



Star Trek™ Customizable Card Game™

FIRST CONTACT RULES SUPPLEMENT

One hundred and thirty new cards. The Borg affiliation, the Borg Queen, abduction and assimilation, the *U.S.S. Enterprise-E*, new bridge crew, time travel, the Neutral Zone, unlimited deck sizes, new battle rules, downloading, Objective cards, more doorways than ever, hidden agendas. . .
This changes everything.

NEW RULES

Deck Size (the 30/30 Rule) – You are no longer limited to a 60-card game deck. You may now build a deck of any size, as long as it has

- *no more than* 30 seed cards and
- *no fewer than* 30 draw deck cards.

Taking Turns During Seeding – Choose which player will place the first seed card by any mutually agreeable method. That player goes first in each segment of the seed phase and also takes the first turn of the game.

Seeding Missions – Unique missions are no longer duplicatable. During the seed phase, whenever you draw a unique mission that is already represented on the spaceline, set your copy aside (out-of-play). Immediately replace it with any ♣ universal mission (*two* if ♣Space) from outside the game, reshuffle your mission pile and draw a new card to seed.

Regions of Space – To enhance future gameplay mechanics and create a more natural spaceline layout, certain mission locations known to be in the same region of space are now seeded adjacent to one another. Currently, two regions are defined (and others are planned):

- The *Neutral Zone*, consisting of
 - Covert Installation – “Devora . . . in the Neutral Zone”
 - Iconia Investigation – “Iconia . . . in the Neutral Zone”
 - Investigate “Shattered Space” – “Near Neutral Zone”
 - Patrol Neutral Zone – “Nebula at Neutral Zone”
- The *Solar System*, consisting of
 - Espionage Mission – “Earth”
 - Reunion – “Mars”

Whenever a regional mission is being added to the spaceline, it must be placed (or inserted) next to another mission in the same region, if possible.

Some cards, such as ♣Space, Gaps In Normal Space, Blade of Tkon and the Q dilemma, allow locations to be inserted between regional missions. Such inserted cards are not considered to be part of the region. Thus, for example, a ship is “in the Neutral Zone” only when it is actually at one of the Neutral Zone mission locations listed above.

Seeding and Using Artifacts – Each player may seed only one artifact per mission location, unless otherwise specified (e.g., on Cryosatellite). If you illegally seed two or more artifacts at the same location, *all* of your artifacts there are mis-seeded.

Artifacts cannot be used until they have been earned (i.e., by completing the mission) or acquired (e.g., according to The Charybdis or a Survey Drone). If an artifact is discarded, nullified or destroyed, it cannot be brought back into play unless it is first re-seeded (e.g., with Q’s Planet) and earned or acquired again.

Mis-Seeded and Unused Seed Cards – At the end of the seed phase, any unused seed cards are now placed out-of-play, not discarded. All mis-seeded cards are also placed out-of-play whenever they are discovered.

Seeding Outposts – The rules on seeding outposts have been streamlined as follows:

- You are no longer required to seed (or stock) outposts.

- The type and number of outposts you may seed is subject only to the game text on the cards themselves.

For example, if you are playing a Federation deck, you may seed one Federation Outpost (“Seed *one* if playing Federation”), one Neutral Outpost (“Seed *one* at any space location”), both or neither.

Winning the Game – To enhance gameplay strategy and accommodate new cards, the win conditions have been slightly redefined as follows: The game ends when either player scores 100 or more points, or when *both* players’ draw decks have been exhausted. When this occurs, the player with the most points wins.

When the first player’s draw deck is exhausted, that player simply continues with cards in play and cards in hand, even though no card can be drawn at the end of the turn. (That player may use the new Regenerate event to replenish the draw deck.)

Downloading – A new gameplay feature allowed or required by certain cards. Just as computer data is downloaded to give you access to information stored elsewhere, downloading in the *Star Trek* Customizable Card Game is designed to help you acquire and play certain cards when you need them.

