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## Playing First Edition Borg



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Before we begin, let me warn you that there is no such thing as a basic Borg deck. Not only are they very download heavy, they also play differently too. But with a deck like the one below, you'll learn the basics in no time.

Before I explain the deck, let's run through what Charlie said in yesterday's article...

- 1) The Borg do not attempt missions. Instead, they scout missions via Borg Only Objectives. This is important for cards which specifically mention those terms, like [Friendly Fire](#) or [Dead End](#)
- 2) In order to score points, most Borg Objectives require the player to probe. That means the player peeks at the top cards of their deck, and if any icons match those on the Objective requirements, the Objective is complete. simples.
- 3) Bonus points. Borg ONLY score points through cards which have the Borg only icon.
- 4) Dilemmas. Borg ignore gender related Dilemmas and all requirements which specifically mention mission attempts.

Right, that's the basics out of the way. Let's look at the deck below.

First, during the seed phase, seed the [Transwarp Network Gateway](#) closest to [Earth](#). Your main play engine is [They Will Be Coming](#), which allows you to play a universal personnel for free directly to your [Cube](#).

Turn 1

Play the Shades of Grey [Borg Queen](#).

Play a Borg drone for free.

Use the Queens special skill to download [We Are The Borg](#) for [Seven of Nine](#) and [Two of Nine](#).

Download [We Are the Borg](#) again and place on table.

Turn 2

Persona swap the [Queen](#)

Use Seven of Nine to draw a card, then use the Borg Queen to convert that card draw into [Three of Nine](#).

Play a Borg drone for free

This is the standard set up that most Borg players will use. The next step is now scouting missions. [Establish Gateway](#) is the Seeded objective. Though if you feel safer going for a [planet](#) first, then [A Change Of Plans](#) will easily sort that. Your aim is to complete three Objectives to win, with the final one being [Assimilate Homeworld](#). Don't forget to download [Resistance is Futile](#) via [Data of Borg](#) for 100 points.

I've added some simple tricks to the deck so you can get used to some download chains which are more complex compared to a non Borg deck.

[Construct Starship](#) + [Transwarp Hub](#): If Earth is too far away, download this facility to a Nebula to jump to the other side of the spaceline

[Fifteen of Seventeen](#) + [Adapt: Allocate Resources](#) + [Alas: Poor Drone](#): A complex way of getting up to two additional card draws per turn. But later in the game, this combo is worth setting up.

I cannot stress enough how much I love [Borg Scout Vessel](#)! If your hand is full of Borg and you don't have any other means to get them out, then this ship will save the day.

Don't forget to flip [Mission Debriefing](#) to slow your opponents mission attempts. I've added ways to [indirectly assimilate](#) some of the opponents personnel.

So to conclude, this deck will give you everything you need to understand how the Borg work in an intermediate level. There are far more complex decks out there, like Stop First Contact, or a straight up assimilation deck where the players goal is to only assimilate the opponents personnel.

They are a complex affiliation, but with patience and practice, they can be mastered by anyone.

Discuss this article [in this thread](#).

## Decklist

[Print Decklist](#) • [Copy Deck](#)

This deck is legal in the following Card Pools:

- Complete

This deck is legal in the following Rules Sets:

- OTF
- Open
- Revised
- Warp Speed

This deck is currently eligible for the following family or families of achievements:

- [Borg Player](#)
- [Good Casting: Armstrong \(Two of Nine\)](#)
- [Good Casting: Spinner \(Data of Borg\)](#)
- [Broken Bow Release](#)

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### Mission (6)

#### Mission

- 32 V 1x [Espionage Mission](#)
- 20 V 1x [Evade Borg Vessel](#)
- R 1x [FGC-47 Research](#)
- 18 V 1x [Free Orion Slaves](#)
- 12 V 1x [Genesis Planet](#)
- R 1x [Study Nebula](#)

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### Draw Deck (40)

#### Event

- P 1x [We Are the Borg](#)

#### Personnel

- Borg
- R 8x [Borg Queen](#)
- 32 V 8x [Borg Queen \(Shades of Gray\)](#)
- 11 V 4x [Data of Borg](#)
- C 2x [Eight of Nineteen](#)
- C 1x [Eleven of Nineteen](#)
- 54 C 1x [Eleven of Twelve](#)
- C 1x [Fifteen of Seventeen](#)
- 44 V 1x [Four of Fifty](#)
- 58 C 1x [Nine of Fifteen](#)
- 59 C 1x [Nine of Twelve](#)
- 60 R+ 1x [Second](#)
- 61 R+ 1x [Seven of Nine \(The Borg\)](#)
- 45 V 1x [Ten of Fifty](#)
- 64 R+ 1x [Third and Fourth](#)
- 46 R+ 1x [Third of Five](#)
- 65 R+ 1x [Three of Nine](#)
- 66 R+ 1x [Two of Nine](#)
- 67 C 1x [Two of Twelve](#)

#### Ship

- Borg
- C 2x [Borg Scout Vessel](#)
- R 1x [Locutus' Borg Cube](#)

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### Seed Deck (30)

#### Dilemma

- 2 V 2x [Authorized Access Only](#)
- U 2x [Borg Servo](#)
- 4 V 2x [Defrosted Menace](#)
- U 2x [Edo Probe](#)
- 5 V 2x [Faux Pas](#)
- 124 VP 2x [Female's Love Interest & Garbage Scow](#)
- 13 R 2x [Hull Breach](#)
- 9 V 2x [Maglock](#)
- 8 V 2x [Quantum Leap](#)
- 13 V 2x [The Ghost of Cyrus Ramsey](#)

#### Doorway

- 1 V 1x [Q's Tent](#)
- 15 V 1x [Temporal Conduit](#)
- 10 C 1x [Transwarp Network Gateway](#)

#### Event

- 51 U 1x [Mission Debriefing](#)

#### Incident

- R 1x [Long Live the Queen](#)
- 45 V 1x [New Arrivals](#)
- 23 V 1x [Service the Collective](#)
- 17 V 1x [They Will Be Coming](#)

#### Objective

- 99 VP 1x [Construct Starship](#)
- 46 C 1x [Establish Gateway](#)

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### Q-Tent Side Deck (13)

#### Equipment

- 11 U 1x [Borg Data Node](#)
- 13 C 1x [Borg Vinculum](#)

#### Event

- 7 V 1x [Adapt: Allocate Resources](#)
- 18 U 1x [Alas, Poor Drone](#)
- P 1x [We Are the Borg](#)

#### Facility

- Borg
- 19 V 1x [Transwarp Hub](#)

#### Incident

- 30 R 1x [Resistance Is Futile](#)

#### Interrupt

- 10 V 1x [A Change of Plans](#)
- 32 C 1x [Adapt: Negate Obstruction](#)

#### Objective

- 27 V 1x [Assimilate Homeworld](#)
- C 1x [Assimilate Planet](#)
- 110 U 1x [Divert Power](#)

#### Personnel

- Borg
- 25 V 1x [Twelve of Thirteen](#)

[Show Deck Stats](#)