

•KRAYTON



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ART AND GAMEPLAY ARE NOT FINAL

STARSHIP - Marauder 12

**Ferengi Disruptors.**

At the start of your base phase, you may draw a card.

Starship Weapon - Ferengi Disruptors

Cost: 3 energy Power: 1

Targeting: You

Damage: Opponent must dismiss 1 crew or equipment.

FORE SHIELD

ART AND GAMEPLAY ARE NOT FINAL

3

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AFT SHIELD

ART AND GAMEPLAY ARE NOT FINAL

3

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NEGOTIATE USE



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ART AND GAMEPLAY ARE NOT FINAL

Space

0 Charge 1 energy for each crew you command.

0 Charge 1 energy for each crew you command.

3 Dismiss a crew. Each opponents may charge energy equal to that crew's cost.

COMMUNICATE WITH ALIEN



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ART AND GAMEPLAY ARE NOT FINAL

Space

0 Play a crew for free.

0 Play a crew for free.

3 Place 3 crew you command on your exhaust pile in any order.

ATTEND CONFERENCE



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ART AND GAMEPLAY ARE NOT FINAL

Planet

1 Draw 2 cards.

1 Draw 2 cards.

1 Draw 2 cards.

FIND RELIC



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ART AND GAMEPLAY ARE NOT FINAL

Planet

0 Charge 1 energy for each weapon equipment you command.

0 Charge 1 energy for each non-weapon equipment you command.

3 Dismiss all conditions that added to your total in this encounter.

SEARCH FOR LOST CREWMEMBER



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ART AND GAMEPLAY ARE NOT FINAL

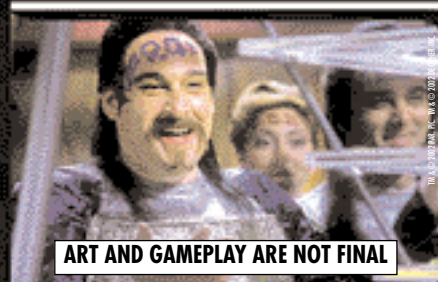
Planet

1 Return 1 Negotiation crew to hand.

1 Return an equipment condition to hand.

1 Draw 1 card.

HOST NEGOTIATIONS



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ART AND GAMEPLAY ARE NOT FINAL

Space

0 Charge 1 energy for each Information crew you command.

1 Return a weapon condition to hand.

2 Discard 1 card from the top of your deck for each Negotiation crew you command.

4 **•QUARK**



**ART AND GAMEPLAY ARE NOT FINAL**

2 *Crew — Ferengi*

**Trade. Negotiation.**  
Your hand limit is 8.  
**Base:** Apply Quark to draw a card.

3 **FERENGI TAX COLLECTOR**



**ART AND GAMEPLAY ARE NOT FINAL**

1 *Crew — Ferengi*

**Communication.**  
At the start of each opponent's base phase, that opponent charges 1 less energy.

4 **•BRUNT**



**ART AND GAMEPLAY ARE NOT FINAL**

2 *Crew — Ferengi*

**Information.**  
When Brunt enters play, all opponents must discard 1 card from hand.  
**Mission:** Apply Brunt to force an opponent to spend 2 energy.

1 **NAUSICAN BRUTE**



**ART AND GAMEPLAY ARE NOT FINAL**

1 *Crew — Nausicaan*

**Combat.**  
Nausicaan Brute's support cost is +1.  
**Response:** If a Ferengi crew you command is about to be destroyed, apply Nausicaan Brute to prevent this.

2 **•GAILA**



**ART AND GAMEPLAY ARE NOT FINAL**

2 *Crew — Ferengi*

**Trade. Negotiation.**  
**Mission:** Apply Gaila to destroy an equipment card. That equipment's owner may spend 2 energy to prevent this.

3 **•TOG**



**ART AND GAMEPLAY ARE NOT FINAL**

1 *Crew — Ferengi*

**Trade. Leader.**  
**Mission:** While Tog is aboard the Krayton and an opponent has a defense card down, apply Tog to take command one of that opponent's crew.

3 **•DR. REYGA**



**ART AND GAMEPLAY ARE NOT FINAL**

1 *Crew — Ferengi*

**Astrophysics.**  
**• encounter:** If at a space episode, apply Dr. Reyga to add 2.

2 **FERENGI GOUGE MINER**



**ART AND GAMEPLAY ARE NOT FINAL**

1 *Crew — Ferengi*

**Geophysics.**  
When Ferengi Gouge Miner enters play, you may destroy a Planet Hazard.

2 **FERENGI DOCTOR**



**ART AND GAMEPLAY ARE NOT FINAL**

1 *Crew — Ferengi*

**Medicine.**  
**Base:** Apply Ferengi Doctor to remove a token from a crew.

10

PURCHASE MOON

ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Mission:** Apply 3 Trade crew to take a Victory token from the pool.

