ALIEN FRONTIERS

MASTER RULEBOOK

Table of Contents

I. Gameplay 3

Overview and Setup 4

Variants.....5

Option: Adding a fifth[f] and sixth[ob] player ...6

Option: Adding Agendas[f] 6

Option: Adding Factions[f] 6

Option: Adding Outer Belt[ob].....6

How to Play 7

Orbital Facilities 8

Territory Bonuses..... 11

Field Generators 12

Alien Tech cards 13

Option: Faction Facilities[f]..... 13

Option: Agendas[f] 13

Option: Outer Belt and Asteroid cards[ob] 14

End of Game and Scoring 15

II. Reference..... 16

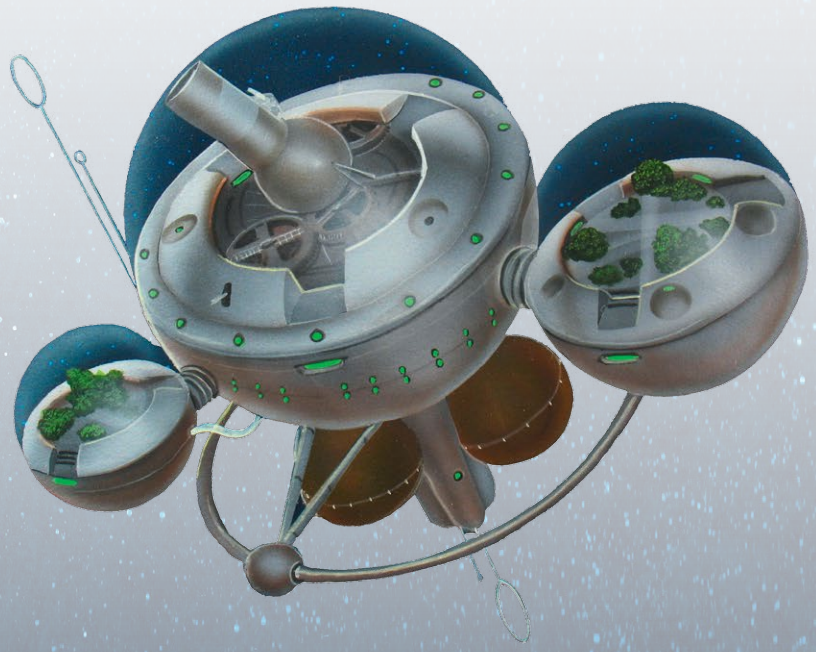
Alien Tech cards 17

Faction facilities[f].....23

Agenda cards[f].....25

Asteroid cards[ob] 27

f: first appeared in *Alien Frontiers: Factions*
fp(n): first appeared in *Alien Frontiers: Faction Pack (number)*
ob: first appeared in *Alien Frontiers: Outer Belt*
ep(n): first appeared in *Alien Frontiers: Expansion Pack (number)*
p: first appeared as a promotional item



GAMEPLAY

Overview

Alien 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 Planet Maxwell, its moon, the stations in orbit around the planet, and the solar system's star. 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 ability 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?

Important Notes

Throughout these rules the words "ship" or "ships" are synonymous with the words "die" or "dice". They are used interchangeably.

Objective

Gaining more influence over the Alien Frontier (measured in Victory Points) than your opponents by building colonies and controlling territories.

Setup

Unfold the main game board and choose the standard side (square docking spaces) or the Rocket Dice side (rocket-shaped docking ports). Place the scoring track board in a convenient location and place a scoring rocket of each color on the 0 line. Assign one player to keep track of the victory points throughout the game.

Place the clear die in the space on the Burroughs Desert territory. This is the Relic Ship. Place each Territory tile face-up on the matching territory on the board.

Place the orange fuel tokens on the table near the solar converter. This is the fuel stock.

Place the gray ore tokens on the table near the lunar mine. This is the ore stock.

Shuffle the Alien Tech cards (see "Classic Mode" on page 6 for the list of base game cards) and deal three cards face-up on the table near the Alien Artifact. This is your alien tech stock. Deal one Alien Tech card face-up to each player. The remaining Alien Tech cards form a draw pile that will be used at various times during the game. A discard pile will form as the game progresses.

Place the three field generator counters on the table to the left of the board.

Each player chooses a color then takes three ships (dice) of that color and places them on the Shipyard image near the words "Maintenance Bay". Place the remaining three ships of each color on the table near the Shipyard. This is the ship stock.

Each player takes six colony tokens of the color that matches their ships. Return the unused colony tokens to the game box, they will not be needed.

Choose player one by rolling for highest number. Counting clockwise from player one, player two receives one fuel, player three receives one ore, and player four receives one fuel and one ore. This allotment compensates for turn-order disparities. Players only receive this allotment at the start of the game.

Setup Diagram - Classic Game

Variants

3 Player Variant

Each player takes seven colony tokens.

Docking ports marked with three dots cannot be used.

At the beginning of the game, player two receives one fuel token and player three receives one ore token.

2 Player Variant

Each player takes eight colony tokens.

Docking ports marked with two or three dots cannot be used.

At the beginning of the game, player two receives one fuel token.

Long Game Variant

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

Classic Mode

If you want to play just the base game of Alien Frontiers, ignore any rule sections with "Option" in the title and use only these Alien Tech cards:

- **Alien City**
- **Alien Monument**
- **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)**

Option: 5 or 6 Players

Each player takes six colony tokens.

If there is a fifth player in your game, that person starts the game with 2 fuel and 1 ore. If there is a sixth player, that person starts the game with 2 fuel and 2 ore.

Option: Adding Agendas

When adding Agendas, be sure to remove any Agenda cards referencing rules and/or cards not being used this game. See the Agenda card Reference for details.

Deal two Agenda cards face down to each player. Place the remaining Agenda cards in a draw deck near the Orbital Market. Players may look at their own Agenda cards at any time. See the Agenda cards section for more details.

Option: Adding 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.

Determine player order, then 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 counter-clockwise. This procedure continues until all players have chosen a Faction board. The remaining Faction board is returned to the box.

Option: Adding Outer Belt

Unfold the Outer Belt board and choose the standard side (square docking spaces) or the Rocket Dice side (rocket-shaped docking ports). Place the Outer Belt board to the right of the main board so that the moon illustrations on both boards line up.

Place the Blish Expanse Territory tile on the moon on the Outer Belt board.

Shuffle the Asteroid cards then return the top two cards to the box without looking at them. This will keep the exact mix of available Asteroid cards a mystery so that each game is a little different.

Deal one Asteroid card face-up to each card space on the Outer Belt board. Set the remaining Asteroid deck face-down near the top of the Outer Belt board.

When First Player has been determined, give that player the Asteroid Die.

How to Play

Play begins with player one and moves clockwise. Each player performs the following tasks on their turn:

Gather and Roll Your Fleet

Gather all of your ships from the board and roll them.

