players. In a Space Battle with multiple players, all players must direct their attacks against the Borg.<sup>90</sup>



At the start of this Borg Cube's Actions, it will engage both the Klingon Fleet and the Federation Ships in a Space Battle. Both players are defending against the Cube.

### 15.2.4 Executing Command Cards

After engaging any Player Ships, execute a Borg Command card for the Cube. Many of the Command cards are movement cards [see rule 15.3]. Some Command cards will have other directions.

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

<sup>89</sup> This rule was clarified for the Complete Rulebook.

<sup>90</sup> This rule was clarified for the Complete Rulebook.

<sup>91</sup> This rule was clarified and changed for the Complete Rulebook in order to avoid confusion. The original rules had no definition of "nearest".

<sup>92</sup> This rule was clarified for the Complete Rulebook in order to avoid confusion.

Borg Movement Command cards will have both a Target System and a Warp Range. Borg Cubes travel at Warp, like players' Ships. Borg Cubes generally may not move through players' Ships [but see rule 15.5.2].

Some cards may cause a Cube to move past or away from the **Orbit** of a **Developed** System.

Refer to [Appendix VI](#) for a list of all Borg Command cards.

*This Command card orders the Cube to Move at Warp 2 towards the nearest Starbase.*



*With the above Borg Command, the Cube moves at Warp 2 towards the nearest Starbase, through the nearby Developed System.*

#### 15.2.4.1 Nearest, Closest and Shortest Path

When the words "nearest", "closest" or "shortest" appear on Borg cards or in the Borg movement rules [see rule 15.3] it means nearest as determined by Warp-distance. Ties are resolved by fewer **Sectors** (If that is also a tie, move the Cube towards the equidistant System selected by the player who Activated the Cube).<sup>91</sup>

The Borg travel via the Transwarp Hub and through the Conduits, if that is the shortest route to their Target System.

Some Borg Exploration cards will nominate the "nearest" Cube to be moved to the System. If there are Borg Cubes on the map, but not **Connected** when they are required to be moved to such a new System, a new Cube is placed instead (if available - otherwise no Cube is placed).

Otherwise the nearest **Connected** Cube is "teleported" to the System without regard to distance or blocking Ships.<sup>92</sup>

### 15.2.5 Reassimilation

After resolving the Borg Command card for the Cube, start Assimilation of an eligible Planetary System [see rule 15.4].

## 15.3 BORG MOVEMENT

In general, a moving Borg Cube will try to move towards its Target or an **Adjacent Sector** using its full Warp-range. If the Target System or a **Sector Adjacent** to the Target can be reached, that is where the Cube will move. If that can't be done in one move, the Cube will move its full Warp-range along an **Unblocked Path** towards the Target. If the Cube can't move its full move, it will try to explore a new Space Lane that will allow it such a move. If that is not possible it will try to place a new System. If that is not possible either, it will either move along a **Blocked Path** towards its Target or end its move where it is.

### 15.3.1 Executing a Movement Command

When a Movement Command card has been assigned to a Cube follow the steps outlined below in the order given, until the Cube's move ends. When the Borg are allowed to swing the System the Cube is in (cases V and VI) this should only be done as a last resort, after all other alternatives have failed to make the connection. In cases where there are equal possibilities to fulfil the conditions listed (two different Systems could be swung the same amount for example, the player Activating the Cube has final say).<sup>93</sup>

**I) No Target Available:** If a Target cannot be assigned because the Target type does not exist on the map (this is really only likely to occur with Starbase and Borg World Targets), the Cube's move ends immediately.

**II) Target Connected:** If the Cube is **Connected** to the Target through an **Unblocked Path**, move the Cube as far as the Warp Range allows towards the Target (or to the Target or an **Adjacent Sector** if that is possible), using the shortest route available and end the Cube's move.

**III) Connection Possible:** If the Cube is in a Space Lane or a System that doesn't allow any more connections, the Cube's move ends, unless the Cube is **Connected** to its Target via a **Blocked Path**, in which case it will move as far as possible along the shortest route towards the Target and end its move (**Adjacent** to the blocking Ship).

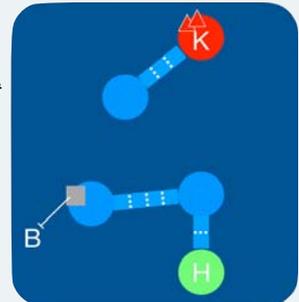
**IV) Generate New Space Lane:** Roll for and place a Space Lane from the Cube's current System pointing as directly as possible (measured by angle) towards the **Home System** of the unassimilated player with the lowest Turn Order. To do this the Borg Cube may swing other Floating Systems (*but not the System it is in*), but only to allow the new Space Lane to point as directly as possible towards the designated **Home System**. If the generated Space Lane cannot be placed (because there is no room), the Cube's move ends without actually placing the Space Lane, unless the Cube is **Connected** to its Target via a **Blocked Path**, in which case it will move as far as possible along the shortest route towards the Target and then end its move **Adjacent** to the blocking Ship.

**V) New Connection Possible:** If a new Space Lane was placed and any Floating Systems, *including the one the Cube is in* (but only as a last resort), can be swung and **Connected** so as to create an **Unblocked Path** to the original Target from the Command card, do so. If there are several possible **Connections**, choose the **Connection** that creates the shortest path to the Target (determined by Warp-distance - ties broken by number of **Sectors** or by the player that activated the Cube if still undecided). Again the Borg Cube will swing other Floating Systems, but only to allow its new Space Lane to **Connect** as described. If a **Connection** was made, the Cube now moves as

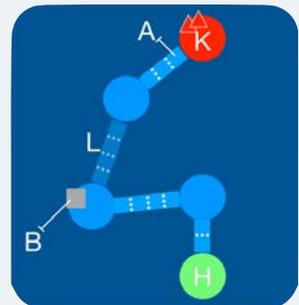
far as possible towards its Target or an **Adjacent Sector** and ends its move.

**VI) Place New System:** If no **Connection** could be made, place a new System if that is possible, again swinging any Floating Systems, *including the one the Cube is in* (but only as a last resort), needed to allow such placement (but only the minimum number of Systems and amounts required for placement). If a new System is placed, the Cube now moves there (and draws an Exploration card unless it is a Phenomenon) and ends its move. If a new System cannot be placed (because there is no room), the Borg Cube's move ends in the System it started its move and the new Space Lane is removed. If the Cube is **Connected** to its Target via a **Blocked Path**, it will instead move as far as possible along the shortest route towards the Target and then end its move **Adjacent** to the blocking Ship.

