

*Version 2.0 of the
Appendices for the
Unofficial
Complete Rulebook for*

*STAR TREK*TM **ASCENDANCY**

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

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I. ABOUT THE APPENDICES

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

1.1 VERSION

This is version 2.0 of the Appendices for the Unofficial Complete Rulebook for Star Trek: Ascendancy. It is fully compatible with version 2.0 of the Unofficial Complete Rulebook.

1.2 USING THESE RULES

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

1.2.1 General

As in the main rules any clarifications or changes to the official rules are footnoted. In cases where the official cards have errors the original text is given and any amendments follow in separate paragraphs.

The cards for the variant Factions and any other cards with major changes are available as pdfs for printing. All new cards compatible with this version of the rules are marked "UCR2.0". Game pieces for the variant Factions will have to be supplied by the players.

1.2.2 Specific Words and Rules Links

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

1.2.3 The Factions

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

1.2.3.1 Faction Status

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

1.2.3.2 The Faction

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

1.2.3.3 Faction Special Rules

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

1.2.3.4 Faction Victory

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

1.2.3.5 Faction Trade Agreements

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

1.2.3.6 Faction Starting Assets

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

1.2.3.7 Faction Building Phase

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

1.2.3.8 Faction Command Phase

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

1.2.3.9 Faction Advancements

This section lists all Advancements available to the Faction.

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

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

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

1.2.3.10 Faction Fleets

This is a list of the available Fleets. For each Fleet the maximum number of Ships is given in parenthesis.

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



II. THE ANDORIAN EMPIRE

II.1 FACTION STATUS

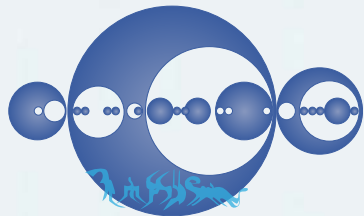
The Andorians are an official *Star Trek: Ascendancy* Faction released in their own expansion in 2019.

II.2 THE ANDORIANS



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

Faction colour: Blue



II.3 ANDORIAN SPECIAL RULES



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

II.3.1 Field Testing

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

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

II.3.2 Andorian Pride

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

II.3.3 Andorian Tokens

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



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

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

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

II.4 ANDORIAN VICTORY

Standard rules apply.

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

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

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

11.5 ANDORIAN TRADE AGREEMENTS



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

11.6 ANDORIAN STARTING ASSETS

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

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

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

- Andorian Pieces -



Andorian Ship

Andorian Control Node

Andorian Starbase



11.7 ANDORIAN BUILDING PHASE

Standard rules apply.



⁴ This rule was invented for the Unofficial Complete Rulebook.

⁵ This rule was invented for the Unofficial Complete Rulebook.

11.8 ANDORIAN COMMAND PHASE

From the outside, Andorians may appear disciplined, but Andorian captains are fiercely independent and protective of their accomplishments. Convincing prideful captains to work together often requires the Chancellor's firm hand. When forming Andorian Fleets or Commissioning a Starbase, Exhaust two Commands instead of one. Andorian Ships may still be grouped into a Fleet in the Building Phase without Exhausting a Command.



11.9 ANDORIAN ADVANCEMENTS

Unflagging Animosity (Military/Start/-/-/-): When an enemy retreats from you in a Space Battle, roll a die for each of their Ships: on a 5 or 6 the Ship is destroyed. When you Retreat, each Retreating Ship may make an attack.

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

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

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

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

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

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

Note that this is a specific exception to when Commands can be used.

If several abilities can be resolved at the start of a Game Round, they are resolved in the Turn Order currently held.⁴

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

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

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

Note that this is a specific exception to when Commands can be used.

If several abilities can be resolved at the start of a Game Round, they are resolved in the Turn Order currently held.⁵

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

Note: If developed by a Rival this Advancement has no effect beyond providing a Warp icon.⁶

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

Sirillium Warheads (Military/3R/-/-/-): In the first Round of a Space Battle with one of your Fleets, Exhaust this card to score 3 additional Hits this Round.⁷

Sirillium Warheads does three damage to Borg Cubes.⁸

Note: This Advancement card has text that is replaced by the above.

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

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

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

Andorian Art Academy (Cultural/4R/-/-/-): You may issue a Command and Exhaust this card to take 1 Culture.

Imperial Guard (Military/4R/W/-/-/-): Your Ships in Orbit of Systems you Control which have a Culture Node count as having +1 Shields.⁹

Note: This Advancement card has text that is replaced by the above.

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

#2B - (9): -

#3A Command Fleet (8): At any time, even during Combat, you may Exhaust a Command to switch the position of this Fleet with any other Andorian Fleet.¹¹

Note that this is a specific exception to when Commands can be used.

Note: This Fleet card has text that is replaced by the above.

#3B - (9): -



11.10 ANDORIAN FLEETS



#1A Reconnaissance Fleet (3): You may issue a Command to place an Andorian token on a Rival-Controlled System that this Fleet Orbits or that is directly connected to the Space Lane this Fleet is in.¹⁰

Note: This Fleet card has text that is replaced by the above.

#1B - (9): -

⁶ This rule was invented for the Unofficial Complete Rulebook.

⁷ This rule was changed for the Unofficial Complete Rulebook. The original text was "In the first Round of a Space Battle with one of your Fleets, Exhaust this card to destroy up to 3 enemy Ships".

⁸ This rule was clarified based on an official clarification of another rule on BoardGameGeek (<https://boardgamegeek.com/article/23454599#23454599>).

⁹ This rule was partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019) and partly changed for the Unofficial Complete Rulebook. The original text was "Andorian Fleets in Orbit of an Andorian-Controlled Planet with Culture Nodes count as having +1 Shields".

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

¹¹ This rule was invented for the Unofficial Complete Rulebook to make the Fleet playable. The original text was "You may Exhaust a Command to switch the position of this Fleet with any other Andorian Fleet".

III. THE CARDASSIAN UNION

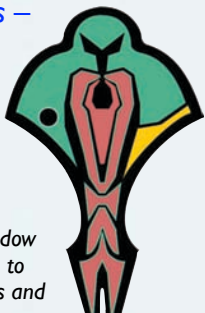
III.1 FACTION STATUS

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

III.2 THE CARDASSIANS



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



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

Cardassians' relentless drive to expand their territory by Invading new Systems is both their path to victory and their Achilles heel. Invading Systems may bring the Cardassians closer to winning but is likely to leave a bitter taste in Rivals' mouths.

Invading Systems inhabited by Warp-Capable, Independent Civilizations is ideal for the Cardassians, since it doesn't make enemies but does produce extra Culture. Upgrading your Weapons to make sure they can deal with the population's Shield Modifier is important to a Cardassian Invasion strategy.

Faction colour: Khaki

III.3 CARDASSIAN SPECIAL RULES



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

III.3.1 Annexation

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

III.3.2 Occupation

Not everyone who labours under the Cardassian flag does so willingly. During Resource Generation, only Systems Orbited by Cardassian Ships generate Production. Research and Culture are generated normally.¹²

III.4 CARDASSIAN VICTORY

Standard rules apply.

III.5 CARDASSIAN TRADE AGREEMENTS



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

III.6 CARDASSIAN STARTING ASSETS

Standard rules apply.

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

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

¹² This rule was changed for the Unofficial Complete Rulebook. The original rules, and an official clarification in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019), actually said that Cardassians had to Occupy a System in order to generate Production. Had that rule been correct, it would have meant that Cardassians were mostly unable to trade with Ferengi, which would have been both unthematic and bad for the game. The actual Command Console has the correct "Orbits" term.

- Cardassian Pieces -



Cardassian Ship



Cardassian Control Node



Cardassian Starbase

III.7 CARDASSIAN BUILDING PHASE

Standard rules apply.



III.8 CARDASSIAN COMMAND PHASE

Standard rules apply.



III.9 CARDASSIAN ADVANCEMENTS



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

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

Infiltration Protocols (Espionage/3R/W/-/-): When you launch new Projects, you may draw one card from a Rival's Advancement deck, instead of two from your own. The card is drawn at random. If you discard the Rival's card, it goes to the bottom of their deck.

Note that the "instead of two from your own" part should be ignored since the *Unofficial Complete Rulebook* uses the *Focused Research* rule.¹³

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

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

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

This may only be used when the Cardassians are participants in the Space Battle.¹⁴

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

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

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

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

These 3 dice replace the normal die and are not in addition to it.¹⁵

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

If you destroy all Nodes on a planet using *Metagenic Weapons*, you will not be able to place a Control Node using *Annexation Protocols*, but the other benefits will apply.¹⁶

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

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

¹³ This rule was clarified for the Unofficial Complete Rulebook.

¹⁴ This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 12, 2017).

¹⁵ Although officially ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019), this rule was changed for the Unofficial Complete Rulebook to simplify the game.

¹⁶ Although officially ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019), this rule was changed for the Unofficial Complete Rulebook to be more consistent.

Note that this means that you may be able to then immediately Colonise a Planetary System. Also note that Phenomena and the Transwarp Hub are always uncontrolled.¹⁷

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

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

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

When using Metagenic Weapons, each Hit always destroys a Node, regardless of how many Hits are scored. If you attack a fully Developed, 4-Node System with 6 Ships and Exhaust Metagenic Weapons, you'll destroy all four Nodes, leaving the System disc bare.¹⁸

If you use Metagenic Weapons to destroy all Nodes on a planet, you will not be able to place a Control Node, even if you have Annexation Protocols.¹⁹

III.10 CARDASSIAN FLEETS



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

#1B - (9): -

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

#2B - (9): -

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

#3B - (9): -

IV. THE DOMINION

IV.1 FACTION STATUS

The Dominion is a fan created Faction under development.

IV.2 THE DOMINION



¹⁷ This rule was clarified for the Unofficial Complete Rulebook.

¹⁸ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23478810#23478810>).

¹⁹ Although officially ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019), this rule was changed for the Unofficial Complete Rulebook to be more consistent. Thematically one could argue that Metagenic Weapons shouldn't destroy any Nodes at all since it is a biological weapon. For true Trekkies you may want to house rule this.

V. THE UNITED FEDERATION OF PLANETS

V.1 FACTION STATUS

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

V.2 THE FEDERATION



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

The Federation should leverage their Culture bonus while exploring and attempting Hegemony.

Faction colour: White



V.3 FEDERATION SPECIAL RULES



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

V.3.1 The Prime Directive

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

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

V.3.2 Explore Strange New Worlds

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

V.4 FEDERATION VICTORY

Standard rules apply.

V.5 FEDERATION TRADE AGREEMENTS



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

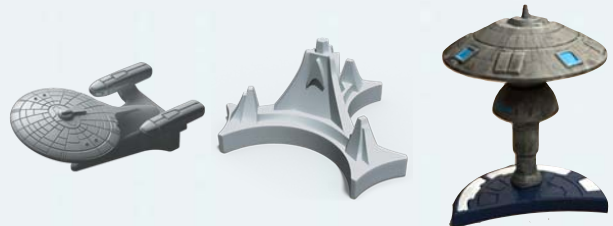
V.6 FEDERATION STARTING ASSETS

Standard rules apply.

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

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

- Federation Pieces -



Federation Ship

Federation Control Node

Federation Starbase

V.7 FEDERATION BUILDING PHASE

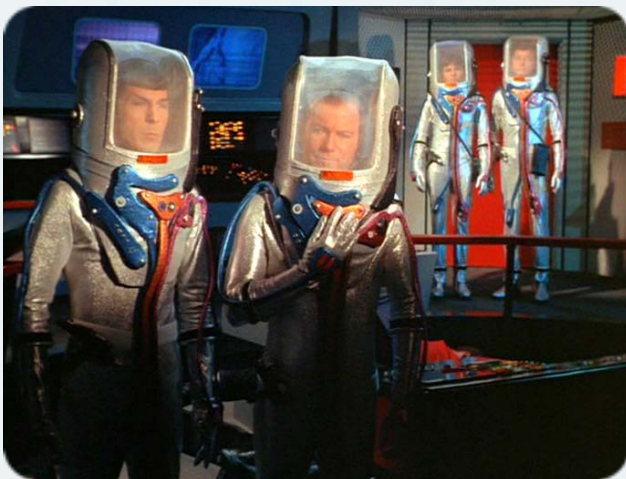
Standard rules apply.



V.8 FEDERATION COMMAND PHASE

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





V.9 FEDERATION ADVANCEMENTS



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

Adv. Stellar Cartography (Exploration/3R/W/-/-): You may connect 1 extra Space Lane to Systems beyond its maximum number of connections.

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

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

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

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

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

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

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

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

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

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

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

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

With the Starfleet Diplomatic Corps it only takes one Culture to attempt to take over a System via Hegemony, so you can Hegemony a System when you only have one Culture.²⁰

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

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

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



V.10 FEDERATION FLEETS



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

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

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

²⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864230#23864230>).

The Federation Colonisation Fleet is small formation with a single purpose; to Colonise a world in the name of the Federation. With this Fleet, you may, at ANY point during your turn, discard a Ship from the Fleet, causing it to Disband, to immediately place a Control Node on an Undeveloped System without spending a Culture token. This may occur during the Building Phase. This may also occur at any point during the Command Phase. This action is just like adding to or removing Ships from a Fleet, it costs no Commands but the Fleet must be stationary. Typically this action will occur at the end of a Move Command.²¹

When the Federation Colonisation Fleet visits an Undeveloped System with a Remains In Play Exploration card on it, here's how the Fleet and the Exploration card will interact:²²

Children of Tama Negotiations (Discovery): The Exploration card negates the benefit of the Federation Colonisation Fleet. The only way to Colonise that world is to make a successful roll and earn the free colony during the Building Phase.

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

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

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

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

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

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

VI. THE FERengi ALLIANCE

VI.1 FACTION STATUS

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

VI.2 THE FERengi



"They're greedy, misogynistic, untrustworthy little trolls, and I wouldn't turn my back on one of them for a second."

"Neither would I. But once you accept that, you'll find they can be a lot of fun."

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



The Ferengi don't have any combat oriented Fleets. What the Ferengi Fleet cards do have is a variety of unique rules that play to Ferengi strengths.

With their Franchise Fleet, the Ferengi can drop Ships off in Systems as the Fleet travels, allowing them to leave behind a trail of Ferengi Ships poised to profit.

What the Ferengi lack in Military expertise, they can make up for in numbers. With deep Production coffers, the Ferengi can usually out-build their Rivals.

Faction colour: Brown

VI.3 FERengi SPECIAL RULES



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

VI.3.1 Only Latinum Lasts

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

In their single minded pursuit of profit, Ferengi are happy to demolish native paradises and despoil ancient ruins; Ferengi may always build Production Nodes on a System, regardless of the

²¹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

²² This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24471969#24471969>).

System's normal Resource Node Capacity. They can't exceed the normal number of Nodes.

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

VI.3.2 Profit Over Profundity

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

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

VI.4 FERengi VICTORY

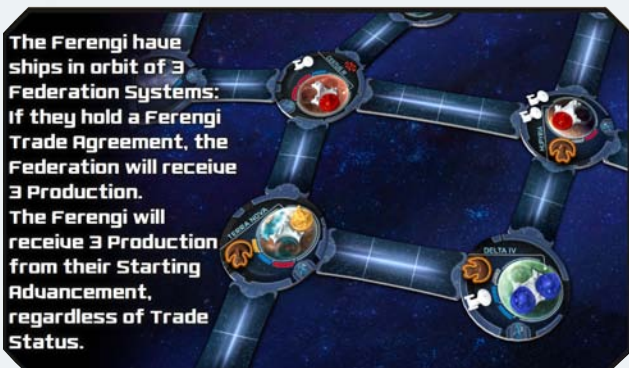
Standard rules apply.

VI.5 FERengi TRADE AGREEMENTS



Ferengi Trade Agreements work differently than other players' agreements. Rather than producing a specific number of Resources, Rivals who hold a Ferengi Trade Agreement receive a number of Production equal to the number of their Systems with Ferengi Ships in Orbit.²³

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



VI.6 FERengi STARTING ASSETS

Standard rules apply.

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

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

- Ferengi Pieces -



Ferengi Ship

Ferengi Control Node

Ferengi Starbase

VI.7 FERengi BUILDING PHASE

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

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



VI.8 FERengi COMMAND PHASE

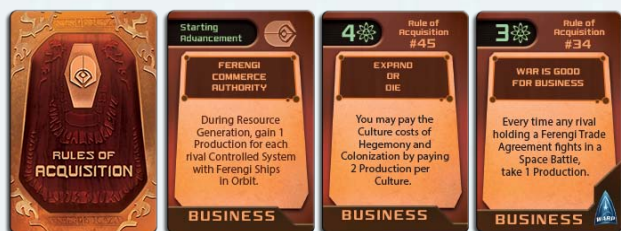
Standard rules apply.



Ferenginar, the Ferengi Home System and commerce hub

²³ This rule was clarified for the Unofficial Complete Rulebook. The Ferengi rulebook actually said Occupies instead of Orbits. An official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019) made the official rule even more unclear by stating that "Occupy and in orbit in this case are interchangeable".

VI.9 FERengi ADVANCEMENTS



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

The Ferengi's starting Advancement generates extra Production, based on how many Rivals' Systems the Ferengi have managed to get Ships in Orbit of. The more Systems the Ferengi are able to negotiate themselves into, the more trade profit they receive!

The Ferengi can even trade with the Borg if they manage to get their Ships in Orbit of Borg worlds.²⁴

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

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

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

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

Note that an Assimilated Home System is still a Home System, but not the Home System of a Rival, so this Advancement can be used.²⁵

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

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

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

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

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

The card is drawn at random. You may have more than one Rival Project if you acquire them by taking over Research Nodes or from the Borg Tech deck.²⁶

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

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

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

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

Note: This card should actually refer to "your Trade Agreement" rather than "a Ferengi Trade Agreement".²⁷

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

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

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

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

VI.10 FERengi FLEETS



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

No one can stop the Ferengi Commerce Enforcement Squadron from pursuing new business opportunities. The Ferengi do have to stop and come out of Warp when there are Rival Ships in their path. However, they may immediately enter Warp again without spending a Command (as per their Special Rules). Since

²⁴ This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

²⁵ This rule was clarified for the Unofficial Complete Rulebook.

