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Game:	ALIEN FRONTIERS (EDITION X)
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ALIEN FRONTIERS EDITION X

SETUP

Place the **scoring track** to the side of the **game board**. Each player chooses a player color and places a **scoring rocket** of their color on the 0 line.

Place each **territory tile** on its corresponding territory (the *Blish Expanse* tile is only used when playing **Outer Belt**). Place the **Relic Ship die** on the *Burroughs Desert* territory on the board.


Place the orange **fuel** tokens on the table near the *Solar Converter* to form the **fuel supply**.



Place the gray **ore** tokens on the table near the *Lunar Mine* to form the **ore supply**.




Remove all **alien tech cards** with **Agendas** and **Outer Belt** icons, unless you are playing with the corresponding module. Shuffle the rest of the cards, deal 1 faceup to each player, and place 3 cards faceup on the table near the *Alien Artifact* to form the supply; the remaining cards are the draw pile.

Place the 3 **field generators** near the board.

Each player takes 3 **ships** (dice) of their color and places them on the table near the *Maintenance Bay*. Place the remaining 3 ships of each color on the table near the *Shipyard* to form the **ship supply**.

4 or more players: Each player takes 6 colony tokens of their color. Any docking ports marked with  (found only on the **Outer Belt** board) cannot be used at any time.


3 players: Each player takes 7 colony tokens of their color. Any docking ports marked with  or  cannot be used at any time.


2 players: Each player takes 8 colony tokens of their color. Any docking ports marked with  or  or  cannot be used at any time.



Long game variant: Each player takes 8 colony tokens, regardless of player count.

Return unused colony tokens to the box.



Choose **player 1** by rolling for the highest number; then distribute resources clockwise as follows:

Player 2 receives .

Player 3 receives .

Player 4 receives  and .

With the addition of alternate player color packs:

Player 5 receives  and .

Player 6 receives  and .

Play begins with player 1 and continues clockwise.

The words ship/ships are synonymous with die/dice.

OPTIONAL MODULES SETUP

FACTIONS

Randomly select a number of **faction boards** equal to the number of players plus one, then return the rest to the box.

After determining player order, the last player chooses one and passes the rest anticlockwise. This continues until all players have chosen a board (return the remaining board to the box).



Each player places a faction reference card for their faction next to their faction board.


If you are not playing with **Agendas**, remove the *Prophets of the Artifact* board before randomly selecting 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*.

AGENDAS


Use 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 agenda cards with the  icon.

If playing with **Factions**, after players select their factions, remove 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 return to the box any that refer to cards no longer in the game.

Shuffle the remaining agenda cards and deal 2 facedown to each player. Place the draw deck near the *Orbital Market*. Players may look at their own agenda cards.

OUTER BELT

Place the *Outer Belt* board to the right of the main board so the moon illustrations line up. Place the *Blish Expanse* territory tile on the corresponding territory. If you are not playing with **Agendas**, return the asteroid card with the  symbol to the box.

Shuffle the **asteroid cards** and return the top 2 cards to the box without looking at them. Place 1 card faceup on each space on the *Outer Belt* board, then place the deck facedown near the top of the board.

When player 1 is determined, give them the **asteroid die**.

GAME TURN

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

GATHER, ROLL, AND ASSIGN FLEET

Take all of your ship/dice from the board and roll them, then place all of these ships on docking ports (spaces) at orbital facilities.

You may not dock ships at a facility unless spaces are available and you meet all ship and resource requirements. If you cannot legally dock a ship at any facility, place it on the *Maintenance Bay*.


Resolve each action from placing 1 or more ships before placing the next ship. You gain the benefits from a facility immediately unless noted otherwise. Pay costs to the fuel and ore supplies.

COLONIES

If you place a colony, you immediately earn 1 VP. If this results you having more colonies than any other player, you **control** that territory. Take the territory tile, gain an extra VP, and you may use the territory's bonus.

