

# DECK LIST

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**DECK TITLE** Borg for Intermediates, by Niall Matthew - DeckID: 17039

**EVENT TITLE** \_\_\_\_\_

<b>MISSIONS</b>		<b>Q-TENT SIDE DECK</b>	
1	FGC-47 Research	1	Divert Power
1	Study Nebula	1	Adapt: Negate Obstruction
1	Espionage Mission	1	Alas, Poor Drone
1	Free Orion Slaves	1	Assimilate Planet
1	Evade Borg Vessel	1	Borg Data Node
1	Genesis Planet	1	Borg Vinculum
<b>SEED DECK</b>		<b>DRAW DECK</b>	
2	Borg Servo	1	Resistance Is Futile
2	Edo Probe	1	We Are the Borg
1	Establish Gateway	1	Transwarp Hub
2	Hull Breach	1	Adapt: Allocate Resources
1	Long Live the Queen	1	A Change of Plans
1	Mission Debriefing	1	Twelve of Thirteen
1	Transwarp Network Gateway	1	Assimilate Homeworld
1	Q's Tent	1	Two of Twelve
2	Maglock	8	Borg Queen
1	Service the Collective	2	Borg Scout Vessel
1	They Will Be Coming	2	Eight of Nineteen
1	Construct Starship	1	Eleven of Nineteen
2	Female's Love Interest & Garbage Scow	1	Eleven of Twelve
1	New Arrivals	1	Fifteen of Seventeen
2	Authorized Access Only	1	Nine of Fifteen
2	Defrosted Menace	1	Nine of Twelve
2	Faux Pas	1	Third and Fourth
2	Quantum Leap	1	Third of Five
2	The Ghost of Cyrus Ramsey	1	Three of Nine
1	Temporal Conduit	1	Three of Nine
		1	Locutus' Borg Cube
		1	Second
		1	Seven of Nine (The Borg)
		1	Two of Nine
		1	We Are the Borg
		8	Borg Queen (Shades of Gray)
		4	Data of Borg
		1	Four of Fifty
		1	Ten of Fifty

**INTERRUPT** STAR TREK VOYAGER



**A CHANGE OF PLANS**

The Borg Queen's initial consideration of Admiral Janeway's deal dissipated once she triangulated the admiral's signal. The Borg then adopted a more aggressive strategy.

Plays to do any or all of the following: discard your current objective; return it to your hand if you have Borg Queen in play; and download one **U** Objective card.

ERRATA 7 V

**EVENT** FIRST CONTACT



**ADAPT: ALLOCATE RESOURCES**

The Borg hive mind allows assets to be quickly reassigned, bringing the entire Collective closer to perfection.

Plays on table. In place of your normal card play, you may discard this event to download any **U** Event or Interrupt card.

ERRATA 7 V

**INTERRUPT** STAR TREK VOYAGER



**ADAPT: NEGATE OBSTRUCTION**

By 2375, the Borg had encountered and catalogued over 10,000 different species. This vast, accumulated knowledge is sufficient to overcome virtually any obstacle.

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

ERRATA 7 C

**EVENT** STAR TREK VOYAGER



**ALAS, POOR DRONE**

The Borg Queen searched tenaciously for the interlink frequency connecting the errant drones of Unimatrix Zero. Analyzing those she had discovered brought her closer to finding them all.

Plays on table. Once each turn, you may discard a **B** or **R** drone from hand or in play to draw one card (or two if drone was present with your Borg Queen).

ERRATA 18 U

**OBJECTIVE** STAR TREK THE NEXT GENERATION



**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:

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

40

ERRATA 27 V

**OBJECTIVE** FIRST CONTACT



**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:

- B**: Assimilated. Place on planet. May download one Objective card.

25

ERRATA

**DILEMMA** STAR TREK ENTERPRISE



**AUTHORIZED ACCESS ONLY**

Many ships have secure areas to store valuable or dangerous materials. Only trusted officers can access such places. In 2151, unknown privateers searched for a vault on *Enterprise*.

To get past requires three personnel with Acquisition **OR** three personnel with OFFICER classification.

2 V

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2 V

**EQUIPMENT** STAR TREK VOYAGER



**BORG DATA NODE**

Borg information storage unit containing assimilation logistics, sensor telemetry, and vessel movements. Voyager salvaged these from the wreckage of a destroyed probe in 2375.