²⁶ This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018).

²⁷ This was officially clarified in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

it's not the other player's turn, they can't attack. It's a good opportunity for trade!²⁸

Note: This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.²⁹

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

Note: This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.³⁰

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

Note: This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.³¹

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

Note: This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.³²

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

Note: This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.³³

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

Note: This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.³⁴

²⁸ This was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Dec 14, 2017).

²⁹ Although this was officially ruled differently in emails (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019 and Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019), the rule was changed for the Unofficial Complete Rulebook in order to be consistent with earlier official rulings and the text on many Fleet cards.

³⁰ Although this was officially ruled differently in emails (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019 and Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019), the rule was changed for the Unofficial Complete Rulebook in order to be consistent with earlier official rulings and the text on many Fleet cards.

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³⁴ Although this was officially ruled differently in emails (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019 and Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019), the rule was changed for the Unofficial Complete Rulebook in order to be consistent with earlier official rulings and the text on many Fleet cards.

VII. THE KLINGON EMPIRE

VII.1 FACTION STATUS

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

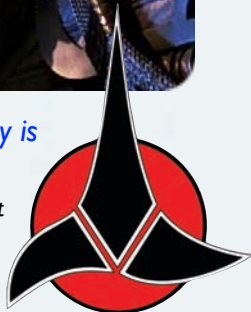
VII.2 THE KLINGONS



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

Klingons should be played aggressively to benefit from their Culture bonus.

Faction colour: Red



VII.3 KLINGON SPECIAL RULES



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

VII.3.1 Death Before Dishonor

Klingons may never Retreat or Surrender a Planet.

VII.3.2 Ever Victorious

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

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

Ships are destroyed, they gain a Culture token. If both sides wipe each other out and three (or more) enemy Ships are destroyed, they gain a Culture token.

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

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

If the enemy uses Advanced Romulan Cloaking Technology, the Space Battle is canceled as if it never occurred; the Klingons Refresh their Command token. Since no Combat occurred, the Klingons do not gain a Culture token.³⁵

VII.4 KLINGON VICTORY

Standard rules apply.

VII.5 KLINGON TRADE AGREEMENTS



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

VII.6 KLINGON STARTING ASSETS

Standard rules apply.

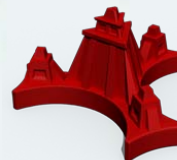
When the Klingons are in play, they start the game with Kronos as their Home System.

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

- Klingon Pieces -



Klingon Ship



Klingon Control Node



Klingon Starbase

³⁵ This rule was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24994230#24994230>).

VII.7 KLINGON BUILDING PHASE

Standard rules apply.



VII.8 KLINGON COMMAND PHASE

Standard rules apply.



VII.9 KLINGON ADVANCEMENTS



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

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

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

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

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

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

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

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

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

Cult of Kahless does one damage to Borg Cubes per destroyed Klingon Ship. Any Hits your opponent scores are in addition to any Ships you've chosen to destroy.³⁶

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

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

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

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

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

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

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

VII.10 KLINGON FLEETS



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

A Fleet is able to use its Special Rule as long as it's intact when it rolls to Hit. If a Klingon *Marauder Fleet* is intact, with at least three Ships when rolling to score Hits, you get the bonus Production from each enemy Ship that is destroyed. It possible for all the Ships in the *Marauder Fleet* to be destroyed and still generate Production.³⁷

For example, a four-strong *Marauder Fleet* attacks a six-strong Federation Fleet. The Klingons score 3 Hits, so takes 3 Production. At the same time, the Federation scores 4 Hits, completely wiping out the Klingons. Had the Federation scored 2 Hits, the Klingons would survive the *Combat Round* but the Fleet would be disbanded. In the next *Combat Round*, the Klingons wouldn't get any Production (as there isn't a *Marauder fleet* anymore).

³⁶ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23454599#23454599>).

³⁷ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23279512#23279512>).

Here's another example: A 4-strong Marauder Fleet is attacked by a Romulan Fleet with First Strike. The Romulans' first attack destroys 2 Klingon Ships, so the Fleet is disbanded. Because the casualties from First Strike are taken before their targets can return fire, the Klingon Fleet disbands before rolling to Hit and it doesn't get to use its Special Rule.

Note: This Fleet card doesn't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.³⁸

#1B - (10): -

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

#2B - (10): -

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

#3B - (10): -

VIII. THE ORION SYNDICATE

VIII.1 CREATORS

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

The Orion Syndicate as presented here was based on that previous work and further developed by Lou Lessing and Mattias Elfström, who also did card graphics.

VIII.2 THE ORIONS



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

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

Faction colour: Light Green



VIII.3 ORION SPECIAL RULES



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

VIII.3.1 Corrupted

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

Note that the Borg will never move through Orion Ships in this manner.

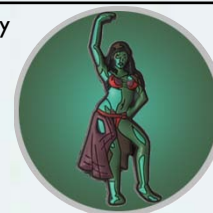
VIII.3.2 Contraband

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

1 Ship: 1 Production
2 Ships: 1 Research
3 Ships: 1 Culture

VIII.3.3 Orion Slave Girls

The Orions have no Starbases. Instead they can send their Slave Girls to Planetary Systems to establish cartels and infiltrate the local economy and government. No more than one Slave Girl can be sent to each Planetary System.



VIII.3.3.1 Placing Slave Girls

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

³⁸ Although this was officially ruled differently in emails (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019 and Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019), the rule was changed for the Unofficial Complete Rulebook in order to be consistent with earlier official rulings and the text on many Fleet cards.

VIII.3.3.2 Trading

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

VIII.3.3.3 Ship Building

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

VIII.3.3.4 Removing Slave Girls

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

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

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

Removed Slave Girls are returned to the Orion Supply.

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

VIII.4 ORION VICTORY

Standard rules apply.



VIII.5 ORION TRADE AGREEMENTS



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

Orions treat Trade Agreements differently from other Factions.

VIII.5.1 Revoking and Exchanging Trade Agreements

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

VIII.5.2 Giving Away Orion Trade Agreements

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

VIII.5.3 No Betrayal vs Single Ships

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

VIII.5.4 Slave Girls

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

VIII.6 ORION STARTING ASSETS

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

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

Orion (Variant PRC-4): Home of the Orions.

- Orion Pieces -



VIII.7 ORION BUILDING PHASE

VIII.7.1 Building Ships

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

VIII.7.1.1 Captured Starbases

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

VIII.7.2 Orion Research

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

VIII.8 ORION COMMAND PHASE

VIII.8.1 Issuing Commands to Slave Girls

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



VIII.8.2 Commissioning Fleets

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

VIII.8.2.1 Captured Starbases

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



VIII.9 ORION ADVANCEMENTS



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

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

The Borg are immune to *Tractor Beams*.

Note that this applies both in Space Battles and Invasions and that no Orion Ships need to survive for the effect to apply.

This card is removed before a solo game (unless you play the Orions) [see rule 16.4.1].

Bribery (Business/2R/-/-/-): When a Rival player initiates a Space Battle with you, you may pay Production (up to the number of Ships you have in the Battle) to that Rival to allow as many of your Ships to Retreat before the first Combat Round.

The Borg are immune to *Bribery*.

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

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

Enhanced Pheromones (Military/3R/-/-/-): During your Build Phase you may remove your Slave Girl from a System

to take one Rival Ship Orbiting that System as Contraband and place in your Reserves.

The Borg are immune to *Enhanced Pheromones*.

If developed by a Rival this Advancement does nothing.

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

Fiendish Plans (Command/3R/W/Cd/-): Use one more Turn Order card than normally. You take two Turn Order cards and two player turns. Do not Refresh Commands between your turns.

After Turn Order cards are distributed, you may secretly look at all of them. You may then pay 2 Research to a Rival to swap one of your Turn Order cards with that Rival.

Gold Rush (Command/3R/W/-/-): You may use a Command to have any number of Ships and Fleets at Warp, exit Warp and move to the same Sector they all can reach.

New Space Lanes can't be placed during these moves.

Knockoffs (Espionage/3R/W/-/-): During your turn, you may move your Slave Girl from a Rival System with a Research Node to one of that Rival's Advancements. You may use the Special Rules and any Warp or Command icons on Rival Advancements with Slave Girls. Remove Slave Girls from all Advancements during Maintenance.

Note that any Command gained is useable during the current Game Round. Also note that if the Advancement needs to be Exhausted to be used, that is allowed.

If developed by a Rival this Advancement does nothing beyond providing a Warp icon.

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

Skimming (Business/3R/-/-Cd/-): After Turn Order cards have been distributed, take one Resource token from each of the bids that was higher than yours.

Surgically Altered Infiltrators (Espionage/3R/-/-/-): On your turn, you may pay a Rival with whom you've made First Contact 1 Production to Exhaust a Trade Agreement held by that Rival. You may do this multiple times on your turn.

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

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



Blackmail (Expansion/4R/-/-Cd/-): When you attempt Hegemony, you may pay the defender any number of Research. For every Research paid, your Hegemony roll gets +1.

Booby Traps (Military/4R/W/-/-): In the first Combat Round of a Space Battle, you may pay your opponent any number of Research to score one Hit per Research.

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

Takeover (Expansion/3C/-/-/-): You may make Hegemony attempts at +1 on Systems with a Slave Girl without paying any Culture (even if successful) and even if you don't Occupy them.

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

VIII.10 ORION FLEETS



#1A Rogue Wing (4): This Fleet doesn't count toward your Fleet limit.

#1B Interceptor Wing (5): When this Fleet exits Warp, each Ship may make a separate Impulse move without using a Command. If the Fleet drops below three Ships it disbands.

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

#2B Flanking Fleet (6): At any time while at Warp, if a Ship of any Faction exits Warp in a Sector this Fleet could reach with

its current Warp movement (without placing new Space Lanes), this Fleet may immediately exit Warp in that Sector and initiate a Space Battle without spending any Commands.

#3A Smuggler Wing (4): +1 Warp speed. This Fleet can move into and through Sectors containing Rival Ships regardless of Peaceful or Hostile status during its Warp move.

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

Note: When you use Ships directly from Contraband to build this Fleet as a Bonus Fleet Build the Ships used are placed in this Fleet. As normal you need to use at least three Ships.

Note: For the purpose of using other Special Rules, all Ships in this Fleet count as Orion Ships.



IX. THE ROMULAN STAR EMPIRE

IX.1 FACTION STATUS

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

IX.2 THE ROMULANS



"Romulans. They're so predictably treacherous!"

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

Faction colour: Green



IX.3 ROMULAN SPECIAL RULES



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

IX.3.1 Suspicious

Whenever you receive a Trade Agreement, Exhaust it immediately, Refresh it in the upcoming Recharge Stage, as normal.³⁹

Every time a Romulan receives a new Trade Agreement, it starts Exhausted, whether or not it's a new agreement or an exchange of existing Trade Agreements.⁴⁰

IX.3.2 Cultural Superiority

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

IX.4 ROMULAN VICTORY

Standard rules apply.

IX.5 ROMULAN TRADE AGREEMENTS



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

IX.6 ROMULAN STARTING ASSETS

Standard rules apply.

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

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

- Romulan Pieces -



Romulan Ship

Romulan Control Node

Romulan Starbase

IX.7 ROMULAN BUILDING PHASE

Standard rules apply.



IX.8 ROMULAN COMMAND PHASE

Standard rules apply.



IX.9 ROMULAN ADVANCEMENTS



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

Like a Hazard, you only have to make the roll for the Cloaked Orbital Mines when the Ships end their movement in Romulan Systems. When moving through the Systems, it's safe to assume that the Romulan Rivals aren't getting close enough to trigger the mines.⁴¹

Cloaked Orbital Mines don't affect the Borg.⁴²

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

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

³⁹ This rule was clarified for the Unofficial Complete Rulebook. The original rules could easily have been misunderstood to mean an additional delay of another Game Round.

⁴⁰ This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Nov 27, 2017).

⁴¹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23952245#23952245>).

⁴² Although officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019), this ruling was changed for the Unofficial Complete Rulebook to simplify the game.

Continuing Committee (Command/4R/W/Cd/-):

Your Systems' Hegemony Resistance is increased by 1.

Forced Quantum Singularity Drive (Exploration/4R/WW/-/-): (none)**Imperial Science Initiative (Science/4R/W/-/-C):**

When you Launch a new Project, place one Research token from the Supply on the new Project.

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

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

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

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

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

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

The *Superior Targeting Array* allows you to re-roll one of your Attack dice each Round, not every die that each Ship or Node contributes.⁴³

Note that the Reroll does not apply to Starbases.⁴⁴

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

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

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

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

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

IX.10 ROMULAN FLEETS

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

#1B - (9): -

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

#2B - (9): -

#3A Mining Fleet (4): When this Fleet Occupies an Undeveloped System or Phenomenon, you may use one Command to take 2 Production. This may only be used once per turn. When a Romulan *Mining Fleet* uses a Command to take two Production from a Phenomenon they don't have to Brave the Hazard. If they had stopped in the Sector on a previous turn, they would have to spend another Command to take the Research from the Phenomenon. You only have to Brave a Hazard when you end your movement in a Hazardous Sector or spend a Command to Brave the Hazard.⁴⁵

#3B - (9): -

⁴³ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23952263#23952263>).

⁴⁴ This rule was clarified for the Unofficial Complete Rulebook.

⁴⁵ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23863427#23863427>).

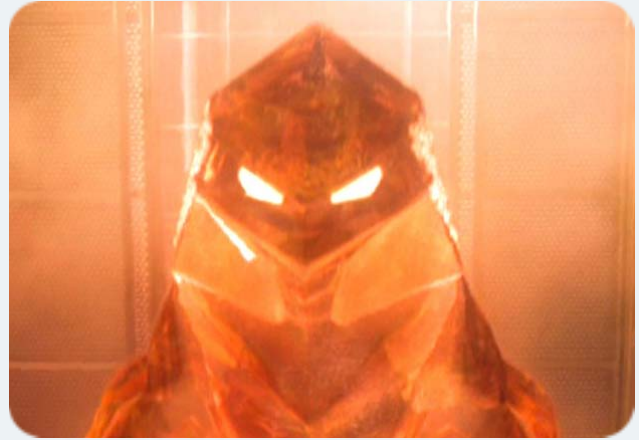
X. THE THOLIAN ASSEMBLY

X.1 FACTION STATUS

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

There is also a fan created version of the Tholian Faction under development.

X.2 THE THOLIANS



XI. THE TERRAN EMPIRE

XI.1 FACTION STATUS

The Terran Empire is a fan created Faction that was created by the BGG community and further developed by Mattias Elfström. Many images used below were created by Norsehound on BGG.

XI.2 THE TERRANS



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



The Terran Empire is the dominant power in the mirror universe Alpha-Quadrant.

The Terrans are warlike, aggressive and treacherous.

Faction colour: Black

XI.3 TERRAN SPECIAL RULES

XENOPHOBIC		TERRAN EMPIRE		TRAITOROUS	
The Terran Empire may never attempt Hegemony on Rival's Sectors or Civilizations.				Every time the Terran Empire Betrays a Rival they gain 3 Culture.	
WEAPONS	HIT ROLL	UPGRADE COST		SHIELDS	UPGRADE COST
1+	2+	10		12	3
3+	8			10	2
4+	6			8	1
5+	4			6	0

The Terran Empire has a unique Command Console with two Special Rules that apply to the Terrans.

XI.3.1 Xenophobic

The Terran Empire may never attempt Hegemony.

XI.3.2 Traitorous

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

XI.4 TERRAN VICTORY

Standard rules apply.

XI.5 TERRAN TRADE AGREEMENTS



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



XI.6 TERRAN STARTING ASSETS

Standard rules apply.

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

Mirror Earth (Variant PRC-4): Home of the Terrans.

- Terran Pieces -



Terran Ship

Terran Control Node

Terran Starbase

XI.7 TERRAN BUILDING PHASE

Standard rules apply.



XI.8 TERRAN COMMAND PHASE

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



XI.9 TERRAN EMPIRE ADVANCEMENTS



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

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

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

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

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

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

Tholian Interspatial Rift (Exploration/3R/W/-/-/-): (none)

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

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

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

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

Imperial Strategic Reconnaissance (Espionage/4R/W/-/-/-): When you Launch New Projects, you may randomly draw one card from a Rival's Advancement Deck, instead of selecting one of your own. If you discard the Rival's card, it goes to the bottom of their deck.

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

Federation deck. The *Multidimensional Transporter Device* becomes a copy of the chosen Advancement.

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

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

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

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

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

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

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

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

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

#3B - (9): -



XI.10 TERRAN EMPIRE FLEETS

1	2	3
BATTLE GROUP This Fleet may re-roll To Hit rolls of 1 in Space Battles.	BATTLE GROUP This Fleet may re-roll To Hit rolls of 1 in Space Battles.	COVERT ANALYSIS GROUP When this Fleet Occupies a Rival's System with a Research Node, you may Exhaust one Command to take 1 Research. You may place this on one of your Projects. This may only be used once per turn.

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

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

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

#2B - (9): -

XII. VULCAN HIGH COMMAND

XII.1 FACTION STATUS

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

XII.2 THE VULCANS



"Live long and prosper!"

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



Faction colour: Orange

XII.3 VULCAN SPECIAL RULES



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

XII.3.1 Logical Observers

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

Note: Vulcans may always Invade Borg worlds.⁴⁶

XII.3.2 Honest Meddling

The Vulcan player may not lie to other players. Vulcans may use their Commands to move other players' Ships, if they have a Trade Agreement with that player and that player's permission to do so. When moving another player's Ships, all results (hazards, rewards, etc.) of that movement still apply to the player whose Ships are being moved.⁴⁷



XII.3.3 Vulcan Ambassadors

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

The Vulcan player has access to five Ambassador models.