If you lose control of a territory, return the tile to its territory on the board and lose 1 VP. You can no longer use the bonus.

USE ALIEN TECH CARDS

You may use any number of your **alien tech cards** at any time during your turn. Most have one power that requires a payment in  (pay costs to the supply), and another that requires you to discard the card.

Each card may only be used once per turn unless noted otherwise.

You may only use 1 discard power from among all your alien tech cards each turn. You cannot use both the paid ability and the discard ability of the same card in 1 turn.

END OF TURN

Your turn is over when you have docked all your ships and used the alien tech cards you wished to use.

If you have more than 8 total resource tokens, return your choice of excess tokens to the appropriate supplies.

ALIEN TECH CARDS

You may only have 1 copy of each alien tech card; if you acquire a duplicate, discard it (you may not use its discard power).

You may only discard a alien tech card that you have not already used this turn.

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

If a card contradicts the rules of the **field generators**, they take precedence unless stated otherwise.

FIELD GENERATORS

Field generators are usually placed and moved via specific alien tech cards. They alter the rules within the territory where they are located. Where there is a conflict, these effects take precedence over cards and abilities that do not state otherwise.

END GAME AND SCORING

Scoring is not cumulative; it fluctuates as the game progresses.

As you play, you score 1 victory point (VP) 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 (**Outer Belt**).
- Having the *Alien Satellite* asteroid card (**Outer Belt**).
- Each revealed agenda card (**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 VPs to verify the standings on the scoring track, and the player with the most VPs wins.

On a tie, check these tiebreakers in order:

1. More revealed agenda cards (if playing with **Agendas**).
2. More alien tech cards.
3. More .
4. More .
5. Play again.

ALIEN FRONTIERS EDITION X

ORBITAL FACILITIES

ALIEN ARTIFACT

You may dock ships of any value here. For each ship you dock, you may optionally discard the alien tech cards on display and lay out 3 new cards from the draw pile (cycling).

If you dock ships with a total value of 8 or more, claim a displayed alien tech card and place it faceup in front of you. Replace the claimed card with one from the draw pile. You may not claim an alien tech card you already have. If the draw pile is exhausted, reshuffle the discards to form a new pile.

You gain the benefits of alien tech immediately unless noted otherwise. To claim another card you need to dock new ships totalling 8 or more.

COLONIST HUB

Four players can use the *Colonist Hub* simultaneously. A player may use only 1 advancement track at a time.

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

Each additional ship you dock here (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 1 circle along the track. When the colony reaches the seventh circle you may launch it at your convenience on one of your turns by paying + to place it on a territory.

You may not begin work on another colony 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.

5 or 6 players

The *Colonist Hub* docking ports become freeform: ships may use any docking port and each ship docked earns 1 colony track advancement. Players are limited to 3 ships docked and 1 colony working toward launch. If all the ports are occupied, no new ships can dock.

The colonies are not limited to staying on 1 track. If advancing your colony would place it on a circle that is already occupied, slide your colony to a circle on a different track in the appropriate position. If the circle you need is occupied on all tracks, adjust the number of ships you dock to position your colony on an unoccupied circle. If all the launch circles are occupied and your ship is on the sixth circle, you may launch 1 ship, immediately paying + .

In all cases, the 3 ship limit still applies. If you already have 3 ships at the *Hub*, you may not dock a fourth to advance to an unoccupied circle or to launch your colony.

COLONY CONSTRUCTOR

Dock 3 ships of equal value and pay to immediately land one of your unplaced colonies on a territory.

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.

MAINTENANCE BAY

If you cannot dock a ship legally during your turn, place it here, where it gives you no benefit. Any ships purchased through the *Shipyards* 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 are placed at the *Maintenance Bay* until their player's next turn.

ORBITAL MARKET

Dock 2 ships of equal value to pay equal to the value of one of your docked ships to receive 1 . You may trade as many times as you wish on your turn.

