

# Star Trek™ Customizable Card Game™ Borg Rulebook

## Version 1.6 – May 2000

### INTRODUCTION

The Borg, introduced in the Star Trek: First Contact expansion in 1997, represented the first fully playable affiliation added to the Star Trek Customizable Card Game since its premiere in 1994. And they were, to use Q's words, not like anything you'd ever seen.

The Borg differ from the other affiliations in a number of important ways – for example, the Borg never mix or cooperate with other affiliations, and do not attempt missions. In other ways, they are similar to the other affiliations; Borg personnel report for duty, fly ships to mission locations, overcome dilemmas while scouting locations, and engage in battle. All Borg-related rules are now incorporated into the official Glossary, in the entry on **Borg** and related entries, and are presented in this Borg-only rulebook for easy reference.

This rulebook does not replace the official Rulebook and Glossary; it is designed to teach you the basic procedures for playing with the Borg affiliation, focusing on the ways in which they differ from the other affiliations. It assumes that you are already familiar with the basic procedures for playing with a non-Borg affiliation, including deck construction, the seed phases, playing cards, executing orders etc. Detailed instructions for most aspects of the game which are the same for all affiliations are not included here, but may be found in the official Rulebook and Glossary. The official Glossary should also be consulted for rulings on individual non-Borg cards.

#### How to Use This Rulebook

- *The Borg Affiliation* gives an overview of the affiliation and describes specific ways in which the Borg differ from the other affiliations. More details are given in the *How to Play* and *Borg Glossary* sections.
- *Customizing a Deck* gives a few special rules and considerations for constructing a Borg deck.
- *How to Play* follows the format of the full Rulebook, leading you through the seed phases and the play phase, concentrating on specifics of Borg gameplay such as seeding Borg Outposts and Transwarp Network Gateways, reporting Borg cards for duty, Borg scouting and Borg battle.
- A short *Borg Glossary* repeats full or partial selected entries from the full Glossary which are relevant to the Borg affiliation. Terms in **boldface** type are references to entries in the *Borg Glossary* section.

### THE BORG AFFILIATION

#### THE COLLECTIVE AND HIVE

All of your Borg affiliation cards in play make up your Borg *collective*. All of your Borg affiliation cards at one spaceline location (or time location), whether in space, on a planet, aboard a ship or facility etc., make up a Borg *hive*. Some cards may affect your entire collective; others may affect all your Borg in one hive. In a Borg vs. Borg game, each player has a collective, and both may have hives at the same location.

#### BORG PERSONNEL

Most Borg Personnel cards represent **drones**. A drone's lore lists its "Identification" (which identifies it as a particular type of drone), a description of its "Task" and its "Biological Distinctiveness" (species of origin; however, the species of Borg drones is irrelevant to the Borg). The Borg Queen and assimilated **counterparts** such as Locutus of Borg are not drones.

Borg personnel have no classifications, though several of the personnel types appear as skills. Needed **skills**, including personnel

types, which do not appear on Borg Personnel cards may be obtained by assimilation of opposing personnel or by using the Borg Queen's selectable skill. Regular skills (including the Borg Queen's selected skill) may be shared throughout a Borg hive using the **Interlink Drone's** skill. Your Borg may also share **CUNNING** using the **Unity Drone's** skill. (Detailed examples of the use of these skills will be found under the entries for those drones in the *Borg Glossary*.)

Borg special skills provide many functions supplied by Equipment cards for other affiliations (e.g., **STRENGTH** enhancement for personnel, **RANGE** and **SHIELDS** enhancement for ships). They may also use **equipment** cards, subject to certain limitations.

Each Borg drone has an icon identifying which *subcommand* it is assigned to within the Borg collective. Subcommand icons are used primarily to staff Borg ships, but also have other uses indicated by cards.

[Com] (blue) – Communication drones facilitate a hive's ability to share skills and **CUNNING**, adapt to hazards, etc.

[Nav] (green) – Navigation drones enhance warp capabilities, maintain and expand the Collective's transwarp network, deal with navigational hazards, etc.

[Def] (red) – Defense drones initiate battle and enhance offensive and defensive capabilities.

The Borg Queen and counterparts each have all three subcommand icons; however, they may each meet only one ship staffing requirement at a time. (See **Seven of Nine**.)

Gender is irrelevant to the Borg. Borg drones list no gender; and while the Borg Queen and counterparts have gender, Borg personnel are not affected by gender-related game text on non-Borg cards (e.g., Love Interests, Matriarchal Society, Alien Groupie).

#### BORG AFFILIATION SHIPS

Borg **SHIELDS** do not block transporter beams (except during ship battle). Thus your opponent may freely beam to and from your Borg ship. You may use your Borg ship transporters to beam through your opponent's **SHIELDS** if you have a Transport Drone (Two of Eleven) aboard your ship. See *Executing Orders – Moving Personnel and Equipment*.

All Borg ships have a bonus point box. These bonus points are earned by your non-Borg opponent whenever he destroys your Borg ship in battle (and only in battle).

Borg-affiliation ships are not affected by Plasma Fire, Warp Core Breach, Isabella, Into The Breach, Hugh or the second function of Anti-Matter Spread. (They are affected normally by the first function of Anti-Matter Spread, like any other ship.)

#### THE DELTA QUADRANT AND BORG OUTPOST

All Borg affiliation cards (except assimilated counterparts) have a  $\Delta$  icon and are native to the Delta Quadrant. Thus, they follow normal quadrant rules for seeding facilities and reporting cards. Because no missions exist yet for the Delta Quadrant, certain interim rules apply to using the Borg Outpost. See the Facility seed phase and Other Card Plays in the *How to Play* section.

#### COOPERATION

Borg don't mix or cooperate with cards of other affiliations. Players using [Borg] affiliation cards may not stock *any* non-Borg personnel, ships or facilities in their game deck or any side decks. If a player has Borg and non-Borg cards present together (The Naked Truth, Frame of Mind, etc.), normal house arrest rules apply.

**OBJECTIVES**

Unlike other affiliations, Borg never attempt missions. Instead, a Borg player uses Objective cards to accomplish goals such as destroying a ship, establishing a gateway at a space location or assimilating a planet. Some Borg objectives score points; others confer different benefits, such as destroying an enemy ship, assimilating it into the collective, or disrupting the timeline (see **timeline disruption**). (Card elements which represent the location, rather than the mission, still apply; these include span numbers, planet and space icons and italicized game text such as Quash Conspiracy's "No ship-to-ship beaming at this location.")

Most Borg objectives have **hidden agenda** icons and are seeded or played face down, to be activated later. The Establish Gateway objective's text allows it to seed or play; most other Borg objectives may only play during the play phase.

When you are playing Borg and you have an uncompleted [BO] (Borg Use Only) Objective card face up in play, this is defined as your *current objective*. You are limited to one [BO] current objective at a time. You may have any number of non-[BO] objectives in play at a time. (You may also have other [BO] cards such as incidents in play.) See Other Card Plays – Objective Cards in the *How to Play* section for more information on playing an objective.

When you play (or activate) a Borg Objective card, you must immediately target an appropriate location, ship or personnel as specified by the objective. Objectives may target solved or unsolved mission locations. The objective then allows your Borg to scout the ship or location, initiate battle, abduct a target etc. (Your opponent may later attempt and solve the mission at a space location where you have completed an objective, but not at an assimilated planet.) See Executing Orders – Scouting Locations and Scouting Ships in the *How to Play* section for details.

Your Borg must complete scouting (if an objective involves scouting) and meet any other listed requirements (such as having Borg present at the location) before you may *probe* (usually at the end of your turn) to determine your current objective's outcome (and score its points, if any). See Draw a Card – End-of-Turn Actions in the *How to Play* section and **probing** in the *Borg Glossary* for details.

**SCORING POINTS**

A Borg player scores points, both positive and negative, only from [BO] cards and cards which specify that they affect Borg. When you or your Borg are confronted with any other card which is point-related, you still play out the card but ignore the points. (If that card presents a choice, you must choose an option which is not point-related, if possible.) Points you score from completing [BO] objectives are non-bonus points. Any other points you score are bonus points (for example, points from the [BO] Add Distinctiveness incident or the negative points from Balancing Act).

**AWAY TEAMS**

Your Borg may not form Away Teams (either on a planet or on an opponent's ship or facility) except when counter-attacking or when allowed by your current objective or another card. See Executing Orders – Moving Personnel in the *How to Play* section for more information.

**BATTLE**

Your Borg may not initiate battle except when counter-attacking or when allowed by your current objective (e.g., Assimilate Counterpart, Eliminate Starship) or another card (e.g., Conundrum, The Issue Is Patriotism). Subject to these restrictions, they may attack any affiliation, including Borg.

Each of your ships, facilities or Away Teams that wishes to initiate an attack must have a [Def] personnel present, except when counter-attacking.

Your Borg may abduct and/or assimilate opposing personnel during personal combat using appropriate cards. See **abduction**, **assimilation**.

Cards such as Rogue Borg Mercenaries, Crisis, Outpost Raid and the Borg Ship dilemma are considered "rogue" and are not part of your collective. Thus, they affect your Borg cards normally.

