

- Using my “Dominion A.I. Rules” as a guide, I have created the following unofficial homebrewed rules to allow *Star Trek Ascendancy* to be played with 1 or 2 players without needing to involve the Borg. Instead, the A.I. will operate any other faction the player(s) wish to have in their game.
- Since players may not have the *Dominion War* expansion, the use of Alliance cards, etc., from my “Dominion A.I. Rules” have not been included here; instead the A.I. will play toward 5 Ascendancy just as the human player(s) will. Each A.I. begins with a fully-developed home system (one of each resource node) with 3 ships on it, as normal.
- When at all possible, every attempt has been made to retain the faction’s standard rules (i.e. the Federation does not invade planets, Ferengi do not build Culture Nodes, etc) however by necessity some have had to be altered (the Vulcan A.I. doesn’t use agendas and does not start with 5 Ascendancy, the Ferengi A.I. obtains Production tokens from orbiting warp-capable civilizations as well as rival-controlled systems, etc).
 - A few rules changes have been made somewhat arbitrarily (whether or not an A.I. will retreat from battle/invasion attempts, the A.I.’s impulse speed, etc) however the intent was to remain thematic in the attempt. As with any rules, feel free to further homebrew these as you like.
- Unless stated otherwise, all base game rules are in effect for the A.I. as well as for human players (e.g. it spends Command tokens to move its ships/fleets, if it builds a starbase it gains an exhausted Command token, etc).
- The A.I. will upgrade its shields and weapons by choosing whichever one is the most expensive that it can afford. For example, if its next weapons upgrade costs 6 and its next shield upgrade costs 8 and it has 9 research tokens, it will upgrade its shields.
 - If the costs of both upgrades are equal (i.e. the next weapons upgrade costs 10 and the next shield upgrade costs 10 and it has 11 tokens), roll a d6. On a result of 1-3, upgrade the weapons. On a result of 4-6, upgrade the shields.
- If the A.I. ever has to make a choice on a Discovery or Crisis Exploration card, it will always attempt to do the first option listed, if possible.
- Because the A.I. always starts with six completed Advancements, it is recommended to start the A.I. further away from player homeworlds than the 18” listed in the base game rules. A gap of 25”-30” is a good starting distance, if table space allows.
- Each faction has been playtested at least once, but note these were performed with the “Extra Starting Resources” and “Starting Advancements” options. Starting with standard resources and advancement rules may result in a very different play experience.
- Because the A.I. cannot plan ahead or make tactical decisions but instead just goes through its checklist from beginning to end without backtracking, players should not find the A.I. too challenging of an opponent. This is by design. The intent was to turn this 3-player game into a 1-2 player game without needing to engage the Borg. If you do not find the A.I. challenging enough, at the end of its turn allow the A.I. to perform any new possible space battles or invasions for free (no Command tokens needed) after it completes its final move steps.

- Speaking of moving, determining how the A.I. moves its ships and fleets during the Move step to maximize its faction advantages was the most complicated part of the design process. Please make note of the following clarifications:
 - If an A.I.'s ship or fleet is already at target "i)" on its list of possible targets, it will remain at that target and not move. If it is at "ii)" it will make an attempt to move to "i)" if possible. If it is at "iii)" it will attempt to move to "i)" and if it cannot move to "i)" it will attempt to move to "ii)" and so on.
 - If there is a path to a potential target that was started on a previous round and the A.I. has not yet connected to that target along that path (i.e. a space lane with A.I. ships in it that is still only connected to one system), the A.I. will funnel its ships/fleets along that existing path instead of placing another new space lane aimed at the same target the first lane is attempting to reach.
 - The only exception to this is its first round of the game. On its first round, the A.I. will take its 3 starting ships and roll the Space Lane die for each and start them out on three separate paths, and will continue on those paths until they each reach their first System Disc destination.
 - When the A.I. has already moved all of its fleets and ships and still has Command tokens remaining, it will repeat its Move step, i.e. first move all of its fleets again, and then move its single ships again, one at a time, in the same order they moved the first time.

- One last time, because it does bear repeating... These are the homebrew rules I have come up with for my own use; I am sharing them in case anyone else would like some faction A.I. rules but don't want to come up with their own. If any of these rules don't feel right to you, or are not how you would prefer to use A.I. factions in your games of *Star Trek Ascendancy*, absolutely please make any changes you wish to what follows. Treat all of what follows as a starting point.

ANDORIAN A.I. RULES

GAME PREP: It is recommended that the Exploration cards from the *Andorian Empire* set not be used if playing against the Andorian A.I. (AAI), because they refer to scenarios where the AAI would need to make in-game decisions that it cannot make. Leave the Andorian Trade Agreements in the game box; the AAI will not enter into any trade agreements with any factions. Leave all Andorian Advancement cards in the game box except for the 6 listed below; the rest will not be used by the AAI.

SETUP: The AAI will start the game with the following Advancement cards already completed; it never launches new projects and never performs project research – and since 1 of the cards has a Command token icon, the AAI starts the game with 6 Command tokens, not 5.

- **UNFLAGGING ANIMOSITY:** when an enemy retreats from you in a space battle, roll a die for each of their ships: on a 5 or 6 that ship is destroyed. When you retreat, each retreating ship may make an attack.
- **SIRILLIUM WARHEADS:** in the first round of a space battle with one of your fleets, exhaust this card to destroy up to 3 enemy ships.
- **ENGINEERING CORPS:** when you spend a claimed enemy ship as research, you may also build a ship for free.
- **ANDORIAN LEGION:** in planetary invasions of systems marked with an Andorian token, your ships may re-roll any To-Hit rolls of 1.
- **SUBSPACE INTERCEPTS:** when a rival takes research tokens from a system marked with an Andorian token, roll a die: on a 4, 5, or 6 you take one research instead of them.
- **ANDORIAN WAR COLLEGE:** the hegemony resistance of each of your systems is increased by 1.

INITIATIVE STAGE is still the same: shuffle the Turn Order cards and deal one to each human player. The AAI always goes last in turn order.

PLAYER TURNS: Per the Subspace Intercepts Advancement, when a human player takes research tokens from a system marked with an Andorian Token, roll a die. On a 4, 5, or 6, the AAI takes one research token instead of the player.

ANDORIAN TURN takes place after all human players have had their turns. At the start of the AAI's turn, it will take 1 Culture token if its shields are the best in the game; it will then take 1 Culture token if its weapons are the best in the game. After that, the AAI will perform as many of the following actions as possible, in this exact order.

1. **BUY ASCENDANCY**

If the AAI has 5 Culture, it will buy an Ascendancy token.

2. **COLONIZE UNDEVELOPED/UNINHABITED WORLDS**

If there is an Andorian ship in orbit of a pre-warp or uninhabited world and the AAI has a Culture token available, it will colonize the planet.

3. DEVELOP NODES

If any Andorian-controlled planets still have open nodes, the AAI will pay resources to develop them, prioritizing building a second Production Node first. Once it has at least two Production Nodes, for the rest of the game it will prioritize building Research Nodes, and build Research Nodes for any Open slots.

- Per the Engineering Corps Advancement, if the AAI has a claimed enemy ship that it is spending as research, it will now build one ship for free at its homeworld.
- NOTE: In case the AAI needs two production tokens on the next round to build a Production Node, it will always save its last production token and not use it. The only exception to this is if it can use its last two production tokens to build a Production Node this round, it will do so.

4. PERFORM UPGRADES

If they have enough research tokens to upgrade weapons or shields, the AAI will upgrade the most expensive one it can afford. Otherwise they will continue to stockpile research tokens for upgrades on future turns.

- Per the Engineering Corps Advancement, if the AAI has a claimed enemy ship it is spending as research, it will now build one ship for free at its homeworld.

5. BUILD SHIPS

The AAI will use all but one of its remaining production tokens to build ships at its homeworld. It will always save one production token for the next round. If there are any available fleet cards, the AAI will build 3 ships at a time to start all fleets as allowed by Ascendancy rating. Ships built where there are fleets in orbit will go directly into the fleets unless the fleet card is full.