When you “download” a *target card*, you first look through any or all of four places: your draw deck, hand, Zalkonian Storage Capsule and Q’s Tent (if open). When you choose the target card you must reveal it to your opponent, then you may put it directly into play (if it is not possible to immediately play the target card, or if you choose not to, simply place it in your hand).

Other rules for downloading are as follows:

- Downloading does not count as your normal card play, and is not considered a card draw.
- When you play a ship, equipment or personnel as part of a download (e.g., “download 3 Borg drones”), you must obey the usual reporting requirements such as a compatible outpost, open Alternate Universe Door, etc. However, if the download instruction indicates a specific destination (e.g., “download to *any one ship here* 3 Borg drones”), a compatible outpost is not required.
- Although some downloads are optional, others *require* you to download a certain target card (or group of target cards). If you cannot do everything that’s required, the entire download is invalid. To verify that you could not carry out the download, your opponent is allowed to look through your draw deck, hand, 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 any player looks through your draw deck during a download, you must reshuffle it afterwards.

Personnel Battle – Existing phrases such as “Away Team battle” and “Away Team or Rogue Borg battle” are now synonymous with the term *personnel battle*. Presented below are new rules for these battles which introduce an element of unpredictability as personnel stun and mortally wound their adversaries in hand-to-hand combat.

After you and your opponent have played any cards and used any game text that apply at the start of the battle, the following three steps apply:

1. Your personnel or Rogue Borg prepare to engage individual *adversaries* in personal combat. Shuffle your personnel or Rogue Borg (not including any which are disabled, stunned or mortally wounded) and place them face-down to form a “combat pile.” Your opponent does likewise.
2. You and your opponent then simultaneously turn over the top card of your combat piles, and these two cards *engage* in personal combat. Compare their individual STRENGTH attributes (applying relevant modifiers such as phasers, Lower Decks, Targs, etc.) as follows:
 - If your personnel’s or Rogue Borg’s STRENGTH is greater than the adversary’s STRENGTH, your personnel or Rogue Borg may choose to *stun* the adversary (temporarily rotate the adversary card 90 degrees).
 - If your personnel’s or Rogue Borg’s STRENGTH is more than *double* the adversary’s, your personnel or Rogue Borg may choose to *mortally wound* the adversary (temporarily rotate the adversary card 180 degrees).
 - If the two combatants have equal STRENGTH, neither may stun or mortally wound the other.

Repeat this step until either player's combat pile runs out; any cards remaining in the other player's combat pile are then turned face up.

3. To determine the winner of the overall personnel battle, compare your total STRENGTH to your opponent's total STRENGTH (applying relevant modifiers). Stunned and mortally wounded cards do not add their own STRENGTH to the total, but *may* still modify other cards (e.g., a stunned Targ still makes other Klingons stronger). The player with the higher total is the winner, and immediately kills one opposing personnel or Rogue Borg (random selection from among those not mortally wounded).


After the personnel battle is over, mortally wounded cards die, stunned cards recover from being stunned and all survivors of the battle are "stopped."

Holographic Safety Protocols – Safety protocols normally prevent holographic re-creations from killing people. Thus, your holographic personnel can only stun non-holographic adversaries. If your total STRENGTH at the end of a personnel battle is derived entirely from holographic re-creations, you can still win the battle but you cannot kill an opposing personnel or Rogue Borg.

Leaders and Battle – Early rules stated that a leader is needed "in order to fight effectively." The battle rules are now changed to view leaders as necessary for attack authorization rather than battle effectiveness. Thus, the lack of a leader no longer prevents you from returning fire or causes you to lose a personnel battle.

Attacking and Retaliating – These definitions have been revised to accommodate the new Borg affiliation and to make ship and personnel battles more consistent.

Attacking – To initiate an attack, your initiating crew or Away Team must include a leader or a  personnel. Affiliation restrictions apply: the Federation cannot attack any affiliation *except Borg*; Romulans cannot attack other Romulans unless Tal Shiar present, etc. (Rogue Borg interrupts are always able to initiate battle.)