**ASSIMILATION**

You may assimilate planets or your opponent's personnel and ships by using Objective and other cards that allow assimilation. Cards that allow you to assimilate personnel include the Talon Drone, Assimilation Tubules, Assimilate Counterpart and **Borg Servo**. (See Executing Orders – Engaging in Battle.)

Borg do not assimilate (or target for assimilation) ANIMALs or holographic re-creations. Such personnel are excluded from any selections for abduction or assimilation. All other personnel may be assimilated normally, including androids and changelings.

Assimilate Planet and Assimilate Homeworld allow you to assimilate planets (along with any facilities that may be located there). Assimilate Starship allows you to assimilate ships. (See Executing Orders – Scouting Locations and Scouting Ships.)

When personnel, ships or planets are assimilated, they come under your control and undergo specific transformations. See **assimilation**. You may assimilate only cards which you do not already control, and only if a card (or rule) allows it. (Your Borg may not assimilate personnel you have captured unless a card or rule allows you to do so.) The Borg do not commandeer.

**CUSTOMIZING A DECK**

The Borg follow all normal deck-building rules with one additional restriction. When you are using [Borg] affiliation cards, you may not include any non-Borg personnel, ships, or facilities in your seed cards, draw deck or any side decks. All other cards (sites, equipment, artifacts, events, interrupts etc.) are legal to include in your Borg deck, but some may not be useful. For example, many Equipment cards such as hand weapons and PADDs are restricted to use by specific affiliations (various drones provide similar capabilities to the Borg). Also, most cards which provide bonus points are useless to the Borg.

A card bearing the "Borg Use Only" [BO] icon in its title bar can be stocked in your deck and used *only* when playing the Borg affiliation.

**SEED CARDS**

Your game deck is limited to 30 seed cards (not counting Mission and Site cards, which seed "for free").

Even though the Borg never attempt missions, your seed cards *must* include exactly six missions. Each of your six missions must be different, except for those that are universal (their card title begins with the universal ♠ symbol). Be sure to choose missions which you may target with objectives such as Establish Gateway or Assimilate Planet. You may not include extra missions in your seed cards (although you should have some universal missions available "outside the game" to replace duplicated unique missions).

Your seed cards may also include up to six sites. Although there are no [Borg] affiliation Nors, you may wish to seed sites on your opponent's Nor. You may not include extra sites in your seed cards, either in your 30 counted seed cards or in your "seeds for free" cards.

**DRAW DECK**

Your draw deck may be of any size, as long as it contains *at least* 30 cards. You may put any card in your draw deck (except Tactic cards, O-icon cards, and non-Borg personnel, ships, or facilities), although you should avoid cards that must be *seeded* rather than *played* – such as dilemmas – because normally there is no way to use them in your draw

deck. You may include as many copies of each card as you like; in fact, most decks include extra copies of important cards to increase the likelihood that they will come into play early in the game. An additional consideration for a Borg deck is the need for a high proportion of cards containing the subcommand icons required for successful probes.

#### SIDE DECKS

When playing Borg, you may use any or all of the available side decks (Q's Tent, Q-Continuum, Battle Bridge). While some Tactic cards (such as Borg Cutting Beam) have a [BO] icon, you may use any Tactic card in your Battle Bridge side deck.

#### HOW TO PLAY

The goal of the game is to score 100 points – primarily by completing [BO] objectives. The game begins by choosing a starting player using any mutually agreeable method.

Each game consists of four *seed phases* followed by the *play phase*. The starting player will go first in each seed phase and will take the first turn in the play phase.

#### THE SEED PHASES

There are four seed phases that must occur in sequence: doorway phase, mission phase, dilemma phase and facility phase (called the “outpost phase” on some cards. The first three phases are the same whether you are playing Borg or another affiliation. Some special interim rules apply to seeding a Borg Outpost in the facility phase.

##### 1. DOORWAY PHASE

All normal doorway phase seeding rules apply. (The Transwarp Network Gateway, a seedable [BO] Doorway card, specifies that it seeds during the outpost phase.)

##### 2. MISSION PHASE

All normal mission phase seeding rules apply.

##### 3. DILEMMA PHASE

All normal dilemma phase seeding rules apply. If you reveal your own mis-seeded card in a scouting attempt, you may not complete any objective targeting that mission.

##### 4. FACILITY PHASE

After the dilemma phase is completed, you and your opponent take turns establishing facilities (and any related sites) in their native quadrant.

**Outposts** – The only [Borg] facility is the Borg Outpost, which has a  $\Delta$  Delta icon, indicating that it is native to the Delta Quadrant. Because no missions exist yet for the Delta Quadrant, certain interim rules apply to use of the Borg Outpost. You may seed one Borg Outpost on your side of the table, away from the spaceline. (You may *not* use the Borg Outpost's special download of a Transwarp Network Gateway during the seed phase, because a [Nav] Borg must be present to download that doorway into play.)

This seeded outpost represents both an outpost and a location (but not a “spaceline location,” because there is no Delta Quadrant spaceline yet). This outpost/location is conceptually in the Delta Quadrant and its location is completely unknown to your opponent. Thus, your opponent (even if also playing Borg) may not move to your outpost or target the outpost, the location itself or any cards at the location in any way. For example, he may not play a Revolving Door to close a Transwarp Network Gateway played at the outpost, a Temporal Rift on a ship located at the outpost, or a Brain Drain on a personnel at the location.

You are not required to seed a Borg Outpost if your strategy does not require one; there are other ways to report Borg ships and personnel. However, there is currently no way to establish a Borg Outpost in the Delta Quadrant during the play phase.

**Transwarp Network Gateway** – You may also seed one Transwarp Network Gateway during the facility phase, as specified in that card's game text. Place it on the mission at either end of either spaceline. (It does not form a separate location, but is located at that mission location.) Again, you are not required to seed one, but you will generally want one if your strategy includes a Delta Quadrant Borg Outpost. (See Staffing and Moving Ships in the *Executing Orders* section below for how to use Transwarp Network Gateways.)

**Sites** – You may seed up to six sites during the facility phase. Although there are no [Borg] stations, you may include sites (which have no affiliation) in your deck to seed on an opponent's Nor.

#### OTHER SEEDING RULES

All other normal seeding rules apply. Cards with **hidden agenda** icons seed face down. Seedable [BO] objectives and incidents, like any seedable card that does not belong to or specify a particular seed phase, may be seeded during any of the seed phases. Establish Gateway and Salvage Starship are seedable [BO] objectives which gives you a current objective to begin the game. No other [BO] objectives are currently seedable.

#### THE PLAY PHASE

Shuffle your draw deck and place it face down on the table. Draw seven cards to form your starting hand. The starting player takes the first turn, then players alternate turns, following the normal turn order (play a card, execute orders, draw a card to end your turn).

##### 1. PLAY A CARD

After carrying out any game text that says it takes place at “start of turn,” you may play one card from your hand. This is referred to as your “normal card play.” Additional cards may be played at various times during your turn by **downloading**.

Cards are always played face up, unless they have a **hidden agenda** icon.

You may normally play cards with an Alternate Universe [AU] icon *only* if you have an open Doorway card which allows such cards to play, such as the Alternate Universe Door or Space-Time Portal. The Borg assimilated counterparts (except Locutus of Borg) all have [AU] icons.

Card plays are of two types: “reporting for duty” and other card plays.

##### REPORTING CARDS FOR DUTY

Personnel, Ship and Equipment cards must *report for duty* to a compatible outpost or other place that allows reporting (i.e., personnel may not normally be reported directly aboard a ship or to a planet, unless a card text allows it).

When a facility allows you to report a card for duty, you may do so only if the card to be reported is compatible with the facility, and that card and the facility are both in their native quadrant. (When the reporting is allowed by another card, such as Devidian Door, the card may report to any quadrant, even if it happens to be reporting aboard a facility.) All Borg affiliation cards (except assimilated counterparts) have a  $\Delta$  icon and are native to the Delta Quadrant. Thus, Delta Quadrant Borg ships and personnel may not be reported to any facility in the Alpha or Gamma quadrant. Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant.

Specific card text may allow reporting for duty in other ways. You may report your Borg to the Alpha or Gamma quadrant using the text of such cards as Borg Cube, Borg Scout Vessel, Retask, Scout Encounter and Undetected Beam-In.

*Personnel cards*

Any Borg personnel with a  $\Delta$  icon may report for duty at your Borg Outpost in the Delta Quadrant. Place the Personnel card face up at the Outpost and announce the card name. This personnel is now located at the facility. After reporting, stack Personnel cards underneath the Outpost card.

The game text of Borg Cube (also Queen's Borg Cube and Locutus' Borg Cube) allows your Borg personnel to report aboard the ship in any quadrant. Thus, a Borg Cube functions as a "mobile outpost" for Borg personnel. This is a primary method for bringing assimilated counterparts into play, as their lack of a  $\Delta$  icon will not allow them to report at your Borg Outpost.

Borg drones may be downloaded using the **Undetected Beam-In** dilemma. Other methods of reporting Borg personnel along with a ship are discussed in the next section, Ship cards.

You may have only one copy of each non-universal (unique or Borg Queen) personnel in play at a given time. You may stock extra copies of such cards in your deck, but while one is in play, you may not play another. On the other hand, you may have any number of copies of a  $\clubsuit$  universal personnel in play at a given time. While most drones are universal, a few, such as Seven of Nine and Third of Five, are not.

