

# ALIEN FRONTIERS

## EDITION X



# THE FRONTIER AWAITS

*Allen Frontiers* is a game of resource management and planetary development for two to four players. During the game you will exploit orbital facilities and alien technology, building colony domes in strategic locations to control the newly discovered world.

The game board shows the new planet and the stations in orbit around the planet. The dice you are given at the start of the game represent the spaceships in your fleet. You will assign these ships to the orbital facilities in order to earn resources, expand your fleet, and colonize the planet.

As the game proceeds, you will land your colonies on the planet to control its territories. Each territory carries a particular benefit and, if you control a territory, you are able to use that to your advantage.

The planet was once the home of an alien race and they left behind a wondrous artifact in orbit. Using your fleet to explore the artifact, you will discover amazing alien technologies that you can use to advance your cause.

Winning the game will require careful consideration as you assign your fleet, integrate the alien technology and territory bonuses into your expansion plans, and block your opponents from building colonies of their own.

Do you have what it takes to colonize a new world?

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# COMPONENTS



24 SHIPS (DICE): 6 PER PLAYER COLOR



ORE TOKENS



FUEL TOKENS



SCORING ROCKETS



32 COLONY TOKENS: 8 PER PLAYER COLOR



FIELD GENERATOR MINIATURES



RELIC SHIP (DIE)



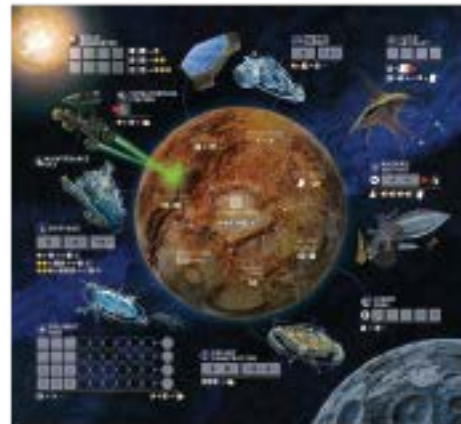
9 TERRITORY TILES



75 ALIEN TECH CARDS



VICTORY ORBIT CARD



GAME BOARD



SCORING TRACK



4 PLAYER REFERENCE CARDS



4 ORBITAL FACILITIES REFERENCE CARDS

## FACTIONS



14 FACTION BOARDS



14 FACTION REFERENCE CARDS



BRETHREN OF THE STARS FACTION DIE



REV FACTION MINIATURE

## OUTER BELT



31 ASTEROID CARDS



2 OUTER BELT REFERENCE CARDS



ASTEROID DIE



OUTER BELT GAME BOARD


## AGENDAS







45 AGENDA CARDS

## SETUP

- 1 Each player chooses a player color. Place the scoring track to the side of the game board. Place a scoring rocket of each player color on the 0 line.
- 2 Place the Relic Ship on the Burroughs Desert territory.
- 3 Place each territory tile on its corresponding territory (the Blish Expanse tile is only used when playing with Outer Belt).
- 4 Place the orange fuel tokens on the table near the Solar Converter. **This is the fuel supply.**
- 5 Place the gray ore tokens on the table near the Lunar Mine. **This is the ore supply.**
- 6 Gather the Alien Tech cards. Remove all cards with symbols for Agendas and the Outer Belt, unless you are playing with the corresponding Module. Shuffle the remaining Alien Tech cards, deal 1 card face up to each player, and place 3 cards face up on the table near the Alien Artifact to form the supply. The remaining Alien Tech cards form a draw pile. A discard pile will form as the game progresses.
- 7 Place the three field generators on the table near the board.
- 8 Each player takes three ships (dice) of their player color and places them on the board near the words "Maintenance Bay." Place the remaining three ships of each color on the table near the Shipyard. **This is the Shipyard supply.**
- 9 Take colony tokens as described here; return unused colony tokens to the box.

**For a game with 4 or more\* players,** each player takes six colony tokens of their player color. **Docking ports marked with  (found only on the Outer Belt board) cannot be used in a 4-player game.**

**For a three-player game,** each player takes seven colony tokens of their color. **Docking ports marked with  or  cannot be used at any time during the game.**

**For a two-player game,** each player takes all eight colony tokens of their color. **Docking ports marked with  or  cannot be used at any time during the game.**

**Long Game Variant:** Once you become skilled at Alien Frontiers you may wish to play longer games. For this variant, each player starts with all eight of their colony tokens, regardless of player count.

- 10 Choose player one by rolling for the highest number and then distribute resources clockwise as follows to compensate for turn-order disparities:

Player two receives .

Player three receives .

Player four receives  and .

Player five\* receives  and .

Player six\* receives  and .

- 11 Play begins with player one and continues clockwise.



\*Alien Frontiers can be expanded to 5 or 6 players via alternate player color packs, available separately. Please take note, this significantly increases the duration of play.

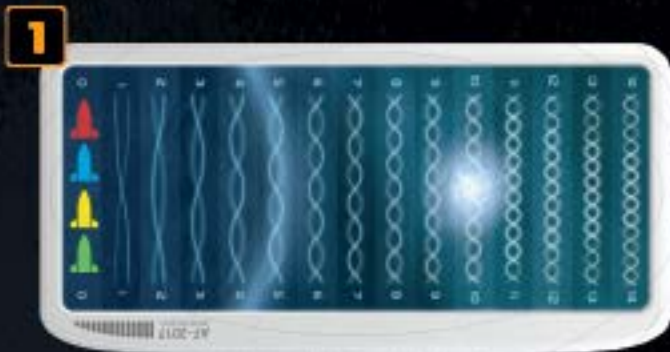


## THE CLASSIC GAME

Alien Frontiers can be played as the original Classic Game. This is recommended if it is your first time playing. Ignore all optional rules and Modules, and use only these Alien Tech cards (quantity shown in parentheses):

- Alien City (1)
- Alien Monument (1)
- Booster Pod (2)
- Data Crystal (2)
- Gravity Manipulator (2)
- Holographic Decoy (2)
- Orbital Teleporter (2)
- Plasma Cannon (2)
- Polarity Device (2)
- Resource Cache (2)
- Stasis Beam (2)
- Temporal Warper (2)

To play the Classic game with Outer Belt or Agendas, include the Alien Tech cards with the Outer Belt  symbol or the Agendas  symbol.



## OPTIONAL MODULES

The **Factions** and **Agendas** modules were originally released together in the Factions expansion, but can largely be played independently from each other.

**Factions** expand the options available to all players in addition to providing each player with a unique ability.

**Agendas** provide additional ways to score victory points with secret in-game and endgame goals.

**The Outer Belt** allows more ways to gather resources via Asteroid cards.



### FACTIONS

Randomly select a number of Faction boards equal to the number of players plus one, then return the remaining Faction boards to the game box. After determining player order, give all of the selected Faction boards to the last player. The last player chooses one Faction board, places it face up on the table near the game board, and passes the remaining Faction boards counterclockwise. This procedure continues until all players have chosen a Faction board. The remaining Faction board is returned to the box. Each player can take a Faction Reference card for their faction to place next to their Faction board for reference.





- ▶ If you are not playing with Agendas, remove the Prophets of the Artifact board before randomly selecting Factions boards.
- ▶ If you are playing with the Xeno Explorations, Inc. faction, place the REV unit on the Burroughs Desert territory.
- ▶ If you are playing with the Brethren of the Stars faction, place the Brethren of the Stars die on the Maintenance Bay.

For more information, see "Playing with Factions" on page 8.



### AGENDAS

Gather the Agenda cards.

- ▶ If you are not playing with Factions, remove Agenda cards with the  icon.
- ▶ If you are not playing with the Outer Belt, remove the Agenda cards with the  icon.
- ▶ If you are playing with Factions, after players select their Factions, remove any Agenda cards with the  icon that require unselected Factions.
- ▶ If you have removed any Alien Tech cards from the deck during setup, check the Agenda cards with the  icon and remove any that refer to cards no longer in the game.

Return the removed cards to the box; you will not need them for this game. Shuffle the remaining Agenda cards, and deal two Agenda cards face down to each player. Place the remaining Agenda cards in a drawdeck near the Orbital Market. Players may look at their own Agenda cards.

For more information, see "Playing with Agendas" on page 8.