- NOTE: the AAI will always build on the non-blank side of Fleet cards, and will build them in numerical order:
 - Fleet 1--Reconnaissance Fleet: when this fleet occupies or is anywhere in a space lane that is connected to a rival-controlled system, it will exhaust a Command to place an Andorian Token on the system. (The AAI cannot place more Andorian Tokens than it has Ascendancy.)
 - Fleet 2--Strike Fleet: ships in this fleet receive +1 to Hit rolls against ships or nodes in systems marked with an Andorian Token
 - Fleet 3--Command Fleet: you may exhaust a Command to switch the position of this fleet with any other Andorian fleet

6. COMMISSION STARBASES/FLEETS PER ASCENDANCY

- a) If there is a controlled system available, the AAI will exhaust 2 Command tokens to build a starbase, once per turn as allowed by Ascendancy rating, until all three are placed. The AAI will never build a starbase at its homeworld.
- b) if the AAI has three or more ships that can be formed into a new fleet (per its Ascendancy rating), it will exhaust 2 Command tokens to form that fleet.

The Andorian AI now behaves similarly to the Borg Command Phase:

7. SPACE BATTLE

If any Andorian ships or fleets are in the same sector or an adjacent sector of a sector with any human player's ships/fleets, the AAI will exhaust a Command token to initiate a space battle. If the AAI wins the battle, it will claim one destroyed rival ship to use as a research token on its next turn.

- The AAI will never retreat from space battles.
- If Fleet 3 is entering battle and Fleet 1 or 2 has more ships than this fleet, the AAI will exhaust a Command token to switch the position of this fleet with the fleet with the most ships.
- If Fleet 2 is in the space battle, the AAI receives +1 to its To-Hit rolls if the battle is taking place in a system with an Andorian Token.
- Per the Sirillium Warheads Advancement, in the first round of the space battle, the AAI will exhaust the card to instantly destroy up to 3 enemy ships.
- Per the Unflagging Animosity Advancement, if the human player retreats from the battle, the AAI rolls 1 die for each ship; on a 5 or 6, the rival ship is destroyed.

8. PLANETARY INVASION

If there are any Andorian ships or fleets in orbit of a developed system, the AAI will exhaust a Command token to make one invasion attempt.

- The AAI will never attempt hegemony.
- If Fleet 3 is invading and Fleet 1 or 2 has more ships than this fleet, the AAI will exhaust a Command token to switch the position of this fleet with the fleet with the most ships.
- Per the Andorian Legion Advancement, in planetary invasions of systems marked with an Andorian Token, the AAI may re-roll any To-Hit roll results of 1.
- If Fleet 2 is taking part in the invasion and there is an Andorian Token present on the system, the AAI receives +1 to its To-Hit rolls against nodes in this system.
- If the first invasion attempt fails, the AAI will retreat.

9. MOVE FLEETS AND SHIPS AT IMPULSE

a) Any single ships in the same sector as a fleet with empty slots, will join that fleet before any ship or fleet moves occur.

b) On its first round of the game, the AAI will roll the Space Lane die for each of its three starting ships and move them out on three separate paths, and will continue on those paths until they each reach their first System Disc destination.

c) Fleets move in numerical order, starting with Fleet 1, toward the nearest connected target at the homebrewed Andorian A.I. Impulse Speed of 3.

- i) a sector with enemy ships and/or fleets
- ii) a system with a rival control node and starbase
- iii) a system with a rival control node but no starbase
- iv) an inhabited system with no control node

If there is no such target along any connected path, the AAI will roll to place a new space lane and move onto it in the direction of a target (in order above from "i" to "iv")

- NOTE: the "Hostile" rule still applies: you may not enter any sector that has a Hostile ship/fleet but you may move through a system that you control regardless of any rivals in orbit.
- NOTE: unlike the Borg, Andorian ships and fleets are NOT immune to hazardous systems/phenomena, and brave hazards as normal.

d) if there are any Command tokens remaining, single ships move exactly the same as fleets do in "c" above, at the AAI impulse speed of 3.

10. PLACE ANDORIAN TOKENS

If Fleet 1 is in a rival-controlled system, or is anywhere in a space lane that connects to a rival-controlled system, it will place an Andorian Token on the system, *even if it has no more Command tokens to exhaust*.

RECHARGE STAGE: The AAI will refresh the Sirillium Warheads Advancement card if it was exhausted during the Andorian Turn.

BREEN A.I. RULES

GAME PREP: Leave the Breen Trade Agreements in the game box; the Breen A.I. (BAI) will not enter into any trade agreements with any factions. It is recommended that the Exploration cards from the *Breen Confederacy* set not be used if playing against the BAI, because they refer to trade agreements that the BAI won't use. Leave all Breen Advancement cards in the game box except for the 6 below; the rest will not be used by the BAI. **NOTE:** Definitions of "Breen territory" and "Adjacent to Breen territory" are unchanged.

SETUP: The BAI will start the game with the following Advancement cards already completed; it never launches new projects and never performs project research.

- **EXTREMELY TERRITORIAL:** when hostile rival ships enter a system you control, roll a die for each rival ship. On a roll of 6 that ship is destroyed, regardless of the faction's shields.
- **EVER GROWING CONFEDERACY:** when attempting cultural hegemony in a system adjacent to Breen territory, add +2 to your rolls.
- **BREEN CLOAKING DEVICE:** your ships have First Strike in space battles during your turn.
- **BIOSHIPS:** at the end of any space battle or planetary invasion where you have surviving ships, roll a die for each ship that was destroyed. For each roll of 6 return that ship to active duty.
- **ENERGY DAMPING WEAPONS:** your rolls To Hit of 5 or 6 always score a Hit, regardless of your opponent's shield modifier.
- **HOME GUARD:** Breen may initiate a space battle in Breen territory without exhausting a Command.

INITIATIVE STAGE is still the same: shuffle the Turn Order cards and deal one to each human player. The BAI always goes last in turn order.

PLAYER TURNS: Per the Extremely Territorial Advancement, when a human player enters a system controlled by the Breen, roll a die for each of the human player's ships. On a roll of 6, that ship is destroyed, regardless of the human player's shield modifier. During space battles with human players, Breen ships will re-roll all failed To-Hit rolls if the battle is taking place in Breen territory.

BREEN TURN takes place after all human players have had their turns. The BAI will perform as many of the following actions as possible, in this exact order.

1. BUY ASCENDANCY

If the BAI has 5 Culture, it will buy an Ascendancy token.

2. COLONIZE WORLDS ADJACENT TO BREEN TERRITORY

If there is a Breen ship in orbit of a pre-warp or uninhabited world that is connected by a space lane to a Breen-controlled world, and the BAI has a Culture token available, it will colonize the planet.

3. DEVELOP NODES

If any Breen-controlled planets still have open nodes, the BAI will pay resources to develop them, prioritizing building a second Production Node first. Once it has at least two Production Nodes, for the rest of the game it will prioritize building Research Nodes, and build Research Nodes for any Open slots.

- NOTE: in case the BAI needs two production tokens on the next round to build a Production Node, it will always save its last production token and not use it. The only exception to this is if it can use its last two production tokens to build a Production Node this round, it will do so.

4. PERFORM UPGRADES

If they have enough research tokens to upgrade weapons or shields, the BAI will upgrade the most expensive one it can afford. Otherwise they will continue to stockpile research tokens for upgrades on future turns.

5. BUILD SHIPS

The BAI will use all but one of its remaining production tokens to build ships at its homeworld. It will always save one production token for the next round. If there are any available fleet cards, the BAI will build 3 ships at a time to start all fleets as allowed by Ascendancy rating. The BAI always uses the "blank" side of the fleet cards. Ships built where there are fleets in orbit will go directly into the fleets unless the fleet card is full.

6. COMMISSION STARBASES/FLEETS PER ASCENDANCY

a) If there is a controlled system available, the BAI will exhaust a Command token to build a starbase, once per turn as allowed by Ascendancy rating, until all three are placed. The BAI will never build a starbase at its homeworld.

b) If the BAI has three or more ships that can be formed into a new fleet (per its Ascendancy rating), it will exhaust a Command token to form that fleet.

The Breen AI now behaves similarly to the Borg Command Phase:

7. SPACE BATTLE

If any Breen ships or fleets are in the same sector or an adjacent sector of a sector with any human player's ships/fleets, the BAI will exhaust a Command token to initiate a space battle (unless they are in Breen territory, in which case no Command token is needed per the Home Guard Advancement).