*Ship cards*

Any Borg affiliation ship may report for duty by docking at the Borg Outpost in the Delta Quadrant. Place the ship face up at the outpost and announce the card name. Then place it underneath the Outpost card. If there are personnel stacked there, place the ship underneath the personnel.

The Borg Scout Vessel may use its own game text to *report with crew* to a Transwarp Network Gateway at any Alpha or Gamma quadrant spaceline end. "Report with crew" means to simultaneously report a ship with any number of compatible Personnel and/or Equipment cards *from your hand* (you may *not* download the cards unless specified). You must report at least enough personnel to meet the staffing requirements (in this case, one [Nav] Borg), but may report as many more as you wish; the personnel may include drones, a Borg Queen and/or a counterpart. The Transwarp Network Gateway may be one you seeded or played previously, but if there is no Gateway at the spaceline end where you wish to report the Borg Scout Vessel, you must download one. See **downloading**.

A Borg Sphere (including Queen's Borg Sphere) may be reported directly aboard a Borg Cube in any quadrant, using the Borg Sphere's text.

A universal Borg Cube and seven drones may be reported with the **Retask** event; a Borg Scout Vessel with one or two universal personnel may be reported with the **Scout Encounter** dilemma.

You may have only one copy of a unique ship in play at a given time. You may have any number of copies of a  $\clubsuit$  universal ship in play at a given time.

*Equipment cards*

Equipment cards enter play like personnel, typically by reporting to a facility in its native quadrant. (Because Equipment cards have no affiliation icons, they are compatible with all facilities.) Borg Cubes (including Queen's Borg Cube and Locutus' Borg Cube) allow [BO] Equipment cards (but not other Equipment cards) to report aboard the ship.

*OTHER CARD PLAYS*

Instead of reporting a Ship, Personnel or Equipment card for duty, you may play some other kind of card. Most cards follow the same card play rules whether you are playing Borg or another affiliation. There are a few important points to note about some card types:

*Facility cards*

Just as other affiliations may build an outpost "at any location" with a matching affiliation icon, Borg may build an outpost "at any location" they've assimilated (even a homeworld), if a Borg ENGINEER is present as specified on the Outpost card. (Space locations are not assimilated, so you are limited to planet locations.) Although you may build Borg outposts on the Alpha or Gamma quadrant spacelines in this manner, you may not report cards for duty at such outposts (because the outpost is not native to the quadrant). However, such an outpost may perform other appropriate functions such as repairing ships or extending SHIELDS.

You may not build a facility at any location where you already have a facility (whether you built or assimilated the facility). You may not use your opponent's outposts unless a card specifically allows it.

*Objective cards*

When you are playing Borg and you have an uncompleted [BO] (Borg Use Only) Objective card face up in play, this is defined as your *current objective*. You are limited to one [BO] current objective at a time. You may have any number of non-[BO] objectives in play at a time. You may also have other [BO] cards such as incidents in play.

When you play (or activate) a Borg Objective card, you must immediately target (select) an appropriate location, ship or personnel as specified by the objective. Objectives may target solved or unsolved mission locations. The objective then allows your Borg to scout the ship or location, initiate battle, abduct a target etc. (You are not required to perform these actions, but you may not probe to complete the objective until you have completed scouting, if appropriate, and meet any other requirements on the objective.) If the target of the objective is removed from play (for example, a targeted personnel is killed or a targeted ship returns to its owner's hand) or becomes an invalid target, the Objective card is immediately discarded. Otherwise, the objective remains in play until discarded or relocated according to its game text or when its countdown has expired.

The points earned from a [BO] objective are *non-bonus* points. Points from other (non-Borg) objectives and from all other cards are *bonus* points.

*Time Location cards*

A time location is placed by itself on the table, creating its own planet or space location separate from the spacelines. The card may have special instructions to be carried out when it is played; if you cannot carry out all instructions, you may not play the time location. If you play the time location Montana Missile Complex, required for the objective Stop First Contact, you must seed a *Phoenix* under it from outside the game.

**2. EXECUTE ORDERS**

After you play a card from your hand (or choose not to do so this turn), you can execute orders – that is, move and/or use your cards already in play. There is no limit on the number of actions you can take in one turn. You can move personnel and equipment, staff and move ships, scout locations or ships, engage in battle or even do all of these things. However, while the Borg may staff and move ships freely, they normally require an objective or other card to allow them to form Away Teams, scout or initiate battle.

*MOVING PERSONNEL AND EQUIPMENT*

When your personnel are aboard a ship or space facility that you control, they are a crew. *In all other situations*, they are an Away Team (for example, a Borg scout on a planet is an Away Team). When aboard a ship or facility *controlled by your opponent*, they are also called **intruders**. Intruders cannot scout missions, but may battle opposing

personnel present (if allowed – see the section on *Battle* below for restrictions).

Your Borg may not form Away Teams (either on a planet or on an opponent's ship or facility) except when counter-attacking or when allowed by your current objective or another card (e.g., Emergency Transporter Armbands, Near-Warp Transport, Iconian Gateway, Devidian Door). Examples:

- If your opponent attacks your cards, on your next turn you may initiate one or more counter-attacks against any of his cards still at the location of the previous battle. For example, you may beam an Away Team of any number of Borg to your opponent's ship or facility, or to a planet, to battle his crew or Away Team.
- Emergency Transporter Armbands allows you to beam your personnel "at any time." You could beam an Away Team of any number of Borg to a planet or opposing ship.
- If your Borg are on a planet where an Iconian Gateway has been played, they may move through the Iconian Gateway to any other planet, forming a new Away Team on that planet.
- An objective which allows you to scout a planet allows you to beam scouts to that planet, one at a time; see *Scouting Locations* below. (You may also scout with an Away Team of any size formed by some other means.)

Once they have formed an Away Team, your Borg may beam back to your ship or facility without any special permission.

Your Borg located at a facility may board your Borg affiliation ships located at the same facility. Like all outposts, Borg Outposts are conceptually located "in space," even when built at an assimilated planet, and docked ships may be boarded without beaming.

#### *Beaming*

You may not beam personnel aboard an opponent's non-Borg ship or facility which is protected by SHIELDS, unless a card allows you to drop or beam through the SHIELDS. The Transport Drone, Two of Eleven, allows you to use your transporters to beam through your opponent's SHIELDS, including the SHIELDS of a Nor. (The Transport Drone must remain aboard your ship to "operate" the transporters.)

Borg SHIELDS do not block transporter beams, except during ship battle. Thus, your opponent may normally use his own transporters to beam his personnel and equipment to and from your Borg ship (or outpost) at the same location.

#### *STAFFING AND MOVING SHIPS*

Each ship requires a minimum crew aboard before it can move. Crew requirements for each ship are listed on the card, as subcommand and/or [Borg] affiliation icons. If a ship lists no specific crew requirements, any one [Borg] personnel can fly it.

One personnel cannot meet more than one staffing requirement. Thus, a Borg Cube requiring seven staffing icons must be staffed by a minimum of seven personnel, even if one of the personnel (such as the Borg Queen or a counterpart) has more than one of the required icons. (Seven of Nine is an exception; her game text allows her to apply all three of her subcommand icons to staffing a ship.)

The minimum crew is not needed for scouting space missions, initiating battle, or other actions that do not involve ship movement. For such actions, any [Borg] personnel aboard will suffice.

A stalled ship (one that cannot move because of insufficient staffing) can still beam Away Teams, attack and defend itself, or scout the mission at its location (if your current objective permits any of these actions).

#### *Movement Between Quadrants*

A ship may not move from one quadrant to the other (including to and from the Delta Quadrant Borg Outpost) without a card such as

Transwarp Network Gateway, Wormhole or Bajoran Wormhole. You may move your own Borg ships to and from your Delta Quadrant outpost (location) using appropriate cards. Neither you nor your opponent may move your opponent's ships to this outpost/location (even if he is also playing Borg).

*Bajoran Wormhole* – A Borg affiliation ship may move between the Alpha and Gamma quadrants through the Bajoran Wormhole as noted on that card (it will be "stopped" after passing through unless Wormhole Navigation Schematic is played).

*Wormhole* – Any ship may use a pair of Wormholes to move from one location to another location on any spaceline. A Borg affiliation ship may use a pair of Wormholes to move between its Delta Quadrant Borg Outpost and any location on any spaceline.

*Transwarp Network Gateway* – Traveling between quadrants (or between locations within a single quadrant) with the [BO] Transwarp Network Gateway requires two Transwarp Network Gateway doorways in play at different locations, plus another Transwarp Network Gateway (or a Transwarp Conduit interrupt) played from the hand. There are several ways to bring Transwarp Network Gateways (TNGs) into play:

- You may seed one TNG at an end location of either spaceline during the facility phase.
- A TNG may be played on any spaceline location where you have a [Nav] Borg present. Because it is a Doorway card, it does not use your normal card play, but may be played only during your own turn.
- If you report a Borg Scout Vessel with crew to a spaceline end where you do not already have a TNG, you must download one to that location. (The required staffing of the Borg Scout Vessel provides the required [Nav] Borg.)
- The Establish Gateway objective requires you to download a TNG to the target location upon completion. You must have a [Nav] Borg present to do so.
- You may download a TNG to your Delta Quadrant Borg Outpost using the outpost's special download icon (you may not play a TNG there normally because the outpost is not a *spaceline* location). You must have a [Nav] Borg at the outpost location in order to download the TNG into play.