Use Alien Tech cards and Assign Your Fleet

Do these tasks in any order you like. You may choose to use all, some, or none of your Alien Tech cards but you must dock all of your ships at orbital facilities on your turn, if possible. If you cannot legally dock one or more of your ships at any orbital facility, place them on the Maintenance Bay.

You may use an orbital facility by allocating your ships to its docking ports. A facility can only be used if it has sufficient unused docking ports, you have ships of the required values, and you can **immediately** pay any applicable cost. See the section on orbital facilities for the requirements and costs for each facility.

Example: *The terraforming station requires a value 6 ship and costs one fuel and one ore. Therefore, you may not use the terraforming station if you do not have any sixes, if the single docking port is already occupied, or if you do not have the required fuel and ore.*

You gain the benefits of an orbital facility, territory control, or alien tech immediately unless noted otherwise. Costs to use orbital facilities and Alien Tech cards are paid to the stocks.

You may use your Alien Tech cards at any time during your turn. Most cards have a power you pay fuel to use and a power you must discard the card to use. Each Alien Tech card may be used only once per turn.

You may only use one discard power from your Alien Tech cards each turn. See the rules section on Alien Tech cards for the powers and costs of each card.

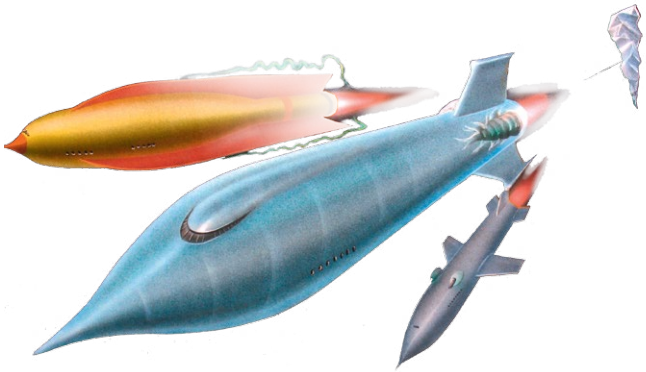
If you place a colony during your turn you earn a victory point and adjust the score track immediately.

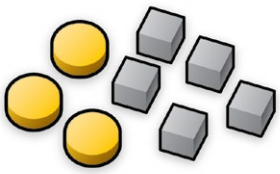
If colony placement results in your having more colonies on the territory than any other player, you "control" that territory. You take its counter, gain an extra victory point, and may use the territory's bonus. If you no longer have more colonies on the territory than any other player, you lose control of the territory. You immediately return the Territory tile to the planet, lose a victory point, and can no longer use the territory's bonus. See the rules section on territory bonuses for details.

The presence of certain field generators may award an extra victory point or limit your ability to use territory bonuses and place colonies. See the rules section on field generators for 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.



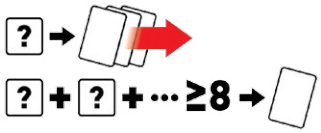


If you have more than eight total resource tokens at the end of your turn you must return your choice of excess tokens to the appropriate resource stocks.

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.

Alien Artifact



Each ship you dock at the Alien Artifact may be of any value and allows you to discard the Alien Tech cards on display and lay out three new cards from the deck. This is called "cycling" and it is optional.

To claim one of the Alien Tech cards on display you need to have docked ships with a total value of 8 or more. When you claim an Alien Tech card the count is reset to zero, so, to claim another card you need to dock new ships totaling 8 or more.

Replace the claimed card with one from the draw pile. You may not claim an Alien Tech card you already have. There are enough docking ports to accommodate four ships at a time.

Example 1: *There is a Polarity Device card on display and you want it, so you dock a 2 and a 6 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 2 and cycle the cards again. You still have not found what you want so you dock a 4 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 to ready colonies for territory placement. 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 have a colony at the Colonist Hub then the first ship docked here requires you to place one of your unplaced colonies on the first advancement circle. Each additional ship you dock here, either on this turn or on subsequent turns, must be placed on this 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 by paying one fuel and one ore. You may not begin work on another colony at the Colonist Hub until the one already on the advancement track has been launched. Once the colony has been placed on a territory you may start advancing a new colony with the next ship you dock at the Colonist Hub.

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

Your final colony is not locked into the Colonist Hub. If your last colony is on the Colonist Hub and your roll gives 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.

Option: With five or six players, the Colonist Hub docking ports are "freeform", like the Solar Converter. Ships may use any docking port and each ship docked earns one colony track advancement. Players are still limited to three ships docked at the Colonist Hub and only one colony working toward launch.

If all of the docking ports are occupied, no new ships can dock at the Colonist Hub until some of the docking ports become unoccupied.

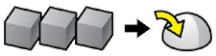
The colonies themselves are also "freeform" in that they are not limited to staying on one track. If advancing your colony would place it on a circle that is already occupied, just slide your colony to a circle on a different track in the appropriate position. If the circle you need is occupied on all tracks, then you will

need to adjust the number of ships you've docked 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 the one fuel and one ore fee.

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 three ore to use the Colony Constructor. There are enough docking ports for two sets of triples to be docked simultaneously. Using the Colony Constructor allows you to land one of your unplaced colonies on a territory immediately.

Lunar Mine

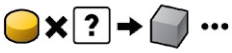
Each new ship docked at the Lunar Mine must be equal to or greater than the highest value ship currently docked here. There are enough docking ports to accommodate five ships at any one time. You gain one ore for each ship you dock here.

Example: *At the beginning of your turn there is a 1 and a 4 docked at the Lunar Mine. You roll a 3, 4, and 6. You cannot dock the 3 at the Lunar Mine because it is less than the 4 already docked there, but you can dock both your 4 and your 6. You earn two ore 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 6.*

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 facilities with the Plasma Cannon or bumped from the Raiders' Outpost are placed at the Maintenance Bay until their player's next turn.

Orbital Market



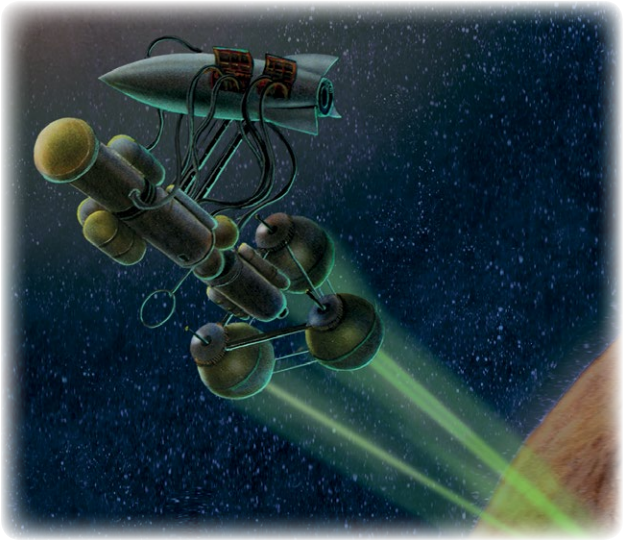
You must dock two ships of equal value to use the Orbital Market. There are enough docking ports to accommodate two pairs of ships at any one time. While docked at the Orbital Market you may pay fuel equal to the value of one of your docked ships to receive one ore. You may trade as many times as you wish on your turn.

