

Star Trek Ascendancy

Simple Rules by Bobby Goodman III - Stardate 3.13.2024

Materials Needed: ST: Ascendancy game with Ferengi Expansion, custom Exploration cards and Tech Sheets.

Setup:

- Choose a faction and take its 30 Ships, 10 Control Nodes, & Homeworld. Set aside all Starbase figures until later in the game. (Fleets are not used.)
- Create an Exploration stack of random systems for each player that contains 1 one-slot planets, 2 two-slot planets, and 3 three-slot planets.
- Place a random two-slot planet face-down in the center of the play area to be the Neutral Zone. With 3 two-length space lanes, each player must make a chain of systems that starts at the Neutral Zone and ends with their Homeworld (face-up) and has 2 random systems (face-down) from their stack in between.
- Place a Control Node and 1 Resource Node of each color on your Homeworld, and 3 Ships in orbit. Keep the rest of your Control Nodes and Ships off the board as your Reserves.
- You also get 4 Command tokens and a Tech Sheet.
- Set your Shields and Fleet Size to 3, Warp Speed to 1 and gain your faction's starting Tech. Klingon = Disruptors +1 Red token. Romulan = 3 Blue tokens. Federation = Tricorders + 1 Yellow token. Ferengi = Flexible Economy.
- Shuffle the Exploration cards into 2 face-down draw decks--one for Red Alert cards and one for Yellow Alert.
- Decide who will go first and give that player the First Player marker.

Rounds and Turns: A round starts with a Resource Step that the players do together, followed by the players exhausting (flipping over) Command tokens to take Turns in order until everyone passes. At the end of the round, unexhaust all Command tokens, pass the First Player marker clockwise, and begin a new round.

Resource Phase: Each player gains 1 matching colored Resource token for each Resource Node they control, and for their Trade Agreements.

Turns: A Turn consists of a player taking one Action. The player must pay the costs for an action before executing it (listed in parenthesis) by exhausting Command tokens, and spending Red, Blue, or Yellow tokens.

Actions: You may use your turn to do one of these Actions...

- **Build Resource Nodes** (1 Command token + cost of Nodes): Place as many Resource Nodes as you can pay for on systems where you have Control Nodes. Each system shows what color Nodes it can hold. A White slot can be used for any color. The cost of a Node is X tokens of its same color, where X is the number of Nodes of that color you currently control. (So if your empire has 2 Red Nodes, the next Red Node you build costs 2 Red tokens.) You cannot build Nodes on blockaded systems.
- **Build Star Bases and Ships** (1 Command token + cost of Star Bases and Ships): First, you may build one Star Base for 3 Resource tokens of the same color. Star Bases must be placed in a system you control that does not already have a Star Base. Then, you may build Ships. Each Ship costs 2 Resource tokens of the same color and may be placed at your Homeworld or any of your Star Bases. You cannot have more Ships in a system that your Fleet Size and you cannot build Ships or Star Bases in a blockaded system (where there are enemy Ships).
- **Establish Trade** (1 Command token): If you have at least one space lane connecting your system to another player's system, and he agrees, you two may open trade. You each must exchange a ship from your unbuilt ships. Keep these ships off the map in front of you as a reminder of the Trade Agreement. In each Resource phase, the Trade Agreement gives each of you 1 colored Resource token of your choice per connecting space lane. As a bonus for initiating the trade agreement, you immediately gain 1 Resource token of any color.
- **Gain Technology** (1 Command token + Tech cost): Pay the cost in colored Resource tokens to gain one new Tech from the Technology Chart.
- **Activate Ships** (1 Command token): When a Ship is activated, it may Move, and then may engage in a Space Battle and/or Encounter a planet. When you spend a Command token for this action, you may activate a number of Ships equal to your Fleet size. These Ships can move together from one system to another, or move separately from multiple systems to end up in the same system. All your Ships activated on the same turn must all end their movement in the same system and participate in the same space battles and encounters.

Map Rules: The map is made of star systems discs (containing planets) that are connected by space lanes. If a star system has two or more connected space lanes, it must remain in place. If a star system is only connected to one space lane, it can be repositioned as long as it stays connected. This allows new star systems to be explored in the remaining playing area, or new space lanes to be connected.

Control: You control a planet if your Control Node is there. If you have no Ships there but an enemy does, then your star system is blockaded. (You cannot build Nodes, Ships, or Star Bases in a blockaded system.)