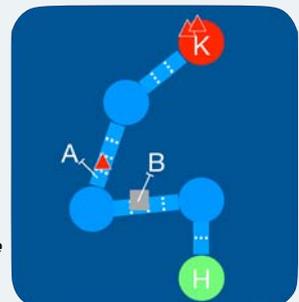
*Example: A Borg Cube at "B" is Activated with a Move: Target (Home System Warp 3) Command card. Since the Target is on the map at "K", but not Connected, the Cube will generate and place a Space Lane according to case IV.*



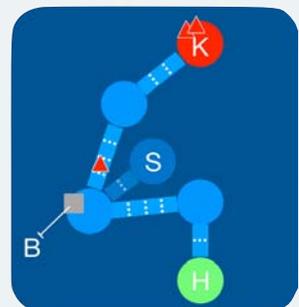
*Continued example: Rolling a 4 for Space Lane length and placing the new Lane at "L", the Cube is able to Connect to its Target as described in case V. The Cube now moves up to the Adjacent Sector at "A" and ends its move.*



*Example: In this case, the Cube at "B" (Activated with a Move: Target (Home System Warp 3) Command card) is not able to place a new Space Lane since it is in a Space Lane Sector. In accordance with case III it is therefore moved along the Blocked Path towards its Target until it has to stop Adjacent to the blocking Ship at "A".*



*Example: In this case, the Cube at "B" (Activated with a Move: Target (Home System Warp 3) Command card) is not able to reach its Target due to the blocking Ship. It can however place a new Space Lane (a 2 is rolled - which does not allow a Connection) and a new System as described in case VI. The Cube ends its move in the newly discovered System at "S".*



<sup>93</sup> This rule was completely rewritten in comparison to the official rule. This was done in order to make it clear how the Borg Cubes move and to allow the Borg a few more ways to reach their Targets. The rewritten rule does try to keep as close as possible to what the intent of the original rules author seems to have been, but with some added flexibility. Without the ability for the Borg to create new Connections when blocked from their Target, they will almost certainly end up focusing on only one player and becoming less of a threat to the others.

## 15.4 BORG ASSIMILATION

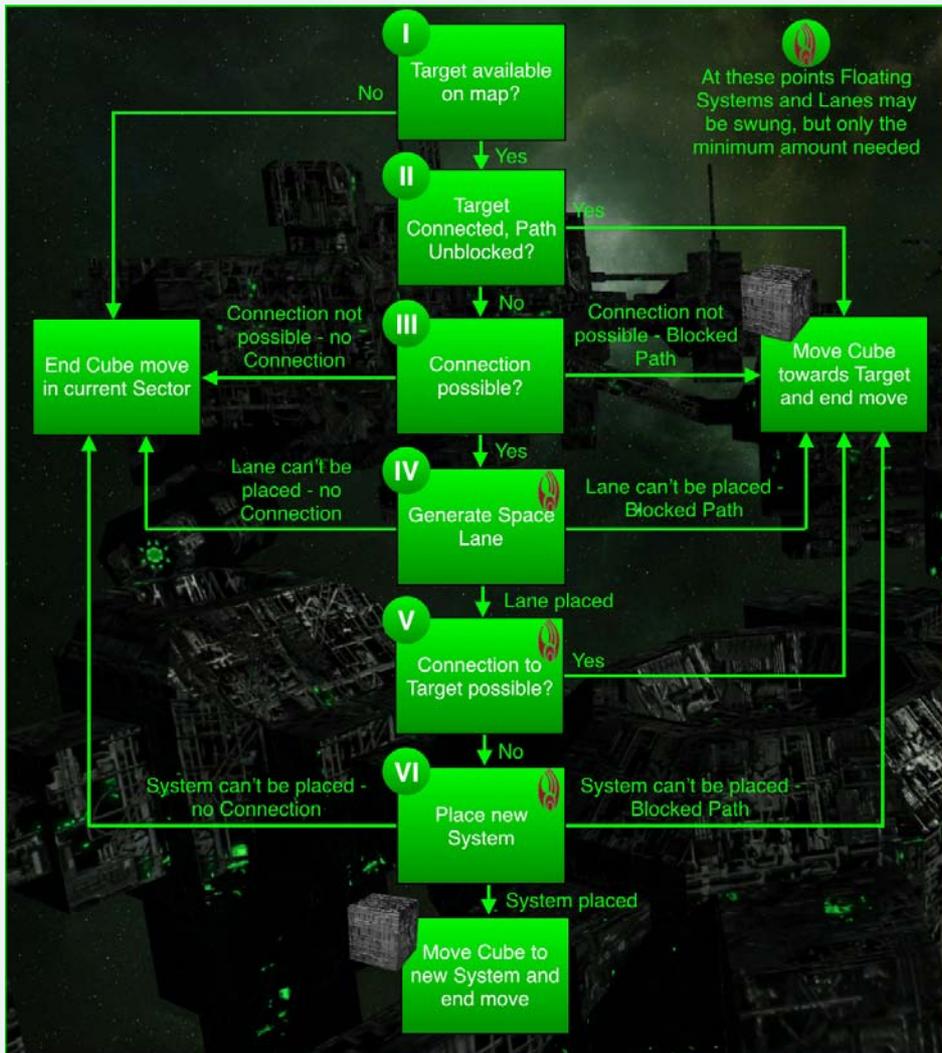
After resolving its Command, a Borg Cube will attempt to Assimilate any **Developed** Planetary System the Cube **Occupies**. This counts as a Planetary Invasion. The Borg are not trying to wrest **Control** of the System, they are trying to peel apart the world, stripping it of all technology. There will be no survivors.

### 15.4.1 The Borg in Invasions

When a Borg Cube Invades, it starts with 9 Attack Dice, just as it does in a Space Battle. The System being Assimilated rolls a die for each of its **Structures**, as in a standard Planetary Invasion. However, the Borg aren't interested in capturing any **Structures** intact: Hits the Borg score always destroy **Structures**.

Borg Cubes use Shields [see rule 9.8.5] and Regenerate [see rule 9.8.3.4] lost dice during Invasion just like they do during Space Battles. The defender has First Strike [see rules 9.1.2 and 9.8.1].

If the Borg destroy all the **Structures** on a System (including any Starbase), place a Borg Spire on the System; this is now a Borg World. The System will gradually be absorbed and its resources mined to expand the Borg Collective.



Borg Cube movement flowchart.

### 15.3.2 Collective Efficiency

**Sectors** may not contain more than one Cube. If a Cube's movement would have it end in the exact same **Sector** as another Cube, stop in the **Sector** before the Cube already in the **Sector**. After the moving Cube's actions are complete, Activate the stationary Cube [see rule 15.2.1], even if it has already gone this turn. In either case, this counts as an Activation of the stationary Cube and it is marked with an Activation token.<sup>94</sup>



*"The Borg value efficiency, not redundancy." - Seven of Nine*

### 15.3.3 The Borg and Exploration Cards

When the Borg place a new Planetary System, reveal an Exploration card. If the Borg discover a Civilization, develop the System as normal [see rule 8.9.5]. Borg ignore Crisis, Discovery and Ally cards. Ally cards are discarded to the bottom of the Exploration deck, other ignored cards to the normal discard pile. Place "Remains in Play" Exploration cards on the System.<sup>95</sup>

<sup>94</sup> Note that this rule doesn't mean that Borg Cubes can't fly past each other. If they have enough movement and their path isn't blocked they will fly past any other Cubes, only activating the Collective Efficiency rule if they would actually have landed in the exact same Sector as another Cube.

<sup>95</sup> This rule was clarified to include Ally cards for the Complete Rulebook.

<sup>96</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14, 2017).