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

Vulcan Ambassadors count as Adjacent to Ships and Control Nodes in the same System or Adjacent Sectors for the purpose of determining if Trade Agreements can be given out or received.⁴⁸

XII.3.3.1 Placing Ambassadors

The Vulcan player may place an Ambassador on a System they Control by issuing a Command. They may also place Ambassadors on Independent or Rival Systems using their Consul Halitra Fleet.⁴⁹

⁴⁶ This rule was clarified for the Unofficial Complete Rulebook.

⁴⁷ Design note: It may seem awkward to have a rule that says that Vulcans may not lie, but taken in the context of the Honest Meddling rule it ensures Vulcans will not abuse permission to move other players' Ships. Also note that "I don't know" or "that depends" can be a truthful answers.

⁴⁸ This rule was invented for the Unofficial Complete Rulebook to provide consistency and for thematic purposes.

⁴⁹ This rule was invented for the Unofficial Complete Rulebook to make the Vulcan Ambassador rules work.

There can never be more than one Ambassador on a System.⁵⁰

XII.3.3.2 Building

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

XII.3.3.3 Moving Ambassadors

Using the *Vulcan High Council* Advancement, you may issue a Command to move an Ambassador from one Vulcan System to another Connected Vulcan System over any distance.⁵¹

XII.3.3.4 Removing Ambassadors

The Vulcan player may remove an Ambassador from a Vulcan Controlled System at any time. The Vulcan player may only remove Ambassadors from Systems they don't Control by using the *Consul Halitra Fleet*.⁵²

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

If an Ambassador ever finds himself on an Undeveloped System he is automatically removed.⁵³

Removed Ambassadors are returned to the Vulcan Supply.

If an Ambassador is on a System that is Assimilated, he is permanently removed from the game.⁵⁴

XII.4 VULCAN VICTORY

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

Vulcans can not win the game by the normal Ascendancy rule [rule 2.3.1].⁵⁵

XII.4.1 Vulcan Agenda Victory

At the end of a Game Round, if the Vulcan player Controls their Home System (which may have changed during the game through *Vulcan Exodus*) and has achieved their Agenda, they score an Agenda Victory.⁵⁶

Vulcans do not need to reveal that they have achieved their hidden Agenda until the Victory check.⁵⁷

Tied victories are still determined as in rule 2.3.5.

XII.4.2 Available Vulcan Agenda Cards

The available Agenda cards are:

Ascendancy: To win the game, reach 8 Ascendancy.

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

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

Culture: To win the game, Control 7 Culture Nodes.

Systems: To win the game, Control 10 Systems.⁵⁸

Note: This Agenda card has text that is replaced by the above.

Phenomena: To win the game, Occupy six Phenomenon.

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

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

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

Advancements: To win the game, complete 3 Advancements from Rival Factions. If you have at least 3 Rivals, they must be from 3 different Rivals. Otherwise, you must have at least one from each Rival.⁵⁹

Note: This Agenda card has text that is replaced by the above.

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



⁵⁰ This rule was invented for the Unofficial Complete Rulebook. Design note: This is important since otherwise the *Ministry of Security* would be unbalanced.

⁵¹ This rule was clarified for the Unofficial Complete Rulebook.

⁵² This rule was partly invented and partly clarified for the Unofficial Complete Rulebook.

⁵³ This rule was invented for the Unofficial Complete Rulebook to cover a gap.

⁵⁴ This rule was invented for the Unofficial Complete Rulebook to cover a gap and for thematic reasons.

⁵⁵ This rule was invented for the Unofficial Complete Rulebook even if an official clarification has ruled otherwise (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019).

⁵⁶ This rule was clarified for the Unofficial Complete Rulebook. It was also partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019).

⁵⁷ This rule was invented for the Unofficial Complete Rulebook to cover a gap.

⁵⁸ This rule was changed for the Unofficial Complete Rulebook. Design note: It would be too easy for the Vulcan to suddenly Control several Systems without any way for the other players to counter it. There is still an opportunity for a surprise victory if the Vulcans go last in the Round. The original text on the card was: "To win the game, Control 10 Systems on your turn".

⁵⁹ This rule was clarified for the Unofficial Complete Rulebook. The original text on the card was: "To win the game, complete 3 Advancements from other players, with at least 1 from each".



XII.5 VULCAN TRADE AGREEMENTS



The Vulcans have three unique Trade Agreement cards providing one Production, one Research or one Culture to the recipient.

XII.6 VULCAN STARTING ASSETS

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

The Vulcans start the game with three Ascendancy tokens regardless of *Starting Level* [rule 5.8], but cannot win a normal Ascendancy Victory [rule XII.4].⁶⁰

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

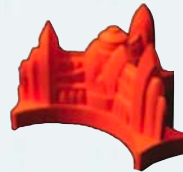
When the Vulcans are in play, they start the game with Vulcan as their Home System.

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

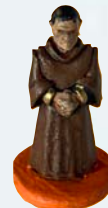
- Vulcan Pieces -



Vulcan Ship



Vulcan Control Node



Vulcan Ambassador

XII.7 VULCAN BUILDING PHASE

XII.7.1 Building Ships

Using the *Vulcan High Council Advancement*, Vulcans may Build Ships in their Home System or in any System they Control which has a Vulcan Ambassador

XII.7.1.1 Captured Starbases

Even if the Vulcans can't build Starbases of their own, they can still capture Rival Starbases. If they do, they can build Ships there per the normal rules.⁶¹

XII.7.2 Ancient Civilization

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

XII.7.2.1 Vulcan Colonisation

Vulcans may not Colonise Systems in the normal way, but may instead Colonise any Undeveloped Planetary System (Exception: If there is still an Exploration card on the System, it may not be Colonised by the Vulcan), even if they don't Occupy it, for the cost of one Ascendancy during their Building Phase.⁶²

If the Vulcans' Ascendancy drops below the number of Fleets they have in play, they don't need to disband Fleets, but they are prevented from Commissioning more Fleets until that is no longer the case [see rule 12.1.2].⁶³

Vulcans may also Colonise using the effects of Exploration cards and the *Ancient Vulcan Reliquary Advancement*.⁶⁴



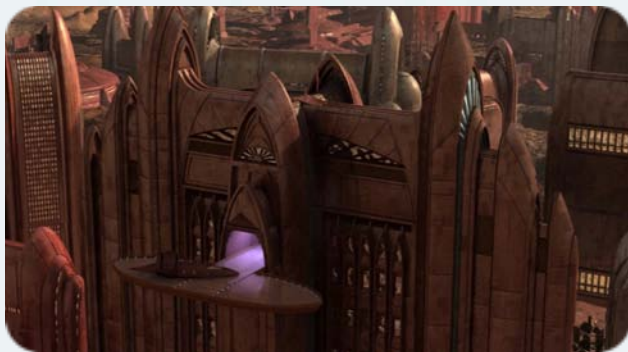
⁶⁰ This rule was partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

⁶¹ This rule was invented for the Unofficial Complete Rulebook for consistency and to cover an omission in the official rules.

⁶² This rule was changed for the Unofficial Complete Rulebook. The official rule made little sense, even if it was clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).

⁶³ This rule was changed for the Unofficial Complete Rulebook to simplify the game and to avoid extensive rules for disbanding Fleets.

⁶⁴ This rule was partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10. 2019).



XII.B VULCAN COMMAND PHASE

XII.B.1 Issuing Commands to Ambassadors

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

XII.B.2 Commissioning Fleets

Using the *Vulcan High Council* Advancement, Vulcans may Commission Fleets in their Home System or in any System they Control which has a Vulcan Ambassador

XII.B.2.1 Captured Starbases

Even if the Vulcans can't build Starbases of their own, they can still capture Rival Starbases. If they do, they can Commission Fleets there per the normal rules.⁶⁵



XII.C VULCAN ADVANCEMENTS

Vulcan High Council (Expansion/Start/W/-/-): You may build Ships and Commission Fleets in any System you Control which has an Ambassador. You may issue a Command to move an Ambassador between Connected Systems you Control.⁶⁶

If developed by another Faction (through the use of the Borg *Nano-Data Linkage* tech) this Advancement does nothing beyond providing a Warp.⁶⁷

Note: This Advancement card has text that is replaced by the above.

Vulcan Exodus (Culture/2R/W/-/-): At any time you may discard this card to immediately declare a different Undeveloped System or System you Control, as your Home System. The old Home System immediately ceases to be a Home System for all purposes.⁶⁸

Note that this effect may be used to avoid Borg Assimilation.

Note: This Advancement card has text that is replaced by the above.

Kir'Shara Writings of Surak (Trade/3R/W/Cd/-/-): Trade Agreements you hold from Factions with an Ambassador on one of their Controlled Systems generate 2 more Resources. You must give one of those Resources to the player whose Trade Agreement it is.⁶⁹

Note: This Advancement card has text that is replaced by the above.

Long Range Listening Posts (Espionage/3R/W/-/-/-): When attacked, your Ships may enter Warp before the Battle begins, if there is an Ambassador in their System, or in a System directly connected to their Space Lane.⁷⁰

Note: This Advancement card has text that is replaced by the above.

Ministry of Diplomacy (Culture/3R/W/-/-/-): When generating Resources, take 1 Culture for each Independent Civilization with an Ambassador. Add +1 to your Hegemony Attempts in Systems with an Ambassador.⁷¹

Note: This Advancement card has text that is replaced by the above.

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

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

Ancient Vulcan Reliquary (Exploration/4R/-/-/-/-): Immediately after resolving the Exploration card for a new

⁶⁵ This rule was invented for the Unofficial Complete Rulebook for consistency and to cover an omission in the official rules.

⁶⁶ This Advancement was changed for the Unofficial Complete Rulebook. The original text was "Vulcan High Council (Starting/Start/W/-/-): You may build Ships and form Fleets in any of your Systems which have an Ambassador. On your turn, you may use a Command to move an Ambassador to another, connected System you Control".

⁶⁷ This rule was invented for the Unofficial Complete Rulebook.

⁶⁸ This rule was partly invented for the Unofficial Complete Rulebook and partly clarified in an official email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019). The original text was "Vulcan Exodus (Culture/2R/W/-/-): Once completed, you may discard this card if a Rival Controls the Vulcan System. You may immediately declare a different Uncontrolled System, or System you Control, as your Homeworld".

⁶⁹ This rule was clarified for the Unofficial Complete Rulebook. The original text was "Increase the value of any Trade Agreements you hold by 2 if you also have an Ambassador on one of their Systems. You must give one of those Resources to the player whose Trade Agreement it is".

⁷⁰ This rule was clarified for the Unofficial Complete Rulebook. The original text was "When attacked, your Ships may enter Warp before the Battle begins, if there is a Vulcan Ambassador in their System, or in a System connected to their Space Lane".

⁷¹ This rule was clarified for the Unofficial Complete Rulebook. The original text was "When generating Resources, take 1 Culture for each Independent Civilization with a Vulcan Ambassador. Add +1 to Hegemony Attempts in every System with a Vulcan Ambassador".

System, you may discard this card to Colonise that System for free, provided it is Undeveloped.⁷²

Note: This Advancement card has text that is replaced by the above.

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

Note that the free Node is a Resource Node.⁷³

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

Ministry of Security (Espionage/4R/W/-/-/-): For each Independent Civilization with an Ambassador, +1 Command. Discard the Command if any player takes Control of the Independent Civilization.⁷⁴

Note: This Advancement card has text that is replaced by the above.

Vulcan High Command (Military/4R/-/-/Cd/-/-): You may allow the attacker or defender in an Invasion of a System with an Ambassador to roll an extra to hit die.⁷⁵

Note: This Advancement card has text that is replaced by the above.

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

Note that this Advancement should refer to "your Fleets" rather than "Vulcan Fleets".⁷⁶

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

Vulcan Monasteries (Culture/5R/W/Cd/-/-/-): Any of your Systems which produce at least one Culture produce one additional Culture, if there are no Ships in the System, or in connected Space Lanes.

Note that for this card "connected" should actually refer to "directly connected".⁷⁷



XII.10 VULCAN FLEETS



#1A Consul Halitra (5): During your turn and without issuing a Command, this Fleet may place or remove an Ambassador on an Independent System or a System Controlled by a Rival whose Trade Agreement you hold that this Fleet Orbits.⁷⁸

Note: This Fleet card has text that is replaced by the above.

#1B - (9): -

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

#2B - (9): -

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

#3B - (9): -

⁷² Although this card was clarified in an official email (Email answer from Jessica Fauver; Battlefront US Customer Service, Oct 10, 2019), its effect was changed for the Unofficial Complete Rulebook. The original text was "On your turn, after discovering a new System, you may shuffle this Advancement into your Advancement deck to immediately Colonize that System, after the Exploration card is resolved".

⁷³ This rule was officially clarified in an email (Email answer from Jessica Fauver; Battlefront US Customer Service, Oct 10, 2019).

⁷⁴ This rule was clarified for the Unofficial Complete Rulebook. Note that it needs to be used together with the rule that only one Ambassador is allowed on each System. The original text was "For each Vulcan Ambassador placed on an Independent Civilization, +1 Command. Discard the Command if any player takes Control of the Independent Civilization".

⁷⁵ This rule was changed for the Unofficial Complete Rulebook. The original text was "Every System with an Ambassador rolls an extra to hit die in planetary Invasions".

⁷⁶ This rule was clarified for the Unofficial Complete Rulebook.

⁷⁷ This rule was clarified for the Unofficial Complete Rulebook.

⁷⁸ This rule was clarified for the Unofficial Complete Rulebook. The original text was "When in Orbit of an Independent Civilization or Rival System whose Trade Agreement you hold, this Fleet may place or remove a Vulcan Ambassador. This does not use a Command and may not be done while moving".

XIII. THE BORG COLLECTIVE

XIII.1 BORG STATUS

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

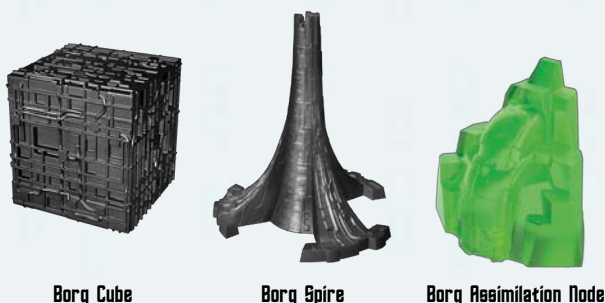
The Borg count as a Rival but they are not a Faction.

XIII.2 THE BORG

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

- From Memory Alpha

- Borg Pieces -



Borg Cube

Borg Spire

Borg Assimilation Node

XIII.3 BORG COMMANDS

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

Note that the words "nearest" and "closest", used on many cards, are defined in rule 15.2.4.2.

2 Assimilation: Expedited (-): Place a Borg Node on all Borg Worlds with fewer than three Nodes. Do not move this Cube this turn (unless activated again by *Collective Efficiency* [see rule 15.3.6.8]).⁷⁹

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

Also see rule 15.2.4.1.

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

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

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

If there are several Assimilated players the extra Borg turn is played by the Assimilated player who previously played the lowest Turn Order card.⁸⁰

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

Systems with a Borg Spire do not count as Developed Systems when determining where to move a Borg Cube.⁸¹

Also see rule 15.2.4.1.

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

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

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

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

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

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

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

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

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

Systems with a Borg Spire do not count as Home Systems when determining where to move a Borg Cube.⁸²



⁷⁹ This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019).

⁸⁰ Although ruled differently in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019), this rule is changed for the Unofficial Complete Rulebook in order to increase the Borg threat and simplify game play.

⁸¹ This rule was clarified for the Unofficial Complete Rulebook.

⁸² This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019).

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

Systems with a Borg Spire do not count as Home Systems when determining where to move a Borg Cube.⁸³

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



XIII.4 BORG TECH



Borg Tech cards are played like Advancements.

Borg Telemetry Node (Borg/OR/-/-/-): Exhaust this card during the Borg turn to discard a drawn Borg Command card and draw a different Command card. This ability is used the moment the Command card for an activated Cube is revealed.⁸⁴

If used against an Assimilated Borg player (who draws all Command cards in one go), it is used to discard a random Command card from the Assimilated player's hand before they Activate a Cube.⁸⁵ This will reduce the Borg player's hand by one card.

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

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

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

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

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

Nano-Data Linkage (Borg/OR/-/-/-): When you launch Projects, you may choose to draw Advancement cards from any Faction who has been Assimilated or is not in use this game.

Note that the card says "Civilization", but should actually refer to "Faction" in these rules.⁸⁶

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

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

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

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

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

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

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

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

Note that this Special Rule is only useable on your turn.⁸⁷

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

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

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

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

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

⁸³ This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15. 2019).

⁸⁴ This rule was clarified for the Unofficial Complete Rulebook.

⁸⁵ This was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16. 2019).

⁸⁶ This rule was clarified for the Unofficial Complete Rulebook.

⁸⁷ This rule was clarified for the Unofficial Complete Rulebook.

XIV. SYSTEMS

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

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



XIV.1 PLANETARY SYSTEMS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Kurl (CE C-3): Site of the extinct Kurlan civilization. Archaeologist Richard Galen gave an artifact from here to Captain Picard. TNG episode 6x20, "The Chase".

Lursen Prime (AE P-2): Home to an Andorian colony that was destroyed by the Klingons. TOS novel "Starfleet Academy".

Lytasia (FE PRO-4): Home of the Lytasians who fought a war with the Ferengi. Mentioned in DS9 episode 6x10 "The Magnificent Ferengi".

Magna Roma (CE PP-3): Location of a Roman Empire culture with 20th century technology. TOS 2x25 "Bread and Circuses".

Mazar (VE PRC-3): Home world of the Mazarites. ENT episodes 1x23 "Fallen Hero", and 4x15 "Affliction".

