BORG 5X Unicomplex 10

ATiR ATiR BRDG

HOLD ICOM HOLD WRKS CNST
COMP NURS BTTY

WRKS SKY

AHR

ATiR
WRKS
AHR

CRGO
COMP
FAB

BARR HOLD COMM
HWRP LAB CNST

WRKS
REP

REP COMM CRGO COMP AHR
HULL NURS TRAC
FAB SKY REP LAB

NURS HULL ATiR
CTRL

BTTY LAB
SKY COMP

TRAC COMM TRAN COMP

WRKS TRAC
NURS COMP
HOLD
WRKS

NURS WRKS

LAB BTTY

HULL BTTY TRAN

HULL REP

ICOM HULL BTTY
AHR EXCD

HWRP ASG CRGO
BRDG LAB

LAB

CRGO BARR APWR AHR
HOLD
LAB AHR NULL
SKY HOLD BTTY

TRAN

DRAI

DRAI

DRAI
AHR

ASG BTTY
BARR
NULL
CNST CRGO
WRKS

BTTY
ASG

REP

ANA

COMP
HWRP
AHR

HOLD BARR

CUT

HOLD

NURS APWR CNST
CNST

TRAC HULL CTRL
SCAN
HOLD WRKS ANA

BRDG
SEN

EXCD

AHR

NULL SCAN
NURS WRKS
BRDG AHR

BTTY

SKY

COMP BTTY

CRGO WRKS BRDG COMP

AHR BARR

AHR HOLD CRGO REP HULL

HOLD

SKY NULL AHR REP

REP EXCD

COMP CRGO COMP SKY CNST
BTTY BARR
BRDG SKY CNST REP

ASG BRDG CUT

ANA SEN APWR BTTY
ATiR WRKS

LAB NURS NURS EXCD TRAC
ANA

WRKS CNST HULL HULL
WRKS ANA HULL
SEN HULL
HULL NURS CUT CNST
HOLD DRAI

HULL BARR AHR SEN
SEN WRKS COMP

COMP CTRL

ATiR SEN BRDG
APWR COMP REP
HULL NULL
EXCD BRDG

NULL LAB EXCD HULL NURS
HOLD

ANA

WRKS WRKS HWRP HOLD

WRKS SCAN BARR DRAI
COMP COMP
CNST HULL

AHR HWRP BTTY CTRL AHR
CNST
HULL ATiR TRAC CUT
SCAN HOLD HULL CNST

SEN CTRL BTTY SEN FAB

COMP
APWR
COMP

ANA COMP COMM
COMM

HULL

AHR SKY ANA

CTRL BTTY
FAB
CNST LAB

HULL HULL REP

TRAN

ŁAB

CREW UNITS

									10
									20
	*								30
									40
									50
									60
									70
									80
									90
								1	00

BORG BOARDING PARTIES

									10
									20
									30

* Special H&R Procedure:

DIE ROLL	SYSTEM DESTROYED?	BORG BP RETURNS?
1	No	No
2	No	Yes
3-4	Yes	No
5-6	Yes	Yes

If attacking a non-guarded box, "BP RETURNS?" is always a "Yes".
Borg Boarding Parties cannot guard any box.

NO SHUTTLES
NO T-BOMBS

(Borg Cube)

TURN	MODE	SPEED
H	1	2
	2	3-4
	3	5-7
	4	8-11
	5	12-15
HET	6	16-19
	7	20-23
BD	8	24-29
	9	30+

SHIP DATA TABLE

Ship Class	=	SBB
Model Number	=	1822
Point Value	=	800
Breakdown	=	6
Shield Cost	=	4
Explosion Str	=	495
Size Class	=	1
Movement Cost	=	3 (H)
Reference	=	R22.003
Total Power	=	160 (+96)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

SENSOR

6	6	6	6	6	6	6	5	4	3	0

SCANNER

0	0	0	0	0	0	0	1	2	3	9

DAMCON

14	12	12	10	10	8	8	6	6	4	4	2	2	0	

EXCDAM

34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	
17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

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(Borg Sphere)

TURN	MODE	SPEED
A	1	1-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

BORG OX DRAIN BOLT TABLE

DIE ROLL	RANGE 0-1	2-3	4-5	6-7	8-10	11-15	16-24	25-41	42-74
1	21	18	15	12	9	6	3	2	1
2	19	16	13	10	7	4	1	0	0
3	17	14	11	8	5	2	0	0	0
4	15	12	9	6	3	0	0	0	0
5	13	10	7	4	1	0	0	0	0
6	11	8	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 4; Cannot be held. Hit on "Torp".
Shield Mode: Each point above is 2 shield damage, or 1/2 of an internal. Round fractional damage down.
Movement Mode: Target has a penalty on his speed equal to to the number above (no damage is taken).
Damage Mode: Each point above is 1 damage.

BORG OX CUTTER BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9	10	11-15	16-20	21-30	31-50	51-80	81-110
1	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
3	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0
4	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
5	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0
6	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0

Fires 1/turn; Energy Cost = 2; Capacitor = 2. Treat as a Phaser.

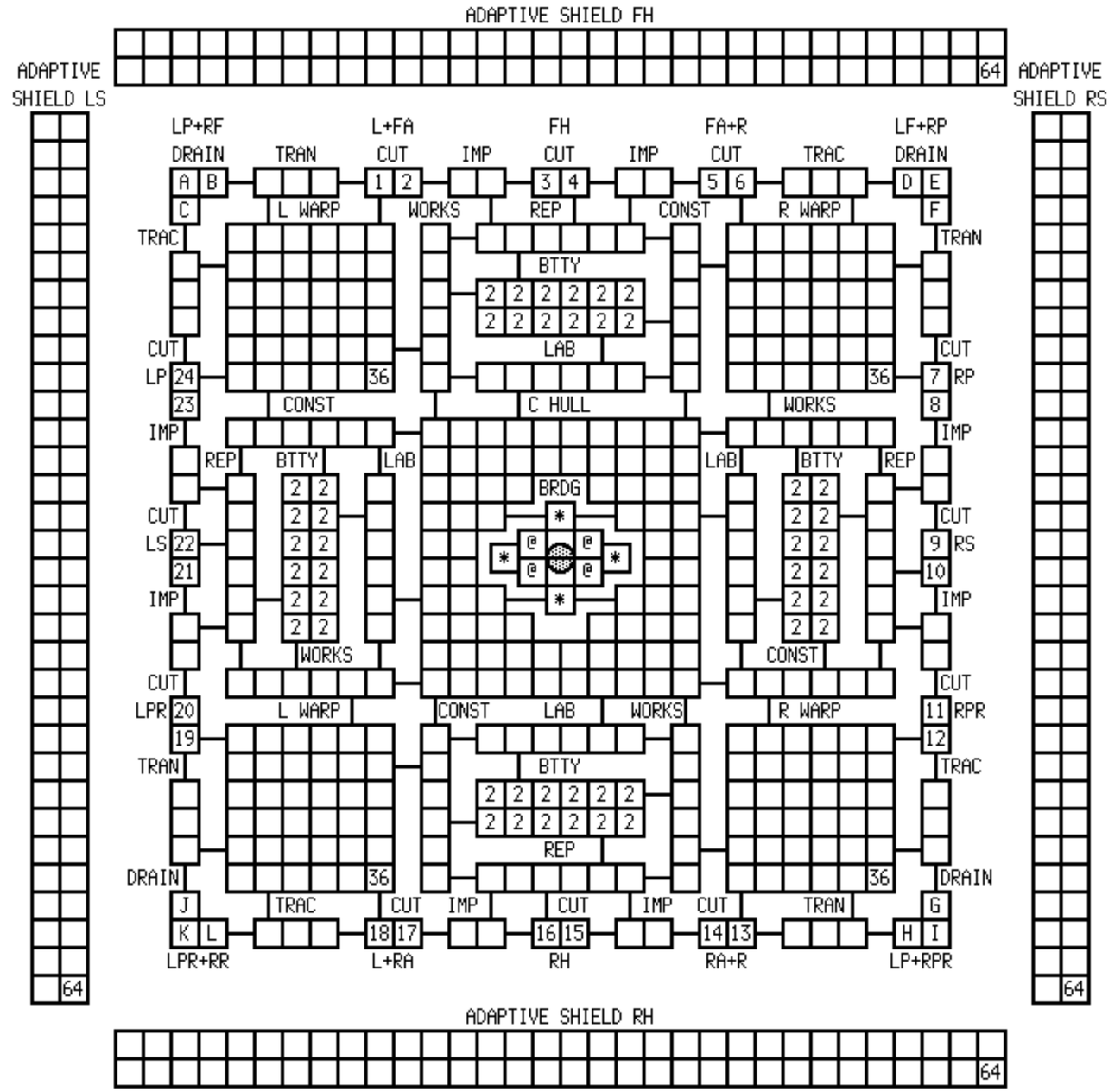
BORG
OXI
Super Battleship

ADAPTIVE SHIELDS:

Act similar to normal shields, but with odd facings.
On the first turn the Borg takes damage from a weapon, the damage is normal.
The second turn the Borg takes damage from a weapon, the damage is divided by 2 (round down).
The third turn the Borg takes damage from a weapon, the damage is divided by 3 (round down).
This pattern continues.
Borg take full damage from weapons if no Adaptive Shield faces the damage.

BORG SPHERE RULES:

The Borg Sphere is in the 2 center BRDG boxes.
The Borg Sphere is released when the Borg Cube is destroyed. It cannot be released early unless the two center BRDG boxes are destroyed.
The sphere is immune to explosion damage.
The sphere "remembers" what the main ship was adapting to (so it takes reduced damage).
The sphere can use it's ATimeWR box (indicated as "ATW" on the SSD) to create a Temporal Anomoly. This costs 6 energy, and can be done 2 full turns after the sphere is released.
Any units entering the Temporal Anomoly hex up to 4 impulses later have gone to another time.



SHIP DATA TABLE

Ship Class	=	SFF
Model Number	=	0622
Point Value	=	200
Breakdown	=	6
Shield Cost	=	1
Explosion Str	=	51
Size Class	=	4
Movement Cost	=	1/3 (A)
Reference	=	R22.003-SFF
Total Power	=	25 (+8)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

CREW

	*	3

SENSOR

6	6	5	0

DAMCON

4	2	0

BRD PRT

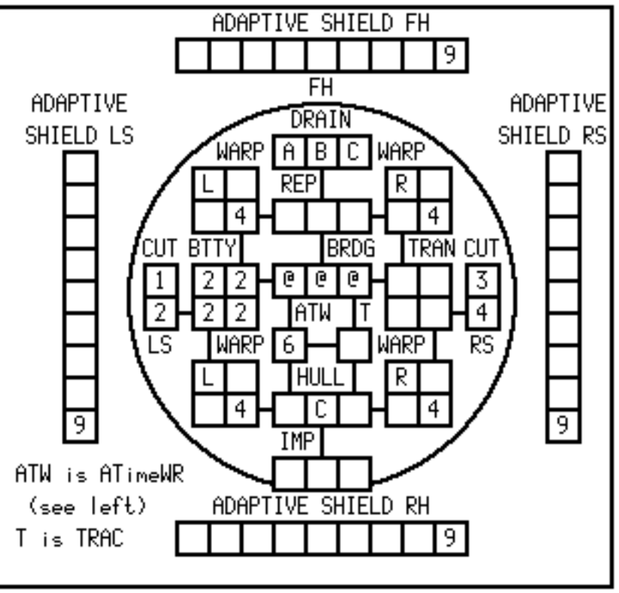
		3

SCANNER

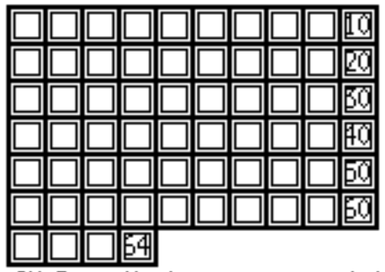
0	0	1	9

EXCDAM

3	2	1



BORG UNITS



8X Borg Units can assimilate 1d6 PlanetBoxes or 1 Indestructible PlanetBoxes of crew (of any type) or 1 Legendary Officer, per impulse.
Each turn, roll 1d6 for each Borg Unit that is away from the Borg ship. On a "1", that Borg Unit reverts back to its original race.

Assimilation Beams:
Fires 1/turn. Energy Cost = 30 PlanetBoxes.
60 PlanetBox capacitor at 8X.
If the weapon strikes indestructible boxes, one PlanetBox of whatever was hit is turned into 1 PlanetBox of Borg Units. If the system is an energy field (such as shields), 1 box is destroyed (even though it is indestructible).
If the weapon strikes normal (damageable) boxes, 10d6 PlanetBoxes are turned into Borg Units. If the system is an energy field, those boxes are simply destroyed.
The Borg may fire this weapon in "damaging mode", the weapon simply destroys instead of transforming.
Maximum Range = 4000 hexes, and it auto-hits.

Movement Cost:
This ship has a movement cost of 0 for two reasons: one, it does not exist in the normal multiverse at all and occupies no space (this is in addition to the more standard Temporal Exclusion Device).
Secondly, this ship can "blink" instantaneously from any point in the multiverse to any other. This "blinking" may be done only once per impulse, however.
Turn mode is similar; the ship can change facing to any facing once per impulse.