Once you have two TNGs in play, simply play a Transwarp Network Gateway (or a Transwarp Conduit interrupt) from your hand to allow any or all of your ships at the location of one TNG move to the location of another TNG. Each ship must be fully staffed for movement. This movement uses no RANGE (similar to movement with a pair of Wormholes). Discard the doorway or interrupt you just played after movement is complete. The other TNGs remain in play at their locations.

#### *Movement To and From a Time Location*

Movement between a time location and a spaceline is a form of time travel and is possible only via the Temporal Vortex doorway, a pair of Wormhole interrupts, a Q-related "relocator card" such as Where's Guinan or Jealous Amanda, or any card that specifies that it allows time travel. A Transwarp Network Gateway may not be played on a time location; it plays only on a spaceline location.

#### *SCOUTING LOCATIONS*

Unlike other affiliations, Borg never attempt missions. Instead, they use Objective cards to *scout* locations. Scouting conceptually represents overcoming resistance (encountering dilemmas and Q-Flashes) and gathering data.

Borg encounter and resolve dilemmas and Q-Flashes in the same way that non-Borg do during mission attempts, subject to a few additional rules:

- When your Borg are confronted with a dilemma or Q-icon card which is point-related (and does not specify that it affects Borg), play out the card but ignore the points. (Discard the dilemma when you are done with it rather than placing it in your bonus point area.) If that card presents a choice, you must choose an option which is not point-related, if possible.
- Discard gender-related dilemmas such as Love Interests or Matriarchal Society.
- Borg personnel have no classification. Any cards which specifically require or change classifications, such as Scottish Setter, do not affect Borg. However, a dilemma which specifies a personnel type, such as OFFICER, without specifying classification or skill, will affect the Borg normally.
- Dilemma text such as “Abandon mission attempt...” or “Mission may not be attempted” does not affect Borg, because they do not attempt missions. Ignore such text, and discard the dilemma if it is wholly inapplicable. However, the text “Mission continues” should be taken to mean “Scouting continues” for Borg.

In general, dilemmas affect Borg normally. With the exceptions noted above, Borg must meet all conditions imposed by a dilemma in order to pass it, including requirements for skills that the Borg do not possess, such as Empathy. Such skills may be provided by assimilating a personnel with the required skill, or by selecting that skill for the Borg Queen at the beginning of a turn, and sharing the skill if necessary through the **Interlink Drone**. Such dilemmas may also be nullified (on a subsequent encounter) with Adapt: Negate Obstruction.

Before you may scout a location, you must have an activated current objective targeting the location.

**Scouting Planets** – Begin scouting a planet by beaming down a *single* scout (any Borg personnel) or have a single scout disembark from a landed ship. Announce that you are scouting the mission. This scout begins to encounter dilemmas and Q-Flashes, similar to a mission attempt. (If an artifact is encountered, move it to the back of the stack as usual.) If that scout is “stopped,” killed or otherwise unable to continue, you may beam down another scout to begin a new scouting attempt, and so on. On your next turn, you may beam down another scout to join those already on the planet, and so on. As a result of being “stopped,” scouts may accumulate on the planet. On your next turn, they may resume scouting together, assist a newly arriving scout, etc. Like other personnel, your “unstopped” Borg already on a planet form a single Away Team, but may beam separately or together.

While scouting normally begins with a single scout, if you have multiple “unstopped” Borg on a planet by any legal means (e.g., beamed with Emergency Transporter Armbands, left from a counter-attack etc.), they may be used together to scout the planet if it is targeted by your current objective, even if you have not previously begun scouting with a single Borg.

**Scouting Space Locations** – Begin scouting a space location by selecting the crew of one of your Borg ships to encounter dilemmas and Q-Flashes there. Announce that you are scouting the mission. If that crew is unable to continue, you may select the crew of another ship to begin another scouting attempt.

**Scouting Dual-Icon Locations** – A dual-icon mission may be targeted by an objective either as a space location or as a planet, or even as both by successive objectives (space first, then planet). The Borg do not need both a crew and an Away Team to scout a dual-icon mission. Scouting proceeds as usual for the type of location that is targeted, using a crew on a ship to scout the space location (encountering only space and space/planet dilemmas, and Q-Flashes), or beaming down single scouts to scout the planet (encountering only planet and space/planet

dilemmas, and Q-Flashes). Move inapplicable dilemmas to the back of the seed stack.

When Borg are scouting a location, any artifacts (or cards seeded like artifacts) encountered there are “moved to the back” normally. The Borg must complete an objective targeting that location before a Survey Drone can acquire the artifact(s). (Picard’s Artificial Heart is acquired by its owner upon completion of *scouting*. At a dual-icon mission, space-permissible artifacts may be acquired upon completion of a space objective. Any planet artifacts may be acquired only after completion of Assimilate Planet.) If you have no Survey Drone on the planet (or aboard a ship at a space location) when you complete the objective, the artifacts are placed face up on the mission and may be acquired later by your Survey Drone or by any non-Borg personnel present. (However, the Survey Drone may not beam down to a planet without a card allowing him to do so. Once scouting is complete, the objective no longer allows scouts to beam to the planet.)

Like a mission attempt, a scouting attempt is one action that may not be interrupted (except by valid responses to dilemmas or Q-icon cards and by actions that suspend play), and may not be aborted unless the entire Away Team or crew is “stopped” or removed from the location.

After a scouting attempt is over (whether scouting is complete or not), your “unstopped” Borg are free to beam back up to the ship if desired, or remain to acquire artifacts, if any, when the objective is completed. Objectives targeting a location require that you have Borg (or a counterpart, for Assimilate Homeworld) at the location to probe; they need not be on the planet.

Scouting a planet or space location is complete at the end of your turn if you have scouted it at least once, and no dilemmas or Q-Flashes remain to be encountered. (It does not matter if there are any Borg remaining or if they are “stopped” by the last dilemma. A dilemma that has entered play, such as Friendly Fire or Cytherians, no longer remains to be encountered, and so does not prevent scouting from being complete.) Your Borg must complete scouting before you may probe to determine your current objective’s outcome. You may not probe on the same turn in which you completed scouting. You also may not probe if your Borg participated in any battles at the targeted location during your current turn or during your opponent’s previous turn. **Probing** takes place at the end of your turn (see Card Play – End-of-Turn Actions below).

When an objective calls for scouting a mission location, you must scout even if there are no dilemmas remaining when you begin scouting (because none were seeded, or your opponent cleared them during a mission attempt). In other words, you must bring one scout to a planet mission, or bring a ship and crew to a space mission, and announce that you are scouting that location. At the end of that turn, scouting is complete.

When an objective requires you to target a space mission “if not yet scouted,” it must be a mission which neither you nor your Borg opponent has completed scouting. The absence of dilemmas for other reasons (such as a non-Borg opponent attempting the mission) does not mean the mission has been scouted. If your opponent completes scouting a mission after you have targeted it, it does not discard your objective.

#### SCOUTING SHIPS

An Objective card may direct your Borg to scout a ship. As with scouting a location, scouting a ship conceptually represents overcoming resistance and gathering data. Before you may scout a ship, you must have an activated current objective targeting the ship.

Begin scouting an enemy ship by beaming over a single scout. (If you already have one or more Borg aboard the ship from Undetected Beam-In, Borg Servo, counter-attacking etc., they may scout the ship.)

If that scout is somehow “stopped,” killed, disabled, lost, etc. before the end of your turn, you may beam over a replacement. On your next turn you may beam over another scout, and so on. Note that you will need the Transport Drone, Two of Eleven, to beam through your opponent’s SHIELDS (unless your opponent is also playing Borg).

If your opponent attacks your scout(s) during his turn, you may counter-attack during your next turn with any number of Borg. Those Borg are free to remain on the enemy ship and continue scouting on your next turn.

Scouting an enemy ship is complete at the end of your turn if you have Borg aboard that ship. As when scouting a location, your Borg must complete scouting before you may probe to determine your current objective’s outcome. You may not probe on the same turn you completed scouting, or if your Borg participated in any battles at the location of the targeted ship during your current turn or during your opponent’s previous turn. Once scouting is complete, you do not have to complete scouting again (with another delay before probing) if your scout is killed before you can probe (though you must meet the requirements of the objective, such as having Computer Skill aboard). **Probing** takes place at the end of your turn (see Card Play – End-of-Turn Actions below).

#### COMMANDEERING

Borg may not commandeer a ship or facility; instead, they must use a card that allows them to assimilate it.

#### ASSIMILATION

Assimilation is not a distinct type of “executing orders,” but is accomplished using Objective and other cards that allow assimilation. For example, opposing personnel may be abducted and/or assimilated during personnel battle using the Talon Drone, Assimilation Tubules or Assimilate Counterpart. Assimilate Planet and Assimilate Homeworld allow you to assimilate planets (along with any facilities that may be located there). Assimilate Starship allows you to assimilate ships. See Engaging in Battle, Scouting Locations and Scouting Ships.