Nervala IV (VE RR-3): Uninhabited planet. A distortion field prevented the use of transporters. Visited by the USS *Potemkin* and Lt. Riker. Thomas Riker was found there several years later. TNG episode 6x24 "Second Chances".

Ohniaka (BE RO-1): Location of a Federation research station destroyed by the Borg in 2369 (TNG episode 6x26, "Descent").

Pallas 14 (VE PR-4): Planet on the outer fringes of our galaxy. In 2269 it was invaded by a huge cosmic cloud. TAS episode 1x03 "One of Our Planets Is Missing".

Prexnak (FE H5 PRR-5): Site of a battle between the Ferengi and Lytasians. Mentioned in DS9 episode 6x10 "The Magnificent Ferengi".

Regulus V (CE RO-4): Noted for its eel birds. Mentioned in TOS episode 2x05, "Amok Time".

Rigel (AE PRC-6): Planet mentioned in several episode of various series.

Risa (STA C-4): Pleasure planet, various TNG episodes.

Rog (FE H5 PP-1): Location of a Ferengi detention facility. DaiMon Bok was imprisoned here after trying to kill Captain Picard. TNG episode 7x22 "Bloodlines".

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

Rura Penthe (STA H5 PP-2): Klingon prison planet. *Star Trek VI, The Undiscovered Country*, *Enterprise* episode 2x19 "Judgement".

Sherman's Planet (STA PPO-3): Destination of quadrottricale shipment. TOS episode 2x15 "Trouble With Tribbles".

Sigma Draconis (CE H6 PRC-4): The *Enterprise* travels here to recover Spock's brain. TOS episode 3x01, "Spock's Brain".

Sigma Tama IV (STA PC-3): Homeworld of the Children of the Tama, TNG episode 5x02 "Darmok".

Son'a Prime (STA PR-3): Son'a homeworld. The Son'a appear in *Star Trek: Insurrection*.

Straleb Madena (FE RC-4): Inhabitants formed the Coalition of Madena. TNG Episode 2x04, "The Outrageous Okona".

Tau Cygna V (STA H6 PPC-4): Colony where in 2274, the SS *Artemis* crashed on the surface and the survivors started a new civilization, TNG episode 3x02 "The Ensigns of Command".

Terra Nova (STA PRC-4): One of the first Earth-colonised planets, *Enterprise* episode 1x06 "Terra Nova".

Thonolan IV (AE PPC-3): Home to Andorian ambassador Thev and his daughter. TNG episode 2x16 "Q Who?".

Trill (VE PC-5): Home world of the Trill and their hosts. First mention in TNG episode 4x23 "The Host".

Take 1 Culture when Discovered.

Valakis VI (STA PC-4): Visited by the NX-01. World wide evolutionary plague. *Enterprise* episode 1x13 "Dear Doctor".

Vlugta Asteroid Field (FE H6 PPPP-3): A mining concession for this site was used for a con job in DS9 episode 2x11 "Rivals".

The Vlugta Asteroid Field functions as a standard System disc, the only difference is that it can support up to four Production Nodes.⁸⁸

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

Weytahn (AE H4 RC-5): Class D planetoid located on the frontier between Vulcan and Andoria. A pathogen there was harmful to humans, but did not affect Vulcans. ENT episode 2x15 "Cease Fire".

Vulcans are immune to this Hazard.

Yuri (VE RC-2): Site of a Starfleet battle simulation. TNG episode 2x21 "Peak Performance".

Zeta Boötis III (STA PO-3): The Klingons are caught influencing the technological development of the planet's primitive inhabitants, TOS episode 2x19 "A Private Little War".

XIV.2 PHENOMENA

The Badlands (CE H4 Phenomenon-5): Voyager investigated the Maquis and disappeared. Voyager episode 1x01 "The Caretaker".

Ships may not move through this Phenomenon. They must end their movement here.

Black Hole (FE H3 Phenomenon-3): Stellar phenomenon that appeared in many episodes. Also a Ferengi beverage Jadzia Dax enjoyed for breakfast (several DS9 episodes).

Ships in this Phenomenon may not enter Warp.

Since Borg Cubes only move via Warp, they can't leave the Black Hole if they happen to end up there.⁸⁹

The Briar Patch (CE H5 Phenomenon-4): Nebula in sector 441 *Star Trek: Insurrection*. Also, a Klingon system called Klach D'Kel Brakt, *Enterprise* episode 4x06 "The Augments".

In Space Battles, only rolls of 6 Hit Ships in this Phenomenon.

Eagle Nebula (STA H5 Phenomenon-4): Messier 16 or NGC 6611.

Electrokinetic Cloud (BE H4 Phenomenon-3): A Borg cube was damaged by an electrokinetic storm in the Nekrit Expanse freeing the drones from Borg Control (Voyager episode 3x17, "Unity").

Borg Cubes which end their movement in this Phenomenon are destroyed.

McAllister Nebula (STA H6 Phenomenon-4): Located in Cardassian space, TNG episode 6x11 "Chain of Command Part II".

Murasaki 312 (STA H5 Phenomenon-3): Quasar studied by the *Enterprise*, TOS episode 1x16 "The Galileo Seven".

Mutara Nebula (FE H5 Phenomenon-4): Site of the climactic battle between Kirk and Khan, *Star Trek II, The Wrath of Khan*.

Ships in this Phenomenon may not use their Shields.

⁸⁸ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23896673#23896673>).

⁸⁹ This was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 15, 2019).

Neutron Star (STA H3 Phenomenon-3)

Ngame Nebula (AE H4 Phenomenon-3): *The Enterprise-D passed by this nebula (TNG episode 4x14 "Clues").*

After Braving the Hazard, move all surviving Ships to an Adjacent Sector.

Paulson Nebula (BE H6 Phenomenon-3): *Located in Federation space between Zeta Alpha II and Sentinel Minor IV. The Enterprise hid from a Borg cube in 2366 (TNG episode 3x26, "The Best of Both Worlds").*

Ships in this Phenomenon may not be attacked and do not block other Ships' movement in any way.

Pulsar (STA H4 Phenomenon-3)

Singularity Cluster (VE H3 Phenomenon-5)

Add 1 Research per Round, until this System holds 3 Research. Take all Research after successfully Braving this Hazard.

Note: All Research gained from this Phenomenon may be placed on your Projects.⁹⁰

Stellar Nursery (STA H4 Phenomenon-3)

Subspace Anomaly (AE H4 Phenomenon-5)

When Ships in this System enter Warp, roll the Space Lane die and place that many Warp Tokens next to the Ships.

Temporal Anomaly (VE H4 Phenomenon-5)

When you take Research from this Phenomenon, also roll a Space Lane die. On a roll of 3, Refresh one Command. On a roll of 4, Refresh two.⁹¹

Note: This System disc has text that is replaced by the above.

2 Transwarp Conduit (BE H6 Phenomenon-3):

Artificially created energy conduit used by the Borg to move throughout the galaxy (TNG episode 6x26, "Descent", Voyager episodes 5x15/16, "Dark Frontier" and 7x11, "Shattered").

When you take the Research from this Phenomenon, roll a die: if a 6 is rolled, place a Borg Cube in this System.

The Transwarp Hub System disc is directly connected to both Transwarp Conduit System discs. Players and the Borg may Warp from the Hub to either Conduit, or vice versa, as if they were connected via a Space Lane. The Conduits are not directly connected to each other. Attacks are allowed between the Hub and the Conduits [see rule 8.5].

As an exception to the normal rules [see rule 8.6.3.1], the "virtual" connection between the Hub and a Conduit doesn't count for determining if the Conduit is Fixed or Floating.⁹²

XIV.3 OTHER SYSTEMS

Transwarp Hub (BE Other-6): *One of six structures used by the Borg to travel rapidly throughout the galaxy. Voyager found one in grid 986 and destroyed it (Voyager episode 7x25, "Endgame").*

The Transwarp Hub System disc is directly connected to both Transwarp Conduit System discs. Players and the Borg may Warp from the Hub to either Conduit, or vice versa, as if they were Connected via a Space Lane. The Conduits are not directly connected to each other. Attacks are allowed between the Hub and the Conduits (see rule 8.5 and its footnote).

The Transwarp Hub is neither a Planetary System nor a Phenomenon. Do not draw an Exploration Card for discovering the Transwarp Hub. It is always considered Fixed if it starts the game on the map.⁹³

Wolf 359 (BE): *Site of the first major battle between the Federation and the Borg. The Borg were led by Locutus. Benjamin Sisko's wife died in the battle (TNG episode 3x26, "The Best of Both Worlds", DS9 episode 1x01, "The Emissary").*

Note that this is not a System as far as the rules are concerned, but rather a funny detail (check one of the Space Lanes).

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

⁹¹ Although officially partly clarified to be intentional (Email answer from Jessica Fauver; Battlefront US Customer Service, Oct 10, 2019) this rule was changed for the Unofficial Complete Rulebook to avoid allowing infinite Commands to be generated. The original text was "When you Brave this Hazard, also roll a Space Lane die. On a roll of 3, Refresh one Command. On a roll of 4, Refresh two".

⁹² Although officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019) this rule is handled differently in the Unofficial Complete Rulebook.

⁹³ This rule was officially clarified in an email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018).

XV. EXPLORATION CARDS

The following is a list of all Exploration cards available in the game. For each card it is indicated in which expansion it was available; *Star Trek: Ascendancy* base game (STA), 50th Anniversary Exploration cards (50), Cardassian expansion (CE), Ferengi expansion (FE), Borg expansion (BE), Andorian expansion (AE) or the Vulcan expansion (VE) and if a Hazard (H#) or Diplomacy test (D#) is involved.

XV.1 CRISIS



Andorian Confrontation (AE): If you have an Andorian Rival, place a new Andorian Ship in this System. If not, place a new Ship from the player to your right in this System.

This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.⁹⁴

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

Antedean Terrorist Plot (STA): Roll a die: if the result is lower than or equal to your Ascendancy, return or discard all Trade Agreements you hold. If higher, this card has no effect.

Arkonian Destroyer (VE H5): Level 5 Hazard. Roll to hit with all your Ships. If you score at least 1 hit and at least 1 of your Ships survives, take 2 Production.

Automated Minoasian Weapons (STA H4): Level 4 Hazard. If any Ships survive the Hazard, take 2 Research tokens.

Bioengineered Wasting Disease (50): Roll a die: if the result is equal to or lower than the number of Research Nodes you Control, a cure has been found with enough time to save the Ship. Otherwise, destroy one of your Ships in this System.

Black Star (VE H4): If any Ships survive this Hazard, Refresh 2 Commands.

2 Borg Cube (BE): Place a Borg Cube in this System.

1 standard, 1 red.

5 Borg World (BE): Place a Borg Spire /with 1/2/3 Assimilation Nodes/ on this System.

2 standard, 3 red.

Cardassian Armistice Accords (CE): If you have a Cardassian Rival, you both choose one of your non-Home Systems and exchange Control Nodes. If not, exchange Systems with the player to your right.

When a player discovers a new System and draws the *Cardassian Armistice Accords*, they have stumbled into a border dispute that requires them to relinquish Control of one of their Systems in exchange for Control of a Cardassian System. If either the player who drew the *Armistice Accords* or the Cardassian player only Controls their Home System, the *Accords* card is discarded with no effect. The two players can only exchange Systems if they both Control at least one System beyond their Home System.

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.⁹⁵

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

Cardassian Confrontation (CE): If you have a Cardassian Rival, place a new Cardassian Ship in this System. If not, place a new Ship from the player to your right in this System.

This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.⁹⁶

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

Cosmic Cloud (AE): Roll a die for each Ship: for each die that is higher than your Ascendancy, destroy a Ship. Take a Research for each surviving Ship.

⁹⁴ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018) and partly adjusted for the Unofficial Complete Rulebook.

⁹⁵ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018) and partly adjusted for the Unofficial Complete Rulebook.

⁹⁶ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27. 2018) and partly adjusted for the Unofficial Complete Rulebook.

Crystalline Entity (STA): If both your Weapons and Shields have not been upgraded, destroy all Ships in this System and destroy this System. Otherwise, discard this card. Tholians may ignore this card.

Only one slider on your Command Console needs to be upgraded to prevent the *Crystalline Entity* from destroying all of the Ships and the System disc.⁹⁷

Cytherian Probe (AE): Your turn ends immediately. If other players have not taken their turn this round, exchange your Turn Order Card with a player of your choice, who takes their new turn immediately. Start a new Command Phase if you have any unissued Commands during your new turn position.

2 Damaged Borg Scout Sphere (BE): Roll to Hit with all Ships in System. If you score at least one Hit, take a Borg Tech card. If no Hits are scored, move the nearest [see rule 15.2.4.2] Borg Cube to this System, or place a new Cube if there are no Cubes in play.

1 standard, 1 red.

Dangerous Flora (50): REMAINS IN PLAY: Building a Colony on this System costs an additional 2 Research tokens.

This card has effects that occur during the Build Phase.⁹⁸

Federation Confrontation (CE): If you have a Federation *Rival*, place a new Federation Ship in this System. If not, place a new Ship from the player to your right in this System.

This Crisis Card has a *Rival* player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.⁹⁹

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

Ferengi Confrontation (CE): If you have a Ferengi *Rival*, place a new Ferengi Ship in this System. If not, place a new Ship from the player to your right in this System.

This Crisis Card has a *Rival* player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.¹⁰⁰

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



The Game Masters of Triskelion (50): Roll a die: If the roll is higher than your Ascendancy level, you survive the games. If the roll is equal or lower, your civilized crew perishes in the brutal games and all Ships in the System are destroyed.

Iconian Probe (STA H5): Level 5 Hazard. If any Ships survive the Hazard, take 2 Research tokens.

Klingon Confrontation (CE): If you have a Klingon *Rival*, place a new Klingon Ship in this System. If not, place a new Ship from the player to your right in this System.

This Crisis Card has a *Rival* player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.¹⁰¹

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

Lights of Zetar (50 H4): If you have 2 or more Warp tokens pictured on your Advancements, this card has no effect. If not, Ships in this System must Brave a level 4 Hazard.

Magnetic Flux Entity (AE): Relocate up to two more of your Ships to this System.

Menthara Booby Trap (STA H3): Pay 2 Research OR Level 3 Hazard.

Nausicaan Pirates (STA H5): Level 5 Hazard. For each destroyed Ship, lose 1 *Resource* of your choice. Roll to Hit with all your surviving Ships. For each Hit scored, take 1 Production.

⁹⁷ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24471374#24471374>).

⁹⁸ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

⁹⁹ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018) and partly adjusted for the Unofficial Complete Rulebook.

¹⁰⁰ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018) and partly adjusted for the Unofficial Complete Rulebook.

¹⁰¹ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018) and partly adjusted for the Unofficial Complete Rulebook.

Neutronic Wave Front (STA H4): You may either Exhaust a Command and place all Ships in this System at Warp or all Ships in the System must Brave the level 4 Hazard.

Organian Intervention (STA): REMAINS IN PLAY: This System may only be Colonised by Ascendancy 3 or higher Civilizations.

This card has effects that occur during the Build Phase.¹⁰²

Orion Interceptors (VE H4): If any Ships survive this Hazard, you may draw one card from a Rival's Advancement deck, and immediately put it into play with your completed Advancements.

The Planet Eater (STA H3): Level 3 Hazard. If any Ships survive, you may sacrifice a Ship to destroy the Planet Eater and save the System. Otherwise, the System is destroyed; remove it from the game.

"Q" (STA): The player to your right draws a new System and connects it to any System via a new Space Lane. Move all Ships from this System to the new System. Draw another Exploration card for the new System, as normal.

The Ship that is moved is taken from the System that prompted the "Q" card to be drawn.¹⁰³

If there are no other unassimilated players, discard this card and draw another.¹⁰⁴

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

Romulan Confrontation (CE): If you have a Romulan Rival, place a new Romulan Ship in this System. If not, place a new Ship from the player to your right in this System.

This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.¹⁰⁵

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

Sargon Encounter (VE): Put all of your Ships in this System at Warp. The player to your right may Move these Ships up to

your maximum Warp speed once. The Ships exit Warp without issuing a Command.

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.¹⁰⁶

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

Scorching Skies (AE): REMAINS IN PLAY: Costs +2 Research to Colonize. Does not apply to Vulcans or Andorians.

Space Amoeba! (STA H4): Roll to Hit with all your Ships in this System. If you score at least 1 Hit, take 1 Research and discard this card. If you score no Hits, all Ships in this System and in all Adjacent Systems must Brave a level 4 Hazard.

Subspace Rift (AE H4): Level 4 Hazard. If any Ships survive, swap their position with all the Ships in any other Sector which contains Ships.

2 Transwarp Beacon (BE): If there are Borg in play, move the nearest [see rule 15.2.4.2] Borg Cube to this System. If not, place a new Borg Cube in this System.

Tribble Troubles (50): Exhaust 2 Command tokens, if able.

Vulcan Encounter (VE): If you have a Vulcan Rival, place a new Vulcan Ship in this System. If not, place a new Ship from the player to your right in this System.¹⁰⁷

This Crisis Card has a Rival player place one of their Starships in the same System with the Ship that discovered the System. What happens after that is up to the two players involved in the Encounter. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.¹⁰⁸

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

The Wrath of Olympus (50 H4): Level 4 Hazard. If any Ships survive, you may immediately build a Colony in this System, for free.

This Exploration Card may result in the placement of a Control Node immediately, during the Command Phase.¹⁰⁹

¹⁰² This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

¹⁰³ This rule was clarified for the Unofficial Complete Rulebook based on an official clarification of another card (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019). The original text could be interpreted to mean something else.

¹⁰⁴ This rule was clarified for the Unofficial Complete Rulebook to fill a gap.

¹⁰⁵ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018) and partly adjusted for the Unofficial Complete Rulebook.

¹⁰⁶ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018) and partly adjusted for the Unofficial Complete Rulebook.

