






BORG STARTER DECK



Welcome back to the *First Edition Star Trek Customizable Card Game*. You are probably already familiar with the starter decks from *The Next Generation* block format based off the series of the same name. Now we're going to take you further into the Star Trek universe based off *The Next Generation* movies, starting off with *First Contact*. In this format, we continue the battle between the Federation and the Borg. If you remember, we were first introduced to the Borg in the series where they even managed to assimilate Jean-Luc Picard for a short awhile. They were one of the main villains of the Enterprise. *First Contact* continues the battle where the Borg travel back in time in an attempt to stop a man by the name of Zefram Cochrane, who invents warp speed and through his first launch, becomes the first human to make contact with an alien species. By stopping this first contact, the Borg are able to assimilate Earth and a population of 9 billion people are now mindless drones servicing the collective.

As the Borg, it is your role to serve the Collective. All drones have subcommands:  Navigation,  Communication, and  Defense. Your biggest obstacle continues to be the species of humans found on Earth. You have many tools as one to use against them in order to stop the one known as Zefram Cochrane from obtaining warp speed into space. Commanding the Borg Queen and Locutus of Borg, you must make sure that the will of the Collective is fulfilled. By using many of the drones and their different skills and abilities, take control and complete your Objectives in order to win the battle and assimilate the galaxy.

These starters will get you off to a great start and can be used to play against and in junction with *The Next Generation* block starter decks and can be enhanced further with booster packs from the expansion *Star Trek First Contact*. For the complete rules, visit the official website of The Continuing Committee at www.trekcc.org. There you can find the extended rules, more cards you can print (for free) and add to your decks, and players in your area of the world so you can play more often!

"You think in such three-dimensional terms."

3

ENGINEER + Physics + INTEGRITY > 30
OR Greed + Treachery + CUNNING > 32

Cargo Rendezvous

Beltane IX: Appointed meeting to deliver cargo at this major commercial center.

ENGINEER + Physics + INTEGRITY > 30
OR Greed + Treachery + CUNNING > 32

35

3

NOT ENDORSED BY G.S. OR PARAMOUNT PICTURES

3

Tal Shiar x2 OR Obsidian Order x2 OR FCA x2
OR Klingon Intelligence x2 OR 2 Founders

Espionage Mission

Sector 001 Region • Earth: Infiltrate Starfleet HQ; compile intelligence dossier on the Federation homeworld.

Tal Shiar x2 OR Obsidian Order x2 OR FCA x2
OR Klingon Intelligence x2 OR 2 Founders

Any "Espionage..." on Federation card may play here. Also, mission may be attempted if Solok in Away Team.

40

3

NOT ENDORSED BY G.S. OR PARAMOUNT PICTURES

4

Exobiology + STRENGTH > 35

Investigate Anomaly

Gamma Arigulon II: Trace radiation anomalies reported at this location.

Exobiology + STRENGTH > 35

30

4

NOT ENDORSED BY G.S. OR PARAMOUNT PICTURES

3

Navigation + Honor x2
OR Navigation + ENGINEER x2

Reported Activity

Xendi Sabu: Probe reports of mysterious Ferengi activity in this sector.

Navigation + Honor x2
OR Navigation + ENGINEER x2

35

3

NOT ENDORSED BY G.S. OR PARAMOUNT PICTURES

4

Astrophysics + Youth

Study Plasma Streamer

Igo System: Study stream of plasma flowing between binary stars.

Astrophysics + Youth

30

4

NOT ENDORSED BY G.S. OR PARAMOUNT PICTURES

3

Stellar Cartography

Study Stellar Collision

Detron System: Study rare collision between two gas giants.

Stellar Cartography

25

3

NOT ENDORSED BY G.S. OR PARAMOUNT PICTURES

EVENT

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."

Downloads two Borg drones; discard event. OR Plays on table. Each turn, report one of your Borg cards for free or make an additional end-of-turn draw (immune to Kevin Uxbridge).

EVENT

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."

Downloads two Borg drones; discard event. OR Plays on table. Each turn, report one of your Borg cards for free or make an additional end-of-turn draw (immune to Kevin Uxbridge).

