

AUTO-REGENERATION UNIT



MINOR NPC

6

CONTROL

0

COMMAND

8

DARING

0

CONN

6

FITNESS

3

ENGINEERING

6

INSIGHT

1

SECURITY

4

PRESENCE

1

MEDICINE

12

REASON

1

SCIENCE

TRAITS:

- Borg
- Minor Automata

PERSONAL THREAT: 0

PROTECTION: 1

ATTACKS:

- **Plasma Cutter:** Melee, Deadly 4, Size 1H, Piercing
- **Escalation 1**
Assimilation Tubules: Melee, Deadly 3, Size 1H, Debilitating, Intense

LCARS 40084

AUTO-REGENERATION UNIT

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

- Adaptive Shielding 
- Assimilation 
- Immune to Fear/Pain 
- Machine 
- Night Vision 
- Threat Protocols 
- Assimilated Fauna

Gamemasters may wish to use assimilated animals in these roles as it may add to any horror elements they wish to introduce. If that is the case, these auto-regeneration units may keep any “natural” weapons they originally had, but at least one would be improved to have the same effects as the Assimilation Tubules Escalation. As an example, an assimilated targ may keep its Tusks and Bite weapons, but the Tusks may have the Assimilation Tubules that can inject nanites into a character if they pierce the skin.

 See the Borg Special Rules Card.

ANNORAX

MAJOR NPC

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CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

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ENGINEERING

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INSIGHT

1

SECURITY

10

PRESENCE

1

MEDICINE

12

REASON

5

SCIENCE

TRAITS:

- Krenim
- Temporal Scientist
- A Terror in Another Timeline

VALUES:

- I cherish my wife
- Time, in the right hands, is simply a tool

FOCUSES:

- Astrophysics
- Starship Engineering
- Temporal Mechanics

PERSONAL THREAT:

8

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

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SPECIAL RULES:

■ **Bold (Command)**

When attempting a Command task, and spending one or more Threat to buy additional dice, Annorax may re-roll one 1d20.

■ **Rebuilding the Imperium**

Whenever Annorax assists another NPC in a task meant to help rebuild the Krenim Imperium, Annorax can re-roll his d20.

■ **Temporal Collaboration**

When assisting another character in a task related to temporal mechanics requiring the use of Science, Annorax can spend 1 Threat to allow that character to use his Science rating and Temporal Mechanics focus for the roll.

■ **Temporal Proficiency**

Whenever Annorax attempts a task involving temporal calculations using his Reason, the first bonus d20 he purchases is free.

DEVORE OFFICER

MINOR NPC

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CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

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ENGINEERING

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INSIGHT

2

SECURITY

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PRESENCE

0

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Devore
- Military Officer

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Blade:** Melee Deadly 3, Size 1H
- Particle Rifle:** Ranged, Stun/Deadly 4, Size 2H, Accurate

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DEVORE OFFICER

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SPECIAL RULES:

◀ Constantly Watching

The NPC may re-roll 1d20 on any task attempted to locate a hidden enemy or danger.

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DEVORE MINDHUNTER

NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

0

ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

2

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Devore
- Military Officer

VALUES:

- Only with our enemies distant and our thoughts secure are we free.

FOCUSES:

- Interrogation
- Psychic Manifestation

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Blade:** Melee Deadly 3, Size 1H
- Particle Rifle:** Ranged, Stun/Deadly 4, Size 2H, Accurate

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DEVORE MINDHUNTER

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SPECIAL RULES:

◀ Psi-Hunter

If the Devore Mindhunter buys one or more d20s when attempting a task to track or reveal a hidden psychic, they may re-roll a single d20.

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HAAKONIAN SCIENTIST

MINOR NPC

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Haakonian
- Scientist

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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HAAKONIAN SCIENTIST

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SPECIAL RULES:

◀ Testing a Theory

When attempting a task using Engineering or Science, the first bonus d20 purchased is free, so long as the Haakonian Scientist succeeded at a previous task covering the same scientific or technological field earlier in the same adventure. If they created a trait that represents a hypothesis about an unknown phenomenon, they may also re-roll one d20 on tasks related to that hypothesis.

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HIROGEN TECHNICIAN

MINOR NPC

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FITNESS

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ENGINEERING

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INSIGHT

1

SECURITY

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PRESENCE

0

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Haakonian
- Technician

PERSONAL THREAT:

0

PROTECTION:

1

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Hirogen Kukri:** Melee Deadly 3, Size 1H

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HIROGEN TECHNICIAN

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SPECIAL RULES:

◀ Engineering Guidance

Whenever a Hirogen technician uses Engineering to assist another character, the technician can re-roll their d20.