¹⁰⁷ Note that this card should probably have the title "Vulcan Confrontation" since it has the same effect as the other "Confrontation" cards.

¹⁰⁸ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018) and partly adjusted for the Unofficial Complete Rulebook.

¹⁰⁹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

Writ of Accountability (FE D6): Roll a Diplomacy [6] test: if you succeed, this card has no effect. If you fail, return or discard all Trade Agreements you hold. Succeed or fail, shuffle this card into the remaining deck instead of discarding it.

This Crisis Card requires a Diplomacy Test when drawn, as shown in the upper right hand corner of the card. The Writ of Accountability is a Crisis Card that goes back into the Exploration Deck after it is resolved, instead of going into the discard pile. After resolving the Writ, do not shuffle the discard pile back into the deck; only shuffle the Writ of Accountability back into the Exploration deck. Doing so will also shuffle any unclaimed Ally cards that are at the bottom of the deck.

Xenophobic Uprising (FE D6): Roll a Diplomacy [6] test: if you succeed, this card has no effect. If you fail, you must revoke all your Trade Agreements held by Rivals.

This Crisis Card requires a Diplomacy Test when drawn, as shown in the upper right hand corner of the card.

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

XV.2 DISCOVERY



Abandoned Colony (STA): You may immediately Colonise the System by spending 1 Culture, without sacrificing a Ship.

If you do not take advantage of the Abandoned Colony Discovery right away, it goes away.¹¹⁰ This Exploration Card may result in the placement of a Control Node immediately, during the Command Phase.¹¹¹

Alien Amusement Park (50): You may choose to take 2 Production or Refresh 2 Commands.

Balok's Ruse (50): Roll a die for each of your Ascendancy tokens. For each result of 4 or better, take a Production.

Borg Salvage (BE): Draw 2 Borg Tech cards. You may choose one to Develop.

Bynar Technicians (STA): You may immediately upgrade your Weapons or Shields at half the normal cost (rounded down), or you may take 2 Research tokens.

Cardassian Delegation (CE): If you are the Cardassians or hold a Cardassian Trade Agreement, all your Trade Agreements

immediately generate Resources. If not, Exhaust all your Trade Agreements.

Children of Tama Negotiations (STA): REMAINS IN PLAY: To Colonise this System, roll a die and add your Ascendancy: if the total is 4 or more, you may Colonise for free. Otherwise, you may not Colonise this System this turn.

The Children of Tama Negotiations Exploration Card negates the benefit of the Federation Colonisation Fleet. The only way to Colonise that world is to make a successful roll and earn the free colony during the Building Phase.¹¹²

Dark Reflection (VE): Roll a die and add your Ascendancy. If the result is 8 or higher, take 1 Culture. If it is 7 or lower, the player sitting opposite you may issue up to three of your Commands this turn on this Ship or Fleet, ignoring the Special Rules on your Command Console.

Note: If there are two players sitting opposite, randomly determine who this applies to.¹¹³

Assimilated players and the automated Borg are never counted when determining "the player sitting opposite". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.¹¹⁴

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

Diplomatic Exchange (AE): You may exchange up to 2 Resource Tokens of any type for up to 2 Resource Tokens of another single type.

Diplomatic Summit (50): You may immediately exchange Trade Agreements with any of your Rivals, even those with whom you have not made contact.

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

Encounter at Farpoint (STA): Take 1 Culture OR Immediately Colonise this System at no cost.

This Exploration Card may result in the placement of a Control Node immediately, during the Command Phase.¹¹⁵

Gamma Quadrant Artifact Dealer (STA): Roll a die: if you roll higher than your current Ascendancy level, take a Culture token.

Gomtuu (STA): Roll a die and add your Ascendancy: if the result is 4 or higher, build 1 Ship in this System, for free.

Guardian of Forever (50): Draw the top card of your Advancement deck. It is completed immediately: place it in your Advancement area.

Shuffle the Advancement deck before drawing.¹¹⁶

¹¹⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24472043#24472043>).

¹¹¹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

¹¹² This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/24471492#24471492>).

¹¹³ This was officially clarified in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019).

¹¹⁴ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018) and partly adjusted for the Unofficial Complete Rulebook.

¹¹⁵ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/23864217#23864217>).

¹¹⁶ This rule was clarified for the Unofficial Complete Rulebook.

Iconian Ruins (STA): You may Exhaust any unused Command tokens to take a Research token per Command token Exhausted.

2 Isolated Borg Drones (BE): Draw a number of Borg Tech cards equal to your Ascendancy. You may choose one to Develop.

1 standard, 1 red.

Kurlan Artifacts (STA): Take 1 Culture token.

Lost Colony (STA): The player to your right places one of their Control Nodes on this System, for free.

Assimilated players and the automated Borg are never counted when determining "the player to your right". When only one unassimilated player remains, this card is discarded when drawn by the player and replaced by drawing a new card. The Borg just discard it without effect.¹¹⁷

This Exploration Card may result in the placement of a Control Node immediately, during the Command Phase.¹¹⁸

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

Neutron Star Event (CE H4): You may Brave a level 4 Hazard. If you do, and at least one Ship survives, you may put a Research on two of your Projects.

Orion Trader (STA): Draw the top card from another player's Advancement deck and give that player the top card from your deck. Both players may choose to develop these new Research Projects or discard them as normal.

Shuffle the Advancement decks before drawing.¹¹⁹

In a solo game you may draw an Advancement from any Faction not in play [see rule 16.4.1].

Peaceful Meditation (VE): Take 1 Culture OR Destroy 1 of your Ships in this System to take 3 Production.

Secrets of the Horta (50): REMAINS IN PLAY: When you Colonise this System, roll a die. If the result is less than the number of Production Nodes you Control, immediately build 2 Production Nodes, if possible.

This card has effects that occur during the Build Phase.¹²⁰

Talosian Benefactors (50): For each Rival Trade Agreement you hold, take 2 Research and add it to your Reserves.

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

The Traveler (STA): Draw a new System and place it connected to any System via a new Space Lane. Move at least one Ship from this System to the new System. Draw another Exploration card for the new System, as normal.

The Ship that is moved is taken from the System that prompted the Traveler card to be drawn.¹²¹

Tri-phasic Emitter (AE): Spend one Research to immediately upgrade your Weapons by 1.

XV.3 ALLY

When discarded, Ally cards go to the bottom of the Exploration deck, rather than the discard pile.

Antican Delegation (FE D3): TRADE AGREEMENT: 1 Production.

This card requires a Diplomacy Test.

Caldonians (FE D4): TRADE AGREEMENT: 1 Research.

This card requires a Diplomacy Test.

Ferengi Arms Dealer (FE D2): SPECIAL RULE: You may use Production instead of Research to upgrade Weapons. If you held this card during your Build Phase, pass this card to your left in Maintenance.

This card requires a Diplomacy Test.

You may not mix Production and Research when using this card to pay for an upgrade.¹²²

Ferengi Researcher (FE D2): SPECIAL RULE: You may use Production instead of Research to upgrade Shields. If you held this card during your Build Phase, pass this card to your left in Maintenance.

This card requires a Diplomacy Test.

You may not mix Production and Research when using this card to pay for an upgrade.¹²³

The Grand Nagus (FE D2): In Maintenance, take 2 Production and pass this card to your left. While you hold this card, Ferengi Ships may freely move through Sectors containing your Ships.

This card requires a Diplomacy Test.

Rigelians (FE D4): TRADE AGREEMENT: 1 Production OR 1 Research.

This card requires a Diplomacy Test.

Selay Trade Clutch (FE D3): TRADE AGREEMENT: 1 Production.

This card requires a Diplomacy Test.

The Troyians (FE D3): TRADE AGREEMENT: 1 Production.



¹¹⁷ This rule was partly clarified in an official email (Email answer from Peter Przekop, Gale Force Nine, LLC, Mar 27, 2018) and partly adjusted for the Unofficial Complete Rulebook.

¹¹⁸ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/2386421#23864217>).

¹¹⁹ This rule was clarified for the Unofficial Complete Rulebook.

¹²⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/2386421#23864217>).

¹²¹ This rule was officially clarified in an email (Email answer from Jessica Fauver, Battlefront US Customer Service, Oct 10, 2019). The original text could be interpreted to mean something else.

¹²² This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019).

¹²³ This rule was officially clarified in an email (Email answer from Gareth Richards, Customer Services Team, Battlefront Miniatures NZ Ltd, Jul 16, 2019).

This card requires a Diplomacy Test.

XV.4 CIVILIZATION



2 Assimilation: Level One Civ (BE): Develop up to 1 Resource Nodes, in Priority Order. Place 1 Warp token on System, marking it as a level 1 Civ. Move nearest Borg Cube to this System or place a new Cube, if there are no Borg Cubes in play.

1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.2.4.2.

2 Assimilation: Level Two Civ (BE): Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a level 2 Civ. Move nearest Borg Cube to this System or place a new Cube, if there are no Borg Cubes in play.

1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.2.4.2.

2 Assimilation: Level Three Civ (BE): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a level 3 Civ. Move nearest Borg Cube to this System or place a new Cube, if there are no Borg Cubes in play.

1 standard, 1 red. The Cube called for by this card is selected as described in rule 15.2.4.2.

2 Pre-Warp: Level Zero (STA): Place 2/3 Production tokens on System, marking it as inhabited by a pre-Warp, independent Civilization. The first player to Colonise the System claims the tokens.

Pre-Warp: Level Zero (50): Place 1 Production token on System, marking it as inhabited by a pre-Warp, independent Civilization. The first player to Colonise the System claims the tokens.

Pre-Warp: Level Zero (CE): Place 1 Production and 1 Culture token on System, marking it as inhabited by a pre-Warp, independent Civilization. The first player to Colonise the System claims the tokens.

Pre-Warp: Level Zero (AE): Place 1 Production and 1 Culture token on System, marking it as inhabited by a pre-Warp, independent Civilization. The first player to Colonise the System claims the tokens.

Pre-Warp: Level Zero (VE): Place 1 Production and 1 Research token on System, marking it as inhabited by a pre-Warp, independent Civilization. The first player to Colonise the System claims the tokens.

4 Warp-Capable: Level One (STA): Develop 1 Resource Node, in Priority Order. Place 1 Warp token on System, marking it as a Warp-capable, independent Civilization.

Warp-Capable: Level One (VE): Develop 1 Resource Node, in Priority Order. Place 1 Warp token on System, marking it as a Warp-capable, independent Civilization.

4 Warp-Capable: Level Two (STA): Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a Warp-capable, independent Civilization.

Warp-Capable: Level Two (50): Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a Warp-capable, independent Civilization.

Warp-Capable: Level Two (AE): Develop up to 2 Resource Nodes, in Priority Order. Place 2 Warp tokens on System, marking it as a Warp-capable, independent Civilization.

2 Warp-Capable: Level Three (STA): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilization.

Warp-Capable: Level Three (50): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilization.

Warp-Capable: Level Three (CE): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilization.

Warp-Capable: Level Three (VE): Develop up to 3 Resource Nodes, in Priority Order. Place 3 Warp tokens on System, marking it as a Warp-capable, independent Civilization.

XV.5 VIRGIN WORLD

11 Where No One Has Gone Before (STA): -



XVI. SET UP OPTIONS

Since *Star Trek: Ascendancy* may be played on almost any surface it is impossible to give exact rules for the set up of Systems. The following examples are given as suggestions for how to create a fair and playable Playing Area.

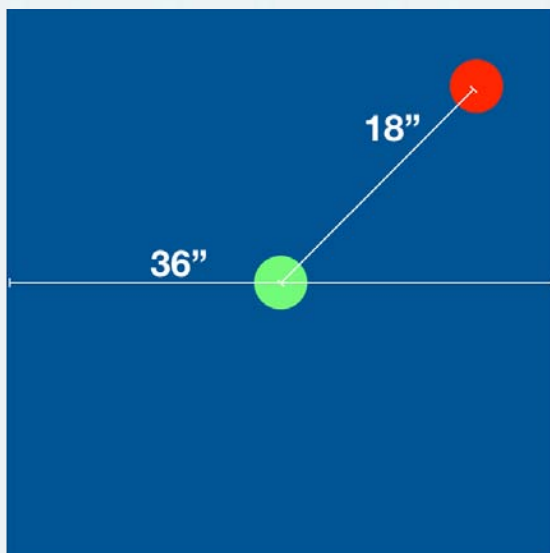
Depending on what type of table you're playing on, distances between the Home Systems and table edges will vary. The important thing is for Home Systems to be about the same distance from each other and the table edge.

If you place your Home Systems closer together, you'll come into contact much faster, allowing earlier trading but creating more competition for new Systems. Placed farther apart, players will have more time to discover new worlds and develop their Factions before Connecting with the other players' Systems. Placing Home Systems too far apart will result in games with much less player interaction and may unbalance the game.

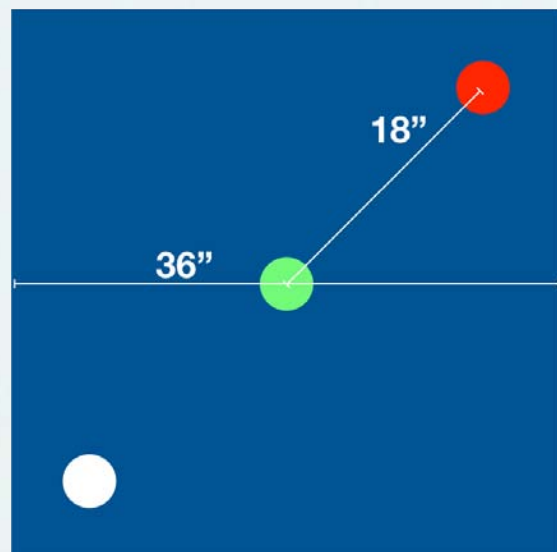
XVI.1 36" SQUARE PLAYING AREA WITH THE BORG

A 36" square area (the size of the official play mats) works well, with Home Systems placed such that each Home System is an equal distance from two other players and up to about 5" from the edge of the play area.

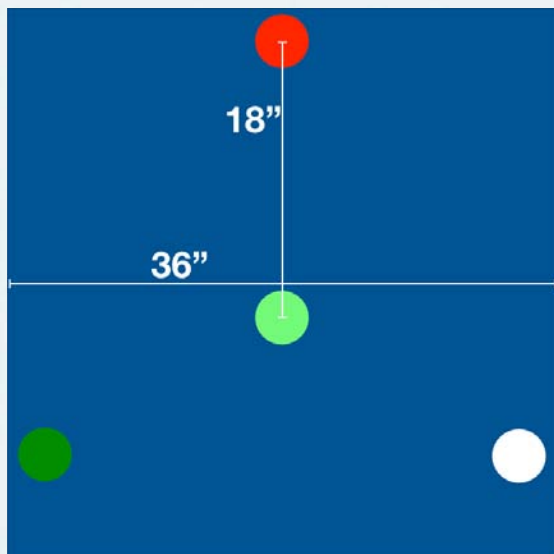
The Transwarp Hub is about 18" away from all players.



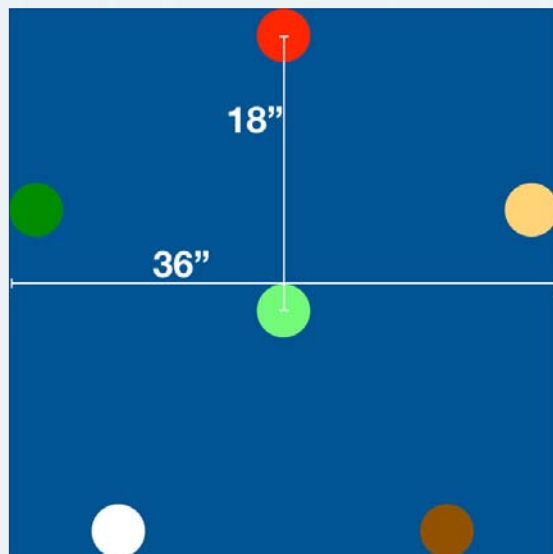
Square solo set up.



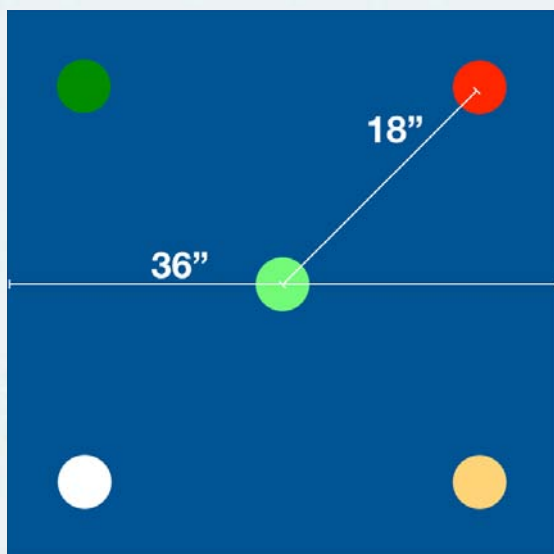
Square two player set up. Home Systems are 36" apart.