- The BAI will never retreat from space battles.
- Breen ships may re-roll all failed To-Hit rolls if the battle is taking place in Breen Territory.
- Per the Breen Cloaking Device Advancement, Breen ships have First Strike in space battles during their turn.
- Per the Energy Damping Weapons Advancement, Breen To-Hit rolls of 5 or 6 always score a Hit regardless of their opponent's shield modifier.
- Per the Bioships Advancement, at the end of any space battle where the Breen have surviving ships, roll a die for each Breen ship that was destroyed in the battle. For each roll of 6, that ship gets returned to active duty.

8. ATTEMPT HEGEMONY OF A WORLD ADJACENT TO BREEN TERRITORY

If any Breen ships or fleets are in a system adjacent to Breen territory, and the BAI has 2 Culture tokens available, it will make one attempt at hegemony. (The BAI will NOT attempt hegemony of a system that is not adjacent to Breen territory.) Exhaust a Command token, spend 1 Culture, and roll a die. Add the BAI's current Ascendancy, and then – per the Ever Growing Confederacy Advancement – add +2 to the result (since the BAI will only ever be attempting hegemony in a system adjacent to Breen territory).

9. PLANETARY INVASION

If the hegemony was unsuccessful, the BAI will now exhaust a Command token to make one attempt at invading the same system.

- Per the Energy Damping Weapons Advancement, BAI To-Hit rolls of 5 or 6 always score a Hit regardless of the opponent's shield modifier.
- Per the Bioships Advancement, at the end of any planetary invasion where the Breen have surviving ships, roll a die for each Breen ship that was destroyed in the invasion. For each roll of 6, that ship gets returned to active duty.
- If the first invasion attempt fails, the BAI will retreat.

10. MOVE FLEETS AND SHIPS AT IMPULSE

a) Any single ships in the same sector as a fleet with empty slots, will join that fleet before any ship or fleet moves occur.

b) On its first round of the game, the BAI will roll the Space Lane die for each of its three starting ships and move them out on three separate paths, and will continue on those paths until they each reach their first System Disc destination.

c) Fleets move in numerical order, starting with Fleet 1, toward the nearest connected target at their impulse speed of 2:

- i) a rival-controlled system adjacent to Breen territory
- ii) an inhabited system (no control node) adjacent to Breen territory
- iii) an uninhabited system adjacent to Breen territory

If there is no such target along any connected path, the BAI will roll to place a new space lane and move onto it in the direction of a target (in order above). If the BAI has no such targets adjacent to Breen territory, it will attempt to expand Breen territory by expanding from its existing systems that have space-lane capacity (starting with its homeworld). If there are no ships at a system that has space-lane capacity, it will move its fleets/ships toward a qualifying system:

iv) a system within Breen territory that has space-lane capacity

If all existing Breen territory systems are maxed out, the BAI will start expanding beyond its territory (i.e. past any existing phenomena etc).

- NOTE: the "Hostile" rule still applies: you may not enter any sector that has a Hostile ship/fleet but you may move through a system that you control regardless of any rivals in orbit.
- NOTE: unlike the Borg, Breen ships and fleets are NOT immune to hazardous systems/phenomena, and brave hazards as normal.

d) if there are any Command tokens remaining, single ships move exactly the same as fleets do in "c" above, at their impulse speed of 2.

CARDASSIAN A.I. RULES

GAME PREP: Leave the Cardassian Trade Agreements in the game box; the Cardassian A.I. (CAI) will not enter into any trade agreements with any factions. It is recommended that the Exploration cards from the *Cardassian Union* set not be used if playing against the CAI because they refer to trade agreements that the CAI won't use, projects that it does not research, and in-game decisions that it cannot make. Leave all Cardassian Advancement cards in the game box except for the 6 listed below; the rest will not be used by the CAI.

SETUP: The CAI will start the game with the following Advancement cards already completed; it never launches new projects and never performs project research. As the Totalitarian Regime Advancement stipulates, the CAI starts with 6 Command tokens instead of 5.

- **TOTALITARIAN REGIME:** Cardassians begin with an additional Command, for a starting total of six.
- **COVERT MILITARY BASES:** during your Build Phase, you may build up to 3 ships in any one uncontrolled system.
- **GRAVITIC MINE FIELDS:** systems you control are a Level 5 Hazard to hostile ships.
- **METAGENIC WEAPONS:** when invading a planet, you may exhaust this card instead of rolling to hit. All your dice this combat round automatically hit and destroy a node.
- **ANNEXATION PROTOCOLS:** when invading a planet, a Total Annihilation result counts as a Successful Invasion. When you successfully invade a planet, immediately refresh 2 of your exhausted Command tokens.
- **CONFISCATION PROTOCOLS:** when you successfully invade a planet, take a production token for each intact node.

INITIATIVE STAGE is still the same: shuffle the Turn Order cards and deal one to each human player. The CAI always goes last in turn order.

PLAYER TURNS: Per the Gravitic Mine Fields Advancement, systems controlled by the Cardassians are a Level 5 Hazard to human players' ships.

CARDASSIAN TURN takes place after all human players have had their turns. The CAI will perform as many of the following actions as possible, in this exact order.

1. BUY ASCENDANCY

If the CAI has 5 Culture, it will buy an Ascendancy token

2. COLONIZE UNDEVELOPED/UNINHABITED WORLDS

If there is a Cardassian ship in orbit of a pre-warp or uninhabited world and the CAI has a Culture token available, it will colonize the planet.

3. DEVELOP NODES

If any Cardassian-controlled planets still have open nodes, the CAI will pay resources to develop them, prioritizing building a second Production Node first. Once it has at least two Production Nodes, for the rest of the game it will prioritize building Research Nodes, and build Research Nodes for any Open slots.

- **NOTE:** In case the CAI needs two production tokens on the next round to build a Production Node, it will always save its last production token and not use it. The only exception to this is if it can use its last two production tokens to build a Production Node this round, it will do so.

4. PERFORM UPGRADES

If they have enough research tokens to upgrade weapons or shields, the CAI will upgrade the most expensive one it can afford. Otherwise they will continue to stockpile research tokens for upgrades on future turns.

5. BUILD SHIPS

The CAI will use all but one of its remaining production tokens to build ships, and will always save one production token for the next round. Per the Covert Military Bases Advancement, the CAI will first build up to 3 ships in any one uncontrolled system.

- If there are multiple ones to choose from, the CAI will choose a system that is closest to a Cardassian-controlled system.
- If there are no uncontrolled systems to choose from, the CAI will build ships at its homeworld.

If there are any available fleet cards, the CAI will build 3 ships at a time to start all fleets as allowed by Ascendancy rating. Ships built where there are fleets in orbit will go directly into the fleets unless the fleet card is full.

- NOTE: the CAI will always build on the non-blank side of Fleet cards, and will build them in numerical order:
 - Fleet 1--Hunter Killer: in the first round of space battles, all this fleet's To-Hit rolls automatically score a Hit
 - Fleet 2--Overseer: if this fleet occupies a Cardassian-controlled system during resource generation, double the production generated by that system. May not be used in orbit of Cardassia Prime
 - Fleet 3--Assault: this fleet may re-roll To-Hit rolls of 1 in planetary invasions

6. COMMISSION STARBASES/FLEETS PER ASCENDANCY

a) If there is a controlled system available, the CAI will exhaust a Command token to build a starbase, once per turn as allowed by Ascendancy rating, until all three are placed. The CAI will never build a starbase at its homeworld.

b) If the CAI has three or more ships that can be formed into a new fleet (per its Ascendancy rating), it will exhaust a Command token to form that fleet.

The Cardassian AI now behaves similarly to the Borg Command Phase:

7. SPACE BATTLE

If any Cardassian ships or fleets are in the same sector or an adjacent sector of a sector with any human player's ships/fleets, the CAI will exhaust a Command token to initiate a space battle.

- The CAI will never retreat from space battles.
- If Fleet 1 is in the space battle, during the first round of the battle all of that fleet's To-Hit rolls automatically score a Hit.

8. PLANETARY INVASION

If there are any Cardassian ships or fleets in orbit of a developed system, the CAI will exhaust a Command token to make one attempt at invasion.

- The CAI will never attempt hegemony.
- If Fleet 3 is taking part in the invasion, it may re-roll To-Hit rolls of 1.