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HIROGEN HUNTER

NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

8

PRESENCE

2

MEDICINE

9

REASON

0

SCIENCE

TRAITS:

- Haakonian
- Hunter

VALUES:

- A good death, a good hunt. This is life.

FOCUSES:

- Marksmanship
- Tracking
- Xenobiology

PERSONAL THREAT: 5

PROTECTION: 1

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Hirogen Kukri:** Melee, Deadly 3, Size 1H
- Escalation**
Tetryon Rifle: Ranged, Deadly 5, Size 2H, Intense

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HIROGEN HUNTER

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SPECIAL RULES:

◀ Quick to Action

During the first round of any combat, the Hi-rogen Hunter and their allies may ignore the normal cost to Keep the Initiative.

◀ Tough

The Hunter's personal Threat is increased by 2.

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HIROGEN ALPHA

MAJOR NPC

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CONTROL

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COMMAND

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DARING

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CONN

11

FITNESS

2

ENGINEERING

8

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Haakonian
- Hunter

VALUES:

- Hunt all threats against the Hirogen
- Patience is the knife that cuts deepest.

FOCUSES:

- Hand-to-Hand Combat
- Marksmanship
- Starship Tactics
- Survival
- Tracking
- Xenobiology

PERSONAL THREAT: 10

PROTECTION: 2

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Hirogen Kukri:** Melee, Deadly 3, Size 1H
- Escalation**
Tetryon Rifle: Ranged, Deadly 5, Size 2H, Intense

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HIROGEN ALPHA

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SPECIAL RULES:

◀ **Bold (Common)**

When attempting a Command task, and spending one or more Threat to buy additional dice, the Alpha may re-roll one 1d20.

◀ **Quick to Action**

During the first round of any combat, the Alpha and their allies may ignore the normal cost to Keep the Initiative.

◀ **Tough**

The Alpha's Personal Threat is increased by 2.

KAZON WARRIOR

MINOR NPC

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CONTROL

2

COMMAND

9

DARING

1

CONN

9

FITNESS

1

ENGINEERING

8

INSIGHT

2

SECURITY

8

PRESENCE

0

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- Kazon
- Warrior

PERSONAL THREAT:

2

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1
- **Escalation**
Phaser Type-3: Ranged, Stun/Deadly 5, Size 2H, Accurate, Charge

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KAZON WARRIOR

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SPECIAL RULES:

◀ Tough

The Kazon's Personal Threat is increased by 2.

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KAZON MAJE

NOTABLE NPC

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CONTROL

3

COMMAND

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DARING

1

CONN

10

FITNESS

2

ENGINEERING

8

INSIGHT

2

SECURITY

9

PRESENCE

1

MEDICINE

8

REASON

0

SCIENCE

TRAITS:

- Kazon
- Sect Leader

VALUES:

- They will learn respect or they will know pain.

FOCUSES:

- Hand-to-Hand Combat
- Intimidation

PERSONAL THREAT:

5

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1
- **Escalation 1**
Phaser Type-2: Ranged, Stun/Deadly 4, Size 1H, Charge

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KAZON MAJE

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SPECIAL RULES:

◀ Tough

The Kazon's Personal Threat is increased by 2.

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CULLUH

MAJOR NPC

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CONTROL

4

COMMAND

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DARING

1

CONN

9

FITNESS

2

ENGINEERING

9

INSIGHT

5

SECURITY

9

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Kazon
- First Maje of the Kazon-Nistrim

VALUES:

- Boundless Ambition.
- Power is its own reward.
- Restore the Nistrim to the glory of my grandfather's rule.
- Superior technology is the greatest advantage.

FOCUSES:

- Hand-to-Hand Combat
- Intimidation

PERSONAL THREAT: 10

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1
- **Escalation**
Phaser Type-3: Ranged, Stun/Deadly 5, Size 2H, Accurate, Charge

LCARS 40084

CULLUH

06-301971

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DELTA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Tough

The Kazon's Personal Threat is increased by 2.

◀ Follow My Lead

Once per scene, when Culluh succeeds at a task during combat or another perilous situation, he may spend 3 Threat. If he does, choose a single ally. The next task that ally attempts counts as having assistance from Culluh, using his **Presence +Command**.

◀ Menacing 1

When the player characters encounter Culluh, add 1 to Threat.

◀ Technology Raider

Whenever Culluh attempts a task using his Daring in a situation that could allow him to steal more advanced Federation technology, he can spend 1 Threat to re-roll 2d20.

MALON TRANSPORTER

MINOR NPC

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CONTROL

1

COMMAND

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DARING

2

CONN

7

FITNESS

1

ENGINEERING

7

INSIGHT

2

SECURITY

8

PRESENCE

0

MEDICINE

9

REASON

0

SCIENCE

TRAITS:

- Malon
- Waste Transporter

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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MALON TRANSPORTER

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SPECIAL RULES:

← None.