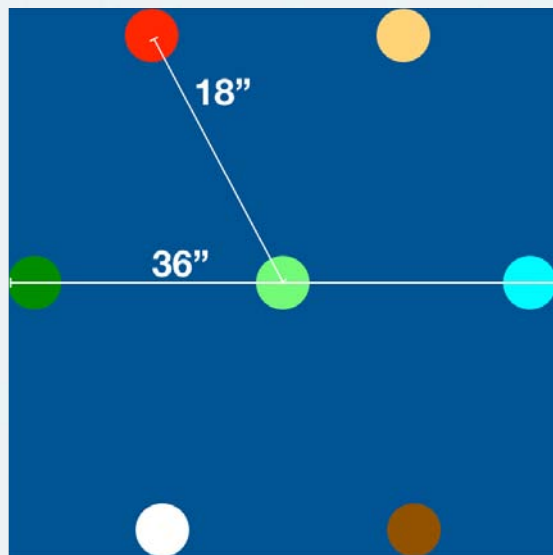
Three player square set up with about 31" between Home Systems



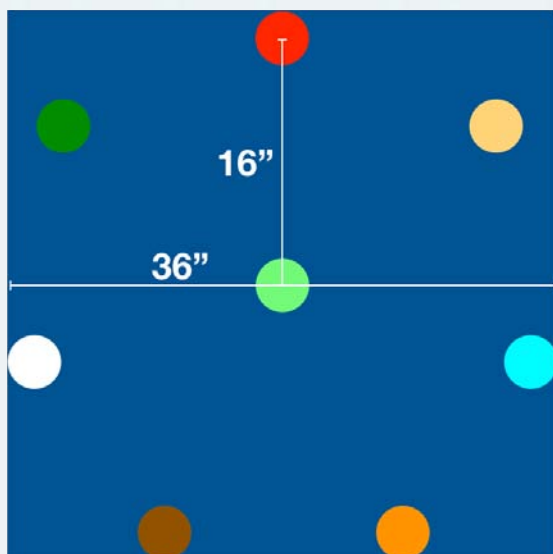
Five player square set up with about 20-22" (slightly asymmetrical) between Home Systems



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



Six player square set up with about 16-18" (slightly asymmetrical) between Home Systems

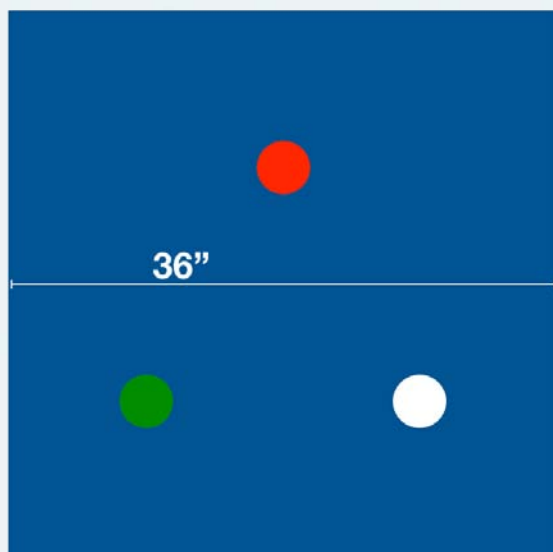


Seven player square set up with about 15-16" (slightly asymmetrical) between Home Systems

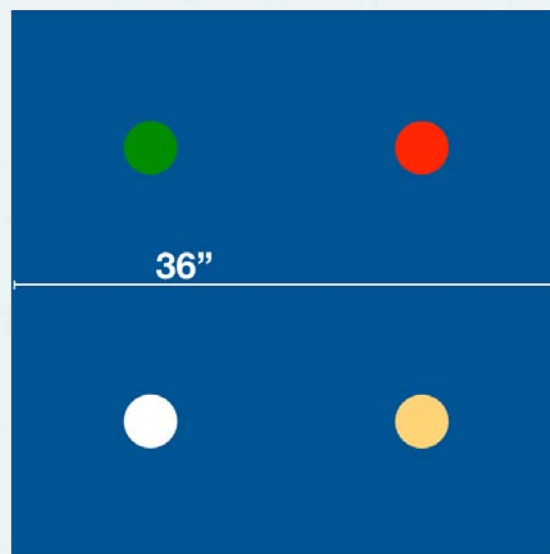
XVI.2 36" SQUARE PLAYING AREA WITHOUT THE BORG

A 36" square area (the size of the official play mats) works well, with Home Systems placed such that each Home System is an equal distance from two other players and up to about 5" from the edge of the play area.

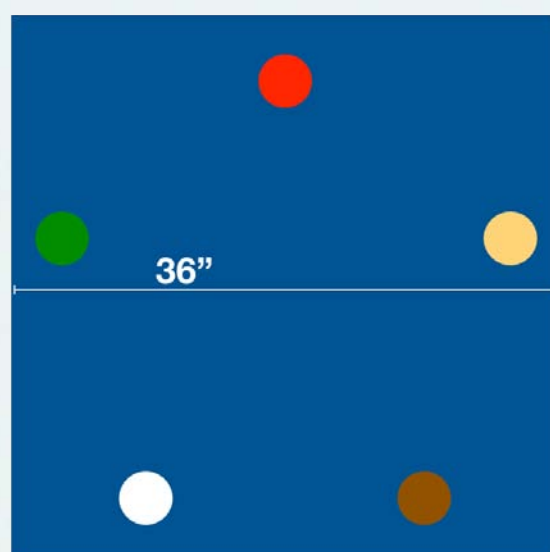
Place Home Systems 18" apart. Consider limiting the space available behind Home Systems with lower player counts.



Three player square set up with 18" between Home Systems



Four player square set up with 18" between Home Systems

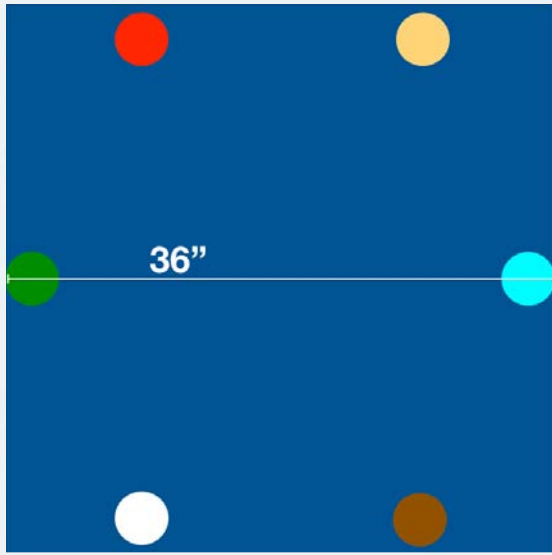


Five player square set up with 18" between Home Systems

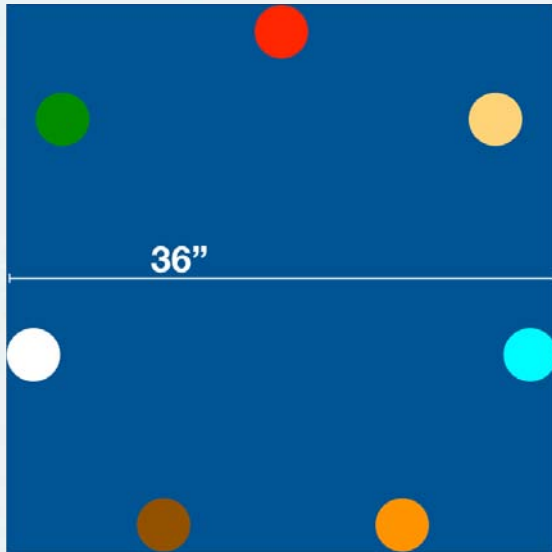
XVI.3 40" CIRCULAR PLAYING AREA WITH THE BORG

A 40" circular area works well, with Home Systems placed such that each Home System is an equal distance from two other players but always close to the edge of the play area.

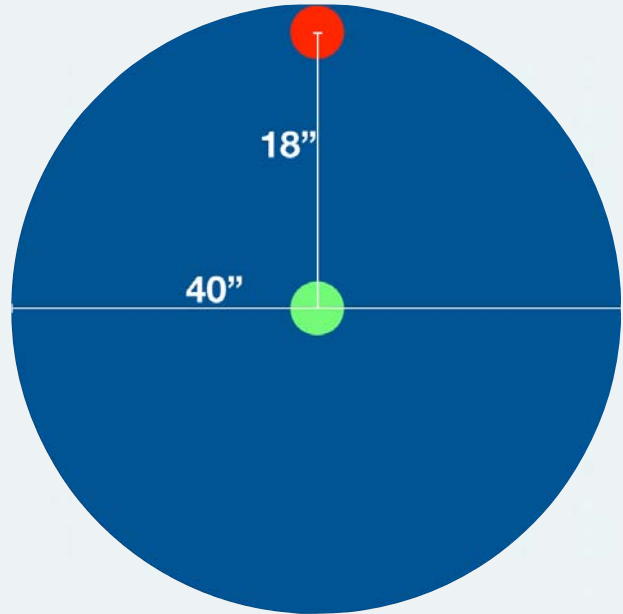
The Transwarp Hub is always 18" away from all players.



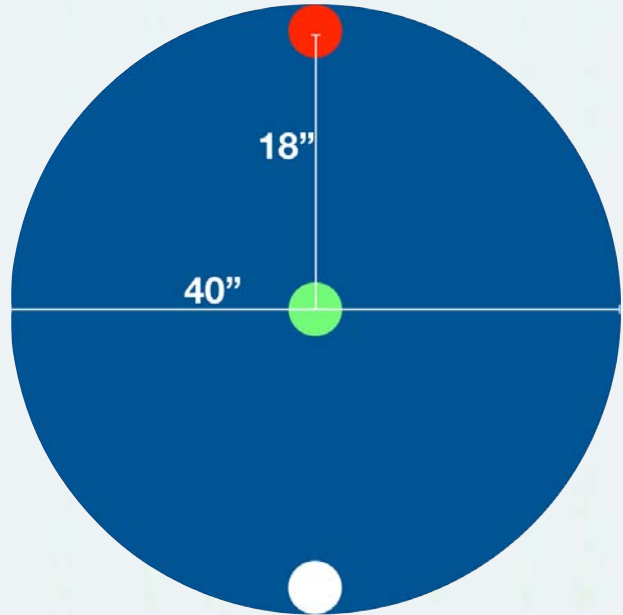
Six player square set up with about 18" (slightly asymmetrical) between Home Systems



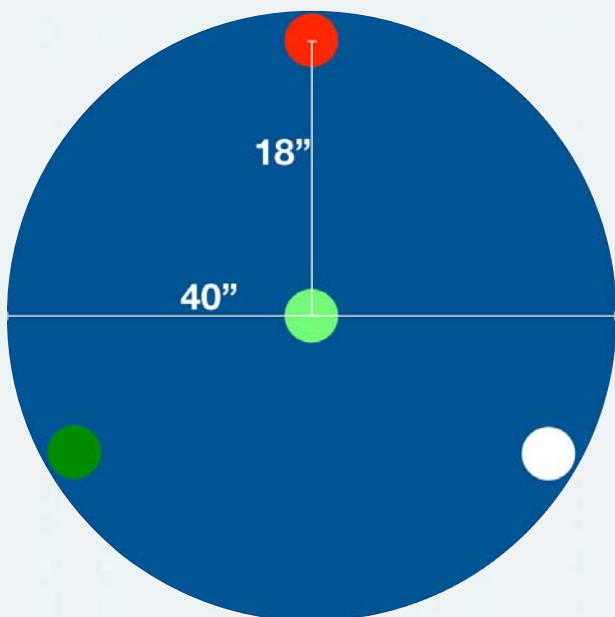
Seven player square set up with about 15-16" (slightly asymmetrical) between Home Systems



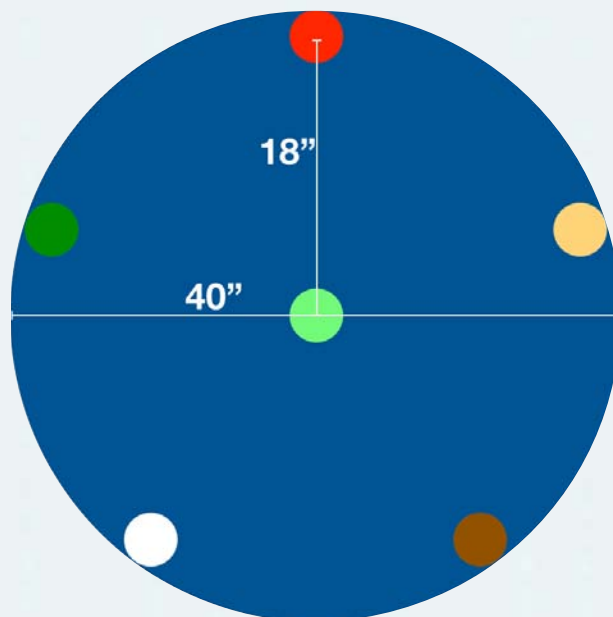
Circular solo set up.



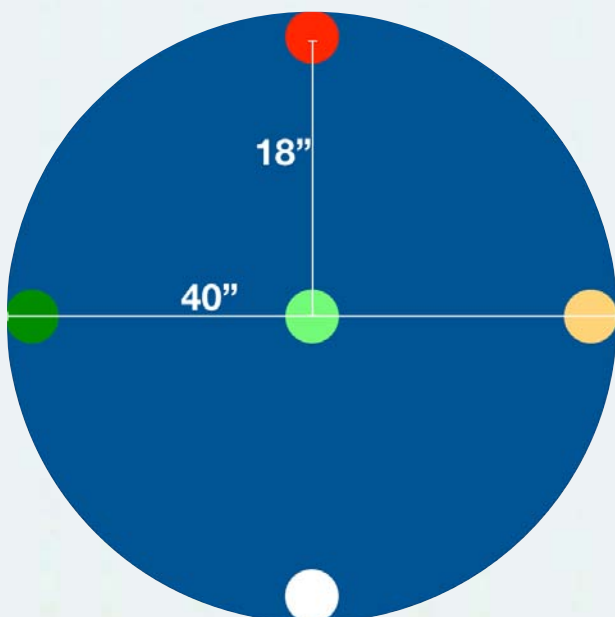
Circular two player set up. Home Systems are 36" apart.



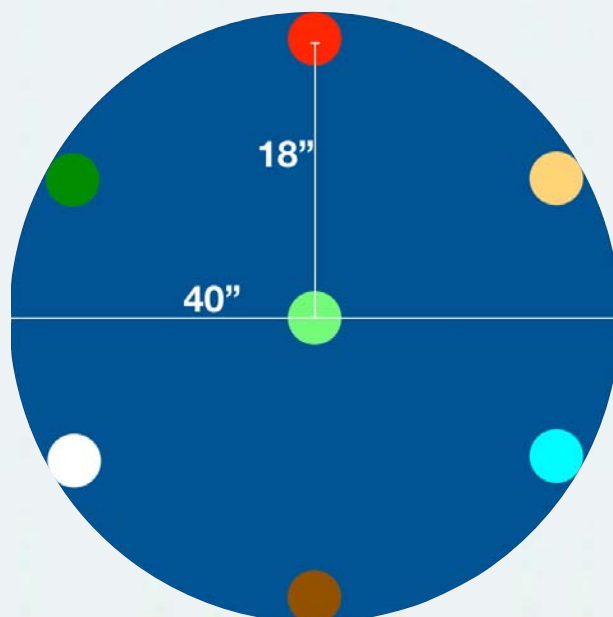
Three player circular set up with about 31" between Home Systems



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

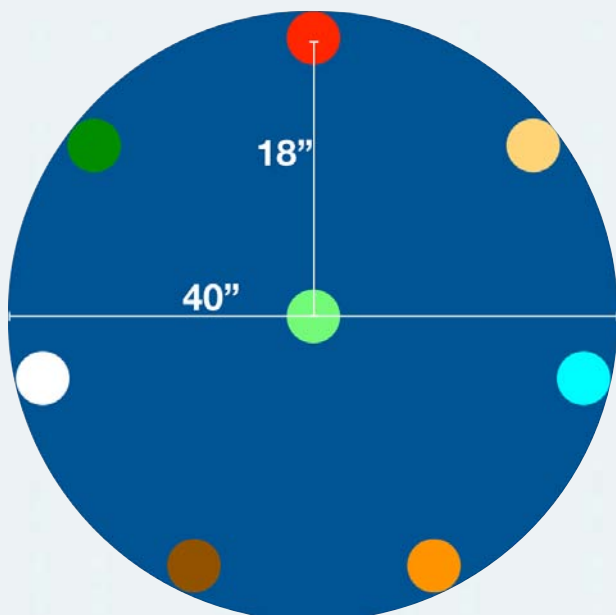


Four player circular set up with about 26" between Home Systems



Six player circular set up with about 18" between Home Systems

Three player circular set up with 18" between Home Systems

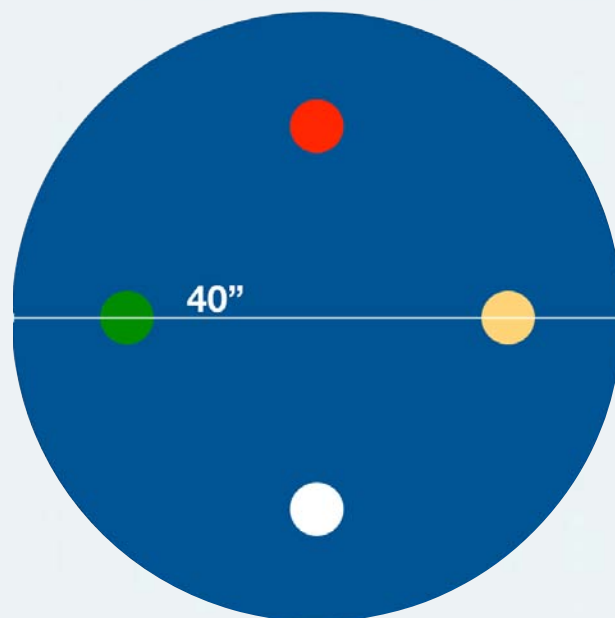
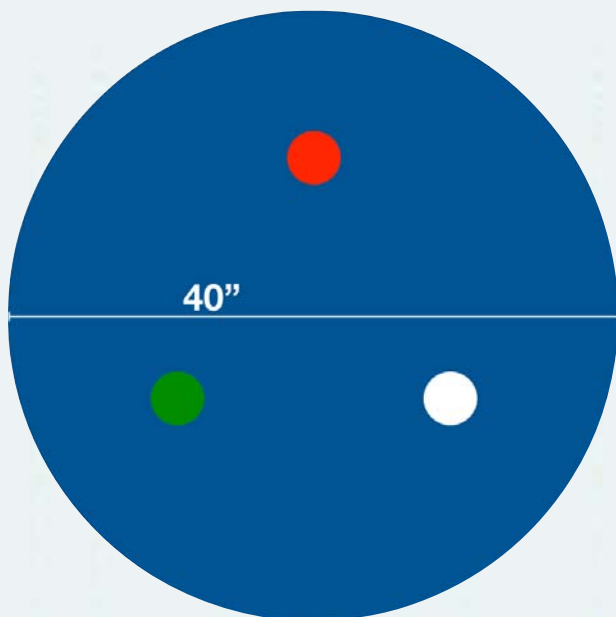


Seven player circular set up with about 16" between Home Systems

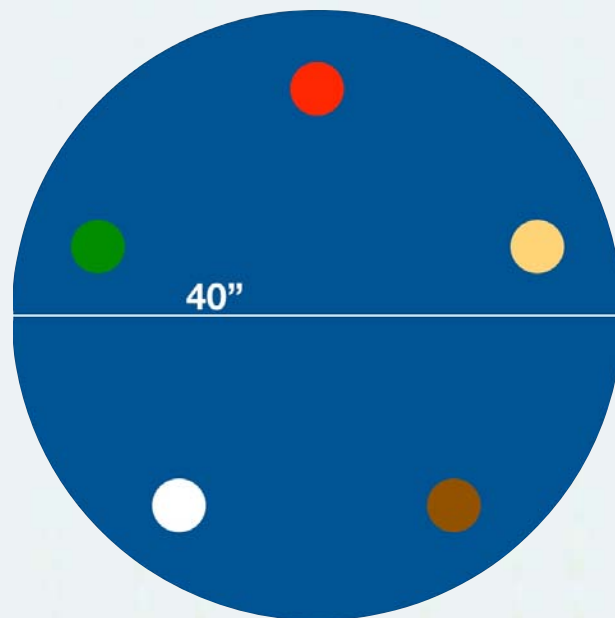
XVI.4 40" CIRCULAR PLAYING AREA WITHOUT THE BORG

With a 40" circular area, Home Systems are placed such that each Home System is an equal distance from two other players.