If present with a **B** Borg, once each turn, may download one Adapt card to hand **OR** glance for 10 seconds at crew of any one ship or top card of any player's draw deck.

11 U

**\* Borg Queen** STAR TREK VOYAGER



"Species 10026 is already adding to our perfection. You can feel their distinctiveness coursing through us, enhancing us."

When reported, selects any skill; may change skill at start of each turn. Leadership Treachery  
Twice per game, may download We Are the Borg.

INTEGRITY 6 CUNNING 12 STRENGTH 6

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**\* Borg Queen** FIRST CONTACT



"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.

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INTEGRITY 6 CUNNING 12 STRENGTH 6

**♦ Borg Scout Vessel** FIRST CONTACT



IDENTIFICATION: BORG SCOUT VESSEL  
Task: Search for assimilation targets. Establish transwarp connections.

May report with crew to a Transwarp Network Gateway at any spaceline end (download doorway if necessary). 5

RANGE 7 WEAPONS 4 SHIELDS 4

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May report with crew to a Transwarp Network Gateway at any spaceline end (download doorway if necessary). 5

RANGE 7 WEAPONS 4 SHIELDS 4

**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.

**DILEMMA** STAR TREK FIRST CONTACT



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**EQUIPMENT** STAR TREK VOYAGER



**BORG VINCULUM**

Functions: Process and disseminate information relevant to the collective. Establish transneural connections between drones. Purge individuality; bring order to chaos.

If your Borg present, all your Borg at this location present with a Borg share regular skills (each has every such skill at highest level). (Immune to Disruptor Overload.)

**OBJECTIVE** STAR TREK DEEP SPACE NINE



**CONSTRUCT STARSHIP**

Seeds or plays on table. In place of your normal card play, you may download any outpost or headquarters (if you have a matching ENGINEER at an appropriate location) OR download Spacedock (even to a docking site) OR download a unique ship to your facility that has a Spacedock (if you have an ENGINEER aboard who is that ship's matching commander). Discard objective OR draw no cards this turn.

**Data of Borg** STAR TREK FIRST CONTACT




Temporarily 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

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ENGINEER Exobiology Resistance is Futile

INTEGRITY 7 CUNNING 12 STRENGTH 12

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Returns to hand when you complete an objective.

OFFICER Astrophysics Computer Skill x2  
ENGINEER Exobiology Resistance is Futile

INTEGRITY 7 CUNNING 12 STRENGTH 12

**DILEMMA** STAR TREK ENTERPRISE



**DEFROSTED MENACE**

Preserved in the Arctic ice for 90 years, two cybernetic bodies posed more of a threat than initially suspected.

Unless 2 Biology, 2 Archaeology, and 2 SCIENCE present, place on mission. Now and start of every player's turn, their opponent (if playing Borg) assimilates their lowest CUNNING personnel here.

**DILEMMA** STAR TREK ENTERPRISE



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**OBJECTIVE** STAR TREK VOYAGER



**DIVERT POWER**

Plays on table. At start of each of your turns, one of your ships with **ENGINEER** (or **BORG**) aboard may "transfer power" until start of your next turn; subtract 1 from two of its attributes and add 2 to the remaining attribute. **OR** Plays on your ship with **ENGINEER** (or **BORG**) and **Computer Skill** aboard. **WEAPONS** or **SHIELDS** are +4 until start of your next turn, then discard objective. (Captain's Order.)

10 U

**DILEMMA** STAR TREK THE NEXT GENERATION



**EDO PROBE**

When the Federation tried to contact the pre-industrial society on Rubicon III, the Edo Probe demanded in ship-shuddering tones that Jean-Luc Picard "State the purpose!"

Abandon mission attempt until any player completes a different mission **OR** continue but lose points if you do not solve mission this turn.