During future Borg Building Phases, a Borg Assimilation **Node** will be added to the System. Once three Borg **Nodes** have been built, the System is fully Assimilated and a new Borg Cube will be constructed.

#### 15.4.1.1 Allocating Hits to Nodes

For hits inflicted by the Borg when there are no Assimilated players, the defending player may decide how to allocate them between their **Nodes**. When the Borg are controlled by an Assimilated player, that player may pick which **Nodes** were hit.<sup>96</sup>



After resolving its Command Card, a Borg Cube Occupying a Developed System will Begin Assimilation.

### 15.4.2 Assimilating Starbases

Starbases are the pinnacle of technological sophistication, full of exactly the sort of technology the Borg are seeking. When the Borg Assimilate a World with a Starbase, remove the Starbase from the game and add a Borg Assimilation **Node** to every Borg Spire in play. Starbases removed in this way cannot ever be rebuilt.



### 15.4.3 Home System Assimilation

If a player's **Home System** is Assimilated by the Borg, they have been fully absorbed into the Collective. The Borg Collective has Assimilated all their technology and tactics. Resistance would be, at this point, futile.

#### 15.4.3.1 Assimilated Players

Remove all the Assimilated player's remaining Ships. For each System they **Control**, remove their **Control Node** and place a Number of Warp tokens on the System equal to the number of **Resource Nodes** on the System, marking the System as a level 1, 2 or 3 Independent Civilization. These Systems can be Invaded or taken via Hegemony by the remaining players, or Assimilated by the Borg.

All Trade Agreements originally belonging to an Assimilated player are discarded. Advancements the Assimilated player has taken from other **Factions** are returned to their respective decks, while Advancements taken from the Assimilated player by other **Factions** are kept.

Assimilated players don't take Borg turns until the next **Game Round** after they were Assimilated.<sup>97</sup>

<sup>97</sup> This rule was invented for the Complete Rulebook to fill a gap.

<sup>98</sup> This rule was invented for the Complete Rulebook to fill a gap.

<sup>99</sup> This rule was invented for the Complete Rulebook, but uses standard optional rules from the Borg expansion.

#### 15.4.3.2 One with the Collective

A player whose **Home System** is Assimilated by the Borg has become one with the Collective. They will now contribute their knowledge and expertise to the Collective. After a player is Assimilated by the Borg, they gain some measure of control over the Borg's turns [see rules 9.8.3.2, 15.2.2.2 and 15.4.1.1].

If more than one player is absorbed by the Borg, each Assimilated player receives a different, random Turn Order card and will take a full Borg turn when it is their go. With multiple Assimilated players, the Borg will be taking multiple turns every **Game Round**.

Assimilated players and the automated Borg are never counted when determining "the player to your right or left" on Exploration cards. When only one unassimilated player remains, these cards are discarded when drawn by the player and replaced by drawing new cards. The Borg just discard such cards without effect.<sup>98</sup>

*"You can't outrun them, you can't destroy them. If you damage them, the essence of what they are remains. They regenerate and keep coming. Eventually you will weaken. Your reserves will be gone. They are relentless!" - Q*

## 15.5 BORG ESCALATION

As the game progresses the Borg will become more and more aggressive.<sup>99</sup>

### 15.5.1 Borg Attack - Command - Attack

After the first reshuffle of the Borg Command deck the following rule takes effect:

Each Borg Cube engages **Adjacent** or same **Sector** player Ships in Space Battles both before and after executing a Command card. On top of that, a Borg Cube which is Executing the "Command::Aggression" card ignores the Borg's Slow & Methodical rule [voiding players' First Strike, see rule 9.8.1].

### 15.5.2 It Takes a Fleet

After the second reshuffle of the Borg Command deck the following rule also takes effect:

Only Fleets block Borg Cubes' movement. Individual Ships no longer block Borg Cubes moving.

## 16. OPTIONAL RULES

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

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

Select which options are in play before the game starts.

### 16.1 HARD GAME

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

#### 16.1.1 Instant Delta Quadrant Connection

Don't put any Borg Activation tokens on the Transwarp Hub at game start. The Hub will start generating Cubes on the first turn.<sup>100</sup>

This rule changes rule 5.3.2.

This rule should generally be combined with Base Starting Resources [rule 16.2.5] or Extra Starting Resources [rule 16.2.6].

#### 16.1.2 Closer Delta Quadrant Connection

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

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

This rule changes rule 5.2.

This rule should always be used together with Base Starting Resources [rule 16.2.5] or Extra Starting Resources [rule 16.2.6].

#### 16.1.3 Early Crises

Don't remove Crisis cards when creating the separate draw pile of Exploration cards for the early game.

This rule changes rule 5.4.2.<sup>101</sup>

#### 16.1.4 Borg Attack - Command - Attack

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

#### 16.1.5 It Takes a Fleet

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

#### 16.1.6 Three Spires & You're Out

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

This rule changes rule 2.3.3.

#### 16.1.7 Limited Ships and Control Nodes

Limit the Ships and **Control Nodes** available to each **Faction** to 30 Ships and 10 **Control Nodes**.<sup>102</sup>

This rule changes rule 5.7.5.

### 16.2 QUICK GAME

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

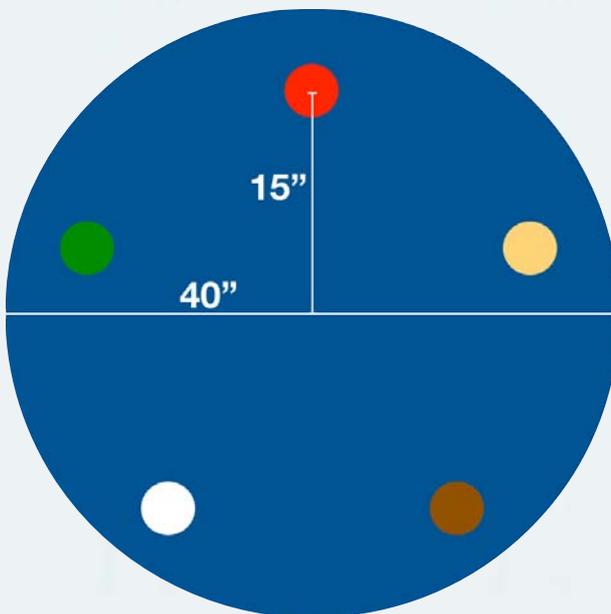
#### 16.2.1 No Borg

Playing the game without any chance of the Borg appearing will provide a shorter game and may shave about an hour off from playing time.

Remove the Borg Exploration, Command and Tech Cards as well as the three Borg System discs.

Place **Home Systems** 18" apart. The total Playing Area should be shrunk accordingly.

This rule changes rules 5.2 and 5.3.



Example of circular five player set up without the Borg. Home Systems are 18" apart and about 15" from the centre.

<sup>100</sup> This is the standard rule from the Borg Expansion.

<sup>101</sup> This is the base game rule for Exploration cards.

<sup>102</sup> This is the base game rule for available Ships and Control Nodes.

### 16.2.2 Delta Quadrant Probe

Use all Borg Command and Exploration cards, but shuffle the Transwarp Hub in with the main stack of other System discs, instead of placing it on the map during Set Up.