### OUTER BELT

1. Place the Outer Belt board to the right of the main board so that the moon illustrations on both boards line up.
2. Place the Blish Expanse territory tile on the corresponding territory.
3. If you are not playing with Agendas, remove the Asteroid card with the  symbol and return it to the game box.
4. Shuffle the Asteroid cards and then return the top two cards to the box without looking at them. Place one Asteroid card face up on each card space on the Outer Belt board. Set the remaining Asteroid deck face down near the top of the Outer Belt board.
5. When player one has been determined, give that player the Asteroid die.

For more information, see "Playing with Outer Belt" on page 8.

# HOW TO PLAY

Your objective is to gain more influence over the Alien Frontier (measured in victory points) than your opponents by building colonies and controlling territories. Play begins with player one and moves clockwise.

**IMPORTANT NOTE** ▶ The words *ship* and *ships* are synonymous with *die* and *dice*. Both terms refer to the same component and are used interchangeably.

## THE GAME TURN

At the beginning of the turn, if one of your ships is at the Terraforming Station, return it to the Shipyard supply.

### GATHER, ROLL, AND ASSIGN YOUR FLEET

Gather all of your ships (dice) from the board and roll them. Place all of these ships on docking ports at various orbital facilities. If you cannot legally dock one or more of your ships at any orbital facility, then place them on the Maintenance Bay. Resolve each action from placing one or more ships before placing the next ship.



▶ Docking ports are the square spaces on the board where ships (dice) are placed.

Docking at an orbital facility allows you to use it to earn resources, expand your fleet, and land colonies. You may not dock ships at an orbital facility unless docking ports are available, and you can meet all ship and resource requirements. See the Orbital Facilities section for more details about each facility.

**EXAMPLE** ▶ The Terraforming Station requires a 11 value ship and costs one 1 and one 2. You may not use the Terraforming Station if you do not have any 11 value ship, if the docking port is already occupied, or if you do not have the required 1 and 2.

You gain the benefits of an orbital facility immediately unless noted otherwise. Costs to use orbital facilities are always paid to the fuel and ore supplies.

## USE ALIEN TECH CARDS

You may use your Alien Tech cards at any time during your turn. You may choose to use any, all, or none of them.

Most Alien Tech cards have two powers: one power generally requires a payment in 1, the other power requires you to discard that Alien Tech card. Costs to use Alien Tech cards are paid to the supply.

Each Alien Tech card may only be used **once per turn** unless specified otherwise. You may only use **one** discard power from among **all** of your Alien Tech cards each turn. You cannot use both the paid ability and the discard ability of the same card in one turn. See the Alien Tech cards section for more details.

## END OF TURN

When you have docked all your ships on the board and used any Alien Tech cards that you wanted to use, your turn is over. Leave your ships as you have docked them until your next turn. If you have more than eight total resource tokens at the end of your turn, you must return your choice of excess tokens to the appropriate resource supplies.

## PLACING COLONIES


Some orbital facilities allow you to place colonies. If you place a colony during your turn you earn a victory point and adjust the scoring track immediately.

If colony placement results in your having more colonies on the territory than any other player, you “control” that territory. You take the territory tile, gain an extra victory point, and may use the territory’s bonus. You gain the benefits of territory control immediately unless noted otherwise. See the Territories Bonuses section for additional details.

If you lose control of a territory, return the territory tile to its territory on the board and lose one victory point immediately (adjust the scoring track). You can no longer use the territory’s bonus.



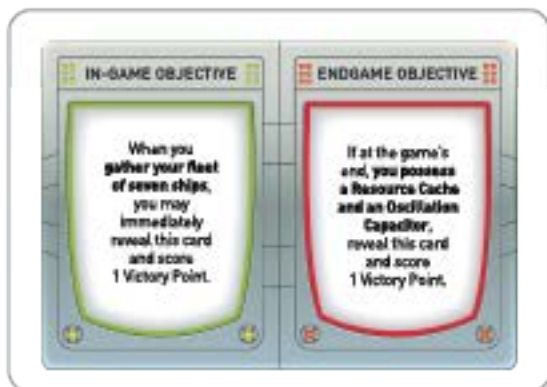
## PLAYING WITH FACTIONS

Each Faction board has an orbital facility; if its docking port is unoccupied, any player may use that orbital facility by docking a ship there and meeting any other appropriate requirements, including paying  to that faction's owner. Faction owners using the orbital facility on their own Faction board do not pay the access fee. Additional costs to use the faction's orbital facility are paid to the supply.

Each Faction board also grants a unique owner ability to the faction owner that other players may not use. The owner ability does not require docking a ship on the faction board. See the Faction Bonuses and Facilities section on page 20 for additional details.

## PLAYING WITH AGENDAS

Each Agenda card has two conditional scoring situations:



- ▶ The agenda on the left is an in-game situation that a player may reveal at the time they achieve the condition to score 1 victory point.
- ▶ The agenda on the right is an endgame situation that a player may reveal at the end of the game if they have achieved the condition to score 1 victory point.
- ▶ Only 1 victory point may be awarded per Agenda card.

### Why attempt an endgame objective?

You may want to lock in a victory point as soon as you achieve the in-game objective. However, consider waiting for the endgame objective. You can keep it secret, reducing other players' interference with your plans, to achieve a surprise victory. Be cautious, though! If something changes at the last second to disqualify your endgame objective, you won't get that victory point.

▶ Each player starts the game with two Agenda cards that they keep face down on the table in front of them. You may never have more than a total of three Agenda cards. Discard any excess unrevealed Agendas until you have a total of three Agenda cards. You may not discard revealed Agenda cards.


- ▶ You may draw new Agenda cards using the Orbital Market, as described in the Orbital Facilities section.
- ▶ Agenda cards never count as Alien Tech cards and cannot be stolen or destroyed.
- ▶ If the Agenda deck is exhausted, reshuffle the discarded cards to form a new draw deck.

## PLAYING WITH OUTER BELT

Player turns are modified as follows:


**When you gather your ships** from the game board, also gather any ships you have on the Outer Belt. Roll the Asteroid die with your fleet. Check the Asteroid die *before* placing any ships to see if any of the Asteroid cards move first:

On a blank : the Asteroid cards do not move.

On a : move the Asteroid cards on the Outer Belt board as follows:

1. The card on the 4th space (closest to the moon) moves off the board and is returned to the bottom of the Asteroid deck face down. It may come around again in the fullness of time.
2. The card on the 3rd space moves to the 4th space.
3. The card on the 2nd space moves to the 3rd space.
4. The card on the 1st space moves to the 2nd space.
5. The top card from the Asteroid deck is turned face up on the 1st space.

NOTE: If one or more of the Asteroid spaces were empty when the Asteroid cards moved, the gap in the chain of Asteroid cards is maintained in the move. Do not bunch them up.

The Asteroid Die is not a ship, and cannot be altered by Alien Tech cards unless they specifically refer to .



Ships docked on the Outer Belt board DO NOT MOVE when the Asteroid cards move.

Pass the Asteroid die to the next player for that player's use next turn.

Several cards require you to roll the Asteroid Die to determine an effect. These rolls do not move the Asteroid cards.



**When placing your ships** on your turn, you may dock them on the Outer Belt board as well as assign them to orbital facilities. Docking appropriately valued ships on the Outer Belt allows you to claim Asteroid cards. Up to three ships can be docked in each position depending on player count. See the Asteroid Cards section on page 18 for more details on how to claim these cards.

Once you claim an Asteroid card, place it in front of you. Cards with the  symbol, may be used when you claim them. Most Asteroid cards, however, are marked with the  symbol and may not be used before your next turn. They are "in tow." Turn them sideways or upside down until your next turn as a reminder. Leave your ships docked on the Outer Belt board until your next turn.

Read the directions on the Asteroid card to learn when and how you can use the card. Unless otherwise noted, you can only use Asteroid cards on your turn.

Any Asteroid card may be stolen as if it were an Alien Tech card through the Raiders' Outpost. If it is "in tow" when stolen, the raiding player must hold it for a full turn before using it. Asteroid cards are protected by the Holographic Decoy, just like Alien Tech cards.

## END OF GAME AND SCORING



Scoring is not cumulative. It is a snapshot of the current board and table situation at any single point in time. Use the scoring track to monitor the current standings throughout the game. Your score will fluctuate up and down as the game progresses. Each time circumstances change, the scoring track should be adjusted.