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BORG 8XI Cube / Diamond *(CustomBox SSD)*

SHIP DATA TABLE

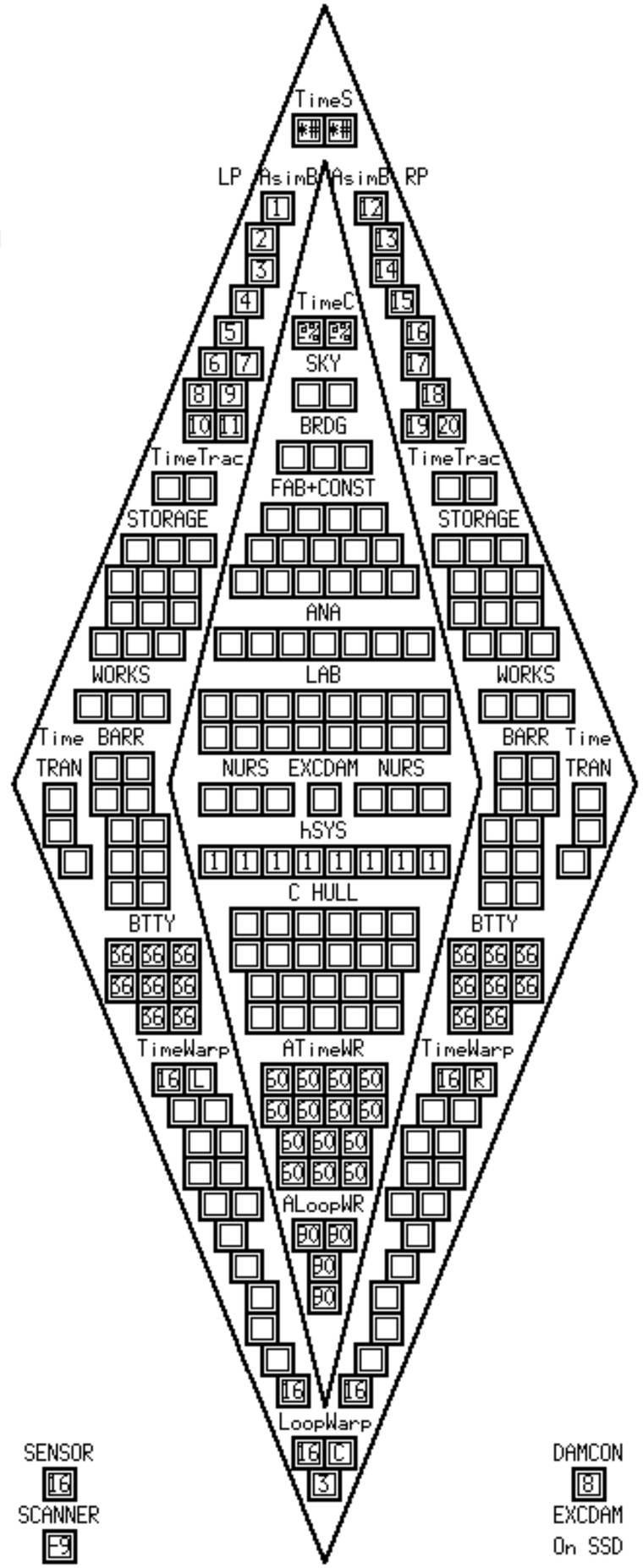
Ship Class	= 8X "Cube"	
Model Number	= 8wP2	
Point Value	= 1.2 trillion	
Breakdown	= Never	
Shield Cost	= 0	
Explosion Str	= 0 (256)	**[x10000]**
Size Class	= -2	
Movement Cost	= 0 (0)	[see lower left]
Reference	= R22.801	
Total Power	= 1760 (+576)	**[x10000]**
Opt Allowance	= Infinite	
9X Systems	= (none)	
Temporal Exclusion Device		
Time/Reality Stability		

Custom Box Type ( ):
This SSD uses "Custom Boxes", which are used whenever an SSD has an unusual box type. Custom Boxes may not mean the same thing from SSD to SSD; look at the ship's box description.
This particular ship's Custom Boxes are PlanetBoxes (x10000 Normal boxes) which are indestructible and are 0 space (the ship does not occupy physical space in the space-time continuum, but it does have an apparent size class of -2).
Note every box on the SSD is indestructible. Since it has an indestructible ExcDam box, this ship cannot be destroyed by normal physical damage.
If a ship has Time/Reality Stability and Local Physical Law Independence, it may transport Boarding Parties to this ship (there is no shielding or ATF in the way).

TimeTRAC:
Besides functioning as a Borg Trac, a unit up to 4 days in the future or past in this hex may be "pulled" into this time for 60 PlanetBoxes of Energy.
This cannot result in a paradox, so a Borg ship cannot pull itself from the past (for example).

TimeTRAN:
Besides functioning as a Borg Tran, a crew unit of any type may be transported up to 200 years into the future or past for 10 PlanetBoxes of Energy.
If the time has been temporally scanned or communicated with, a crew unit may instead be transported to this ship. The crew unit rolls 2d6-2, if the result is below his tech level, he was able to avoid the transport.

hSYS:
Holosystems, see the Fed 7X Shuttlecraft SSD.



CREW UNITS

									10
					*				20
									30
									40
									50
									60
									70
									80

BORG BOARDING PARTIES

									10
									20
			24						

NO SHUTTLES
NO T-BOMBS

TURN	MODE	SPEED
G	1	1-3
	2	4-5
	3	6-8
	4	9-12
HET	5	13-16
	6	17-21
BD	7	22-26
	8	27+

SHIP DATA TABLE

Ship Class	=	BBH
Model Number	=	1711
Point Value	=	618
Breakdown	=	6
Shield Cost	=	3
Explosion Str	=	356
Size Class	=	2
Movement Cost	=	2 (G)
Reference	=	R22.002
Total Power	=	116 (+20)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

* Special H&R Procedure:

DIE ROLL	SYSTEM DESTROYED?	BORG BP RETURNS?
1	No	No
2	No	Yes
3-4	Yes	No
5-6	Yes	Yes

If attacking a non-guarded box, "BP RETURNS?" is always "YES".

Borg Boarding Parties cannot guard any box.

SENSOR

6	6	6	6	6	6	4	2	0

SCANNER

0	0	0	0	0	0	2	4	9

DAMCON

12	10	10	8	8	6	6	4	4	2	2	0

EXCDAM

21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

BORG OX DRAIN BOLT TABLE

DIE ROLL	RANGE 0-1	2-3	4-5	6-7	8-10	11-15	16-24	25-41	42-74
1	21	18	15	12	9	6	3	2	1
2	19	16	13	10	7	4	1	0	0
3	17	14	11	8	5	2	0	0	0
4	15	12	9	6	3	0	0	0	0
5	13	10	7	4	1	0	0	0	0
6	11	8	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 4; Cannot be held.
Shield Mode: Each point above is 2 shield damage, or 1/2 of an internal. Round fractional damage down.
Movement Mode: Target has a penalty on his speed equal to to the number above (no damage is taken).
Damage Mode: Each point above is 1 damage.

BORG OX CUTTER BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9	10	11-15	16-20	21-30	31-50	51-80	81-110
1	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
3	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0
4	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
5	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0
6	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0

Fires 1/turn; Energy Cost = 2; Capacitor = 2.
Treat Cutter Beam as a Phaser.

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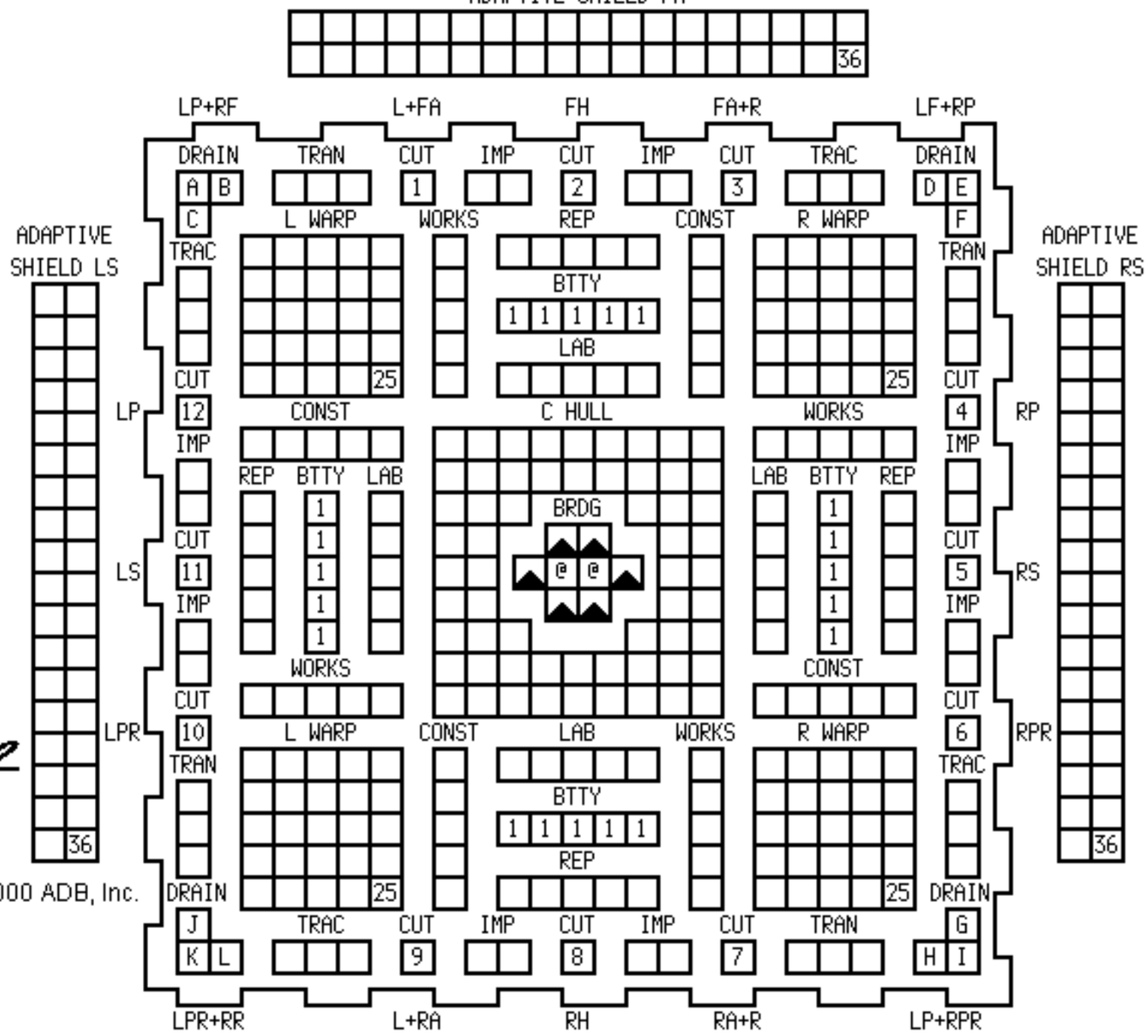


ADAPTIVE SHIELD RH

																				36

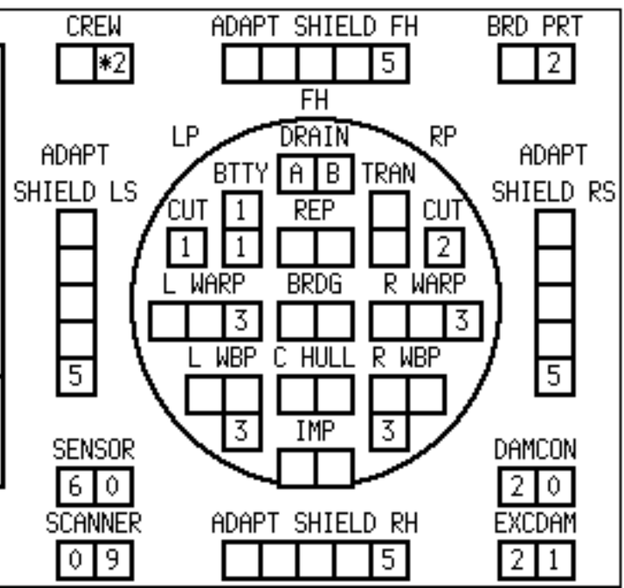
ADAPTIVE SHIELDS:

Act similar to normal shields, but with odd facings.
On the first turn the Borg takes damage from a weapon, the damage is normal.
The second turn the Borg takes damage from a weapon, the damage is divided by 2 (round down).
The third turn the Borg takes damage from a weapon, the damage is divided by 3 (round down).
This pattern continues indefinately.
Borg take full damage from weapons if no Adaptive Shield faces the damage.

BORG
OXs Battleship

SHIP DATA TABLE

Ship Class	=	PF
Model Number	=	0511
Point Value	=	84
Breakdown	=	6
Shield Cost	=	0
Explosion Str	=	33
Size Class	=	5
Movement Cost	=	1/5 AA
Reference	=	R22.PF
Total Power	=	14(+2)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)



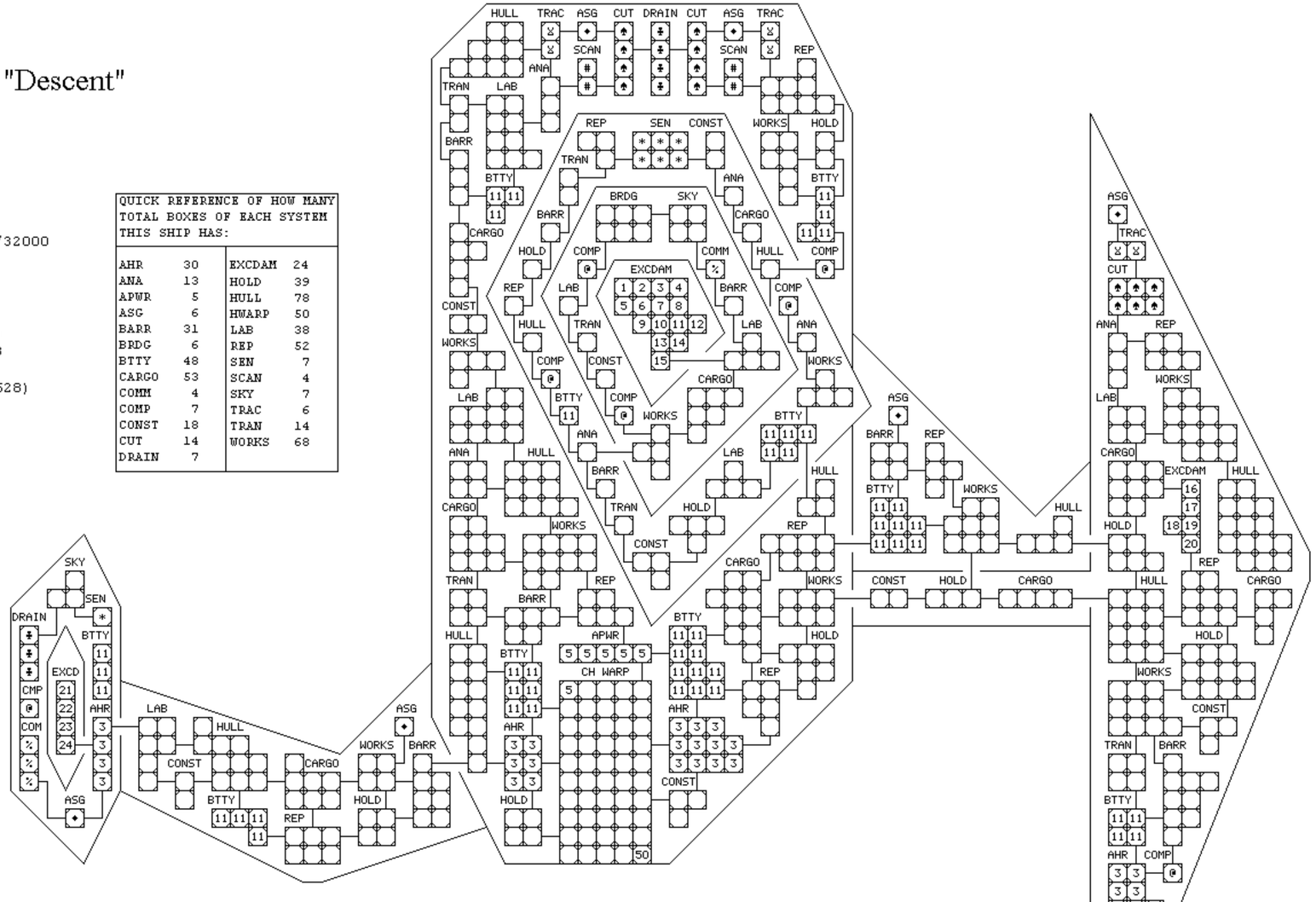
BORG
5X
Unique ship from "Descent"

```
Ship Class      = unique
Model Number    = 5616
Point Value     = 192000/32000
Breakdown       = 6^7
Shield Cost     = 0
Explosion Str   = 694
Size Class      = 0
Movement Cost   = 10 (SW)
Reference       = R22.503

Total Power     = 800 (+528)
Opt Allowance   = 0 (+0)
6X Systems      = APWR
```

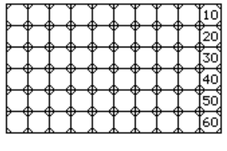
QUICK REFERENCE OF HOW MANY TOTAL BOXES OF EACH SYSTEM THIS SHIP HAS:

