BORG CUBE RULES

Borg Cubes follow the Feet Book 2 Sa'Vasku rules with the following variations….

Power Generators are at the end of each damage row. When that damage row is marked off, that Power Generator is lost and that power is no longer generated the next turn. Power generated each turn is allocated into 4 pools, Movement, Defense, Attack, and Repair.

Movement Power needed for a specific thrust is on Table 1. The Borg Cube has advanced drives and can use all of the thrust for turning, otherwise it follows cinematic movement rules.

Table 1 – Thrust		
Thrust	***Power***	***P/Dmg***
1	28	56
2	56	112
3	84	168
4	112	224
5	140	280
6	168	
7	196	
8	224	
9	252	
10	280	
11	308	

Attack Power is allocated to weapons during the combat phase. More detail below.

Defense Power is assigned to screens. The Borg Cube has 3 screen generators so can have Level-3 screens if all are powered (70 power per level). With Level 3 screens, a regular beam die only does 1 point of damage on a result of 6 (plus re-roll), all other results are no damage).

Repair Power is used during the repair phase at the end of the turn. To repair a system, allocate power equal to the mass of the system to be repaired and roll a d6 (all repair power allocated before the first roll). On a 1-3, the system is repaired.

System Mass Values:
Beam Node – 2, Torpedo Node – 5, Stasis Beam Node – 10, Transporter Node – 1, Flak Node – 1, Screen Node – 70, Fire Con – 1, Drive Node – 70, FTL Node – 140
Hull Box – 5 power per box

Combat Phase:
The Borg Cube can use 2 fire cons each time it is their turn to fire, alternating with the other players. The non-Borg side will always win initiative and one player will fire all of their ships first before the Borg Cube gets to fire 2 fire cons worth of weapons, alternating after that.

Table 2 – Beam Node Cost/Die	
Pwr/Die	***Range***
1	0-12
2	12-24
4	24-36
8	36-48
16	48-60
32	60-72

Quadrant Arcs – Borg Cubes mainly fire from the corners so weapons have arcs based on 90 degree quadrants, 12-3, 3-6, 6-9, and 9-12.

Beam Nodes (Stinger Nodes) roll dice depending on the power allocated and the range of the target – see Table 2. Each D6 rolled is a normal beam die for attack purposes. Beam nodes have a single quadrant arc.

Flak Nodes (Spicules) roll 1 PDS D6 per point of power allocated, all must be at the same target. Flack nodes have a single quadrant arc (same arc as the beam nodes in that section).

Table 3 – Burn-out	
Power	***D6 result***
0-4	-
5-8	5+
9-16	4+
17-32	3+
33+	2+

Burn-out – If Beam Nodes or Flak Nodes attempts to use more than 4 power points in a single turn, it must check for burn-out BEFORE it fires – Table 3. If the system fails the burn-out check it is damaged just as if it had lost a threshold check, the power allocated to it is lost and it may not fire again until it has been repaired (using the normal repair rules).

Torpedo Nodes fire a torpedo equal to a Pulse Torpedo per 3 points of power allocated, up to 3 torpedoes (9 points of power) may be fired per node per turn. Torpedoes roll a D6 to hit (hit on 2+ at range 0-6, 3+ at range 6-12, etc) and do 1 D6 damage. Torpedo nodes have a single quadrant arc.

Stasis Beam Nodes cost 25 power to fire and have a 12" range and roll a D6 to hit. On a 1-5 they stop the target ship in space, not allowing it to move. The following turn the trapped ship can try and break free by allocating all movement to fwd thrust, and then rolling a 6 on a D6, otherwise they stay in that exact spot unless the cube has moved out of the 12" weapon range (nodes can be switched if the cube rotates and an active node is available in arc). The Stasis Beam can fire online into the appropriate quadrant arc. On the second and subsequent turn held, the Borg can move a ship up to 2" or rotate it 2 facings if they wish

Transporter Beams cost 1 point of power to transport 1 boarding party to a target ship, range 12". Up to 4 BPs can be transported to the same target ship per Transporter node per turn. Transporters have no arc limitation.

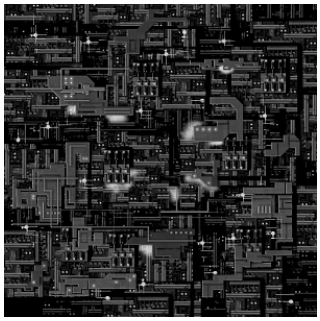
Boarding Party Combat
When Borg Boarding Parties are transported to a target ship, at the end of the turn, there is a Boarding Party Combat phase before repairs are done. Each Borg BP is paired to the number of crew units on the target ship. Extra Crew or BPs are evenly assigned. A D6 is rolled by the target ship player for each crew up to the number of BPs on the ship (ie 5 crew, 2 BPs, only 2 crew roll).

Results of 1-4 – crew converted to Borg, 5 – no change, 6 – Borg BP killed.

If there are more BPs than crew, then pair the additional BPs with the Crew and each additional BP paired to a Crew gives a +1 modifier to the roll.

Ship Assimilation
If all the Crew of a ship has been converted to Borg, then the ship has been assimilated. The following turn the ship will drift with no movement or combat orders. The next turn the ship is under Borg control and will be run by the Borg players in its current state and repairs can be performed normally.

Damage to the Cube
The Borg Cube is in 4 sections. The quadrant in which the firing ship is in determines the section of the cube that is hit and takes damage. When a damage row in a section is marked off, all systems in that section are checked as normal, while systems in other sections are not checked. When all damage boxes in a section are marked off, all systems in that section are marked off. Damage from ships in that quadrant are then applied to the nearest section. Excess damage over what is needed to destroy a section also transfer to the nearest section (by arc).



Borg Cube
Mass 1400 [4 x 350]
NPV 4590 / CPV 22790 [4 x 1152 / 2027]
Hull 400 (100/100/100/100) [4 x 100 (25/25/25/25)]
Power Generators 320 (80/80/80/80) [4 x 80 (20/20/20/20)]
Fire Controls 20 [4 x 5]
Screen Nodes 3 (70/70/70)
Transporters 8 [4 x 2]
Beam Nodes 24 [4 x 6]
Torpedo Nodes 8 [4 x 2]
Flack Nodes (PDS) 16 [4 x 4]
Stasis Nodes 4 [4 x 1]
+ 10 extra mass [4 x 1 extra mass)].