As you play: Score 1 victory point for:

- ▶ Each of your colony tokens on a territory
- ▶ Each territory you control
- ▶ Controlling the territory with the Positron Field
- ▶ Having the Alien City card
- ▶ Having the Alien Monument card
- ▶ Having either the Alien City or Alien Monument and the Alien Sarcophagus
- ▶ Having the Alien Beacon Asteroid card (if playing with Outer Belt)
- ▶ Having the Alien Satellite Asteroid card (if playing with Outer Belt)
- ▶ Each revealed Agenda card (if playing with Agendas)

**The game ends as soon as one player places their last colony on a territory.** If playing with Agendas, all players then check to reveal any Endgame Objectives. Players tally up their victory points to verify the standings on the scoring track, and the player with the most victory points wins.

If players are tied, check the following tiebreakers in order:

1. More revealed Agenda cards (if playing with Agendas)
2. More Alien Tech cards
3. More 
4. More 
5. Play again!

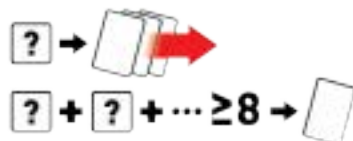


## ORBITAL FACILITIES

Surrounding the planet are the orbital facilities you will use to earn resources, expand your fleet, and land colonies. You may not dock ships at an orbital facility unless docking ports are available and you can meet both the ship and cost requirements.

If playing with Factions, the spaces on the faction boards count as "Orbital Facilities", but their rules are described later in the Factions reference section on page 20.

## ALIEN ARTIFACT



Dock ships of any value at the Alien Artifact: For each ship you dock, you may discard the Alien Tech cards on display and lay out three new cards from the draw pile. This is called "cycling" and it is optional.

If you have docked ships with a total value of 8 or more: Claim a displayed Alien Tech card and place it face up in front of you. Replace the claimed card with one from the draw pile. You gain the benefits of Alien Tech immediately unless noted otherwise. **You may not claim an Alien Tech card you already have.**

To claim another card you need to dock **new** ships totaling 8 or more.

If the Alien Tech draw pile is exhausted, reshuffle the discards to create a new draw pile.

**EXAMPLE 1** ▶ There is a *Polarity Device* card on display and you want it, so you dock a 3 and a 5 at the Alien Artifact and take the card.

**EXAMPLE 2** ▶ You dock a 3 at the Alien Artifact and cycle the Alien Tech cards. There's nothing you want so you dock a 4 and cycle the cards again. You still have not found what you want so you dock a 6 and cycle the cards a third time. The *Plasma Cannon* is now on display. Since your docked ships total 8 or more (3+2+4=9), you take the *Plasma Cannon*.

**EXAMPLE 3** ▶ After completing the moves in example 2, there is one dock open at the Alien Artifact. You could dock a fourth ship there and cycle the cards again, but you could not claim a second Alien Tech card because the "8 or more" requirement is a separate total for each card you claim.

## COLONIST HUB



The Colonist Hub has four "advancement tracks" so that four players can use it simultaneously.

Each track contains three docking ports and seven advancement circles. A player may use only one advancement track at a time.

If you do not already have a colony at the Colonist Hub, the first ship you dock there requires you to place one of your unplaced colony tokens on the first advancement circle.

Each additional ship you dock here, either on this turn or on subsequent turns, must be placed on the same track until that colony is launched. Each ship docked advances the colony one circle. When the colony reaches the seventh advancement circle you may launch it at your convenience on one of your turns by paying 1 yellow circle + 1 grey square to place it on a territory (see *Placing Colonies*, page 7).

You may not begin work on another colony at the Colonist Hub until the one already on the advancement track has been launched.

Your final colony is not locked into the Colonist Hub. If your last colony is on the Colonist Hub and ship values (after rolling them at the beginning of your turn) give you the opportunity to use the *Terraforming Station* or the *Colony Constructor*, you may remove the colony from the Colonist Hub and place it on a territory via the rules for those other facilities.

### WITH FIVE OR SIX PLAYERS:


The Colonist Hub docking ports are "freeform." Ships may use any docking port and each ship docked earns one colony track advancement. Players are limited to three ships docked at the Colonist Hub and one colony working toward launch. If all of the docking ports are occupied, no new ships can dock at the Colonist Hub.

The colonies themselves are also "freeform" in that they are not limited to staying on one track. If advancing your colony would place it on a circle that is already occupied, just slide your colony to a circle on a different track in the appropriate position. If the circle you need is occupied on all tracks, then you will need to adjust the number of ships you dock to position your colony on an unoccupied circle. If all of the launch circles are occupied and your ship is on the sixth circle, you may launch by docking one ship and immediately paying 1 yellow circle + 1 grey square.

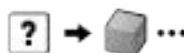
In all cases, the three-ship limit still applies. If you already have three ships at the Colonist Hub, then you may not dock a fourth ship to advance to an unoccupied circle or to launch your colony.


## COLONY CONSTRUCTOR














You must dock three ships of equal value and pay  to use the Colony Constructor. Using the Colony Constructor allows you to land one of your unplaced colonies on a territory immediately.

## LUNAR MINE



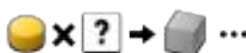
Each new ship docked at the Lunar Mine must be equal to or greater than the highest value ship currently docked here. You gain  for each ship you dock here regardless of value.



**EXAMPLE** ▶ At the beginning of your turn there is a  and a  docked at the Lunar Mine. You roll a , , and . You cannot dock the  at the Lunar Mine because it is less than the  already docked there, but you can dock both your  and your . You earn  for docking both ships at the Lunar Mine. The Lunar Mine now has only one docking port free, and the next player that wants to use it will need a .

## MAINTENANCE BAY

If you cannot dock a ship legally during your turn, place it here. Maintenance Bay gives the player no benefit. Any ships purchased through the Shipyard or Burroughs Desert are placed here until the player's next turn. A ship on the Maintenance Bay cannot be moved with an Alien Tech card. Ships removed from other facilities by various means, such as with the Plasma Cannon or by being bumped from the Raiders' Outpost, are placed at the Maintenance Bay until their player's next turn.





## ORBITAL MARKET



You must dock two ships of equal value to use the Orbital Market. While docked at the Orbital Market you may pay  equal to the value of one of your docked ships to receive one . You may trade as many times as you wish on your turn.

If playing with Agendas, you may instead dock two ships of equal value to draw two new Agenda cards. You may never have more than a total of three Agenda cards. Discard excess new or face-down unrevealed Agendas until you have a total of three Agenda cards. You may not discard revealed Agenda cards.

Ships docked at the Orbital Market may be used for trading resources or for obtaining new Agenda cards, but not both.











**EXAMPLE** ▶ You dock  at the Orbital Market. On this turn you may pay  to receive . If you have , you may do the trade twice. If you acquire an additional  during your turn, you may do the trade again.









## RAIDERS' OUTPOST



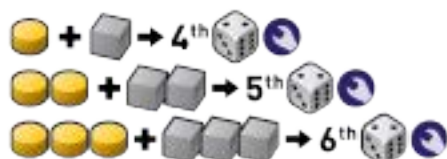
You must dock a set of three sequentially numbered ships to use the Raiders' Outpost. If the Raiders' Outpost is occupied, either by your own ships or by the ships of another player, you may dock a higher-value sequence here and bump (move) the original ships to the Maintenance Bay.

While docked at the Raiders' Outpost you may steal a total of four resources from any mix of players, or one Alien Tech card of your choice from one player. If you steal an Alien Tech card that you already have, the stolen card is discarded immediately and you gain no benefit from doing so. If you are playing with the Outer Belt, you may steal an Asteroid card instead of an Alien Tech card. A stolen Asteroid card that was "in tow" (see Playing with the Outer Belt) may not be used until your following turn. Agenda cards may not be stolen.

**EXAMPLE 1** ▶ If a  is docked at the Raiders' Outpost and the next player rolls a , , and , then that player may remove the  and dock their  at the facility to conduct their own raid. If another player rolls a , , or a , then they may remove the  and dock their own sequence and conduct their own raid.