- Per the Metagenic Weapons Advancement, when invading a planet, the CAI will exhaust this card instead of rolling to hit. All of its dice this combat round will automatically hit and destroy a node.
- Per the Annexation Protocols Advancement, when invading a planet, a Total Annihilation result counts as a Successful Invasion. When the CAI Successfully Invades a planet, it will immediately refresh two of its exhausted Command tokens.
- Per the Confiscation Protocols Advancement, when the CAI Successfully Invades a planet, it will immediately take a production token for each intact node.
- If the invasion was successful, the CAI gains an extra Culture token. If the invasion attempt fails, the CAI will retreat.

9. MOVE FLEETS AND SHIPS AT IMPULSE

- a) The CAI will prioritize leaving one Cardassian ship in orbit around each of its systems that have a Production Node. If it is the only ship in orbit, it will not move this round.
- b) On the first round of the game, the CAI will roll the Space Lane die for two of its starting ships and move them both out on two separate paths, and will continue on those paths until they each reach their first System Disc destination. The third starting ship will always remain at Cardassia Prime.
- c) At any system with a Cardassian fleet, if the fleet has empty slots and there are single ships also in orbit, those ships will join that fleet before any other ship or fleet moves occur, unless that ship needs to stay in orbit per step "a."
- d) Fleets move in numerical order, starting with Fleet 1, toward the nearest connected target at their impulse speed of 2:
 - i) a system with a Cardassian Production Node but no ships in orbit
 - ii) a system with a rival control node and starbase
 - iii) a system with a rival control node but no starbase
 - iv) an inhabited system with no control node
 - v) a sector with enemy ships and/or fleets

If there is no such target along any connected path, the CAI will roll to place a new space lane and move onto it in the direction of a target (in order above from "i" to "v")

- NOTE: the exception to this is the Overseer Fleet (fleet 2). If the Overseer fleet is in orbit of a Cardassian-controlled system that is not Cardassia Prime but has a Production Node, it will never leave orbit of that system. Lay the Fleet Marker on its side as a reminder it stays here, so it can generate double production.
 - And the only exception to that is, if there is a Cardassian-controlled system that has 2+ Production Nodes, the Overseer Fleet will move to that world and stay there instead, to maximize its production generation.
- NOTE: the "Hostile" rule still applies: you may not enter any sector that has a Hostile ship/fleet but you may move through a system that you control regardless of any rivals in orbit.
- NOTE: unlike the Borg, Cardassian ships and fleets are NOT immune to hazardous systems/phenomena, and brave hazards as normal.

e) If there are any Command tokens remaining, single ships will move exactly the same as fleets do in "d" above, at the CAI impulse speed of 2, provided they are not in orbit of a Cardassian-controlled system that has a Production Node.

10. DISPATCH SHIPS TO ORBIT

If any fleet is at a Cardassian-controlled system that has a Production Node and there are no single ships in orbit, one ship will leave the fleet and enter orbit at that system, even if this disbands the fleet.

RECHARGE STAGE: The following three steps apply to the CAI when refreshing between rounds:

- The CAI will refresh the Metagenic Weapons Advancement card if it was exhausted during the Cardassian turn.
- During resource generation, the CAI will earn Research and Culture tokens normally, but only earns Production tokens from systems that have a Cardassian ship in orbit.
- During resource generation, if the Overseer Fleet occupies a Cardassian-controlled system that isn't Cardassia Prime, double the production generated by that system.

FEDERATION A.I. RULES

GAME PREP: Leave the Federation Trade Agreements in the game box; the Federation A.I. (FAI) will not enter into any trade agreements with any factions. Leave all Federation Advancement cards in the game box except for the 6 listed below; the rest will not be used by the FAI.

SETUP: The FAI will start the game with the following Advancement cards already completed; it never launches new projects and never performs project research – and since 1 of the cards has a Command token icon, the FAI starts the game with 6 Command tokens, not 5.

- UNIVERSAL TRANSLATOR: when attempting hegemony, add 1 to the die result.
- STARFLEET COMMAND: the hegemony resistance of each of your systems is increased by 1.
- STARFLEET DIPLOMATIC CORPS: when your hegemony attempts are successful, you do not have to spend an additional Culture to take control of it.
- CLASS 4 INDUSTRIAL REPLICATORS: when you colonize a system you may immediately develop one production node at no cost, if the system's capacity allows.
- STARFLEET ACADEMY: when braving a hazard your ships have a +1 shield modifier.
- COCHRANE INSTITUTE: Starfleet ships travel at an impulse speed of 3, not 2.

INITIATIVE STAGE is still the same: shuffle the Turn Order cards and deal one to each human player. The FAI always goes last in turn order.

PLAYER TURNS: If a Federation ship/fleet is attacked by a human player, count the number of Federation ships and the number of rival ships in the battle. If the FAI has an equal or greater number of ships than the rival player, it will remain in the battle. As soon as there are more hostile ships than Federation ships, the FAI will retreat up to its full impulse speed of 3 via an existing space lane in a connected path toward its homeworld, if that path is not obstructed.

FEDERATION TURN takes place after all human players have had their turns. The FAI will perform as many of the following actions as possible, in this exact order.

1. BUY ASCENDANCY

If the FAI has 5 Culture, it will buy an Ascendancy token.

2. COLONIZE UNINHABITED WORLDS

If there is a Federation ship in orbit of an uninhabited world and the FAI has a Culture token available, it will colonize the planet.

- If Fleet 2 is in orbit, it will discard a ship and disband the fleet to immediately colonize the planet without spending a Culture token
- Per the Class 4 Industrial Replicators Advancement, during colonization the FAI will develop one Production node at no cost, if the system's capacity allows.

3. DEVELOP NODES

If any Federation-controlled planets still have open nodes, the FAI will pay resources to develop them, prioritizing building a second Production Node first. Once it has at least two Production Nodes, for the rest of the game it will prioritize building Research Nodes, and build Research Nodes for any Open slots.

- NOTE: In case the FAI needs two production tokens on the next round to build a Production Node, it will always save its last production token and not use it. The only exception to this is if it can use its last two production tokens to build a Production Node this round, it will do so.

4. PERFORM UPGRADES

If they have enough research tokens to upgrade weapons or shields, the FAI will upgrade the most expensive one it can afford. Otherwise they will continue to stockpile research tokens for upgrades on future turns.

5. BUILD SHIPS

The FAI will use all but one of its remaining production tokens to build ships at its homeworld. It will always save one production token for the next round. If there are any available fleet cards, the FAI will build 3 ships at a time to start all fleets as allowed by Ascendancy rating. Ships built where there are fleets in orbit will go directly into the fleets unless the fleet card is full.

- NOTE: the FAI will always build on the non-battle-group side of Fleet cards. It will build Fleet 2, and then Fleet 3, and will build Fleet 1 last:
 - Fleet 2--Colonization: you may discard a ship from this fleet and disband it to immediately colonize an undeveloped system without spending a Culture token
 - Fleet 3--Diplomatic: you may re-roll your hegemony roll in systems this fleet occupies
 - Fleet 1--Science: when this fleet braves a hazard, only roll for one of its ships

6. COMMISSION STARBASES/FLEETS PER ASCENDANCY

a) If there is a controlled system available, the FAI will exhaust a Command token to build a starbase, once per turn as allowed by Ascendancy rating, until all three are placed. The FAI will never build a starbase at its homeworld.

b) If the FAI has three or more ships that can be formed into a new fleet (per its Ascendancy rating), it will exhaust a Command token to form that fleet.

The Federation AI now behaves similarly to the Borg Command Phase:

7. ATTEMPT HEGEMONY

The FAI will never invade planets. If the FAI has a Culture token available, and there are any Federation ships or fleets in orbit of a warp-capable system, the FAI will spend the token and exhaust a Command token to attempt hegemony.

