

## **Resistance is Futile Month 2 Alternate Rules 9/26/14**

### **Alternative Gameplay: Players Bring 1 Fleet**

Each player comes to the event with 1 fleet. Each round each player uses their fleet to act as either the Borg or the Rebel fleet.

- When playing as the Borg fleet
  - non-Borg faction ships and cards are considered the Borg faction
  - non-Borg faction ships gain the Regenerate Action to its action bar.
- When playing as the Rebel fleet:
  - Borg faction ships and cards are considered the Independent faction.
  - Borg faction Ships lose the regenerate action
  - Borg faction Ships cannot use actions or abilities that require drone tokens.
  - Borg faction Captains do not receive drone tokens. Instead they have a captain skill equal to their printed starting number of drone tokens.

### **Alternative Player Matching**

Each round pair players by their W/L record (the Wizkids Event System can do this automatically). Each pair of players before starting rolls 5 attack dice each. The player with the most battle stations results chooses to play as either the Borg or Rebel fleet.

The players set up using the standard 2 player rules. Additionally, players add Mission Tokens to their ship cards as denoted below.

- The Borg player places 1 Mission Token on each of their ship cards.
- The Rebel player places 3 Mission Tokens on each of their ship cards.

Players may spend these Mission Tokens as follows:

- Ships in the Borg Fleet gain the following action "ACTION: Discard one Mission Token from one of your ship cards to remove one normal damage card from that ship. Place an Auxiliary Power Token beside that ship."
- When a ship in the Rebel Fleet attacks or defends the Rebel Player may remove any number of Mission Tokens from that ship's card to reroll the same number of attack or defense dice.

The objective in all games is to destroy your opponent's ship.

Bonus Points

- The Borg players receives +8 Fleet points for each unused Mission Token at the end of the game.
- The Rebel player receives +2 Fleet points for each unused Mission Token at the end of the game.