



Alien Frontiers (2010)

2-4 Players

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Duration: Play until a player places last colony. 90 minutes.



Setup

- Each player picks a color, takes 3 dice. Place the score tablet by board, scoring rockets on 0 line.
- Place **Relic Ship die** on the Burroughs Desert territory
- Place each **territory tile** on its corresponding territory
- Place the orange **fuel tokens** near the Solar Converter. This is the fuel supply.
- Place the gray **ore tokens** near the Lunar Mine. This is the ore supply.
- Shuffle **Alien Tech cards** , deal 1 to each player
- Place 3 **Alien Tech cards** face-up near Alien Artifact, rest in face-down stack nearby
- Use **Field Generator counters** or **miniatures** [effect is same either way], place by board
- **2p**: each player takes 8 **colony tokens** , docking ports marked or cannot be used
- **3p**: each player takes 7 **colony tokens** , docking ports marked cannot be used
- **4p**: each player takes 6 **colony tokens** of their color
- Pick start player, play clockwise. **Player 2** gets 1 fuel, **Player 3** gets 1 ore, **Player 4** gets 1 fuel + 1 ore

Game Play

- On your turn, gather all your dice [ships] from the board and roll. Assign all ships to Orbital Facilities if possible, else to Maintenance Bay
- Use Alien Tech cards any time during turn [1x each per turn]. Pay or discard the card to use.
- Immediately gain +1 VP when placing a colony, and +1 VP if you gain majority in territory [also take bonus tile]. If at any point you lose majority [or tie], return bonus tile and subtract 1 VP.
- After all dice placed, if you have > 8 resource tokens, discard down to 8, then next player clockwise

End Game & Scoring

- Score is kept throughout the game and is a snapshot of the current board and hand situation
- The game ends when 1 player places their last colony on a territory – verify the standings
- +1 VP for each of your **colony tokens** in a territory
- +1 VP for each **territory** you control
- +1 VP for having the **Alien City** card
- +1 VP for having the **Alien Monument** card
- +1 VP for controlling the territory with the **Positron Field**
- Most VP wins. Tie: # of Alien Tech cards , then ore , then fuel

Field Generators

- **Isolation Field** : nullifies territory bonus as long as marker is there. 1st player to discard **Statis Beam** card puts marker on territory of choice, next play of card will move.
- **Repulsor Field** : prevents colonies from being added to or remove from territory. 1st player to discard **Gravity Manipulator** card puts marker on territory of choice, next play of card will move.
- **Positron Field** : awards +1 VP to the player controlling territory where it is located. If the marker moves on a subsequent play of the **Data Crystal** card, the point is removed from the player controlling that territory and added to the player controlling the territory where it is moved.

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Orbital Facilities

ALIEN ARTIFACT

- Each die allows you to either discard the Alien Tech cards  on display and deal 3 new cards face-up **and/or** place dice adding up to 8+ pips to claim one of the cards. Replace from draw pile. When deck is exhausted, shuffle discards to create new deck. Place claimed card face-up in front of player.

COLONIST HUB

- Each player uses 1 of the advancement tracks. With your 1st die place a colony on the 1st circle & move it forward for each die placed. When the colony reaches 7th spot, pay  +  to place  in a territory. Can use excess die placed in a turn to start a new colony.
- If your last colony is in the Hub & your roll lets you place the colony, you can remove it from the Hub

COLONY CONSTRUCTOR

- Place 3 dice of any = value and pay    to place colony on a territory. 2 sets of triples can be docked simultaneously to build 2 colonies by same or different players.

LUNAR MINE

- Each die placed must be \geq highest die already there. Gain 1  per die placed.

MAINTENANCE BAY

- Place ships here that cannot be used on other spaces, newly built, or removed. Ships here cannot be moved with Alien Tech cards.

ORBITAL MARKET

- Place 2 dice of any = value and pay  = value of 1 die to receive 1 , as many times as you wish.

RAIDERS' OUTPOST

- Place 3 sequentially valued die here. You may bump existing dice to Maintenance Bay by using 3 dice of higher value. You may steal 4 resources from any combination of players, **or** 1 Alien Tech card.
- If you steal an Alien Tech card you have already, discard immediately and gain no benefit.

SHIPYARD

- Place 2 dice of any = value and pay # of  and  [depending on how many dice you already have out] to place a new ship in the Maintenance Bay.

SOLAR CONVERTER

- Place dice of any value and take  per the chart printed on the board.

TERRAFORMING STATION

- Place 1 die value 6 and pay # of  +  to immediately place a colony on a territory. The 6 die stays on the spot until your next turn, then is returned to the ship stock. You can't use Terraforming Station if it would result in you having < 3 ships. Die here may be removed by Plasma Cannon card but not by another orbital facility.
- **Territory Bonus:** bonus ability is printed on each Territory Bonus Tile 
- **Alien Tech Cards:** Alien Tech cards can be used 1x per turn. Most cost 1  to use on turn, or different payment to use 1x and discard. You can only have 1 copy of each Alien Tech card. If card allows changing ship value, it can never be lower than 1 or higher than 6. See cards and rulebook for card ability details.