Place **Home Systems** 18" apart. The total playing area should be shrunk accordingly.

This rule changes rules 5.2 and 5.3.

This rule cannot be combined with rule 16.2.1.



*T'Pol considers the options*

### 16.2.3 Simultaneous First Turns

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

### 16.2.4 Limited Ships and Control Nodes

This rule is the same as rule 16.1.7.

### 16.2.5 Base Starting Resources

Each player starts with 3 Production, 3 Research and 3 Culture tokens.<sup>103</sup>

This rule changes rule 5.7.8.

This rule should be combined with 16.1.1.

This rule cannot be combined with 16.2.6.

### 16.2.6 Extra Starting Resources

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

This rule changes rule 5.7.8.

This rule should be combined with 16.1.1 and 16.1.2.

This rule cannot be combined with 16.2.5.

### 16.2.7 Starting Ascendancy

Each player starts with one Ascendancy token.<sup>104</sup>

This rule changes rule 5.7.9.

### 16.2.8 Easier Ascension

Ascendancy tokens only cost four Culture tokens instead of five.

This rule changes rules 2.3.1, 6.2 and [7.6].

### 16.2.9 Quicker Ascension

Allow victory with just four (or even three) Ascendancy.<sup>105</sup>

This rule changes rule 2.3.1.

This rule cannot be combined with rule 16.2.8.

### 16.2.10 Starting Project

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

This rule changes rule 5.7.3.

### 16.2.11 Starting Advancements

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

This rule changes rule 5.7.4.

### 16.2.12 Wild Culture

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

## 16.3 EASY GAME

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

### 16.3.1 No Borg

This rule is the same as rule 16.2.1.

### 16.3.2 Some Borg

Remove the Transwarp Hub and the Red Borg cards. There are 5 Red Command cards and 10 Red Borg Exploration cards.

When playing without the Red Cards, you'll encounter the Borg through Exploration Cards or by discovering a Borg Phenomenon.

Place **Home Systems** 18" apart. The total playing area should be shrunk accordingly.

This rule changes rules 5.2 and 5.3.

### 16.3.3 Unstable Peace

Instead of enjoying Unrestricted Trade Routes [rule 13.2.1], you may ask for permission to enter or move through a **Sector** which contains **Rivals'** Ships with whom you are at **Peace**. They may agree or not, as they wish. If they don't agree, you must end your Movement.<sup>106</sup>

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

<sup>103</sup> This is the base game rule for starting Resources.

<sup>104</sup> This is the base game rule for starting Ascendancy.

<sup>105</sup> This rule was invented for the Complete Rulebook. It is recommended above Starting Ascendancy.

<sup>106</sup> This is the base game rule for how Peace is handled.

This rule changes rules 8.3 and 13.2.1.

### 16.3.4 Revoking Trade Agreements

Easily made, easily broken: you can revoke any of your Trade Agreements at any time, for any reason.<sup>107</sup>

This rule changes rule 13.3.

### 16.3.5 Random Projects

Shuffle your Advancement deck at the start of the game.

Instead of selecting which **Projects** to launch, on your turn, you may only **Exhaust** a Command to randomly draw two cards from your Advancement deck and add them to your Project Area.<sup>108</sup>

You may still not have more **Projects** than Research **Nodes**.

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

This rule changes rule 14.1.

### 16.3.6 Later Phenomena

At setup, separate the Interstellar Phenomenon System discs from the Planetary System discs. Next, set aside a stack of random Planetary System discs equal to twice the number of players, i.e. 6 Planetary Systems for a three-player game. These are your starting Planetary Systems. Shuffle the remaining Planetary Systems with all the Phenomenons, then place the starting Planetary Systems on top, creating a stack of all the System discs with the starting Planetary Systems on top.<sup>109</sup>



This rule changes rule 5.4.1.

### 16.3.7 Exploration Mulligan

Allow each player two mulligans of unwanted Exploration cards over the course of the game. When a mulligan is taken, the unwanted Exploration card is discarded and another card is drawn to replace it.<sup>110</sup>

### 16.3.8 Open Turn Order

Only use one Turn Order card per player plus one for the Borg.

The Turn Order cards remain face-up throughout the **Game Round**.<sup>111</sup>

This rule changes rule 6.1.3.1.

<sup>107</sup> This is the base game rule for how Trade Agreements are revoked.

<sup>108</sup> This is the base game rule for how to start Projects.

<sup>109</sup> This is the base game rule for how to handle Phenomena.

<sup>110</sup> This rule was invented for the Complete Rulebook.

<sup>111</sup> This is the base game rule for Turn Order cards.

<sup>112</sup> This optional rule is really not recommended, since it will lessen the tactical choices available and may affect game balance. It is only included in the Complete Rulebook for completeness.

<sup>113</sup> This is the official rule for multiple defenders as outlined in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Nov 27, 2017).

### 16.3.9 Random Turn Order

Instead of devoting **Resources** to choosing Turn Order cards in the Initiative Stage, pass the Turn Order cards out randomly each **Game Round**.<sup>112</sup>

This rule changes rule 6.1.

## 16.4 OTHER OPTIONS

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

### 16.4.1 Variable Playing Area

*Star Trek: Ascendancy* uses an organic, growing map that can be played on any shape of table. Before the game begins, agree on what part of your game table is usable - can you build right out to the edge? Up to a certain distance from the edge?

Without the Borg a 3' x 3' (about 90 cm x 90 cm) area works well, with **Home Systems** placed such that each **Home System** is an equal distance from two other players and about 5 inches (about 12 cm) from the edge of the Playing Area.

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.

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.

This rule changes rule 5.2.

### 16.4.2 Multi Faction Space Battles

There will always be multiple defenders whenever a player attacks a **Sector** containing more than one other player's Ships. All **Factions** present are Attacked, but the Attacker decides how to allocate their Hit rolls. All Ships in the **Sector** being Attacked must roll to hit the Attacker (in the confusion of an incoming attack, they're going to react). After every Round of Combat, all combatants may choose to Retreat, as normal. The **Hostile/Peaceful** status [see rule 13.2] doesn't effect the situation. This may result in Trade Agreements being cancelled for Betrayal [see rule 13.4].<sup>113</sup>

This rule changes rule 9.7.

## APPENDIX I, 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), 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 connections 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 connections.



### PLANETARY SYSTEMS

**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").

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

**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".

**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".

**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".

**Ohniaka (BE RO-1):** Location of a Federation research station destroyed by the Borg in 2369 (TNG episode 6x26, "Descent").

**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".

**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".*

**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".*

The Vlugta Asteroid Field functions as a standard System disc, the only difference is that it can support up to four Production Nodes.<sup>114</sup>

**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".*

## PHENOMENA

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

**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).*

Since Borg Cubes only move via Warp, they can't leave the Black Hole if they happen to end up there.<sup>115</sup>

**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".*

**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").*

**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.*

**Neutron Star (STA H3 Phenomenon-3)**

**Paulson Nebula (BE 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").*

**Pulsar (STA H4 Phenomenon-3)**

**Stellar Nursery (STA H4 Phenomenon-3)**

**2 Transwarp Conduit (BE H6 Phenomenon-3):** *Artificially created energy conduit used by the Borg to move throughout the galaxy (TNG episode 6x26, "Descent", Voyager episodes 5x15/16, "Dark Frontier" and 7x11, "Shattered").*

The Transwarp Hub System disc is directly connected to both Transwarp Conduit System discs. Players and the Borg may Warp from the Hub to either Conduit, or vice versa, as if they were connected via a Space Lane. The Conduits are not directly connected to each other. Attacks are allowed between the Hub and the Conduits.