**EXAMPLE 2** ▶ A  is docked at the Raiders' Outpost. You use the Plasma Cannon to send the  back to the Maintenance Bay, leaving a  and  on the Raiders' Outpost. To dock a higher-value sequence at the Raiders' Outpost, you must use a run of three ships that totals more than the sum of the ships currently docked there. The remaining ships total 7, so you may not dock a  since they only total 6. However, you may dock a  (total 9), a  (total 12), or a  (total 15) to use the Raiders' Outpost.

## SHIPYARD



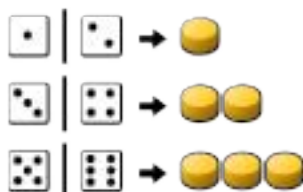
You must dock two ships of equal value to use the Shipyard. Each pair of docked ships, along with the payment of the appropriate yellow cube and grey cube, earns one new ship from the Shipyard supply.

### COST TO BUILD NEW SHIP ▶

- 4<sup>th</sup> ship: pay 1 yellow cube + 1 grey cube
- 5<sup>th</sup> ship: pay 2 yellow cubes + 2 grey cubes
- 6<sup>th</sup> ship: pay 3 yellow cubes + 3 grey cubes

Take a ship of your color from the Shipyard supply and place it in the Maintenance Bay. Claim it at the start of your next turn when you gather your fleet. If there are no ships of your color in the Shipyard supply on your turn, then you may not use the Shipyard. Because it is possible to lose ships while playing, you may build your 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup> ship more than once during the game. Only count ships of your color when determining cost, do not count the Relic Ship, Brethren Ship, or temporarily controlled ships belonging to other players.

## SOLAR CONVERTER



You may dock ships of any value at the Solar Converter. You gain yellow cubes equal to one half the value, rounded up, of each ship you dock here.

**EXAMPLE** ▶ If you dock a 2 and a 4 at the Solar Converter, you will receive 2 yellow cubes for the 2 and 3 yellow cubes for the 4.

## TERRAFORMING STATION



You must dock one ship with a value of 6 and pay 1 yellow cube + 1 grey cube to use the Terraforming Station. There is only one docking port available at this facility. Using the Terraforming Station allows you to land one of your unplaced colonies on a territory immediately. The ship docked at the Terraforming Station is completely consumed by the colony creation process and is returned to the Shipyard supply at the beginning of your next turn. A ship forfeited in this manner may be rebuilt using the Shipyard only after it has returned to the Shipyard supply.

You cannot use the Terraforming Station if doing so would reduce your fleet to fewer than three ships of your color.

A ship docked at the Terraforming Station may be removed by the Plasma Cannon card (in which case it is immediately returned to the Shipyard supply), but it may not be moved to another orbital facility.



## TERRITORY BONUSES

Each territory grants its controlling player a bonus. A player controls a territory if they have **more** colonies on that territory than any other single player. The controlling player takes the territory tile. If the player loses control, the territory tile is immediately returned to its territory.

**EXAMPLE 1** ▶ Red has two colonies on Lem Badlands and Green, Yellow, and Blue each have one colony on Lem Badlands. Red has the most colonies on the territory, so Red controls Lem Badlands.

**EXAMPLE 2** ▶ Red and Yellow each have two colonies on Lem Badlands, and Green and Blue each have one colony on Lem Badlands. Red and Yellow are tied for the most colonies on the territory, so it is not controlled by anyone and no one earns the territory's bonus.

## ASIMOV CRATER


Bonus: Advance your colony one extra circle each turn in which you dock more than one ship at the Colonist Hub.



If you earn more advances than are needed to move your colony to the seventh circle and you launch the colony immediately, you may use the excess advances to begin work on a new colony.

**EXAMPLE** ▶ Docking two ships at the Colonist Hub would ordinarily advance your colony two circles. Since you control Asimov Crater, you advance your colony three circles.

## BLISH EXPANSE (OUTER BELT)

Blish Expanse is a territory that is available when playing with the Outer Belt. For the purposes of using the REV from the Xeno Explorations faction or applying the abilities of some Alien Tech cards, the only territory adjacent to Blish Expanse is Van Vogt Mountains.

Bonus: May ignore the  requirement on most Asteroid cards that prohibits playing them until the turn after they are claimed from the Outer Belt.



**EXAMPLE** ▶ You claim the Iron Asteroid on your turn. Ordinarily, you would not be able to use this card's effect until next turn. However, since you control Blish Expanse, you discard this card immediately, paying  to collect .

## BRADBURY PLATEAU

Bonus: Pay one less  than usual when you use the Colony Constructor.


**EXAMPLE** ▶ You dock    at the Colony Constructor to build a colony. Ordinarily you would be required to pay    to activate the facility. However, since you control Bradbury Plateau, you pay only  .

## BURROUGHS DESERT



Bonus: During your turn, you may purchase the Relic Ship for  + . Place the ship on the Maintenance Bay and gather it with the rest of your fleet on your next turn. Return the ship to Burroughs Desert immediately if you lose control of this territory. The Relic Ship behaves exactly as any other ship in your fleet, except that it has no color and any time the ship would be returned to the Shipyard supply, it is returned to Burroughs Desert instead.

**EXAMPLE 1** ▶ You control Burroughs Desert with one colony and are using the Relic Ship. The next player builds a new colony and places it on Burroughs Desert. Now you both have one colony on Burroughs Desert so neither of you control the territory. You return the territory tile and the Relic Ship to Burroughs Desert immediately.

**EXAMPLE 2** ▶ Your Relic Ship is docked at the Lunar Mine. Another player discards a Stasis Beam and places the Isolation Field on Burroughs Desert. You must return the Relic Ship to the territory immediately and may not repurchase it until the Isolation Field is moved off Burroughs Desert.

**EXAMPLE 3** ▶ Your Relic Ship has a  showing and you dock it at the Terraforming Station to build a colony. At the start of your next turn, the Relic Ship returns to Burroughs Desert instead of the Shipyard supply. You may repurchase it on that same turn.

## HEINLEIN PLAINS





Bonus: Your trading ratio is always  :  when using the Orbital Market, regardless of the value shown on your ships.

You must still dock a pair of equal value ships to use the Orbital market.


**EXAMPLE** ▶ You roll   and dock them at the Orbital Market. Ordinarily any trades you make on this turn would be at a    :  ratio. However, since you control Heinlein Plains, you always trade at a  :  ratio regardless of your docked ship values.

## HERBERT VALLEY

Bonus: Pay 1 fewer  and  than usual for each ship you build at the Shipyard.


**EXAMPLE** ▶ You dock a pair of ships at the Shipyard to build your 5th ship. Ordinarily, you would also pay  + . However, since you control Herbert Valley you pay only  + . If it had been your 4th ship, the bonus from Herbert Valley would have allowed you to pay nothing at all.


## LEM BADLANDS



Bonus: Gain an additional  for each ship you dock at the Solar Converter.

**EXAMPLE** ▶ You dock a  and  at the Solar Converter and receive the usual . Because you control Lem Badlands, you also gain .

## POHL FOOTHILLS











Bonus: Pay one less  than normal for each Alien Tech card you use. (This benefit does not apply to Asteroid cards if you are playing with Outer Belt.)