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OCAMPA EXPLORER

MINOR NPC

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CONTROL

0

COMMAND

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DARING

1

CONN

7

FITNESS

1

ENGINEERING

9

INSIGHT

0

SECURITY

8

PRESENCE

2

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- ◀ Ocampo
- ◀ Explorer

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- ◀ **Unarmed Strike:** Melee, Stun 2, Size 1H

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OCAMPA EXPLORER

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SPECIAL RULES:

← None

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OCAMPA ELDER

NOTABLE NPC

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CONTROL

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COMMAND

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DARING

2

CONN

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FITNESS

1

ENGINEERING

10

INSIGHT

0

SECURITY

10

PRESENCE

2

MEDICINE

10

REASON

1

SCIENCE

TRAITS:

- Ocampo
- Wise Elder

VALUES:

- Please the Caretaker.

FOCUSES:

- Ocampan History
- Subterranean Agriculture

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

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OCAMPA ELDER

06-301971

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SPECIAL RULES:

◀ Eidetic Memory

When an Ocampan elder attempts to recall information they may have encountered previously, add one bonus d20 to the roll.

◀ In Service of The Caretaker

When Ocampan elders attempts a task they believe pleases the Caretaker that ordinarily would use Daring, they can use their Presence instead.

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OCAMPA DISCIPLE

MAJOR NPC

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CONTROL

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COMMAND

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DARING

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CONN

10

FITNESS

2

ENGINEERING

11

INSIGHT

1

SECURITY

10

PRESENCE

4

MEDICINE

10

REASON

4

SCIENCE

TRAITS:

- Ocampa
- Potent Psychic Being

VALUES:

- To dwell in Exosia is to dwell with the divine.
- Suspiria chose us to lead the way: never let the less-beloved forget that.

FOCUSES:

- Computers
- Diplomacy
- Persuasion
- Philosophy
- Psychic Phenomena

PERSONAL THREAT: 12

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 2
- **Escalation**
Telekinetic Strike: Ranged, Stun/Deadly 5

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SPECIAL RULES:

◀ Intense Scrutiny

Whenever the Disciple succeeds at a task using Reason or Control as part of an extended task, they ignore any Resistance on that extended task.

◀ Psychic Mastery

Ocampa followers of Suspiria have trained their psychic abilities to an extreme degree. Whenever an Ocampa attempts a task using a psychic ability they have a focus in, they may spend 1 Threat to re-roll their dice pool. They may also spend 1 Threat to give their Telekinetic Strike the Area Quality for one attack.

◀ Threatening 4

Ocampa Disciples begin each scene with 4 additional Personal Threat that may only be used for their benefit and which are not drawn from the general Threat pool.

OVERLOOKER SPY

NOTABLE NPC

10

CONTROL

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COMMAND

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DARING

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FITNESS

1

ENGINEERING

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INSIGHT

2

SECURITY

8

PRESENCE

0

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Overlooker
- Spy

VALUES:

- Clear all decisions with the Hierarchy.

FOCUSES:

- Intelligence Analysis
- Reconnaissance

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

OVERLOOKER SPY

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SPECIAL RULES:

← Cautious (Security)

Whenever the NPC purchases one or more bonus d20s on a Security task, they may re-roll 1d20.

← Surveillance Proficiency

When an Overlooker spy attempts a task associated with gathering intelligence on a target using Control, the first bonus d20 purchased is free.

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PENDARI CHAMPION

MAJOR NPC

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CONTROL

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COMMAND

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FITNESS

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ENGINEERING

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INSIGHT

5

SECURITY

10

PRESENCE

1

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- ▶ Pendari
- ▶ Tsunkatse Champion

VALUES:

- ▶ Freedom!
- ▶ Longing for home
- ▶ Punish my oppressors
- ▶ Respect for my fellow combatants.

FOCUSES:

- ▶ Hand-to-Hand Combat
- ▶ Intimidation
- ▶ Wilderness Survival

PERSONAL THREAT: 10

PROTECTION: 0 [1vS]

ATTACKS:

- ▶ **Unarmed Strike:** Melee, Stun 2, Size 1H, Intense
- ▶ **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

PENDARI CHAMPION

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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DELTA QUADRANT SOURCEBOOK

SPECIAL RULES:

Follow My Lead

Once per scene, when the NPC succeeds at a task during combat or another perilous situation, he may spend 3 Threat. If he does, choose a single ally. The next task that ally attempts counts as having assistance from NPC, using his **Presence + Command**.

Mean Right Hook

The Pendari Champion's unarmed strike gains the Intense quality.

Robust Psychology

The Pendari Champion gains +1 Protection against Stun injuries.