If playing with *Agendas*, you may instead dock 2 ships of equal value to draw 2 new agenda cards. You may never have more than a total of 3 agenda cards. You may not discard revealed agenda cards.

RAIDERS' OUTPOST

Dock a set of 3 sequentially numbered ships to use steal a total of 4 resources from any mix of players or 1 alien tech card of your choice from 1 player.

If the *Raiders' Outpost* is occupied by your own ships or by the ships of another player, you may dock a higher-value sequence here and move the original ships to the *Maintenance Bay*.

If you steal an alien tech card you already have, the stolen card is discarded immediately (you gain no benefit). If playing with the *Outer Belt*, you may steal an asteroid card instead. A stolen asteroid card that was *in tow* may not be used until your following turn. Agenda cards may not be stolen.

SHIPYARD

Dock 2 ships of equal value to use the *Shipyards*.

There are enough docking ports to accommodate three pairs of ships at any one time. Each pair of docked ships, along with the payment of the appropriate resources, earns 1 new ship from the ship stock:

- 4th ship: pay 1 and 1 .
- 5th ship: pay 2 and 2 .
- 6th ship: pay 3 and 3 .

Take a ship of your color from the ship stock 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 ship stock on your turn, you may not use the *Shipyards*.

Because it is possible to lose ships while playing, you may build your 4th, 5th, or 6th ship more than once during the game.

SOLAR CONVERTER

Dock ships of any value to gain equal to one half the value of each ship you dock. Round up for each ship. There are enough docking ports to accommodate 8 ships.

TERRAFORMING STATION

Dock one ship with a value of 6 and pay 1 and 1 to immediately land one of your unplaced colonies on a territory.

There is only 1 docking port available. The ship docked is completely consumed by the colony creation process and is returned to the ship stock at the beginning of your next turn. A ship forfeited in this manner may be rebuilt using the *Shipyards*.

You cannot use the *Terraforming Station* if doing so would reduce your fleet to fewer than 2 ships of your color.

A ship docked at the *Terraforming Station* may be removed by the *Plasma Cannon* card but may not be moved to another orbital facility.

FIELD GENERATORS

ISOLATION FIELD

Nullifies a territory's bonus.

POSITRON FIELD

Awards 1 VP to the player controlling the territory where it is located.

REPULSOR FIELD

Prevents colonies from being added to or removed from the territory on which it is located. It 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.

TERRITORY BONUSES

ASIMOV CRATER

Bonus: Advance your colony 1 extra circle each turn in which you dock more than 1 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.

BLISH EXPANSE

This territory 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: You may ignore the requirement on most asteroid cards that prohibits playing them until the turn after they are claimed from the *Outer Belt*.

BRADBURY PLATEAU

Bonus: You pay 1 less than usual when you use the *Colony Constructor*.

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 it has no color and any time it would be returned to the *Shipyards* supply, it is returned to *Burroughs Desert* instead.

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 *Market*.

HERBERT VALLEY

Bonus: You pay 1 fewer and than usual for each ship you build at the *Shipyards*.

LEM BADLANDS

Bonus: You gain 1 additional for each ship you dock at the *Solar Converter*.

POHL FOOTHILLS

Bonus: You pay 1 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*.

VAN VOGT MOUNTAINS

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

ALIEN TECH CARDS


ALIEN CITY AND ALIEN MONUMENT

Each of these cards is worth 1 VP. There is only 1 of each in the deck, and a single player may possess both cards simultaneously.

ASTROGATION SERVO


You may discard this card to send all ships docked at 1 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 1 point. Has no effect on a 6 die.

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

CHAMELEON CLOAK

Pay  to replace an opponent's ship(s) at 1 orbital facility with equal valued ships of your own. Pay the usual cost, if any, and gain the usual benefit for docking. Send the replaced ships to the *Maintenance Bay*.