Example: *You dock a pair of 3s at the Orbital Market. On this turn, you may pay three fuel to receive one ore. If you have six fuel, you may do the trade twice. If you acquire three more fuel during your turn, you may do the trade again.*

Option: If playing with Agendas, You may dock a pair of equal-valued ships at the Orbital Market to draw two new Agenda cards. You may never have more than a total of three Agenda cards. If drawing new Agenda cards puts you over that limit, you must discard unrevealed Agendas until you have a total of three Agenda cards.

You may not discard revealed Agenda cards.

Docking ships at the Orbital Market to obtain Agenda cards does not allow you trade fuel for ore.



Raiders' Outpost

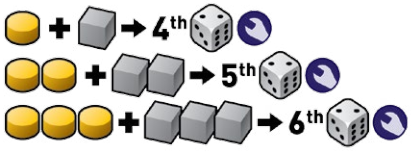
You must dock a set of three sequentially numbered ships to use the Raiders' Outpost. There are docking ports for one set of three ships. If the Raiders' Outpost is occupied, either by your own ships or by the ships of another player, you may dock a higher-value sequence here and move the original ships 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.

Example 1: *If a 1-2-3 is docked at the Raiders' Outpost and the next player rolls a 2-3-4, then that player may remove the 1-2-3 and dock their 2-3-4 at the facility to conduct their own raid. If another player rolls a 3-4-5 or a 4-5-6, then they may remove the 2-3-4 and dock their own sequence and conduct their own raid.*

Example 2: *A 3-4-5 are docked at the Raiders' Outpost. You use the Plasma Cannon to send the 5 back to the Maintenance Bay, leaving a 3 and 4 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 1-2-3 since they only total 6. However, you may dock a 2-3-4 (total 9), a 3-4-5 (total 12) or a 4-5-6 (total 15) to use the Raiders' Outpost.*

Shipyard

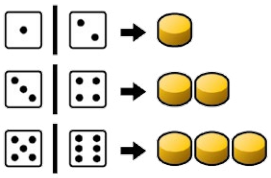


You must dock two ships of equal value to use the Shipyard. There are enough docking ports to accommodate three pairs of ships at any one time. Each pair of docked ships, along with the payment of the appropriate fuel and ore, earns one new ship from the ship stock.

- 4th ship: pay one fuel and one ore.
- 5th ship: pay two fuel and two ore.
- 6th ship: pay three fuel and three ore.

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, then you may not use the Shipyard. Because it is possible to lose ships while playing, you may build your 4th, 5th, or 6th ship more than once during the game.

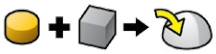
Solar Converter



You may dock ships of any value at the Solar Converter. There are enough docking ports to accommodate eight ships. You gain fuel equal to one half the value of each ship you dock here. Round up for each ship.

Example: *If you dock a 3 and a 4 at the solar converter, you will receive two fuel for the 3 and two fuel for the 4.*

Terraforming Station



You must dock one ship with a value of 6 and pay one fuel and one ore 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 ship stock 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 ship stock.

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 but may not be moved to another orbital facility. Remember to remove the ship from the board immediately.

Territory Bonuses

Each territory grants its controlling player a bonus over some aspect of the game. 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.

Example: *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.*

A territory is not controlled by any player if two or more players are tied for the most colonies on a territory. No player earns the bonus for such a territory. The counter for a territory that is not controlled remains on the territory.

Example: *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

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

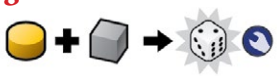
Example: *Docking two ships at the Colonist Hub would ordinarily advance your colony two circles. Since you control Asimov Crater, you advance your colony three circles. If you dock three ships at the Colonist Hub, you would advance four circles.*

Bradbury Plateau

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

Example: *You dock a set of three 5s at the Colony Constructor to build a colony. Ordinarily you would be required to pay three ore to activate the facility. However, since you control Bradbury Plateau, you pay only two ore.*

Burroughs Desert



Purchase the Relic Ship for 1 fuel and 1 ore. 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 ship stock, it is returned to Burroughs Desert instead.

See Terraforming Station and the discard power of a Plasma Cannon card for details. The player controlling Burroughs Desert may repurchase the Relic Ship on their turn.

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 6 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 ship stock and you may repurchase it on that same turn.*

Heinlein Plains

Your trading ratio is always 1 fuel for 1 ore when using the Orbital Market.

Example: *You roll double 3s and dock them at the Orbital Market. Ordinarily any trades you make on this turn would be at a three fuel for one ore ratio. However, since you control Heinlein Plains you always trade at a one fuel for one ore ratio regardless of your docked ship values.*

Herbert Valley

Pay 1 less fuel and ore 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 2 fuel and 2 ore. However, since you control Herbert Valley you pay only 1 fuel and 1 ore. If it had been your 4th ship, the bonus from Herbert Valley would have allowed you to pay nothing at all.*

Lem Badlands

Gain 1 additional fuel for each ship you dock at the Solar Converter.

Example: *You dock a 3 and 4 at the Solar Converter and receive the usual 4 fuel. Because you control Lem Badlands, you gain two extra fuel.*

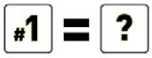
Pohl Foothills

Pay one less fuel than normal for each Alien Tech card you use.

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 1 fuel. 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 one fuel per ship. You choose to remove three ships from the Lunar Mine. Since you control Pohl Foothills, you only pay 2 fuel for this action.*

Van Vogt Mountains



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

Example: *You rolled a 1, 2, 4, and 5 and the highest value ship at the Lunar Mine is currently a 5. Since you control Van Vogt Mountains, the first ship you dock at the Lunar Mine may be the 1, 2, or 4. If you want to receive a second ore, you can also dock the 5 at the Lunar Mine.*

Field Generators

The three field generators alter the rules within the territory where they are located and, where there is a conflict, take precedence over Alien Tech card effects.

Isolation Field

The Isolation Field nullifies a territory's bonus. The first player to discard a Stasis Beam card will place the Isolation Field counter on a territory of their choice. Any subsequent player who discards a Stasis Beam card will move the counter to another territory.

Example: *If the Isolation Field is placed on Pohl Foothills, the player who controls that territory does not receive the "pay one less fuel than normal on each Alien Tech card you use" bonus and the bonus is not available to a player using a Data Crystal card.*

Positron Field

The Positron Field awards one victory point to the player controlling the territory where it is located. The first player to discard a Data Crystal card will place the Positron Field counter on a territory of their choice. Any subsequent player who discards a Data Crystal card will move the counter to another territory.