#### ENGAGING IN BATTLE

The Borg conduct battle in the same way as all other affiliations (see the Rulebook for standard battle rules), subject to a few special considerations:

- Each of your ships, facilities or Away Teams that wishes to initiate an attack must have a [Def] personnel present. If the facility is a Nor, the [Def] personnel must be in Ops. (The Borg may not use a “leader” to initiate battle unless that leader also has a [Def] icon.)
- Borg forces may not initiate battle except when counter-attacking or when allowed or required by your current objective or another card. When allowed to initiate battle, they may attack any affiliation including opposing Borg.
- If your opponent attacks you, during your next turn you may initiate one or more *counter-attacks* against any or all of your opponent’s ships, Away Teams, facilities, crews (if you can beam through the SHIELDS) etc. which are still at the location of the opponent’s attack, regardless of the form of the original attack. When you counter-attack, no [Def] personnel is required and no affiliation restrictions apply (no current objective or other card is needed to allow the counter-attack).

#### Personnel Battles

All normal rules for personnel battle apply to Borg. Some cards allow you to abduct and/or assimilate personnel during personal combat. See **abduction and assimilation**.

- When your Talon Drone (Three of Nineteen) stuns an adversary in personal combat, it may abduct and assimilate (as a drone) the adversary (it cannot abduct without assimilating). Both the Talon

Drone and the adversary are removed from the battle and may beam back to your ship.

- When the target of your Assimilate Counterpart objective is engaged in combat by any of your Borg, that Borg may immediately abduct the target, regardless of their relative STRENGTHS. Both that Borg and the target are removed from the battle and may beam back to your ship. Abduction is not required – the engagement may instead proceed normally with one of the combatants being stunned or mortally wounded (however, your Talon Drone may not use its skill to abduct and assimilate the stunned target, because a target for Assimilate Counterpart may not be assimilated as a drone). The target is not assimilated as a counterpart until the objective is completed with a successful probe.
- After you determine the winner of the overall battle, if you have a Talon Drone in the battle who is not stunned or mortally wounded, you may play one or more copies of Assimilation Tubules to allow the Talon Drone to assimilate (as drones) mortally wounded adversaries. They are not abducted and may not beam back until they are “unstopped.”

#### Ship Battles

While you may normally select only one target in a ship battle (either for the initial attack or returning fire), Borg-affiliation ships with a Multiplexor Drone (Nine of Seventeen) aboard are allowed to fire WEAPONS against multiple targets in the same battle, if a current objective or other card allows targeting of multiple ships (no objective currently allows this, but Gowron of Borg’s special skill will allow it), if returning fire or if counter-attacking. For example, if your opponent attacked any of your forces on the previous turn, and he has two ships and an outpost at the location of that attack, your Borg Cube with a Multiplexor Drone and two other [Def] Borg aboard (total of 3 [Def]) may target both ships and the outpost in a single battle, with 24 WEAPONS against *each* of the three targets. This expands the fire (or return fire) portion of the battle into two or more engagements. Each engagement has only one target, but it is possible to have multiple cards firing upon that target.

Compute separate ATTACK and DEFENSE totals for each engagement, repeatedly using the appropriate bonuses from each player’s current tactic each time. In other words, each player is limited to one current tactic for the battle, but it will apply to each engagement. Apply damage only after you have determined the outcomes (hits and direct hits) for all engagements.

If your multiplexed Borg ship scores a hit (or direct hit) against two or more targets and your current tactic has a [down] symbol, use that card as the damage marker for one of those targets (your choice) and treat that symbol as [flip] for damage to each remaining target. All damage markers drawn from your side deck must be placed on the hit targets randomly.

The Eliminate Starship objective allows you to battle the targeted ship. If you destroy it in battle, you must immediately *probe* to complete the objective (you do not wait until the end of your turn). See **probing**.

### 3. DRAW A CARD

#### End-of-Turn Actions

After you have finished executing orders, perform any actions that may or must take place at the end of your turn (such as being forced to discard by a Static Warp Bubble), before drawing a card from your draw deck to end your turn. If there is more than one thing scheduled to happen at the end of your turn, you may choose which to do first (but all mandatory end-of-turn actions must happen before optional ones). For example, suppose both a Borg Ship dilemma and a Sheliak dilemma must move at the end of this turn, and you wish to probe. You

choose which dilemma moves first, and after both have moved you may probe.

#### Probing

The most common end-of-turn action for Borg is **probing** to complete an objective. Before you may probe to complete your current objective, you must complete scouting of the location or ship (if the objective involves scouting) or abduct a target (for Assimilate Counterpart). See Executing Orders – Scouting Locations and Scouting Ships for how to determine if scouting is complete. You must also meet any requirements for probing printed on the Objective card (such as having Borg at the location). You may *not* probe to complete your current objective

- on the same turn in which your Borg completed scouting; or
- if your Borg participated in any battles (including Rogue Borg or Borg Ship dilemma battles) at the location of the objective's target during your current turn or during your opponent's previous turn.

(That is, your opponent may delay completion of your current objective by battling your Borg.)

(If a card other than your current objective allows or requires you to probe, these restrictions do not prevent you from probing, but you cannot use the probe results for your current objective.)

#### Drawing a Card

After all end-of-turn actions are complete, draw one card from your draw deck to signal the end of your turn. Instead, you may perform an action “in place of one card draw,” such as **downloading** a card using the Borg Queen's skill.

If you are prevented from drawing a card (for example, by the game text of Q's Tent, or because there are no cards left in your draw deck), then you simply announce when you are done with your turn.

### ENDING THE GAME

Players continue taking turns until one player scores 100 points and is declared the winner, or until both players' draw decks run out (at which point the player with the most points is declared the winner).

### BORG GLOSSARY

Entries are arranged alphabetically, ignoring apostrophes and quotation marks and treating hyphens, dashes and colons as spaces. Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven), except for Seven of Nine.

Text in square or angle brackets represents an icon. A few icon designations are listed below.

#### ICON LEGEND

[AU]	Alternate Universe
[Borg]	Borg affiliation
[BO]	Borg use only
[Com]	Communication subcommand (blue icon)
[Def]	Defense subcommand (red icon)
[DQ]	Delta Quadrant
[Nav]	Navigation subcommand (green icon)
[P]	Planet
[S]	Space
[S/P]	Space/Planet
[SD]	Special download
[univ]	Universal

**abduction** – Cards such as Assimilate Counterpart and the Talon Drone (Three of Nineteen) allow your Borg to abduct a personnel during personal combat. When this happens, both combatants cease to

participate in the battle and may immediately beam away (if possible), but are still “stopped.”

The abducted personnel is considered to be escorted by your Borg present. On later turns you may move it around (like equipment). If the abducted personnel is ever unescorted, your opponent can rescue them with his own personnel present.

Abducted personnel are **disabled**, and do not participate in battles. They are not considered captives and thus may not be rescued by the Rescue Captives card. An abducted personnel who becomes assimilated is no longer considered abducted.

**Adapt: Negate Obstruction** – You must play another copy of this interrupt each time you encounter another copy of a dilemma that you wish to adapt to. A dilemma may be nullified by this interrupt *only* just after that dilemma is revealed in a Borg scouting attempt.

**Add Distinctiveness** – For this incident, seed cards (which must be placed out-of-play) include missions, dilemmas, artifacts and any other card which is only seedable (has no normal “play” function).

Any non-Borg personnel or ships obtained from an expansion pack with this incident are considered assimilated before you report them for duty (thus rendering [AU] icons, for example, irrelevant). Their native quadrant does not change. If played immediately, such cards may be reported anywhere (e.g., ships to any spaceline location or your Borg Outpost; personnel to any of your ships or outposts or to a planet). If you place them in your hand to play later, you must obey all reporting restrictions, including native quadrant restrictions.

**Assimilate Counterpart** – When choosing a target for this objective, your opponent is required to reveal to you the names and locations of all of his personnel in play.

**Assimilate Homeworld** – If the target of this objective is destroyed (for example, by a Supernova), the objective would be immediately discarded. Any Stop First Contact or Build Interplexing Beacon objective suspending Assimilate Homeworld would also be discarded.

**Assimilate Starship** – When choosing a target for this objective, your opponent is required to reveal to you the names and locations of all of his ships in play.

**assimilation** – You may assimilate planets or your opponent's personnel and ships by using Objective and other cards that allow assimilation. Cards that allow you to assimilate personnel include the Talon Drone, Assimilation Tubules, Assimilate Counterpart and Borg Servo. (Your Borg may not assimilate personnel you have captured unless a card or rule allows you to do so.) Assimilate Planet and Assimilate Homeworld allow you to assimilate planets (along with any facilities that may be located there). Assimilate Starship allows you to assimilate ships.

When personnel, ships or planets are assimilated, they come under your control and undergo specific transformations.

**Personnel assimilation** – When your Borg assimilate an opposing personnel, it becomes a Borg *drone* under your control and it undergoes the following transformations:

- Its affiliation changes to [Borg].
- Its name is irrelevant to the Borg (e.g., if you assimilated Wesley Crusher, he would not overcome the Zaldan dilemma). However, your opponent must still obey the **persona** rule (e.g., he may not report another copy of Wesley, or another version of his persona).
- Its classification becomes a regular skill (the first-listed skill).
- Its staffing ability changes to a subcommand icon, and, accordingly, its attributes adapt to service the Collective as follows:

Old Staffing	New Icon	INTEGRITY	CUNNING	STRENGTH
[Cmd]	[Com/Blue]	7	5	5
[Stf]	[Nav/Green]	5	7	5
Neither icon	[Def/Red]	5	5	7

- Its gender, species, **lore**, **restriction box** and any miscellaneous icons are immediately rendered irrelevant.