4

•QUARK



ART AND GAMEPLAY ARE NOT FINAL

2

Crew — Ferengi

**Trade. Negotiation.**  
Your hand limit is 8.  
**Base:** Apply Quark to draw a card.

3

•DR. REYGA



ART AND GAMEPLAY ARE NOT FINAL

1

Crew — Ferengi

**Astrophysics.**  
**encounter:** If at a space episode, apply Dr. Reyga to add 2

3

•KRAX



ART AND GAMEPLAY ARE NOT FINAL

1

Crew — Ferengi

**Communication.**  
When Krax enters play, you may play a condition from your deck at twice its energy cost.

2

•GAILA



ART AND GAMEPLAY ARE NOT FINAL

2

Crew — Ferengi

**Trade. Negotiation.**  
**Mission:** Apply Gaila to destroy an equipment card. That equipment's owner may spend 2 energy to prevent this.

4

•QUARK



ART AND GAMEPLAY ARE NOT FINAL

2

Crew — Ferengi

**Trade. Negotiation.**  
Your hand limit is 8.  
**Base:** Apply Quark to draw a card.

3

•TOG



ART AND GAMEPLAY ARE NOT FINAL

1

Crew — Ferengi

**Trade. Leader.**  
**Mission:** While Tog is aboard the Krayton and an opponent has a defense card down, apply Tog to take command one of that opponent's crew.

OUTMANEUVERED



ART AND GAMEPLAY ARE NOT FINAL

Hazard

**Mission:** Any player may apply a crew and spend 3 energy to destroy Outmaneuvered.  
**encounter Winner:** Reveal your hand. Discard all weapon events revealed.

5

•ZEK



ART AND GAMEPLAY ARE NOT FINAL

3

Crew — Ferengi

**Leader. Trade.**  
**Mission:** Apply Zek to play a crew (you must pay that crew's energy cost).

1 NAUSICAA BRUTE



ART AND GAMEPLAY ARE NOT FINAL

1 Crew — Nausicaan

**Combat.**  
Nausicaan Brute's support cost is +1.  
**Response:** If a Ferengi crew you command is about to be destroyed, apply Nausicaan Brute to prevent this.

2 FERENGI DOCTOR



ART AND GAMEPLAY ARE NOT FINAL

1 Crew — Ferengi

**Medicine.**  
**Base:** Apply Ferengi Doctor to remove a token from a crew.

2 FERENGI STEALTH



ART AND GAMEPLAY ARE NOT FINAL

CONDITION

**Response:** If a Ferengi you command is being destroyed, return that Ferengi to hand.

0 HE HAS THE LOBES



ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Mission:** Draw 2 cards, then charge 1 energy.

0 HE HAS THE LOBES



ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Mission:** Draw 2 cards, then charge 1 energy.

1 A SMALL FEE



ART AND GAMEPLAY ARE NOT FINAL

CONDITION

Conditions have a support cost of 1. Players may dismiss a condition instead of paying its support costs.

0 HE DOESN'T HAVE THE LOBES



ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Mission:** Draw 1 card, then charge 2 energy.

0 22ND RULE OF ACQUISITION



ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Rule.**  
**Base or Mission:** Apply up to 3 Ferengi. Charge 2 energy for each Ferengi applied.

4 FERENGI FINANCIAL NET



ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Base or Mission:** Charge 6 Energy.

4 =LECK



ART AND GAMEPLAY ARE NOT FINAL

1 Crew — Ferengi

**Combat.**  
**Base:** Dismiss a crew.  
**Mission:** If at a planet episode, apply Leck and spend 3 energy to destroy a crew.

4 =ROM



ART AND GAMEPLAY ARE NOT FINAL

2 Crew — Ferengi

**Engineering.**  
 When Rom enters play, you may remove a token from 1 of your defense cards.  
**Mission:** Apply Rom to remove a token from 1 of your defense cards.

4 =ROM



ART AND GAMEPLAY ARE NOT FINAL

2 Crew — Ferengi

**Engineering.**  
 When Rom enters play, you may remove a token from 1 of your defense cards.  
**Mission:** Apply Rom to remove a token from 1 of your defense cards.

4

FERENGI FINANCIAL NET



ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Base or Mission:** Charge 6 Energy.