Retaliating – You may retaliate against an opponent's attack in two ways: by *returning fire* during the attack and by *counter-attacking* on your next turn. When you retaliate, no leader or  personnel is required and no affiliation restrictions apply. Retaliating is always optional.

- **Returning fire** – During a *ship battle*, you return fire by using your WEAPONS. During a *personnel battle*, you return fire by attempting to kill opposing personnel (such as by playing Phaser Burns or choosing to mortally wound an adversary).
- **Counter-attacking** – You may initiate counter-attacks against any or all of the opponent's ships, Away Teams, outposts, etc. which are still at the location of the previous attack. Of course, your opponent may retaliate against your counter-attack, and so on.

New Versions of the "Bridge Crew" – In the film *Star Trek: First Contact*, we discovered many new things about our old friends (e.g., Jean-Luc's awareness of Borg thoughts, Geordi's ocular implants, Beverly's reluctant use of an E.M.H. program). Accordingly, this expansion set introduces new versions of these **personas** which have been created in a manner that maintains the value and strategic usefulness of the existing cards for such characters.


Persona Replacement – When you have one version of a persona in play and a second version of that same persona in your hand, you may exchange them at the start of your turn. This does not count as your normal card play for that turn. Any cards already affecting the first version (e.g., Data's Medals, Frame of Mind) automatically transfer to the second one, if applicable.


NEW ICONS

Enterprise-E  – This special staffing icon is used to identify key personnel who are specifically assigned and trained by Starfleet to staff the *U.S.S. Enterprise-E*. This icon appears on the *Enterprise-E* and on new, specialized versions of the "bridge crew."

OCD  – This unusual staffing icon appears on the *Phoenix* and on Zefram Cochrane.





"We can't lift off without it!"
— Zefram Cochrane


Borg affiliation  – This icon identifies personnel, ships and outposts belonging to the Borg affiliation.

Borg use only  – An interrupt, event or other card bearing this icon in its title bar can be stocked in your deck and used only when playing the Borg affiliation.


Delta Quadrant  – Rules in a future expansion set will define the use of this icon.


Enigma ★ – This icon, used on the mysterious Borg Queen, indicates the paradox that she is defined as neither unique nor universal. At present, each Collective may have only one Borg Queen in play at any time.


Countdown  ,  ,  – When you play a card bearing one of these icons, it nullifies itself after the specified number of your turns (not counting your opponent's turns). For example, your card with a  will automatically nullify itself at the end of your third turn. The countdown begins right away, even if activated in the middle of a turn. (An easy way to keep track of your countdown cards is to rotate each of them 90 degrees at the end of each of your turns.)

Hidden Agenda  – Cards with this icon represent secret objectives or other clandestine strategies. When you 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 normal card play). While face down, its identity is concealed and thus it is immune to general-use cards such as Kevin Uxbridge.

You may activate a hidden agenda card by turning it face up at any time, even as a response to another action. 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 play a card as a hidden agenda if it does not bear a  icon. If you violate this rule, you forfeit the game (upon request, you must demonstrate your compliance at the end of the game).

Special Download  – A personnel, ship or outpost with this icon allows you to suspend play while you download the specified target card and immediately play it at (or to affect something at) that location. If this is not possible, then the target card may not be downloaded. 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.

Nemesis  – This icon is defined in the rules supplement of *The Fajo Collection*.

NEW TERMS

Collective – All of one player's Borg affiliation cards in play.

Erase – Any  card which is "erased" is discarded (not deactivated).

Hand Weapon – This term refers to any Equipment card (or card "used as equipment") which is identified in its title or lore as a phaser, disruptor or weapon.

Hive – All of one player's Borg affiliation cards at one spaceline location (or time location), whether in space, on a planet, aboard a ship or outpost, etc.

Homeworld – Most affiliations have their own homeworld, as indicated in the lore of the relevant Mission cards:

| | |
|----------------------|--|
| Espionage Mission | "Earth . . . the Federation homeworld" |
| Expose Covert Supply | "Qo'noS . . . the Klingon homeworld" |
| Cloaked Mission | "Romulus . . . the Romulan homeworld" |

A homeworld's affiliation is always different from the affiliations that may attempt the mission. For example, Expose Covert Supply takes place on the *Klingon* homeworld, but it is a mission that is attemptable only by *Romulans*.