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. The first player to discard a Gravity Manipulator card will place the Repulsor Field counter on a territory of their choice. Any subsequent player who discards a Gravity Manipulator card will move the counter to another 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.*

Alien Tech Cards

The Alien Tech cards allow you to bend the basic game rules. Most Alien Tech cards may be used immediately after you acquire them. Alien Tech cards that require a fuel payment can only be used once per turn. You may only discard an Alien Tech card you have not already used on your current turn and then only one discard per turn.

Your Alien Tech cards are placed on the table face-up where all players can see them.

You may only possess one copy of each Alien Tech card.

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

If the alien tech draw deck is exhausted, reshuffle the discards to create a new draw deck.

Option: Faction Facilities

Each Faction board grants a unique game ability to the faction owner that other players may not use. Using this owner benefit is often free, but if there is a fuel or ore cost, it is paid to the stocks.

Each Faction board has an orbital facility with one docking port. If the docking port is unoccupied, any player may use the facility by docking one ship of any value and paying a one fuel access fee to that faction's owner. 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 paid to the stocks.

Option: Agendas

Agenda cards add a hidden scoring element to Alien Frontiers. Each Agenda card has two conditional 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 VP. The agenda on the right is an end-game situation that a player may reveal at the end of the game if they have achieved the condition to score 1 VP. Only 1 VP, either in-game or end-game, may be awarded per Agenda card.

Each player starts the game with two Agenda cards that they keep face-down on the table in front of them. A player may have up to three total Agenda cards.

A player may dock a pair of ships at the Orbital Market to draw two new Agenda cards. A player may keep or discard any of their new or face-down Agenda cards. With one exception (see Multiverse Window in New Alien Tech cards section) a player may never have more than three total Agenda cards.

When a player meets the condition on the Agenda card, they may reveal it (flip it face-up) to score the VP.

Revealed Agenda cards may not be discarded.

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

Agenda cards may not be stolen via the Raiders' Outpost.

Agenda cards may not be discarded by using the discard power of the Oscillation Capacitor. Possessing the Multiverse Window Alien Tech card extends the Agenda card limit to four cards. If the Agenda deck is exhausted, reshuffle the discards to form a new draw deck.

Option: Outer Belt and Asteroid Cards

Asteroid card icons

- **Navigation Die**
- **Asteroid Die**
- **Hold One Turn Before Using**
- **Ignore Hold One Turn Requirement**

Moving the Asteroid cards

At the start of your turn, take the Asteroid die and gather all of your ships from both the main board and the Outer Belt board. Roll the dice all at once. Before placing any of your ships on the board, look at the Asteroid die; if it rolled a blank, the Asteroid cards do not move. Pass the Asteroid die to the next player for that player's use next turn.

If the Asteroid die rolled , immediately 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.*

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.

Navigation Values

Because the asteroids in the Outer Belt are in motion, ships need to chart specific courses depending on where the target asteroid is located.

This is represented by the and two or three dice values shown at each Asteroid card position on the Outer Belt board. These are the allowable Navigation values for that asteroid space. These values only affect the on the card.

Any non- values listed on the card are always legal to place, regardless of the card's position.

Claiming An Asteroid card

An Asteroid card is claimed by docking specific ships in the docking ports next to the card's current position. The docked ships must meet the requirements shown in the center area of the Asteroid card and the allowed Navigation values for that space. Let's examine the image here for examples.

An Abandoned Ship is in the first position. The symbols in the center of the card show that it requires three dice and all three must be an allowed Navigation value. While the card is in this first space, the allowed Navigation values are or . So, in order to claim the card, you would need to dock a or or or .

A Heavy Metals Asteroid is in the second position and requires you to dock two ships. One must be a and the other must be one of the position's allowed Navigation values; in this case . So, you may dock a or or to claim the card.

A Terraforming Module card is in position three. It requires two equal-value dice and both must be the allowed Navigation values for that asteroid position; in this case, a , , or . So, in order to claim the card, you would need to dock a or or .

The final card in the example is a Composite Asteroid. It requires only one die but that die must equal one of the allowed Navigation values for that position. So, you could dock a or a , but nothing else.

Because the Asteroid cards will move during the game, the ships needed to claim a card will change. For example, when the Heavy Metals Asteroid moves from position two to position three, docking a will no longer be an option because is not an allowable Navigation value for the third Asteroid position.

Each Asteroid position allows for a maximum of three docked ships. If there are insufficient open docks to meet the docking requirements noted on the Asteroid card then you may not dock at that position and may not claim the Asteroid card.

When you claim an Asteroid card, take the card from the Outer Belt board and place it on the table in front of you. Read the directions on the card to learn when and how you can use the card.

After claiming an Asteroid card, leave your ships docked on the Outer Belt board. Gather them as usual at the start of your next turn.

The ⌛ found on most Asteroid cards indicates that the player who claims the card cannot use the card until the start of their next turn. The player may, of course, hold it longer if they choose. The "waiting turn" is meant to symbolize the time it takes to get the asteroid from the Outer Belt to Planet Maxwell. It is best to turn a card sideways on the table to indicate that it is "in transit" and then turn it right-way-around when your next turn begins to show that it may now be used.

Any Asteroid card may be raided as if it were an Alien Tech card. An Asteroid card "in transit" may be raided, but the raiding player must then hold it for a full turn before using it. Asteroid cards are protected by the Holographic Decoy, just like Alien Tech cards.

Blish Expanse

The Outer Belt board shows a new territory on the moon – Blish Expanse. If you control Blish Expanse, you may ignore the ⌛ on any Asteroid card you claim.

Notes on Territories, Alien Tech, and Factions

Any rules text from the base game or other expansions that refers to territories on the planet should be read to apply equally to Blish Expanse, the new territory on the moon.

The Plasma Cannon works as usual on ships docked on the Outer Belt board.

When using the Seismic Detonator Alien Tech card or the REV from the Xeno Explorations faction, the only territory adjacent to Blish Expanse is Van Vogt Mountains.

Asteroid cards do not benefit from the Pohl Foothills bonus.

End of Game and Scoring

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

You score 1 victory point for…

- **Each of your colony tokens on a territory**
- **Each territory you control**
- **Having the Alien City card**
- **Having the Alien Monument card**
- **Controlling the territory with the Positron Field**

The game ends as soon as one player places their last colony on a territory. Players tally up their victory points to verify the standings on the scoreboard, and the player with the most victory points wins.

Option: If playing with Agendas, in addition to the usual VP scoring sources, players receive 1 VP for each revealed Agenda card. See the Agenda cards section for further details.

If there is a tie, the tied player with the most revealed Agenda cards (if used) is the winner. Still tied? Compare the number of Alien Tech cards held by the tied players. Tied again? Compare the number of ore tokens held by the tied players. Again? Compare the number of fuel tokens held by the tied players. If you're still tied after all of that, play again!