## 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 and destroyed it (Voyager episode 7x25, "Endgame").*

The Transwarp Hub System disc is directly connected to both Transwarp Conduit System discs. Players and the Borg may Warp from the Hub to either Conduit, or vice versa, as if they were connected via a Space Lane. The Conduits are not directly connected to each other. Attacks are allowed between the Hub and the Conduits.

The Transwarp Hub is neither a Planetary System nor a Phenomenon. It is always considered Fixed if it starts the game on the map.<sup>116</sup>

**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").*

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).

<sup>114</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23896673#23896673>).

<sup>115</sup> This rule was clarified for the Complete Rulebook to cover a gap.

<sup>116</sup> This rule was clarified for the Complete Rulebook in order to avoid gamey use of players' ability to swing Floating Systems during their turn.

## APPENDIX II, 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) or the Borg expansion (BE).

### CRISIS



#### Antedean Terrorist Plot (STA)

#### Automated Minosian Weapons (STA)

#### Bioengineered Wasting Disease (50)

**2 Borg Cube (BE):** 1 standard, 1 red.

**5 Borg World (BE):** 2 standard, 3 red.

**Cardassian Armistice Accords (CE):** 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**.

**Cardassian Confrontation (CE):** 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?

**Crystalline Entity (STA):** 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.<sup>117</sup>

**2 Damaged Borg Scout Sphere (BE):** 1 standard, 1 red.

**Dangerous Flora (50):** This card has effects that occur during the Build Phase.<sup>118</sup>

**Federation Confrontation (CE):** 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?

**Ferengi Confrontation (CE):** 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?

**The Game Masters of Triskelion (50)**

**Iconian Probe (STA)**

**Klingon Confrontation (CE):** 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?

**Lights of Zetar (50)**

**Menthar Booby Trap (STA)**

**Nausicaan Pirates (STA)**

**Neutronic Wave Front (STA)**

**Organian Intervention (STA):** This card has effects that occur during the Build Phase.<sup>119</sup>

**The Planet Eater (STA)**

**"Q" (STA)**

**Romulan Confrontation (CE):** 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?

**Space Amoeba! (STA)**

**2 Transwarp Beacon (BE)**

**Tribble Troubles (50)**

**The Wrath of Olympus (50):** This Exploration Card may result in the placement of a **Control Node** immediately, during the Command Phase.<sup>120</sup>

**Writ of Accountability (FE):** 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):** This Crisis Card requires a Diplomacy Test when drawn, as shown in the upper right hand corner of the card.

<sup>117</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24471374#24471374>).

<sup>118</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

<sup>119</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

<sup>120</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

## DISCOVERY



**Abandoned Colony (STA):** If you do not take advantage of the Abandoned Colony Discovery right away, it goes away.<sup>121</sup> This Exploration Card may result in the placement of a **Control Node** immediately, during the Command Phase.<sup>122</sup>

**Alien Amusement Park (50)**

**Balok's Ruse (50)**

**Borg Salvage (BE)**

**Bynar Technicians (STA)**

**Cardassian Delegation (CE)**

**Children of Tama Negotiations (STA):** 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.<sup>123</sup>

**Diplomatic Summit (50)**

**Encounter at Farpoint (STA):** This Exploration Card may result in the placement of a **Control Node** immediately, during the Command Phase.<sup>124</sup>

**Gamma Quadrant Artifact Dealer (STA)**

**Gomtuu (STA)**

**Guardian of Forever (50)**

**Iconian Ruins (STA)**

**2 Isolated Borg Drones (BE):** 1 standard, 1 red.

**Kurlan Artifacts (STA)**

**Lost Colony (STA):** This Exploration Card may result in the placement of a **Control Node** immediately, during the Command Phase.<sup>125</sup>

**Neutron Star Event (CE)**

**Orion Trader (STA)**

**Secrets of the Horta (50):** This card has effects that occur during the Build Phase.<sup>126</sup>

**Talosian Benefactors (50)**

**The Traveler (STA)**

## ALLIES

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

**Antican Delegation (FE):** This card requires a Diplomacy Test.

**Caldonians (FE):** This card requires a Diplomacy Test.

**Ferengi Arms Dealer (FE):** This card requires a Diplomacy Test.

**Ferengi Researcher (FE):** This card requires a Diplomacy Test.

**The Grand Nagus (FE):** This card requires a Diplomacy Test.

**Rigelians (FE):** This card requires a Diplomacy Test.

**Selay Trade Clutch (FE):** This card requires a Diplomacy Test.

**The Trojans (FE):** This card requires a Diplomacy Test.

## CIVILIZATION



**2 Assimilation: Level One Civ (BE):** 1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.2.4.1.

**2 Assimilation: Level Two Civ (BE):** 1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.2.4.1.

**2 Assimilation: Level Three Civ (BE):** 1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.2.4.1.

**2 Pre-Warp: Level Zero (STA):** 2/3 Production

**Pre-Warp: Level Zero (50):** 1 Production

**Pre-Warp: Level Zero (CE):** 1 Production, 1 Culture

**4 Warp-Capable: Level One (STA)**

**4 Warp-Capable: Level Two (STA)**

**Warp-Capable: Level Two (50)**

**2 Warp-Capable: Level Three (STA)**

**Warp-Capable: Level Three (50)**

**Warp-Capable: Level Three (CE)**

## VIRGIN WORLDS

**11 Where No One Has Gone Before (STA)**

<sup>121</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24472043#24472043>).

<sup>122</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

<sup>123</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24471492#24471492>).

<sup>124</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

<sup>125</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

<sup>126</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

## APPENDIX III, THE FACTIONS

### THE ANDORIANS



The Andorians have been announced by GF9, but not yet released.

### THE CARDASSIANS



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.

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



### 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.

### Occupation

Not everyone who labours under the Cardassian flag does so willingly. During Resource Generation, only systems **Orbited** by Cardassian Ships generate Production. Research and Culture are generated normally.<sup>127</sup>

### THE FEDERATION



The Federation should leverage their Culture bonus while exploring and attempting Hegemony.

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



### The Prime Directive

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

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

### Explore Strange New Worlds

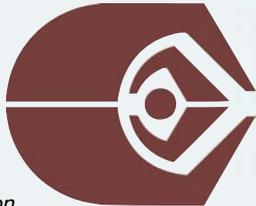
Take one Culture when you draw a Civilization Exploration card or discover a new Phenomenon.

<sup>127</sup> This rule was changed for the Complete Rulebook. The original rules 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 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.

## THE FERENGI



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.

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

### Only Latinum Lasts

Profit is what really matters! 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.

### 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.



Ferenginar, the Ferengi Home System and commerce hub

## THE KLINGONS



Klingons should be played aggressively to benefit from their Culture bonus.