This card 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 this card after placing all of your ships; gather 1 or 2 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

You are not allowed to have more than 1 alien tech card of the same name, so 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 this card'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 1 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 generator to 1 of the 2 territories. A field generator that is straddling 2 territories is 'in' each territory.


Discard to move all field generators currently on the board (including the *Outer Belt*, if in play) to a single territory where you have at least 1 colony.

FLEET INTERLINK

Pay  to increase the value of every placed ship in your fleet by 1 point (a 6 becomes a 1).

Discard to place a field generator (that is not currently on any territory) onto a territory where you have 1 or more colonies. A field generator straddling adjacent territories may be the target of this card.

GRAVITY MANIPULATOR


Pay  to decrease the value of 1 unplaced ship by 1 point and increase the value of another unplaced ship by 1 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, they may only take this card. If the raiding player already has a *Holographic Decoy*, the stolen card is discarded.



INFILTRATION A.I.

Pay  when you gather your fleet to also gather 1 opponent ship from the board or the Outer belt to use as your own this turn. This 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 (from your personal resources, discounted to  by *Pohl Foothills* if applicable) to prevent all your landed colonies from being moved or removed for 1 round. Return the tokens to the fuel supply on your next turn or if raided.

MASTER EXTRACTOR

When using the *Raider's Outpost*, you may steal any combination of 4  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 1 opponent's ship with this card. You may not re-use the ship at the same facility from which it was removed.

You may not change the ship's value, or 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 4 agenda cards while you possess this card. If you have any facedown agendas when you lose or discard this card, you must discard down to a total of 3 agendas.

NULL-TIME VAULT

You may transfer 0 to 3 resources to this card each turn, in any combination of  or . No more than 8 resource tokens in total can be placed on this card. 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 faceup across this card. If you fulfill the in-game objective on that agenda card this turn, score 2 VPs 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 this card upon successfully fulfilling the agenda card's objective does not count as your 1 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 between facilities. You may not use the *Orbital Teleporter* to move a ship off of the *Terraforming Station* or the *Maintenance Bay*.

Discard to move any 1 colony from one territory to another territory.


OSCILLATION CAPACITOR

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

You may discard this card to discard 1 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 2 alien tech discard powers this turn instead of one.

You may still not use a discard power of any alien tech card that was already used this turn.

Discard to remove the 3 cards on display at the *Alien Artifact* from the game. Return them to the box; they cannot be accessed for the rest of the 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 on the *Maintenance Bay*.

If you remove a ship from the *Terraforming Station*, however, immediately return the removed ship 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 1 ship belonging to another player to the *Shipyard* supply. The target player must not be left with fewer than 3 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 1 fewer ship when you claim an asteroid card, provided the missing ship has only a  requirement. Discard and pay  to claim 1 asteroid card without docking any ships.

RESONATING BEACON

Discard to claim 1 card at the *Alien Artifact*. You may cycle the cards up to 3 times at no cost before choosing.

RESOURCE CACHE

You receive free resources each turn for as long as you possess this card. 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. It is only discarded if you roll equal numbers of odd and even valued ships.

RETRIEVAL WEBBING


Discard to take 1 resource of your choice from each player. This is not blocked by the *Holographic Decoy*.

SEISMIC DETONATOR

This card has no function other than its discard power, and it is a one-use card. Once discarded, it 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 this card 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 1 point. Has no effect on a 1.



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

Play   to decrease the value of every unplaced ship in your fleet by 1 point; a ship that was a 1 becomes a 6.

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 VPs may not be used, and the chosen card may not be discarded.


TEMPORAL WARP

Discard to claim 1 alien tech card of your choice from the discard pile. You may look through the discard pile before discarding the card.

FACTION BONUSES & FACILITIES




BRETHREN OF THE STARS



The *Brethren Ship* dice has no value, but it blocks a docking port and it is subject to any rule or card that moves any other ship.