AHR	30	EXCDAM	24
ANA	13	HOLD	39
APWR	5	HULL	78
ASG	6	HWARP	50
BARR	31	LAB	38
BRDG	6	REP	52
BTTY	48	SEN	7
CARGO	53	SCAN	4
COMM	4	SKY	7
COMP	7	TRAC	6
CONST	18	TRAN	14
CUT	14	WORKS	68
DRAIN	7		



SENSOR
!! 8
SCANNER
!! 0
DAMCON
!! 75 50 25
EXCDAM
(on main SSD)

BORG UNITS



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5X
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AHR	30	EXCDAM	24
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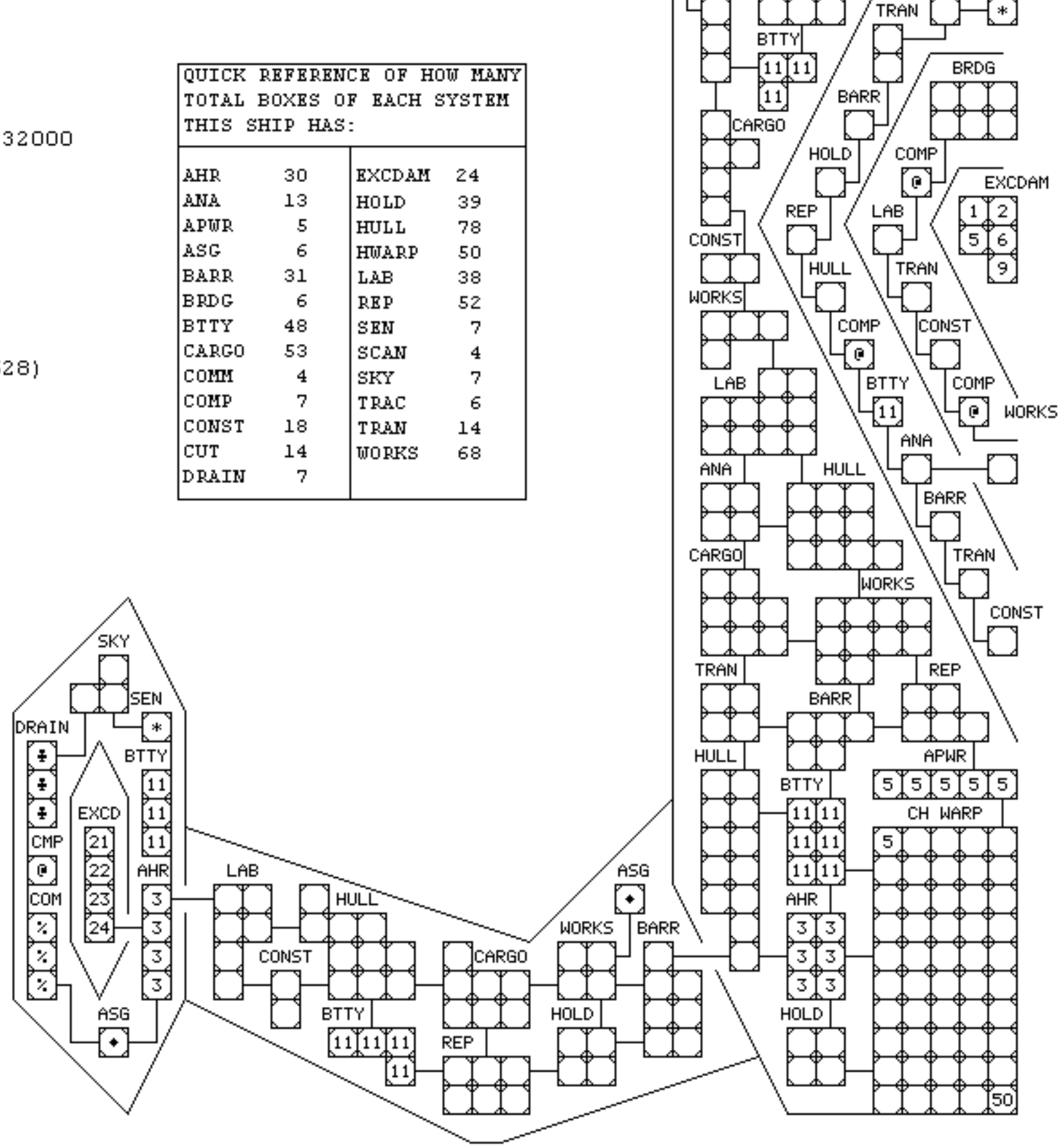
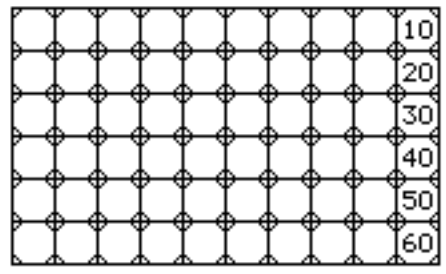
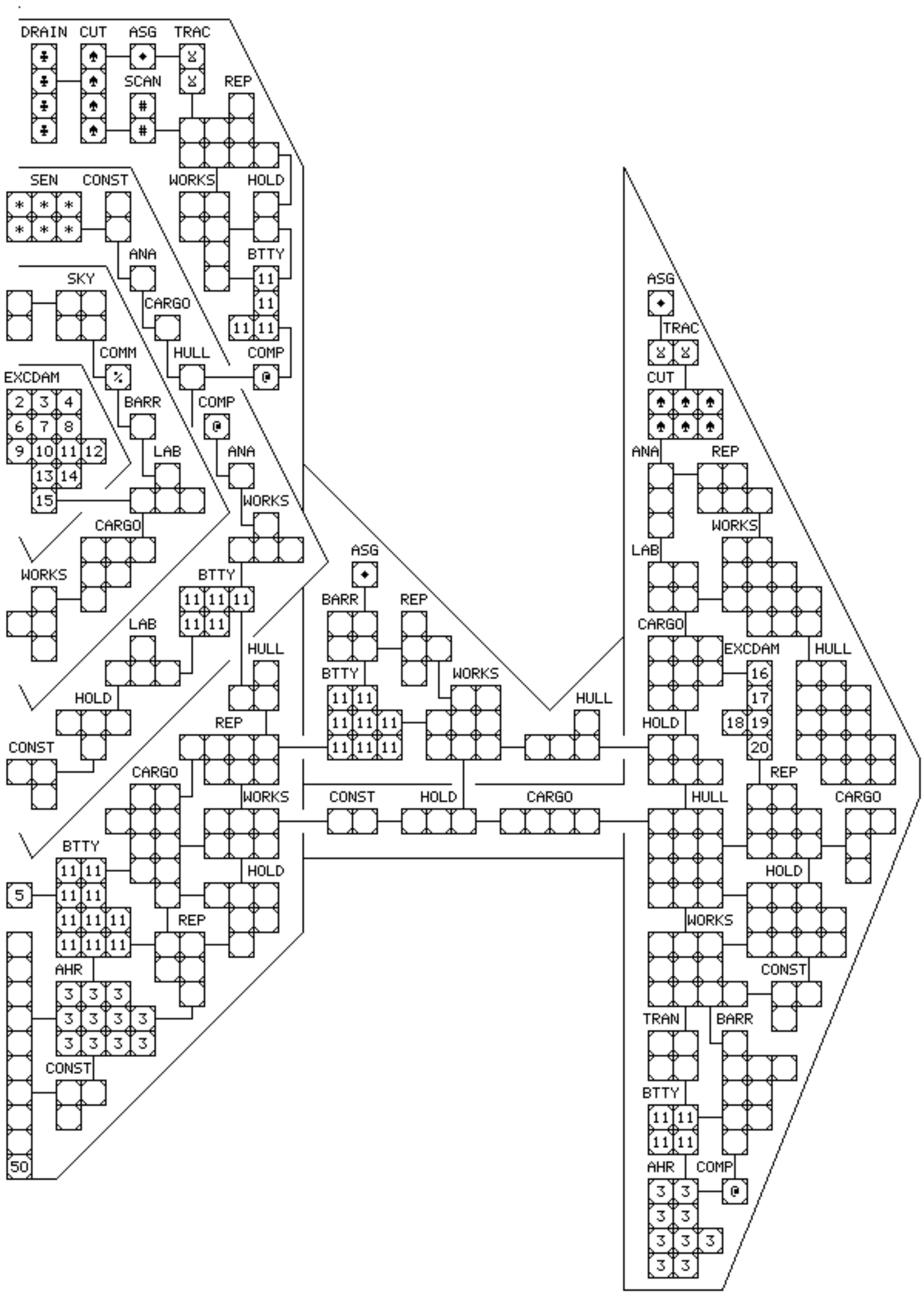
BRDG	6	REP	52
BTTY	48	SEN	7
CARGO	53	SCAN	4
COMM	4	SKY	7
COMP	7	TRAC	6
CONST	18	TRAN	14
CUT	14	WORKS	68
DRAIN	7		



SENSOR
!! 8
SCANNER
!! 0
DAMCON
!! 75 50 25
EXCDAM
(on main SSD)

BORG UNITS




DRAIN
CUT
ASG
TRAC
SCAN
REP
SEN
CONST
WORKS
HOLD
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BTTY
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CARGO
COMM
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CARGO
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HOLD
CARGO
HULL
BTTY
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REP
AHR
CONST
50
ASG
TRAC
CUT
ANA
REP
WORKS
LAB
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EXCDAM
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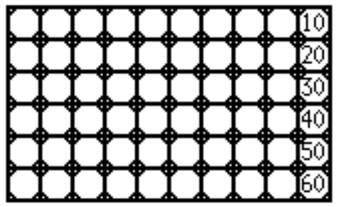
HULL
HOLD
WORKS
CONST
TRAN
BARR
BTTY
AHR
COMP

BORG UNITS



BORG CUTTER BEAM TABLE

DIE	DAMAGE AT RANGE								
ROLL	0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
Target may modulate Shields to counter, each 1 energy spent reduces range bonus by 2.

BORG DRAIN BOLT TABLE

DIE	DAMAGE AT RANGE						
ROLL	0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.

JEM'HADAR BEAM TABLE

RANGE	0-2	3-5	6-8	9-11	12-14	15-17	18-20
HIT #	1-8	1-7	1-6	1-5	1-4	1-3	1-2
DAMAGE	7	6	5	4	3	2	1

4X CARDASSIAN ENERGY TORPEDO TABLE

FIRING MODE	ENERGY TO ARM	ENERGY TO HOLD	BASE DAMAGE	HIT # AT RANGE 0	1	2	3	4	5	6
1 FACING	1	1/2	2	1-6	1-6	1-6	1-5	1-4	1-3	1-2
2 FACINGS	2	1	4	1-6	1-6	1-5	1-4	1-3	1-2	1
3 FACINGS	3	1+1/2	6	1-6	1-5	1-4	1-3	1-2	1	N
4 FACINGS	4	2	8	1-5	1-4	1-3	1-2	1	N	N
5 FACINGS	5	2+1/2	10	1-4	1-3	1-2	1	N	N	N
6 FACINGS	6	3	12	1-3	1-2	1	N	N	N	N

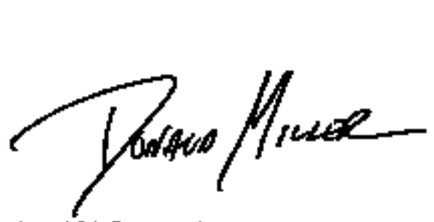
CAN BE OVERLOADED (x1.5 ENERGY TO ARM, x1.5 DAMAGE)

SHIP DATA TABLE

Ship Class	= Conv DOM ABB
Model Number	= Unique
Point Value	= 147100
Breakdown	= 6^5
Shield Cost	= 0+7
Explosion Str	= 348
Size Class	= 1
Movement Cost	= 3 (E)
Reference	= R22.506
Total Power	= 656 (+254)
Opt Allowance	= 0 (+0)
4X Systems	= BEAM, CET, SHIELDS
6X Systems	= (none)

TNG TURN MODE E

TURN MODE	SPEED
1	1-4
2	5-8
3	9-12
4	13-16
5	17-20
6	21-24
7	25-28
8	29-32
9	33+



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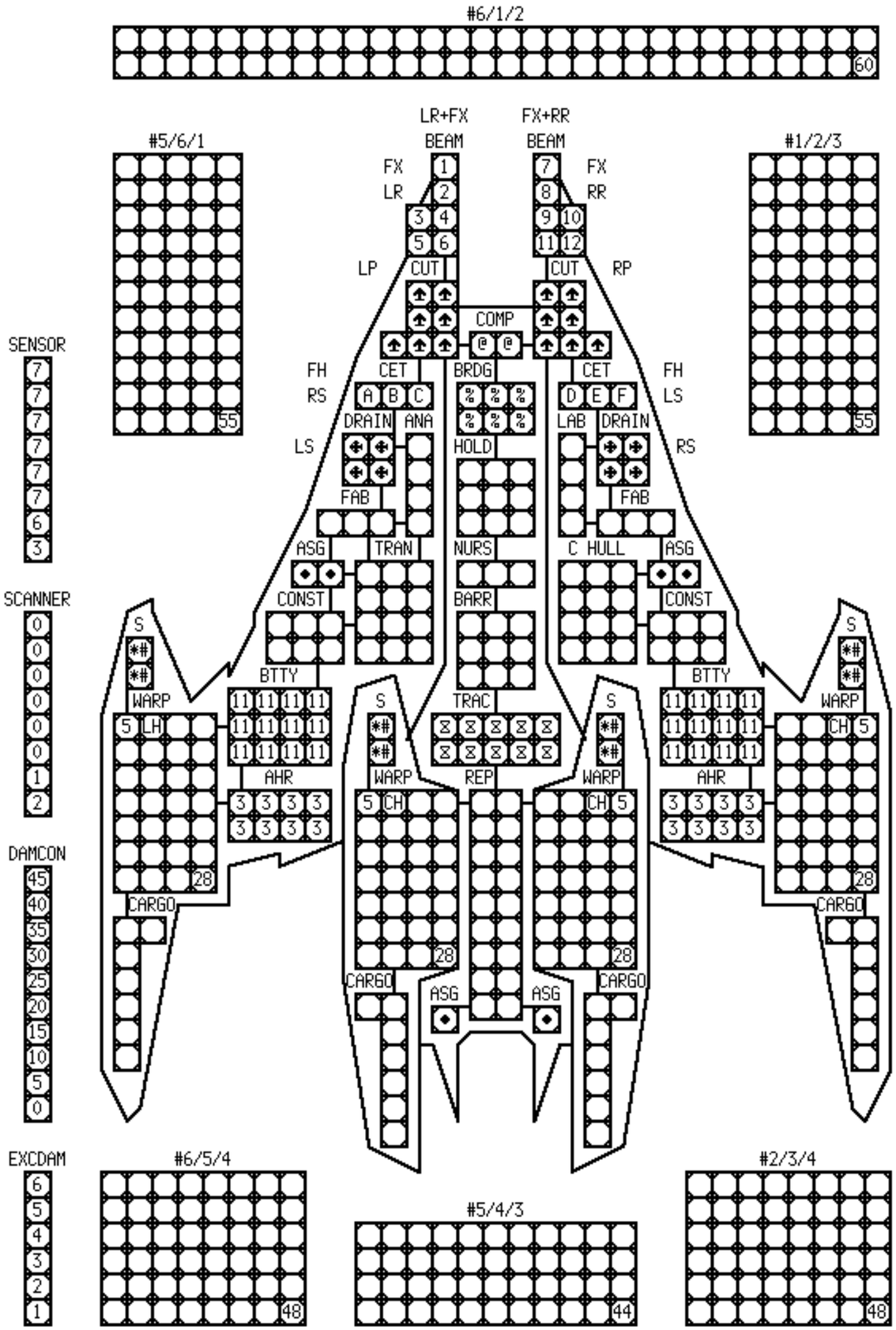
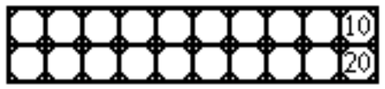
BORG 5X Converted Dominion Alpha Quadrant Battleship



BORG UNITS



BORG CUTTER BEAM TABLE

DIE ROLL	DAMAGE AT RANGE								
	0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
Target may modulate Shields to counter, each 1 energy spent reduces range bonus by 2.