INCIDENT

RESISTANCE IS FUTILE

Plays on your completed Establish Gateway, Assimilate Planet, or Salvage Starship objective. Increases objective's points by 10 while your Borg is at that location. OR Plays on opponent's Q's Planet. The 40 additional points it requires are irrelevant to your Borg while your Borg is at that location. OR Seeds or plays on table. Your Borg may report directly to your Borg spheres.



INTERRUPT

FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES



ADAPT: NEGATE OBSTRUCTION



The first experience of a hazard can be as dangerous to a Borg drone as to anyone. However, the Borg soon adapt and learn to nullify it.

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.

ERRATA



INTERRUPT

FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES



ADAPT: NEGATE OBSTRUCTION



The first experience of a hazard can be as dangerous to a Borg drone as to anyone. However, the Borg soon adapt and learn to nullify it.

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.

ERRATA



* Borg Queen

FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES



"I am the beginning; the end; the one who is many. I am the Borg.... I am the collective."



When reported, selects any skill; may change skill at start of each turn. May download A Change of Plans or a Borg drone in place of one card draw.

INTEGRITY

6

CUNNING

12

STRENGTH

6

17 V



Data of Borg

FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES



Tempted by flesh, the Soong-type android Data filled Locutus' role as an assimilated counterpart to speak to the Federation.



Returns to hand when you complete an objective.

OFFICER Astrophysics Computer Skill x2
ENGINEER Exobiology Resistance is Futile

INTEGRITY

7

CUNNING

12

STRENGTH

12

11 V



❖ Eleven of Nineteen

FIRST CONTACT



TM & © 1997 P&W, INC. TM & © 1997 B&W, INC.



IDENTIFICATION: BIO-MED DRONE

Task: Reabsorb damaged biological components.
Biological Distinctiveness: Humanoid.



Once every turn where present, may "reabsorb" (place beneath draw deck) another of your Borg just killed. Biology MEDICAL

INTEGRITY

7

CUNNING

5

STRENGTH

5



❖ Eleven of Nineteen

FIRST CONTACT



TM & © 1997 P&W, INC. TM & © 1997 B&W, INC.



IDENTIFICATION: BIO-MED DRONE

Task: Reabsorb damaged biological components.
Biological Distinctiveness: Humanoid.



Once every turn where present, may "reabsorb" (place beneath draw deck) another of your Borg just killed. Biology MEDICAL

INTEGRITY

7

CUNNING

5

STRENGTH

5



❖ Fifteen of Seventeen

FIRST CONTACT



TM & © 1997 P&W, INC. TM & © 1997 B&W, INC.



IDENTIFICATION: COUNTERMEASURE DRONE
Task: Nullify resistance to scout operations.
Biological Distinctiveness: Klingon species.



ENGINEER Exobiology

May download any one Adapt card in place of one card draw.

INTEGRITY

7

CUNNING

5

STRENGTH

5



❖ Five of Eleven

FIRST CONTACT



TM & © 1997 P&W, INC. TM & © 1997 B&W, INC.



IDENTIFICATION: CYBER DRONE

Task: Analyze suspended animation principles.
Biological Distinctiveness: Klingon species.



SCIENCE Cybernetics

Wherever Borg present in same hive, may prevent your Borg from being placed in stasis.

INTEGRITY

7

CUNNING

5

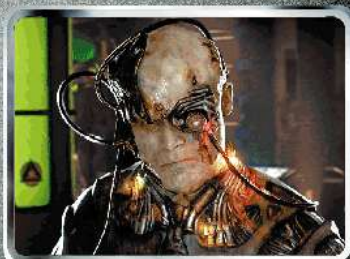
STRENGTH

5



❖ Four of Eleven

FIRST CONTACT



TM & © 1997 P&W, INC. TM & © 1997 B&W, INC.



IDENTIFICATION: GUARD DRONE
Task: Compute defense effectiveness. Maximize.
Biological Distinctiveness: Humanoid.



MEDICAL Computer Skill

While on your ship, SHIELDS are +2. (Cumulative.)