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



### Death Before Dishonor

Klingons may never Retreat or Surrender a Planet.

### 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.<sup>128</sup>

### THE ROMULANS



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

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



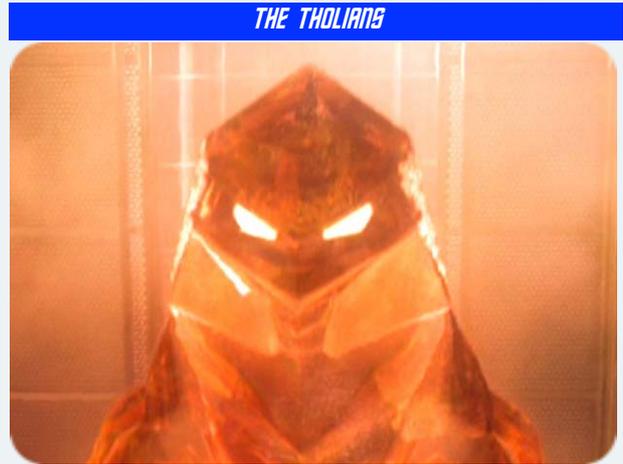
#### **Suspicious**

Whenever you receive a Trade Agreement, **Exhaust** it immediately. **Refresh** it in the upcoming Recharge Stage, as normal.<sup>129</sup>

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.<sup>130</sup>

#### **Cultural Superiority**

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



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

### THE VULCANS



The Vulcans have been announced by GF9, but not yet released.

## APPENDIX IV, ADVANCEMENTS

The following is a list of all Advancements available in the game. For each Advancement basic data is given in short form in parenthesis after the Advancement name. Its Type, Cost and whether it provides a Warp, Command or Culture token bonus is listed.

For example, **Starfleet Command (Command/4/1/1/-)** is a Command Advancement that costs four Research and provides both a Warp token and a Command token bonus.

### ANDORIAN ADVANCEMENTS

The Andorians have been announced by GF9, but not yet released.

### CARDASSIAN ADVANCEMENTS

**Totalitarian Regime (Command/Start/-/1/-)**: Cardassians begin with an addition Command, for a starting total of six Commands.

**Confiscation Protocols (Expansion/3/1/-/-)**: When you successfully invade a planet, take a Production token for each intact **Node**.

**Infiltration Protocols (Espionage/3/1/-/-)**: When you launch new **Projects**, you may draw one card from a **Rival's** Advancement deck, instead of two from your own. The drawn card is drawn at random. If you discard the **Rival's** card, it goes to the bottom of their deck. Note that the "instead of two from

<sup>128</sup> This rule was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24994230#24994230>).

<sup>129</sup> This rule was clarified for the Complete Rulebook. The original rules could easily have been misunderstood to mean an additional delay of another Game Round.

<sup>130</sup> This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Nov 27, 2017).

your own” part should be ignored since the Complete Rulebook uses the Focused Research rule.<sup>131</sup>

**Gravitic Mine Fields (Military/3/1/-/-):** Systems you **Control** are a Level 5 Hazard to **Hostile** ships.

**Gravitic Sensor Net (Military/3/1/-/-):** Romulan Cloaking Technologies' effects may not be used in systems you **Control** or against ships in them.

**Sensor Ghosting & Holo Projections (Espionage/3/1/-/-):** 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. This may only be used when the Cardassians are participants in the Space Battle.<sup>132</sup>

**The Obsidian Order (Espionage/3/-/-/-):** On your turn, you may **Exhaust** this card to **Exhaust** another player's Espionage Advancement. Your systems' hegemony resistance is increased by 1.

**Reactive Energy Barriers (Military/3/1/-/-):** When invaded, systems you **Control** ignore 2 of the attacking **Rival's** hits in the first Round of Combat.

**Weaponized Star Bases (Military/3/1/-/-):** Your Star Bases now add 3 additional dice to hit.

**Annexation Protocols (Expansion/3/-/-/-):** When invading a planet, a total annihilation result counts as a successful invasion. When you successfully invade a planet, **Refresh** 2 Commands.

**Central Command (Command/3/1/1/-):** Your systems' hegemony resistance is increased by 1.

**Covert Military Bases (Military/4/1/-/-):** During your Building Phase, you may build up to 3 ships in an uncontrolled system.

**Field Retrofit Protocols (Military/4/1/-/-):** You may commission fleets in any **Sector**.

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

**Metagenic Weapons (Military/4/1/-/-):** 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**.

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.<sup>133</sup>

### FEDERATION ADVANCEMENTS

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

**Adv. Stellar Cartography (Exploration/3/1/-/-):** You may connect 1 extra Space Lane to Systems beyond its maximum number of connections.

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

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

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

**Transwarp Drive (Exploration/3/2/-/-):** (none)

**Class 4 Industrial Replicators (Expansion/4/1/-/-):** 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/4/1/-/-):** 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/4/-/-/-):** 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.

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

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

**Starfleet Diplomatic Corps (Espionage/4/-/-/-):** When your Hegemony Attempts are successful, taking **Control** of the System does not require spending additional Culture. With the Starfleet Diplomatic Corps it only takes one Culture to attempt to take over a System via Hegemony, so you can Hegemony a System when you only have one Culture.<sup>134</sup>

**Tachyon Detection Array (Military/4/1/-/-):** Romulan Cloaking Technologies' effects may not be used in **Sectors** containing your Ships or in Space Battles against your Ships.

**Verteron Array Beam Emitter (Military/4/1/-/-):** In each round of Combat, your **Control Nodes** automatically score a Hit, instead of rolling a die.

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

### FERENGI ADVANCEMENTS

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

The Ferengi's starting Advancement generates extra Production, based on how many **Rivals'** Systems the Ferengi 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't trade with the Borg, even if they manage to get their Ships in **Orbit** of Borg worlds.<sup>135</sup>

**A Contract Is a Contract...But Only Between Ferengi (Business/3/1/-/-):** 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/3/-/-/-):** On your turn, you may pay 1 Production to **Exhaust** any

<sup>131</sup> This rule was clarified for the Complete Rulebook.

<sup>132</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 12, 2017).

<sup>133</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23478810#23478810>).

<sup>134</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864230#23864230>).

<sup>135</sup> This rule was invented for the Complete Rulebook to prevent an unthematic situation.

Military Advancement. You may do this multiple times on your turn.

**Every Man Has His Price (Business/3/1/-/-):** 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**.

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

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

**Knowledge Equals Profit (Business/3/1/-/-):** Each time you complete an Advancement **Project**, take 2 Production.

**Never Place Friendship Over Profit (Business/3/1/-/-):** 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. The drawn 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.<sup>136</sup>

**Never Spend More for an Acquisition (Business/3/-/-/-):** 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/3/1/-/-):** 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/3/1/-/-):** Every time a **Rival** receives any Trade Agreement, take 1 Production.

**War Is Good For Business (Business/3/1/-/-):** Every time a **Rival** holding a Ferengi Trade Agreement fights in a space battle, take 1 Production.