Borg do not assimilate (or target for assimilation) ANIMALS or holographic re-creations. Such personnel are excluded from any selections for abduction or assimilation. All other personnel may be assimilated normally, including androids and changelings.

In addition to drone assimilation, you may assimilate a male personnel as a *counterpart* by completing the Assimilate Counterpart objective. When this occurs, the counterpart undergoes the same transformations as a drone, with the following exceptions:

- He retains his gender, species and other lore information for Borg-related cards only. For example, an android counterpart will not trigger a dilemma that says, “If android present...”; a Klingon-species counterpart cannot enable the use of “Klingon use only” equipment; a counterpart is not affected by Male’s Love Interest.
- His staffing ability adapts to service the Collective by changing to all three subcommand icons ([Com][Nav][Def]). His INTEGRITY and CUNNING remain the same, and his STRENGTH is +3.
- His previous affiliation remains relevant for your Assimilate Homeworld objective. If he is multi-affiliation, all of his affiliation icons may be used for this purpose.

Your Collective is limited to one counterpart (or personnel targeted as such) at a time. While any personnel is targeted to become a counterpart, that personnel may not be assimilated as a drone and is therefore excluded from all such selections. Dual-personnel cards may not be targeted for assimilation as a counterpart. A counterpart may be converted to a drone with **He Will Make an Excellent Drone**.

Your Borg may assimilate your opponent’s Borg personnel. The normal rules for conversion of icons and adjustment of attributes do not apply if the assimilated personnel or ship is already Borg.

- A Borg drone retains its subcommand icon and attributes when assimilated by the opponent’s Borg, and simply becomes a member of a different collective.
- If the Borg Queen or a pre-assimilated **counterpart**, such as Locutus of Borg, is assimilated as a drone, it retains all three subcommand icons and the same attributes. Its gender, species, and lore become irrelevant.
- If you assimilate your opponent’s pre-assimilated counterpart as a counterpart (with the Assimilate Counterpart objective), he retains all his subcommand icons and the same attributes, and simply becomes a member of your collective. You will score points from the objective for his skill dot icons.

**Ship assimilation** – When your Borg assimilate an opposing ship, you take control of that ship and it undergoes the following transformations:

- Its affiliation changes to [Borg].
- Its name is irrelevant to the Borg, but your opponent must obey the persona rule.
- Non-Borg staffing requirements adapt to service the Collective:

Old Requirement	New Requirement
[Cmd]	[Com]
[Stf]	[Nav]
Other icon	[Def]
Other requirements	irrelevant
- Its lore and any other icons are irrelevant.

- If your Borg assimilate your opponent’s Borg ship, it retains all its staffing icons but is now under your control. Any shuttlecraft and other **carried ships** aboard are assimilated (but opposing personnel and equipment aboard are not).

**Planet assimilation** – When you assimilate a planet, it changes to [Borg] affiliation for purposes of building outposts there.

- Any seeded artifacts are place face up on the planet and may be later acquired by the Survey Drove, Sixteen of Nineteen, or by any non-Borg personnel present.
- Any opposing personnel, equipment and landed ships on that planet are assimilated. Any opposing facilities at that location, all personnel and equipment in or aboard a facility and all ships docked at a facility are also assimilated. Personnel aboard a docked ship are not assimilated. As part of the interim outpost rules, you may not report Borg cards for duty at an assimilated facility.

Other cards in play at that location are unaffected by the planet’s assimilation.

**Facility assimilation** – There is currently no way to assimilate a facility except as a side effect of assimilating a planet (all facilities at the location are assimilated). Once assimilated, a facility’s SHIELDS no longer prevent beaming (as with Borg ships).

**Borg Cube and Queen’s Borg Cube** – These ships are intended to allow reporting of Borg personnel and Borg Use Only [BO] equipment aboard. Other equipment must be reported at a Borg Outpost, played with Devidian Door, etc.

Personnel may report to this ship using its game text even while affected by a moving required action.

**Borg Queen** – The skill that this personnel selects must be a regular skill, and may be shared through the **Interlink Drone** like any other regular skill in the hive.

The Borg Queen’s enigma icon ★ indicates that she is neither universal nor unique, and thus is not affected by cards that specifically affect either universal or unique personnel. However, each player may have only one Borg Queen in play at any time.

**Borg Servo** – The personnel assimilated by this dilemma remains on the ship or planet where he was assimilated, until the Borg player can beam him to his Borg ship. Like all Borg, the newly assimilated drone must obey normal attack and movement requirements. Thus, he cannot attack unless attacked first or allowed by a current objective or other card. If on a ship, he may be used by the Borg player to scout the ship for Assimilate Starship on his turn, if that is his current objective.

**Build Interplexing Beacon** – See **timeline disruption**.

**cloaked ship** – You may probe for an objective involving a cloaked ship (or its crew) only if the objective’s target and results of a successful probe are internal to the ship. For example, Assimilate Planet targets a planet mission and has a successful outcome of assimilating the planet. If your Borg at the location are aboard a ship, the ship may not be cloaked when you probe, because a successful probe affects a planet external to the ship. Assimilate Counterpart targets a personnel and has a successful outcome of assimilating the counterpart. You may probe for this objective if the counterpart is on an Assimilation Table aboard a cloaked ship, because the effects are internal to the ship.

Cards may report to a cloaked ship (when allowed by a card such as Borg Cube).

**counterpart** – A Borg personnel with “assimilated counterpart” in his lore may be used as a “matching counterpart” for the objective

Assimilate Homeworld. A counterpart is not a drone and may not be downloaded or affected by cards that specify drones.

Your collective is limited to one counterpart in play at a time, even if that counterpart has an [AU] icon. This restriction is similar to the persona and “Unique” card rules, which allow you to have only one copy of a unique personnel (or its persona) in play at a time, one Dead End etc. Thus, if you have one counterpart in play, you may not play or assimilate another, and if you acquire another one (e.g., from a Cryosatellite), the second one must be discarded.

Because the assimilated counterparts do not have Delta Quadrant icons, you may not report them to a facility in the Delta Quadrant, or to a Borg Outpost built in any quadrant. An assimilated counterpart may be reported to a Borg Cube in any quadrant, or by any other legal reporting method that does not require reporting to a facility. See **He Will Make An Excellent Drone**.

**Cyber Drone (Five of Eleven)** – This drone’s special skill only prevents Borg personnel from entering stasis, and cannot release them from stasis once established.

It does not prevent ships from being placed in stasis (e.g., by the Quantum Singularity Lifeforms dilemma), though it can prevent the Borg personnel aboard from entering stasis. Because this dilemma only places ships and crews in stasis at the time it is encountered, if the Cyber Drone is beamed off the ship, the remaining Borg will remain active.

While the drone’s presence in a group of Borg relocated to an unsolved Qualor II Rendezvous would prevent them from entering stasis, he cannot release them from stasis if brought there after the relocation.

**downloading** – When you “download” a *target card*, you first look through any or all of four places: your hand, draw deck, Zalkonian Storage Capsule and Q’s Tent (if open). (If there is more than one possible target card for the download, you do not name a specific target before looking for and choosing one.) When you choose the target card you must reveal it to your opponent (even if it is a hidden agenda card), then you must put it directly into play. (If the download is “in place of a card draw,” or it specifically allows or requires you to place it in hand, you may download to your hand instead.)

Other rules for downloading are as follows:

- Downloading does not count as your *normal* card play, and is not considered a card draw. If the card is put into play, it is a card play and is subject to all normal responses to a card play, such as nullification. It is “played from” the source it was downloaded from, e.g., “played from your hand” or “played from your draw deck.”
- If a card says “download in place of one card draw,” you may use this ability each time you are allowed to draw a card.
- If the downloaded card has a Hidden Agenda icon, you may not activate it (unless it is a valid response, or was downloaded by a special download icon).
- Although some downloads are optional, others *require* you to download a certain target card (or group of target cards). If you cannot do everything required, the entire download is invalid. To verify that you could not carry out the download, your opponent is allowed to look through your hand, draw deck, Zalkonian Storage Capsule and Q’s Tent (if open).
- Attempting a download usually requires the expenditure of some resource such as playing a card, using a special icon or forfeiting a card draw. That resource remains used even if the download is invalid.

- If you attempt a download using a resource such as your card draw and the download is invalid because no target card is available, you may not attempt to use that download again unless a downloading source is replenished (discard pile regenerated into the draw deck) or reopened (a closed Q’s Tent).
- If any player looks through your draw deck during a download, you must reshuffle it afterwards.
- A download does not suspend play, except for *special downloads* and cards that specify that they suspend play.
- If you can download multiple cards to a location, you must download all cards to the same location.
- Downloads allowed by a special download icon ▼ have special requirements. See **downloading – special download**.

When a card is downloaded into play, you must obey all normal requirements for playing that card, whether stated in the rules or the cards’ game text.

