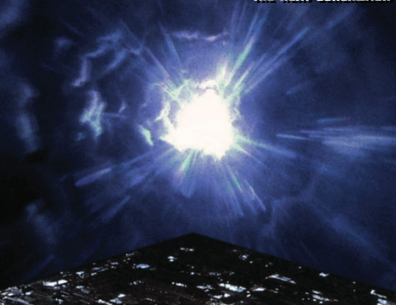


DOORWAY *STAR TREK THE NEXT GENERATION*



TRANSWARP NETWORK GATEWAY

Seed one during facility phase on any spaceline end **OR** play on any spaceline location where you have a **Borg**. Any player may play a Transwarp Conduit (or another copy of this doorway) to allow moving any or all of that player's ships from this Transwarp Network Gateway to another. **OR** Downloads Transwarp Conduit (discard doorway).

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

1 V

EQUIPMENT *STAR TREK THE NEXT GENERATION*



DISTRIBUTION NODE

Functions: Disseminate assimilated knowledge and reallocate Collective resources.

Your **Borg** here share first-listed skills at highest level. Once each turn, you may discard your drone here to make your drones here all gain any skill until end of turn.

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2 V

EVENT *STAR TREK THE NEXT GENERATION*



REDIRECTED EFFORT

After the U.S.S. *Enterprise* retaliated to the initial assault by the Borg in system J-25, the Collective re-prioritized all drone activity into regenerating the ship.

Plays on table. Once each turn, if you have two **Borg** drones present together, you may place one card from hand beneath draw deck, then draw a card. (Immune to Kevin Uxbridge.)

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3 V

INCIDENT *STAR TREK THE NEXT GENERATION*



RELENTLESS

Seeds on table; you may not play implant cards. Initiating a scouting attempt requires a minimum of three drones. Once each turn, you may play Adapt: Negate Obstruction to target dilemmas previously encountered by your **Borg** on the same turn. Scouting of missions targeted by your Consume objectives is completed at the end of the scouting attempt if no dilemmas remain under mission to be encountered.

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4 V

INCIDENT *STAR TREK THE NEXT GENERATION*



THE ULTIMATE USER

Plays on table. You may not download drones. Once each turn, you may report one **Borg** drone for free. Once each turn, when you begin a scouting attempt at a location where you have a **Borg** ship, you may draw a card. Once each turn, your **Borg** drone may discard your **Q** objective and/or download a **Q** objective (ignoring Computer Crash).

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5 V

INTERRUPT *STAR TREK THE NEXT GENERATION*



ADAPT: NEGATE OBSTRUCTION

Confronted by a Starfleet assault team and unable to modulate shielding to their rotating phaser frequencies, Locutus adapted and used physical force to resist their efforts.

Nullifies a dilemma (except a Q-related dilemma) just encountered by your **Borg** if your Borg encountered that dilemma (or a copy) on a previous turn.

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6 V

9 *STAR TREK THE NEXT GENERATION*



Examine Distant Sector

System J-25: Evaluate ominous disappearance of local infrastructure.

Navigation x2 + Computer Skill + Stellar Cartography + (RANGE + WEAPONS + SHIELDS > 25)



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7 V

OBJECTIVE *STAR TREK THE NEXT GENERATION*



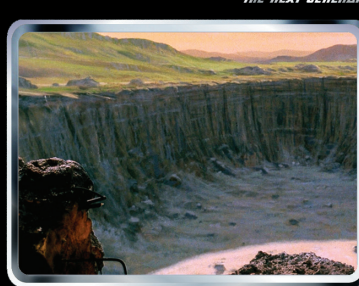
CONSUME: OUTPOST

Plays on table. Target an unsolved Neutral Zone Region mission you have not examined with no **Q** objective on it; download an outpost there (ignoring ENGINEER requirement) from outside the game, uncontrolled. Your **Borg** may scout that location. After scouting complete, if your staffed **Borg** cube here, Objective complete: place on mission; place outpost out-of-play.

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8 V

OBJECTIVE *STAR TREK THE NEXT GENERATION*



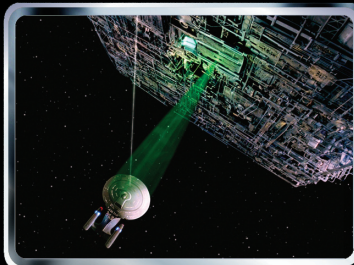
CONSUME: RESOURCES

Plays on table. Target an unsolved non-homeworld planet mission with no **Q** objective on it. Your **Borg** may scout that planet. After scouting complete, if your staffed **Borg** cube there, Objective complete: Place on mission; your Archaeology present may acquire any artifacts here. Your **Borg** drones gain non-Intelligence skills in mission requirements (at their highest level).