REFERENCE

Alien Tech Card Reference

Alien City and Alien Monument
Each of these cards is worth one victory point. There is one Alien City card and one Alien Monument card in the alien tech deck and a single player may possess both cards simultaneously. There is no fuel cost associated with these cards and they do not have discard powers.

Alien Sarcophagus[ep1]
This card is worth 1 VP if you also have the Alien City card or the Alien Monument card.

You may discard Alien Sarcophagus it at the start of your turn to gather the Relic Ship and use it as your own for one turn only.

Astrogation Servo[f]
You may pay two fuel to the stock to take any one ship from the Maintenance Bay, roll it, and use it as if it were your own ship. The borrowed ship may not be docked at the Terraforming Station. That ship's owner gathers the ship with the rest of their fleet at the start of their turn.

You may discard Astrogation Servo to send all ships docked at one orbital facility to the Maintenance Bay.

Auto Pilot A.I.[ep1]
You may place one of your ships here and leave it on this card for the rest of the game. At the start of every turn, take two fuel or one ore. If this card is raided, move the ship from the card to the Maintenance Bay.

You may discard Auto Pilot A.I. to move the ship to the Maintenance Bay.

Bio-Intergration Circuit[ep1]
You may discard Bio-Integration Circuit at the beginning of your turn to reclaim your ship docked at the Terraforming Station instead of returning it to the stock. The reclaimed ship goes to the Maintenance Bay.

Booster Pod
Each turn, you may pay one fuel to increase the value of one of your unplaced ships by one point.

You may discard Booster Pod to remove any single field generator from the game board. A field generator removed in this manner may be rebuilt in the normal manner at a later time.

Chameleon Cloak[f]
You may pay two fuel to the stock 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

You may discard the Chameleon Cloak to swap all of the colonies on two territories. The Repulsor Field blocks this action.

Chrono-Spike[ep1]
You may re-roll one of your unplaced ships.

You may discard Chrono-Spike after placing all of your ships to re-roll one or two of your ships and re-use them at a different facility.

Data Crystal
Each turn, you may pay one fuel per colony on a territory to use that territory's bonus exactly as if you controlled the territory. 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.

You may discard Data Crystal to place the Positron Field on a territory or move it to another territory.

Deflector Shield[ep2]

When another player uses a card to move, alter, use, or destroy your ship(s), that player must pays an extra one fuel per ship.

You may discard Deflector Shield to place or move the Repulsor or Positron Field to a territory where you have at least one colony.

Electrofabricator[f]

You may pay two fuel to receive one ore. This may only be done once on your turn.

You may discard the Electrofabricator to receive three ore.

Experimental FTL Drive[f]

You may pay one fuel to the stock and place one fuel token on this card to change one of your unplaced ships to any value. At the end of the turn in which the Experimental FTL drive receives its third fuel token, return all three fuel tokens to the stock and discard the Experimental FTL Drive card.

If you control the Pohl Foothills territory, the one fuel discount comes off the fuel you pay to the stock. If the Experimental FTL Drive card is stolen via the Raiders' Outpost, the fuel currently on the card stays with the card.

Field Amplifier[ep2]

You may pay three fuel to move any of the three Field Generators (Repulsor, Positron, or Isolation) on a territory you control to straddle the border with an adjacent territory. The field now effects both territories equally. If raided, move the field to one of the two territories.

You may discard Field Amplifier to move all fields on the planet to one territory where you have at least one colony.

Field Propagator[ep2]

You may pay three fuel to move or place a Field Generator on a territory where you have at least one colony. Roll a die to determine which field. 1/2/3= Repulsor, 4/5= Positron, 6= Isolation.

You may discard Field Propagator to move one Field Generator of your choice from one territory to another.

Fleet Interlink[ep2]

You may pay three fuel to increase every unplaced ship in your fleet by one point (a ship that was a 6 becomes a 1).

You may discard Fleet Interlink to place a Field Generator not already on the planet in a territory where you have at least one colony.

Gravity Manipulator

Each turn, you may pay two fuel to decrease the value of one unplaced ship by one point and increase the value of another unplaced ship by one point.

You may discard Gravity Manipulator to place the Repulsor Field on a territory or move it to another territory.

Gravitron Shunt[ep3]

You may pay three fuel to move any colony from a territory and place it on this card (limit 1 colony on card). This colony still counts as landed. The colony's owner may pay two fuel on his/her turn to move the colony to any territory. If this card is raided while a colony is on it, the colony moves to a territory of the raider's choice.

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 card from you, then they may only take your Holographic Decoy. If the raiding player already has a Holographic Decoy, then the stolen card is discarded.

Infiltration A.I.[ep3]

You may pay two fuel when you gather your fleet to also gather one opponent ship from the board to use as your

own. Opponent ship may not be gathered from or placed at the Terraforming Station.

You may discard Infiltration A.I. when you gather your fleet to also gather two opponent ships from the board to use as your own (no fuel cost). Opponent ships may not be gathered from or placed at the Terraforming Station.

Infinity Mirror[ep3]

Instead of rolling your fleet at the start of your turn, you may pay four fuel to roll one ship and manually set all your other ships to that same value.

You may discard Infinity Mirror to manually change every ship on the board to the value 1.

Ion Fluctuator[fp2]

You may pay three fuel to move one opponent colony in a territory where you also have at least one colony, to an adjacent territory.

You may discard Ion Fluctuator to move all opponent colonies from a territory where you have at least one colony to adjacent territories of their choice.

Lunar Tunneler[f]

Once per turn, you may pay one fuel when you dock at the Lunar Mine to receive one additional ore.

You may discard the Lunar Tunneler to send all of the ships currently docked at the Lunar Mine to the Maintenance Bay.

Magnetic Lockdown[ep3]

You may place two fuel on this card to prevent all your landed colonies from being moved or removed for one round. Return the two fuel to the stock on your next turn or if raided.

You may discard Magnetic Lockdown to move up to two of your landed colonies to any one territory.

Matter Extractor[p]

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

Mind Control Helmet[p]

Each turn, you may pay three fuel to move an opponent's ship to a different Orbital Facility and use it as if it were your own ship. You may only move one ship with the Mind Control Helmet, but the moved ship may be used at the new facility in conjunction with other as-yet-unplaced ships from your fleet. You may not reuse the ship at the same facility from which it was removed. You may not change the value of the ship as it moves from one facility to the other. You may not use the Mind Control Helmet to move a ship off of the Terraforming Station or the Maintenance Bay. You may not use the Mind Control Helmet to move a ship on to the Terraforming Station. The owner of the moved ship gathers the ship as usual on their turn.

Multiverse Window[f]

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. Revealed Agenda cards may not be discarded.

You may discard the Multiverse Window to reveal a face-down Agenda and score the in-game VP, even if you have not met the Agenda's condition.

Nano-Recycler[ep4]
You may pay one ore to receive three fuel. If you control Pohl Foothills, receive one additional fuel.

You may discard Nano-Recycler to return one of your ships to the stock to receive three fuel and three ore.