Strive for Freedom

Whenever a Pendari Champion attempts a Daring task and their "Freedom!" Value would be applicable, they may gain the benefits of a point of Determination by spending 1 Threat rather than 3.

Tough

The NPC's personal Threat is increased by 2.

SIKARIAN EXPLORER

NOTABLE NPC

9

CONTROL

0

COMMAND

10

DARING

3

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

9

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Sikarian
- Trader and Storyteller
- Widely Travelled

VALUES:

- The story of the universe is the ultimate truth, and we all carry a piece.

FOCUSES:

- Astronavigation
- Linguistics
- Persuasion

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Plasma Pistol:** Ranged, Deadly 4, Size 1H, Debilitating

LCARS 40084

SIKARIAN EXPLORER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

◀ Observant and Insightful

A Sikarian Explorer who spends one or more Threat to buy additional d20s on a task using Insight may re-roll 1d20.

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SPECIES 8472

MAJOR NPC

8

CONTROL

1

COMMAND

10

DARING

2

CONN

12

FITNESS

3

ENGINEERING

11

INSIGHT

4

SECURITY

10

PRESENCE

3

MEDICINE

8

REASON

3

SCIENCE

TRAITS:

- Species 8472
- Native to Fluidic Space
- Bioelectric Dampening Field

VALUES:

- The weak will perish.

FOCUSES:

- Genetics
- Hand-to-Hand Combat
- Infiltration
- Xenobiology

PERSONAL THREAT: 8

PROTECTION: 4

ATTACKS:

- Unarmed Strike:** Melee, Deadly 3, Size 1H, Intense, Debilitating

LCARS 40084

SPECIES 8472

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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DELTA QUADRANT SOURCEBOOK

SPECIAL RULES:

Applied Force

When the creature makes or defends against a Melee Attack, it may use Fitness instead of Daring and add +1 to the Severity of Unarmed Attacks.

Bioelectric Dampening Field

Technological forms of scanning or sensing are hindered against Species 8472: you cannot gain a transporter lock upon them, and any task attempted to scan them increases in difficulty by +1.

Extraordinary Fitness 1

The creature gains 1 automatic success on Fitness tasks.

Fast Recovery

At the start of each of its turns, if the creature has one or more Injuries, roll a d20. If the roll is equal to or under the creature's Fitness, they immediately remove an Injury. If the creature has no more Injuries, it immediately ceases to be Defeated.

Immune to Cold, Disease, Pain, Poison, and Vacuum

The creature is unaffected by effects derived from extreme cold, including Stress or Injuries, diseases (although able to spread them), cannot be Defeated by an attack which inflicts a Stun Injury, all forms of poison, venom, and toxin, and suffers no Injuries from being exposed to hard vacuum, or other extremes of atmospheric pressure, nor can they suffocate.

Mean Right Hook

The creature's unarmed strike gains the Intense quality.

Menacing 1

When encountered, a member of Species 8472 adds 1 to Threat.

Telepathy/Telepathic Projection

Empathic or telepathic creatures attempting to read the mind of, or communicate with, a member of Species 8472 suffers a Stun injury with a Severity of 2, as such communication is painful and exhausting.

Toxic

The creature's unarmed attacks are Debilitating. Any creature suffering an Injury from a member of Species 8472 increases the Potency of that Injury by 1 at the end of each scene if they did not die. If the Potency reaches 3, then the character will die.

SRIVANI FIELD RESEARCHER

NOTABLE NPC

9

CONTROL

0

COMMAND

8

DARING

1

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

8

PRESENCE

3

MEDICINE

11

REASON

2

SCIENCE

TRAITS:

- Srivani
- Scientist

VALUES:

- Just a little sting for the betterment of all.

FOCUSES:

- Emergency Medicine
- Genetics
- Quantum Mechanics
- Xenobiology

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Plasma Pistol:** Ranged, Deadly 4, Size 1H, Debilitating

LCARS 40084

SRIVANI FIELD RESEARCHER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

◀ Triage

When a Researcher attempts a task to identify specific Injuries or illnesses, or to determine the severity of a patient's condition, they may spend 1 Momentum (Repeatable) to diagnose one additional patient.

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TALAXIAN SOLDIER

MINOR NPC

7

CONTROL

1

COMMAND

9

DARING

1

CONN

8

FITNESS

0

ENGINEERING

8

INSIGHT

2

SECURITY

9

PRESENCE

2

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- Talaxian
- Soldier

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

TALAXIAN SOLDIER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

← None.

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05-152003

TALAXIAN TRADER

MINOR NPC

7

CONTROL

0

COMMAND

8

DARING

1

CONN

7

FITNESS

2

ENGINEERING

9

INSIGHT

1

SECURITY

9

PRESENCE

0

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Talaxian
- Merchant

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

LCARS 40084

TALAXIAN TRADER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

◀ Studios

Whenever the Trader spends 1 or more Momentum to Obtain Information, they may ask one additional question (in total, not per Momentum spent on Obtain Information).