-10

ERRATA

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ERRATA

**Eight of Nineteen** STAR TREK FIRST CONTACT



**IDENTIFICATION: ASSAULT DRONE**  
Task: Supply enhanced combat apparatus. Patrol. **BIOLOGICAL DISTINCTIVENESS: Humanoid.**

**SECURITY**  
Where present, your Borg are each **STRENGTH +2**. (Cumulative.)

**INTEGRITY 5 CUNNING 5 STRENGTH 7**

**Eight of Nineteen** STAR TREK FIRST CONTACT



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Task: Supply enhanced combat apparatus. Patrol. **BIOLOGICAL DISTINCTIVENESS: Humanoid.**

**SECURITY**  
Where present, your Borg are each **STRENGTH +2**. (Cumulative.)

**INTEGRITY 5 CUNNING 5 STRENGTH 7**

**Eleven of Nineteen** STAR TREK FIRST CONTACT



**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.

**INTEGRITY 7 CUNNING 5 STRENGTH 5**

**Eleven of Twelve** STAR TREK VOYAGER



**IDENTIFICATION: CONNECTIVITY DRONE**  
Task: Monitor interlink aboard Borg vessels. **Maintain.** **BIOLOGICAL DISTINCTIVENESS: Humanoid.**

**Computer Skill ENGINEER BIOLOGY**  
May download Borg Vinculum here in place of a card draw.  
Borg Data Node

**INTEGRITY 7 CUNNING 5 STRENGTH 5**

**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 Salok in Away Team.

40

**OBJECTIVE** STAR TREK VOYAGER



**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

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Only one of your ships may battle here every turn.

**Evade Borg Vessel**

**Paulson Nebula:** Hide from pursuing Borg cube in dense, hazardous nebula.

Stellar Cartography + Navigation + Leadership + CUNNING-36

Only one of your ships may battle here every turn.

35

**DILEMMA** STAR TREK ENTERPRISE



**FAUX PAS**

The Kreetzsons were deeply insulted when Porthos urinated on an olvera tree. Considering the plants cultural treasures, they demanded a ritualistic apology from Jonathan Archer.

To get past requires three personnel with Diplomacy OR three personnel with V.I.P. classification.

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**COMBO DILEMMA** STAR TREK VOYAGER



**FEMALE'S LOVE INTEREST & GARBAGE SCOW**

**FEMALE'S LOVE INTEREST:** Female crew or Away Team member (random selection) runs off with lover to furthest planet.

**RADIOACTIVE GARBAGE SCOW:** Place on spaceline here. Mission cannot be attempted where present. Ship with Tractor Beam and 2 ENGINEER can tow Scow.

**COMBO DILEMMA** STAR TREK VOYAGER



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Diplomacy + Youth x2

X = 6 mins each Navigation aboard ship.

**FGC-47 Research**

**FGC-47:** Study interior of nebula filled with energy strands that obstruct navigation.

Diplomacy + Youth x2

X = 6 mins each Navigation aboard ship.

30

**Fifteen of Seventeen** FIRST CONTACT



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

**Four of Fifty** STAR TREK ENTERPRISE



IDENTIFICATION: HARVEST DRONE

TASK: Identify targets in Sector 001. Engage.

BIOLOGICAL DISTINCTIVENESS: Humanoid.

SECURITY ENGINEER Exobiology

May download One with the Borg in place of a card draw.

Orbital Bombardment OR Establish Tractor Lock

INTEGRITY 5 CUNNING 5 STRENGTH 7

**Free Orion Slaves**

**Verex III:** Rescue or purchase captive crew members kidnapped in pirate raids.

Leadership + SECURITY x2 + STRENGTH-40  
Orions may report here (for free, once each turn).

35

4

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**Genesis Planet**

**Mutara Region + Genesis:** Study final collapse of unstable and formerly forbidden planet.

Geology + CUNNING-42 + (Biology + Exobiology + SCIENCE OR SECURITY + Transporter Skill + Treachery)

35

4

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**DILEMMA**

**HULL BREACH**

In 2372, a spatial scission caused explosive decompression aboard U.S.S. Voyager. Harry Kim was lost in the incident, and later replaced by a duplicate Harry from a duplicate Voyager.

Unless Environmental Suit present, kills one non-android (random selection) and another non-android of same classification (random selection). Mission continues.

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**Locutus' Borg Cube**

**IDENTIFICATION: BORG CUBE**  
Task: Eliminate resistance at location designation Wolf 359. Locutus of Borg commands.

WEAPONS and SHIELDS +3 at Wolf 359. Your equipment and Borg personnel may report aboard. Tractor Beam

50

RANGE 10 WEAPONS 24 SHIELDS 24

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STAR TREK THE NEXT GENERATION

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**INCIDENT**

**LONG LIVE THE QUEEN**

Seeds or plays on table. Reveal (then discard) incident to do one of the following: If your Borg Queen was just killed, download another Borg Queen. OR Prevent your Borg Queen present with your drone from being captured (drone is captured instead). OR Suspend any Regenerate while you place out-of-play from targeted discard pile up to six cards without a or icon.

