

RULEBOOK

FRONTIERStm



FRONTIERS™

Liberty or Death!



From the confines of the Pacified Empire of Humanity, the Legion of Democracy brings our wonderful concept of liberty to alien races. Our brave soldiers are often confronted by poor creatures who do not know the treasures that our way of life can bring them. These beings live under the yoke of bloodthirsty governments, malevolent dictatorships, or self-proclaimed prophets. Their leaders, profiting from their own people, have been listed on our Manifest of the Axis of Evil, the MAE. Our legionnaires prove their bravery every day, doing all they can to stop them and bring them to trial before the Tribunal of Liberty.

Our Glorious Emperor guides us toward the light and has sworn, well before his first death, to vanquish the forces of the Axis of Evil, wherever they may be. All of humanity supports him in this mission which was handed to him by God. For the glory of God, for the return of the kingdom of Jerusalem, for Liberty!

Those who are not with us are against us. They shall submit to the just punishment prescribed by the Gospels and the Law of Peace, until they open their hearts to the splendors of democracy and the Holy Scriptures.

Our worst enemy, Queen Mirl'üm, an evil creature who oppresses her people, recently obtained new weapons. This lethal material is listed on the Register of Banned Weapons of Mass Destruction, the RBWMD. This threat cannot be tolerated any longer! Such a danger must be eradicated immediately so that our children can live in peace. Our beautiful democratic Empire cannot sit idly with its freedom threatened this way. Thus,

our legions prepare for a war which we did not want, but which was forced on us by this member of the Axis of Evil. Our soldiers have everything they need to win this war: our superior weapons and all the necessary courage.

Help us succeed, help the oppressed people to discover democracy, help yourself to live in a pacified and FREE empire. Enroll and set out to defend our ideals to the four corners of the galaxy.



The Zirls - Who are they? What do they want from us?

These days, disinformation has been spread about the Zirls, hawked by agents of the Queen Mirl'üm. Do not believe the enemy propaganda that describes the Zirls as a peaceful race, forced by our invasion to develop the concept of war, previously unknown to them. Those are not the Zirls! The Zirls are profoundly immoral individuals, obeying their queen blindly. Our scientists compare them to an anthill equipped with a collective conscience. They do not know freedom, free will, nor all of the most beautiful concepts developed by humanity since the dawn of time. Like a colony of ants, they only think of destroying and devouring all the resources that God has granted them. In his infinite wisdom, he gave their planet mineral deposits of inexhaustible wealth. But the profound nature of these contemptible creatures and their Queen's appetite for power prevents them from sharing these riches, which belong to all of the universe. Once victory is ours, the time for rebuilding will come. It will be necessary then, in addition to rebuilding their planet, to rebuild their souls, and to instill the concepts of liberty which they are cruelly lacking. This noble task will fall to the Democratic Missionaries, and we do not doubt their success. The Zirls will be free or they will be extinct!

CONFIDENTIAL



The truth about the Zirls

Tract recovered from the corpse of Geof Steiner, anarchist activist killed by the Democratic Police force.

MILITARY REPORT

CONFIDENTIAL

WARNING: THE TEXT WHICH FOLLOWS IS CONSIDERED TO BE NON-DEMOCRATIC BY THE COMMISSION OF FREEDOMS OF EXPRESSION. ANY PERSON ARRESTED IN POSSESSION OF IT RISKS 10 YEARS OF IMPRISONMENT ON OZ, THE PRISON PLANET.

"Do not believe what our government tells us about the Zirls. Before meeting the first representatives of the human race, this civilization lived in peace with its neighbors. For centuries, this race had never known armed conflict and always respected life and nature. Scientists describe them to us as a monstrous anthill.

These are all lies! Admittedly, they do not live like us, but that should not condemn them! Their society is based on a symbiosis with their computers. The Queen, coupled in a way comparable to a motherboard, is vigilant so that each one of her subjects lacks of nothing. The relays used to convey her orders are called "processors", and they are helped by the "memories". Each subject of this peaceful empire is in communion with all the others, and even with the Queen herself if he wishes it. Their appearance may seem horrible to us, but it satisfies the requirements of their environment and this technical symbiosis. Let us stop the absurdity of this war, make peace with this race that can bring us wonders of technology, and especially save lives, ours and theirs alike. Death to the Emperor! Death to Democracy! Death to the Holy Scriptures!"

Tract destroyed in accordance with the Evangelical precepts.



Our Divine Emperor

When his father yielded power to him, subjugated by his moral qualities and his unshakable faith, our Emperor humbly accepted the mission which was thrust upon him.

That was more than 800 years ago and the Empire was only taking its first steps toward glory. Its enemies, from among our very race, were legion. Humanity had not yet conquered space and the agents of the Axis of Evil had bases established even within countries of our native planet. The Emperor in the first day of his reign, delivered a war without mercy against these lackeys of Satan. He won many battles wiped the threat off the surface of the Earth. An era of prosperity began under the benevolent aegis of his faith, but there were still lost souls who saw in him a dictator. Some of these terrorists, using an explosive pretzel, almost succeeded in killing him, but the

personal doctor of our Emperor was able to save his brain. Unfortunately, his corporeal shell was lost. The law prohibiting cloning having been promulgated by our Emperor himself, the idea of cloning a new body for him was obviously rejected. Therefore, his brain was placed in a robotic receptacle, which we learned to accept.

Two centuries later, the first Democratic Colonization vessel landed on the first planet liberated by our Legion, Philadelphia. Once the monstrous Bellarians were eliminated, the colonists built what was to become the second inhabited planet of the Pacific Empire of Humanity. Since then, no fewer than seventy-two planets have been liberated and humanity continues to prosper in several different galaxies. Unfortunately, the Axis of Evil still exists and threatens our civilization. Fortunately for us, our Emperor remain vigilant, and sends his legions to fight against our enemies everywhere they threaten to destroy us.



First contact

Exchange of information between a Cluster (provisional terminology) and the motherboard (Queen Mir'üm)

Translated by the xenocommunication service of the Democratic Legion, from the data collected on the body of the Cluster.