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TALAXIAN SMUGGLER

NOTABLE NPC

10

CONTROL

1

COMMAND

10

DARING

2

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

3

SECURITY

9

PRESENCE

1

MEDICINE

7

REASON

0

SCIENCE

TRAITS:

- Talaxian
- Freighter Captain
- Mercenary

VALUES:

- Honor among thieves.

FOCUSES:

- Small Craft Operations
- Black Market Activities
- Security Systems

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

LCARS 40084

TALAXIAN SMUGGLER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

◀ Criminal Network

When Talaxian smugglers attempt a task associated with making contact with other members of a criminal network—such as assassins, thieves or fences—they may count one d20 as if it had already rolled a 1 (choose before rolling).

◀ Fast Talker

When a Talaxian smuggler attempts a Persuasion task using Presence to get out of legal trouble, they may re-roll one d20.

VIDIIAN PHAGE CARRIER

MINOR NPC

9

CONTROL

0

COMMAND

8

DARING

1

CONN

7

FITNESS

1

ENGINEERING

8

INSIGHT

0

SECURITY

7

PRESENCE

2

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Vidiian
- Infected by the Phage

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Vidiian Multitool:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 2

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VIDIIAN PHAGE CARRIER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

← Field Medicine

When attempting a Medicine task, the Carrier may ignore any increase in Difficulty or complication range for working without the proper tools or equipment.

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VIDIIAN HARVESTER

NOTABLE NPC

9

CONTROL

0

COMMAND

8

DARING

1

CONN

7

FITNESS

2

ENGINEERING

7

INSIGHT

2

SECURITY

8

PRESENCE

3

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Vidiian
- Infected by the Phage
- Medical Expert
- Organ Harvester
- Hybrid Anatomy

VALUES:

- The only purpose is to cure the Phage.

FOCUSES:

- Genetics
- Surgery
- Xenobiology

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Vidiian Multitool:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 2
- **Escalation**
Particle Rifle: Ranged, Stun/Deadly 4, 2H, Accurate

LCARS 40084

VIDIIAN HARVESTER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

◀ Field Medicine

When attempting a Medicine task, the Harvester may ignore any increase in Difficulty or complication range for working without the proper tools or equipment.

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DANARA PEL

MAJOR NPC

9

CONTROL

1

COMMAND

9

DARING

2

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

12

PRESENCE

5

MEDICINE

12

REASON

5

SCIENCE

TRAITS:

- Vidiian
- Infected by the Phage
- Hematologist
- Reliant on a Cortical Stimulator

VALUES:

- Cure the Phage
- Comfort the sick and dying
- Healing is the highest calling
- Do no harm.

FOCUSES:

- Epidemiology
- Genetics
- Hematology
- Surgery
- Virology
- Xenobiology

PERSONAL THREAT: 8

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Vidiian Multitool:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 2

LCARS 40084

DANARA PEL

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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DELTA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Epidemic Familiarity

Whenever Danara Pel attempts a task to diagnose an epidemic disease, such as a fast-spreading plague or virus, reduce the Difficulty by one, to a minimum of zero.

◀ Field Medicine

When attempting a Medicine task, the Carrier may ignore any increase in Difficulty or complication range for working without the proper tools or equipment.

◀ Hematology Proficiency

Whenever Danara Pel attempts a task associated with diagnosing or treating a disease that affects the blood or circulatory system, her first bonus d20 is free.

◀ Quick Study

When attempting a task that will involve an unfamiliar practice, technique, or medical procedure, or which is to treat an unfamiliar species, ignore any Difficulty or complication range increase stemming from your unfamiliarity.

VOTH SCIENTIST

MINOR NPC

8

CONTROL

0

COMMAND

8

DARING

1

CONN

7

FITNESS

2

ENGINEERING

9

INSIGHT

0

SECURITY

7

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Voth
- Scientist

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Voth Arm Spines:** Ranged, Deadly 3, Size 1H, Hidden 1

LCARS 40084

VOTH SCIENTIST

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

← None.

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05-152003

VOTH MATRIARCH

NOTABLE NPC

10

CONTROL

3

COMMAND

9

DARING

0

CONN

7

FITNESS

1

ENGINEERING

10

INSIGHT

2

SECURITY

10

PRESENCE

2

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Voth
- Cold and Clinical Leader

VALUES:

- Let them say as they will; I will discover their true scales.