Human – This term includes both humans and part-humans such as Deanna Troi and Major Rakal. For most personnel, the images indicate whether they are human or not. In a few cases, card lore will clarify that a personnel who appears to be human is really of another species (e.g., Roga Danar's lore identifies him as Angosian; Lal's lore identifies her as an android). One existing card which might be unclear is Vekor; Vekor is not human.

Implant card – This phrase, used on the Assimilation Table card, refers to any card with the word “implant” in the title, such as the new Optical Implants event. It will also refer to special Borg implant cards planned for a future expansion set.

Intruders – Any personnel aboard an opponent’s ship or outpost is both an *Away Team member* and an *intruder*. Rogue Borg interrupts aboard *any* ship or outpost are also intruders, until Lore Returns makes them its crew. Intruders can not attempt missions, but may battle opposing personnel or Rogue Borg present (if allowed).

When your intruders are aboard an empty ship or a ship whose crew is all-holographic, they may erase all holographic re-creations associated with that ship.

Matching Commander – A personnel is the matching commander for a ship if *either* the ship lore *or* the personnel lore indicates that the personnel is or was the commander or captain of the ship. For example, matching commanders include Jean-Luc Picard (premiere-edition) or Admiral Picard for the *U.S.S. Enterprise*, Jean-Luc Picard (*First Contact*) for the *U.S.S. Enterprise-E*, Gowron for the *I.K.C. Bortas* (because “Gowron’s flagship” means “flagship commanded by Gowron”) and Dathon for the *Tama* (because its lore translates to “commanded by Dathon”).

Each ship can benefit from only one matching commander at a time, and only if the matching commander is not disabled, in stasis, etc.

Mission Specialist – A mission specialist is a personnel who has exactly one skill (and that skill is not a special skill). For example, Tarus has only Stellar Cartography and Kahless has only Honor x2; thus, both are mission specialists. On the other hand, K’chiQ and Madam Guinan both have special skills and thus are not mission specialists. Cards that add or remove skills can only cause a personnel to *lose* mission specialist status, not gain such status.


Owner – For gameplay purposes, the “owner” of a card is the player who originally stocked that card in their game deck.

“Report with crew” – This phrase means to simultaneously report a ship with any number of compatible Personnel and/or Equipment cards from your hand. You must report at least enough personnel to meet the staffing requirements. Reporting with crew counts as your normal card play, unless otherwise specified.


“Seeds or plays” – A card with this phrase may be seeded during any part of the seed phase or may be stocked in your draw deck to play normally. When seeding a  card, you must announce that it is a “hidden agenda” card and seed it face down; you may not activate it until after the seed phase.

“Suspends play” – A card which specifically says it “suspends play” may be played at any time (even during your opponent’s turn) and may temporarily suspend any action.

Unique – Cards labeled “(Unique.)” are treated much like unique personnel and ships. When a unique card is in play,

- another copy may not be *played* by the same player, and
- if another copy belonging to the same player is *encountered* (e.g., dilemmas,  cards), *earned* (e.g., artifacts) or *activated* (e.g., hidden agenda cards) by any player, that copy is discarded.

NEW CARD TYPES

Objective Cards  – A new card type representing assignments or tasks to perform. Although most of the Objective cards in this expansion set bear the “Borg use only” icon, a few may be used by other affiliations.

An Objective card counts as your normal card play (and thus plays before you execute orders). Sometimes, an objective will require you to *target* (select) a ship, planet, personnel, etc. If the target of an objective is removed from play or becomes an invalid target, the Objective card is immediately discarded.

Probing – Some Objective cards have a new feature, called “probing,” which uses card icons to determine a randomized outcome. This explanation of probing uses a *hypothetical* Objective card called “Upgrade Starship,” shown below.