TIME 2, 3RD QUARTER
RECONNAISSANCE CLUSTER, 1/102:
ACCORDING TO INSTRUCTION #25877
1 - IF < CONTACT NEW RACE > THEN GOTO 27
27 - OBSERVATIONS & ANALYSIS (28-33)

LANDING IN ZONE 4/2 OF NUMEROUS WORK UNITS (UNKNOWN RACE - QUADRUPED TYPE/VERTICAL STANCE)
AFTER A LATENCY PERIOD, THE UNITS STARTED TO BUILD A STRUCTURE OF TYPE "Nest".

TIME 5, 1ST QUARTER, UNITS FINISHED INSTALLING THEIR PRODUCTION/EXTRACTION EQUIPMENT.

IMPACT ON THE ECOSYSTEM: HARMFUL.

ESTIMATE OF STATE OF LOCAL RESOURCES: TOTAL EXHAUSTION IN 4 CYCLES.

FIRST ANALYSIS OF NEW RACE: DANGEROUS RACE OF TYPE "RAIDER".

END OF TIME 5, 4TH QUARTER: THE OBSERVED UNITS CEASED THEIR WORK AND MET IN NEST.

ONE CAN HEAR ALODIOUS SOUNDS - THOUGH SOMETIMES DISCORDANT - EMANATING FROM NEST. UNITS SEEM TO MOVE TO THE RHYTHM OF THESE SOUNDS. COORDINATION OF RHYTHM AND UNIT MOVEMENT DECREASES PROPORTIONALLY TO THE INGESTION OF SUBSTANCES WITH A HIGH ALCOHOL CONTENT.

OBSERVATION (E-128): THREE UNITS LEAVE IN ORDER TO PRACTICE A DRAINING OF THE DIGESTIVE SYSTEM.

ASTONISHMENT: TWO USE THE TUBULAR OPENING PLACED IN THE MIDDLE OF THE LOWER LIMBS WHILE THE THIRD USED AN ARTICULATED ORIFICE LOCATED ON THE HEAD (HYPERLINK: GEOMORPHIC UNITS ANALYSIS) WHICH THEY USUALLY USE TO EMIT SOUND WAVES FOR COMMUNICATION.

OBSERVATION (R-74): AFTER HAVING EMITTED SOUNDS IN A LOW TONE, THE UNITS DREW WEAPONS (HYPERLINK [FORGOTTEN HISTORY]: WEAPONS, WAR) AND EXTINGUISHED THE VITAL ENERGY OF SMALL INSECTIVOROUS CREATURES.

PROBLEM: THE UNITS USED THE INSECTIVORES NEITHER FOR NOURISHMENT NOR TO BE TRANSFORMED INTO THE TYPE "CLOTHING" (HYPERLINK [HABIT AND CUSTOM]: BET ALPHAS FROM MORN AND THEIR TOOLS TO FIGHT AGAINST THE COLD). THEY LEFT THE BODIES WITHOUT ENERGY ON THE SPOT. IMPACT ON THE ECOSYSTEM: DEVASTATING
REQUEST INSTRUCTIONS
RESPONSE:
1 - IF <CONTACT NEW RACE> THEN GOTO 27
27 - OBSERVATIONS & ANALYSIS (28-33)
5 - IF <IMPACT ON ECOSYSTEM HARMFUL> THEN GOTO 185
185 - CONTACT AND PEDAGOGICAL EXPLANATION OF UNIVERSAL BALANCE. (HYPERLINK: ECOLOGY, CHARTER OF THE RESPECT OF XENO-ECOSYSTEMS)
END OF TRANSMISSION
RECONNAISSANCE CLUSTER, V1.02 DID NOT EMIT ANY FURTHER SIGNALS. THEN GOTO 1028
1028 - STABILIZATION OF THE OBSERVED POPULATION ON AN ACCEPTABLE LEVEL.

According to my analysis, these Xenomorphs are a danger to democracy and freedom, and they use weapons registered with the Registry of Banned Weapons of Mass Destruction, the RBWMD.

End of report.
Request accepted.



"Polymorphic Metal and Vibratory Pheromones"

By Professors Hans Fuller and Jaber Alexandrovitch

How can the body armor of the Zirls change form and equipment? Following many observations of our brave soldiers, it has become obvious that Bio-bots (the Zirls' exoskeletons) can vary their structure in order to be acclimatized to the immediate conditions of the terrain.

These changes are not frequent, surely requiring an excessive expenditure of energy. Nonetheless, this phenomenon was observed several times, a Cluster suddenly becoming a Peripheral Missile Launcher at an opportune moment.

First, we must minutely examine the structure of the metal that composes the Bio-bots. This metal is called "Polymorphic Metal" because of its ability to change form and modify its properties (like its resistance). The Zirls' exoskeletons consist of millions of microplates overlapping one another, granting the armor perfect flexibility as well as great resistance. These plates can move over one another while being stretched to alter the appearance of the armor. As the weapons and ammunition are made of the same alloy and are integrated into the Bio-bots, their properties are similar. A fusionarm then can easily become a missile launcher.

But these changes must take place under the impetus of the Processor present on the battle field (or from the Queen herself, if none of her extensions are present). The Processor sends a signal to one of its Clusters, which then transforms to become the desired type of armament. However, we are unable to identify which frequency the Zirls use for communication between units on the battle field. For their long-distance communications, they use traditional means of metaluminous waves. For close exchanges, we can only draw a comparison with the means of communication for certain insectoid species on Earth, such as ants or bees.

Unfortunately, since these species disappeared during 21st century (during the warming era of this period, and the glacial era which followed), we cannot perform any experiments. We therefore call this means of communication "Vibratory Pheromones" for convenience. "Pheromones" since it is neither with sound waves, light signals, nor any other known means of communication. Nevertheless, the Zirls seem similar to these terrestrial species. "Vibratory" is used because they vibrate slightly when they communicate (like bees). All our scientific observations can be consulted on our site and are sponsored by "Planet Business" whom we thank for their support.