FOCUSES:

- Composure
- Diplomacy
- Persuasion

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Voth Arm Spines:** Ranged, Deadly 3, Size 1H, Hidden 1
- **Escalation**
Phaser Type-2: Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

VOTH Matriarch

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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06-211934

SPECIAL RULES:

◀ Follow My Lead

Once per scene, when the NPC succeeds at a task during combat or another perilous situation, they may spend 3 Threat. If he does, choose a single ally. The next task that ally attempts counts as having assistance from the NPC, using their **Presence + Command**.

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ISOMORPH

MINOR NPC

9

CONTROL

1

COMMAND

10

DARING

1

CONN

10

FITNESS

3

ENGINEERING

8

INSIGHT

3

SECURITY

7

PRESENCE

2

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Hologram
- Manual Laborer
- Fault-Prone

PERSONAL THREAT:

0

PROTECTION:

2

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

ISOMORPH

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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06-211934

SPECIAL RULES:

◀ Photonic

The creature is more resistant to harm than organics, and has Protection 2 (above). Injuries and Fatigue suffered represent disruption to its holo-matrix, or damage to holo-emitters. It recover from injuries with Engineering tasks, rather than Medicine. It cannot be present in any scene where there are no holo-emitters.

09-202009

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05-152003

SATE (LIBERATED BORG)



MAJOR NPC

10

CONTROL

2

COMMAND

9

DARING

3

CONN

11

FITNESS

3

ENGINEERING

9

INSIGHT

3

SECURITY

10

PRESENCE

2

MEDICINE

10

REASON

3

SCIENCE

TRAITS:

- Human
- Former Starfleet Applicant
- Liberated Borg
- Technical Drone

VALUES:

- I have known freedom, and I want to keep it
- Without the Collective, my mind seems... lonely
- Programmed instincts.

PERSONAL THREAT:

8

PROTECTION:

2

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Integrated Tools:** Melee, Deadly 4, Size 1H, Cumbersome
- Escalation 1**
Assimilation Tubules: Melee, Deadly 3, Size 1H, Debilitating, Intense

LCARS 40084

SATE (LIBERATED BORG)

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

- Adaptive Shielding 
- Assimilation 
- Immune to Fear/Pain 
- Machine 
- Night Vision 
- Threat Protocols 

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05-152003

 See the Borg Special Rules Card.

BORG ADJUNCT DRONE



MINOR NPC

11

CONTROL

1

COMMAND

9

DARING

1

CONN

10

FITNESS

2

ENGINEERING

6

INSIGHT

2

SECURITY

6

PRESENCE

0

MEDICINE

12

REASON

2

SCIENCE

TRAITS:

- Borg
- Vulcan
- Adjunct Drone

PERSONAL THREAT:

0

PROTECTION:

2

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Escalation 1**
Assimilation Tubules: Melee, Deadly 3, Size 1H, Debilitating, Intense

LCARS 40084

BORG ADJUNCT DRONE

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

- Adaptive Shielding 
- Assimilation 
- Immune to Fear/Pain 
- Machine 
- Night Vision 
- Threat Protocols 
- Interlink

A Borg adjunct drone is capable of establishing a connection with a number of other Borg drones equal to its Reason. This establishes a smaller version of the Borg Collective consciousness. Many adjunct drones are also equipped with a subspace transceiver that allows a drone to connect itself and its linked drones into the greater Borg Collective. Borg connected in this fashion do not begin to suffer the effects of being disconnected. An adjunct drone whose transceiver is damaged or removed must be connected to a vinculum or suffer potential disconnection if isolated from other drones.

 See the Borg Special Rules Card.

HUGH (LIBERATED BORG)



NOTABLE NPC

10

CONTROL

2

COMMAND

8

DARING

1

CONN

10

FITNESS

3

ENGINEERING

8

INSIGHT

1

SECURITY

9

PRESENCE

0

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Borg
- Human
- Nascent Independence

VALUES:

- Borg are more than the Collective, and I will show them
- Resistance is not futile.

FOCUSES:

- Borg Cybernetics
- Leadership

PERSONAL THREAT: 3

PROTECTION: 2

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Escalation 1**
Assimilation Tubules: Melee, Deadly 3, Size 1H, Debilitating, Intense
- **Escalation 1**
Integrated Energy Weapons: Ranged, Stun/ Deadly 3, Size 1H

LCARS 40084

HUGH (LIBERATED BORG)

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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DELTA QUADRANT SOURCEBOOK

SPECIAL RULES:

- Adaptive Shielding 
- Assimilation 
- Immune to Fear and Pain 
- Interlink 
- Machine 
- Night Vision 
- Threat Protocols 
- Collaboration (Engineering)

Whenever an ally attempts a task using that department, Hugh may spend 1 Momentum (Immediate) to allow them to use his rating for that department and one of their relevant focuses.

➤ First One

Hugh was the first to gain independence from the Collective and it was from him that it spread to the others. Whenever Hugh uses Command during a Task to interact with another Borg in his community, the first bonus d20 he purchases is free.