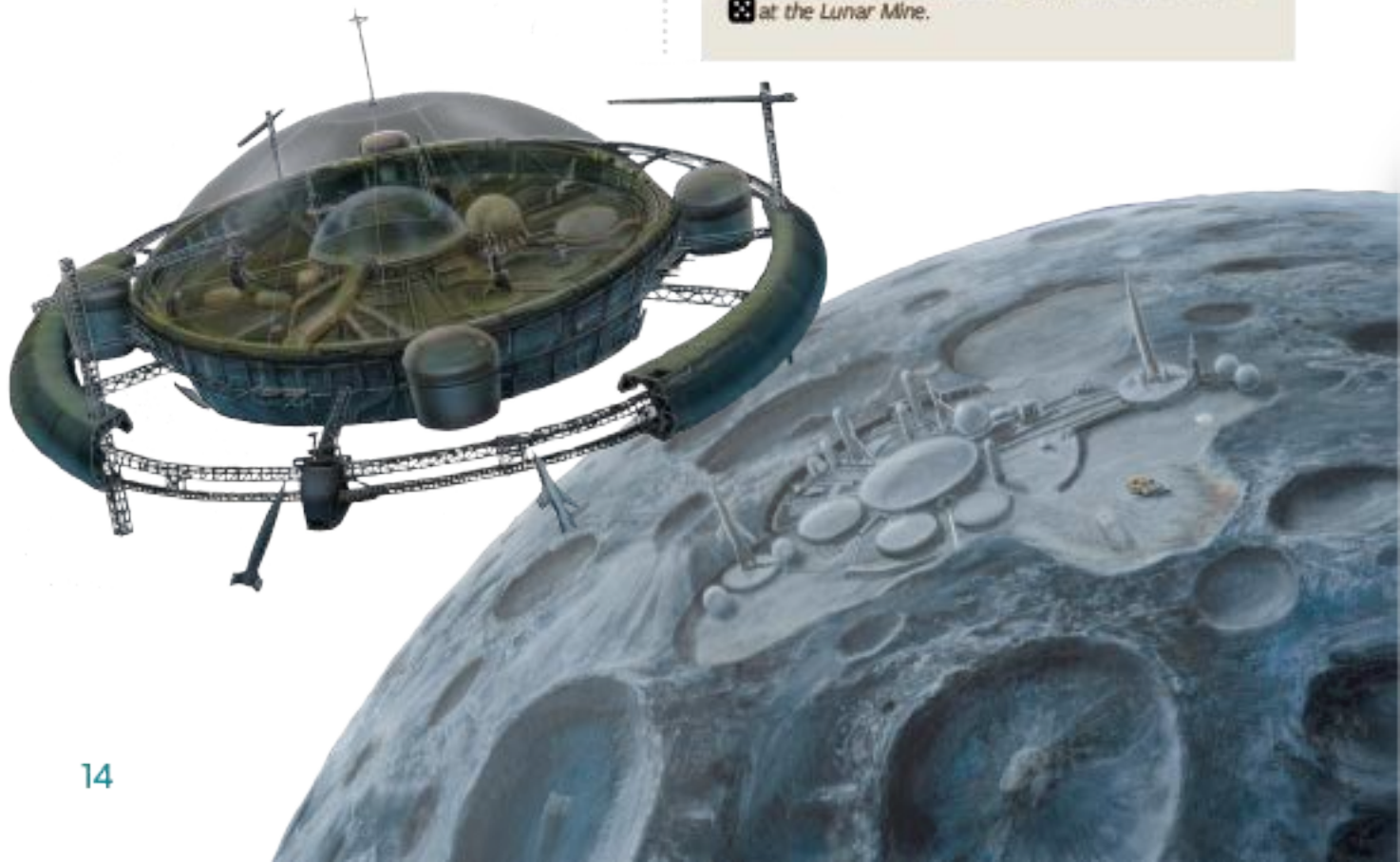
**EXAMPLE 1** ▶ You have a Booster Pod card which allows you to add 1 to the value of an unplaced ship at a cost of . Since you control Pohl Foothills, you pay nothing for this manipulation.

**EXAMPLE 2** ▶ You have a Plasma Cannon card which allows you to remove opponents' ships from an orbital facility at a cost of  per ship. You choose to remove three ships from the Lunar Mine. Since you control Pohl Foothills, you only pay  for this action.

## VAN VOGT MOUNTAINS

Bonus: The first ship you dock at the Lunar Mine each turn may be any value.

**EXAMPLE** ▶ Example: You rolled a , , , and  and the highest value ship at the Lunar Mine is currently a . Since you control Van Vogt Mountains, the first ship you dock at the Lunar Mine may be the , , or . If you want to receive a second  you can also dock the  at the Lunar Mine.



## ALIEN TECH CARDS

Alien Tech cards provide interesting options during game play. Most Alien Tech cards may be used immediately after you acquire them. Each Alien Tech card can only be used once per turn. You may only discard an Alien Tech card that you have not already used on your current turn, and you may only use one discard power per turn. Place discarded cards into the Alien Tech discard pile.

You may only possess one copy of each Alien Tech card; if you ever acquire a duplicate card, place it in the discard pile. You may not use its discard power when doing this.

If a card allows you to change a ship's value, then the value may never be lower than 1 or higher than 6.

Rules clarifications for some Alien Tech cards are included in this section. Read individual cards for additional context; not all abilities are repeated here. If a specific card contradicts a general rule, the card takes precedence. However, if a card contradicts the rules of the Field Generators, the Field Generator rules take precedence unless the card explicitly states otherwise.

### CARD SYMBOLS

-  : Fuel
-  : Ore
-  : Fuel or ore
-  : Colony
-  : Maintenance Bay facility
-  : Isolation Field
-  : Repulsor Field
-  : Positron Field
-  : Alien Tech card
-  : Asteroid die result (Outer Belt)

## ALIEN CITY AND ALIEN MONUMENT



Each of these cards is worth one victory point. There is only one of each in the Alien Tech deck. A single player may possess both cards simultaneously.

## ASTROGATION SERVO

You may discard this card to send all ships docked at one orbital facility to the Maintenance Bay. If you remove the ship at the Terraforming Station, return it to the Shipyard supply instead.





## BOOSTER POD

Pay  to increase the value of one of your unplaced ships by one point. Has no effect on a .

Discard to remove any single field generator from any territory. A field generator removed in this way may be rebuilt in the normal manner at a later time.

## CHAMELEON CLOAK

Pay   to replace an opponent's ship or ships at one orbital facility with equal valued ships of your own. Pay the usual cost, if any, and gain the usual facility benefit for docking. Send the replaced ships to the Maintenance Bay. The Chameleon Cloak may not be used on a ship docked at the Terraforming Station.

## CHRONO-SPIKE


You may re-roll one of your unplaced ships, once per turn.

You may discard Chrono-Spike after placing all of your ships; gather one or two of your ships, re-roll them, and re-use them at an orbital facility other than the one(s) you gathered them from.


## DATA CORE ALPHA/GAMMA/OMEGA

As a reminder, you are not allowed to have more than one Alien Tech card of the same name. You must acquire the differently-named Data Core cards to use the more powerful abilities. The Data Crystal does not count as a Data Core card.





## DATA CRYSTAL

Pay  per colony on a territory to use that territory's bonus exactly as if you controlled the territory for the remainder of this turn. If a territory has no colonies on it then you cannot use its bonus. If the territory has the Isolation Field on it, then you cannot use its bonus. Burroughs Desert is exempt from the Data Crystal's power because its bonus plays out over more than a single turn.



## DEFLECTOR SHIELD

Any time another player uses a card to move, alter, use, or destroy your ship(s), that player must pay one extra  per ship.

## EXPERIMENTAL FTL DRIVE





If you control the Pohl Foothills, the territory bonus reduces the fuel cost from   to . Pay the cost to the supply and place one  from the supply onto this card as normal.

## FIELD AMPLIFIER

Pay   to move any field generator on a territory you control so that it straddles the border with an adjacent territory. The field now affects both territories. If this card is raided (stolen), the raiding player moves the field generator to one of the two territories. A field generator that is straddling two territories is deemed to be "in" each territory.



Discard to move all field generators that are currently on the board (including the Outer Belt, if in play) to a single territory where you have at least one colony.

## FLEET INTERLINK

Pay   to increase the value of every unplaced ship in your fleet by one point (a ship that was a  becomes a .

Discard to place a field generator that is not currently on any territory, onto a territory where you have one or more colonies. A field generator that is "straddling" adjacent territories due to the Field Amplifier may not be the target of this card.

## GRAVITY MANIPULATOR



Pay   to decrease the value of one unplaced ship by one point and to increase the value of another unplaced ship by one point.

## HOLOGRAPHIC DECOY




While you possess the Holographic Decoy, a player may not use the Raiders' Outpost to steal resources from you.

If the raiding player wishes to steal an Alien Tech or Asteroid card from you, then they may only take this card. If the raiding player already has a Holographic Decoy, then the stolen Holographic Decoy is discarded.



## INFILTRATION A.I.

Pay   when you gather your fleet to also gather one opponent ship from the board or the Outer Belt to use as your own this turn. The opponent's ship may not be gathered from nor placed at the Terraforming Station. The opponent gathers the ship as usual on their turn.