MILITARY REPORT

CONFIDENTIAL

Report of Sergeant Bronson (reconnaissance mission of the Legion at the request of the megacorporation "Energystar")

Day 1. My men and I arrived on planet M44. No problems during the flight. Contacted the mining colony of "Energystar". Did not find any of its workers. The camp, however, seems to have put up respectable resistance to an enemy attack. The engineers provided installations along the way and we established our camp in the colony. During an inspection of the cold room the corpses of 57 of the 63 workers were found as well as the body (photographs attached) of an unknown xenomorph entity.

All means of communication were Out of Order.

Day 2. After one night without trouble, we split ourselves throughout the research zone in 6 quadrants. By noon (local time) we established contact with two survivors, John Merrick and Roger Legrand (identification sheets attached). Here, in short, is what they told us:

- Installation and beginning of the normal operation.

- Contact with the Xenomorph during the celebration of completion of building site. Death of the Xenomorph.

- Resuming of the operation.

- Arrival at the end of three days (local time) of new Xenomorph entities. Death of 57 workers (among them, the cousin of the niece of the god-daughter of Harry Bellok, owner of "Energystar"). (Cause of the deaths: unknown factor) and capture of 4 workers by the Xenomorphs.

- The surviving workers succeeded in hiding, and stored the bodies in the cold room.

Request new orders.

PS: I volunteer for any reprisal operation against this alien menace.



The Mk75, more commonly known as the Xenoblaster

Built by our engineers, the Mk75 is the most effective light weapon in the universe. Robust and easy to use, it can fire in all known climate conditions, even under water at more than 500 meters deep. Its speed is unrivaled and its dual loading system (from clip to barrel) grants it unequaled power in addition to its elegant design. It accepts traditional ammunition as well as enriched uranium shells without danger to its user (unlike its target). Effective up to 25 km, precise up to 1500 meters, it is the ideal weapon for your security forces. Indeed, a model slightly different from those used by our glorious legionnaires (see your local library about the law on military armament) is finally available for your employees. It can even improve their working conditions via an integrated Mp8 player included free of charge.

Visit our official site (Kill-All-Corp.repu) for further information.

CONTENTS

- 1 rule booklet;
- 3 range and movement rulers;
- 2 small blast templates;
- 1 large blast template;
- 10 equipment crates;
- 9 impact markers;
- 17 miscellaneous markers;
- 17 circular Legion units;
- 3 small Legion vehicles;
- 2 large Legion vehicles;
- 30 Legion action cards;
- 12 Legion Order markers;
- 2 Legion smoke clouds;
- 20 circular Zirl units;
- 3 small Zirl vehicles;
- 2 large Zirl vehicles;
- 30 Zirl action cards;
- 12 Zirl Order markers;
- 2 Zirl smoke clouds;
- 25 corridors or buildings components;
- 4 bunkers / terrain elements;
- 1 paper game board;
- 1 die.





Description of contents



Circular units

These units are the most common. They represent soldiers, officers, support material, and the special characters. Circular units are the only units that can enter buildings.

They also represent infantry (body armor defense, yellow background) and small vehicles (heavy armor defense, violet background).

Their backs generally represent the same combatant, but with reduced stats (corresponding to a step of damage).

The back can also represent the use of a special ability (see Special Abilities, page 12). The back is recognizable by the absence of the unit's name. If the name is present on both sides, the unit's owner can choose which side is face-up at the beginning of the game.



Certain characters with a star before and after their names are unique.

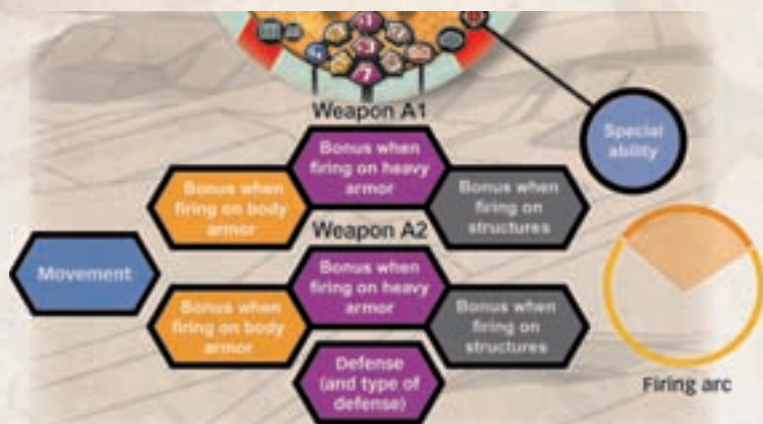
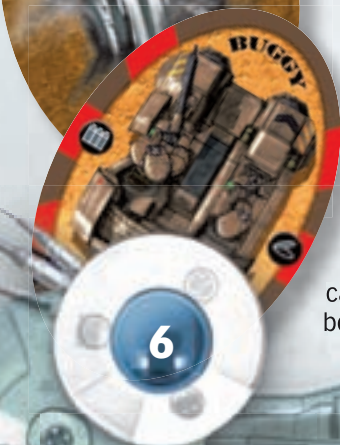


Oval units

Oval units cannot enter buildings.

They represent monstrous infantry and vehicles (in this box, all oval units are vehicles, but who knows what the future may hold?).

Their backs generally depict the carcass of the destroyed vehicle, and represent a terrain element once the vehicle is destroyed. In very rare cases, the back represents the use of a special ability. In this case, the back is recognizable by the absence of the unit's name. If the name is present on both sides, the unit's owner can choose which side is face-up at the beginning of the game.