Neutrino Missile Salvo[ep7]
You may pay 1, 2, 3, 4, 5, or 6 fuel to move all ships on the board with that same value to the Maintenance Bay.

You may discard Neutrino Missile Salvo to move all Asteroid cards on the board to the bottom of the deck. Refill the board with four new Asteroid cards.

Null-Time Vault[ep4]
You may transfer any combination of three fuel or ore from your supply to this card each turn. No more than eight tokens can be placed on the card. Tokens on this card may not be used, do not count against your resource limit, and cannot be raided as resources. If the card is raided, the tokens stay on the card.

You may discard Null-Time Vault to transfer any tokens on this card to your supply.

Oracle Engine[fp4]
Each turn, you may pay two fuel 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 VP 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
Each turn, you may pay two fuel to move one of your docked ships from one orbital facility to a different orbital facility. You may only move one of your ships with the Orbital Teleporter, but the moved ship may be used at the new facility in conjunction with other as-yet-unplaced ships from your fleet. You may not reuse the ship at the same facility from which it was removed. 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. You may discard the Orbital Teleporter to move any single colony from one territory to another territory. See Repulsor Field for exceptions.

Oscillation Capacitor[f]
Once per turn, you may re-use 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.

Peta-Bit Processor[ep6]
You may pay four fuel to discard an additional unused Alien Tech card for full benefits.

You may discard Peta-Bit Processor to remove the three cards on display at the Alien Artifact from the game.

Plasma Cannon
Each turn, you may pay one fuel per ship to remove other players' ships from one orbital facility. The removed ships are placed on the Maintenance Bay (see example 2 below for an exception to this rule). The Plasma Cannon may only remove ships from a single orbital facility and you may not use the Plasma Cannon on your own ships.

You may discard a Plasma Cannon to return one ship belonging to another player to the ship stock. 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[ep7]
Move any number of unplaced ships to this card and pay one fuel for each ship moved in this way. At the end of any player's turn, you may move all of these ship to the board 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.

Polarity Device

Each turn, you may pay one fuel to flip one of your unplaced ships to its opposite face.

You may discard Polarity Device to swap the locations of any two colonies on any two territories. See Repulsor Field for exceptions.

Probability Focus[ep4]

You may place one fuel on this card each turn before you roll your fleet. If you roll four-of a-kind, exchange the accumulated fuel for an equal amount of ore and add them to your supply. Otherwise, the fuel accumulates. Fuel on this card may not be withdrawn and does not count against your resource limit. If the card is raided, the fuel is discarded.

Proximity Analyzer[ob]

You may pay two fuel instead of using a ⊕ when you claim an Asteroid card.

You may discard Proximity Analyzer and pay three fuel to claim one Asteroid card without docking any ships.

Resonating Beacon[ep4]

You may pay one fuel to cycle the cards at the Alien Artifact.

You may discard Resonating Beacon 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:

- If you have more odd ships, you receive one ore.
- If you have more even ships, you receive one fuel.
- If you have an equal number of odd and even ships, you receive one fuel and one ore and you must immediately discard the Resource Cache.

Unlike every other Alien Tech card, 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[ep5]

Whenever other players discard resources because they are over the resource limit, those tokens go to you instead of the stocks.

You may discard Retrieval Webbing take one resource of your choice from each player. This is not blocked by the Holographic Decoy.

Ring Repeater[ep7]

At any time when an ⟲ would move an Asteroid card off the board, you may pay one fuel to instead move that card to the first card position on the board.

You may discard Ring Repeater to rearrange the Asteroid cards currently on the board.

Scout Drone[ep6]

You may pay one fuel to look at the top three cards on the Alien Tech or the Asteroid deck and replace those cards in any order.

You may discard Scout Drone to move one of your landed colonies to an unoccupied territory.

Seismic Detonator[fp1]

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. You may discard the Seismic Detonator 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. The Repulsor Field blocks colonies fleeing the Seismic Detonator's use in an adjacent territory.

Shipbreaker Drone[fp3]

If you have five or six ships in your fleet, you may return one of your unused ships to the stock for its Shipyard value in fuel and ore.

If you have five or six ships in your fleet, you may discard Shipbreaker Drone to return two of your unused ships to the stock for their Shipyard value in fuel and ore.

Shipfitter Drone[ep5]
You may pay one fuel and dock ⚅⚅ or ⚃⚃ at the Shipyard to build a new ship at no additional cost.

You may discard Shipfitter Drone when you build a new ship to roll and use it immediately.

Solar Harvester[f]
You may receive one fuel for each opponent ship docked at the Solar Converter.

You may discard the Solar Harvester to return all of the fuel tokens held by all other players to the stock. Your fuel is unaffected.

Spacial Stabilizer[ob]
You may pay one fuel to cancel a rolled ⊘ .

You may discard Spacial Stabilizer at any time to cancel a raid against your Asteroid cards.

Space Crane[p]
When using the Raiders' Outpost, you may steal any combination of four fuel or ore from the supply or take a card from the Alien Artifact instead of stealing from other players.

Stasis Beam
Each turn, you may pay one fuel to decrease the value of one of your unplaced ships by one point. You may discard a Stasis Beam to place the Isolation Field on a territory or, if the Isolation Field is already on a territory, move it to another territory.

Superconducting Grapple[ep5]
You may pay two fuel per ship to dock at a facility that has no open docking ports. Normal costs apply. Place your ship(s) near the docking ports at that facility. Your ships do not move if ports become available before your next turn.

You may discard Superconducting Grapple to move all ships from one facility to the Maintenace Bay.

Suppression Matrix[ep5]
You may pay two fuel to decrease every unplaced ship in your fleet by one point (a ship that was a 1 becomes a 6).

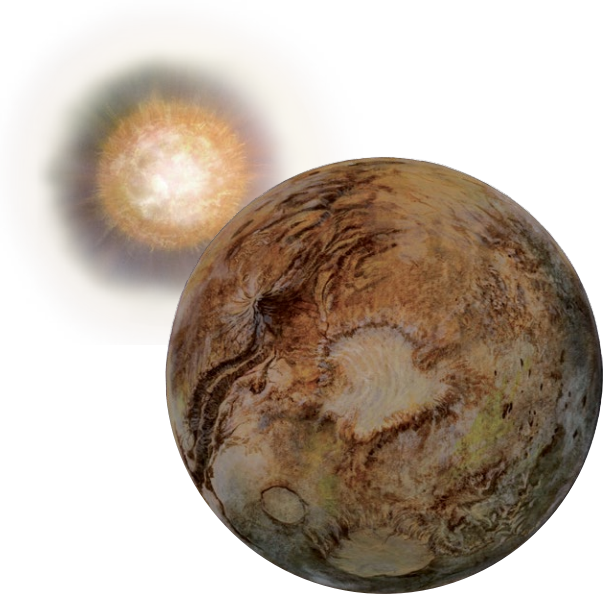
You may discard Suppression Matrix to remove one of the three fields (Repulsor, Positron, or Isolation) from a territory with at least one of your colonies present.