## MAGNETIC LOCKDOWN

Place   on this card (paying from your personal resources, discounted to  by Pohl Foothills if applicable) to prevent all your landed colonies from being moved or removed for one round. Return the tokens to the fuel supply on your next turn or if raided.

## MATTER EXTRACTOR

When using the Raiders' Outpost, you may steal any combination of four  and  from the supply or take an Alien Tech card from the Alien Artifact instead of stealing from other players.

## MIND CONTROL HELMET



You may only move one opponent's ship with the Mind Control Helmet. You may not reuse the ship at the same facility from which it was removed.

You may not change the value of the ship. You may not move a ship off of or onto the Terraforming Station or the Maintenance Bay. The owner of the moved ship gathers the ship as usual on their turn.



## MULTIVERSE WINDOW

You may have a total of four Agenda cards while you possess the Multiverse Window. If you have any face-down Agendas when you lose or discard this card, you must discard down to a total of three Agendas.

## NULL-TIME VAULT



You may transfer zero to three resources to this card each turn, in any combination of  or . No more than 8 resource tokens in total can be placed on the card, any further cannot be placed. Resources cannot be retrieved except by discarding the card for its ability. If this card is discarded by another effect, return the resources to the supply.

## ORACLE ENGINE

Each turn, you may pay   before you roll your fleet to draw an Agenda card and place it face up across the Oracle Engine card. If you fulfill the In-Game Objective on that Agenda card this turn, score 2 victory points and place a coin or other marker on the card to note its special value, then discard the Oracle Engine card. If not, discard the Agenda card instead.

Discarding the Oracle Engine upon successfully fulfilling the Agenda card's objective does not count as your one Alien Tech discard on your turn. An Agenda successfully fulfilled via the Oracle Engine does not count against your Agenda card limit.

## ORBITAL TELEPORTER

Pay   to move one of your docked ships from one orbital facility to a different orbital facility. You may only move one of your ships, but the moved ship may be used at the new facility. You may not change the value of the ship as it moves from one facility to the other. You may not use the Orbital Teleporter to move a ship off of the Terraforming Station or the Maintenance Bay.

Discard to move any one colony from one territory to another territory.







## OSCILLATION CAPACITOR

Once per turn, you may reuse an Alien Tech card with a fuel cost by paying its fuel cost again. If appropriate, the Pohl Foothills bonus may also be applied to the card's second use.


You may discard the Oscillation Capacitor to discard one Alien Tech card of your choice held by another player without invoking that card's discard power. This card may not be used to discard another player's Asteroid or Agenda card.

## PETA-BIT PROCESSOR

Pay  to allow you to use two Alien Tech discard powers this turn instead of one. You still may not use a discard power of any Alien Tech card that was already used this turn.


Discard to remove the three cards on display at the Alien Artifact from the game. Return them to the box, and they cannot be accessed for the remainder of the current game by any means.

## PLASMA CANNON

Pay  per ship to remove other players' ships from one orbital facility or from one section of the Outer Belt. The removed ships are placed in the Maintenance Bay. If you remove a ship from the Terraforming Station, however, the removed ship immediately gets returned to the Shipyard supply. The Plasma Cannon may only remove ships from a single orbital facility or position on the Outer Belt, and you may not use it on your own ships.

Discard to return one ship belonging to another player to the Shipyard supply. The target player must not be left with fewer than three ships of their color for their next turn. The Relic Ship does not count toward this tally. A ship removed in this manner may be regained via the Shipyard.







## POCKET UNIVERSE

Move any number of your unplaced ships to this card and pay  for each ship moved in this way. At the end of any player's turn, you may dock all of these ships as if it were your turn.

If the ships are on this card at the start of your next turn, gather and roll them as usual.

If the card is raided while your ships are on it, move the ships to the Maintenance Bay.

## PROXIMITY ANALYZER

Pay  to dock one fewer ship when you claim an Asteroid card, provided the missing ship has only a  requirement. Discard and pay  to claim one Asteroid card without docking any ships.

## RESONATING BEACON

Discard to claim one card at the Alien Artifact. You may cycle the cards up to three times at no cost before choosing.

## RESOURCE CACHE

You receive free resources each turn for as long as you possess the Resource Cache. Count the odd and even value ships after you roll your fleet but before you use any Alien Tech cards.

Unlike other Alien Tech cards, the Resource Cache cannot be used on the turn you acquire it. The Resource Cache card is only discarded if you roll equal numbers of odd and even valued ships.



## RETRIEVAL WEBBING

Discard to take one resource of your choice from each player. This is not blocked by the Holographic Decoy.

## SEISMIC DETONATOR

The Seismic Detonator has no function other than its discard power, and it is a one-use card. Once discarded, the Seismic Detonator is removed from the game. Discard to move all colonies in one territory to adjacent territories of your choice. The Repulsor Field blocks the use of the Seismic Detonator in that territory. You may not move colonies into a territory with the Repulsor Field.





## STASIS BEAM

Pay  to decrease the value of one of your unplaced ships by one point. Has no effect on a .



## SUPERCONDUCTING GRAPPLE

Discard to move all ships from one facility to the Maintenance Bay. You cannot move a ship from the Terraforming Station.

## SUPPRESSION MATRIX

Pay  to decrease the value of every unplaced ship in your fleet by one point; a ship that was a  becomes a .

## TELE-OPERATOR

Pay  to use a card on display at the Alien Artifact as if it were your own. Regular usage costs apply. Cards that grant victory points may not be used, and the chosen card may not be discarded.

## TEMPORAL WARPERS

Discard to claim one Alien Tech card of your choice from the discard pile. You may look through the discard pile before discarding your Temporal Warper card.



## ASTEROID CARDS

Ships docked at positions on the Outer Belt can be used to claim Asteroid cards. Positions on the Outer Belt each have their own standard Navigation  $\oplus$  values, listed under the  $\oplus$  just above the docking ports. These Navigation values affect the ship values needed to claim Asteroid cards.

To claim an Asteroid card, you must have appropriately valued ships docked at its position. Each Asteroid position allows for a maximum of three docked ships, depending on player count. If there are insufficient open docks to meet the docking requirements on the Asteroid card, then you may not dock at that position and claim the card.

The center area of each Asteroid card shows the ship requirements in terms of standard Navigation  $\oplus$  values and occasional specific ship values. You must meet the card's requirements with your docked ships in order to claim the Asteroid card.



**EXAMPLE 1** ▶ An Abandoned Ship is in the first position of the Outer Belt. In this first position, the standard Navigation values are  $\oplus 3$  or  $\oplus 4$ . The symbols in the center of the card show that it requires three docked ship dice and all three must be a standard Navigation value. This card can be claimed by any combination of three ships of value of  $\oplus 3$  and  $\oplus 4$ , such as  $\oplus 3 \oplus 3 \oplus 3$  or  $\oplus 3 \oplus 3 \oplus 4$ . If this card were in the fourth position of the Outer Belt, with standard Navigation values of  $\oplus 2$  and  $\oplus 1$ , it could only be claimed by docking any combination of three ships value of  $\oplus 2$  and  $\oplus 1$ , such as  $\oplus 2 \oplus 2 \oplus 1$ .

**EXAMPLE 2** ▶ A Heavy Metals Asteroid is in the second position and requires you to dock two ships. One must be a  $\oplus 2$  and the other must be one of the standard Navigation values at this space; a  $\oplus 2$ ,  $\oplus 3$ , or  $\oplus 4$ , in this case. You may dock a  $\oplus 2 \oplus 2$  or  $\oplus 2 \oplus 3$  or  $\oplus 2 \oplus 4$  to claim the card. If this card were in the first position of the Outer Belt, with standard navigation values of  $\oplus 3$  or  $\oplus 4$ , it could only be claimed by docking a  $\oplus 3 \oplus 3$  or  $\oplus 3 \oplus 4$ .

**EXAMPLE 3** ▶ A Terraforming Module card is in position three. It requires two equal-value dice and both must be one of the standard Navigation values for this position. The Asteroid card can only be claimed from here by docking  $\oplus 2 \oplus 2$  or  $\oplus 3 \oplus 3$  or  $\oplus 4 \oplus 4$ .


If this card were at the first position of the Outer Belt, it could only be claimed by docking  $\oplus 3 \oplus 3$  or  $\oplus 4 \oplus 4$ .