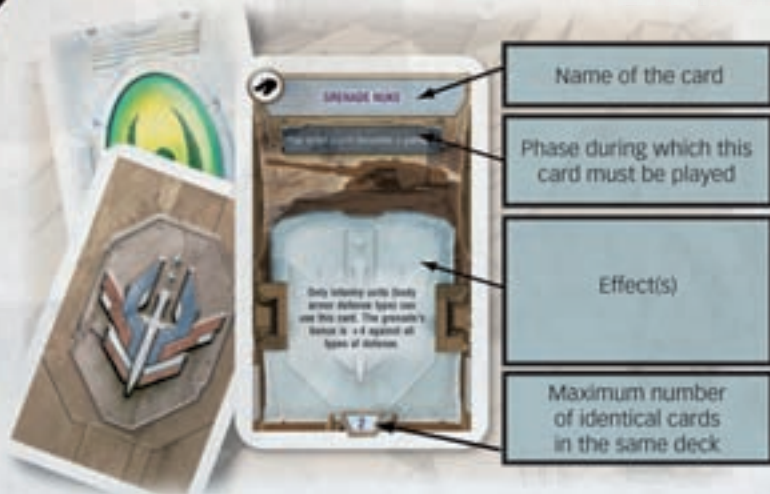
The circles marked L (Locomotion) and E (Equipment/Crew) are used to hold Move activation Order markers (on the L circle) and the projection of smoke (on the E circle) (see Activation phase, page 8), as well as the impact markers (see Damage on vehicles, page 9).

The circles marked A1, A2, A3... are used to hold Shoot activation orders and impact markers.

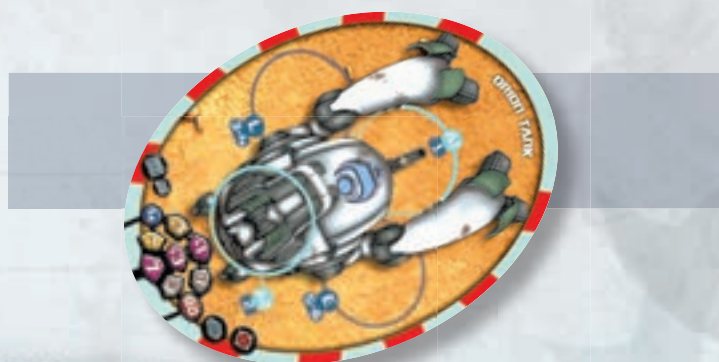
Penalty when shooting if the line of sight is blocked (e.g. by a flimsy structure).



Action Cards



Action cards spice up the game, and make each game more dynamic. Each player has his own deck of cards, according to the camp he commands. If you have several Frontiers boxes, you can create your own deck of 25 cards, as long as you respect the following simple restriction: A deck cannot have more copies of a card than indicated on the card.



GAME SETUP

Once the players agree on a scenario (see Scenarios, page 14), the players must then agree on the size of army each will be able to deploy, which is defined by the number of Army Points (AP).

A small battle ranges from 100 to 300 AP.

A medium battle ranges from 300 to 500 AP.

Beyond 500 points, you will be sitting through quite a grand battle (You'll need some munchies!).

The number of points chosen also affects the duration of the game: The greater the number of AP, the longer the game will be.

The playing surface must be flat, and completely devoid of any obstacles. The size of the battlefield should be proportional to the size of the armies (For example, we suggest a large table for a battle of more than 500 AP).

The starting deployment is given in the description of each scenario.

Each player also must construct his own deck of 25 cards. He must choose from the cards belonging to the camp he will be playing, while respecting the card limit indicated at the bottom of each card. If you only have one copy of the game, each player will simply remove 5 cards from the 30 cards available for their camp.

Composition of an army

An army of the Legion (regardless of its total AP) cannot have more than one captain.

An army of the Legion cannot have more than 2 lieutenants per 500 AP (round armies up to the next highest 500 AP).

A Zirl army (regardless of its total AP) cannot have more than one processor.

A Zirl army cannot have more than 3 memories per 500 AP.

No army can have more than one copy of a unique character.

BREAKDOWN OF A GAME TURN

A game turn is divided into 4 phases:

- 1) Preparation phase;
- 2) Order phase;
- 3) Activation phase;
- 4) Reserve phase.

PREPARATION PHASE

During this phase, the players can discard one or more action cards, and then refill their hands to 4 cards. Each card very clearly indicates during which phases it can be played. During the first preparation phase of the game, each player simply draws 4 cards from their deck.

ORDER PHASE

During this phase, the players simultaneously place a certain number of Order markers face-down on units of their choice (under their command, of course). Each Order marker has a number from 1 to 10 on its back. During the activation phase, units that receive an Order marker will act in the order indicated by the number on their Order marker.

If your army has 1 to 500 AP, you have 2 Order markers.
If your army has 501 to 1000 AP, you have 4 Order markers.
Beyond that, you have 6 Order markers.

Each officer (captain, processor, lieutenant or memory) grants its army a certain number of additional Order markers, as indicated on the unit. When an officer dies, at the beginning of the following order phase you will lose any additional Order markers that it provided.

Certain action cards enable you to recover additional Order markers.

Example: A player who has 5 orders will use the Order markers bearing the numbers 1, 2, 3, 4, and 5, while a player with 2 orders will use the markers bearing the numbers 1 and 2.

Special case: decoy

In addition to all these markers, you always place two Decoy markers to confuse your opponent. Place these markers during the order phase. They will not be used for anything during the subsequent activation phase (discard them at the end of that phase).

You cannot place more than 10 Order markers (plus two Decoys).

An infantry unit can receive one Order marker.

A vehicle unit can receive up to 2 Order markers (see Activation of vehicles, page 8).

ACTIVATION PHASE

The players simultaneously reveal their Order markers with the number 1. The two units activated this way can act immediately. They can undertake one of the following 4 actions:

- 1) **Move**
- 2) **Shoot**
- 3) **Use an action card**
- 4) **Use a special ability**

The player with the slowest unit (lowest Movement value) is the first one to announce which action that unit will take. In the event of a tie for lowest Movement, determine randomly. Once both sides' actions are announced, they are resolved in the order indicated above (example: a unit, which chooses to move, acts before one that wishes to shoot).