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

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

**Sleep Can Interfere With Opportunity (Command/4/-/1/-):** Your systems' hegemony resistance is increased by 1.

### 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/3/1/-/-):** When Invading a Planet, you may **Reroll** any of your failed To Hit rolls in the first round of Combat.

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

**Forward Munition Depots (Military/3/1/-/-):** In your Command Phase, you may Commission Fleets in any System you **Control**.

**Planetary Bombardment (Military/3/1/-/-):** 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/3/1/-/-):** 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/4/-/-/-):** 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/4/1/-/-):** 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. 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.<sup>137</sup>

**Klingon Battle Lust (Military/4/1/-/-):** When you Initiate a Space Battle and Win without taking any Casualties, **Refresh** a Command token.

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

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

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

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

**Standing Invasion Orders (Military/4/1/-/-):** On your turn, you may Invade Planets without **Exhausting** a Command.

**Adapted Cloaking Device (Espionage/5/1/-/-):** Your Ships have First Strike in Space Battles during your turn. [*Romulan Cloaking Technology*]

### ROMULAN ADVANCEMENTS

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

**Cloaked Orbital Mines (Military/3/1/-/1):** 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*] Like a Hazard, you only have to make the roll for the Orbital Mines when the ships end their movement in Romulan Systems. When moving through the Systems, it's safe to assume that the Romulan **Rivals** aren't getting close enough to trigger the mines.<sup>138</sup> Cloaked Orbital Mines don't affect the Borg.<sup>139</sup>

**Romulan Disruptors (Military/3/1/-/1):** Your Rolls To Hit of 6 always Score a Hit, regardless of the **Rival's** Shield Modifier.

**Tal Diann Security Forces (Military/3/-/1):** In Planetary Invasions, Research **Nodes** you **Control** Roll an additional Die To Hit.

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

**Forced Quantum Singularity Drive (Exploration/4/2/-/-):** (none)

<sup>136</sup> This rule was clarified for the Complete Rulebook.

<sup>137</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23454599#23454599>).

<sup>138</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23952245#23952245>).

<sup>139</sup> This was clarified for the Complete Rulebook.

**Imperial Science Initiative (Science/4/1/-/1):** When you Launch a new **Project**, place one Research token from the **Supply** on the new **Project**.

**Multi-Spectral Emitter Drones (Espionage/4/-/-/1):** On your turn, you may use a Command to **Exhaust** a Trade Agreement of a **Rival** with whom you've made contact.

**Orbital Defense Grid (Military/4/1/-/1):** In Planetary Invasions, your **Nodes** have First Strike.

**Superior Combat Maneuvers (Military/4/-/-/1):** **Exhaust** this card to **Reroll** all your failed To Hit rolls, in a single Combat Round.

**Superior Shield Harmonics (Military/4/1/-/-):** Your Fleets may ignore the first Casualty in each Round of Space Battles.

**Superior Targeting Array (Military/4/1/-/-):** Your Ships and **Nodes** may **Reroll** 1 To Hit roll in each round of Combat. The Superior Targeting Array allows you to re-roll one of your Attack dice each round, not every die that each Ship contributes.<sup>140</sup>

**Tal Shiar (Espionage/4/-/-/1):** On your turn, you may **Exhaust** this card to **Exhaust** a **Rival's** Espionage or Military Advancement, with whom you've made contact.

**Tal Shiar Monitoring Posts (Espionage/4/-/-/1):** 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**.

**Adv. Romulan Cloaking Device (Espionage/5/1/-/-):** **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*]

### THOLIAN ADVANCEMENTS

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

### VULCAN ADVANCEMENTS

The Vulcans have been announced by GF9, but not yet released.

### BORG TECH

Borg Tech cards are played like Advancements.

**Borg Telemetry Node (Borg/0/-/-/-):** **Exhaust** this card during the Borg turn to discard a drawn Borg Command card and draw a different Command card. This ability is used the moment the Command card for an activated Cube is revealed. An Assimilated player may choose to Activate another Cube.<sup>141</sup>

**Cortical Relay Recovery (Borg/0/-/-/-):** 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/0/-/-/-):** 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/0/-/-/-):** While you are in **Combat** with a Borg Cube, you may discard this card to reset the Borg Shields to zero.

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

through other players' Ships, but may be moved through your Ships.

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

**Nano-Data Linkage (Borg/0/-/-/-):** When you launch **Projects**, you may choose to draw Advancement cards from any **Faction** who has been Assimilated or is not in use this game. Note that the card says "Civilization", but should actually refer to "**Faction**" in these rules.<sup>142</sup>

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

**Ramming Speed (Borg/0/-/-/-):** 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.

**Transphasic Torpedoes (Borg/0/-/-/-):** 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/0/-/-/-):** 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/1/-/-/-):** On your turn, you may take 2 Culture and discard this card.

**Central Plexus Access (Borg/1/-/-/-):** 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.

**Adaptive Shielding (Borg/2/-/-/-):** 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/2/-/-/-):** Once per turn, you may spend 1 Research to issue one extra Command.

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

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

**Transwarp Coil (Borg/2/-/-/-):** 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/3/-/-/-):** Borg Cubes no longer Regenerate in Space Battles in which you have Ships participating.

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

<sup>140</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23952263#23952263>).

<sup>141</sup> This rule was clarified for the Complete Rulebook.

<sup>142</sup> This rule was clarified for the Complete Rulebook.

## APPENDIX V, FLEETS

This is a list of the available Fleets. For each Fleet the maximum number of Ships is given in parenthesis.



### ANDORIAN FLEETS

The Andorians have been announced by GF9, but not yet released.

### 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.

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

**#3A Assault Fleet (6):** This Fleet may **Reroll** to Hit rolls of 1 in Planetary Invasions.

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

### FEDERATION FLEETS

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

**#1B Battle Group (6):** This Fleet may **Reroll** 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 **Undeveloped** System without spending a Culture. The Federation Colonisation Fleet is small formation with a single purpose; to Colonise a world in the name of the Federation. With this Fleet, you may, at ANY point during your turn, discard a Ship from the Fleet, causing it to Disband, to immediately place a **Control Node** on an **Undeveloped** System without spending a Culture token. This may occur during the Building Phase. This may also occur at any point during the Command Phase. This action is just like adding to or removing Ships from a Fleet, it costs no Commands but the Fleet must be stationary. Typically this action will occur at the end of a Move Command.<sup>143</sup>

When the Federation Colonisation Fleet visits an **Undeveloped** System with a Remains In Play Exploration card on it, here's how the Fleet and the Exploration card will interact:<sup>144</sup>

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

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

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

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

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

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

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

### FERENGI FLEETS

**#1A Commerce Enforcement Squadron (3):** This Fleet may end its movement in a System containing **Rival** Ships, regardless of Trade status. It may not move past **Hostile Rival** Ships. This Fleet may enter Warp on your turn without **Exhausting** a Command. No one can stop the Ferengi Commerce Enforcement Squadron from pursuing new business opportunities. The Ferengi do have to stop and come out of Warp when there are **Rival** Ships in their path. However, they may immediately enter Warp again without spending a Command (as per their **Special Rules**). Since it's not the other player's turn, they can't attack. It's a good opportunity for trade!<sup>145</sup>

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

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

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

**#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.

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

### KLINGON FLEETS

**#1A Marauders (4):** Take 1 Production for each **Rival** Ship destroyed by this Fleet. A Fleet is able to use its **Special Rule**

<sup>143</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

<sup>144</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24471969#24471969>).