**EXAMPLE 4** ▶ The final card in the example is a Composite Asteroid. It requires only one die but that die must equal one of the standard Navigation values for that position. So, you could dock a  $\oplus 3$  or a  $\oplus 4$ , but nothing else.


Asteroid cards move during the game. Therefore, the ships needed to claim a card will change, as their values depend on the standard Navigation  $\oplus$  for the card's position in the Outer Belt.

**IN TOW** ▶ Please note that most Asteroid cards have the  $\oplus$  symbol. This indicates that they may not be used until the turn after the turn in which they are claimed. They are being towed; place them crosswise or face down to denote this. If they are stolen by another player while they are in tow, they remain that way until that player's next turn.


## CARD SYMBOLS

 : After this card is claimed from the Outer Belt, it cannot be played until the following turn. This is true for most Asteroid cards.

 : This card can be used immediately when it is claimed.

 : Any ship whose value equals one of the standard Navigation values for this position in the Outer Belt.



 : A ship of any value may be used.

 : A die face on the Asteroid .

Rolls of the Asteroid Die to determine card abilities do not move the Asteroid cards. Cards that do not have to be discarded for their effect may be used once per turn only.



**Rules clarifications** for some of the Asteroid cards are included below.

## ORBITAL DEBRIS

Discard to roll the Asteroid die. On a  result, take  from the supply. Otherwise, take a random Alien Tech card from the Alien Artifact discard pile.

## RAIDERS' ROCK


Discard to steal one of the following from one player docked at the Outer Belt:

- ▶ any combination of three  and/or .
- ▶ one Alien Tech card,
- ▶ one Asteroid card.

## SHIP'S LIFEBOAT

Discard to advance one colony three spaces along the Colonist Hub track. If this is more advances than are needed to move your colony to the seventh circle, and you launch the colony immediately, you may use the excess advances to begin work on a new colony.

## TERRAFORMING MODULE

Discard, pay , and return one of your unplaced ships to the Shipyard supply to land a colony in the territory of your choice. Cannot be used if this would reduce your fleet to fewer than three ships of your color. Cannot be used with a temporarily controlled opponent's ship, nor the Brethren Ship. Can be used with the Relic ship only if you control Burroughs Desert; the Relic ship then returns to Burroughs Desert and can be purchased again normally on your next turn.


## FIELD GENERATORS

Field generators are usually placed and moved via specific Alien Tech cards. These units alter the rules within the territory where they are located. Where there is a conflict, these effects take precedence over any card or ability that does not explicitly state otherwise.

### ISOLATION FIELD

The Isolation Field nullifies a territory's bonus.



**EXAMPLE** If the Isolation Field is placed on Pohl Foothills, the player who controls that territory does not receive the "pay one less  than normal on each Alien Tech card you use" bonus. The bonus is also not available via Alien Tech cards or specific factions or any other power.

### POSITRON FIELD

The Positron Field awards one victory point to the player controlling the territory where it is located.



**EXAMPLE** If the Positron Field is located on Herbert Valley and the green player controls Herbert Valley, then the green player receives one additional victory point.


### REPULSOR FIELD

The Repulsor Field prevents colonies from being added to or removed from the territory on which it is located. The Repulsor Field does not prevent its own movement or removal, nor does it prevent the movement or removal of any other field generator that is also on that territory.

**EXAMPLE** If the Repulsor Field is on Asimov Crater, then no new colonies may be added on that territory and the colonies already there cannot be swapped or removed by discarding a Polarity Device or Orbital Teleporter card or by any other effect.



## FACTION BONUSES AND FACILITIES

Each Faction board has an orbital facility with one docking port (top) and a unique owner's ability (bottom). If the docking port is unoccupied, any player may use that orbital facility by docking one ship of any value and paying  to that faction's owner as an "access fee". If the faction owner uses the orbital facility on their own Faction board, they do not pay the access fee. If there is an additional cost to use the faction facility, that cost is always paid to the supply.

Each faction owner has a unique bonus ability that other players may not use. Using this ability is often free, but if there is a cost, it is paid to the supply.

Please note that all Factions facilities are also orbital facilities and are therefore affected by all cards and rules that affect orbital facilities.




### BRETHREN OF THE STARS

While the Brethren Ship is on the board, it has no value but it does block a docking port and it is subject to any rule or card that would move any other ship.

#### ORBITAL FACILITY




If the Brethren Ship is docked on the board, a player docking a ship here may move the Brethren Ship to an empty docking port at the Lunar Mine and take one . If the Brethren Ship is in the Maintenance Bay or if all ports at the Lunar Mine are full, this orbital facility cannot be used.

#### OWNER ABILITY



The Brethren Ship is gathered from the board along with the faction owner's other ships.



The faction owner may roll the Brethren Ship along with their regular fleet of ships. If the ship comes up blank or if they choose not to roll it, place it in the Maintenance Bay. If it comes up with the Raider icon , they may use it to "hijack" any one die on the board and replace it with the Brethren Ship.

The faction owner then rolls the hijacked ship and uses it as their own this turn, except that the hijacked ship may not come from or go to the Terraforming Station.

### COREX CONGLOMERATED



#### ORBITAL FACILITY



A player docking a ship here pays  to receive one  for each territory they control.

#### OWNER ABILITY



At the beginning of their turn, the faction owner receives  plus an additional  for each territory that they control.

### DARK SPACE EXPLORERS

#### ORBITAL FACILITY

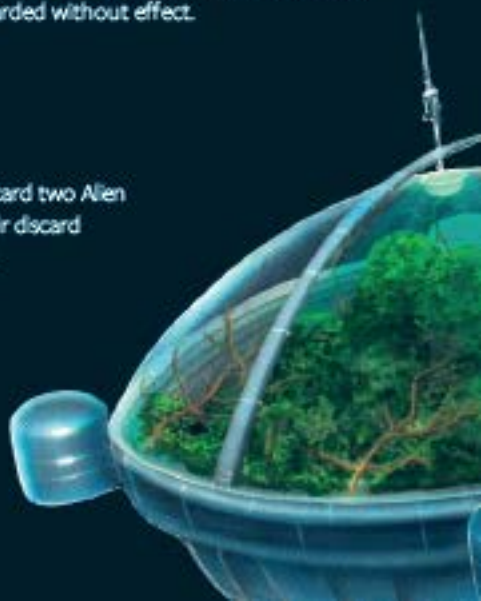


A player docking a ship here pays  to take the top card from the Alien Tech deck. If the card is a duplicate of one they already have, the new card is discarded without effect.

#### OWNER ABILITY



The faction owner may discard two Alien Tech cards per turn for their discard powers instead of just one.



## HOMESTEADER'S UNION

### ORBITAL FACILITY



A player docking a ship here advances their colony token one circle at the Colonist Hub.

### OWNER ABILITY



The faction owner may launch their colonies from the sixth circle of the Colonist Hub instead of the seventh.

## MERCURY'S ANGELS

### ORBITAL FACILITY



A player docking a ship here may change the value of one of their unplaced ships to any value that does not match another of their unplaced ships.

### OWNER ABILITY



Once per turn, immediately after rolling their fleet but before using any Alien Tech cards or placing any ships, if all of the faction owner's ships are different values, they gain 1 or 2.

## NEW GAIA ENGINEERS

### ORBITAL FACILITY



To dock at New Gaia Engineers, a player must already be docked at the Terraforming Station. The player immediately re-rolls the terraformed ship and places it back on the Terraforming Station. The result of the roll determines where the ship will go when it leaves the Terraforming Station, either on the player's next turn or if blasted by the Plasma Cannon. If it is a 1, 2, or 3, the ship will go to the Shipyard supply as normal. If it is a 4, 5, or 6, the ship will go to the Maintenance Bay instead.

The player can put a 1 from the supply on top of this die as a reminder and return it to the supply when they remove the ship at the beginning of their next turn. The ship must wait in the Maintenance Bay for a turn; the player cannot gather it immediately.

### OWNER ABILITY



When any other player uses the Terraforming Station, their 1 and 2 payment is given to the faction owner instead of the supply. If the faction owner uses the Terraforming Station, their payment goes to the supply as usual.

## PROPHETS OF THE ARTIFACT

Remove "Prophets of the Artifact" before setup if not also playing with Agendas.