Once these two units have been activated, each player reveals the number 2 Order marker, and so on. Once one player no longer has any Order markers to reveal, his opponent resolves all her remaining orders, in order. Leave the Order markers beside the units to easily differentiate the active units from the others. Certain cards "activate" units which do not have an Order marker. In those situations, place an "over" marker on the appropriate unit.



Special case: activation of vehicles

Vehicles can receive up to two orders. They execute those actions normally, one action for each time a vehicle is activated. You can use these orders to shoot twice if the vehicle has two weapons, or to move and shoot, if it has only one weapon. However, you cannot move it twice during the same turn. In order to move, place the Order marker in the "L" space. To shoot, place the Order marker in the space for the weapon you wish to use. When the vehicle is damaged, and that damage affects the equipment, it can then only receive one order.



Move

Each player has a ruler marked in LNS (Light Nanoseconds). When a unit executes a movement action, it can move a distance up to its Movement value, expressed in LNS.

When a unit enters a building, place it on the first circle after the door. That counts as 1 LNS. Each circle crossed thereafter costs 1 LNS.

When a unit with a carcass on its back is destroyed in a building, the circle on which it lies costs 2 LNS, instead of 1.

A unit may make a movement that includes both outside and inside spaces. An infantry unit cannot cross over another unit: It must go around.

8

A vehicular unit can pass over an infantry unit, but it will not crush it: The members of the infantry unit will quickly step aside to let the vehicle through.

If two units move at the same time, the faster one moves before the slower.

Terrain can affect movement (see Terrains and buildings, page 10).



Shooting

Any unit that has a shooting bonus (see Description of contents, page 6) can use its weapon. The shots are resolved simultaneously. As a result, two units that shoot at the same time can destroy each other.

To attack a target, the center of a unit must have an unobstructed line of sight to any part of its target. Buildings or other units block this line of sight - we suggest that you use the ruler to trace this imaginary line (or a string if the range exceeds the length of the ruler). The weapons of Frontiers have unlimited range.

Certain units have a limited firing arc. If nothing is specified, the unit has a firing arc of 360°. Certain vehicles' weapons bear a representation of their firing arc (see Oval units, page 6).

In order to resolve a shot, the player rolls the die. He adds the die roll to the bonus indicated on the unit, according to the type of defense the target has (body armor, heavy armor, or structure).

If the result is greater than or equal to the defense value of the target unit, the target takes a step of damage. If the unit is already showing a side with the  symbol, remove it from play. If not, turn the unit over.



If the result is greater than or equal to double the defense value of the target unit, the target is immediately removed from the game.

Some modifiers can affect the combat roll:

<i>The target is at a distance greater than the length of the ruler (shooting at long range)</i>	-1
<i>The line of sight crosses a light structure</i>	-1
<i>The target is in a building, seen through a window or open door</i>	-2

Damage to vehicles

Whenever a vehicle takes a step of damage, roll a die (d6) and consult the location table below:



Type of vehicle				
D6	1	2	3	
1	A	A	A1	Type 1 : <i>Liberation tank</i>
2	A	C	A2	Type 2 : <i>Walker tank, Vega Tank</i>
3	L	L	L	
4	L	L	L	
5	E	E	E	Type 3 : <i>Orion tank</i>
6	E	E	E	

A: weapon destroyed (same with A1, A2, A3).

C: a unit on board, of the owner's choice, takes a step of damage.

L: locomotion system destroyed.

E: Equipment/Crew hit. The vehicle can now only receive one order. If it had the ability to launch smoke bombs, it can no longer launch them.

In any case, place the appropriate impact markers on the vehicle.

If you hit the same location twice, the vehicle is destroyed and it is turned over if its back depicts a carcass; otherwise remove it from the game.

BLAST TEMPLATES & INDIRECT FIRE

Certain weapons use blast templates. All units touched by at least part of a blast template can take damage (even buildings).

Grenades



Grenades use the small blast template. You can throw a grenade a maximum distance of 3 LNS. Place the blast template on the center of the target. You can launch a grenade into a building if you are within 1 LNS of a window. In this case, the blast template is not used. Instead, all units in the space just behind the window are caught in the explosion. The building receives 1 impact marker.

Special weapons



Certain weapons use blast templates. Their range is not limited. Use the normal shooting rules, but without any modifier. On the other hand, you must have a line of sight to the target. Place the blast template in the center of the target.

Indirect fire



Certain weapons can hit targets without finding a line of sight. If such a weapon does have a line of sight on its target, use the special weapons rules above. Otherwise, execute a Drop: hold the blast template horizontal above



Example of shooting

The commando fires on the cluster. The shot crosses a light structure, -1. The target is in a building, -2. The total penalty is therefore -3. The target's defense is 5, while the bonus against a unit in body armor is +2. As a result, the legion player must get at least a 6 to wound his target.

the target, with your arm extended at the height of the smallest player's shoulder. Then release the blast pattern. All units at least partially covered by the blast pattern are hit. If the blast pattern ever leaves the table during a Drop, place it back on the edge from which it departed, such that it is entirely within the bounds of the play field. There are two types of blast template: large and small.

Smoke bombs

Smoke bombs are used like grenades, but each player has his own smoke clouds. During the first turn, place the cloud with the “-1” side up (it is a penalty against any shot whose line of sight passes through the smoke). At the beginning of the following turn, turn the cloud over to the “-2” side (the smoke thickens and the penalty increases). At the beginning of the third turn, flip the cloud over once more (the smoke has started to dissipate, and the penalty decreases). Remove the cloud at the start of the fourth turn. Each army has targeting systems and polarizing filters that render their units immune to “friendly” smoke clouds. The maximum range of a vehicle’s smoke bomb launcher is one ruler length.

Using an action card

An action card must be used during the phase indicated in its description. When a card grants a bonus (to shooting, for example), in order to receive any benefit, either the unit must have an Order marker, or the player needs to use the card in combination with another card.

Using a special ability

Certain units have special abilities beyond moving or shooting. An icon on the unit indicates it has a special ability. To use a special ability, simply flip over the unit. Use of these special abilities is always resolved last.