Ship Limit: In each star system, each player is only allowed to have a number of ships equal their Fleet Size. Keep this limit in mind when you build and move ships.

Movement Rules: When a Ship moves, it jumps from one star system to the next following the space lanes. (The variable lengths of the lanes only affect the positioning of explored systems, not movement. Nothing may occupy a space lane.) When activated, a ship can "jump" the number of times equal to your Warp Speed. However, a Ship must end its movement if it explores a space lane or enters a system containing an enemy Star Base or Ship. Remember after moving, that you cannot have more Ships in a system than your Fleet Size.

Hazardous Star Systems: Hazardous star systems are marked with a red alert symbol and number. When your Ship or group of Ships ends its movement there, you must roll a single dice. If the exact number on the system is rolled, one of your Ships there is destroyed.

Exploring New Space Lanes: When moving, you may attempt to travel over an unexplored space lane to discover a new system or make a new connection between existing systems. When you do this, roll the space lane dice to see how long it is. You may place it and travel over it as long as you can connect it to an existing star system or have room to place a new star system from your Exploration stack. (Remember, you may only reposition star systems that currently have one connected space lane.) If there is not enough room to properly connect the space lane of the correct length, do not place it and end your movement. If you connect 2 systems that have already been explored, your Ships may end their move in either system.

Exploring New Star Systems: When you explore a new space lane and place a new system, make a Hazard roll if necessary, draw and resolve an Exploration card, then you may Encounter the planet there. (Note that you may also explore the starting systems laid out at the start of the game, including the Neutral Zone.) If you found a one- or two-slot planet, draw a Yellow Alert card. If instead you found a three-slot Planet, draw a Red Alert card. These cards explain what you have discovered and how you can respond. To resolve the card, pick one of the choices.

Space Battles

- Space battles occur when you move your Ships into a star system with enemy Ships or a Star Base.
- Resolve the battle in battle rounds until one side is completely destroyed or retreats.
- In each battle round, each player can roll 1 dice for each Ship they control (2 dice for a Star Base). However, a player cannot roll more dice than their Fleet Size.
- To hit, you need to roll equal to or higher than the enemy Shield rating.
- Some techs will let you reroll dice, but each dice can only be rerolled once per battle round.
- Each hit destroys an enemy Ship or Star Base. (Defender chooses the casualty).
- Casualties are simultaneous. Exception: Ships or Fleets with First Strike inflict casualties before the enemy rolls. Destroyed Ships and Star Bases are returned to the owner's Reserves.
- After each battle round, the attacker, followed by the defender, may choose to retreat.
- Retreating Ships must move together over one single space lane to a friendly or uncontrolled star system. (Star Bases, of course, cannot retreat.)

Encountering Planets: If after moving, or after resolving an Exploration card, or after finishing a Space Battle, your active Ships are in a system with a planet, you may Encounter the planet. If the Planet has no Control Node, you may colonize it by placing your Control Node there. If it is an enemy-controlled Planet, you may Invade it.

Invading Planets: Resolve battles against enemy-controlled planets in the same manners as Space Battles, except...

- The attacker always gets First Strike in all rounds. Roll 1 dice per Ship (max equal to your Fleet Size).
- If ever the attacker rolls enough hits to destroy all Nodes left on the planet, the planet Surrenders without rolling, and the Nodes are not destroyed by the attacker's roll. Instead, the attacker replaces the Control Node with his own.
- Otherwise, each hit by the attacker destroys one Node. (The Attacker chooses the casualties, Resource nodes first.)
- The defender rolls 1 dice per Node. (Max = 4 dice, not limited by Fleet Size.)
- After each battle round, the attacker may choose to end the battle or continue. If the attacker ends the battle early, his Ships remain there, blockading the system.
- Otherwise, the battle ends when the planet Surrenders or all attacking Ships are destroyed.

Trade: If you have a Trade Agreement with another player, in the Resource phase you both gain 1 colored Resource token for each space lane that connects planets you control. You may end the Trade Agreement at any time on your turn. Also, if you or that player ever attack each other, the Trade Agreement ends. When the Trade Agreement ends, you must return the ships given in the Establish Trade action. You may re-establish trade later in more peaceful times.

