

Star Trek: First Contact

"We are the Borg. Lower your shields and surrender your ships. We will add your biological and technological distinctiveness to our own. Your culture will adapt to service us. Resistance is futile."

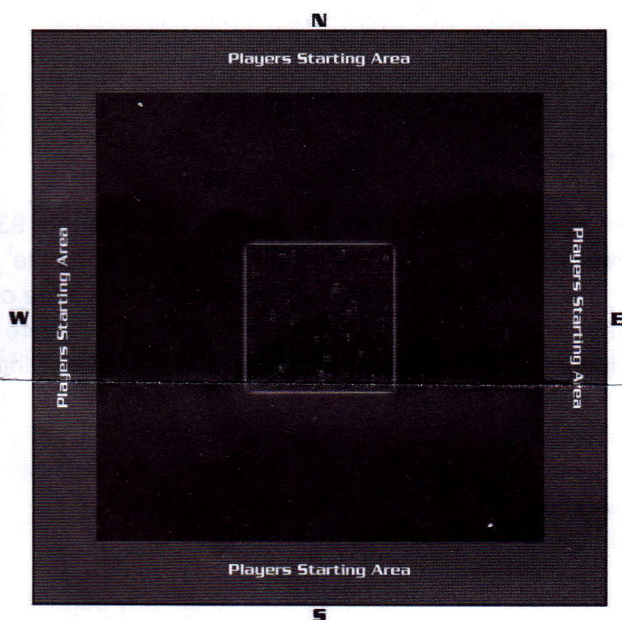
-The Borg

MISSION OVERVIEW

Number of Players: 1-5

Special Components: Cube 384, Sphere 936, Cube 384 Shield Tracker, Cube 384 Hull Tracker, Borg Attack Card Deck, Battle Objective Card Deck

SET UP



- Each player builds a 120 SP Fleet using the **Star Trek: First Contact** special rules and the standard Squad Building Rules (on Pg. 21 of the Full rules of Play).
- Place Cube 384 directly in the center of the play area.
- Players set up around the perimeter of the play area within range 1 of any edge.
- Shuffle the Battle Objective Deck and Borg Attack Deck and place them face down next to the play area.
- Cube 384 starts the game with 30 shields and 30 hull for each player. Mark the total number of shields on the Shield Tracker and the total number of hull on the Hull Tracker.

SPECIAL RULES

ATTACKING

- Cube 384 makes a number of attacks each turn equal to the number of players.
- Cube 384 attacks using the effect of the Borg Attack Card in play.
- Cube 384 attacks the ships closest to it.
- Cube 384 cannot target the same ship with more than one attack each turn.
- Cube 384's attacks can be cancelled, but any effect that cancels its attack only cancels the attack for the ship that activated the cancelling effect.
- Any ship that cancels an attack of Cube 384 is dealt 2 normal damage.

SHIELDS AND HULL

- Cube 384 cannot have its shields affected or bypassed by any game effect.
- Cube 384 is not dealt critical damage normally. Instead, when it would be dealt critical damage, it is dealt 2 normal damage.
- Cube 384 is not dealt damage cards, instead its shields and hull are tracked on its Shield and Hull Trackers.
- Cube 384 repairs 1 damage per player to either its shields or hull at the beginning of each turn.

OTHER SPECIAL RULES

- Cube 384 cannot be moved or placed by any game effect.
- Cube 384 has a Captain Skill of 5.
- Cube 384 cannot be equipped with any Captains, Admirals, Upgrades, or Resources.
- Cube 384 cannot have Auxiliary Power Tokens.
- All ships except for Cube 384 and Sphere 936 are considered to be a part of a single fleet.
- The words ship and ships on this sheet, the Borg Attack Cards, and the Battle Objective cards, refers to all ships and squadrons except for Cube 384 and Sphere 936.

Note – Any effect listed on a Battle Objective Card or Borg Attack Card supersedes all special rules.

TURN SEQUENCE

At the beginning of each turn, before the planning phase, resolve the below steps in order.

- **Step 1:** Overturn the top card of the Battle Objective Deck. This is the Battle Objective Card that will be in play until the end of the turn.
- **Step 2:** Shuffle all Borg Attack Cards together. Then, overturn the top card of the Borg Attack Deck. This is the Borg Attack Card that Cube 384 will use to attack during the turn.
- **Step 3:** Activate a Strategic Advantage effect if desired.
- **Step 4:** Cube 384 repairs 1 damage per player to either its shields or hull.
- **Step 5:** Resolve the rest of the turn as normal.

BATTLE OBJECTIVE CARDS

Each turn a different Battle Objective Card will be in play. While a Battle Objective Card is in play, the effect listed on the card is active. The players must complete the objective listed on the card by the end of the turn. If they do, they claim the card. If they don't, resolve the repercussions listed on the card and remove the card from the game. If there are no more Battle Objective Cards left in the deck, shuffle together all Battle Objective Cards that have been removed from the game to create a new Battle Objective Deck.

BORG ATTACK CARDS

At the beginning of each turn shuffle all Borg Attack Cards together (excluding any that have been removed from the game). Then, overturn the top card of the Borg Attack Deck. The overturned card shows the attack Cube 384 will use to attack during the turn.

STRATEGIC ADVANTAGE EFFECTS

Once per turn, at the beginning of the turn, after the Battle Objective Card and Borg Attack Card have been revealed for the turn, the players can activate one of the below effects by removing the appropriate amount of claimed Battle Objective Cards from the game.

- **1 Card:** Cube 384 cannot repair damage to its shields or hull this turn.
- **2 Cards:** Cube 384 takes 10 normal damage.
- **3 Cards:** Cube 384 cannot attack this turn.

SPHERE 936

When all of Cube 384's shields are destroyed, Sphere 936 is deployed. The players place Sphere 936 touching the base of Cube 384 so that it is perpendicular to an edge of the play area and is facing away from Cube 384. Sphere 936 is treated as a normal ship with the following additional rules; Sphere 936 has a Captain Skill of 5, can only be attacked once per turn, moves using the straight 1 maneuver, cannot take actions, and attacks the ship closest to it. Additionally, when Sphere 936 is deployed, it immediately makes an attack.

If Sphere 936 leaves the play area through any edge, it has gone through a temporal vortex and changed the course of history. The players lose the game.

If the players destroy Sphere 936 before it leaves the play area, the crew of the player's ships gain a morale boost which increases the primary weapon value of all ships by +1 for the rest of the game. However, the Borg are now more determined than ever to assimilate your fleet after seeing Sphere 936 get destroyed. Instead of Cube 384 repairing 1 damage per player to either its shields or hull at the beginning of each turn, Cube 384 repairs 2 damage per player to either its shields or hull at the beginning of each turn.

WINNING THE GAME

To win the game, players must destroy Cube 384 and Sphere 936 before their fleet is destroyed.