INTEGRITY

5

CUNNING

5

STRENGTH

7

❖ Four of Eleven

STAR TREK
FIRST CONTACT



IN A © 1997 P&W, INC. TM & © 1997 DECIMER INC.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: GUARD DRONE
Task: Compute defense effectiveness. Maximize.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

• MEDICAL • Computer Skill
• While on your ship, SHIELDS are +2. (Cumulative.)

INTEGRITY 5 CUNNING 5 STRENGTH 7

18 V

Locutus of Borg

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Assimilated counterpart who spoke to the Federation.
"The knowledge and experience of the human — Jean-Luc Picard — is part of us now."

• OFFICER • Diplomacy x2 • Leadership • Honor
• Navigation • Archaeology • Music
• While on your ship, WEAPONS and SHIELDS +4 against

INTEGRITY 9 CUNNING 8 STRENGTH 9

18 V

❖ Six of Eleven

STAR TREK
FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: QUANTUM DRONE
Task: Investigate parallel space/time. Analyze.
BIOLOGICAL DISTINCTIVENESS: Human species

• Physics • Navigation • SCIENCE
• When on your ship, may download an Alternate Universe Door in place of one card draw.

INTEGRITY 5 CUNNING 7 STRENGTH 5

ERRATA

❖ Six of Eleven

STAR TREK
FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: QUANTUM DRONE
Task: Investigate parallel space/time. Analyze.
BIOLOGICAL DISTINCTIVENESS: Human species

• Physics • Navigation • SCIENCE
• When on your ship, may download an Alternate Universe Door in place of one card draw.

INTEGRITY 5 CUNNING 7 STRENGTH 5

ERRATA

❖ Six of Ninety-Six

STAR TREK
FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: RECONNAISSANCE DRONE
Task: Scout areas where resistance is anticipated. Secure.
BIOLOGICAL DISTINCTIVENESS: Human species.

• Exobiology • SECURITY • Transporter Skill
• Navigation • When you play this personnel, you may shuffle any deck, then peek at the top two cards.

INTEGRITY 5 CUNNING 5 STRENGTH 7

12 V

❖ Six of Ninety-Six

STAR TREK
FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: RECONNAISSANCE DRONE
Task: Scout areas where resistance is anticipated. Secure.
BIOLOGICAL DISTINCTIVENESS: Human species.

• Exobiology • SECURITY • Transporter Skill
• Navigation • When you play this personnel, you may shuffle any deck, then peek at the top two cards.

INTEGRITY 5 CUNNING 5 STRENGTH 7

12 V

❖ Six of Seven

STAR TREK
FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: REQUISITIONS DRONE
Task: Assess resources for evaluation. Obtain.
BIOLOGICAL DISTINCTIVENESS: Human species

• SCIENCE • Archaeology • Physics
• Once per game, may download Bynars Data Transfer in place of your normal card play.

INTEGRITY 7 CUNNING 5 STRENGTH 5

33 V

❖ Six of Seven

STAR TREK
FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: REQUISITIONS DRONE
Task: Assess resources for evaluation. Obtain.
BIOLOGICAL DISTINCTIVENESS: Human species

• SCIENCE • Archaeology • Physics
• Once per game, may download Bynars Data Transfer in place of your normal card play.

INTEGRITY 7 CUNNING 5 STRENGTH 5

33 V

❖ Six of Seventeen

STAR TREK
FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IDENTIFICATION: SABOTAGE DRONE
Task: Scan navigation/defense systems. Attenuate.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

• Physics • Computer Skill
• Once every turn, if on a ship, may reduce RANGE or WEAPONS by 2 until end of turn. (Not cumulative.)

INTEGRITY 5 CUNNING 5 STRENGTH 7

❖ **Ten of Nineteen** **FIRST CONTACT**



IDENTIFICATION: TACHYON DRONE
Task: Neutralize concealment systems.
Biological Distinctiveness: Humanoid.

● Astrophysics ● Navigation
Once each turn, if on your ship, may force one opponent's ship at same location to dedock.