Facility: If the *Brethren Ship* is docked on the board, a player docking a ship here may move the *Ship* to an empty docking port at the *Lunar Mine* and take 1 . 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: Gather the *Brethren Ship* from the board with your other ships. You may roll it along with your regular fleet. If the result is blank (or you choose not to roll it), place it in the *Maintenance Bay*. If the result is the *raider icon*, you may *hijack* (replace) any 1 die on the board. You then roll the hijacked ship and use it as your own this turn, except that it may not come from or go to the *Terraforming Station*.

COREX CONGLOMERATED

Facility: A player docking a ship here pays   to receive 1  for each territory they control.

Owner: At the beginning of their turn, you receive  plus an additional  for each territory you control.

DARK SPACE EXPLORERS

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 that already have, the new card is discarded without effect.

Owner: You may discard 2 alien tech cards per turn for your discard powers, instead of just one.



HOMESTEADER'S UNION

Facility: A player docking a ship here advances their colony token 1 circle at the *Colonist Hub*.


Owner: You may launch your colonies from the sixth circle of the *Colonist Hub* instead of the seventh.



MERCURY'S ANGELS

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: Once per turn, immediately after rolling your fleet but before using any alien tech cards or placing any ships, if all of your ships are different values, gain  or .

NEW GAIA ENGINEERS

Facility: To dock here, a player must already be docked at the *Terraforming Station*. They immediately re-roll the terraformed ship and place it back on the *Terraforming Station*. The result determines where the ship goes when it leaves the *Terraforming Station*, either on the player's next turn or if blasted by the *Plasma Cannon*. On a 1-3, the ship goes to the *Shipyard* supply as normal. On a 4-6, the ship goes to the *Maintenance Bay* instead. You can put a  from the supply on top of this die as a reminder and return it to the supply when you remove the ship at the beginning of your next turn. The ship must wait in the *Maintenance Bay* for a turn; you cannot gather it immediately.





Owner: When any other player uses the *Terraforming Station*, their  and  payment is given to you instead of the supply. If you use the *Terraforming Station* your payment goes to the supply as usual.

PROPHETS OF THE ARTIFACT


Remove this faction before setup if not playing with Agendas.



Facility: A player docking a ship here may draw a number of agenda cards equal to the value of the docked ship, keep one, and discard the rest.

If the kept card puts the player over the limit of agenda cards, the player discards an unrevealed agenda card of their choice.

Owner: Once per turn, you may discard one of your facedown agenda cards to receive either    , or the top card of the agenda deck.

PROXIMA CENTAURI SCHOLARS

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

Owner: Once per turn, you may pay   to place 1 field generator on a territory or to remove 1 field generator from a territory. You may not use this benefit to move a field generator from 1 territory to another.

SCAVENGER FLEET

Facility: A player docking a ship here may dock 2 unequal ships at the *Shipyard* and pay the usual costs to build a new ship, provided that docks are available at the *Shipyard*.




Owner: When you build a new ship at the *Shipyard* or you acquire the *Relic Ship* from *Burroughs Desert*, you immediately roll it and use it with your other unplaced ships.


SMUGGLER'S ALLIANCE

Facility: To dock a ship here, a player must simultaneously dock at the *Raiders' Outpost*. Once docked, they may raid up to 4 resources and 1 alien tech card (or asteroid card if playing with *Outer Belt*) from any combination of opponents. The raiding party may steal a *Holographic Decoy* and then steal 4 resources from that same player using this ability.


Owner: You may use any 3 sequential ships to bump ships already docked on the *Raiders' Outpost*. A higher value is not required.




SUNRISE COMMUNE

Facility: A player docking a ship here pays    to move any single colony to a territory with no other colony on it.




Owner: You may pay 1  less than usual when landing a new colony if the colony is placed on a territory with no opponent colonies.

TERRAN EXCHANGE

Facility: A player docking a ship here gains 1 additional  the first time they use the *Orbital Market* on this turn.