Tele-Operator[ep6]
You may pay two fuel to use a card on display at the Alien Artifact as if it were your own. Regular usage costs apply. VP cards are exempt, and the chosen card may not be discarded.

You may discard Tele-Operator to claim a card on display at the Alien Artifact.

Temporal Warper
Each turn, you may pay one fuel to re-roll as many of your unplaced ships as you like.

You may discard a Temporal Warper 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.



Faction Facility Reference

Brethren of the Stars[fp3]

The Brethren of the Stars faction owner may roll the Brethren Ship along with his/her regular fleet of ship. If the ship comes up blank, it is set aside until the owner's next turn. If it comes up with the Raider icon, the faction owner 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 his/her own, except that the hijacked ship may not come from or go to the Terraforming Station. If the Brethren Ship is on the board at the start of the faction owner's turn, it is removed from the board along with the faction owner's other ships.

If the Brethren Ship is already on the board, a player docked at Brethren of the Stars may move it to an empty docking port at the Lunar Mine and take one ore token. 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.

Corex Conglomerated[f]

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

A player docked at Corex Conglomerated pays two fuel to the stock to receive one ore for each territory they control at the time of docking.

Dark Space Explorers[f]

On their turn, the faction owner may discard up to two Alien Tech cards instead of just one.

A player docked at Dark Space Explorers pays one fuel 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.

Homesteader's Union[f]

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

A player docked at Homesteader's Union advances their colony token one circle at the Colonist Hub.

New Gaia Engineers[f]

When any other player uses the Terraforming Station, their one fuel and one ore payment is given to the faction owner instead of the stocks. If the faction owner uses the Terraforming Station, their payment goes to the stocks as usual.

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 Maintenance Bay. If it is a 4, 5, or 6, the ship will go to the stocks.

Prophets of the Artifact[fp4]

The faction owner may discard one of his/her face-down Agenda cards to receive three fuel tokens or one ore token, or to draw the top card of the Agenda deck.

A player docked at Prophets of the Artifact 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 held Agenda cards, additional discards will be necessary.

Proxima Centauri Scholars[f]

The faction owner may pay two fuel to place one field generator token on the planet or remove one field generator token from the planet. The faction owner may not use this benefit to move a field generator from one territory to another. The faction owner may not place or remove more than one field generator per turn with this faction benefit.

A player docked at Proxima Centauri Scholars pays one fuel to move a field generator token from one territory to another territory.

Scavenger Fleet[f]

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.

A player docked at Scavenger Fleet may dock two unequal ships at the Shipyard and pay the usual costs to build a new ship.

Smuggler's Alliance[f]

The faction owner may use any sequence of three ships to bump ships already docked on the Raiders' Outpost. Higher value is not required for this faction's owner.

To dock at Smuggler's Alliance, a player must simultaneously dock at the Raiders' Outpost. Once docked, the player may raid four resources AND one Alien Tech card from any combination of opponents.

Sunrise Commune[fp2]

The Sunrise Commune faction owner may pay one ore less than usual when landing a new colony if the colony is placed on a territory with no opponent colonies.

A player docked at Sunrise Commune will pay one fuel to the faction owner and three fuel to the stocks to move any single colony to a territory with no other colony on it.

Uranian Syndicate[f]

A "contested" territory is a colonized territory which is not controlled by any player. The faction owner may use the territory bonus of one contested territory, whether or not the player has any colonies in that territory. Use of the territory bonus lasts for the duration of the player's turn. The only territory bonus that the Uranian Syndicate may not access in this way is the Burroughs Desert bonus.

A player docked at Uranian Syndicate pays one ore to move one of their own colony tokens from one territory to another territory or pays two ore to move one an opponent's colony token from one territory to another territory.

Xeno Explorations, Inc. (REV)[fp1]

The faction owner may pay one fuel to move the REV to an adjacent territory and may then use that territory's bonus as if the faction owner controlled the territory. A player docked at Xeno Explorations, Inc. may move the REV to an adjacent territory and may then use that territory's bonus as if the player controlled the territory.

If the faction owner is able to move the REV twice on the same turn, the territory bonuses gained may only be used while the REV is located in each specific territory. The REV may only move into a territory 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 REV cannot activate the Burroughs Desert territory bonus.

Agenda Card Reference: Base Game and Agendas Only

The Agendas on this page are all achievable using only the base game rules and can be included in all games where Agendas are used.

In-Game Agenda	Endgame Agenda
Roll five sequential ships without using Alien Tech[f]	You control Pohl Foothills
Land three colonies in a single turn[f]	You control Herbert Valley
Roll four-of-a-kind without using Alien Tech[f]	You control Van Vogt Mountains
Gain six or more ore in a single turn[f]	You control a territory with a single colony on it
Possess four Alien Tech cards that no other player possesses[f]	You control Asimov Crater
Land a colony on a territory that already has the Isolation Field on it.[f]	You control Bradbury Plateau
Bump your own ships from the Raiders' Outpost[f]	You control a territory containing three or more colonies belonging to other players
Gain twelve or more fuel in a single turn[f]	You control a territory with three field generators on it
Move colonies so that you and an opponent both gain VPs[f]	You control Burroughs Desert
Take control of a territory from an opponent and use its benefit immediately[f]	You control Heinlein Plains
Move five spaces on the Colonist Hub track in a single turn[f]	You control Lem Badlands
Gain two ships in a single turn[f]	You do not have any colonies on Van Vogt Mountains
Dock four ships totaling exactly 8 points at the Alien Artifact[f]	You do not have any colonies on Pohl Foothills
Use your ships to fill all unused docks at the Solar Converter[f]	You do not have any colonies on Heinlein Plains
Move your colony into an unclaimed territory, you may reveal this card immediately and score 1 VP[f]	If at game's end your colonies are the only colonies in every territory you occupy, reveal this card and score 1 VP
Score 1 VP when you draw four or more Agenda cards on a single turn.[f]	Score 1 VP if this was your last face-down Agenda card.
Dock your ships at five different orbital facilities on the same turn[f]	You do not have any colonies on Burroughs Desert