RESERVE PHASE

Discard the Decoys placed on each player’s units. Next, units that do not have an Order marker or an “over” marker may move or use a special ability (decoy markers do not prevent movement, having been removed at the start of the reserve phase). This movement should not cause shooting. Certain units can shoot during this phase (as indicated on their unit token).

The players may move their units in whatever order they like. In the event of a dispute, the fastest unit moves first.

When all eligible units have been given an opportunity to move, remove all order markers and a new turn begins.

TERRAIN AND BUILDINGS

Craters and other depressions...

This terrain offers a defensive protection of +1 for targets that are infantry units (body armor defense) and within the terrain. Unlike light structures and vegetation, shots across these elements do not receive a penalty. All these modifiers are indicated directly on the terrain elements.



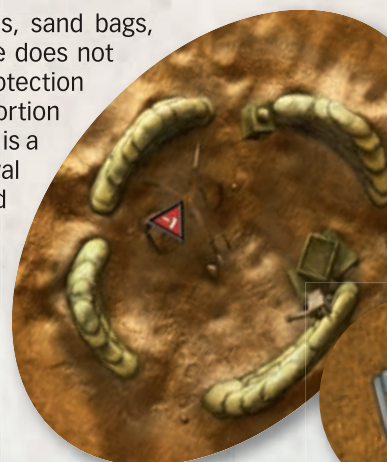
Vegetation

Blocks line of sight.

Units inside vegetation can shoot, but with a penalty of -2 (but they get the same protection when someone shoots at them). A unit in a vegetation element can shoot at another unit in a different vegetation element with just one penalty of -2. Two units in the same vegetation element can shoot at each other with a penalty of -1. Vehicles can enter vegetation elements, but their Movement is reduced by 2 LNS. All these modifiers are printed directly on the terrain elements.

Light structures

These include ruins, low walls, sand bags, etc. Passing over a light structure does not reduce Movement. They offer protection of -1 in any shot that crosses a portion of the structure (unless the target is a vehicle represented by a large oval unit). They cannot be destroyed (theoretically, ruins offer the same protection, so it would be pointless anyway). Oval unit movement is not affected by light structures and may even stop on them. Oval units push any of the circular units on the structure out of the way.



Buildings

A unit cannot pass over a building. When a unit enters a building (which must be through a door ), it no longer uses the ruler to measure distances; instead, it uses the circular spaces (one space = 1 LNS).

When a unit with a carcass on its back is destroyed in a building, crossing the circle where it was destroyed costs 2 LNS, instead of 1.

Vehicles must go around buildings. You can shoot at a unit that is in a building as long as it is adjacent to a window (but it will receive substantial protection ). Windows are indicated by a small green triangle. If the attacker is directly adjacent to the opening, it can shoot at units inside the building that are not adjacent to the window or door. In this case, the attacker takes no shooting penalty from the building.

Each building has two characteristics indicated above. The value indicated in the circle  is its defense (it is used the same way as it is on the circular units) and the value in the square  is the number of steps of damage it takes to destroy it (at which point it is turned over, and becomes a ruin). A building’s defense is always of the structure type. Place the impact markers (face up, or face down for 3 impacts) or other unused markers on this space.

When a corridor is destroyed, units can use the breach to enter the adjacent building. Certain building elements have an  icon, and are destroyed if one of the elements attached to it is destroyed. They do not have defense or damage step traits.

All infantry units (body armor defense ) present in a building element (room or corridor) when it is destroyed undergo an attack with a bonus of +0.

Hills

Hills block line of sight, and increase the useful range of weapons. A unit on a hill only incurs the penalty for firing at long range if the target is at a distance greater than two rulers.

Equipment crates

These tokens show a closed crate on one side and on the other its contents in the form of an icon. These contents provide a bonus to the unit that collected them. Note: Certain crates are trapped. Only infantry units can collect crates and receive their bonus.

Place two to eight crates (by mutual agreement) on the game board, unless the scenario description specifies otherwise.

When an infantry unit comes into contact with an equipment crate, it can ignore it and continue on its way, or stop to open it. In the latter event, turn over the crate to see what it contains. Once the contents are revealed, they are "associated" with the unit that found it. That ends the activation of the infantry unit.

A unit can get rid of a bonus by simply leaving it on the spot (it is a free action). Also, one unit can pass it to another if they are in contact with one another. This transfer is done at the beginning or end of a movement (it is a free action, but the unit cannot shoot during the turn in which it



gives or receives equipment).

Anti-tank weapon: Gives a +2 bonus when firing on vehi-



cles (heavy armor defense ) , and grants the Missile ability.

Automatic weapon: Gives a +3 bonus when firing on



infantry (body armor defense ) .

Experimental grenade: This is a very effective grenade. It gives a +4 bonus against any type of defense, and uses the small blast template. Must be discarded after use.



Explosive ammunition: Gives an additional +3 firing bonus and the Missile ability (small blast template) against all



targets. Must be discarded after use.

Explosives: The unit carrying these can try to demolish a building with which it is in contact (this counts as an action). The building takes 1D6 points of damage. Must be dis-



carded after use.

Jump jet: This object gives a +2 movement bonus (but



the total movement of the unit cannot exceed 6 LNS).

Medi-kit: This object allows the unit carrying it to ignore



one step of damage. Must be discarded after use.

Smoke bomb: This object can create a smoke cloud.



Must be discarded after use.

Special ammunition: Gives an additional +2 bonus



when firing on any target. Must be discarded after use.

Trap: Trapped crate! The unit that just opened it undergoes an attack with a +0 bonus. The crate is then removed from the game.

SPECIAL ABILITIES

Certain units have special proficiencies represented by an icon (sometimes even graphically depicted on its back). In all the following descriptions to be in contact with one another means that the two units touch outdoors or that they are in adjacent spaces indoors.



Automatic Order

Permanent

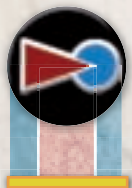
This unit provides an additional order to the army, but must receive an order every turn.