INTEGRITY 5 CUNNING 7 STRENGTH 5

❖ **Third of Five** **STAR TREK THE NEXT GENERATION**



IDENTIFICATION: TACTIC DRONE
Task: Survey. Compile tactical data. Encode. Report.
Biological Distinctiveness: Humanoid.

● Geology ● Stellar Cartography ● Biology
If on your Scout Vessel, it is attributes all +2 (or +4 in Alpha Quadrant).

INTEGRITY 5 CUNNING 7 STRENGTH 5

❖ **Three of Nineteen** **FIRST CONTACT**



IDENTIFICATION: TALON DRONE
Task: Add biological distinctiveness to collective.
Biological Distinctiveness: Humanoid.

Just after stunning an opposing personnel, may abduct and assimilate that adversary.
● SECURITY ▼ Assimilation Tubules

INTEGRITY 5 CUNNING 5 STRENGTH 7

❖ **Three of Nineteen** **FIRST CONTACT**



IDENTIFICATION: TALON DRONE
Task: Add biological distinctiveness to collective.
Biological Distinctiveness: Humanoid.

Just after stunning an opposing personnel, may abduct and assimilate that adversary.
● SECURITY ▼ Assimilation Tubules

INTEGRITY 5 CUNNING 5 STRENGTH 7

❖ **Twelve of Ninety-Six** **FIRST CONTACT**



IDENTIFICATION: TEMPORAL DRONE
Task: Calibrate and maintain chronometric particles.
Biological Distinctiveness: Humanoid.

● Physics ● Anthropology ● SCIENCE ● Navigation
May download Temporal Vortex in place of a card draw.

INTEGRITY 5 CUNNING 7 STRENGTH 5

❖ **Twelve of Ninety-Six** **FIRST CONTACT**



IDENTIFICATION: TEMPORAL DRONE
Task: Calibrate and maintain chronometric particles.
Biological Distinctiveness: Humanoid.

● Physics ● Anthropology ● SCIENCE ● Navigation
May download Temporal Vortex in place of a card draw.

INTEGRITY 5 CUNNING 7 STRENGTH 5

❖ **Two of Eleven** **FIRST CONTACT**



IDENTIFICATION: TRANSPORT DRONE
Task: Determine defensive screen harmonics. Adapt.
Biological Distinctiveness: Klingon species.

● ENGINEER ● Transporter Skill
Where present, allows your transporters to beam through opponent's SHIELDS.

INTEGRITY 5 CUNNING 7 STRENGTH 5

❖ **Borg Sphere** **FIRST CONTACT**



IDENTIFICATION: BORGL SPHERE
Task: General-purpose vessel. Provide contingency option when meeting resistance.

May be reported aboard, carried aboard and launched from any of your Borg cubes. 10

RANGE 4 WEAPONS 6 SHIELDS 6

❖ **Borg Sphere** **FIRST CONTACT**



IDENTIFICATION: BORGL SPHERE
Task: General-purpose vessel. Provide contingency option when meeting resistance.

May be reported aboard, carried aboard and launched from any of your Borg cubes. 10

RANGE 4 WEAPONS 6 SHIELDS 6

Queen's Borg Cube STAR TREK FIRST CONTACT



IDENTIFICATION: **BORG CUBE**
 TASK: Assimilate human homeworld by direct attack, Earth date 2373. Borg Queen commands.

WEAPONS and SHIELDS +3 at Earth. Your equipment and Borg personnel may report aboard. Tractor Beam

RANGE 9 WEAPONS 24 SHIELDS 24

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

DILEMMA STAR TREK FIRST CONTACT



BLENDED

Sometimes obtaining information from locals requires consuming beverages of dubious nutritional value. It's best not to criticize such "counseling techniques."

To get past requires Empathy, Diplomacy, Morn or any Scotty. All such personnel are "stopped," but if two or more present, one must continue (random selection).

TM & © 1997 P.W. INC. TM & © 1997 BUCHNER INC.

DILEMMA STAR TREK FIRST CONTACT



BORG SERVO

Borg nanotechnological servomechanism. Can remain dormant and undetected until activated. Typical first evidence of assimilation. Rapidly takes over its victim.