- Per the Universal Translator Advancement, add +1 to the die result
- If this is Fleet 3, the FAI will re-roll a failed hegemony roll
- Per the Starfleet Diplomatic Corps Advancement, if the hegemony is successful, it will take control without needing to spend an extra Culture

8. MOVE FLEETS AND SHIPS AT IMPULSE

a) Any single ships in the same sector as a fleet with empty slots, will join that fleet before any ship or fleet moves occur.

b) On its first round of the game, the FAI will roll the Space Lane die for each of its three starting ships and move them out on three separate paths, and will continue on those paths until they each reach their first System Disc destination.

c) Fleets move in numerical order, starting with Fleet 1, toward the nearest connected target at their impulse speed of 3 (per the Cochrane Institute Advancement):

- i) a warp-capable system with no control node
- ii) an uninhabited system
- iii) a system with a rival control node and starbase
- iv) a system with a rival control node but no starbase

If there is no such target along any connected path, the FAI will roll to place a new space lane and move onto it in the direction of a target (in order above from "i" to "iv")

- NOTE: the "Hostile" rule still applies: you may not enter any sector that has a Hostile ship/fleet but you may move through a system that you control regardless of any rivals in orbit.
 - If a FAI ship/fleet ends its movement in a sector next to a hostile ship/fleet, it will not initiate a Space Battle; Starfleet never fires first.
- NOTE: unlike the Borg, Federation ships and fleets are NOT immune to hazardous systems/phenomena, and brave hazards as normal, except that:
 - per the Starfleet Academy Advancement, Federation ships have a +1 shield modifier when braving a hazard
 - Federation Fleet 1 only rolls for one of its ships when braving a hazard

d) if there are any Command tokens remaining, single ships move exactly the same as fleets do in "c" above, at their impulse speed of 3.

FERENGI A.I. RULES

NOTE: The Ferengi faction works best by maximizing its trade agreements, and since the Ferengi A.I. (FAI) will not enter into any trade agreements with any factions, the Ferengi will probably be more effective when run by a human player rather than the “Ferengi Pirates” depicted in this A.I.

GAME PREP: Per the above, leave the Ferengi Trade Agreements in the game box. Also, it is recommended that the Exploration cards from the *Ferengi Alliance* set not be used because they refer to trade agreements it will not use. Instead, place these three Ally cards near the Ferengi faction console:

- ANTICAN DELEGATION
- CALDONIANS
- RIGELIANS

NOTE: the FAI does NOT have to perform a diplomacy test to obtain these cards; the FAI begins the game with these three cards already in effect. These Ferengi are piratical and will steal production from warp-capable systems they orbit in addition to rival-controlled systems.

SETUP: The FAI will start the game with the following Rules of Acquisition cards already completed; it never launches new projects and never performs project research – and since 1 of the cards has a Command token icon, the FAI starts the game with 6 Command tokens, not 5.

- FERENGI COMMERCE AUTHORITY: during resource generation, gain 1 production for each rival-controlled system *or warp-capable system* with Ferengi ships in orbit.
- SLEEP CAN INTERFERE WITH OPPORTUNITY (103): the hegemony resistance of each of your systems is increased by 1.
- HOME IS WHERE THE HEART IS, BUT THE STARS ARE MADE OF LATINUM (75): when you collect a research token from a phenomenon, also take 1 production.
- NEVER SPEND MORE FOR AN ACQUISITION THAN YOU HAVE TO (3): Buy 2 Get 1 Free! For every 2 ships you build at a starbase you control, you may build an extra ship for free.
- EXPAND OR DIE (45): you may pay the Culture costs of hegemony and colonization by paying 2 production per culture token needed.
- NOTHING IS MORE IMPORTANT THAN YOUR HEALTH—EXCEPT YOUR MONEY (23): when 4 or more of your ships are destroyed in a space battle or an invasion, take 2 production.

INITIATIVE STAGE is still the same: shuffle the Turn Order cards and deal one to each human player. The FAI always goes last in turn order.

PLAYER TURNS: Per 23rd Rule of Acquisition, when 4 or more Ferengi ships are destroyed in a space battle or an invasion, the FAI takes 2 Production tokens.

FERENGI TURN takes place after all human players have had their turns. The FAI will perform as many of the following actions as possible, in this exact order:

1. PURCHASE CULTURE TOKENS

The FAI will spend 5 Production tokens at a time to purchase as many Culture tokens as it can (one Culture for every 5 Production).

2. BUY ASCENDANCY

If the FAI has 5 Culture, it will buy an Ascendancy token.

3. COLONIZE UNDEVELOPED/UNINHABITED WORLDS

If there is a Ferengi ship in orbit of a pre-warp or uninhabited world and the FAI has either one Culture token or two Production tokens available (per the 45th Rule of Acquisition), it will colonize the planet.

4. DEVELOP NODES

If any Ferengi-controlled planets still have open nodes, the FAI will pay resources to develop them, prioritizing Production Nodes for all slots on all systems. In case the FAI needs two production tokens on the next round to build a Production Node, it will always save its last production token and not use it. The only exception to this is if it can use its last two production tokens to build a Production Node this round, it will do so.

5. PERFORM UPGRADES

If they have enough research tokens to upgrade weapons or shields, the FAI will upgrade the most expensive one it can afford. Otherwise they will continue to stockpile research tokens for upgrades on future turns.

6. BUILD SHIPS

The FAI will use all but one of its remaining production tokens to build ships at one of its controlled starbases. If it has no controlled starbase, it will build ships at its homeworld. It will always save one production token for the next round.

- Per the 3rd Rule of Acquisition, for every 2 ships the FAI builds at a starbase, it then builds a third ship for free.

If there are any available fleet cards, the FAI will build 3 ships at a time to start all fleets as allowed by Ascendancy rating. Ships built where there are fleets in orbit will go directly into the fleets unless the fleet card is full. The FAI always uses the "Loss Interdiction Task Force" side of the fleet cards, however its fleets all work the same as Fleet 3:

- FRANCHISE ESTABLISHMENT FLOTILLA: while moving you may remove ships from this fleet and place them in any systems the fleet moves through. If this fleet drops below 3 ships while moving, it disbands after moving.

7. COMMISSION STARBASES/FLEETS PER ASCENDANCY

a) If there is a controlled system available, the FAI will exhaust a Command token to build a starbase, once per turn as allowed by Ascendancy rating, until all three are placed. The FAI will never build a starbase at its homeworld.

b) If the FAI has three or more ships that can be formed into a new fleet (per its Ascendancy rating), it will exhaust a Command token to form that fleet.

The Ferengi AI now behaves similarly to the Borg Command Phase:

8. SPACE BATTLE

If any Ferengi ships or fleets are in the same sector or an adjacent sector of a sector with any human player's ships/fleets, the FAI will exhaust a Command token to initiate a space battle. As soon as there are more hostile ships than Ferengi ships in the battle, the FAI will retreat via an existing space lane in a connected path toward its homeworld, if that path is not obstructed.

9. PLANETARY INVASION

The FAI will never attempt hegemony since the Ferengi are not allowed to add their Ascendancy to hegemony attempts. Instead, if there are any Ferengi ships or fleets in orbit of a developed system, it will exhaust a Command token to make one attempt at invasion. If the invasion attempt fails, the FAI will retreat.

10. WARP CALCULATION

- a) Any single ships in the same sector as a fleet with empty slots, will join that fleet before any ship or fleet moves occur.
- b) For each Ferengi fleet, if there is at least one rival-controlled system or warp-capable system that can be reached with a Warp-3 jump from its current location without encountering any rival ships/fleets that would end its movement, the FAI will exhaust a Command token and that fleet will enter Warp. If there are multiple paths to choose from, it will take the connected path that touches the most rival-controlled systems plus warp-capable systems. *(Refer to Fig. F-1)* Ferengi travel at Warp-3 (because of the Warp icons on its Rules of Acquisition).
- c) Once the fleet is in Warp, the FAI will exhaust a Command token to move the fleet immediately out of warp up to three systems away. (The fleet will not exit warp on a phenomenon.) As it travels along the path, the fleet will dispatch one ship into orbit at each rival-controlled system and warp-capable system. As with any fleet, it will disband once there are fewer than three ships in the fleet.

11. MOVE FLEETS AND SHIPS AT IMPULSE

After fleets have warped to rival-controlled systems/warp-capable systems, any fleets that did not move (because targets were too far away to Warp to) will move in numerical order, starting with Fleet 1, toward the nearest connected target at their impulse speed of 2:

- i) a rival-controlled system with a starbase
- ii) a rival-controlled system without a starbase
- iii) an inhabited system with no control node
- iv) an uninhabited system

If there is no such target along any connected path, the FAI will roll to place a new space lane and move onto it in the direction of a target (in order above from "i" to "iv").

- NOTE: the exception to this is Round One of the game. On its first round of the game, the FAI will roll the Space Lane die for each of its three starting ships and move them out on three separate paths, and will continue on those paths until they each reach their first System Disc destination.
- NOTE: the "Hostile" rule still applies: you may not enter any sector that has a Hostile ship/fleet but you may move through a system that you control regardless of any rivals in orbit.

