

ALIEN FRONTIERS FACTION PACK #1

by Brandon Freels
& Tory Niemann

Art by Mark Maxwell
Sculpt by Alex Garrett



RULEBOOK



Important Notes

Faction Pack #1 is not a stand alone game. It is assumed that you already have a copy of the original Alien Frontiers board game and the Factions expansion and that you are familiar with how to play.

Objective

The Faction Pack #1 Booster does not change the primary objective of Alien Frontiers: to gain more influence over Planet Maxwell (measured in Victory Points) than your opponents.

Components

1 Faction Board

2 Agenda Cards

1 Alien Tech Card

1 REV Figurine 1 Rule Book

Setup

If Xeno Explorations, Inc. has been chosen for your game of Alien Frontiers: Factions, place the Remote Exploration Vehicle (REV miniature) on Burroughs Desert and shuffle the two new Agenda cards into the Agenda deck.

Credits

Game Design: Brandon Freels & Tory Niemann

Art: Mark Maxwell

Graphic Design: Karim Chakroun

Publisher: Clever Mojo Games

Play Testers: Brandon Freels ... And The UOPX Lunchtime Gamers

Faction Board

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.

REV Rules

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.

The Repulsor Field blocks the REV from entering or exiting that territory.

The Isolation Field blocks the REV from activating that territory's bonus.

Moving the REV into a territory you already control grants you no additional benefit.



Alien Tech Card



Seismic Detonator

The Seismic Detonator has no function other than its discard power and it is a one-use card. Once discarded, the Seismic Detonator is removed from the game.

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.

Example 1: Pohl Foothills has two blue colonies, 1 green colony, and 1 yellow colony. Red discards their Seismic Detonator and chooses Pohl Foothills as the epicenter. Red moves one blue colony to Heinlein Plains, moves the other blue colony to Van Vogt Mountains, and moves the green and yellow colonies to Burroughs Desert.

Example 2: Asimov Crater has two purple colonies and one red colony on it when Green discards the Seismic Detonator. One of the adjacent territories, Bradbury Plateau, has the Repulsor Field on it so Green may not relocate any of the fleeing colonies to that territory. Green moves one purple colony to Burroughs Desert and the two remaining colonies to Herbert Valley.



Agenda Cards

In-Game Agendas	Endgame Agendas
Move the REV into a territory that already has the Isolation Field on it	The REV is located in a territory that you control
Place or Move the Repulsor Field onto the territory where the REV is located	The REV and the Relic Ship are both in Burroughs Desert

On the Move

A Retro-Future History of Xeno Explorations, Inc.

By Tory Niemann

“Not all factions began on Earth. Xeno Explorations Incorporated, the youngest group vying for control of Maxwell, had its genesis on the surface of the new planet itself.

The Seismic/Geologic Expedition was a branch of Corex Conglomerated developed to reconnoiter the alien world, collect rock samples, and discover whatever resources remained in the barren soil. Primarily composed of prodigal scientists eager to earn more than the research grants of the Proxima Centauri Scholars, this group was created to beat their opponents to the punch on geological commercialization. However, other hands were already at work.

The Corex transport ship ferrying Dr. Fredell and his team to their first expedition found their site occupied by Captain LaChance and the Dark Space Explorers, deep into their own research using strange alien devices. Despite their initial hostility to one another, the two team leaders realized that it was in their best interests to work together, melding the equipment and technical skill of the Corex expedition with the alien technology and ingenuity of the Dark Space Explorers. LaChance and Fredell forged a partnership that separated them from everything and everyone they knew and gave rise to Xeno Explorations, Inc.

The first breakthrough for this fledgling faction was the Remote Exploration Vehicle, or REV. This hybrid craft of alien technology and human engineering could travel anywhere on the planet and tap into the inherent geological power of the region. The researchers realized that they had on their hands a device of phenomenal importance in the struggle for control of Planet Maxwell. The REV became their primary tool to beat Corex, the Dark Space Explorers, and all the other factions at their own game.

The secondary tool of Xeno Explorations, Inc. was more secret. Combining barely understood alien technology with the human propensity for destruction, they devised a weapon that LaChance called the Seismic Detonator. When activated, the device sent shockwaves of immense magnitude into the planet's crust, causing the tectonic plates of a region to heave. Colonies caught in the radius of effect would be forced to flee or be destroyed. Soon after its final testing, however, the Seismic Detonator was lost to some shadowy outside interference. Any faction may yet recover it, and its use could shift the balance of power without warning. ”