➤ Interconnect

Hugh can create an interconnection between himself and up to ten other drones in his community, allowing them to share their thoughts and work more effectively together. This process does not remove their individuality, but otherwise they gain nearly all of the benefits of being in the Collective. Due to this interconnection, whenever a drone within this link Assists another character, they may re-roll the d20 provided by their Assistance. Hugh may interconnect with drones with the Interlink rule to expand the number of drones within a single shared consciousness.

 See the Borg Special Rules Card.

ASSIMILATED PREDATOR



NOTABLE NPC

6

CONTROL

3

COMMAND

12

DARING

1

CONN

14

FITNESS

1

ENGINEERING

10

INSIGHT

5

SECURITY

4

PRESENCE

0

MEDICINE

4

REASON

0

SCIENCE

TRAITS:

- Borg
- Predatory Animal
- Augmented Size
- Not Connected to the Collective

VALUES:

- Predatory Instincts

FOCUSES:

- Melee Combat
- Hunting

PERSONAL THREAT: 6

PROTECTION: 3

ATTACKS:

- **Rending Talons:** Melee, Deadly 3, Size 1H
- **Great Bite:** Melee, Deadly 5, Size 1H, Cumbersome, Intense, Piercing

LCARS 40084

ASSIMILATED PREDATOR

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

8454-272




0128-069

1914-819

7232-838

06-211934

SPECIAL RULES:

- ◀ Immune to Fear and Pain 
- ◀ Machine 
- ◀ Night Vision 
- ◀ Threatening 3

The NPC's Personal Threat is increased by 3.

09-202009

02-221978

05-152003

 See the Borg Special Rules Card.

CAPTAIN MELVILLE CEELEY



MAJOR NPC

9

CONTROL

4

COMMAND

11

DARING

3

CONN

11

FITNESS

2

ENGINEERING

9

INSIGHT

4

SECURITY

10

PRESENCE

2

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Survivor of Wolf 359
- Obsessed with the Borg

VALUES:

- I ask of my crew only what I ask of myself
- I will avenge my family
- The Federation must be protected at all costs.

FOCUSES:

- Borg Systems
- Inspiration
- Investigation
- Starship Phasers
- Starship Tactics
- Stellar Cartography

PERSONAL THREAT:

8

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-1:** Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

CAPTAIN MELVILLE CEELEY

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
0651 9668 3016 4265 8022 7825 8735 6389 8089
3126 0415 8053 1837 9006 1426 1325 2770 3954

8454-272

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1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

DELTA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Borg Hunter

When Captain Ceeley or a ship under his command performs a task to attack or oppose actions taken by an enemy with the Borg trait or a starship with the Borg Vessel trait, they may re-roll one d20.

◀ Decisive Leadership

In a Conflict, whenever Captain Ceeley performs the Assist task and would then pay two Momentum to Keep the Initiative, the cost to keep the initiative is reduced to 0.

◀ Hostile Ally

Captain Ceeley may be an opponent or an ally depending on the situation. In any scene where Captain Ceeley is opposing the player characters, any time he would spend Momentum he spends Threat instead, and vice versa.

◀ Plan of Action

When an ally succeeds at a task that was made possible or had its Difficulty reduced because of a trait created by Captain Ceeley that represented a plan or strategy, that character generates 2 bonus Momentum. Bonus Momentum may not be saved.

COMMANDER SHELBY



MAJOR NPC

10

CONTROL

3

COMMAND

11

DARING

3

CONN

9

FITNESS

3

ENGINEERING

9

INSIGHT

4

SECURITY

10

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Borg Expert

VALUES:

- I seize opportunity and take what I want.
- Defend the Federation at all costs.
- Never let others define who you are.

FOCUSES:

- Borg Technology
- Modeling and Design
- Starfleet Protocols
- Starship Tactics
- Targeting Systems
- Weapon Design

PERSONAL THREAT:

8

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

LCARS 40084

COMMANDER SHELBY

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
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05-152003

DELTA QUADRANT SOURCEBOOK

SPECIAL RULES:

◀ Advisor

Whenever Commander Shelby Assists another character using her Command, the assisted character may re-roll one d20.

◀ Bold (Command)

When attempting a Command Task, and spending one or more Threat to buy additional dice, Shelby may re-roll one 1d20.

◀ Call Out Targets

When Commander Shelby Assists a character in an Attack, the assisted character generates 2 bonus Momentum if their Attack succeeds. Bonus Momentum cannot be saved.

◀ Exploit Engineering Flaw

Following a successful Scan for Weakness task, Shelby can assist another character making an attack against that target, which does not cost any Momentum or Threat, and doesn't count toward the limit on the number of characters that can assist; If this attack is successful, it generates 1 bonus Momentum (bonus Momentum may not be saved).