Camouflage

Permanent

The unit receives protection of -1 against snipers and when being shot at.



Charge

Permanent

During the same action the unit can move and attack a target if it ends its movement in contact with the target. If it is already in contact, it can attack its target.



Deployment

Permanent

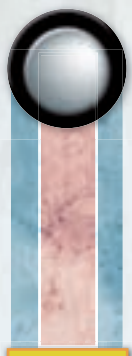
The unit can deposit the units it carries during its movement. The units can then act during the same turn if they received an order with a higher number.



Does not shoot

Permanent

This unit cannot fire.



Energy shield

Activated

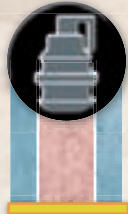
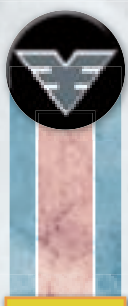
When you activate this special ability the unit's defense value increases. Moreover, it offers additional protection of -1 against snipers. When a shield is activated flip the unit on its back. If the unit fights (shooting or melee), flip it back over "face up" and the bonus disappears (but not if it moves). However, certain units have permanent shields: Those units only have the defensive bonus against snipers.



Flight

Permanent

A flying unit can pass over other units, buildings, light structures and vegetation elements. If its move ends in a vegetation element it is considered to be inside it. If its move ends on a building (but it did not pass by a door on the way), it is considered to be on top of it and can be targeted without it receiving the protection of the building.



Grenades

Permanent – counts as an action

The unit can throw a grenade. Bonus of +2 against all types of defense. Usable several times per game. Use the small blast template (see Grenades, page 9).



Indirect fire

Permanent

The unit uses the rules of indirect fire (see Shooting, page 9) and a large blast pattern.



Infiltration

Permanent

During army deployment, place this unit in a building of your choice, but at least 3 LNS from any objective.



Mechanic

Permanent – counts as an action

The unit can move AND repair a vehicle in contact with it by using a special ability. It can remove a damage marker of its choice, but not from the vehicle's equipment/crew. In general, damage from a previous turn can be repaired; however, for a destroyed vehicle that doesn't have any steps of damage this unit must repair it during the turn in which it was destroyed. In order to indicate which unit the mechanic will repair use the "repair order" marker placing it on the unit when they come in contact. Once placed, the marker cannot be moved. Each mechanic has its own marker.



Medic

Permanent – counts as an action

The unit can move AND care for one infantry unit in contact with it by using a special ability. The treated unit is turned over or put back in the game if it had been destroyed. The medic must intervene during the turn in which the unit was hit or eliminated. One medic can care for a "equipment/crew" damage in a vehicle, even if it was caused during a previous turn. In order to indicate which unit the medic will repair use the "repair order" marker, placing it on the unit when they come in contact. Once placed, the marker cannot be moved. Each medic has its own marker. Unique characters can be treated at any time, except when they are directly eliminated by an attack.

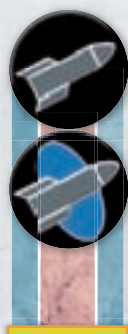


Missile

Permanent

If the symbol is on a black background when shooting at a target with heavy armor or structural defense, ignore the long-range penalty.

If the symbol is on a blue background the unit can use a blast template when it fires. If you have a direct line of sight on your target, place the small blast template in its center - your weapon hits any unit even partially under the blast.





Open vehicle

Permanent

Units within this vehicle can be the target of a sniper.



Rapid-fire

Permanent

A unit with this ability can divide its attack bonus over several targets, as long as it commits at least a +1 to each target (it can therefore make several combat rolls). It must declare this before carrying out its first shot and can only target units up to 2 LNS from each other with the same type of defense.

Example: A unit with a +3 bonus against body armor can shoot on 3 targets of this type, with a +1 bonus each time. It can also fire on just two targets: one with a +2 bonus and the other with a +1 bonus.



Reserve action

Activated

The unit can carry out any action (move, shoot, special ability, etc.) during the reserve phase. This special ability must have been activated in the previous turn (the unit is therefore flipped over) and the unit must not have received Order or "activated" markers during this turn. That means that it can act every turn if it receives an order or alternate turns if it does not have an order and uses this special ability.



Smoke bomb

Permanent – counts as an action

The unit can launch a smoke bomb as long as it can use a special ability. Usable several times per game.



Sniper

Permanent

This unit's lines of sight are not blocked by other units. The sniper uses a special damage table. It is effective only against infantry and "open" vehicles (see Special ability: Open vehicle, page 13).

Defense of the target

Roll required on 1D6 to hit

0-4

2+

5+

3+

Penalty to shooting

Shielding

-1

Camouflage

-1

Shooting at long range

-1

Per light structure crossed (ruins, low wall, sand bags, etc.)

-1

The target is in a building

-1

The target has movement of at least 6

-1



Targeting computer

Permanent

This unit ignores the penalty for shooting at long range.



Transformation

Activated

A unit with this ability can transform when it executes an action or acts during the reserve phase. Turn over the unit. It can transform as many times as it wants during the game if the "Transformation" symbol is present on both sides (but only once per turn). If not, once turned over it remains on the new side.



Tripod

Activated

A unit with a tripod ignores the penalty for shooting at long range. Flip the unit over if it moves.



Troop transport

Permanent

The vehicle can transport as many circular units as indicated in the icon. A unit must receive an order in order to enter or leave the vehicle. That counts as a move for the transported unit.

In addition to units, the vehicle can also transport as many crates as you like. An infantry unit must carry the crates inside.



Example: A sniper fires on a unit that has a Defense of 6 in a building. It must roll 5+ to hit the target. The same unit targeted on open ground is hit on 3+.

SCENARIOS

The board provided with the rules is ideal for the first few games. During subsequent games the space used for a standard game (4 ft. wide by 2 ft. deep) may be used. Some players may find it preferable to play on larger or smaller areas.

At the beginning of the game place your units face-up (the side where the unit is not destroyed or which bears the unit's name).