When an objective 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 you see a match between an icon in the objective's *probe list* and an icon anywhere on your probe card, replace the probe card on your draw deck and execute the appropriate *outcome*. 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*.

You may continue probing on successive turns until the Objective card is nullified, discarded or completed (relocated as a marker).

If two or more Objective cards are allowing or requiring you to probe, announce all of them at once and reveal only one probe card (using it to resolve the objectives in any order you wish). However, cards which instruct you to "immediately probe" are resolved individually, without waiting for the end of your turn.

Although this description of probing has focused on Objective cards, the same probing rules apply to other card types, such as dilemmas.

Time Locations — A new card type. Whereas missions represent spaceline locations in the *present* time of the *Star Trek* universe, time locations represent places in the *past* or *future*. Unlike missions, time locations are not seeded but are instead stocked in your draw deck (or Q's Tent) and played as your normal card play. A time location is placed by itself on the table, creating its own planet or space location separate from the spaceline. Ships and personnel at a time location behave normally (e.g., may beam and battle).

While a time location is in play, personnel and ships indicated on the card can report for duty *only* at that location (no outpost or Alternate Universe Doorway is needed).



Movement between a time location and the spaceline is a form of *time travel* and is currently possible only via the new Temporal Vortex doorway, a pair of Wormhole interrupts or a Q-related "relocator card" such as Where's Guinan or Jealous Amanda. (Temporal Rift and Time Travel Pod represent a different form of time travel.) Time travel cards planned for future expansion sets will create other ways to move to and from time locations.


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 [Red Square] icon.

"The temporal wake must have somehow protected us from the changes in the timeline."

— Data

“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
-  icon cards (including multi-affiliation cards).


Except for cards which are protected, all humans and  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 are aboard a ship or outpost which ceases to exist, the protected cards return to owner’s hand.

NEW AFFILIATION – THE BORG

The Borg represent the first fully playable affiliation added to the game since its premiere in 1994. And they are, to use Q’s words, not like anything you’ve ever seen . . .

“The Borg is the ultimate user . . . They’re not interested in political conquest, wealth or power as you know it. They’re simply interested in your ship. Its technology. They’ve identified it as something they can consume.”

— Q

- *Missions are irrelevant.* Unlike other affiliations, Borg never attempt missions. Instead, they use Objective cards to scout locations. Of course, 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.”
- *Bonus points are irrelevant.* A Borg player scores points, both positive and negative, only from Borg Objective 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.)
- *Gender is irrelevant.* Borg personnel are not affected by gender-related game text on non-Borg cards (e.g., Love Interests, Matriarchal Society, Alien Groupie).
- *Cooperation is irrelevant.* Borg don’t mix or cooperate with affiliated, Neutral or Non-Aligned cards. Players using  affiliation cards may not include any non-Borg personnel, ships, outposts or stations in their game deck or any side decks.

Borg Outpost – The Borg outpost has a special  Delta Quadrant icon which will be enhanced when we introduce the cards and rules for quadrants in a future expansion set. Until that time, this outpost uses the following interim rules:

- When playing Borg you may seed one Borg Outpost on your side of the table, away from the spaceline. This seeded outpost represents both an *outpost* and a *location*.
- This outpost (location) is conceptually in the Delta Quadrant and its location is completely unknown to your opponent. Thus, your opponent may not move to or affect your outpost (location) in any way.
- You may move your own Borg ships to and from this outpost (location) using cards such as Transwarp Network Gateway, Transwarp Conduit and Wormhole.
- Just as other affiliations build outposts “at any location” with a *matching affiliation icon*, Borg build outposts “at any location” they’ve *assimilated*. Although you may build Borg outposts on the spaceline in this manner, you may not report cards for duty at such outposts.

In addition to using a Borg outpost, you may report Borg for duty using the following special cards in this set:  *Borg Scout Vessel*,  *Borg Cube*, *Queen’s Borg Cube*, Retask, Scout Encounter and Undetected Beam-In.

Borg Ships – 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.

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 Subcommand Icons — Every Borg drone has a special icon identifying which *subcommand* that drone is assigned to within the Borg Collective. Subcommand icons are used primarily to staff Borg ships, but also have other uses indicated by cards.