- NOTE: unlike the Borg, Ferengi ships and fleets are NOT immune to hazardous systems/phenomena, and brave hazards as normal.
- Per the 75th Rule of Acquisition, when collecting a research token from a phenomenon, the FAI also takes 1 Production token.

If there are any Command tokens remaining, single ships move exactly the same as fleets do above, at their impulse speed of 2.

RECHARGE STAGE: During resource generation, the FAI gains 1 Production token for each rival-controlled system and each warp-capable system that has at least one Ferengi ship in orbit. For the three Ally cards, it takes 1 Production from the Anticans and 1 Research from the Caldonians. For the Rigelians, roll a die. On a roll of 1-3 take 1 Production; on a roll of 4-6 take 1 Research.



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- ✦ The Ferengi fleet at Ferenginar will not choose path 1 because there are other paths with more rival-controlled and warp-capable systems than this one.
- ✦ It will not choose path 2 because the Federation ships at Sherman's Planet would end its movement early before it could reach all three systems.
- ✦ It will not choose path 3 because there are other paths with three qualifying systems instead of just two.
- ✦ It will choose path 4 and dispatch one ship at Terra Nova, one ship at Capella, and one ship at Ardana and end its three-system warp movement there.

Fig. F-1

KLINGON A.I. RULES

GAME PREP: Leave the Klingon Trade Agreements in the game box; the Klingon A.I. (KAI) will not enter into any trade agreements with any factions. Leave all Klingon Advancement cards in the game box except for the 6 listed below; the rest will not be used by the KAI.

SETUP: The KAI will start the game with the following Advancement cards already completed; it never launches new projects and never performs project research – and since 1 of the cards has a Command token icon, the KAI starts the game with 6 Command tokens, not 5.

- **DISTRUPTOR TECHNOLOGY:** your rolls To Hit of 6 always score a Hit regardless of your opponent's shield modifier.
- **KLINGON HIGH COUNCIL:** the hegemony resistance of each of your systems is increased by 1.
- **ORBITAL SHIP YARDS:** during your Build Phase place 1 free ship at every starbase you control.
- **ADAPTED CLOAKING DEVICE:** your ships have First Strike in space battles during your turn.
- **MASS FIRE TACTICS:** in space battles, failed To-Hit rolls of doubles destroy one enemy ship.
- **PLANETARY BOMBARDMENT:** when invading a system, you may First Strike. If you do, all of your First Strike hits automatically destroy nodes, regardless of how many Hits you score.

INITIATIVE STAGE is still the same: shuffle the Turn Order cards and deal one to each human player. The KAI always goes last in turn order.

KLINGON TURN takes place after all human players have had their turns. The KAI will perform as many of the following actions as possible, in this exact order.

1. BUY ASCENDANCY

If the KAI has 5 Culture, it will buy an Ascendancy token.

2. COLONIZE UNDEVELOPED/UNINHABITED WORLDS

If there is a Klingon ship in orbit of a pre-warp or uninhabited world and the KAI has a Culture token available, it will colonize the planet.

3. DEVELOP NODES

If any Klingon-controlled planets still have open nodes, the KAI will pay resources to develop them, prioritizing building a second Production Node first. Once it has at least two Production Nodes, for the rest of the game it will prioritize building Research Nodes, and build Research Nodes for any Open slots.

- **NOTE:** In case the KAI needs two production tokens on the next round to build a Production Node, it will always save its last production token and not use it. The only exception to this is if it can use its last two production tokens to build a Production Node this round, it will do so.

4. PERFORM UPGRADES

If they have enough research tokens to upgrade weapons or shields, the KAI will upgrade the most expensive one it can afford. Otherwise they will continue to stockpile research tokens for upgrades on future turns.

5. BUILD SHIPS

The KAI will use all but one of its remaining production tokens to build ships at its homeworld. It will always save one production token for the next round. If there are any available fleet cards, the KAI will build 3 ships at a time to start all fleets as allowed by Ascendancy rating. The KAI always uses the "blank" side of the fleet cards. Ships built where there are fleets in orbit will go directly into the fleets unless the fleet card is full.

6. ORBITAL SHIP YARDS

The KAI will place 1 ship at each starbase it controls. This ends the Build Phase.

7. COMMISSION STARBASES/FLEETS PER ASCENDANCY

a) If there is a controlled system available, the KAI will exhaust a Command token to build a starbase, once per turn as allowed by Ascendancy rating, until all three are placed. The KAI will never build a starbase at its homeworld.

b) If the KAI has three or more ships that can be formed into a new fleet (per its Ascendancy rating), it will exhaust a Command token to form that fleet.

The Klingon AI now behaves similarly to the Borg Command Phase:

8. SPACE BATTLE

If any Klingon ships or fleets are in the same sector or an adjacent sector of a sector with any human player's ships/fleets, the KAI will exhaust a Command token to initiate a space battle.

- The KAI will never retreat from space battles.
- Per the Adapted Cloaking Device, the KAI ships have First Strike in space battles.
- Per the Disruptor Technology, any of the KAI's rolls To Hit of 6 will always score a Hit, regardless of the human player's shield modifier.
- Per the Mass Fire Tactics, in space battles any failed To-Hit rolls of doubles will destroy one enemy ship.

9. PLANETARY INVASION

If there are any Klingon ships or fleets in orbit of a developed system, the KAI will exhaust a Command token to attempt an invasion.

- The KAI will never attempt hegemony.
- Per the Planetary Bombardment Advancement, when invading a system, the KAI will perform a First Strike. All of its first strike hits automatically destroy nodes, regardless of how many hits they score.
- Per the Disruptor Technology Advancement, any of the KAI's rolls To Hit of 6 will always score a Hit regardless of the human player's shield modifier.
- The KAI will continue its invasion attempt and will never retreat.

10. MOVE FLEETS AND SHIPS AT IMPULSE

a) Any single ships in the same sector as a fleet with empty slots, will join that fleet before any ship or fleet moves occur.

b) On its first round of the game, the KAI will roll the Space Lane die for each of its three starting ships and move them out on three separate paths, and will continue on those paths until they each reach their first System Disc destination.

c) Fleets move in numerical order, starting with Fleet 1, toward the nearest connected target at their impulse speed of 2:

- i) a sector with enemy ships and/or fleets
- ii) a system with a rival control node and starbase
- iii) a system with a rival control node but no starbase
- iv) an inhabited system with no control node

If there is no such target along any connected path, the KAI will roll to place a new space lane and move onto it in the direction of a target (in order above from "i" to "iv")

- NOTE: the "Hostile" rule still applies: you may not enter any sector that has a Hostile ship/fleet but you may move through a system that you control regardless of any rivals in orbit.
- NOTE: unlike the Borg, Klingon ships and fleets are NOT immune to hazardous systems/phenomena, and brave hazards as normal.

d) if there are any Command tokens remaining, single ships move exactly the same as fleets do in "c" above, at their impulse speed of 2.

ROMULAN A.I. RULES

GAME PREP: Leave the Romulan Trade Agreements in the game box; the Romulan A.I. (RAI) will not enter into any trade agreements with any factions. Leave all Romulan Advancement cards in the game box except for the 6 listed below; the rest will not be used by the RAI.

SETUP: The RAI will start the game with the following Advancement cards already completed; it never launches new projects and never performs project research – and since 1 of the cards has a Command token icon, the RAI starts the game with 6 Command tokens, not 5. Two of the cards have a Culture icon; the RAI starts the game with 2 additional Culture tokens.

- ROMULAN CLOAKING DEVICE: you have First Strike in space battles during your turn.
- CONTINUING COMMITTEE: the hegemony resistance of each of your systems is increased by 1.
- ADV. ROMULAN CLOAKING DEVICE: rival ships no longer block your ships' movements. When attacked, your ships may enter Warp without exhausting a Command token; the space battle is cancelled and the attacker's command token is refreshed.
- SUPERIOR SHIELD HARMONICS: your fleets may ignore the first casualty in EACH round of space battles.
- ROMULAN DISRUPTORS: your rolls To-Hit of 6 always score a Hit, regardless of your opponent's shield modifier.
- CLOAKED ORBITAL MINES: when hostile rival ships enter a system you control, roll a die for each rival ship. On a roll of 6 the ship is destroyed, regardless of their shields.

INITIATIVE STAGE is still the same: shuffle the Turn Order cards and deal one to each human player. The RAI always goes last in turn order.