BORG DRAIN BOLT TABLE

DIE ROLL	DAMAGE AT RANGE						
	0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.

JEM'HADAR BEAM TABLE

RANGE	0-2	3-5	6-8	9-11	12-14	15-17	18-20
HIT #	1-8	1-7	1-6	1-5	1-4	1-3	1-2
DAMAGE	7	6	5	4	3	2	1

4X CARDASSIAN ENERGY TORPEDO TABLE

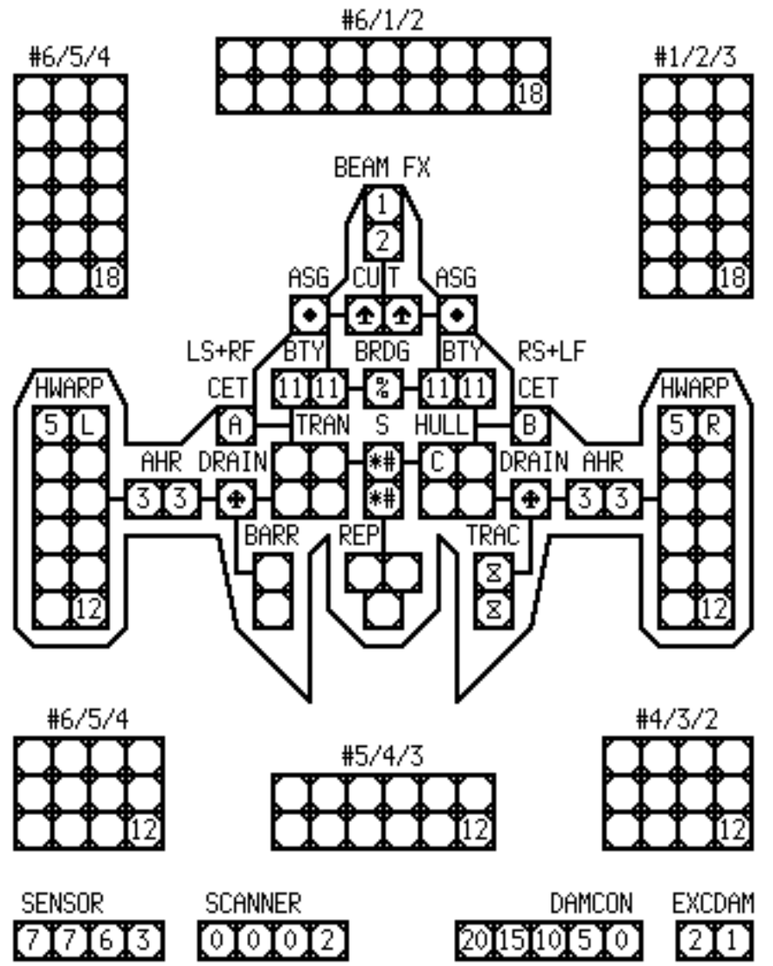
FIRING MODE	ENERGY TO ARM	ENERGY TO HOLD	BASE DAMAGE	HIT # AT RANGE 0	1	2	3	4	5	6
1 FACING	1	1/2	2	1-6	1-6	1-6	1-5	1-4	1-3	1-2
2 FACINGS	2	1	4	1-6	1-6	1-5	1-4	1-3	1-2	1
3 FACINGS	3	1+1/2	6	1-6	1-5	1-4	1-3	1-2	1	N
4 FACINGS	4	2	8	1-5	1-4	1-3	1-2	1	N	N
5 FACINGS	5	2+1/2	10	1-4	1-3	1-2	1	N	N	N
6 FACINGS	6	3	12	1-3	1-2	1	N	N	N	N

CAN BE OVERLOADED (x1.5 ENERGY TO ARM, x1.5 DAMAGE)

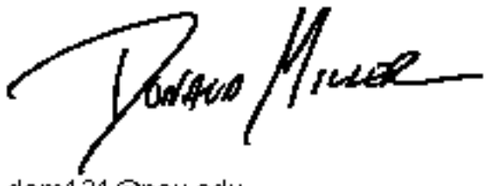
SHIP DATA TABLE

Ship Class	=	Conv DOM AFTR
Model Number	=	1
Point Value	=	33600
Breakdown	=	6^6
Shield Cost	=	0+2
Explosion Str	=	85
Size Class	=	4
Movement Cost	=	1/2 (AA)
Reference	=	R22.507
Total Power	=	156 (+44)
Opt Allowance	=	0 (+0)
4X Systems	=	BEAM, CET, SHIELDS
6X Systems	=	(none)

TNG TURN MODE AA	
TURN MODE	SPEED
1	1-9
2	10-18
3	19-27
4	28+



Cutter beams are FH
Drain bolts arcs are LP and RP



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BORG 5X Converted Dominion Alpha Quadrant Fighter

SHIP DATA TABLE

Ship Class	= Incomplete CUBE
Model Number	= 5XB7
Point Value	= 1603000
Breakdown	= 1-6
Shield Cost	= 0
Explosion Str	= 410 **(super)**
Size Class	= 1
Movement Cost	= 13 (F)
Reference	= R22.507
Total Power	= 591 (+363) **(super)**
Opt Allowance	= 0 (+0)
6X Systems	= ATimeWR

All weapons facing F are FH
All weapons facing L are LS

Borg Units = 60 **(super)**

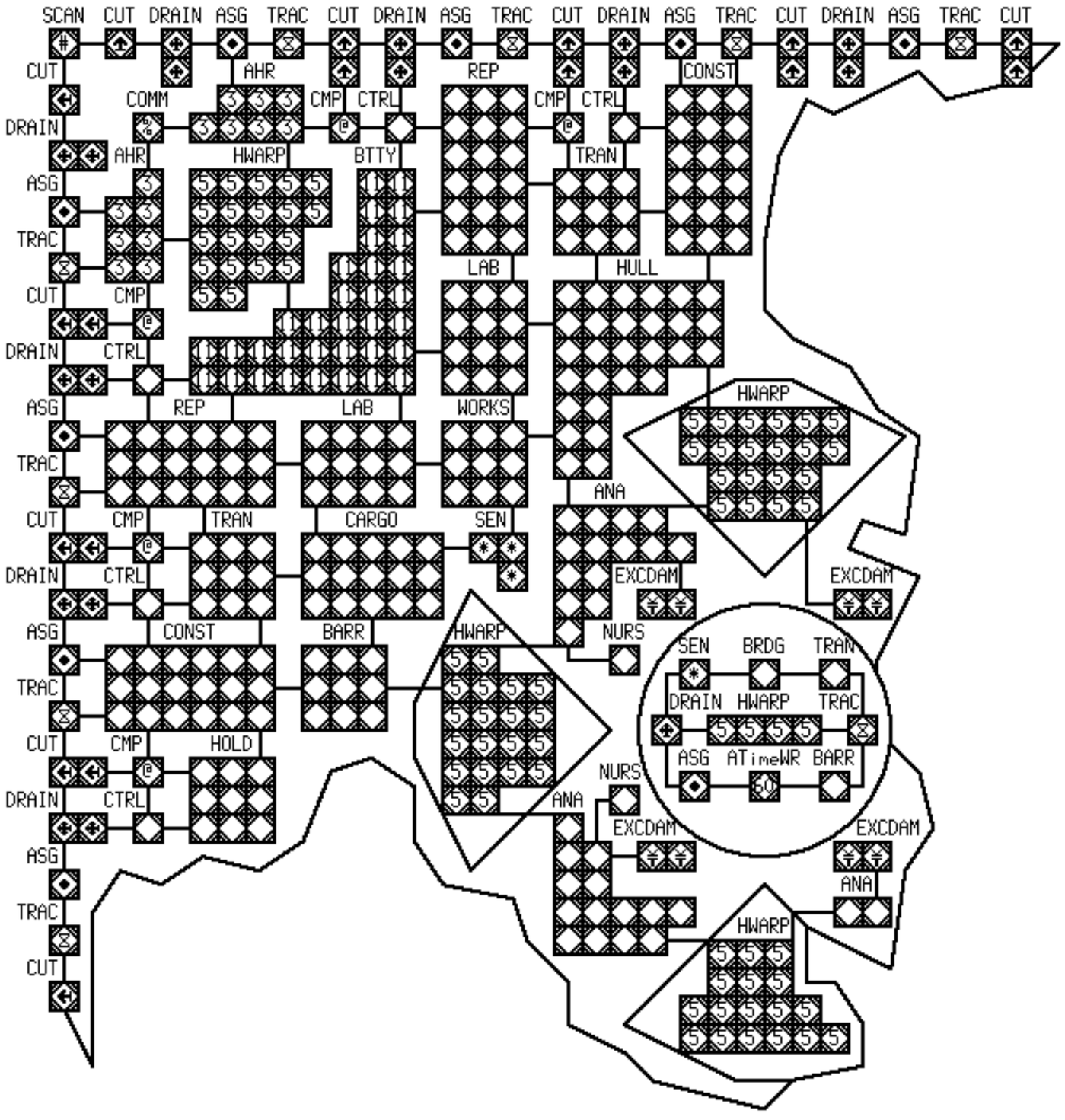
ASGs do not protect against any damage coming in from the #3 Shield facing.

SENSOR
!! 6
SCANNER
!! 0
DAMCON
!! 30
EXCDAM
On main SSD

TNG TURN MODE F	
TURN MODE	SPEED
1	1-3
2	4-6
3	7-9
4	10-12
5	13-15
6	16-18
7	19-21
8	22-24
9	25-27
10	28+

How many of each system:

AHR	14	EXCDAM	8
ANA	16	FAB	0
ASG	9	HOLD	9
ATimeWR	1	HULL	28
BARR	9	HWARP	81
BRDG	1	LAB	24
BTTY	33	NURS	2
CARGO	15	REP	36
COMM	1	SCAN	1
COMP	5	SEN	4
CONST	36	SKY	0
CTRL	5	TRAC	9
CUT	16	TRAN	18
DRAIN	17	WORKS	9



BORG
5X
Incomplete Frigate Cube
(SuperBox SSD)

BORG 1X
Super Battleship

CREW UNITS

									10
									20
				*					30
									40
									50
									60
									70
									80
									90
								1	00
								1	10

BORG BOARDING PARTIES

									10
									20
									30
									40
			45						

SHIP DATA TABLE

SHIP CLASS	=	SBBX
MODEL NUMBER	=	3433
POINT VALUE	=	2843
BREAKDOWN	=	6^2
SHIELD COST	=	8
EXPLOSION STR	=	724
SIZE CLASS	=	1
MOVEMENT COST	=	3 (H)
REFERENCE	=	R22.101
FILENAME	=	BOR-SBBX
TOTAL POWER	=	220 (+132)
BOX SCALE	=	NORMAL
OPT ALLOWANCE	=	0 (+0)
2X SYSTEMS	=	NONE

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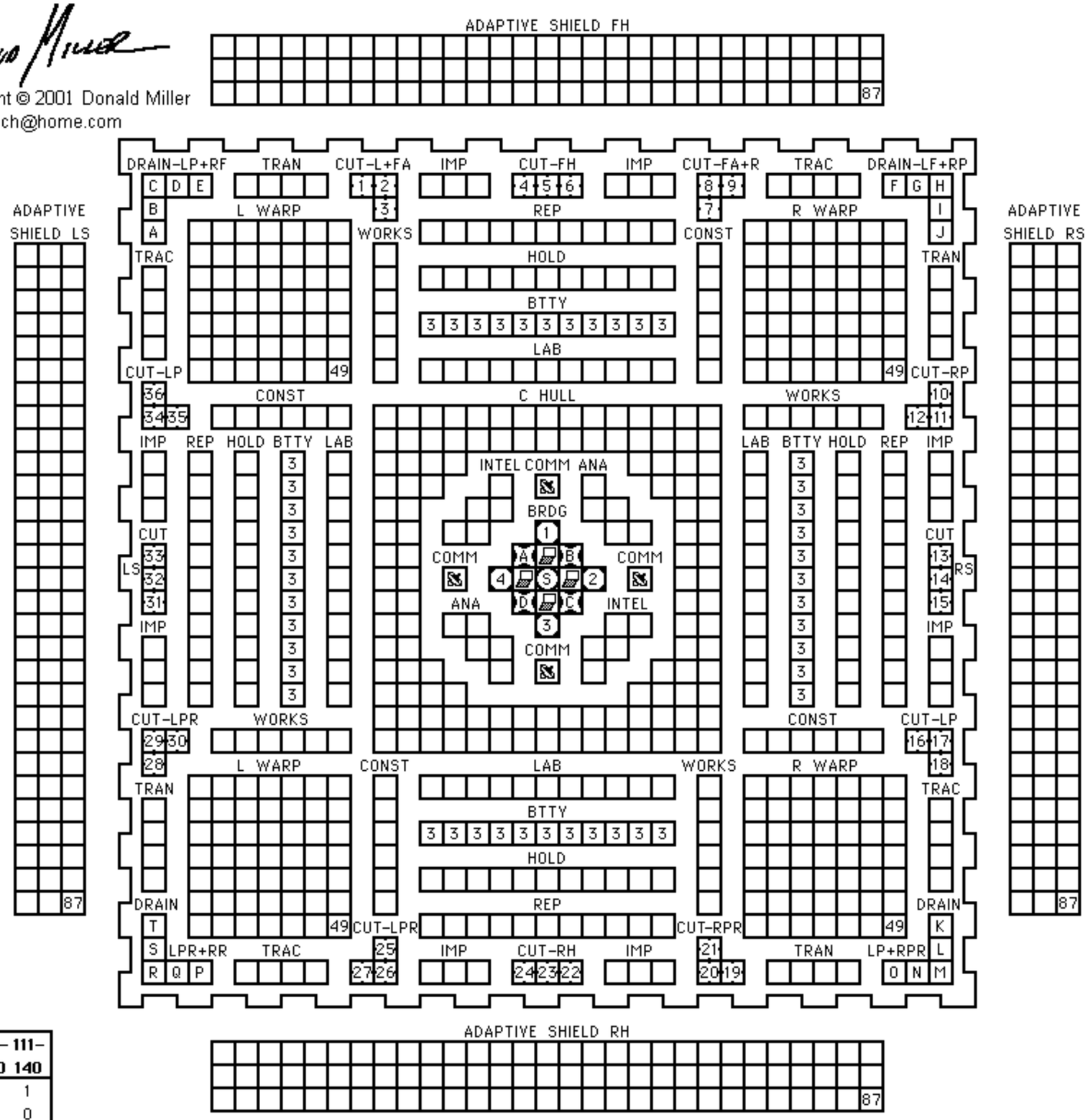


ADAPTIVE SHIELDS:
Act as normal shields, but with odd facings.
The first turn the Borg takes damage from a weapon, the damage is normal.
The second turn the Borg takes damage from a weapon, the damage is divided by 2 (round down).
The third turn the Borg takes damage from a weapon, the damage is divided by 3 (round down).
This pattern continues.
The Borg takes full damage if no Adaptive Shield faces the damage.