In-Game Agenda	Endgame Agenda
Fill every dock at the Lunar Mine with your ships[f]	You do not have any colonies on Herbert Valley
Launch a colony from the Colonist Hub and begin work on a new colony in the same turn[f]	You do not have any colonies on Asimov Crater
Roll 10 or less with your fleet of five or more ships without using Alien Tech[f]	You do not have any colonies on Bradbury Plateau
If you are the first player to build your sixth ship, you may reveal this card immediately and score 1 VP[ep1]	If at the game's end you have (or tie for) the most colonies in contiguous territories, reveal this card and score 1 VP
Discard the Plasma Cannon to return a ship to the stock, you may reveal this card immediately and score 1 VP[ep1]	If at the game's end you have exactly one colony in the territory with the Repulsor Field, reveal this card and score 1 VP
Move or remove two Field Generators in the same turn, you may reveal this card immediately and score 1 VP[ep2]	If at the game's end you possess no Alien Tech cards, reveal this card and score 1 VP
A player uses the Raiders' Outpost against you, and you reveal this card immediately, the raid against you fails and you score 1 VP[ep2]	If at the game's end you possess a Data Crystal and a Holographic Decoy, reveal this card and score 1 VP
You have three or more landed colonies but control no territories, you may reveal this card immediately and score 1 VP[ep3]	If at the game's end all of your colonies are located in territories you control, reveal this card and score 1 VP
You raid (and discard) an Alien Tech card you already have, you may reveal this card immediately and score 1 VP[ep4]	If at the game's end you have three ships docked at the Raiders' Outpost, reveal this card and score 1 VP
You are raided on two consecutive turns, you may reveal this card immediately and score 1 VP[ep5]	If at the game's end you have four or more colonies on one territory, reveal this card and score 1 VP

Agenda Card Reference: Additional Expansions

The following Agenda cards require that an optional game element (Factions, Outer Belt, specific Alien Tech cards, etc) be used in order for that card to be achievable. Do not use those Agenda cards if not using the associated game element.

In-Game Agenda	Endgame Agenda
Gather your fleet of seven ships[f]	You possess a Resource Cache and an Oscillation Capacitor
Go from the lowest untied score to the highest untied score in a single turn[f]	You possess a Booster Pod and an Experimental FTL Drive
Steal from all opponents on a single turn[f]	You possess a Polarity Device and a Multiverse Window
Gain two or more Alien Tech cards in a single turn[f]	You possess a Stasis Beam and a Solar Harvester
Take control of two territories belonging to other players in a single turn[f]	You possess a Plasma Cannon and an Electrofabricator
Place the Repulsor Field on the planet without using Proxima Centauri Scholars[f]	You do not have any colonies on Lem Badlands
Move the REV into a territory that already has the Isolation Field on it[fp1]	The REV is located in a territory that you control
Place or Move the Repulsor Field onto the territory where the REV is located[fp1]	The REV and the Relic Ship are both in Burroughs Desert
Score 1 VP when you take control of a territory using the Ion Fluctuator.[fp2]	Score 1 VP if you control at least one territory with only a single colony.
Score 1 VP when you use the Brethren Ship to hijack a ship at the Alien Artifact.[fp3]	Score 1 VP if the Brethren Ship is docked at an orbital or faction facility.
Score 1 VP when you use the Shipbreaker Drone to destroy one of your ships.[fp3]	Score 1 VP if you have the Shipbreaker Drone and exactly four ships.

In-Game Agenda	Endgame Agenda
Score 1 VP when another player steals the Oracle Engine card from you.[fp4]	Score 1 VP if you possess the Oracle Engine card.
Use the Relic Ship at the Terraforming Station, you may reveal this card immediately and score 1 VP[ep3]	If at the game's end you possess the Relic Ship and the Magnetic Lockdown, reveal this card and score 1 VP
The Lunar Mine has five sequentially numbered ships and at least one ship is yours, you may reveal this card immediately and score 1 VP[ep4]	If at the game's end you possess the Nano-Recycler and control the Van Vogt Mountains territory, reveal this card and score 1 VP
Build a ship using the Shipfitter Drone, you may reveal this card immediately and score 1 VP[ep5]	If at the game's end there are no Field Generators in any territory, reveal this carda nd score 1 VP
Claim two Asteroid cards on the same turn, you may reveal this card immediately and score 1 VP[ep6]	If at the game's end you control Blish Expanse, reveal this card and score 1 VP
Raid an Asteroid card that is "in tow", you may reveal this card immediately and score 1 VP[ob]	If at the game's end you have two or more "pilot" Asteroid cards, reveal this card and score 1 VP
Possess the Cargo Salvage and Orbital Debris cards, you may reveal this card immediately and score 1 VP[ob]	If at the game's end you possess the Alien Beacon and Alien Satellite cards, reveal this card and score 1 VP

Asteroid Card Reference

Abandoned Ship[ob]

: Discard this card and pay to move one of your ships from the stock to the Maintenance Bay. Gather and use the new ship on your next turn as usual.

Alien Beacon[ob]

: Worth 1 Victory Point while you possess this card. Lose one Victory Point if the card is raided from you.

Alien Satellite[ob]

: Worth 1 Victory Point while you possess this card. Lose one Victory Point if the card is raided from you.

Belter Pilot[ob]

: May use once per turn to change one of your unplaced ships to a or .

Cargo Salvage[ob]

: Discard this card then roll the Asteroid die. If you roll , take from the stock. Otherwise, take from the stock.

Cometary Fragment[ob]

: Discard this card then roll the Asteroid die. If you roll , take from the stock. Otherwise, take from the stock.

Composite Asteroid[ob]

: Discard this card to receive .

Damaged Ship[ob]

: Discard this card and pay the usual Shipyard fee to move one of your ships from the stock to the Maintenance Bay.

Heavy Metal Asteroid[ob]

:– Discard this card and pay to receive .

Hyperspace Pilot[ob]

: – May use once per turn by paying to change one of your unplaced ships to a or .

Iron Asteroid[ob]

: Discard this card and pay to receive .

Message Buoy[ob]

: Discard this card then deal an extra Agenda card to each player. This Agenda card does not count against a player's limit of three Agenda cards.

Micro-Singularity[ep7]

: Discard this card to return all of the cards on the Outer Belt board to the bottom of the deck. A new Asteroid card comes onto the board as usual during play each time an is rolled.

Orbital Debris[ob]

: Discard this card then roll the Asteroid die. If you roll , take from the stock. Otherwise, take a random card from the Alien Artifact discard pile.

Orbital Pilot[ob]

: May use once per turn to change one of your unplaced ships to a or .

Raiders' Rock[ob]

 = : Discard this card to take on of the following: any combination of three fuel/ore, one Alien Tech card, or one Asteroid card.

Ship In Distress[ob]

: Discard this card and pay to look at the top two cards in the Alien Tech deck. Keep one of the Alien Tech cards and return the other to the top of the Alien Tech deck.

Ship's Lifeboat[ob]

? : Discard this card to advance one colony three spaces along the Colonist Hub track.

System Pilot[ob]

: – May use once per turn to change one of your unplaced ships to a or .

Tactical Meteoroids[ep7]

: Discard this card to move any number of ships at one Orbital Facility, Faction Facility, or Outer Belt position to the Maintenance Bay.

Terraforming Module[ob]

 = : Discard this card and pay and return one of your unplaced ships to the stock to land a Colony in the territory of your choice.

Credits

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Graphic Design: Karim Chakroun, Cody Jones, Dann May

Publisher: Game Salute

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And The UOPX Lunchtime Gamers

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