**Downloading Ships, Personnel and Equipment:** When a card allows a download of a Ship, Personnel or Equipment card to a specific destination, you must play it (report it for duty) at the specified destination. “Specific destinations” include “download to here,” “to this location,” “to one of your ships,” “to an outpost” etc. A special download [SD] icon also implies a specific destination for cards played at a spaceline or timeline location.

When the download is allowed by a card *other than* a facility or site, the specific destination overrides normal reporting requirements related to *where* you play the card (e.g., a compatible facility, appropriate site, native quadrant). It does not override any restrictions on the downloaded card, such as an [AU] card requiring an open Alternate Universe Door or Space-Time Portal. When the download is allowed by a facility or site, you must obey all normal requirements. Examples:

- Wall of Ships: “Downloads any Enterprise.” All normal requirements apply. The ship must report to a compatible facility (and appropriate docking site at a Nor) in its native quadrant (except Enterprise-C), and reports docked at a space facility. An [AU] ship requires an appropriate doorway.
- Admiral Riker: “[SD] Any Enterprise (if aboard your matching facility).” The ship may report anywhere in space at the location of the matching facility Admiral Riker is aboard. It may report undocked, in the Gamma Quadrant etc. An [AU] ship requires an appropriate doorway.
- Recruit Mercenaries: “Downloads ... Treachery personnel ... to where you have Treachery present.” A facility is not required, and native quadrant is not required even if downloaded to a facility.
- Sleeper Trap: “may download to one site or planet here up to three different [univ] Cardassians and one hand weapon.” The cards may be downloaded to any one site at the location, regardless of the personnel classifications or the normal requirement to report a hand weapon to Security Office.
- Empok Nor: “each player may download to station any number of different compatible Site and Equipment cards.” Because a facility allows the download, you must obey the site restrictions for downloading equipment (e.g., MEDICAL-related equipment to Infirmary).

**Downloading Facilities:** When a card allows you to download a facility to a location, you must meet all normal requirements for building (playing) the facility, unless *specifically* overridden by the card text. These requirements include a non-homeworld, matching affiliation mission for outposts, no other facility controlled by you at the location

and any play requirements in the facility's game text (such as an appropriate ENGINEER for building an outpost). Examples:

- You may not download Primary Supply Depot with Establish Dominion Foothold, because that outpost may only be seeded, not built. You may download Remote Supply Depot only to a non-homeworld, [Dom] mission where you have no other facility and where you have a Dominion ENGINEER.
- Subjugate Planet specifically states that you may download Remote Supply Depot to the non-homeworld, non-[Dom] planet mission targeted by the objective. This overrides the matching affiliation requirement, but not the requirement for a Dominion ENGINEER.

*Downloading Sites:* When a card allows the download of a Site card to a facility, the site must be allowed to exist on that facility. For example, you may not download Garak's Tailor Shop to Empok Nor, because that site plays only on Terok Nor or DS9.

**downloading – special download** – A card with a special download icon ▼ allows you to suspend any action at any time (even during your opponent's turn) while you download the specified target card and immediately play it. If the card is played at (or to affect something at) one particular spaceline or timeline location, the special download icon must be at that location. (If it is not possible to play the card according to these rules, then the target card may not be downloaded.) For example, 10 and 01 may download Bynars Weapon Enhancement to the table at any time, because that event is not specific to one location.

When you use a special download icon to download a **hidden agenda** card, you must play that card to the table, then immediately reveal it and follow its game text (targeting something at the location of the special download icon if applicable).

A card with this icon allows a special download only once per game, no matter how many copies of that card you use during the game. On a Personnel card, this icon is defined as a special skill.

**drones** – A Borg drone has "Drone" as part of its Identification. All personnel assimilated from the opponent are drones unless assimilated as a counterpart. The Borg Queen and counterparts are not drones and may not be downloaded or affected by cards that specify drones.

**Eliminate Starship** – When choosing a target for this objective, your opponent is required to reveal to you the names and locations of all of his ships in play.

**enigma icon** – ★ See **Borg Queen**.

**equipment** – Because Equipment cards have no affiliation icons, they may be reported and carried in Away Teams or aboard ships (even by Borg) without regard to affiliation compatibility. However, to use equipment that is restricted to the use of a specific affiliation/species, the Away Team or crew must contain at least one member of that affiliation or species. Because the Borg are not compatible with non-Borg personnel, they are normally unable to use such equipment. (The **Procurement Drone** overcomes affiliation restrictions for use of *stolen* equipment only.)

Borg may not gain skills from equipment such as a Tricorder (which gives SCIENCE skill to ENGINEER-classification personnel), because they have no classifications, but they could use a Tricorder to pass Alien Labyrinth.

**Establish Gateway** – If there is already a Transwarp Network Gateway at the location where you complete this objective, you may use the Transwarp Network Gateway you download to move your ships through the network (instead of playing it on the spaceline).

**He Will Make An Excellent Drone** – This interrupt may play either on a Borg assimilated **counterpart**, such as Locutus of Borg, or on one of your opponent's personnel that you assimilated as a counterpart. A Borg assimilated counterpart retains all three subcommand icons and its normal attributes. A personnel that you assimilated as a counterpart is transformed in the same way that it would have been if originally assimilated as a drone, i.e., it retains one subcommand icon and attributes based on its original staffing icons. In either case, its gender, species and lore become irrelevant.

**hidden agenda** – Cards with a hidden agenda [HA] icon represent secret objectives or other clandestine strategies. When you seed or play such a card, you announce it as a hidden agenda card and place it face down on the table without showing it to your opponent (this counts as your turn during that seed phase, or as your normal card play, as appropriate). While face down, its identity is concealed and thus it is immune to general-use cards (e.g., Kevin Uxbridge).

When you use a special download icon to download a hidden agenda card, you must play that card to the table, then immediately reveal it and follow its game text (targeting something at the location of the special download icon if applicable).

You may activate a hidden agenda card by turning it face up at any time, between other actions or as a valid response to another action. Activating a hidden agenda does not suspend play. (A seeded hidden agenda may not be activated until after the play phase begins.) This immediately activates the card's game text. If there are any conditions specified by the card, you must meet them at this time (if you cannot, you must immediately turn the card face down again). Once activated, the card remains face up until removed from play. You may not seed or play a card as a hidden agenda if it does not bear a hidden agenda icon. If you violate this rule, you forfeit the game.

A hidden agenda card may not be seeded unless its text allows seeding.

**implant card** – This phrase, used on the Assimilation Table card, refers to any card with the word "implant" in the title, such as the Optical Implants event.

**Interlink Drone (Nine of Eleven)** – This personnel "Allows all Borg in this hive present with a [Com] Borg to share skills. Each such Borg has every shared skill at its highest level." Borg may share regular skills that do not actually appear in skills boxes in the hive, such as the selected skill of the Borg Queen and the classifications of assimilated personnel which have been converted into skills.

As an example of how this works, suppose you have an Away Team on a planet consisting of two Borg:

Bio-med Drone	[Com]	Biology, MEDICAL
Tactical Drone	[Def]	SECURITY

and you have a Borg ship orbiting that planet with the following crew:

Borg Queen	[Com][Nav][Def]	Empathy as "selected" skill
Gibson (assimilated)	[Def]	OFFICER, Navigation x2
Astrogation Drone	[Nav]	Navigation, Computer Skill
Guard Drone	[Nav]	MEDICAL, Computer Skill
Interlink Drone	[Com]	No regular skills but enables sharing in same hive.

Identify the highest individual level of each different *regular* skill among all of these Borg. (Special skills may not be shared.) In the above example, these skills are Biology, MEDICAL, SECURITY, Empathy, OFFICER, Navigation x2 and Computer Skill. Thus, each of these six drones and the Borg Queen has every one of these skills.

Now suppose the Bio-med Drone is killed. Because there is no longer a [Com] Borg on the planet, only the five crew members on the ship share skills (they each have Empathy, OFFICER, Navigation x2, Computer Skill and MEDICAL).

**Locutus of Borg** – See **counterpart**.

**Montana Missile Complex** – Seeding a Phoenix from outside the game beneath this time location is mandatory. If you do not have a Phoenix to seed, you may not play the time location.

**Multiplexor Drone (Nine of Seventeen)** – See the Ship Battle rules in the Executing Orders section.

**Nine of Eleven** – See **Interlink Drone**.

**Nine of Seventeen** – See **Multiplexor Drone**.

**One of Eleven** – See **Procurement Drone**.

**probing** – Probing is a feature of some Objective cards (and a few other cards) which uses card icons to determine a randomized outcome. When a card requires or allows you to probe, you do so at the end of your turn (just before your card draw) by revealing and examining the top card of your draw deck, called the *probe card*. (If your draw deck is empty, you may not probe.)

- If you see a match between an icon in the objective's probe list and an icon anywhere on your probe card, first replace the probe card on your draw deck and then execute the appropriate outcome. (Thus, if the outcome allows you to download a card from your draw deck, the probe card will be shuffled into the deck before you take your end-of-turn card draw.) You must examine the icons in the probe list from top to bottom, and execute only the first appropriate outcome.
- If there are no matching icons, but the word "Otherwise" appears at the end of the probe list, replace the probe card and execute that outcome.
- If there are no icon matches and no "Otherwise" in the probe list, simply replace the probe card. This is defined as *probing with no outcome*.