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STAR TREK FIRST CONTACT

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**DILEMMA**

**ACCESS DENIED**  
LCARS COMMAND NET NOT AVAILABLE

**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.

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STAR TREK FIRST CONTACT

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STAR TREK FIRST CONTACT

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**EVENT**

**MISSION DEBRIEFING**

Keeping detailed records of missions and discoveries is an essential part of any crew's daily routine. This is even more critical for the only Federation crew in the Delta Quadrant.

Seeds or plays on table. Whenever any crew or Away Team finishes a mission attempt (whether successful or not), it is "stopped." (Captain's Order.)

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**INCIDENT** STAR TREK DEEP SPACE NINE



**NEW ARRIVALS**

Seeds on table. Once each turn, you may play a ♠ personnel you do not already have in play for free. End of each turn, you may draw an extra card. Discard incident if you play more than one personnel for free on any turn.

INTEGRITY 5

**Nine of Fifteen** STAR TREK VOYAGER



**IDENTIFICATION: ISOTOPE DRONE**  
 Task: Study Particle 010. Disseminate findings.  
 BIOLOGICAL DISTINCTIVENESS: Humanoid.

SCIENCE Physics Astrophysics  
 If you have completed Harness Partide 010, all your Borg in play are each attributes all +2. (Cumulative.)

INTEGRITY 5 CUNNING 7 STRENGTH 5

**Nine of Twelve** STAR TREK VOYAGER



**IDENTIFICATION: NETWORK DRONE**  
 Task: Accelerate construction of transwarp gateways.  
 BIOLOGICAL DISTINCTIVENESS: Bolian species.

ENGINEER Physics Navigation  
 If present where probing for Establish Gateway, once each turn, you may discard probe card to probe again.

INTEGRITY 5 CUNNING 7 STRENGTH 5

**DOORWAY** STAR TREK THE NEXT GENERATION



**Q'S TENT**

Place one atop Q's Tent side deck (up to 13 different cards) during the seed phase. Q's Tent is now open and in play. OR Stock in deck and use as follows: Once per turn, play to take a card from tent into your hand, either your choice (discard doorway) or random selection (place doorway on top of your draw deck). Must show card to opponent. Draw no cards this turn.

INTEGRITY 5

**DILEMMA** STAR TREK ENTERPRISE



**QUANTUM LEAP**

After sabotaging the Xindi weapon, Jonathan Archer was caught in the explosion and vanished. He awoke, trapped in the past, striving to put right what had gone wrong.

One OFFICER (opponent's choice) is relocated to a time location (your choice); "disappears" (discarded) if none in play. To get past requires SECURITY and 2 Archaeology.

INTEGRITY 5

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INTEGRITY 5

**INCIDENT** STAR TREK FIRST CONTACT



**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.

INTEGRITY 5

**Second** STAR TREK VOYAGER



Innate drone of Brnall species; irrelevant designation: Icheb. A model of efficiency, yet failed to establish order among the young drones of his hive.

ENGINEER Astrophysics Physics Youth  
 Stellar Cartography Divert Power  
 Doubles regular skills of other drones present.

INTEGRITY 5 CUNNING 7 STRENGTH 5

**INCIDENT** STAR TREK THE NEXT GENERATION



**SERVICE THE COLLECTIVE**

Seeds or plays on table. Whenever your current objective targets either a homeworld OR your mission that has an affiliation icon matching your counterpart there, your Borg are not restricted from probing on some turn they complete scouting. Also, while a personnel you've assimilated as a counterpart is on your ship, that ship is WEAPONS and SHIELDS +4 against counterpart's former affiliation(s).

INTEGRITY 5

**Seven of Nine** STAR TREK VOYAGER



IDENTIFICATION: PROFICIENCY DRONE  
 TASK: Tertiary adjunct of uninhabited zero one.  
 BIOLOGICAL DISTINCTIVENESS: Human species.

ENGINEER • Stellar Cartography • Computer Skill  
 Physics • May apply , , and to staffing.  
 May draw a card in place of your normal card play.