Confrontation

The basic scenario is the confrontation.

For a short game, we suggest armies of 150 AP. For a longer game, 250 to 500 AP. For the ambitious it can be played with armies of 500 to 1000 AP.

Once you have placed the terrain elements in a mutually agreeable fashion, the players sit at each side of the table and deploy their units at the edge of the playing area. The units must be placed so that they touch the edge of the playing area. Randomly determine which side of the table places the first unit. The players take turns placing one non-Infiltration unit at a time. Finally, they take turns placing units with the Infiltration ability, again, one at a time.

Victory goes to the first side that inflicts more than 80% damage to the other. Which means:

- **for a battle with 250 AP: 200 AP eliminated;**
- **for a battle with 500 AP: 400 AP eliminated;**
- **for a battle with 1000 AP: 800 AP eliminated.**



Data recovery

There is a data disk containing vital information for the two camps in an abandoned communications center. The two armies must seize it and bring it to the center's teleprinter in order to transfer the information to their own command center. Place two buildings (at least one central element and 3 corridors) in the center of the table, about two rulers' length from each other.

Same troop deployment as for the Confrontation scenario.

Place the diskette token in one of the buildings. Place the teleprinter in the other building where the diskette must be brought. The player who finishes a turn with an infantry unit carrying the diskette on the teleprinter's space, wins the game. An infantry unit can take the diskette during its movement then continue to move normally. It can also toss it to a fellow infantry unit up to 3 LNS away (like a grenade). If the unit is destroyed, the diskette remains where it is and can be picked up again.

If the teleprinter's building is destroyed, the teleprinter remains intact in the debris. A unit can be stationed on the teleprinter.



Treasure hunt

Construct a complex in the center of the table, with at least three buildings connected by as many corridors as you wish. Build it as parallel as possible to the deployment zones. Then place the light structures in an equitable fashion between the complex and the deployment zones (see diagram). Place the 10 equipment crates in the various parts of the complex.

The player who brings back more crates to his deployment zone (within 1 LNS of his edge of the table) wins. The bonuses contained in the crates can be used, but any that are used do not count toward victory.

A unit can transport only one crate at a time.

In the event of a tie, the player who has inflicted the most damage (in AP) wins the game.



Cameron (this scenario is played in 2 parts)

The person playing the Legion chooses 250 AP and constructs his base in the middle of the table with any elements he wants. He places his units inside.

He also takes the equipment crates and can allot them to his units before the game starts.

The Zirl player takes all of the Zirl units that came in the box and sets them up wherever he wants around the base touching the edge of the table.

Tally the number of turns the Legion holds out before being totally exterminated.

Then reverse the roles.

The Zirl player takes 250 AP and builds his base. He also takes all the equipment crates and can allot them to his units before the start of the game.

The Legion player takes all the Legion units that came in the box and places them wherever he wants around the base touching the edge of the table.

Whoever held the most turns wins!



Attack/Defense

This scenario is interesting for introducing a friend to Frontiers. Have him play the defender in easy mode or the attacker in difficult mode. If you both are familiar with the game, we recommend the balanced mode.

For an easy game for the defender:

The attacker has the same number of AP as the defender.

For a balanced game:

The attacker has one-and-a-half times the number of AP of the defender.

For a difficult game for the defender:

The attacker has twice the number of AP of the defender.

The number of AP allocated to the defender depends on the game length.

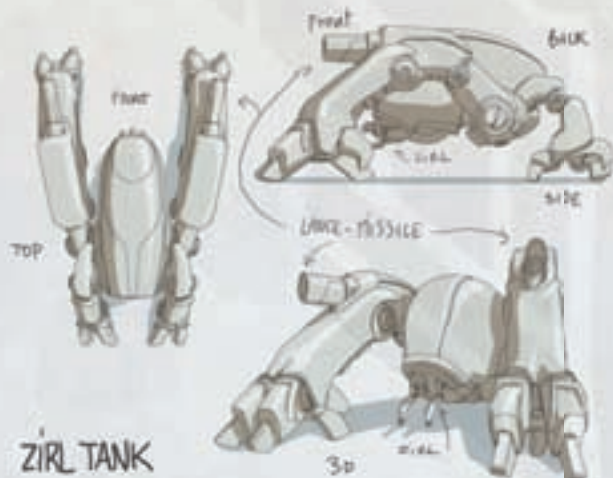
Divide the table into two equal sections. In the defender's half, place at least two buildings and as many corridors as you like. In the other half, place the light structures.

Place three objectives in the defender's zone. They must be at least a ruler's length apart from each other.

and in the furthest quarter against the edge of the table (see diagram).

The defender deploys his troops entirely in his half. The attacker places his units on the opposite edge of the table. His units must touch the edge of the table.

The attacker wins if he finishes a turn with a unit on each objective. The defender wins when the attacker becomes unable to hold the objectives (when he no longer has enough units).



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Liberty or Death!

- ▷ Frontiers is a game created by Yann and Clem.
- ▷ The graphic design is by Yann, Clem, Thierry Masson, and the Asmodée Beauty Creation Team.
- ▷ Cover by Stéphane Gantiez.
- ▷ Zirls design by Corentin.
- ▷ Corrected by Alycia Simonnet.
- ▷ Translated by Nathan Morse

- ▷ Revision by Eric Harlaux
- ▷ Thanks to our wives, who support us through everything.
- ▷ Thanks to JC's mother.
- ▷ Thanks to Asmodée for their patience and confidence.
- ▷ Thanks to Erwan, Ben, Stan, and all the others who tested the game.
- ▷ Thanks to Corentin.

1) **PREPARATION PHASE;**

2) **ORDER PHASE;**

3) **ACTIVATION PHASE;**

- 1) Move,
- 2) Shoot,
- 3) Use an action card,
- 4) Use a special ability.

4) **RESERVE PHASE.**



Automatic order



Camouflage



Charge



Deployment



Does not shoot



Energy shield



Flight



Grenade



Indirect fire
Large blast pattern



Infiltration



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Missile



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Order



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