1X BORG DRAIN BOLT TABLE

DIE ROLL	RANGE 0–1	2–3	4–5	6–7	8–10	11–15	16–24	25–41	42–74	75–138
1	24	21	18	15	12	9	6	3	2	1
2	22	19	16	13	10	7	4	1	0	0
3	20	17	14	11	8	5	2	0	0	0
4	18	15	12	9	6	3	0	0	0	0
5	16	13	10	7	4	1	0	0	0	0
6	14	11	8	5	2	0	0	0	0	0

FIRES 1/TURN, ENERGY = 4, CANNOT BE HELD.
SHIELD MODE: EACH DAMAGE IS 2 SHIELD DAMAGE, OR 1/2 INTERNAL.
MOVEMENT MODE: NO DAMAGE, INSTEAD IT'S LOSS OF MOVEMENTS.
DAMAGE MODE: EACH DAMAGE IS 1 NORMAL DAMAGE.

1X BORG CUTTER BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9	10	11–15	16–20	21–30	31–50	51–80	81–110	111–140
1	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
3	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0
4	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
5	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0
6	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0

FIRES 1/TURN, ENERGY = 2, CAPACITOR = 4, TREAT AS A PHASER.

SENSOR

6	6	6	6	6	6	6	6	5	4	3	2	1

SCANNER

0	0	0	0	0	0	0	0	1	2	3	4	8

DAMCON

24	21	21	18	18	15	15	12	12	9	9	6	6	3	3	0

EXCDAM

36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19
18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

BORG 1X Super Battleship

BORG UNITS

[ ][ ][ ][ ][5]

THIS SHIP DOES NOT HAVE SHUTTLECRAFT.
SHUTTLECRAFT ARE IRRELEVANT.

SHIP DATA TABLE

Ship Class	= Scout
Model Number	= 5241
Point Value	= 60000/10000
Breakdown	= 6^5
Adapt Cost	= 0
Explosion Str	= 283
Size Class	= 1
Movement Cost	= 9 (SW)
Reference	= R22.502
Total Power	= 248 (+176)
Opt Allowance	= 0 (+0)
6X Systems	= (none)

BORG CUTTER BEAM TABLE

DIE ROLL	DAMAGE AT RANGE 0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
Target may modulate Shields to counter, each 1 energy spent reduces range bonus by 2.

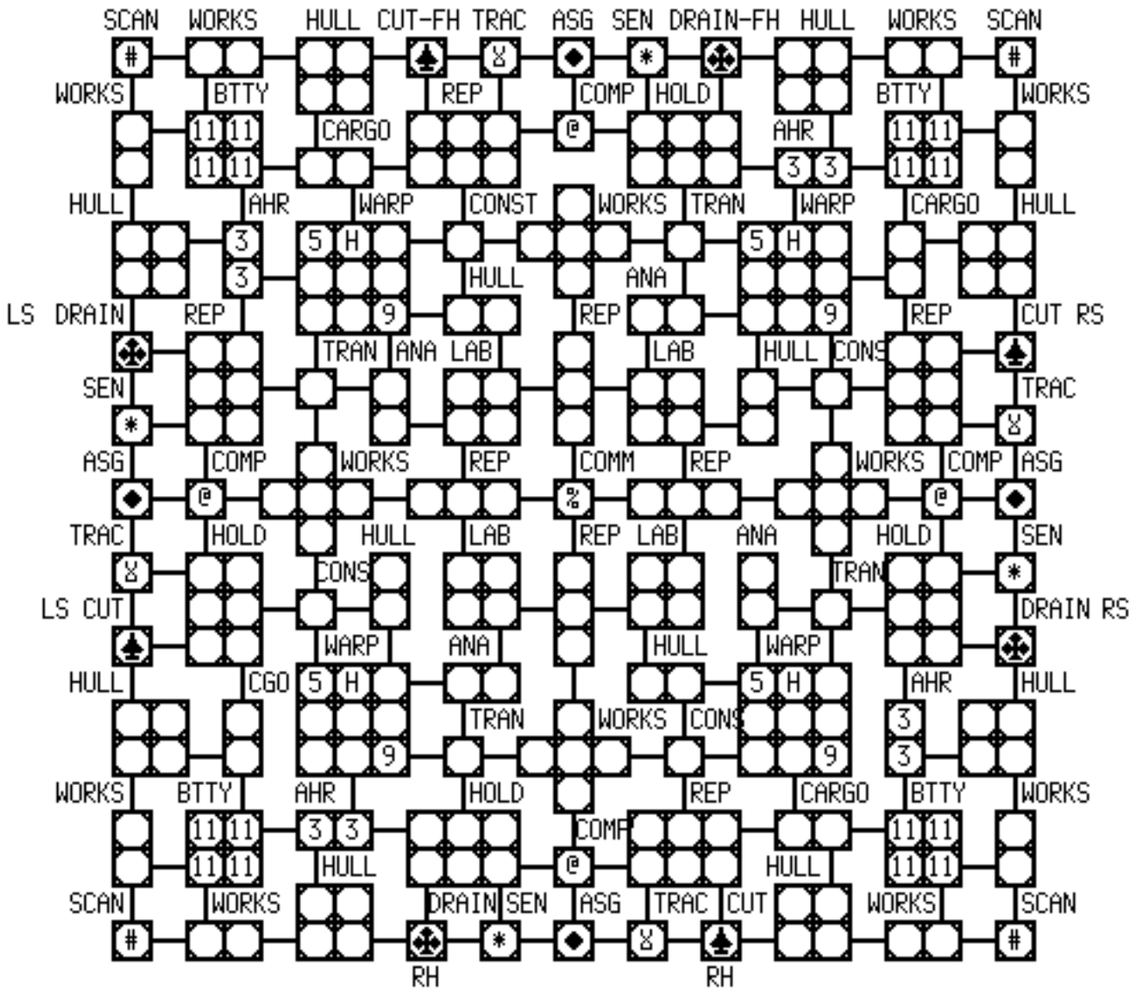
TNG TURN MODE SW

TURN MODE	SPEED
1	1-11
2	12+

BORG DRAIN BOLT TABLE

DIE ROLL	DAMAGE AT RANGE 0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.



SENSOR !! 8
SCANNER !! 0

DAMCON !! 25
EXCDAM 16 15 14 13 12 11 10 9 / 8 7 6 5 4 3 2 1

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BORG
5X
Scout

BORG UNITS

[4]

THIS SHIP DOES NOT HAVE SHUTTLECRAFT.
SHUTTLECRAFT ARE IRRELEVANT.

SHIP DATA TABLE

Ship Class	=	Fast War Scout
Model Number	=	5242
Point Value	=	70000/20000
Breakdown	=	6^5
Adapt Cost	=	0
Explosion Str	=	292
Size Class	=	1
Movement Cost	=	8 (SW)
Reference	=	R22.502-A
Total Power	=	692 (+176)
Opt Allowance	=	0 (+0)
6X Systems	=	APWR

BORG CUTTER BEAM TABLE

DIE ROLL	DAMAGE AT RANGE 0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
Target may modulate Shields to counter, each 1 energy spent reduces range bonus by 2.

TNG TURN MODE SW

TURN MODE	SPEED
1	1-11
2	12+

BORG DRAIN BOLT TABLE

DIE ROLL	DAMAGE AT RANGE 0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.

BORG
5X
Fast War Scout

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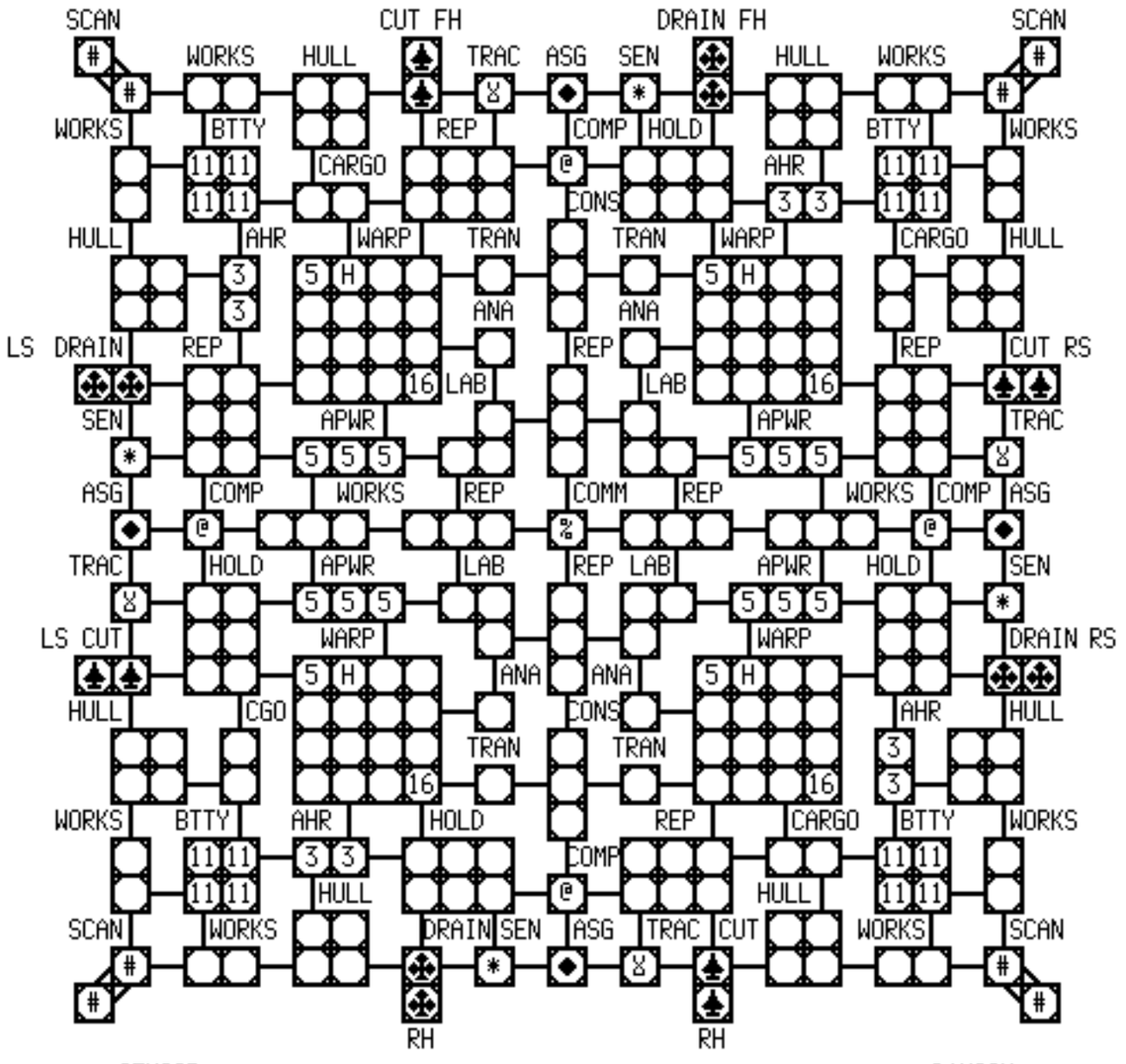


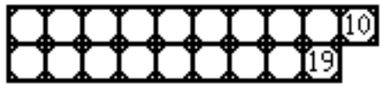
RH

SENSOR
!! 8
SCANNER
!! 0

RH

DAMCON
!! 25
EXCDAM
16 15 14 13 12 11 10 9
8 7 6 5 4 3 2 1

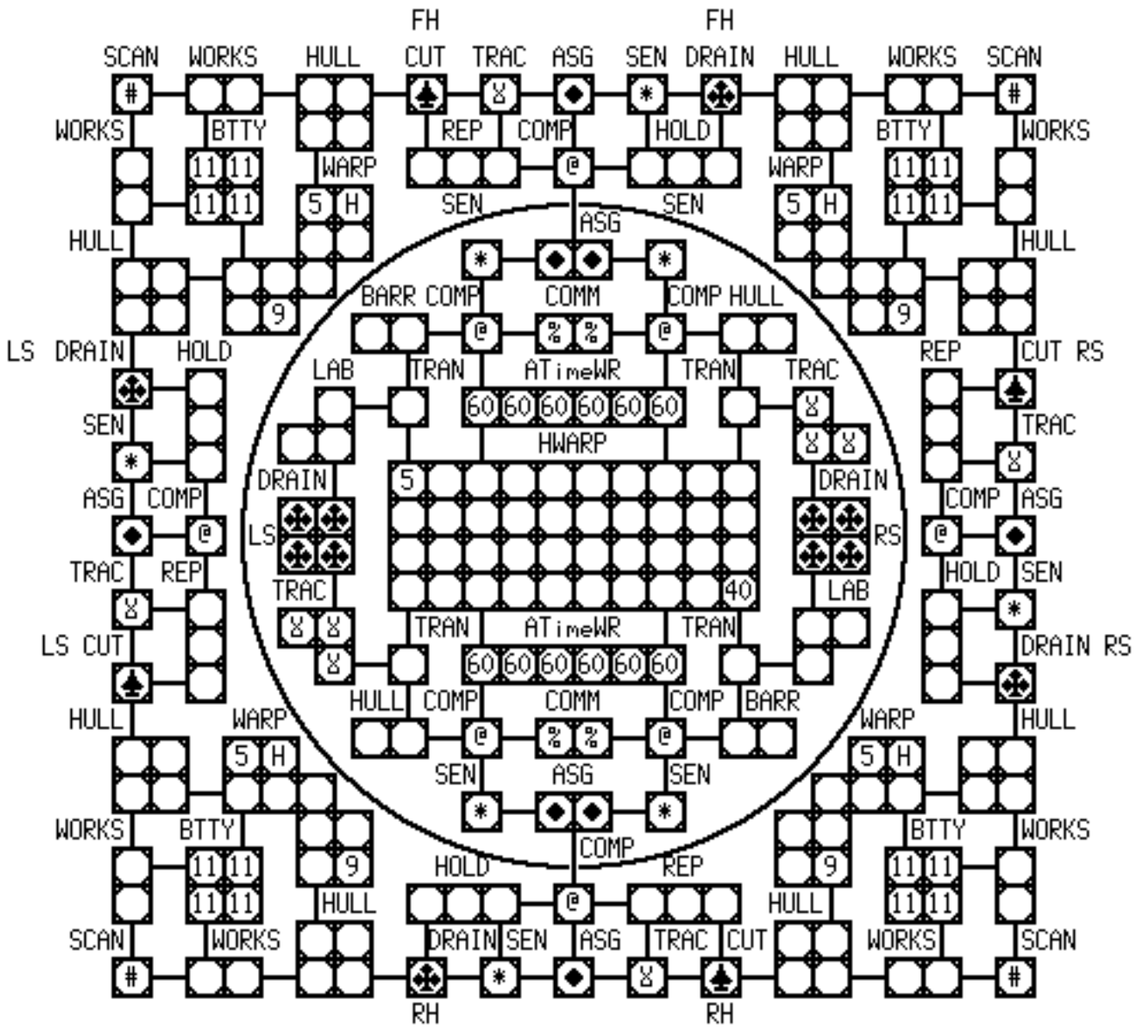
BORG UNITS



THIS SHIP HAS A BORG SPHERE WHICH CAN OPERATE AS AN INDEPENDENT UNIT.