PLAYER TURNS: Per the Advanced Romulan Cloaking Device Advancement, when attacked, the RAI will roll the Space Lane die. On a roll of 4, it will enter Warp per the card's instruction. Otherwise it will say engaged in the battle. *(Refer to Fig. R-1)*

ROMULAN TURN takes place after all human players have had their turns. The RAI will perform as many of the following actions as possible, in this exact order.

1. EXIT WARP

If there were any ships/fleets placed into Warp during a human player's turn (per the Adv. Romulan Cloaking Device Advancement), at the start of the RAI's turn, roll the Space Lane die; the ship/fleet will exit Warp that number of sectors (not systems) away, in the direction of a connected path to the Romulan homeworld. NOTE: this does not require exhausting a Command token; it is a free action.

2. BUY ASCENDANCY

If the RAI has 5 Culture, it will buy an Ascendancy token.

3. COLONIZE UNDEVELOPED/UNINHABITED WORLDS

If there is a Romulan ship in orbit of a pre-warp or uninhabited world and the RAI has a Culture token available, it will colonize the planet.

4. DEVELOP NODES

If any Romulan-controlled planets still have open nodes, the RAI will pay resources to develop them, prioritizing building a second Production Node first. Once it has at least two Production Nodes, for the rest of the game it will prioritize building Research Nodes, and build Research Nodes for any Open slots.

- NOTE: In case the RAI needs two production tokens on the next round to build a Production Node, it will always save its last production token and not use it. The only exception to this is if it can use its last two production tokens to build a Production Node this round, it will do so.

5. PERFORM UPGRADES

If they have enough research tokens to upgrade weapons or shields, the RAI will upgrade the most expensive one it can afford. Otherwise they will continue to stockpile research tokens for upgrades on future turns.

6. BUILD SHIPS

The RAI will use all but one of its remaining production tokens to build ships at its homeworld. It will always save one production token for the next round. If there are any available fleet cards, the RAI will build 3 ships at a time to start all fleets as allowed by Ascendancy rating. The RAI always uses the “blank” side of the fleet cards. Ships built where there are fleets in orbit will go directly into the fleets unless the fleet card is full. This ends the RAI’s Build Phase.

7. COMMISSION STARBASES/FLEETS PER ASCENDANCY

a) If there is a controlled system available, the RAI will exhaust a Command token to build a starbase, once per turn as allowed by Ascendancy rating, until all three are placed. The RAI will never build a starbase at its homeworld.

b) If the RAI has three or more ships that can be formed into a new fleet (per its Ascendancy rating), it will exhaust a Command token to form that fleet.

The Romulan AI now behaves similarly to the Borg Command Phase:

8. SPACE BATTLE

If any Romulan ships or fleets are in the same sector or an adjacent sector of a sector with any human player’s ships/fleets, the RAI will exhaust a Command token to initiate a space battle.

- The RAI will never retreat from a space battle they initiate.
- Per the Romulan Cloaking Device, the RAI ships have First Strike in space battles.
- Per the Superior Shield Harmonics Advancement, the RAI ignores the first casualty in EACH round of the space battle.
- Per the Romulan Disruptors Advancement, any of the RAI’s rolls To-Hit of 6 will always score a Hit, regardless of the human player’s shield modifier.

9. PLANETARY INVASION

If there are any Romulan ships or fleets in orbit of a developed system, the RAI will exhaust a Command token to make one attempt at invasion.

- The RAI will never attempt hegemony.
- Per the Romulan Disruptors Advancement, any of the RAI’s rolls To Hit of 6 will always score a Hit, regardless of the human player’s shield modifier.
- If the first invasion attempt fails, the RAI will retreat.

10. MOVE FLEETS AND SHIPS AT IMPULSE

- a) Any single ships in the same sector as a fleet with empty slots, will join that fleet before any ship or fleet moves occur.
- b) On its first round of the game, the RAI will roll the Space Lane die for each of its three starting ships and move them out on three separate paths, and will continue on those paths until they each reach their first System Disc destination.
- c) Fleets move in numerical order, starting with Fleet 1, toward the nearest connected target at their impulse speed of 2:
 - i) a sector with enemy ships and/or fleets
 - ii) a system with a rival control node and starbase
 - iii) a system with a rival control node but no starbase
 - iv) an inhabited system with no control node

If there is no such target along any connected path, the RAI will roll to place a new space lane and move onto it in the direction of a target (in order above from "i" to "iv")

- NOTE: per the Advanced Romulan Cloaking Device Advancement, the RAI may always move through sectors with Hostile ships/fleets
- NOTE: unlike the Borg, the RAI ships and fleets are NOT immune to hazardous systems/phenomena, and brave hazards as normal.

d) If there are any Command tokens remaining, single ships move exactly the same as fleets do in "c" above, at their impulse speed of 2.

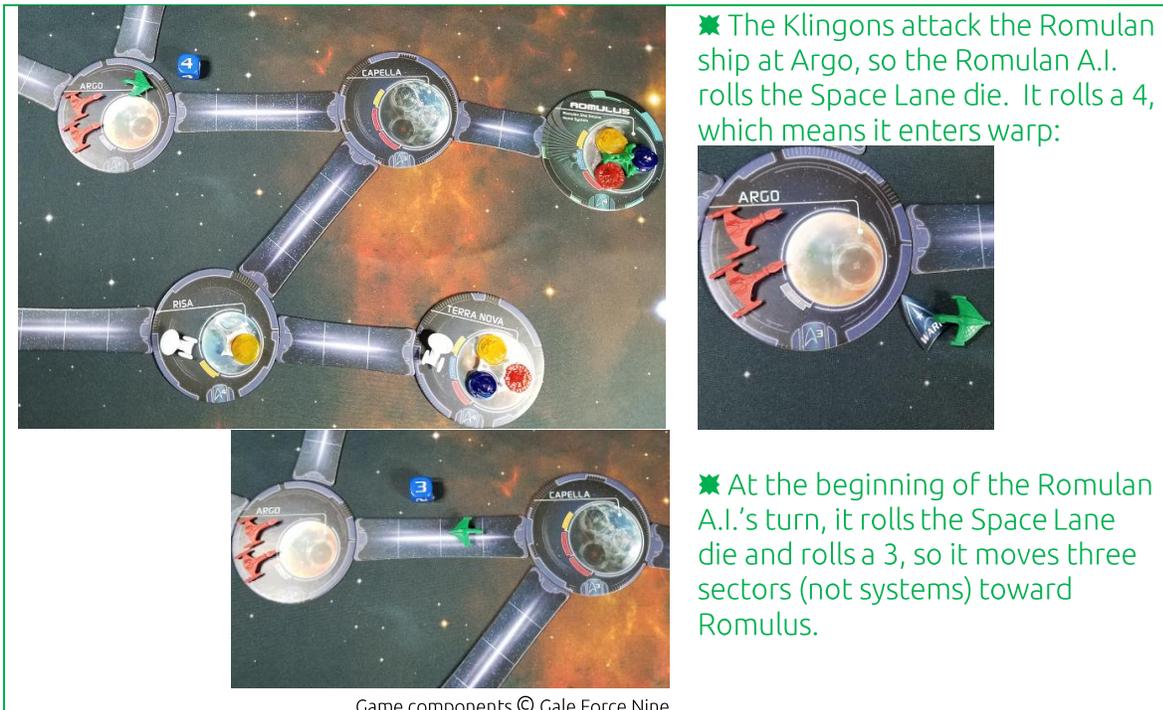


Fig. R-1

VULCAN A.I. RULES

GAME PREP: It is recommended that the Exploration cards from the *Vulcan High Command* set not be used if playing against the Vulcan A.I. (VAI) because they refer to scenarios where the VAI would need to make in-game decisions it cannot make. Leave the Vulcan Trade Agreements and Vulcan Agenda cards in the game box; the VAI will not enter into any trade agreements with any factions, and it does not use nor play to win with any Vulcan Agenda cards. Because of this, the VAI only starts with the same single Ascendancy token as faction players, and plays to a win condition of five. Leave all Vulcan Advancement cards in the game box except for the 6 listed below; the rest will not be used by the VAI.

SETUP: The VAI will start the game with the following Advancement cards already completed; it never launches new projects and never performs project research – and since 2 of the cards have a Command token icon, the VAI starts the game with 7 Command tokens, not 5 – note that another card allows even more Command tokens as Ambassadors are placed.