"The Borg group consciousness is divided into subcommands necessary to carry out all functions: Defense, Communication, Navigation."

— Data

- **Communication** drones facilitate a hive's ability to share skills and CUNNING, adapt to hazards, etc.
- **Navigation** drones enhance warp capabilities, maintain and expand the Collective's transwarp network, deal with navigational hazards, etc.
- **Defense** drones initiate battle and enhance offensive and defensive capabilities.

Locutus of Borg and the Borg Queen each have all three subcommand icons; however, they may each meet only *one* ship staffing requirement at a time.

Current Objective — A Borg player uses Objective cards to accomplish goals such as destroying a ship, scouting a space location or assimilating a planet. When you are playing Borg and you have an uncompleted Objective card face up in play, this is defined as your *current objective*. You are limited to one current objective at a time.

"The Borg are single-minded in their objective."
— Writer's note in script for "Scorpion"

Scouting — An Objective card may direct your Borg to scout a planet, a space location or a ship. Scouting conceptually represents overcoming resistance (encountering dilemmas and Q-Flashes) and gathering data.

"He's just a scout, the first of many. He's here to analyze your... technology. He may attempt to gain control of the ship. I wouldn't let him."
— Q

- **Scouting Planets** — Begin scouting a planet by beaming down a *single* scout (any Borg personnel) to encounter dilemmas and Q-Flashes. If that scout is unable to continue, you may beam down another scout to pick up where the last one left off, and so on. As a result of being "stopped," scouts tend to accumulate on the planet (on your next turn, they may resume scouting separately or together, assist a newly arriving scout, etc.). Like other personnel, Borg already on a planet may form or split up Away Teams and may beam separately or together.
- **Scouting Space Locations** — Begin scouting a space location by selecting one of your Borg crews to encounter dilemmas and Q-Flashes there. If that crew is unable to continue, you may select another crew to pick up where they left off.
- **Scouting Ships** — Begin scouting an enemy ship by beaming over a single scout. If that scout is somehow 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 your turn you may counter-attack with any number of Borg. Those Borg are free to remain on the planet or enemy ship and continue scouting on your next turn.

Scouting a planet or space location is complete at the end of your turn if no dilemmas or Q-Flashes remain to be encountered. Scouting an enemy ship is complete at the end of your turn if you have Borg aboard that ship. Your Borg must complete scouting before you may probe to determine your current objective's outcome. Also, you may not probe

- on the same turn in which your Borg completed scouting; or
- if your Borg participated in any battles at that location during your current turn or during your opponent's previous turn. (Essentially, your opponent may delay completion of your current objective by battling your Borg.)


Objectives vs. Attempting Missions — *Objectives* may target solved or unsolved mission locations. *Mission attempts* may be made at scouted or unscouted locations, but may not be made at assimilated planets.






Abduction — New 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 always 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.

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 .
- 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 duplication rule (e.g., he may not report another copy of Wesley).
- Its classification becomes a regular 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 |
|---|---|-----------|---------|----------|
|  |  | 7 | 5 | 5 |
|  |  | 5 | 7 | 5 |
| Neither icon |  | 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.


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

"It wasn't enough that you assimilate me. I had to give myself freely to the Borg. To you. You wanted more than just another Borg drone. You wanted a... counterpart."
— Jean-Luc Picard

- He retains his gender, species and other lore information.
- His staffing ability adapts to service the Collective by changing to all three subcommand icons (  ). 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.

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 .
- Its name is irrelevant to the Borg, but your opponent must obey the duplication rule.
- Non-Borg staffing requirements adapt to service the Collective:

| Old Requirement | New Requirement |
|---|---|
|  |  |
|  |  |
| Other icon |  |
| Other requirements | Irrelevant |

- Its lore and any other icons are irrelevant.

