GAME CONTENTS

This set includes everything you need to add the Ferengi to your games of *Star Trek: Ascendancy*. The set includes:

- 10 New Exploration Cards
- 10 New Systems Discs, including Ferenginar
- 30 Ferengi Starships with 3 Fleet Markers & Cards
- 10 Ferengi Control Nodes
- 15 Ferengi Advancements
- 3 Ferengi Trade Agreements
- Ferengi Turn Summary Card
- Ferengi Command Console with 2 Sliders
- 19 Resource Nodes
- 76 Tokens & 27 Space Lanes

ADDING FERENGI TO YOUR GAME

To integrate the Ferengi into your games of *Star Trek: Ascendancy*, shuffle the 10 new Exploration Cards into your Exploration Deck and add the 9 System Discs into the mix of System Discs.

Adding the Ferengi to your game increases the number of possible players by 1. Each additional player adds about an hour to the game's duration.

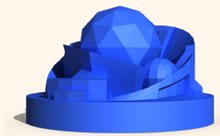
Fereginar, the Ferengi Home System and commerce hub

The Ferengi player begins with the standard amount of game components: 3 of each Resource, 3 Ships, and one of each Resource Node on their Home System.

The Ferengi's starting Advancement Generates extra Production, based on how many rivals' Systems the Ferengi have managed to get Ships in orbit of.

The more Systems the Ferengi are able to negotiate themselves into, the more trade profit they receive!

FERENGI TACTICS



At first glance, the Ferengi are all about Production Profits. Many of their Advancements Generate Production in some fashion. But before you can start raking in the Profits, you have to complete the Projects - which means investing in Research Nodes early. Research leads to Production: Production leads to Culture.

FERENGI FLEETS

The Ferengi don't have any combat oriented Fleets. What the Ferengi Fleet Cards do have is a variety of unique rules that play to Ferengi Strengths.

With their Franchise Fleet, the Ferengi can drop ships off in Systems as the Fleet travels, allowing them to leave behind a trail of Ferengi Ships poised to profit.

What the Ferengi lack in Military expertise, they can make up for in numbers. With deep Production coffers, the Ferengi can usually out-build their rivals.

CREDITS

GAME DESIGN
Sean Sweigart
Aaron Dill

DESIGN DIRECTOR
John Kovaleski

GRAPHIC DESIGN
Katie Dillon

PRODUCERS
Peter Simunovich
John-Paul Brisigotti

APPROVALS COORDINATOR
Peter Przekop

3D DESIGN
Charles Woods

ACKNOWLEDGMENTS
John Van Citters, Marian Cordry, and Yasmin Elachi, Veronica Hart, Brian Lady, Keith Lowenadler, Ben Stern

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PLAYTESTERS
James Abele, Jason Buyaki, Jason Delaney, Justin Evans, Patrick Gribble, Mark Honeycutt, Sally Honeycutt, Leonard Landrey, Stuart Lapwood, Jeff Lindsay, Greg Lockton, Greg Morris, Richard Roe, Phil Petry, Gabriel Rosauro, Rob Sadler, Steve Shipe, Conor Sipe, Benjamin Torell, Dean Webb, Lizzie Willick, Les Whittaker, William Yowell

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STAR TREK ASCENDANCY

PLAYER EXPANSION SET

FERENGI ALLIANCE RULES

COMMAND CONSOLE

Like the three factions included in the core set, the Ferengi have a unique Command Console with two Special Rules that apply to the Ferengi.

ONLY LATINUM LASTS

Profit is what really matters! Ferengi may purchase Culture Tokens for 5 Production - and many Ferengi Advancements increase the amount of Production the Ferengi Generate.

In their single minded pursuit of profit, Ferengi are happy to demolish native paradises and despoil ancient ruins: Ferengi may always build Production Nodes on a System, regardless of the System's normal Resource Node Capacity. They can't exceed the normal number of nodes.

For example, if a System could normally hold two Research and one Culture Node, the Ferengi could fill the System with up to three Production Nodes.

PROFIT OVER PROFUNDITY

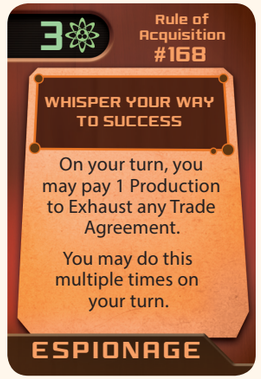
The Ferengi penchant for profit means they don't spend a lot of time building up great cultural institutions - Ferengi may not ever build Culture Nodes. Their starting Culture Node on Ferenginar may be their only one, unless they take Control of more via Invasion or Hegemony.

However, other species find the Ferengi extremely off-putting, making Hegemony difficult. Ferengi don't add their Ascendancy when making Hegemony attempts. They can still attempt Hegemony, but it is much more difficult without the addition of their current Ascendancy.

The Fetid Surface of Ferenginar

FERENGI ESPIONAGE

The Ferengi Espionage Advancements Exhaust certain types of cards. Unlike other Espionage cards, the Ferengi may use theirs multiple times per turn, as long as they can pay the Production cost.



EXHAUSTED CARDS

When a card is Exhausted, it is temporarily out of the game until it is Refreshed in the Recharge Stage at the end of the turn. Exhausted cards can not be used in any way: Exhausted Advancements don't increase the Warp distance of your Ships, Exhausted Trade Agreements may not be revoked, discarded, traded, etc.

FERENGI TRADE AGREEMENTS

Ferengi Trade Agreements work differently than other players' agreements. Rather than producing a specific number of Resources, rivals who hold a Ferengi Trade Agreement receive a number of Production equal to the number of their Systems that Occupied by Ferengi Ships.
In turn, the Ferengi's starting Advancement has a similar rule: it Generates a number of Production for the Ferengi equal to the number of other players' Systems in which they have Ships. Profits for Everyone!

EXPLORATION CARDS: ALLIES

The Ferengi introduce a new type of Exploration Cards: Allies. When you draw an Ally card, you've discovered a faction or person who may be open to establishing an agreement.

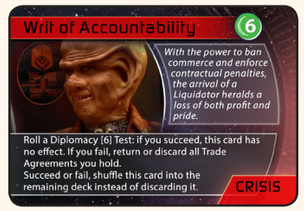
Each Ally Card has a Diplomacy Number in a green icon in the upper right corner. In order to claim the Ally, you have to pass a Diplomacy Test.

DIPLOMACY TESTS

To make a Diplomacy Test, roll a die and add your Ascendancy. If the total is higher than the Ally's Diplomacy Number, you've passed the test and can claim the Ally Card.

If you pass the Diplomacy Test, set the Ally Card in front of you. Ally cards either count as Trade Agreements or have a Special Rule you can use. If you fail the Diplomacy Test, place the Ally Card on the bottom of the Exploration Deck - not in the discard pile. Don't reshuffle, just place the Ally on the bottom of the Exploration Deck.

WRIT OF ACCOUNTABILITY



The Writ of Accountability is a new Crisis Card that goes back into the Exploration Deck after it is resolved, instead of going into the discard pile. After resolving the Writ, do not shuffle the discard pile back into the deck; only shuffle the Writ of Accountability back into the Exploration deck. Doing so will also shuffle any unclaimed Ally cards that are on the bottom of the deck.

Both the Crisis Cards require a Diplomacy Test when drawn, as shown in the upper right hand corner of the cards.

NEW PHENOMENONS

This expansion includes two Phenomenon, both of which special rules. Each discs' rules state how Ships are affected. These special rules are in addition to all normal rules for Phenomenons.