THE BORG QUEEN



MAJOR NPC

12

CONTROL

3

COMMAND

10

DARING

1

CONN

10

FITNESS

4

ENGINEERING

8

INSIGHT

1

SECURITY

8

PRESENCE

3

MEDICINE

11

REASON

4

SCIENCE

TRAITS:

- Borg
- Species 125
- Avatar of the Collective
- Transtemporal Awareness

VALUES:

- I am the Borg
- I bring order to chaos
- Endless pursuit of perfection
- Not bound by a three-dimensional existence.

FOCUSES:

- Cybernetics
- Hive Administration
- Persuasion
- Starship Tactics
- Transwarp Systems
- Xenobiology

PERSONAL THREAT: 13

PROTECTION: 3

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H

LCARS 40084

THE BORG QUEEN

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
0651 9668 3016 4265 8022 7825 8735 6389 8089
3126 0415 8053 1837 9006 1426 1325 2770 3954

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7232-838

06-211934





09-202009

02-221978

05-152003

DELTA QUADRANT SOURCEBOOK

SPECIAL RULES:

- **Adaptive Shielding** 
- **Immune to Fear and Pain** 
- **Machine** 
- **Night Vision** 
- **Menacing 3**

When the Borg Queen enters a scene, immediately add 3 Threat. This applies whether the NPC is an adversary or an ally.

- **One Who Is Many**

The Borg Queen is the focal point and embodiment of the Collective, and commands them utterly. Whenever a Borg Drone or Borg Vessel within the same scene as the Queen attempts a task, the Queen may spend 2 Threat to automatically count as assisting that task, using her **Reason + Command**. This does not count as a task for the Borg Queen. If the Borg Queen is Defeated, all Borg NPCs within the scene are immediately Defeated as well, and all Borg starships cease functioning, as their connection to the Collective is violently severed.

- **Override Threat Protocols**

In any scene where the Borg Queen is present he may instruct Borg Drones to attack or take any hostile or tactical actions without paying the 1Threat cost for allowing them to do so.

- **Temptation on the Queen**

Even though the Borg can easily assimilate by force, The Borg Queen takes great pleasure in tempting certain individuals into aiding or joining the collective. When the Borg Queen is making such an offer by using her Persuasion focus, the first bonus d20 she purchases is free.

 See Borg Special Rules Card

BORG SPECIAL RULES:

◀ Adaptive Shielding

Each time a single Borg within a scene is Injured by an energy-based ranged weapon (such as a phaser or disruptor), roll 1d20 for each drone defeated by that type of weapon. If the number rolled is equal to or less than three times the number of Borg defeated (i.e., if 3 drones have been defeated, a roll of 9 or less), then all Borg in the scene become immune to that type of ranged weapon. Melee attacks and solid projectile ranged weapons are unaffected by this.

◀ Assimilation

A character Injured by Assimilation Tubules has been injected with Borg nanoprobes, beginning the process of assimilation. This process is extremely difficult to reverse— if the character dies from that Injury, they become a nascent drone. If the character's Injury is treated, they must add one to Threat at the start of each scene to not succumb to the nanoprobes, until they can have the nanoprobes removed and their Injury healed (a **Control + Medicine Task** with a Difficulty of 4).

◀ Immune to Fear and Pain

A Borg is incapable of feeling fear, continuing undeterred despite the greatest terror. The Borg cannot be intimidated or threatened. Additionally, the Borg is incapable of feeling pain, continuing undeterred despite the most horrific Injury. The Borg ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.

◀ Interlink

A Borg is capable of establishing a connection with a number of other Borg drones equal to its Reason. This establishes a smaller version of the Borg Collective consciousness. Many Borg are also equipped with a subspace transceiver that allows them to connect themselves and its linked drones into the greater Borg Collective. Borg connected in this fashion do not begin to suffer the effects of being disconnected. A Borg whose transceiver is damaged or removed must connect to a vinculum or suffer potential disconnection if isolated from the collective or other Borg.

◀ Machine

The Borg is not a living being, but a machine, or some form of cybernetic organism. It is highly resistant to environmental conditions, reducing the Difficulty of tasks to resist extremes of heat and cold by 2, and it is immune to the effects of suffocation, hard vacuum, starvation, and thirst.

◀ Night Vision

The Borg is unaffected by any traits which represent darkness or poor lighting.

◀ Threat Protocols

Borg will not attack or take any other hostile or tactical actions unless attacked first or directed to do so by the Collective. During any scene, the gamemaster must spend 1 Threat to allow a Borg to make attacks or take hostile actions for the remainder of this scene; this cost is waived for all Borg present in the scene (including reinforcements arriving during the scene) if any Borg is attacked.