Ending the Game: The game ends at the end of any round in which any of the following occurs: (1) a player places their last Control Node, (2) a player has all the technologies of the same color, (3) a player controls 18 Resource Nodes, (4) a player has no Ships and cannot build any more (usually because all their planets are blockaded or conquered).

Victory & Defeat: At the end of the game, the players gain Ascendancy tokens and the player with the most wins. You earn Ascendancy tokens for the achievements listed below. If there is a tie for an achievement, all tied players get the tokens.

Achievements

Most Control Nodes

Most Resource Nodes

Most Red Technologies

Most Yellow Technologies

Most Blue Technologies

Most Ships & Star Bases

Reference Sheet

Action	Cost	Notes
Build Resource Nodes	1 Command + # same color tokens as # nodes already have	In any star systems you control
Build Ships / Star Base	1 Command + 2 same color per Ship 3 same color per Base	Can build Ships at new Star Base Place Ships at Homeworld or Star Base
Research	1 Command + X color tokens	Buy one new Tech
Trade	1 Command	Exchange Ship with one connected player Gain 1 bonus token now In Resource step, gain 1 token of any color per lane
Activate Ships	1 Command # Ships = to Fleet Size	All must end in same sector and do Space Battles and Encounters together

Encounter Planets	
Colonize	Place your Control Node if none there.
Invade	Attack Planet belonging to an enemy.

Hazard	Roll 1 dice. If that <u>exact</u> number rolled, one of your Ships is destroyed.
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Exploring	Roll for new space lane, place new star system, roll hazard, draw Explore card (1 or 2 slot planet = Yellow Alert card, 3 slot = Red Alert card), encounter Planet.
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Battles
Attacker roll 1 dice per Ship (max dice = Fleet Size) Defender 1 dice per Ship or Node, 2 dice for Star Base, (max dice = Fleet Size or Nodes) Equal to or higher than enemy Shields is a hit Cloaked Ships and Ships attacking Planets have First Strike Planets surrender if hits equal or greater than Nodes May retreat or stop after each battle round

Star Trek Ascendancy Tech Sheet

Fleet Size: 3 4 5	Warp Speed: 1 2 3	Shields: 3 4 5
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Cost	Name	Ability
2 Red	Disruptors	In <u>Invasions</u> , you need one less hit to force a system to Surrender.
2 Red	Phased Shields	Your ships do not have to make rolls for Hazardous star systems.
2 Yellow	Arms Dealers	Any time there is a Space Battle you do not participate in, gain 1 Red token.
2 Yellow	Industrial Transporters	When you place a Control Node, you may pay to build any Resource Nodes there.
2 Blue	Stellar Cartography	In the Resource phase, gain 1 Blue token for each Hazardous star system you control.
2 Blue	Tricorders	When you explore, you may pick the size of the space lane.
3 Red	Combat Transporters	In <u>Invasions</u> , you may reroll one miss each battle round.
3 Red	Orbital Defenses	In <u>Space Battles</u> , you may reroll 1s in systems you control and Star Bases cost 1 less.
3 Yellow	Flexible Economy	At any time, you may convert any 2 Resource tokens to 1 Resource token of any color.
3 Yellow	Interstellar Banking	At any time, you may exhaust a Command token to gain a token of any color.
3 Blue	Targeting Lock	In <u>Space Battles</u> , you may reroll one miss each battle round.
3 Blue	Advanced Mining	In the Resource step, gain 1 Red token for each Homeworld and Star Base you control.
3/4 Red	Shield Enhancements	Increase your Shields by 1.
3/4 Yellow	Communications	Increase your Fleet Size by 1.
3/4 Blue	Transwarp Drive	Increase your Warp Speed by 1.
4 Red	Defense Grids	When defending in an <u>Invasion</u> , you have First Strike instead of the attacker.
4 Red	Quantum Torpedoes	In <u>battle</u> , for each Red token you pay, add +1 to one of your dice rolls. (Limit +1 per dice)
4 Yellow	Industrial Replicators	Immediately place up to 2 Resource Nodes for free.
4 Yellow	Conscription	Each Resource Phase, build a Ship in any one star system you control.
4 Blue	Cloaking Device	When attacking in a <u>Space Battle</u> , you have First Strike in the first battle round.
4 Blue	Tachyon Scanners	In <u>battle</u> , for each Blue token you pay, reroll one of your dice.
4R/4Y/4B	Command & Control	Gain a face-up Command token.