SHIP DATA TABLE

Ship Class	=	Carrier Scout
Model Number	=	5243
Point Value	=	1400000/400000
Breakdown	=	6^4
Adapt Cost	=	0
Explosion Str	=	265
Size Class	=	1
Movement Cost	=	10 (SF)
Reference	=	R22.502-B
Total Power	=	4700 (+176)
Opt Allowance	=	0 (+0)
6X Systems	=	ATimeWR



BORG CUTTER BEAM TABLE

DIE ROLL	DAMAGE AT RANGE 0-5	6-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70
1	16+6	14+5	12+4	10+3	8+2	6+1	4+0	2+0	1+0
2	15+5	13+4	11+3	9+2	7+1	5+0	3+0	1+0	0+0
3	14+4	12+3	10+2	8+1	6+0	4+0	2+0	0+0	0+0
4	13+3	11+2	9+1	7+0	5+0	3+0	1+0	0+0	0+0
5	12+2	10+1	8+0	6+0	4+0	2+0	0+0	0+0	0+0
6	11+1	9+0	7+0	5+0	3+0	1+0	0+0	0+0	0+0

Fires 1/turn; Energy Cost = 10; Cannot be held.
First # above is normal damage; Second # is permanent damage.
If hit target, each further Cutter beam has a -5 range bonus.
Range bonus is cumulative (i.e. -5 ranger for each hit Cutter)
Target may modulate Shields to counter, each 1 energy spent reduces range bonus by 2.

TNG TURN MODE	SF
TURN MODE	SPEED
1	1-10
2	11-20
3	21+

BORG DRAIN BOLT TABLE

DIE ROLL	DAMAGE AT RANGE 0-10	11-20	21-30	31-40	41-50	51-60	61-70
1	15	12	9	6	3	2	1
2	13	10	7	4	1	0	0
3	11	8	5	2	0	0	0
4	9	6	3	0	0	0	0
5	7	4	1	0	0	0	0
6	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 20; Cannot be held.
Shield Mode: Each point above does 1d6 Shield/PA dmg until internals taken, then 3 points above = 1 dmg
Movement Mode: Each point above causes loss of 2 movements until 0 remaining, then 2 above = 1 dmg
Damage Mode: Each point above is 1 damage.

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SENSOR !! 8
SCANNER !! 0

DAMCON !! 30
EXCDAM 14 13 12 11 10 9 8 7 6 5 4 3 2 1

BORG
5X
Carrier Scout

CREW UNITS (NON-TOURNAMENT)

							*		10
									20
									30
									40

BORG BOARDING PARTIES *

									10
	12								

* Special H&R Procedure:

DIE ROLL	SYSTEM DESTROYED?	BORG BP RETURNS?
1	No	No
2	No	Yes
3-4	Yes	No
5-6	Yes	Yes

If attacking a non-guarded box, "BP RETURNS?" is always "YES".

Borg Boarding Parties cannot guard any box.

THIS SHIP DOES NOT HAVE ANY SHUTTLECRAFT.

THIS SHIP DOES NOT HAVE ANY T-BOMBS.

TURN MODE		SPEED
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

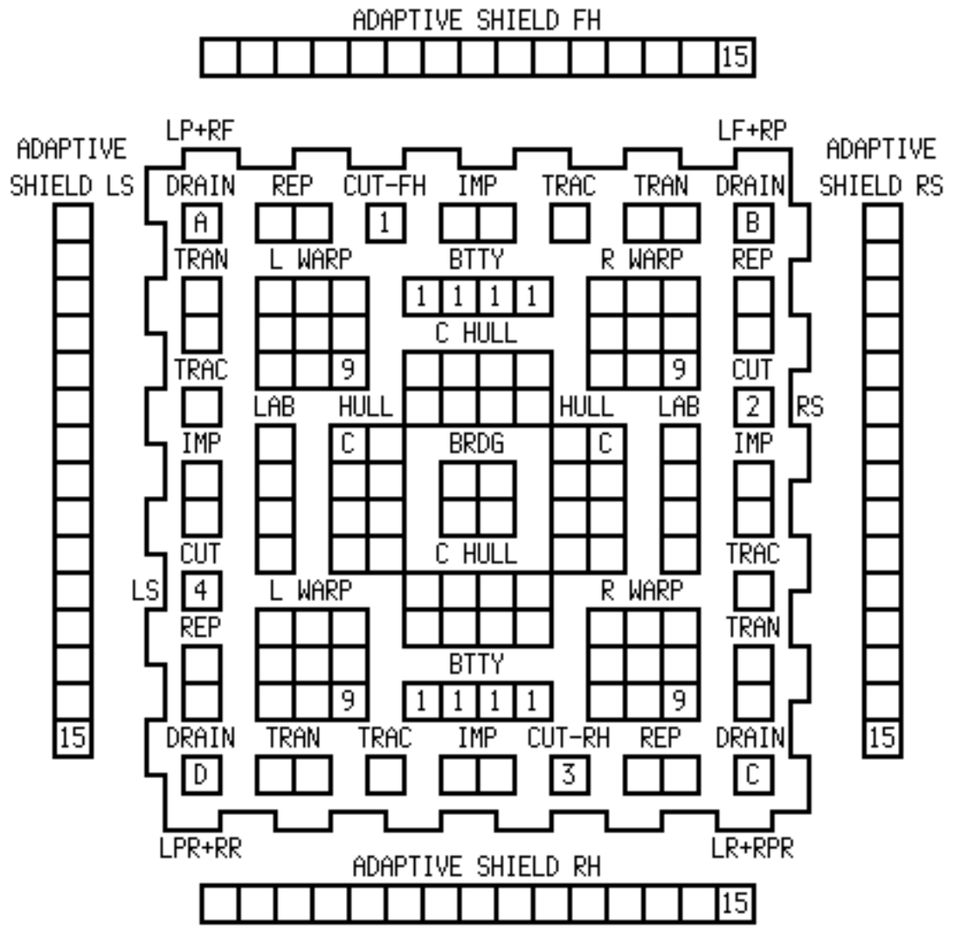
SHIP DATA TABLE

Ship Class	=	TCube
Model Number	=	1011
Point Value	=	150
Breakdown	=	6
Shield Cost	=	2
Explosion Str	=	138
Size Class	=	3
Movement Cost	=	1 (E)
Reference	=	R22.001
Total Power	=	44 (+8)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)

+1 to DamCon rating per Repair box remaining

ADAPTIVE SHIELDS:

Act similar to normal shields, but with odd facings.
On the first turn the Borg takes damage from a weapon, the damage is normal.
The second turn the Borg takes damage from a weapon, the damage is divided by 2 (round down).
The third turn the Borg takes damage from a weapon, the damage is divided by 3 (round down).
This pattern continues indefinately.
Borg take full damage from weapons if no Adaptive Shield faces the damage.



SENSOR

6	6	6	4	2	0

SCANNER

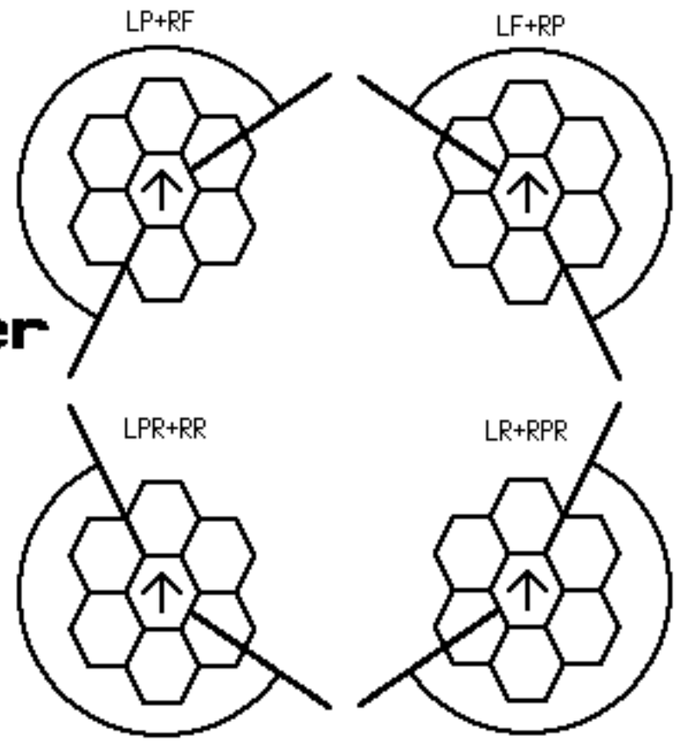
0	0	0	2	4	9

DAMCON

6	4	4	2	2	0

EXCDAM

11	10	9	8	7	6	5	4	3	2	1



BORG OX CUTTER BEAM TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9	10	11-15	16-20	21-30	31-50	51-80	81-110
1	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
3	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0
4	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
5	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0
6	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0

Fires 1/turn; Energy Cost = 2; Capacitor = 2.
Treat Cutter Beam as a Phaser.

BORG OX DRAIN BOLT TABLE

DIE ROLL	RANGE 0-1	2-3	4-5	6-7	8-10	11-15	16-24	25-41	42-74
1	21	18	15	12	9	6	3	2	1
2	19	16	13	10	7	4	1	0	0
3	17	14	11	8	5	2	0	0	0
4	15	12	9	6	3	0	0	0	0
5	13	10	7	4	1	0	0	0	0
6	11	8	5	2	0	0	0	0	0

Fires 1/turn; Energy Cost = 4; Cannot be held.
Shield Mode: Each point above is 2 shield damage, or 1/2 of an internal. Round fractional damage down.
Movement Mode: Target has a penalty on his speed equal to to the number above (no damage is taken).
Damage Mode: Each point above is 1 damage.

BORG
OXs
Tournament Cruiser

dsm131@psu.edu
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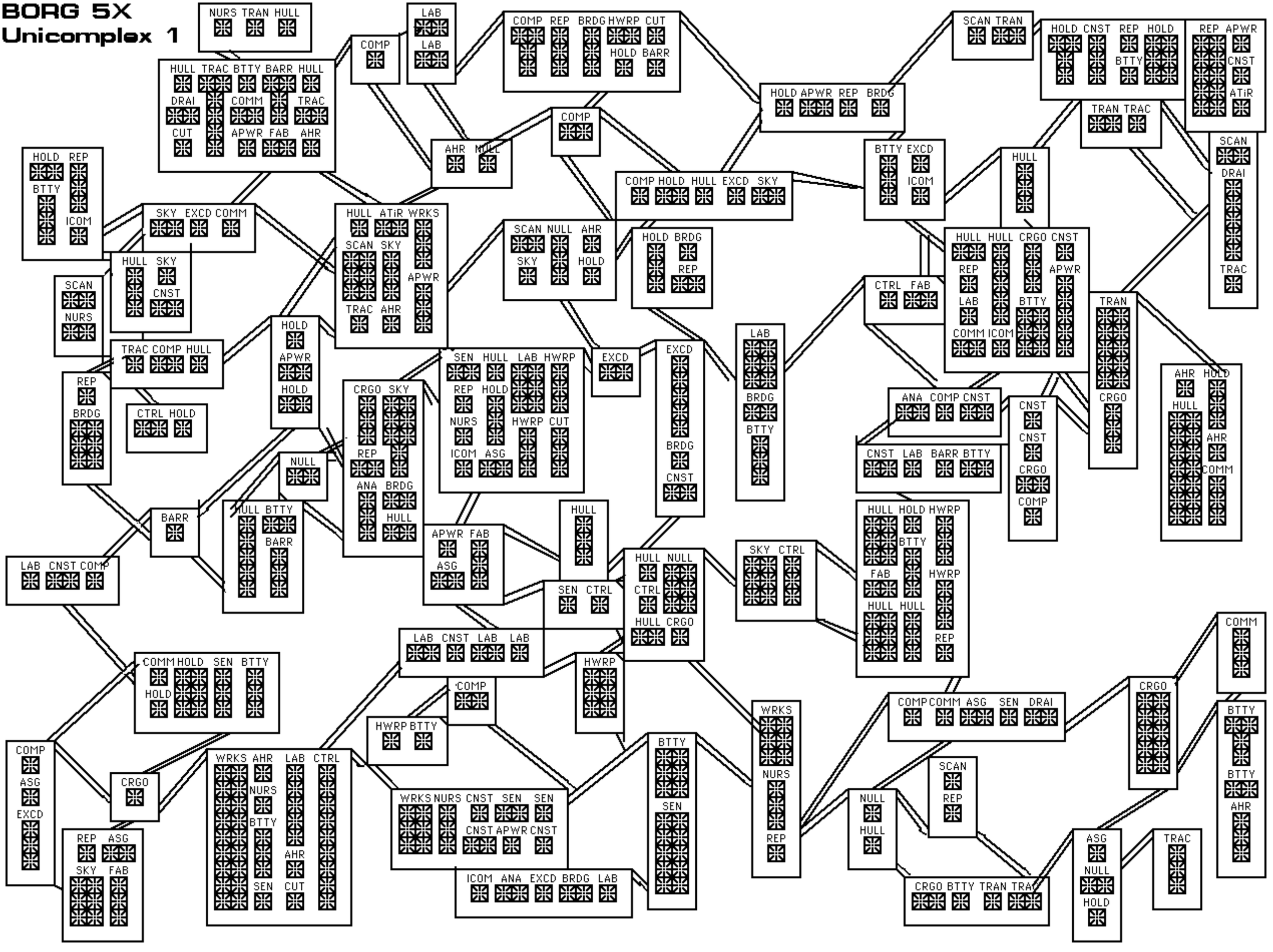
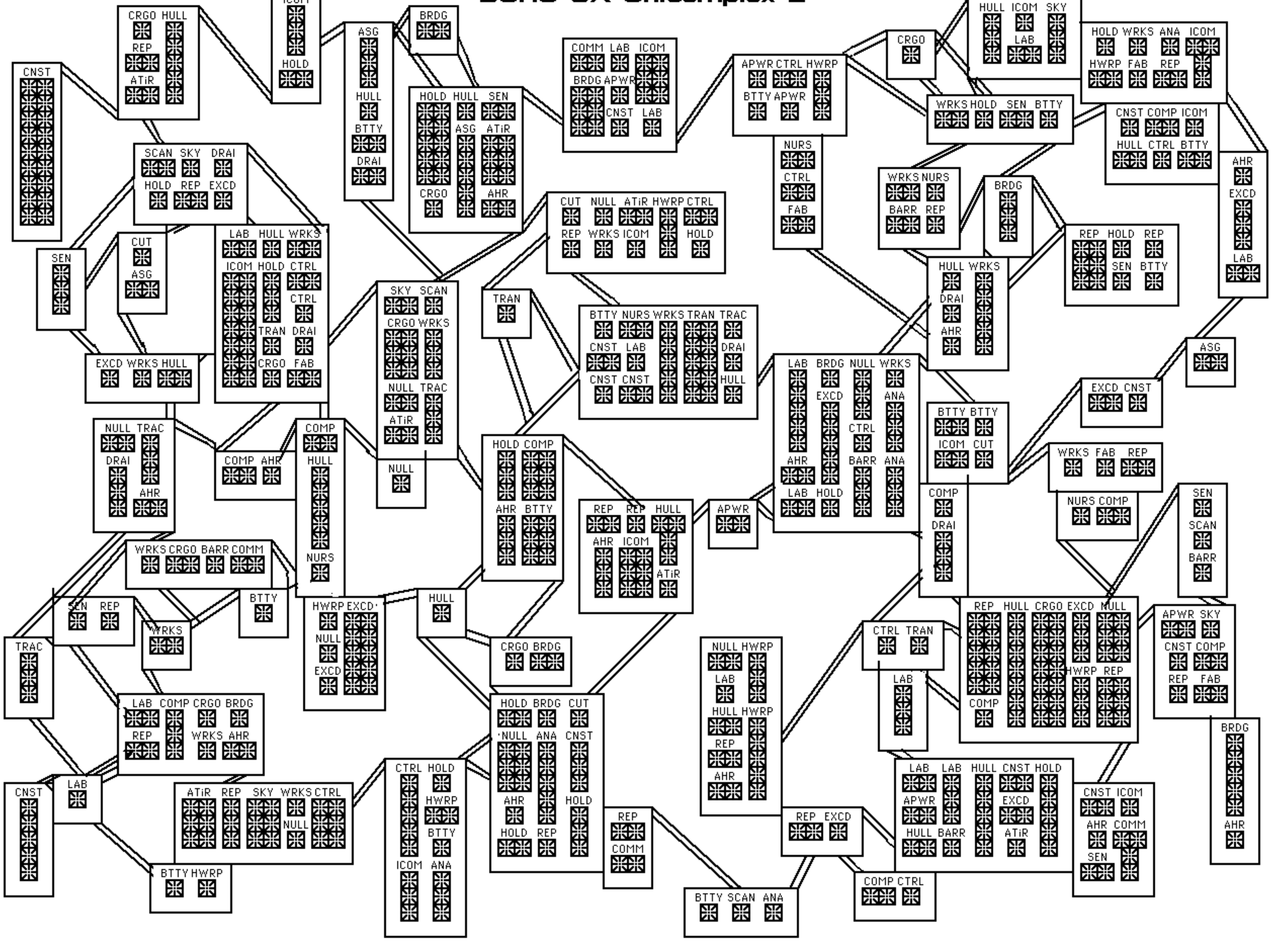
Evaluation by ADB, Inc. is pending.
Enjoy!