Unless Cybernetics and MEDICAL present, opponent (if playing Borg) assimilates one personnel present (random selection). Discard dilemma.

TM & © 1997 P.W. INC. TM & © 1997 BUCHNER INC.

DILEMMA STAR TREK FIRST CONTACT



CRISIS

The crew of the U.S.S. Enterprise-E faced concurrent problems in 2063. The Borg required Picard's attention on the ship while Riker and the away team worked with Cochrane on Earth.

To get past requires Leadership (or  and  icons) in Away Team and an OFFICER-classification personnel (or 2  Borg) aboard your ship at this location.

TM & © 1997 P.W. INC. TM & © 1997 BUCHNER INC.

DILEMMA STAR TREK FIRST CONTACT



CROWDED BAR

For residents of 2063 Bozeman, after dealing with Borg bombardment, temporal incursions, and drunk Betazoids, making their way to the bar takes everything they've got.

Each player draws a card. Stop one personnel for each card in hand (your choice if you have fewer than six cards in hand, opponent's choice otherwise). Discard dilemma.

TM & © 1997 P.W. INC. TM & © 1997 BUCHNER INC.

DILEMMA STAR TREK THE NEXT GENERATION



DATA HAS SOME ISSUES

Under Lore's emotional influence, Data felt a sense of brutal pleasure after killing a Borg on Ohniaka III. He pursued those feelings until his ethical subroutines were reinitialized.

Place on ("stops") a personnel present (random selection). End of each turn, they kill another personnel present with lower STRENGTH (opponent's choice). Cure with 3 ENGINEER.

TM & © 1997 P.W. INC. TM & © 1997 BUCHNER INC.

DILEMMA STAR TREK THE NEXT GENERATION



DEVASTATING COMMUNIQUE

Following the tragic news of the deaths of his brother and nephew, Jean-Luc Picard retreated to the seclusion of his quarters to mourn.

One personnel (opponent's choice) is "stopped" until end of your next turn. May be nullified by Subspace Interference.

TM & © 1997 P.W. INC. TM & © 1997 BUCHNER INC.

DILEMMA STAR TREK FIRST CONTACT



DON'T CALL ME AHAH

Jean-Luc Picard had an Ahab-like obsession with his revenge against the Borg. If his chest had been a cannon, he would have shot his heart upon them.

"Stops" one OFFICER with INTEGRITY > 6 AND any number of  personnel present (opponent's choice).

TM & © 1997 P.W. INC. TM & © 1997 BUCHNER INC.

DILEMMA STAR TREK THE NEXT GENERATION



INVIDIUM LEAK

A broken container of invidium disrupted the U.S.S. Enterprise's systems in 2366 before it was rendered inert by Geordi La Forge and Reginald Barclay.

Cannot get past unless crew has 3 ENGINEER OR a personnel with CUNNING > 7 and MEDICAL OR a personnel with CUNNING > 7 and Physics.

TM & © 1997 P.W. INC. TM & © 1997 BUCHNER INC.

DILEMMA

FIRST CONTACT



2 IRRATIONAL COMMANDER

After Worf's suggestion to activate the U.S.S. Enterprise-E's self-destruct sequence, Jean-Luc Picard's outburst surprised his crew. They carried out his orders nonetheless.

Unless you have two leaders with Honor OR two leaders with Treachery, place on mission. Crew must have any attribute>double mission points to solve. (Unique.)

SV

DILEMMA

FIRST CONTACT



LACK OF PREPARATION

An Away Team that is unprepared to complete its mission will undoubtedly experience delays. Mission progress may be impossible until additional personnel arrive.

Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt. Borg: Must have and personnel to proceed.

DILEMMA

FIRST CONTACT



MAGLOCK

Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.

SV

DILEMMA

STAR TREK
THE NEXT GENERATION



MAGNETIC FIELD DISRUPTIONS

Proximity to severe stellar phenomena can disrupt shipboard systems. In 2364, intense magnetic fields from the Delos star overloaded many consoles on the U.S.S. Enterprise.