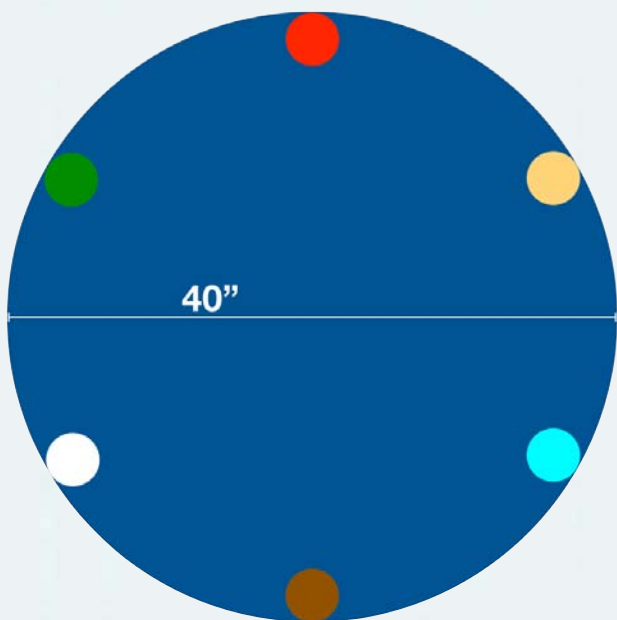
Place Home Systems 18" apart. Consider limiting the space available behind Home Systems with lower player counts so that there is never more than 5" distance to the edge of the play area.



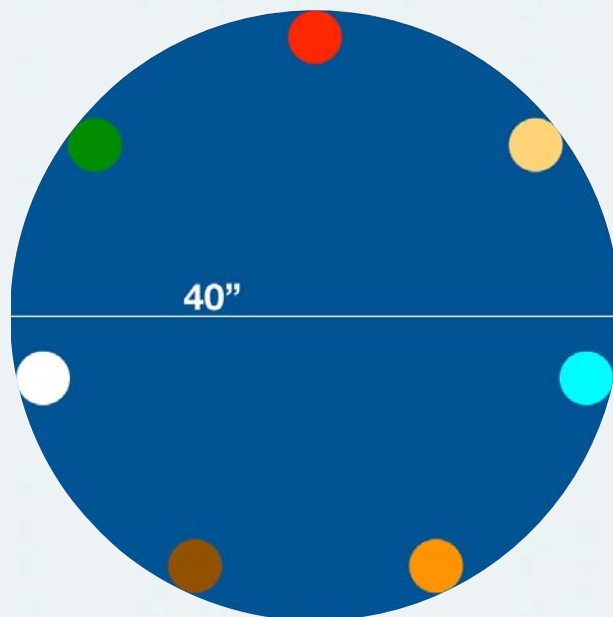
Four player circular set up with 18" between Home Systems



Five player circular set up with 18" between Home Systems



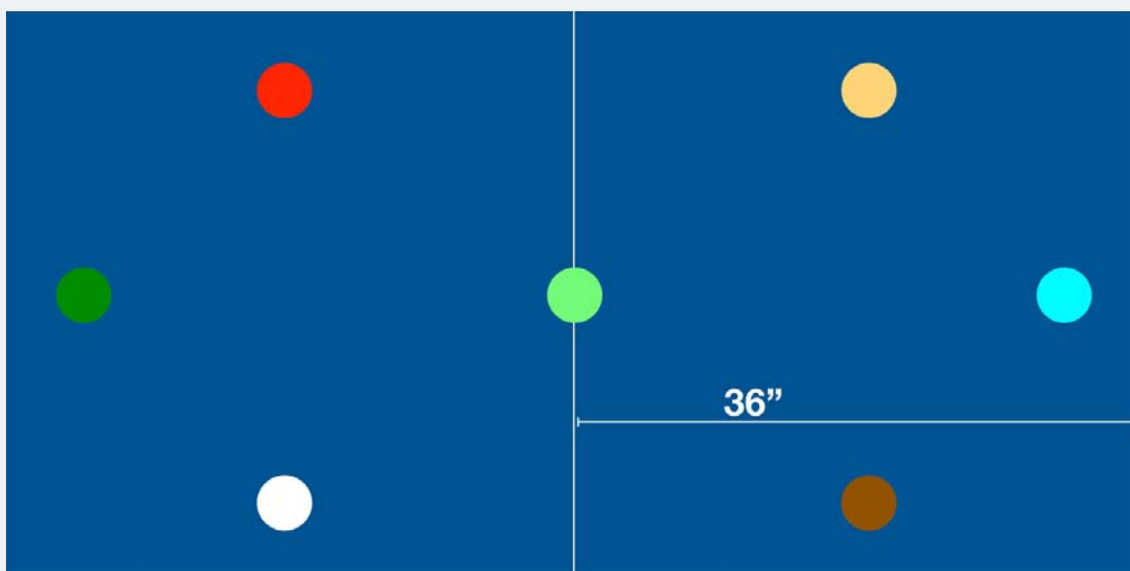
Six player circular set up with 18" between Home Systems



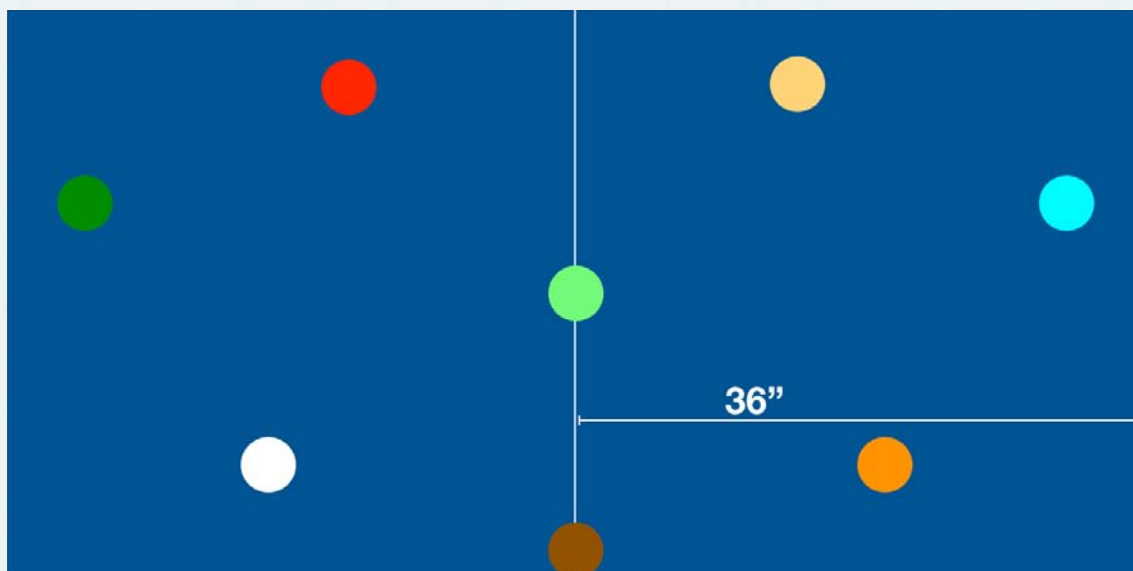
Seven player circular set up with about 16" between Home Systems

XVI.5 LARGE GAMES

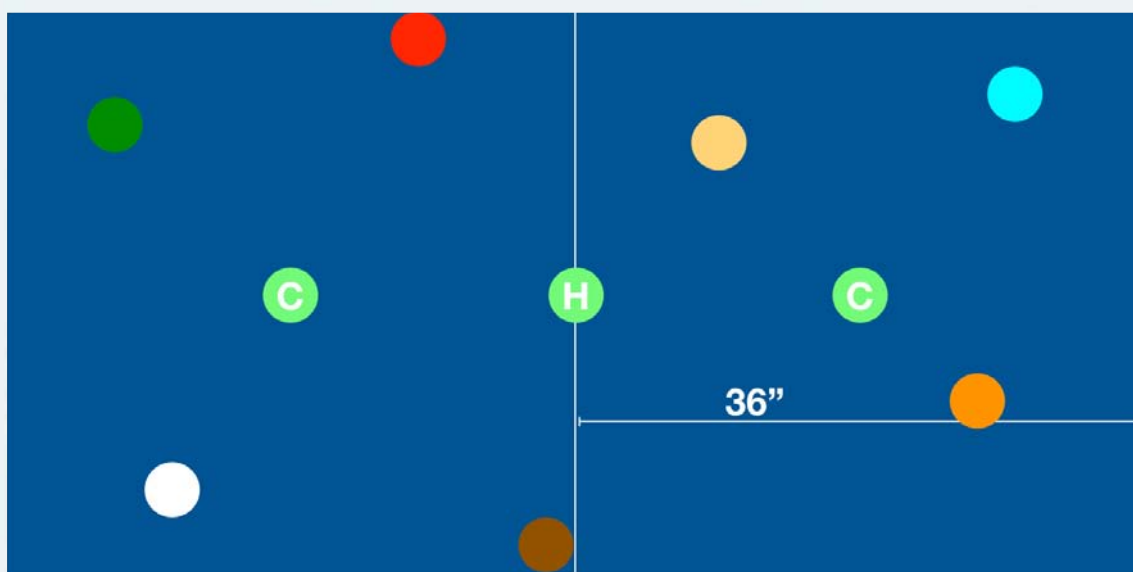
If you have access to two play mats you may consider combining them for games with high player counts.



Six player double play mat set up with the Borg in the centre and 18" between some of the Home Systems



Seven player double play mat set up with the Borg in the centre and about 18" between most of the Home Systems



Here is an interesting variant. Set up the Transwarp Hub and the Conduits from the start of the game. Allow players to put their Home Systems anywhere, as long as they are at least 18" away from all other Home Systems

XVII. COMPLETE COMPONENT LIST

A complete set of Star Trek Ascendancy, including all games and supplements should include the following.

Game Boxes

- 1 Big Box from Star Trek:Ascendancy (2016)
- 1 Small Box from the Cardassian Union Expansion (2017)
- 1 Small Box from the Ferengi Alliance Expansion (2017)
- 1 Medium Box from Borg Assimilation (2017)
- 1 Small Box from the Andorian Empire Expansion (2019)
- 1 Small Box from the Vulcan High Command Expansion (2019)

Rulebooks

- 1 Rulebook from Star Trek:Ascendancy (2016)
- 1 Rulebook from the Cardassian Union Expansion (2017)
- 1 Rulebook from the Ferengi Alliance Expansion (2017)
- 1 Rulebook from Borg Assimilation (2017)
- 1 Rulebook from the Andorian Empire Expansion (2019)
- 1 Rulebook from the Vulcan High Command Expansion (2019)

Play Mats

- Star Trek:Ascendancy Play Mat (2016)
- Star Trek Ascendancy Battle Stations Map (2017)
- Star Trek:Ascendancy Borg Play Mat (2018)

System Discs

- 30 System discs from Star Trek:Ascendancy (2016):
Ardana, Argo, Capella, Cestus III, Dakala, Delta IV, Deneb V, Eagle Nebula, Earth, Excalbia, Exo III, Indri VIII, Izar, Janus VI, Kronos, McAllister Nebula, Murasaki 312, Neutron Star, Pulsar, Risa, Romulus, Rura Penthe, Sherman's Planet, Sigma Tama IV, Son'a Prime, Stellar Nursery, Tau Cygna V, Terra Nova, Valakis VI, Zeta Boötis III
- 10 Systems discs from the Cardassian Union Expansion (2017):
The Badlands, Bajor, The Briar Patch, Cardassia Prime, Coridan III, Goralis, Kurl, Magna Roma, Regulus V, Sigma Draconis
- 10 Systems discs from the Ferengi Alliance Expansion (2017):
Black Hole, Dopteris, Ferenginar, Hupyria, Lytasia, Mutara Nebula, Prexnak, Rog, Straleb Madena, Vlugta Asteroid Field
- 7 System discs from the Borg Assimilation Expansion (2017):
Argolis Cluster, Electrokineic Cloud, Ohniaka, Paulson Nebula, 2x Transwarp Conduit, Transwarp Hub
- 10 Systems discs from the Andorian Empire Expansion (2019):
Andor, Antipathy IV, Arken, Beta XII-A, Lursen Prime, Ngame Nebula, Rigel, Subspace Anomaly, Thonolan IV, Weytahn
- 10 Systems discs from the Vulcan High Command Expansion (2019):
Benzar, Dytallix B, Mazar, Nervalia IV, Pallas 14, Singularity Cluster, Temporal Anomaly, Trill, Vulcan, Yuri

Command Consoles

- 1 Federation Command Console from Star Trek:Ascendancy (2016)
- 1 Klingon Command Console from Star Trek:Ascendancy (2016)
- 1 Romulan Command Console from Star Trek:Ascendancy (2016)
- 1 Cardassian Command Console from the Cardassian Union Expansion (2017)
- 1 Ferengi Command Console from the Ferengi Alliance Expansion (2017)
- 1 Andorian Command Console from the Andorian Empire Expansion (2019)
- 1 Vulcan Command Console from the Vulcan High Command Expansion (2019)
- 1 Borg Command Console Card from Borg Assimilation (2017)
- 1 Borg Cube Card from Borg Assimilation (2017)

Command Console Sliders

- 2 Federation Command Console sliders from Star Trek:Ascendancy (2016)
- 2 Klingon Command Console sliders from Star Trek:Ascendancy (2016)

- 2 Romulan Command Console sliders from Star Trek:Ascendancy (2016)
- 2 Cardassian Command Console sliders from the Cardassian Union Expansion (2017)
- 2 Ferengi Command Console sliders from the Ferengi Alliance Expansion (2017)
- 2 Andorian Command Console sliders from the Andorian Empire Expansion (2019)
- 2 Vulcan Command Console sliders from the Vulcan High Command Expansion (2019)
- 1 Borg Command Console slider from Borg Assimilation (2017)

Space Lane Tiles

- 30 four-Sector Space Lanes from Star Trek:Ascendancy (2016)
- 9 four-Sector Space Lanes from the Cardassian Union Expansion (2017)
- 9 four-Sector Space Lanes from the Ferengi Alliance Expansion (2017)
- 2 four-Sector Space Lanes from Borg Assimilation (2017)
- 9 four-Sector Space Lanes from the Andorian Empire Expansion (2019)
- 9 four-Sector Space Lanes from the Vulcan High Command Expansion (2019)
- 30 three-Sector Space Lanes from Star Trek:Ascendancy (2016)
- 9 three-Sector Space Lanes from the Cardassian Union Expansion (2017)
- 9 three-Sector Space Lanes from the Ferengi Alliance Expansion (2017)
- 2 three-Sector Space Lanes from Borg Assimilation (2017)
- 9 three-Sector Space Lanes from the Andorian Empire Expansion (2019)
- 9 three-Sector Space Lanes from the Vulcan High Command Expansion (2019)
- 30 two-Sector Space Lanes from Star Trek:Ascendancy (2016)
- 9 two-Sector Space Lanes from the Cardassian Union Expansion (2017)
- 9 two-Sector Space Lanes from the Ferengi Alliance Expansion (2017)
- 2 two-Sector Space Lanes from Borg Assimilation (2017)
- 9 two-Sector Space Lanes from the Andorian Empire Expansion (2019)
- 9 two-Sector Space Lanes from the Vulcan High Command Expansion (2019)

Starbase Tokens

- 3 Federation Starbase tokens from Star Trek:Ascendancy (2016)
- 3 Klingon Starbase tokens from Star Trek:Ascendancy (2016)
- 3 Romulan Starbase tokens from Star Trek:Ascendancy (2016)
- 3 Cardassian Starbase tokens from the Cardassian Union Expansion (2017)
- 3 Ferengi Starbase tokens from the Ferengi Alliance Expansion (2017)
- 3 Andorian Starbase tokens from the Andorian Empire Expansion (2019)