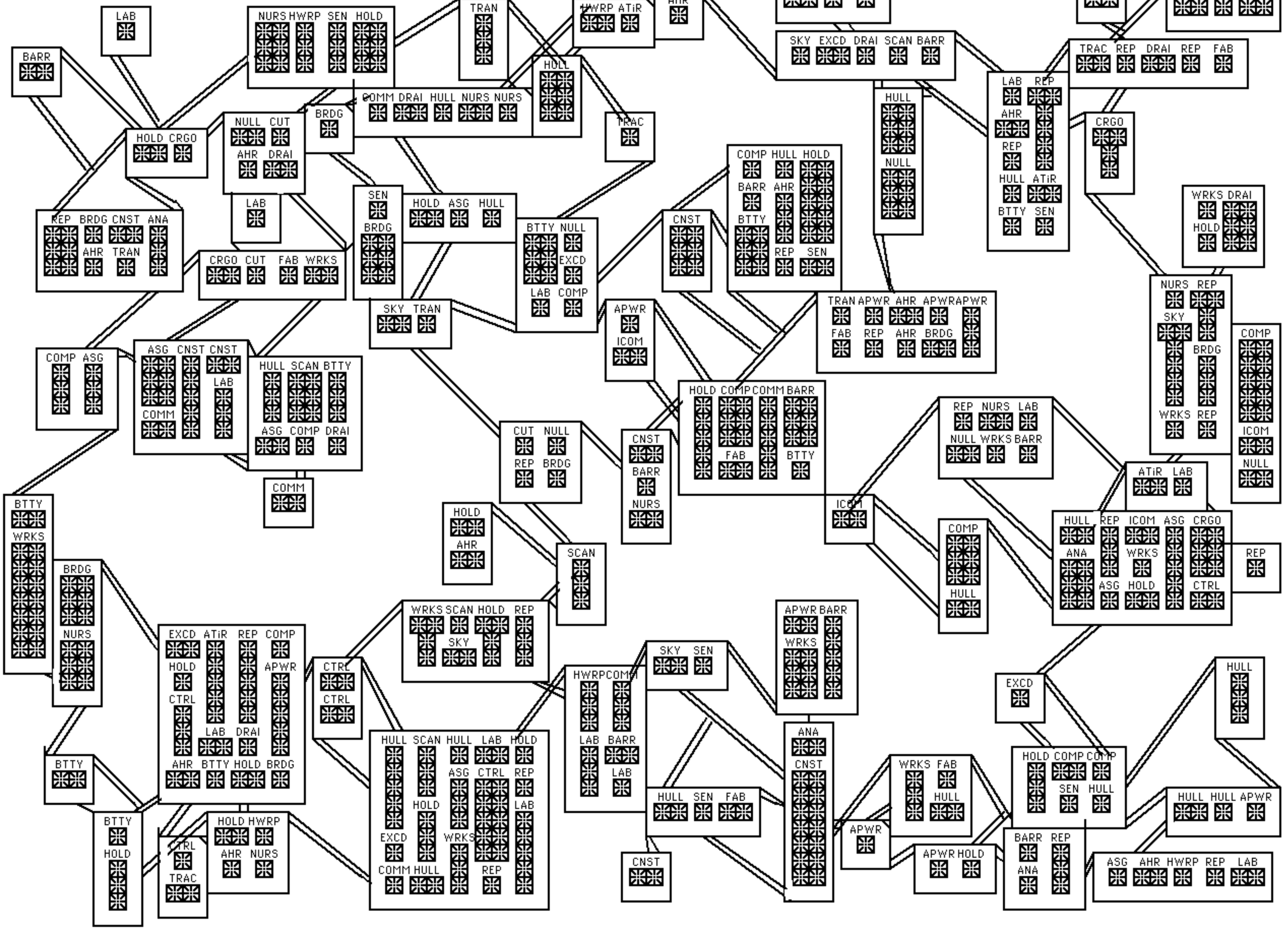
BORG 5X
Unicomplex 1



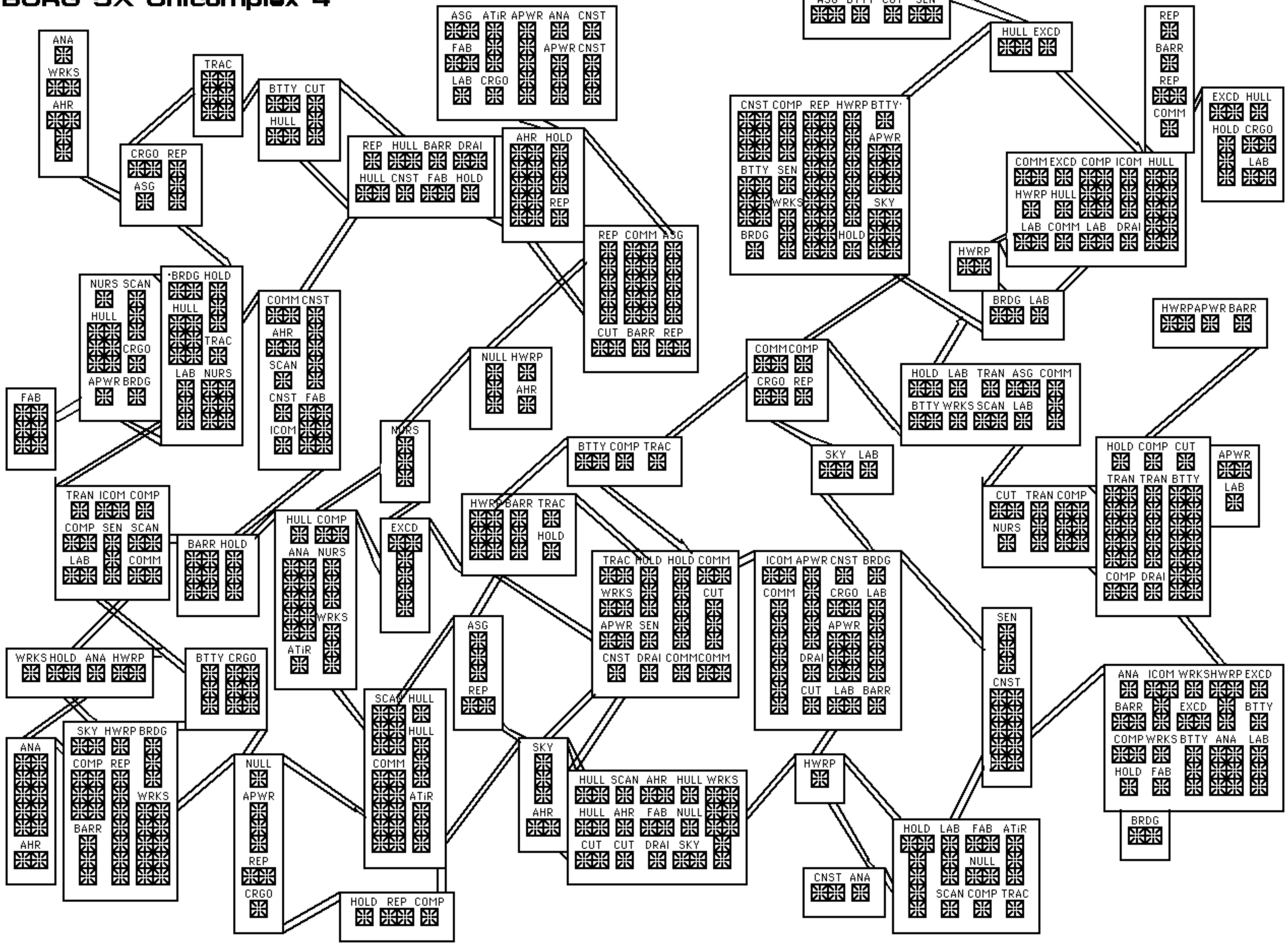
BORG 5X Unicomplex 2



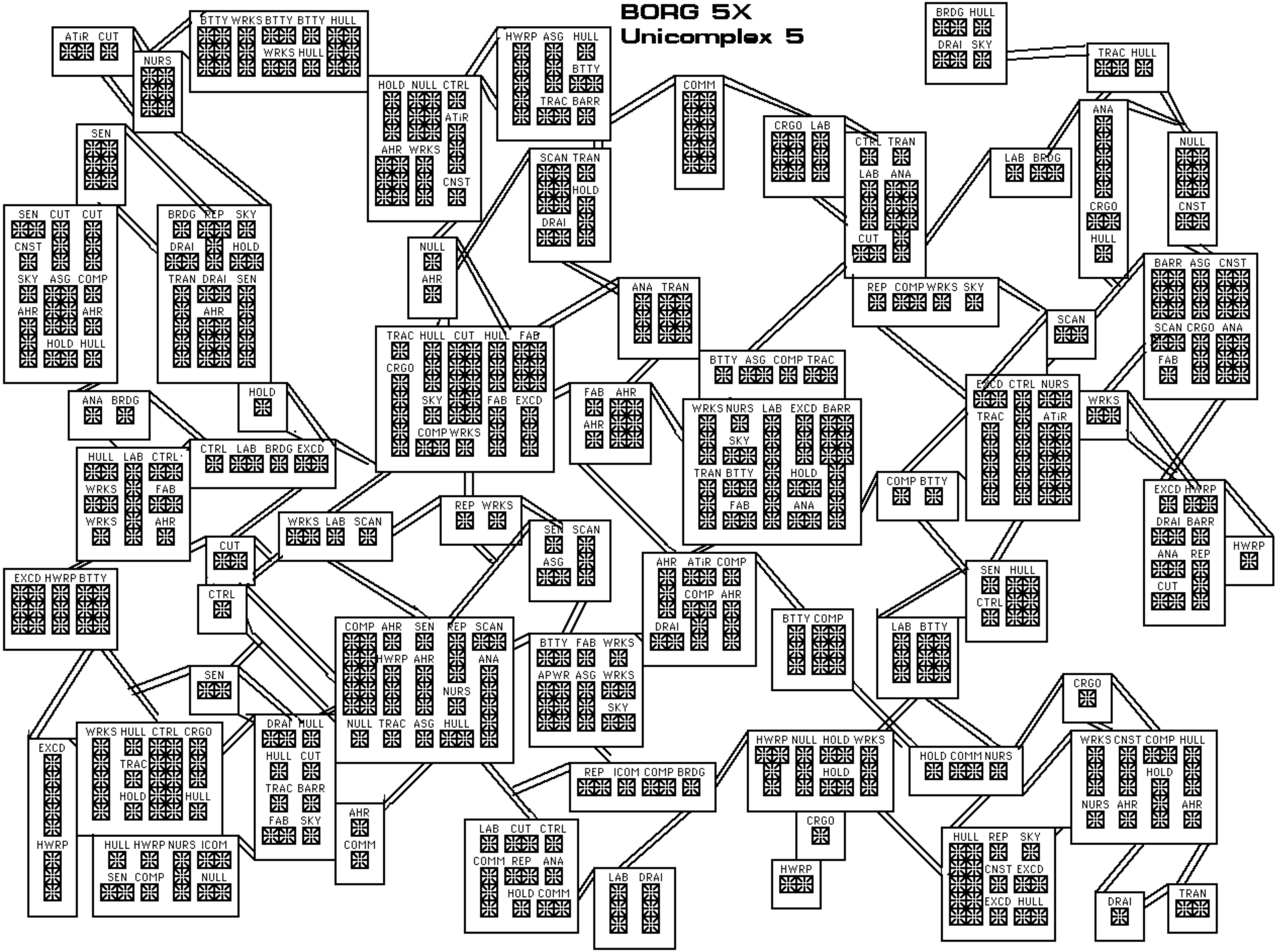
BORG Unicomplex 3



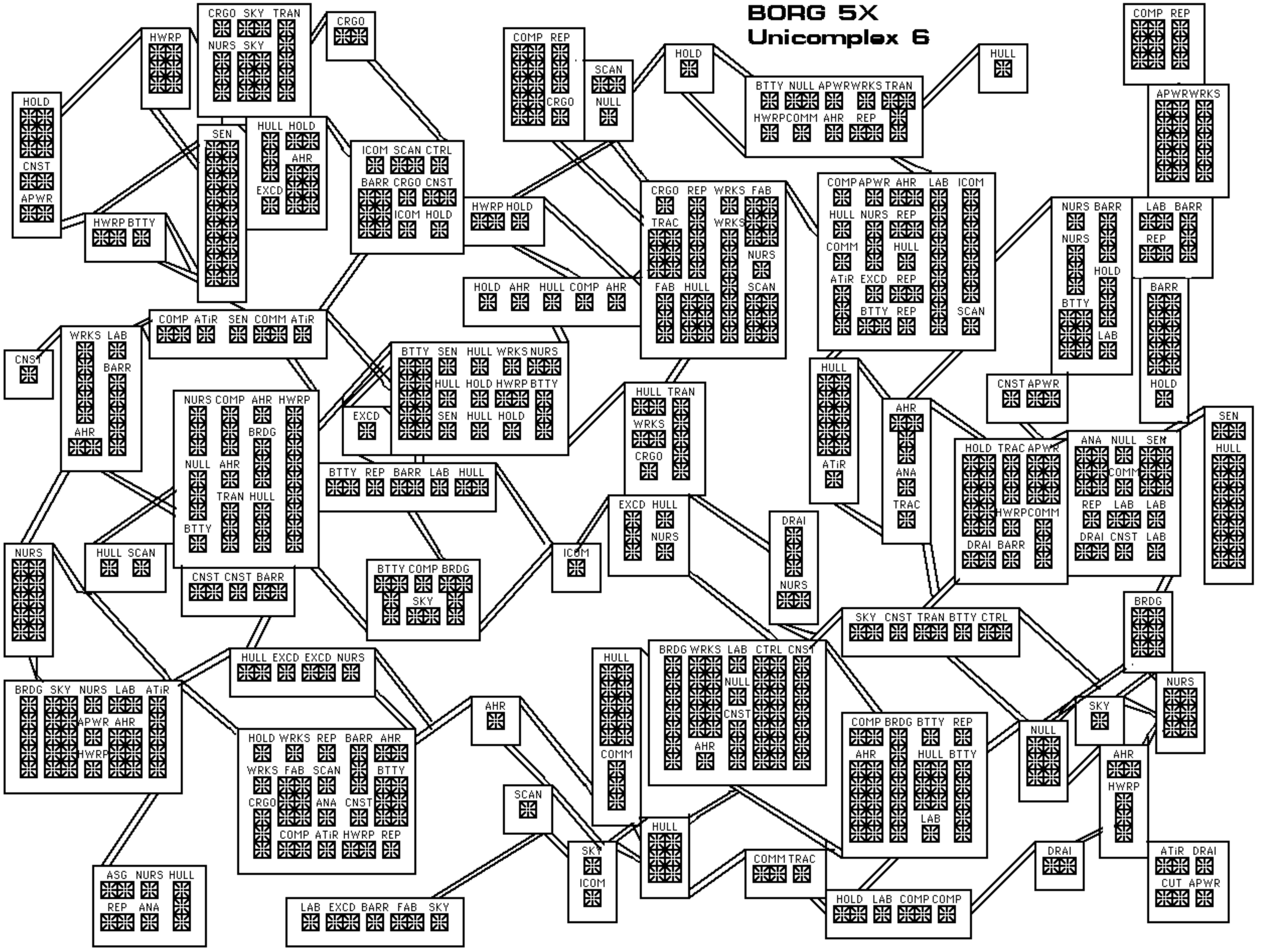
BORG 5X Unicomplex 4



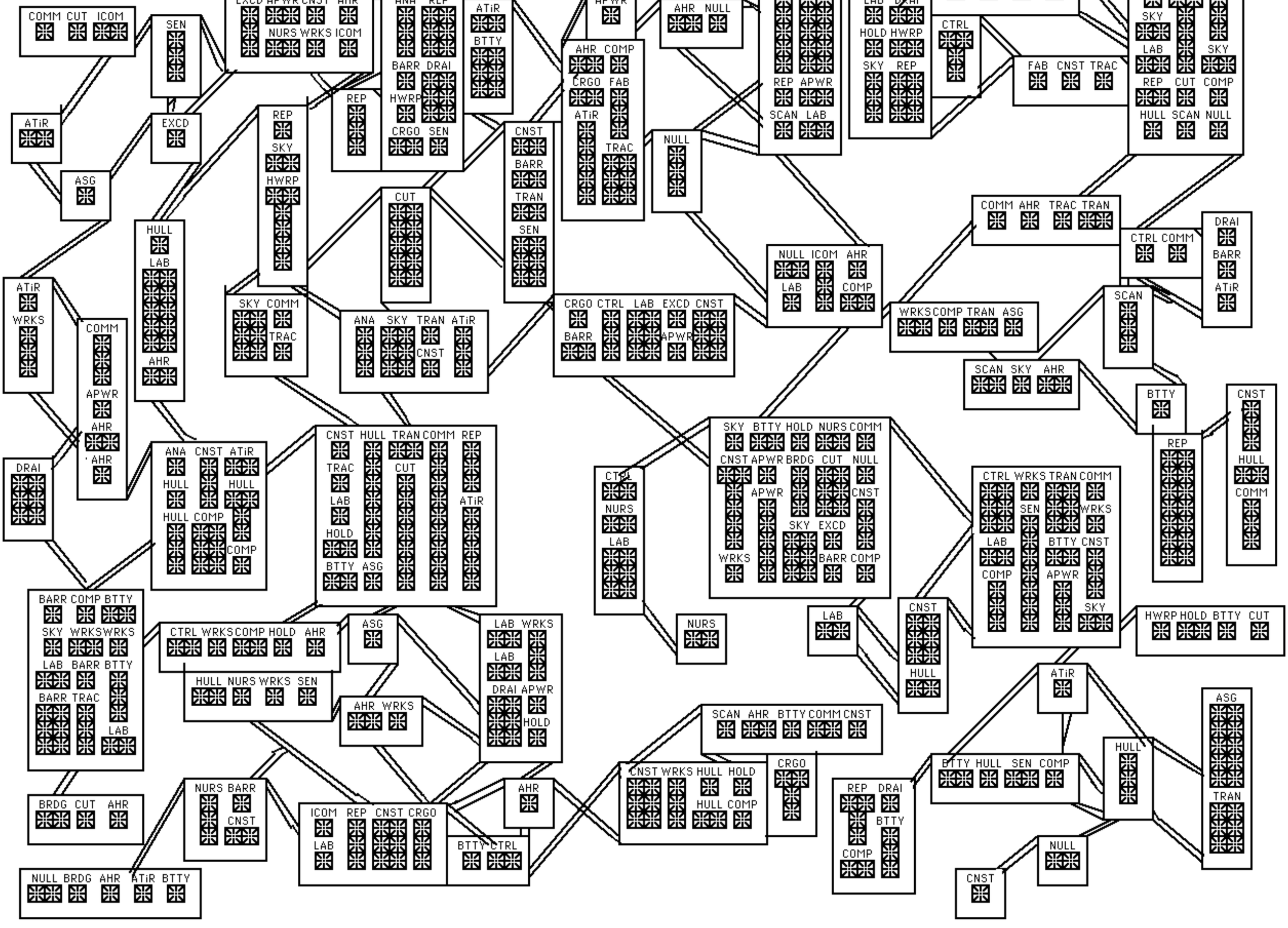
BORG 5X
Unicomplex 5



BORG 5X
Unicomplex 6



BORG 5X Unicomplex 7



BORG 5X
Unicomplex 8

ICOM SCAN
HOLD CNST
SKY
ICOM TRAC CRGO CUT CNST
COMP
AHR
ANA HULL CTRL CUT
ASG COMP TRAN
COMP
WRKS
FAB
SEN ASG
SEN BRDG
AHR APWR
ATiR FAB
ICOM AHR
COMP HULL
COMP HULL EXCD
REP ICOM CNST LAB
APWR COMP TRAN REP
BRDG LAB ICOM
HULL
COMM TRAN HOLD REP DRAI
BRDG CUT LAB
CRGO
AHR
COMP BTTY TRAN
BTTY COMP SKY
REP ATiR
SKY COMP
FAB
NULL BTTY
HULL
HOLD
HULL NULL HULL
LAB HOLD
WRKS SKY HULL COMM
FAB REP HULL HULL
BTTY
TRAC
CRGO BRDG
CUT SCAN
LAB
AHR AHR
REP ICOM
HULL
BARR
AHR BTTY
ICOM
FAB WRKS SKY CRGO HULL
DRAI COMM
ATiR
AHR FAB
SKY
APWR COMM
LAB
APWR ASG CNST
NULL AHR
REP
EXCD HULL CRGO
REP
ANA ICOM
COMP
HULL
BARR COMP
COMM CNST BRDG
CTRL
HWRP ANA
HOLD COMM
COMP TRAC
WRKS
REP
CNST
BARR CNST
SKY HWRP ICOM SCAN
HWRP
CTRL
HULL CRGO
HOLD
REP
SEN ANA
HULL
NULL
ANA
CTRL
BTTY
ICOM
BTTY
CRGO HOLD
ICOM COMP ATiR
FAB
LAB
WRKS LAB
AHR
REP
SKY CNST HULL
ANA ATiR CNST
ASG LAB
COMP ASG CNST
BRDG
REP
HULL HOLD BTTY
ATiR
ASG
CUT
WRKS
CUT FAB BRDG
CRGO ICOM NULL AHR SEN
WRKS
WRKS
ATiR
HWRP ANA HWRP
ANA TRAC HOLD
BTTY
ANA COMP
WRKS CNST