- **VULCAN HIGH COUNCIL:** you may build ships and form fleets in any of your systems which has an ambassador. On your turn you may use a Command to move an ambassador to another connected system that you control.
- **MINISTRY OF DIPLOMACY:** when generating resources, take 1 Culture for each independent civilization with a Vulcan ambassador. Add +1 to hegemony attempts in every system with a Vulcan ambassador.
- **COMMUNICATION NETWORK:** when you colonize a planet, you may immediately build one node at no cost.
- **VULCAN MONASTERIES:** any of your systems which produce at least one Culture produce one additional Culture, if there are no ships in that system nor in connected space lanes.
- **VULCAN HIGH COMMAND:** every defending system with an ambassador rolls an extra To-Hit die in planetary invasions (regardless of who is attacking the system).
- **MINISTRY OF SECURITY:** for each Vulcan ambassador placed on an independent civilization, add one Command token. Discard the Command token if any faction takes control of that independent civilization.

INITIATIVE STAGE is still the same: shuffle the Turn Order cards and deal one to each human player. The VAI always goes last in turn order.

PLAYER TURNS—INVASIONS: during a planetary invasion, if there is a Vulcan ambassador on the system, the defender rolls one extra To-Hit die in the invasion rounds (per the Vulcan High Command Advancement). The ambassador stays on the system regardless of the outcome.

PLAYER TURNS—SPACE BATTLES: if a Vulcan ship/fleet is attacked by a human player, count the number of Vulcan ships and the number of rival ships in the battle. If the VAI has an equal or greater number of ships than the rival player, it will remain in the battle. As soon as there are more hostile ships than Vulcan ships, the VAI will retreat up to its full impulse speed of 2 via an existing space lane in a connected path toward its homeworld, if that path is not obstructed.

VULCAN TURN takes place after all human players have had their turns. The VAI will perform as many of the following actions as possible, in this exact order.

1. COLONIZE ANY UNDEVELOPED WORLD

If there is an undeveloped world available and the VAI has 5 Culture, it will spend 5 Culture tokens to colonize the world; this is the only way Vulcans can colonize systems. The uncontrolled system can be a virgin world or pre-warp civilization anywhere on the board, even one the VAI is not occupying that turn.

- Per the Communication Network Advancement, whenever the VAI colonizes a planet, it will immediately build a node at no cost.

2. BUY ASCENDANCY

If the VAI still has 5 Culture available, it will buy an Ascendancy token.

3. DEVELOP NODES

If any Vulcan-controlled planets still have open nodes, the VAI will pay resources to develop them, prioritizing building a second Production Node first. Once it has at least two Production Nodes, for the rest of the game it will prioritize building Research Nodes, and build Research Nodes for any Open slots.

- NOTE: In case the VAI needs two production tokens on the next round to build a Production Node, it will always save its last production token and not use it. The only exception to this is if it can use its last two production tokens to build a Production Node this round, it will do so.

4. PERFORM UPGRADES

If they have enough research tokens to upgrade weapons or shields, the VAI will upgrade the most expensive one it can afford. Otherwise they will continue to stockpile research tokens for upgrades on future turns.

5. BUILD SHIPS (AND FLEETS PER ASCENDANCY)

a) The VAI will use all but one of its remaining production tokens to build ships at its homeworld, unless there is a Vulcan Ambassador on a Vulcan-controlled system, in which case the ships/fleets will be built there instead. It will always save one production token for the next round.

b) If there are any available fleet cards, the VAI will build 3 ships at a time to start all fleets as allowed by Ascendancy rating. The VAI always uses the blank side of the fleet cards, however all Vulcan fleets work the same as Fleet 1:

- CONSUL HALITRA: when in orbit of an independent civilization this fleet may place a Vulcan Ambassador; this does not use a Command and may not be done while moving.

c) Ships built where there are fleets in orbit will go directly into the fleets unless the fleet card is full.

d) If the VAI cannot build 3 ships to start a fleet but there are three or more ships in a system that can be formed into a new fleet (per its Ascendancy rating), it will exhaust a Command token to form that fleet.

The Vulcan AI now behaves similarly to the Borg Command Phase:

6. ATTEMPT HEGEMONY

If the VAI has two Culture tokens available, and there are any Vulcan ships or fleets in orbit of a system that meets the below criteria, it will make one attempt at hegemony:

- If the system is an independent, warp-capable system, the VAI will attempt hegemony. If there is a Vulcan Ambassador present, per the Ministry of Diplomacy Advancement, add +1 to the attempt.
 - If the hegemony was successful and there was an ambassador present, discard one Command token and return the ambassador to the supply; it can be placed by the next fleet that arrives at an independent system.
- If the system is a rival-controlled system and the rival's ascendancy is equal to or higher than the VAI's ascendancy, it will attempt hegemony, regardless of whether there is an ambassador present or not. If there is one present, add +1 to the attempt. The VAI will not attempt hegemony if the rival's ascendancy is lower than the VAI's ascendancy. (*Refer to Fig. V-1*)

7. PLANETARY INVASION

If the hegemony attempt was unsuccessful, the VAI will exhaust a Command token to make one attempt to invade the system ONLY if there is no Vulcan Ambassador present, because its presence will cause the defending system to roll an extra die during the invasion, even if the Vulcans are invading.

- If the first invasion attempt fails, the VAI will retreat.
- The VAI will not attempt invasion if the rival's ascendancy is lower than its own.

8. MOVE FLEETS AND SHIPS AT IMPULSE

a) Any single ships in the same sector as a fleet with empty slots, will join that fleet before any ship or fleet moves occur.

b) On its first round of the game, the VAI will roll the Space Lane die for each of its three starting ships and move them out on three separate paths, and will continue on those paths until they each reach their first System Disc destination.

b) Fleets move in numerical order, starting with Fleet 1, toward the nearest connected target at their impulse speed of 2:

- i) an inhabited system with no control node
- ii) a system with a rival control node and starbase
- iii) a system with a rival control node but no starbase

If there is no such target along any connected path, the VAI will roll to place a new space lane and move onto it in the direction of a target (in order above from "i" to "iii")

- NOTE: the "Hostile" rule still applies: you may not enter any sector that has a Hostile ship/fleet but you may move through a system that you control regardless of any rivals in orbit.
 - If a VAI ship/fleet ends its movement in a sector next to a hostile ship/fleet, it will not initiate a Space Battle.
- NOTE: unlike the Borg, Vulcan ships and fleets are NOT immune to hazardous systems/phenomena, and brave hazards as normal.

c) if there are any Command tokens remaining, single ships move exactly the same as fleets do in "b" above, at their impulse speed of 2.

9. PLACE AMBASSADOR

If a VAI fleet is in orbit of an independent civilization, it will place an Ambassador on the system. Per the Ministry of Security Advancement, for each Ambassador placed on an independent civilization, add one Command token. Discard the Command token if the VAI or any rival player takes control of that independent civilization.

RECHARGE STAGE: during Resource Generation, per the Vulcan Monasteries Advancement, any Vulcan system which produces at least one Culture will produce one additional Culture if there are no ships in that system nor in its connected space lanes. Per the Ministry of Diplomacy Advancement, take 1 Culture for each independent civilization with a Vulcan Ambassador.



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- ✦ The Vulcan A.I. will make one hegemony attempt at Pallas 14, and one invasion attempt if the hegemony fails (because there is no Ambassador present).
- ✦ The Vulcan A.I. will make one hegemony attempt at Mazar, and will add +1 to the attempt because of the presence of the Ambassador. It will not attempt an invasion if the hegemony fails, because the Ambassador will give the Mazarians an extra die during an invasion attempt.
- ✦ Because the Vulcans and Romulans have equal Ascendancy rankings, the Vulcan A.I. will attempt hegemony at both Trill and Benzar (adding +1 to the attempt at Trill), but if the hegemony attempts fail it will only attempt to invade Benzar. It will not invade Trill because the presence of the Ambassador will give the Trill an extra die during an invasion attempt.
- ✦ Because the Andorians have a lower Ascendancy than the Vulcans, the Vulcan A.I. will not attempt hegemony at Nerval IV nor will it attempt an invasion. However as soon as the Andorians have equal Ascendancy, the Vulcan A.I. will attempt hegemony and (if it fails) an invasion, since there is no Ambassador present.

Fig. V-1