

DELIVER THE NANO VIRUS: (Tactical Cube 138)

Number of players: 2

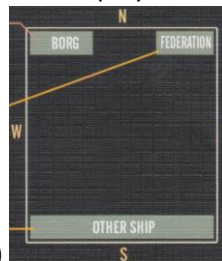
Special Components: 1 Mission Token

“A group of rebel drones have created a virtual construct they call “Unimatrix Zero”. They can enter it while regenerating and it allows them to be individuals while they are there. The Borg Queen has become aware of Unimatrix Zero and is attempting to locate and destroy it. The Unimatrix drones have reached out to a Federation ship for help and a nano virus has been developed that will allow them to retain their memories while not in the Unimatrix. The Federation ship must send an Away Team onto a nearby Tactical Cube and deliver the nano virus into its central plexus. Once it is destroyed, the virus will spread throughout the hive mind and free all of the Unimatrix drones.”

SQUADS: Player #1: 80 points including one (and only one) ship which must be a Borg Tactical Cube equipped with

Player #2: 60 points including exactly two Romulan D7 Class ships.

SETUP: The Federation Player sets up within 4” of the N edge of the play area. The Romulan Player sets



up within 4” of the S edge of the play area. (Standard setup)

RULES:

MESSING WITH THE SYSTEMS: When a ship would perform an action on its action bar, roll 1 attack die and consult the below chart.

- BLANK – Perform a CLOAK, SENSOR ECHO or EVADE instead.
- HIT – Perform an EVADE or SCAN instead.
- BATTLESTATIONS – Perform a TARGET LOCK or BATTLESTATION instead
- CRITICAL – This ship loses its action instead.

MESSING WITH THE CREW: When the ability of a Captain, Admiral or CREW upgrade is used, place 2 TIME tokens on that and in addition to its normal costs and conditions.

THE FINAL JOKE: All ships gain the following ability:

WHEN DEFENDING: Once per game, cancel this attack.

OBJECTIVES:

BOTH PLAYERS: Destroy the opposing fleet.

DELIVER THE NANO VIRUS: MISSION OVERVIEW

Number of Players: 2

Special Components: 1 Mission Token.

A group of rebel drones have created a virtual construct they call "Unimatrix Zero". They can enter it while regenerating and it allows them to be individuals while they are there. The Borg Queen has become aware of Unimatrix Zero and is attempting to locate and destroy it. The Unimatrix drones have reached out to a Federation ship for help and a nano virus has been developed that will allow them to retain their memories while not in the Unimatrix. The Federation ship must send an Away Team onto a nearby Tactical Cube and deliver the nano virus into its central plexus. Once it is delivered, the virus will spread throughout the hive mind and free all of the Unimatrix drones.

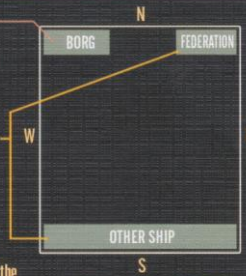
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DELIVER THE NANO VIRUS: SET UP

80 Squadron Points including one (and only one) ship which must be a Borg Tactical Cube equipped with a Self Destruct Sequence Upgrade.

100 Squadron Points, including one Federation ship with at least 1 Upgrade and 1 other ship (of any faction).

The Borg Tactical Cube sets up in a 4" x 12" area in the NW corner of the play area. The Federation ship sets up in a 4" x 12" area in the NE corner of the play area. The Federation player sets up his other ship in a 4" x 36" area along the S edge of the play area.



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DELIVER THE NANO VIRUS: SPECIAL RULES

AWAY TEAM

If the Federation ship is within Range 1-2 of the Borg ship it may perform one of the following 2 Actions:

ACTION: Disable your Captain and/or any number of your Upgrade cards of your choice (place Disabled Upgrade Tokens on these cards). These cards are considered to have beamed aboard the Borg ship as your "Away Team." You cannot remove these Disabled Upgrade Tokens without using the Action listed below. If your Captain is part of your Away Team, your ship is considered to have a Skill of 1.

ACTION: Remove the Disabled Upgrade Tokens from any cards that are part of your Away Team. These cards are now considered on board the ship and are no longer part of the "Away Team."

DELIVERING THE NANO VIRUS

During the End Phase of every round, the Federation player rolls 1 attack die for every member of his Away Team. If there is at least one 4 or 5 result, place 1 Mission Token on the Borg Ship Card. This represents that the nano virus has been delivered into the central plexus.

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DELIVER THE NANO VIRUS: SPECIAL RULES

NOTE: Upgrade cards that are part of an Away Team may still be targeted by the Borg Assimilation Tubules.

OBJECTIVES

FEDERATION PLAYER: Deliver the nano virus into the Borg ship's central plexus and return safely (i.e. beam an Away Team onto the Borg ship, place 1 Mission Token on the Borg Ship Card, return the Away Team to their ship, and then exit the play area). If the Federation ship exits the play area without delivering the nano virus or while its Away Team is still on the Borg Ship, the Federation player loses.

BORG PLAYER: Destroy the Federation player's ships. Alternatively, the Borg player can win by successfully damaging the Federation ship with the Self Destruct Sequence Upgrade card after the nano virus has been delivered (i.e. the Mission Token is placed on the Borg Ship Card).

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