FAB SKY AHR TRAN
HULL
COMP BTTY
SCAN BTTY
NURS ATiR DRAI COMP DRAI
HULL HOLD EXCD BTTY
EXCD
AHR
ASG DRAI
FAB CTRL
NULL
FAB BARR
BTTY
HULL
HOLD
SCAN REP HOLD
NURS
COMP HOLD REP
COMM SKY

BORG 5X
Unicomplex 9

EXCD BTTY REP CUT
LAB
BTTY
HWRP AHR SCAN COMP
CNST TRAC CNST
FAB SEN SCAN
BTTY HWRP BTTY HULL
BTTY
SKY WRKS COMP
CRGO
REP EXCD LAB ASG
ATiR LAB EXCD
TRAN
NURS
AHR AHR
LAB
HWRP
ATiR
NURS
SKY HULL HOLD DRAI BTTY
REP HOLD BTTY BTTY
BTTY
HULL REP AHR
NULL
HULL
LAB BTTY
HOLD
TRAC
HULL BTTY ASG AHR
FAB BRDG
BARR COMP
SKY ICOM
CNST BTTY
REP CTRL
BTTY APWR
ANA
NULL
AHR
ATiR
NULL DRAI TRAC HULL HULL
HOLD AHR REP SKY COMM
LAB AHR TRAC
HULL CTRL
ASG BRDG
NULL DRAI COMP ICOM
ANA COMP
NURS
TRAN
LAB
SEN
ANA HULL
ICOM CTRL
BRDG HULL
HULL
ANA
DRAI
SKY
ICOM
HULL
REP
HULL WRKS REP
WRKS CNST WRKS BTTY NURS
HWRP EXCD
CTRL TRAN HOLD REP ICOM
ATiR BTTY REP
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SCAN
SCAN
LAB
SKY
HULL NULL ANA
NURS LAB
BTTY TRAC
COMP CTRL
CRGO COMP
SCAN
ASG WRKS
EXCD
ATiR AHR
HOLD DRAI
DRAI LAB
SCAN COMP ANA
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TRAN NURS
CUT HOLD COMP COMP REP
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BARR
CTRL HULL HULL LAB
HULL HWRP AHR
CNST CNST
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ICOM AHR
HULL EXCD
BARR AHR
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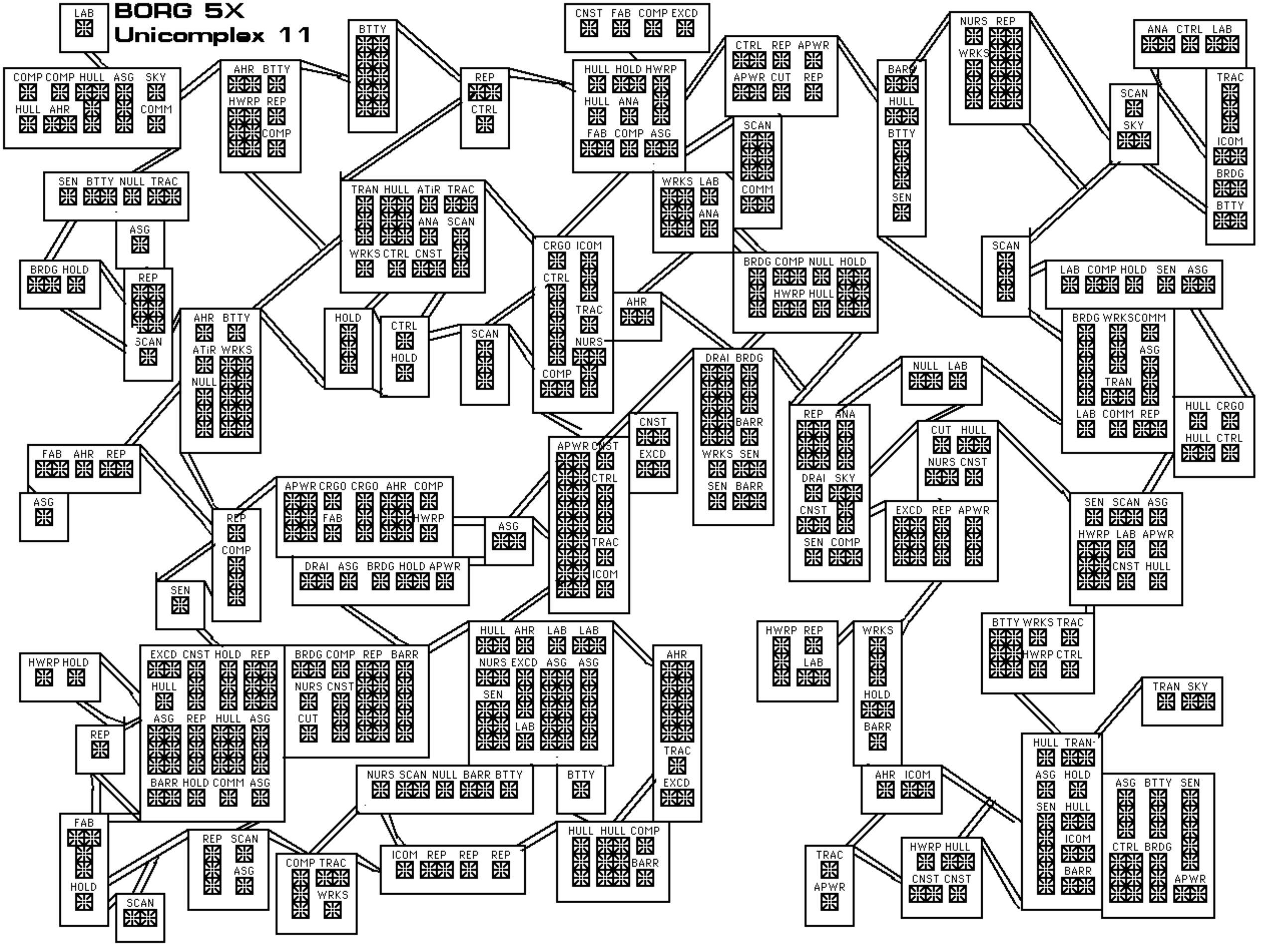
BORG 5X
Unicomplex 11