### ORBITAL FACILITY



A player docking a ship here may draw a number of Agenda cards equal to the value of the docked ship. The player keeps one of the drawn cards and discards the rest. If the kept card puts the player over their limit of Agenda cards, the player discards an unrevealed Agenda card of their choice.

### OWNER ABILITY



Once per turn, the faction owner may discard one of their face-down Agenda cards to receive one of the following:

- ▶ 1, 2, 3, 4
- ▶ 1
- ▶ the top card of the Agenda deck

## PROXIMA CENTAURI SCHOLARS

### ORBITAL FACILITY



A player docking a ship here pays 1 to move one field generator already in play from one territory to another territory.

### OWNER ABILITY



Once per turn, the faction owner may pay 2 to place one field generator on a territory or to remove one field generator from a territory. The faction owner may not use this benefit to move a field generator from one territory to another.



## SCAVENGER FLEET

### ORBITAL FACILITY



A player docking a ship here may dock two unequal ships at the Shipyard and pay the usual costs to build a new ship, provided that docks are available at the Shipyard.

### OWNER ABILITY



When the faction owner builds a new ship at the Shipyard or acquires the Relic Ship from Burroughs Desert, they immediately roll it and use it along with their other unplaced ships.

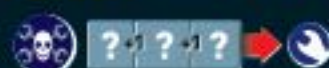
## SMUGGLER'S ALLIANCE

### ORBITAL FACILITY

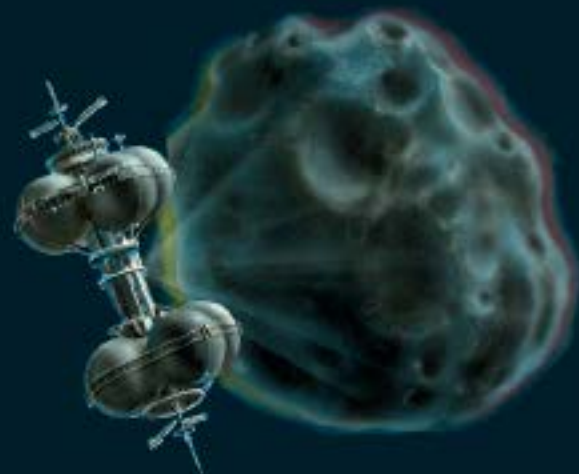


To dock a ship here, a player must simultaneously dock at the Raiders' Outpost. Once docked, the player may raid up to four resources AND one Alien Tech card (or Asteroid card if playing with Outer Belt) from any combination of opponents. The raiding player may steal a Holographic Decoy and then steal four resources from that same player using this ability.

### OWNER ABILITY



The faction owner may use any three sequential ships to bump ships already docked on the Raiders' Outpost. A higher value is not required.



## SUNRISE COMMUNE

### ORBITAL FACILITY



A player docking a ship here pays  $\text{☀☀☀}$  to move any single colony to a territory with no other colony on it.

### OWNER ABILITY



The faction owner may pay one  $\text{☀}$  less than usual when landing a new colony if the colony is placed on a territory with no opponent colonies.

## TERRAN EXCHANGE

### ORBITAL FACILITY



A player docking a ship here gains one additional  $\text{☀}$  the first time they use the Orbital Market on this turn.

### OWNER ABILITY



Once per turn, the faction owner may either give an opponent one Alien Tech card and steal  $\text{☀☀}$  from them, or give an opponent  $\text{☀}$  and steal one of their Alien Tech cards. The faction owner chooses which Alien Tech cards to "trade." This power is not affected by Holographic Decoy.

## URANIAN SYNDICATE

### ORBITAL FACILITY



A player docking a ship here pays  $\text{☀}$  to move one of their colony tokens from one territory to another territory or pays  $\text{☀☀}$  to move one opponent's colony token from one territory to another territory. The Repulsor field protects against this ability as normal.

### OWNER ABILITY



Once per turn, the faction owner may select one contested territory, even if they do not have any colonies in that territory, and use that territory's bonus until the end of the turn. A "contested" territory is one that contains more than one colony but is not controlled by any player. The faction owner cannot select the Burroughs Desert nor a territory containing the Isolation Field with this ability.

## XENO EXPLORATIONS, INC.

If this faction is selected at the beginning of the game, place the REV unit on the Burroughs Desert territory during setup.


### ORBITAL FACILITY



A player docking a ship here may move the REV to an adjacent territory and may then use that territory's bonus.

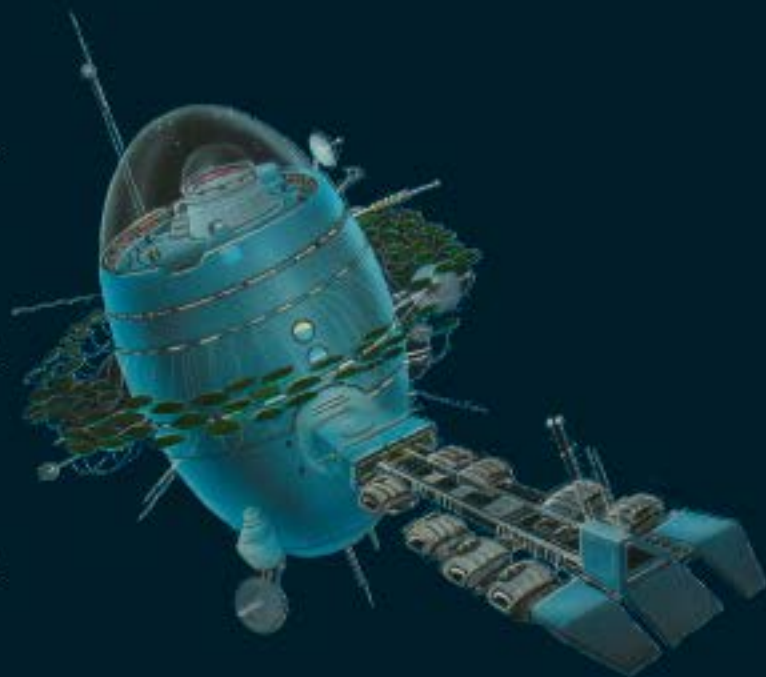
### OWNER ABILITY



Once per turn, the faction owner may pay  to move the REV unit to an adjacent territory and may then use that territory's bonus.

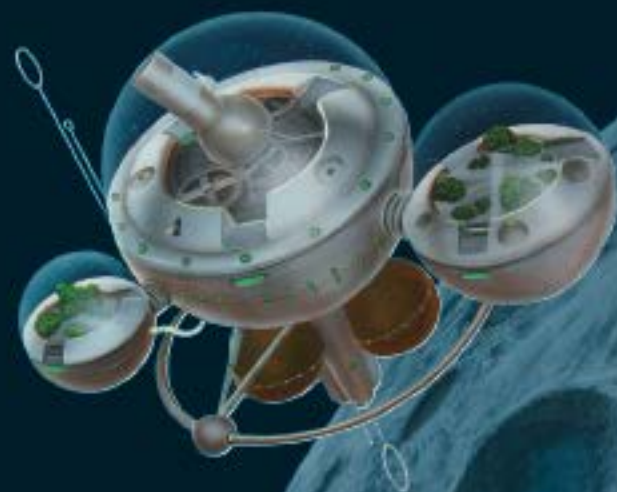
### REV RULES:

- ▶ The REV may only move into an adjacent territory, i.e. that shares a border with the territory in which the REV is currently located.
- ▶ The REV only activates a territory bonus when it first moves into a territory. A REV that has not moved grants no bonus.
- ▶ The Repulsor Field blocks the REV from entering or exiting that territory.
- ▶ The Isolation Field prevents the REV from activating a territory's bonus.
- ▶ The REV cannot activate the Burroughs Desert territory bonus.
- ▶ Moving the REV into a territory you control grants no additional benefit.
- ▶ If the faction owner moves the REV twice during a turn (by using the Owner Ability and by docking a ship at this Orbital Facility), the territory bonuses gained may only be used while the REV is located in each specific territory.



**TO ALL THE FANS, PLAY TESTERS,  
AND SUPPORTERS THROUGHOUT  
THE YEARS: THANK YOU!  
KEEP EXPLORING NEW FRONTIERS!**

*-Tory Niemann, Designer*





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