Some probe outcomes "complete" the objective (e.g., Establish Gateway) – these outcomes tell you to discard the objective or relocate it as a marker. Other outcomes simply have an effect and allow the objective to remain in play (e.g., the first outcome on Build Interplexing Beacon). You may continue probing on successive turns until the objective is nullified, discarded or completed.

If two or more cards allow or require you to probe, announce all of them at once and reveal only one probe card (using it to resolve the probes in any order you wish). However, cards which instruct you to "immediately probe," such as Eliminate Starship and some dilemmas, are resolved individually, without waiting for the end of your turn.

**Procurement Drone (One of Eleven)** – This drone may steal any equipment card for the Borg to use, regardless of that equipment's affiliation restrictions.

**Proficiency Drone** – See **Seven of Nine**.

**Quantum Drone (Six of Eleven)** – This personnel has revised game text (clarification): *When on your ship, may download an Alternate Universe Door in place of one card draw.*

**Retask** – If any Borg Ship dilemma is in play, you may play this event to replace it with a downloaded ♠ universal Borg Cube and the seven specified drones. This is not a "report with crew" action, so you may *not* report additional Borg with the seven drones. You may not report a Borg Queen or a counterpart with Retask, because they are not drones.

**Sabotage Drone** – While this personnel's special skill of reducing a ship's RANGE or WEAPONS may be used during the opponent's turn

("Once every turn..."), it may not be used during a mission attempt, because this action is not a valid response to any part of a mission attempt. Thus, you may not use a Sabotage Drone downloaded to the opponent's ship with Undetected Beam-In to reduce the ship's RANGE before encountering Abandon Ship!

**Salvage Starship** – Searching your opponent's discard pile for a ship is optional and has no effect on scoring the points for this objective. See **special equipment**.

**Scout Encounter** – If your opponent encounters this dilemma, you may download a Borg Scout Vessel with one or two universal Borg personnel.

**Seven of Nine** – This personnel is a drone (Identification: Proficiency Drone) and may be downloaded or affected by any card that specifies that it affects drones. Its special skill, "May apply [Com], [Nav] and [Def] to staffing," means that unlike other personnel, it may contribute more than one staffing icon to staffing a ship.

You may download this personnel with Activate Subcommands as any one of the three subcommands. You must also download two other drones of the other two subcommands.

**Six of Eleven** – See **Quantum Drone**.

**Six of Seventeen** – See **Sabotage Drone**.

**Sixteen of Nineteen** – See **Survey Drone**.

**skill-sharing** – See **Interlink Drone**.

**skills** – *Regular skills* are one- or two-word skills, such as Physics or Stellar Cartography. *Special skills* are explained in a sentence with a period at the end, such as "Orb artifacts may not be nullified." Special download skills, preceded by the special download icon, are also special skills.

See **Interlink Drone** for a description of Borg skill-sharing.

When selecting skills for the Borg Queen, valid choices include any classification except ANIMAL and any regular skill that exists in the game. Currently, the following are all selectable as skills: CIVILIAN, ENGINEER, MEDICAL, OFFICER, SCIENCE, SECURITY, V.I.P., Anthropology, Acquisition, Archaeology, Astrophysics, Barbering, Biology, Cantankerousness, Computer Skill, Cybernetics, Diplomacy, Empathy, Exobiology, FCA, Geology, Greed, Guramba, Honor, Klingon Intelligence, Law, Leadership, Mindmeld, Miracle Worker, Music, Navigation, Obsidian Order, Physics, Resistance, Section 31, Smuggling, Stellar Cartography, Tal Shiar, Transporter Skill, Treachery, and Youth.

**special download** – See **downloading** – **special download**.

**special equipment** – When a card refers to a ship's "special equipment," this means ship systems expressed as a phrase of just a few words. Special equipment currently includes Cloaking Device, Holodeck, Tractor Beam, Long-Range Scan Shielding, Particle Scattering Device, Invasive Transporters and MEDICAL (on U.S.S. Pasteur). Other game text on the ship card, usually expressed as a complete sentence, is not considered special equipment. For example, the U.S.S. Stargazer's text, "Once each game, may be taken from discard pile to hand.", is not special equipment.

Regular transporters (which all ships have unless a card says it does not) are not "special equipment."

**stealing** – You may not "steal" your opponent's Equipment or Artifact cards, even if unattended, unless a card allows it, such as **Procurement Drone**. When a card allows you to "steal" Equipment cards, they come under your control and you use them as your own, disregarding affiliation/species requirements for use (e.g., "Klingon use only"). (However, a card which enhances only Klingons, for

example, still enhances only Klingons.) You cannot steal cards that you control.

**Stop First Contact** – See **timeline disruption**.

**Survey Drone (Sixteen of Nineteen)** – This personnel's special skill allows it to acquire artifacts that have been placed on top of the mission where a [BO] objective has been completed (or artifacts that could not be acquired when a mission was solved because of The Charybdis). It may not acquire artifacts that are still seeded under a mission or steal artifacts in play.

**timeline disruption** – The existence of time locations makes it possible to conceptually go back in time and alter history in such a way that you change conditions in the present. This will typically have a dramatic effect on the game. However, things from other universes and in other times are not affected by timeline disruption; thus, the following cards are *protected*:

- Cards which are at a time location or which are time traveling (e.g., affected by Temporal Rift or Time Travel Pod).
- Cards with an [AU] icon.

*"Timeline disrupted in 2063"* – If the Borg change history by completing a Stop First Contact or Build Interplexing Beacon objective, the timeline is disrupted such that Federation history ceases to exist. Cards which cease to exist include

- humans (including Borg whose biological distinctiveness indicates that they were originally "human species") and
- [Fed] icon cards (including multi-affiliation cards), such as personnel, ships and facilities. (Cards with a [Fed] icon in their game text only, such as Treaty: Federation/Romulan/Klingon, or Lore, are not placed out-of-play.)

Except for cards which are protected, all humans and [Fed] icon cards in play and in both players' hands, draw decks, side decks, discard piles, etc. must be placed out-of-play. (Reshuffle where appropriate.) If any protected cards (or other cards which do not cease to exist) are aboard a ship or facility which ceases to exist, those cards return to owner's hand.

Non-aligned androids are not placed out-of-play because they are neither human nor [Fed] icon cards.

If a non-human personnel's Federation affiliation is "lost" to Memory Wipe, Lore's Fingernail or Frame of Mind and the personnel "becomes Non-Aligned," they are protected from timeline disruption, as the [Fed] icon is conceptually lost. See **"loses affiliation."**

**Transwarp Drone (Two of Nineteen)** – This personnel's special skill allows him to download one doorway or interrupt whose title includes "Transwarp," i.e., currently, Transwarp Network Gateway (doorway) or Transwarp Conduit (interrupt). It does not allow the download of any other interrupt.

**Two of Nineteen** – See **Transwarp Drone**.

**Two of Seventeen** – See **Unity Drone**.

**Undetected Beam-In** – If your opponent encounters this dilemma, you may download up to four Borg drones to the location (to the planet or to any ship or facility at the location). If you download them to a ship or facility controlled by your opponent, the drones will remain aboard as intruders and may be battled by your opponent after the mission attempt.

**Unity Drone (Two of Seventeen)** – This personnel allows your Borg to share CUNNING in the hive. Example: You have an Away Team on a planet consisting of three Borg, with a total CUNNING of 15:

Bio-Med Drone	[Com]	CUNNING 5
Tactical Drone	[Def]	CUNNING 5

Talon Drone	[Def]	CUNNING 5
-------------	-------	-----------

You have a Borg ship at a neighboring spaceline location with the following crew aboard, with a total CUNNING of 17:

Astrogation Drone	[Nav]	CUNNING 7
Guard Drone	[Def]	CUNNING 5
Unity Drone	[Com]	CUNNING 5

If you bring the ship to the planet location (in the same hive), the CUNNING of the ship's crew is added to the total CUNNING of the Away Team, giving the Away Team a total CUNNING of 32 when facing a dilemma. Likewise, the Away Team's CUNNING is added to that of the ship's crew, so the crew has an effective total CUNNING of 32. This has no effect on the CUNNING of each individual Borg.

Now suppose that the Bio-Med Drone is killed. Because there is no longer a [Com] Borg on the planet, the Away Team now has a total CUNNING of only 10, and the ship's crew has a total CUNNING of only 17.

### CONTACTING DECIPHER

If you have any questions, please feel free to contact Decipher.

Tel: (757) 623 3600  
 Fax: (757) 623 3630  
 Mail: P.O. Box 56, Norfolk, VA 23501

Email:  
 Rules questions, general Star Trek info – [mot@decipher.com](mailto:mot@decipher.com)  
 Tournament info – [tournaments@decipher.com](mailto:tournaments@decipher.com)  
 General email response catalog – [emailback@decipher.com](mailto:emailback@decipher.com)

Web site: [www.decipher.com](http://www.decipher.com)  
 Internet sales: [www.eccentric.com](http://www.eccentric.com)

TM, ® & © 2000 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Used under authorization by Decipher Inc. TM, ® & © 2000 Decipher Inc., P.O. Box 56, Norfolk, VA, U.S.A. 23501. All rights reserved. Your Power in the Universe and The Art of Great Games are trademarks of Decipher Inc.