INTEGRITY 7 CUNNING 7 STRENGTH 7

CLIMBERS - 00 + 1 physics + Stellar Cartography



**Study Nebula**

Gamma Grand: Study and chart nebula.

Astrophysics • Stellar Cartography • CUNNING-40

35

**DOORWAY** STAR TREK ENTERPRISE



**TEMPORAL CONDUIT**

Seeds on table. Your cards may seed and play (one per turn). Twice each turn, you may place a card from hand beneath draw deck to relocate your Away Team or staffed ship from a time location to the corresponding spaceline location, or vice versa. Once per game, you may download Stone Knives and Bearskins OR Out of Time OR Temporal Investigations.

**Ten of Fifty** STAR TREK ENTERPRISE



IDENTIFICATION: SYNERGY DRONE  
 TASK: Recognize optimum performance. Coordinate.  
 BIOLOGICAL DISTINCTIVENESS: Human species.

Cybernetic • Attributes all +2 while sharing skills.  
 Once each turn, may return to hand your non- Objective in play.

INTEGRITY 7 CUNNING 5 STRENGTH 5

**DILEMMA** STAR TREK ENTERPRISE



**THE GHOST OF CYRUS RAMSEY**

Trapped in the transporter pattern buffer, Hoshi Sato had an elaborate hallucination about a fictional transporter test subject, alien saboteurs, and her own disappearance.

To get past requires three personnel with Transporter Skill OR three personnel with MEDICAL classification.

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**INCIDENT** STAR TREK THE NEXT GENERATION



**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.)

**Third and Fourth** STAR TREK VOYAGER



Inmature drones of Wyzanti species; irrelevant designations: Reba and Azan. Assigned by the First to accelerate the development of new drones in their hive.

Third: Youth • SCIENCE • Transporter Skill  
 Fourth: Youth • Exobiology • Computer Skill  
 Maturation Chamber

INTEGRITY 7+7 CUNNING 5+5 STRENGTH 5+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 Borg Scout Vessel, it is attributes all +2 (or +4 in Alpha Quadrant). Hugh

INTEGRITY 5 CUNNING 7 STRENGTH 5

**Three of Nine** STAR TREK VOYAGER



IDENTIFICATION: TACTICIAN DRONE  
 TASK: Auxiliary processor of unimatrix zero one.  
 BIOLOGICAL DISTINCTIVENESS: Bajoran species.

ENGINEER • Astrophysics • Stellar Cartography  
 Once each turn, may place one card from hand beneath draw deck, then draw a card.

INTEGRITY 5 CUNNING 7 STRENGTH 5

**Transwarp Hub** STAR TREK VOYAGER



IDENTIFICATION: TRANSWARP HUB  
 TASK: Dispatch Borg vessels throughout the galaxy.

Seeds or plays at any nebula. Once each turn, your ship may move from here to any Transwarp Network Gateway, or vice versa.

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**DOORWAY** STAR TREK VOYAGER



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).

**Twelve of Thirteen** STAR TREK THE NEXT GENERATION



IDENTIFICATION: TOPOLOGY DRONE  
 TASK: Analyze planetary surface features. Secure.  
 BIOLOGICAL DISTINCTIVENESS: Humanoid.

Geology  
 Allows each scout ship in this hive to take off or land once each turn.

INTEGRITY 5 CUNNING 5 STRENGTH 7

**Two of Nine** STAR TREK VOYAGER



IDENTIFICATION: TRANSLATOR DRONE  
 TASK: Primary adjunct of unimatrix zero one.  
 BIOLOGICAL DISTINCTIVENESS: Humanoid.

SCIENCE • Physics • SECURITY  
 Once each turn, may discard a card from hand to place bottom two cards of discard pile beneath draw deck.

INTEGRITY 5 CUNNING 5 STRENGTH 7

**Two of Twelve** STAR TREK VOYAGER



IDENTIFICATION: XENOLOGY DRONE  
 TASK: Assess suitability of alien cultures for assimilation.  
 BIOLOGICAL DISTINCTIVENESS: Humanoid.

Archaeology • Anthropology • Exobiology  
 If present where probing for Assimilate Planet, once each turn, you may discard probe card to probe again.

INTEGRITY 7 CUNNING 5 STRENGTH 5

**EVENT** 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."

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).

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