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9 V

OBJECTIVE *STAR TREK THE NEXT GENERATION*



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CONSUME: TECHNOLOGY

Plays on table. Target your unsolved space mission requiring Computer Skill with no **NO** objective on it. Your **Borg** may scout that mission. After scouting complete, if your staffed **Borg** cube there, Objective complete: Place on mission; your **Borg** drones gain non-Intelligence skills in mission requirements (at their highest level).

35

10 V

❖ Eight of Twenty *STAR TREK THE NEXT GENERATION*



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IDENTIFICATION: ASSEMBLY DRONE
Task: Produce enhanced components. Upgrade.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

- **Physics** • **ENGINEER** • **Navigation**
- Once per game, may download Redirected Effort.

INTEGRITY 5 CUNNING 7 STRENGTH 5

11 V

❖ Eighteen of Twenty *STAR TREK THE NEXT GENERATION*



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IDENTIFICATION: ASTROMETRIC DRONE
Task: Catalog interstellar phenomena. Analyze.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

- **Stellar Cartography** • **Navigation**
- Your Topology Drone present gains SECURITY.

INTEGRITY 5 CUNNING 7 STRENGTH 5

12 V

❖ Eleven of Fourteen *STAR TREK THE NEXT GENERATION*



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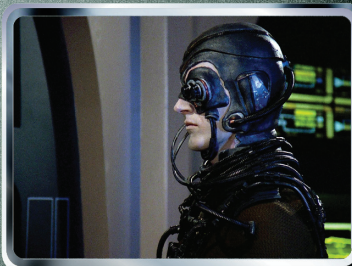
IDENTIFICATION: BIOHAZARD DRONE
Task: Assess biological organisms. Evaluate.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

- **Biology** • **MEDICAL** • **Archaeology**
- If your **Borg** drone present, may download A Willing Companion or Lower Decks in place of a card draw.

INTEGRITY 5 CUNNING 5 STRENGTH 7

13 V

❖ Nineteen of Twenty *STAR TREK THE NEXT GENERATION*



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IDENTIFICATION: OBSERVATION DRONE
Task: Collect data on new species. Relay.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

- **MEDICAL** • **ENGINEER** • **Observation and Scout**
- Drones here share printed skills at highest level.
- If killed, shuffle this drone into your draw deck.

INTEGRITY 7 CUNNING 5 STRENGTH 5

14 V

❖ One of Fourteen *STAR TREK THE NEXT GENERATION*



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IDENTIFICATION: PRODUCTIVITY DRONE
Task: Assess data transfer protocols. Enhance.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

- **Anthropology** • **SCIENCE** • **Computer Skill**
- If your **Borg** drone present, you may download Distribution Node in place of a card draw.

INTEGRITY 7 CUNNING 5 STRENGTH 5

15 V

★ Q of Borg *STAR TREK THE NEXT GENERATION*



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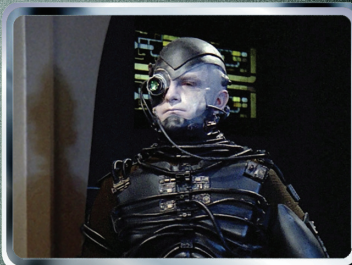
In one universe, Q explored life as a Borg to better understand the hive mind, and determine how best to use the Collective to torment other races.

- **CIVILIAN** • **Treachery** • **Physics x10** • **Q-Net**
- His ship may ignore required actions. • Once per game, may relocate your ship here to System J-25.

INTEGRITY 2 CUNNING Q STRENGTH 5

16 V

❖ Six of Fourteen *STAR TREK THE NEXT GENERATION*



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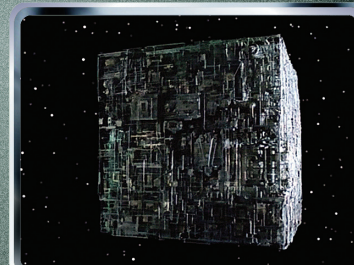
IDENTIFICATION: REACTION DRONE
Task: Assess progress of hive objectives. Facilitate.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

- **Transporter Skill** • **SCIENCE** • **Draw a card when your counterpart here is stopped by a dilemma (once per game per dilemma card title).**

INTEGRITY 5 CUNNING 7 STRENGTH 5

17 V

J-25 Cube *STAR TREK THE NEXT GENERATION*



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: BORG CUBE
Task: Patrol system J-25. Pursue and eliminate resistance. Adapt to unfamiliar weaponry.

- Your equipment and Borg personnel may report aboard. Tractor Beam
- Regenerate (if damaged).

25

RANGE 9 WEAPONS 18 SHIELDS 18

18 V