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 placed face up on the planet and may be later acquired by the Survey Drone, Sixteen of Nineteen, or by any non-Borg personnel present.
- Any opposing *personnel, equipment and landed ships* on that planet are assimilated. Opposing *stations and outposts* at that location (and all personnel and equipment aboard) are also assimilated. However, as part of the interim outpost rules, you may not report Borg cards for duty at an assimilated outpost.

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

Interlink Drone, Nine of Eleven – This drone “Allows all Borg in this hive present with a ● Borg to share skills. Each such Borg has every shared skill at its highest level.” As an example of how this works, suppose you have an Away Team on a planet consisting of two Borg:

| | | |
|----------------|---|------------------|
| Bio-med Drone | ● | Biology, MEDICAL |
| Tactical Drone | ● | SECURITY |

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

| | | |
|----------------------|---|--|
| Gibson (assimilated) | ● | Navigation x2 |
| Astrogation Drone | ● | Navigation, Computer Skill |
| Guard Drone | ● | MEDICAL, Computer Skill |
| Interlink Drone | ● | no regular skills but enables sharing in same hive |

Identify the highest individual level of each different *regular skill* among all of these Borg. In the above example, these skills are Biology, MEDICAL, SECURITY, Navigation x2 and Computer Skill. Thus, *each* of these six drones has every one of these skills.

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

“They either don’t see us, or don’t see us as a threat.”
— Commander William T. Riker

Borg Attack Restrictions – Your Borg may not initiate battle except when counter-attacking or when allowed by your current objective or another card (e.g., Conundrum, The Issue Is Patriotism).

Borg Away Team Restrictions – You may not send your Borg down to a planet or to an opponent’s ship 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).

Borg vs. Borg – If it turns out that both players are playing Borg, they may attack each other as defined under Borg Attack Restrictions above.

Borg vs. McEnroe – If it turns out that both players are playing tennis, they should put down their racquets and play the *Star Trek* Customizable Card Game instead!

CLARIFICATIONS

Bonus Points – Bonus points are defined as points (whether positive or negative) that come from any source other than Mission and Objective cards.

Cybernetics – The *Q-Continuum* rules supplement states, “When Cybernetics skill is present where you report an android for duty, that android does not count as your normal card play for that turn.” This rule allows only *one* android per Cybernetics skill present to report for duty each turn.

Devidian Door – When you use a Devidian Door to play a Personnel or Equipment card, you must place that card where it could normally exist in play (e.g., your outpost, a planet, an opponent’s ship). Draw decks, side decks, discard piles, opponent’s hand, etc. are not valid destinations.

Echo Papa 607 Killer Drone – This Equipment card does not engage adversaries in personal combat. It is used only at the end of a personnel battle to increase your total STRENGTH. Also, the Echo Papa is not a hand weapon (although it has “the ability to fire phasers,” this does not mean that the drone itself *is* a phaser).

Mission Points – Once you complete a mission, its points are yours to keep. Things which affect a mission’s point value or attemptability (e.g., Supernova, Mordock, The Sheliak, Assimilate Planet) do not impact your score if they occur *after* you complete the mission.

Rogue Borg and the Borg Ship Dilemma – Existing cards such as Rogue Borg Mercenaries, Crisis, Hugh, Outpost Raid and the Borg Ship dilemma are considered “rogue” and are not part of your Collective. Thus, they affect your Borg cards normally.

Two existing cards (Hugh and Anti-Matter Spread) refer to the *card title* of the Borg Ship dilemma, not to Borg-affiliated ships. However, four other existing cards (Plasma Fire, Warp Core Breach, Isabella and Into The Breach) are clearly intended to refer to Borg-affiliation ships as a *card type*.

ERRATA

Captain's Log – “Plays on table. Each of your ships with its matching commander aboard is SHIELDS +3 and WEAPONS +3. (Not cumulative.)”

Phaser Burns – “If you have phasers or disruptors present during a personnel battle, before a winner is determined randomly select two opposing stunned cards to die.”

Tasha Yar-Alternate – Tasha's special skill, “Armed with Starfleet Type II Phaser,” is now defined as “ ▼ Starfleet Type II Phaser” (see *New Icons* section above).