One personnel (random selection) is killed unless you "stop" a personnel with Astrophysics or Navigation. To get past requires CUNNING>24 remaining.

SV

DILEMMA

FIRST CONTACT



MY FIRST RAYGUN

An intruder with a stolen phaser can pose an unpredictable threat, especially if she doesn't know the difference between "stop" and "maximum."

Immediately probe (then discard probe card):
 : Kills a personnel (random selection).
Otherwise: "Stops" a personnel (random selection).

DILEMMA

FIRST CONTACT



DOBY DOBY

"Well, you wiggle to the left, you wiggle to the right; you do the Doby Doby with all your might; Doby Doby; Doby Doby; Doby Doby Doby Doby; Doby Doby doo wah, doo wah, doo wah."

Draw one card for each non-android Youth present, then discard one card for each Music present. All Youth, Music and Zefram Cochrane present are "stopped."

DILEMMA

FIRST CONTACT



PRIMITIVE CULTURE

First contact requires caution, subterfuge or force. Solkar's historic visit to Earth was peaceful, but Federation/Klingon contact in 2218 would ignite a century of hostilities.

To get past, requires 3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jem'Hadar OR 2 Tel Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 Borg.

DILEMMA

FIRST CONTACT



SHOT IN THE BACK

Data protected his Away Team from machine gun fire by taking a few bullets from behind, then simply waiting until the magazine was empty. No vital systems were damaged.

"Stops" SECURITY androids and OFFICER androids, if any present. Otherwise, kills one non-android Away Team member (opponent's choice).

DILEMMA

FIRST CONTACT



THETA-RADIATION POISONING

Damage to warp drive components, such as the throttle assembly of the Phoenix, can result in subspace-related theta particle emissions. Deadly if not inoculated quickly.

Place on any ship or outpost here (opponent's choice). End of each turn, one personnel present without Medical Kit killed (random selection). Cure with 6 ENGINEER.



DILEMMA

FIRST CONTACT



TM & © 1993 P.W. INC. TM & © 1993 BENTLEY INC.

UNDETECTED BEAM-IN

Borg refugees from a destroyed spherical vessel were able to beam aboard the *U.S.S. Enterprise-E* without being detected. This led to a nasty surprise for Inge Eiger.

Opponent may download to this location up to 4 Borg drones or Rogue Borg Mercenaries (they do not battle now). Nullify dilemma with Shelby OR 4 SECURITY.



INCIDENT

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

THEY WILL BE COMING

Seeds during facility phase on spaceline end (on far end from Earth, if possible); may download one ship here. Once each turn, you may report a Borg to your ship for free. Nullified if you seeded any non-Alpha Quadrant mission. (Unique.)

17 V



OBJECTIVE

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ASSIMILATE HOMEWORLD

Plays on table. Target both an unassimilated homeworld on spaceline and your matching counterpart. Your Borg may scout that homeworld. If your counterpart is at that spaceline location, you may probe:

Assimilated. Place on homeworld. Cards of that affiliation (except cards) may not report to any outpost for rest of game.

40

27 V



OBJECTIVE

FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ASSIMILATE PLANET

Plays on table. Target an unassimilated, non-homeworld planet mission with a point box showing at least 35 points. Your Borg may scout that planet. After scouting complete, if you have Borg at that location, you may probe:

Assimilated. Place on planet. May download one Objective card.

25

ERRATA



OBJECTIVE

FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ESTABLISH GATEWAY

Seeds or plays on table. Target a space mission with a point box, if not yet scouted. Your Borg may scout that location. After scouting complete, if you have Borg at that location, you may probe:

Sector cleared. Place on location. Download to here one Transwarp Network Gateway (if possible). May download one Objective card.

25

ERRATA



OBJECTIVE

FIRST CONTACT



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ESTABLISH GATEWAY

Seeds or plays on table. Target a space mission with a point box, if not yet scouted. Your Borg may scout that location. After scouting complete, if you have Borg at that location, you may probe:

Sector cleared. Place on location. Download to here one Transwarp Network Gateway (if possible). May download one Objective card.

25

ERRATA