Owner: Once per turn, you may either give an opponent 1 alien tech card and steal   from them, or give an opponent  and steal one of their alien tech cards. You choose which alien tech cards to 'trade'. This power is not affected by *Holographic Decoy*.

URANIAN SYNDICATE


Facility: A player docking a ship here pays  to move one of their colony tokens from 1 territory to another territory, or pays   to move 1 opponent's colony token from 1 territory to another territory. The *Repulsor Field* protects against this ability as normal.

Owner: Once per turn, you may select 1 contested territory, even if you do not have colonies there, and use its bonus until the end of the turn. A contested territory is one that contains more than 1 colony but is not controlled by any player. You 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 start 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, you may pay  to move the **REV** to an adjacent territory and may then use that territory's bonus.

REV rules

The **REV** may only move into an adjacent territory (one sharing a border). The **REV** only activates a territory bonus when it first moves into a territory. If it has not moved it 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, the bonuses gained may only be used while the **REV** is located in each specific territory.

ALIEN FRONTIERS EDITION X

EXPANSION MODULES

FACTIONS



If your faction board's docking port is unoccupied, any player may use that facility by docking 1 ship of any value there and paying to that faction's owner (the faction owner does not pay this on their own board).

Any additional costs required are always paid to the supply.

Each faction board also grants its owner a **unique ability** (this does not require docking a ship on the board).

All faction facilities are also orbital facilities and are affected by rules and cards that affect them.

AGENDAS



Each agenda card has 2 conditional scoring situations. The **in-game objective** can be revealed at the time you achieve the condition to score 1 VP. The **endgame objective** can be revealed at the end of the game if you achieved the condition to score 1 VP.

Only 1 VP may be awarded per agenda card. You may never have more than 3 agenda cards. Discard any excess unrevealed agendas until you have 3; you may not discard revealed agenda cards.

You may draw new agenda cards using the *Orbital Market*. Agenda cards never count as alien tech cards and cannot be stolen or destroyed. If the deck is exhausted, shuffle the discards to form a new deck.

OUTER BELT



When you gather your ships from the board, also gather any ships you have on the *Outer Belt*. Roll the **asteroid die** with your fleet, and check its result *before* placing any ships:

On a blank: The asteroid cards do not move.

On a : Move the asteroid cards on the *Outer Belt* 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 facedown.
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 faceup on the 1st space.

If any asteroid spaces were empty when the cards moved, the gap in the chain of cards is maintained in the move. Ships docked on the *Outer Belt* do not move when the asteroid cards move.

The asteroid die is not a ship, and cannot be altered by alien tech cards unless they specifically refer to the **asteroid die icon**. Pass the die to the next player for that player's use next turn.

If a card requires you to roll the asteroid die to determine an effect, this does not move the asteroid cards.

When you place your ships on your turn, you may dock them on the *Outer Belt* board as well as assign them to orbital facilities. This allows you to claim asteroid cards.

Up to 3 ships can be docked in each position, depending on the player count. If there are not enough open docks to meet the docking requirements on the asteroid card, you may not dock there and claim the card.

Positions on the board have their own **navigation values**. The centre area of each card shows the ship requirements in terms of those navigation values and, sometimes, specific values.

You must meet the card's requirements with your docked ships to claim the asteroid card; place it in front of you.

Those with the symbol may be used when you claim them.

Those with the symbol cannot be used before your next turn (they are *in tow*: turn them sideways as a reminder).

Leave your ships docked on the *Outer Belt* board until your next turn.

Unless otherwise noted, you can only use asteroid cards on your turn.

Any asteroid card may be stolen as if it was an alien tech card through the *Raider's 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.

ASTEROID CARDS

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 3 and/or .
- 1 alien tech card
- 1 asteroid card.

SHIP'S LIFEBOAT

Discard to advance 1 colonu 3 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 3 ships of your color. Cannot be used with a temporarily controlled opponent's ship or 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.