2

RECRUIT MERCENARIES



ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Bribe.**  
**Mission:** Apply a Negotiation crew and give an opponent one of your Victory tokens. That opponent cannot fire weapons at your starship for the rest of this episode. You cannot fire weapons at that opponent's starship for the rest of this episode.

0

HE HAS THE LOBBES



ART AND GAMEPLAY ARE NOT FINAL

EVENT

**Mission:** Draw 2 cards, then charge 1 energy.

3 =KRAX




ART AND GAMEPLAY ARE NOT FINAL

1 Crew — Ferengi

**Communication.**  
 When Krax enters play, you may play a condition from your deck at twice its energy cost.

5 =ZEK



ART AND GAMEPLAY ARE NOT FINAL

3 Crew — Ferengi

**Leader. Trade.**  
**Mission:** Apply Zek to play a crew (you must pay that crew's energy cost).

OUTMANEUVERED



ART AND GAMEPLAY ARE NOT FINAL

Hazard

**Mission:** Any player may apply a crew and spend 3 energy to destroy Outmaneuvered.  
**Encounter Winner:** Reveal your hand. Discard all weapon events revealed.

4 **ROM**



**ART AND GAMEPLAY ARE NOT FINAL**

2 **Crew — Ferengi**

**Engineering.**  
When Rom enters play, you may remove a token from 1 of your defense cards.  
**Mission:** Apply Rom to remove a token from 1 of your defense cards.

4 **BRUNT**



**ART AND GAMEPLAY ARE NOT FINAL**

2 **Crew — Ferengi**

**Information.**  
When Brunt enters play, all opponents must discard 1 card from hand.  
**Mission:** Apply Brunt to force an opponent to spend 2 energy.

0 **HE DOESN'T HAVE THE LOBES**



**ART AND GAMEPLAY ARE NOT FINAL**

**EVENT**

**Mission:** Draw 1 card, then charge 2 energy.

2 **FERENGI STEALTH**



**ART AND GAMEPLAY ARE NOT FINAL**

**CONDITION**

**Response:** If a Ferengi you command is being destroyed, return that Ferengi to hand.

0 **22ND RULE OF ACQUISITION**



**ART AND GAMEPLAY ARE NOT FINAL**

**EVENT**

**Rule.**  
**Base or Mission:** Apply up to 3 Ferengi. Charge 2 energy for each Ferengi applied.

0 **HE DOESN'T HAVE THE LOBES**



**ART AND GAMEPLAY ARE NOT FINAL**

**EVENT**

**Mission:** Draw 1 card, then charge 2 energy.

2 **RECRUIT MERCENARIES**



**ART AND GAMEPLAY ARE NOT FINAL**

**EVENT**

**Bribe.**  
**Mission:** Apply a Negotiation crew and give an opponent one of your Victory tokens. That opponent cannot fire weapons at your starship for the rest of this episode. You cannot fire weapons at that opponent's starship for the rest of this episode.

10 **PURCHASE MOON**



**ART AND GAMEPLAY ARE NOT FINAL**

**EVENT**

**Mission:** Apply 3 Trade crew to take a Victory token from the pool.

4 **FERENGI FINANCIAL NET**



**ART AND GAMEPLAY ARE NOT FINAL**

**EVENT**

**Base or Mission:** Charge 6 Energy.

4 **LECK**



**ART AND GAMEPLAY ARE NOT FINAL**

1 *Crew — Ferengi*

**Combat.**  
**Base:** Dismiss a crew.  
**Mission:** If at a planet episode, apply Leck and spend 3 energy to destroy a crew.

4 **ROM**



**ART AND GAMEPLAY ARE NOT FINAL**

2 *Crew — Ferengi*

**Engineering.**  
 When Rom enters play, you may remove a token from 1 of your defense cards.  
**Mission:** Apply Rom to remove a token from 1 of your defense cards.

1 **A SMALL FEE**



**ART AND GAMEPLAY ARE NOT FINAL**

**CONDITION**

Conditions have a support cost of 1. Players may dismiss a condition instead of paying its support costs.

2 **FERENGI STEALTH**



**ART AND GAMEPLAY ARE NOT FINAL**

**CONDITION**

**Response:** If a Ferengi you command is being destroyed, return that Ferengi to hand.

2 **75TH RULE OF ACQUISITION**



**ART AND GAMEPLAY ARE NOT FINAL**

**CONDITION**

**Rule.**  
**Mission:** Spend 1 energy to play a Ferengi crew (you must pay that crew's cost).