Ascendancy Tokens

- 15 Ascendancy tokens from Star Trek:Ascendancy (2016)
- 5 Ascendancy tokens from the Cardassian Union Expansion (2017)
- 5 Ascendancy tokens from the Ferengi Alliance Expansion (2017)
- 5 Ascendancy tokens from the Andorian Empire Expansion (2019)
- 8 Ascendancy tokens from the Vulcan High Command Expansion (2019)

Command Tokens

- 30 Command tokens from Star Trek:Ascendancy (2016)
- 10 Command tokens from the Cardassian Union Expansion (2017)
- 10 Command tokens from the Ferengi Alliance Expansion (2017)
- 10 Command tokens from the Andorian Empire Expansion (2019)
- 10 Command tokens from the Vulcan High Command Expansion (2019)

Warp Tokens

- 30 Warp tokens from Star Trek:Ascendancy (2016)

- 10 Warp tokens from the Cardassian Union Expansion (2017)
- 10 Warp tokens from the Ferengi Alliance Expansion (2017)
- 10 Warp tokens from the Andorian Empire Expansion (2019)
- 10 Warp tokens from the Vulcan High Command Expansion (2019)

Resource Tokens

- 44 Production tokens from Star Trek:Ascendancy (2016)
- 23 Production tokens from the Cardassian Union Expansion (2017)
- 23 Production tokens from the Ferengi Alliance Expansion (2017)
- 8 Production tokens from Borg Assimilation (2017)
- 17 Production tokens from the Andorian Empire Expansion (2019)
- 22 Production tokens from the Vulcan High Command Expansion (2019)
- 40 Research tokens from Star Trek:Ascendancy (2016)
- 16 Research tokens from the Cardassian Union Expansion (2017)
- 16 Research tokens from the Ferengi Alliance Expansion (2017)
- 6 Research tokens from Borg Assimilation (2017)
- 16 Research tokens from the Andorian Empire Expansion (2019)
- 16 Research tokens from the Vulcan High Command Expansion (2019)
- 20 Culture tokens from Star Trek:Ascendancy (2016)
- 10 Culture tokens from the Cardassian Union Expansion (2017)
- 10 Culture tokens from the Ferengi Alliance Expansion (2017)
- 6 Culture tokens from Borg Assimilation (2017)
- 10 Culture tokens from the Andorian Empire Expansion (2019)
- 10 Culture tokens from the Vulcan High Command Expansion (2019)

Borg Activation Tokens

- 8 Borg Activation tokens from Borg Assimilation (2017)

Andorian Tokens

- 6 Andorian tokens from the Andorian Empire Expansion (2019)

Turn Order Cards

- 10 Turn Order Cards from Star Trek:Ascendancy (2016)

Exploration Cards

- 45 Exploration cards from Star Trek:Ascendancy (2016): Abandoned Colony, Antedean Terrorist Plot, Automated Minosian Weapons, Bynar Technicians, Children of Tama Negotiations, Crystalline Entity, Encounter at Farpoint, Gamma Quadrant Artifact Dealer, Gomtuu, Iconian Probe, Iconian Ruins, Kurlan Artifacts, Lost Colony, Menhtar Booby Trap, Nausicaan Pirates, Neutronic Wave Front, Organian Intervention, Orion Trader, The Planet Eater, 2x Pre-Warp: Level Zero, "Q", Space Amoeba!, The Traveler, 4x Warp-Capable: Level One, 4x Warp-Capable: Level Two, 2x Warp-Capable: Level Three, 11x Where No One Has Gone Before
- 15 Anniversary Exploration cards from Star Trek:Ascendancy (2016): Alien Amusement Park, Balok's Ruse, Bioengineered Wasting Disease, Dangerous Flora, Diplomatic Summit, The Game Masters of Triskelion, Guardian of Forever, Lights of Zetar, Pre-Warp: Level Zero, Secrets of the Horta, Talosian Benefactors, Tribble Troubles, Warp-Capable: Level Two, Warp-Capable: Level Three, The Wrath of Olympus
- 10 Exploration Cards from the Cardassian Union Expansion (2017): Cardassian Armistice Accords, Cardassian Confrontation, Cardassian Delegation, Federation Confrontation, Ferengi Confrontation, Klingon Confrontation, Neutron Star Event, Pre-Warp: Level Zero, Romulan Confrontation, Warp-Capable: Level Three
- 10 Exploration Cards from the Ferengi Alliance Expansion (2017): Antican Delegation, Caldonians, Ferengi Arms Dealer, Ferengi Researcher, The Grand Nagus, Rigelians, Selay Trade Clutch, The Troyians, Writ of Accountability, Xenophobic Uprising
- 20 Exploration Cards from Borg Assimilation (2017): 2x Assimilation: Level One Civ, 2x Assimilation: Level Two Civ, 2x Assimilation: Level Three Civ, 2x Borg Cube, Borg Salvage, 5x Borg World, 2x Damaged Borg Scout Sphere, 2x Isolated Borg Drones, 2x Transwarp Beacon
- 10 Exploration Cards from the Andorian Empire Expansion (2019): Andorian Confrontation, Cosmic Cloud, Cytherian Probe, Diplomatic Exchange, Magnetic Flux Entity, Pre-Warp: Level Zero, Scorching Skies, Subspace Rift, Tri-phasic Emitter, Warp-Capable: Level Two
- 10 Exploration Cards from the Vulcan High Command Expansion (2019)

Arkonian Destroyer, Black Star, Dark Reflection, Orion Interceptors, Peaceful Meditation, Pre-Warp: Level Zero, Sargon Encounter, Vulcan Encounter, Warp-Capable: Level One, Warp-Capable: Level Three

Fleet Cards

- 3 Federation Fleet cards from Star Trek:Ascendancy (2016)
- 3 Klingon Fleet cards from Star Trek:Ascendancy (2016)
- 3 Romulan Fleet cards from Star Trek:Ascendancy (2016)
- 3 Cardassian Fleet cards from the Cardassian Union Expansion (2017)
- 3 Ferengi Fleet cards from the Ferengi Alliance Expansion (2017)
- 3 Andorian Fleet cards from the Andorian Empire Expansion (2019)
- 3 Vulcan Fleet cards from the Vulcan High Command Expansion (2019)

Player Turn Summary Cards

- 1 Federation Turn Summary card from Star Trek:Ascendancy (2016)
- 1 Klingon Turn Summary card from Star Trek:Ascendancy (2016)
- 1 Romulan Turn Summary card from Star Trek:Ascendancy (2016)
- 1 Cardassian Turn Summary card from the Cardassian Union Expansion (2017)
- 1 Ferengi Turn Summary card from the Ferengi Alliance Expansion (2017)
- 1 Andorian Turn Summary card from the Andorian Empire Expansion (2019)
- 1 Vulcan Turn Summary card from the Vulcan High Command Expansion (2019)

Trade Agreement Cards

- 3 Federation Trade Agreement cards from Star Trek:Ascendancy (2016)
- 3 Klingon Trade Agreement cards from Star Trek:Ascendancy (2016)
- 3 Romulan Trade Agreement cards from Star Trek:Ascendancy (2016)
- 3 Cardassian Trade Agreements from the Cardassian Union Expansion (2017)
- 3 Ferengi Trade Agreements from the Ferengi Alliance Expansion (2017)
- 3 Andorian Trade Agreements from the Andorian Empire Expansion (2019)
- 3 Vulcan Trade Agreements from the Vulcan High Command Expansion (2019)

Advancement Cards

- 15 Federation Advancement cards from Star Trek:Ascendancy (2016)
- 15 Klingon Advancement cards from Star Trek:Ascendancy (2016)
- 15 Romulan Advancement cards from Star Trek:Ascendancy (2016)
- 15 Cardassian Advancements from the Cardassian Union Expansion (2017)
- 15 Ferengi Advancements from the Ferengi Alliance Expansion (2017)
- 15 Andorian Advancements from the Andorian Empire Expansion (2019)
- 15 Vulcan Advancements from the Vulcan High Command Expansion (2019)
- 20 Borg Tech cards from Borg Assimilation (2017)

Agenda Cards

- 10 Vulcan Agendas from the Vulcan High Command Expansion (2019)

Borg Command Cards

- 30 Borg Command cards from Borg Assimilation (2017)

Starbase Models

- 3 Federation Starbase models (2017)
- 3 Klingon Starbase models (2017)
- 3 Romulan Starbase models (2017)
- 3 Cardassian Starbase models (2017)
- 3 Ferengi Starbase models (2017)
- 3 Andorian Starbase models (2019)

Ship Models

- 30 Federation Ships from Star Trek:Ascendancy (2016)
- 15 Federation Ships from the Federation Escalation Pack (2017)
- 30 Klingon Ships from Star Trek:Ascendancy (2016)
- 15 Klingon Ships from the Klingon Escalation Pack (2017)
- 30 Romulan Ships from Star Trek:Ascendancy (2016)

- 15 Romulan Ships from the Romulan Escalation Pack (2017)
- 30 Cardassian Ships from the Cardassian Union Expansion (2017)
- 15 Cardassian Ships from the Cardassian Escalation Pack (2017)
- 30 Ferengi Ships from the Ferengi Alliance Expansion (2017)
- 15 Ferengi Ships from the Ferengi Escalation Pack (2017)
- 30 Andorian Ships from the Andorian Empire Expansion (2019)
- 15 Andorian Ships from the Andorian Escalation Pack (2019)
- 30 Vulcan Ships from the Vulcan High Command Expansion (2019)
- 15 Vulcan Ships from the Vulcan Escalation Pack (2019)
- 5 Borg Cubes from Borg Assimilation (2017)

Fleet Markers

- 3 Federation Fleet Markers from Star Trek:Ascendancy (2016)
- 3 Klingon Fleet Markers from Star Trek:Ascendancy (2016)
- 3 Romulan Fleet Markers from Star Trek:Ascendancy (2016)
- 3 Cardassian Fleet Markers from the Cardassian Union Expansion (2017)
- 3 Ferengi Fleet Markers from the Ferengi Alliance Expansion (2017)
- 3 Andorian Fleet Markers from the Andorian Empire Expansion (2019)
- 3 Vulcan Fleet Markers from the Vulcan High Command Expansion (2019)

Vulcan Ambassador Models

- 5 Vulcan Ambassador Figures from the Vulcan High Command Expansion (2019)

Control Node Models

- 10 Federation Control Nodes from Star Trek:Ascendancy (2016)
- 5 Federation Control Nodes from the Federation Escalation Pack (2017)
- 10 Klingon Control Nodes from Star Trek:Ascendancy (2016)
- 5 Klingon Control Nodes from the Klingon Escalation Pack (2017)
- 10 Romulan Control Nodes from Star Trek:Ascendancy (2016)
- 5 Romulan Control Nodes from the Romulan Escalation Pack (2017)
- 10 Cardassian Control Nodes from the Cardassian Union Expansion (2017)
- 5 Cardassian Control Nodes from the Cardassian Escalation Pack (2017)
- 10 Ferengi Control Nodes from the Ferengi Alliance Expansion (2017)
- 5 Ferengi Control Nodes from the Ferengi Escalation Pack (2017)
- 10 Andorian Control Nodes from the Andorian Empire Expansion (2019)
- 5 Andorian Control Nodes from the Andorian Escalation Pack (2019)
- 10 Vulcan Control Nodes from the Vulcan High Command Expansion (2019)
- 5 Vulcan Control Nodes from the Vulcan Escalation Pack (2019)
- 5 Borg Spires from Borg Assimilation (2017)

Resource Node Models

- 25 Production Nodes from Star Trek:Ascendancy (2016)
- 7 Production Nodes from the Cardassian Union Expansion (2017)

- 9 Production Nodes from the Ferengi Alliance Expansion (2017)
- 2 Production Nodes from Borg Assimilation (2017)
- 8 Production Nodes from the Andorian Empire Expansion (2019)
- 7 Production Nodes from the Vulcan High Command Expansion (2019)
- 20 Research Nodes from Star Trek:Ascendancy (2016)
- 7 Research Nodes from the Cardassian Union Expansion (2017)
- 7 Research Nodes from the Ferengi Alliance Expansion (2017)
- 2 Research Nodes from Borg Assimilation (2017)
- 7 Research Nodes from the Andorian Empire Expansion (2019)
- 8 Research Nodes from the Vulcan High Command Expansion (2019)
- 18 Culture Nodes from Star Trek:Ascendancy (2016)
- 5 Culture Nodes from the Cardassian Union Expansion (2017)
- 3 Culture Nodes from the Ferengi Alliance Expansion (2017)
- 2 Culture Nodes from Borg Assimilation (2017)
- 4 Culture Nodes from the Andorian Empire Expansion (2019)
- 4 Culture Nodes from the Vulcan High Command Expansion (2019)
- 15 Borg Assimilation Nodes from Borg Assimilation (2017)



Dice

- 1 Space Lane die from Star Trek:Ascendancy (2016)
- 10 standard dice from Star Trek:Ascendancy (2016)
- 9 Borg dice from Borg Assimilation (2017)
- 9 Federation Dice (2018)
- 10 Klingon Dice (2018)
- 9 Romulan Dice (2018)
- 9 Cardassian Dice (2018)
- 9 Ferengi Dice (2018)
- 9 Andorian Dice (2019)
- 9 Vulcan Dice (2019)
- 7 Space Lane dice (2019)

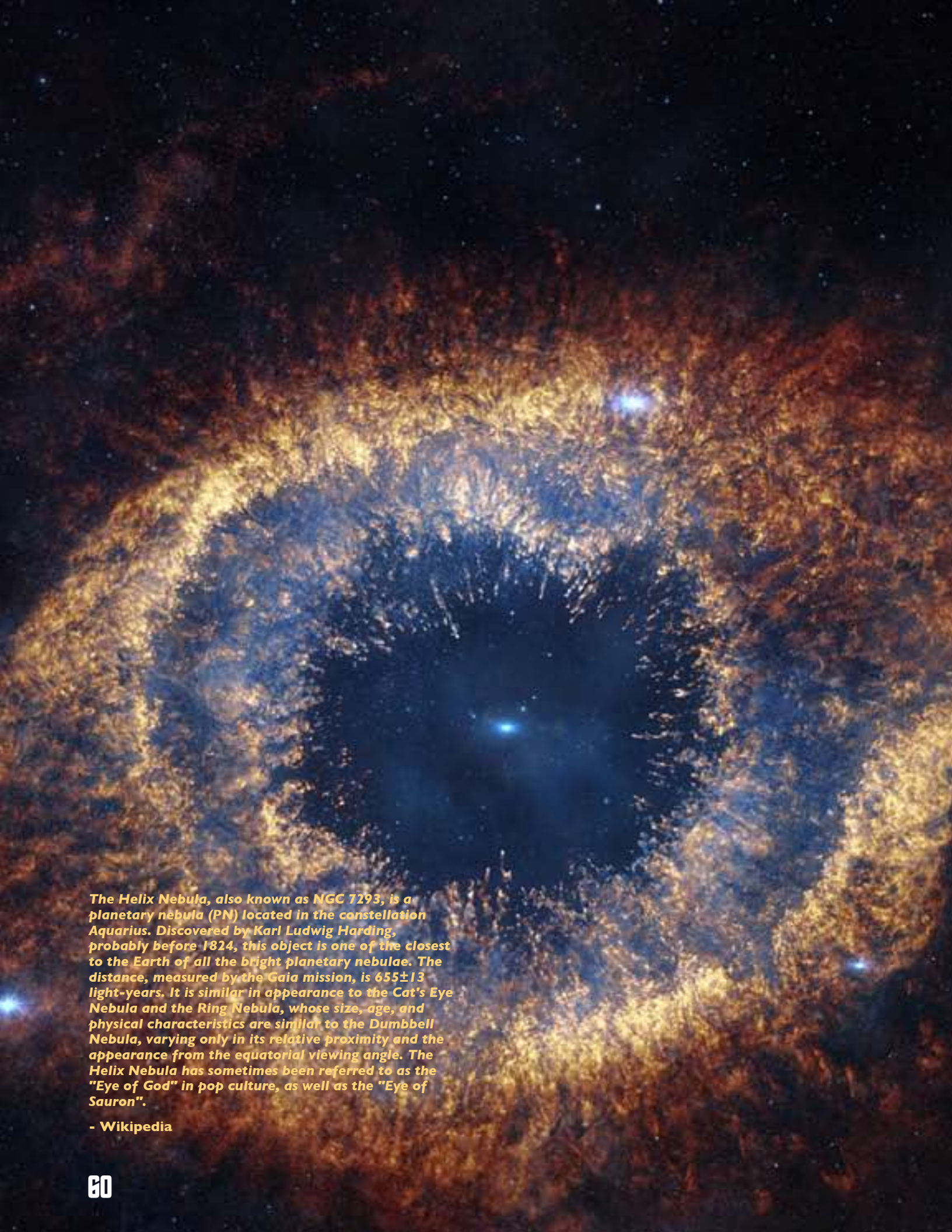
VERSION HISTORY

VERSION 2.0

Version 2.0 of the *Appendices for the Unofficial Complete Rulebook* was published in December 2019. It is the first version published as a separate document; earlier versions were included in the *Unofficial Complete Rulebook*.



"I do not threaten, captain. I merely state facts."



The Helix Nebula, also known as NGC 7293, is a planetary nebula (PN) located in the constellation Aquarius. Discovered by Karl Ludwig Harding, probably before 1824, this object is one of the closest to the Earth of all the bright planetary nebulae. The distance, measured by the Gaia mission, is 655 ± 13 light-years. It is similar in appearance to the Cat's Eye Nebula and the Ring Nebula, whose size, age, and physical characteristics are similar to the Dumbbell Nebula, varying only in its relative proximity and the appearance from the equatorial viewing angle. The Helix Nebula has sometimes been referred to as the "Eye of God" in pop culture, as well as the "Eye of Sauron".

- Wikipedia