<sup>145</sup> This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14, 2017).

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.<sup>146</sup>

*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.*

**#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): -**

## 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.

**#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. 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.<sup>147</sup>

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

## THOLIAN FLEETS

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

## VULCAN FLEETS

The Vulcans have been announced by GF9, but not yet released.



<sup>146</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23279512#23279512>).

<sup>147</sup> This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23863427#23863427>).

## APPENDIX VI, 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 15.2.4.1.

**2 Assimilation: Expedited (-):** Place a Borg Node on all Borg Worlds with fewer than three Nodes. Do not move this Cube this turn.



**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. All moved Cubes count as Activated.<sup>148</sup>

**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. 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.

**2 Move: Collective (1):** Move all Cubes 1 System towards the nearest Developed System. Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube. All moved Cubes count as Activated.<sup>149</sup>

**3 Move: Target [Developed System] (1):** Move Cube up to 1 System towards nearest Connected Developed System. 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. Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube.

**2 Move: Target [Developed System] (3):** Move Cube up to 3 Systems towards nearest Connected Developed System. Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube.

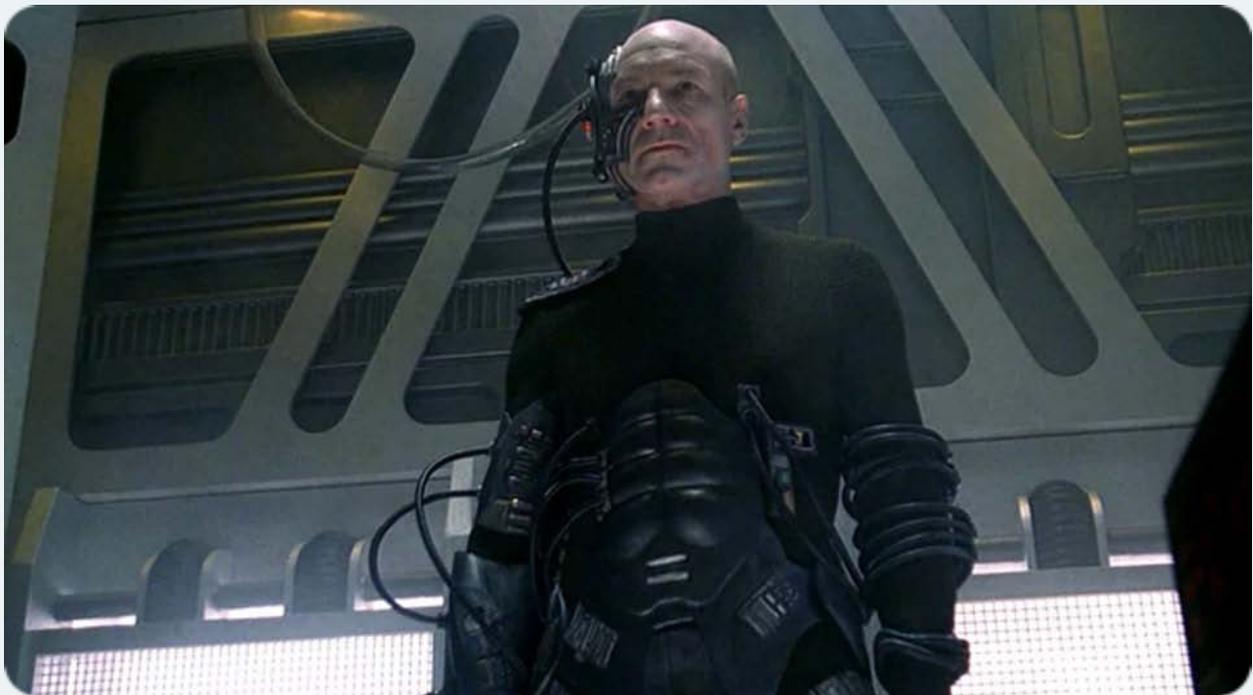
**3 Move: Target [Starbase] (2):** Move Cube up to 2 Systems towards nearest Connected Starbase.

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

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

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

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



<sup>148</sup> This rule was clarified for the Complete Rulebook.

<sup>149</sup> This rule was clarified for the Complete Rulebook.

# APPENDIX VII, COMPLETE COMPONENT LIST

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)

## 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)

## Play Mats

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

## System Discs

- 30 System Discs, including Earth, Kronos and Romulus from Star Trek: Ascendancy (2016)
- 10 Systems Discs, including Cardassia Prime from the Cardassian Union Expansion (2017)
- 10 Systems Discs, including Ferenginar from the Ferengi Alliance Expansion (2017)
- 7 Borg System Discs, including the Transwarp Hub from Borg Assimilation (2017)

## 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 Borg Command Console Card from Borg Assimilation (2017)
- 1 Borg Cube Card 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)
- 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)
- 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)

## 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)
- 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)
- 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)
- 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)
- 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)
- 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)
- 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)
- 8 Borg Activation tokens from Borg Assimilation (2017)

## Turn Order Cards

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

## Exploration Cards

- 60 Exploration cards from Star Trek: Ascendancy (2016)
- 15 Anniversary Exploration cards from Star Trek: Ascendancy (2016)
- 10 Exploration Cards from the Cardassian Union Expansion (2017)
- 10 Exploration Cards from the Ferengi Alliance Expansion (2017)
- 20 Exploration Cards from Borg Assimilation (2017)

## 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
- 3 Ferengi Fleet cards from the Ferengi Alliance Expansion (2017)

### 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)

### 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)

### 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)
- 20 Borg Tech cards from Borg Assimilation (2017)

### Borg Command Cards

- 30 Borg Command cards from Borg Assimilation (2017)

### 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)
- 5 Borg Cubes from Borg Assimilation (2017)
- 3 Federation Fleets from Star Trek: Ascendancy (2016)
- 3 Klingon Fleets from Star Trek: Ascendancy (2016)
- 3 Romulan Fleets from Star Trek: Ascendancy (2016)
- 3 Cardassian Fleets from the Cardassian Union Expansion (2017)
- 3 Ferengi Fleets from the Ferengi Alliance Expansion (2017)
- 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)
- 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)
- 1 Borg Command Console slider from Borg Assimilation (2017)
- 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)
- 5 Borg Spires from Borg Assimilation (2017)
- 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)
- 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)
- 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)
- 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)

# CREDITS

The collected credits for the original game and its expansions and supplements:

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*"A balance of power — the trickiest, most difficult, dirtiest game of them all, but the only one that preserves both sides."*



*The Carina Nebula (catalogued as NGC 3372; also known as the Grand Nebula, Great Nebula in Carina, or Eta Carinae Nebula) is a large, complex area of bright and dark nebulousity in the constellation Carina, and is located in the Carina–Sagittarius Arm. The nebula lies at an estimated distance between 6,500 and 10,000 light-years from Earth.*

- Wikipedia