

## Introduction

This mod contains 5 additional factions for High Frontier. However, the number of players is still limited to 5.

## Setup

**Choose Factions:** Players may choose from 10 factions (5 legacy + 5 extra). Don't use the radical factions. Choose randomly or take turns as preferred by your group.

**Choose Colors:** First, players with legacy factions take the pieces that match the color of their crew cards. Then players with extra factions choose from the remaining colors. Choose randomly or take turns as preferred.

For *all* game purposes (Bernal orbit, votes, hostile recruit, politics, etc.) your faction color is the color of your pieces. If AEB has the green pieces, AEB is the green faction.

**Politics:** If you have an extra faction, place your politics marker over the space on the Sol Space Government track that matches the color of your pieces.

For example, if you're playing AEB with the green pieces, place the AEB politics marker over the green, "Left Wing Equality" space.

**Purple:** You don't receive a politics marker if you have the purple pieces.

## Privileges

**Hardening:** Your equipment is hardened against radiation and crash hazards. You can't share this privilege with other factions and it can't be expropriated.

**Heavy Lift Booster:** You have the option of boosting cards directly to Earth's HEO

Treat your WTs as co-located with LEO, HEO, and your Bernal in its start orbit.

You may allow other factions to heavy lift to HEO with their Boost Ops. They must pay WTs normally to the bank.

NASA doesn't receive its usual fee when cards are heavy lifted directly to HEO.

Heavy lifted cards in HEO are subject to pad explosions but not space debris.

**Large Crew:** Your expansive crew module is home to a community of astronauts and their families. This allows your crew to create a space colony at a factory without decommissioning your crew card. However, you may decommission it if you choose.

Since you have crew to spare, they may work with one co-located human colonists to allow that colonists to perform an operation in any specialty.

You can't share these privileges with other factions and they can't be expropriated.

**Reusable Boosters:** Your Boost Ops are free actions. However, you must pay the usual number of WTs to the bank and NASA receives its normal fee.

You may allow other factions to boost as a free action.

**Telepresence:** Remote sensing and tele-operated equipment make your stacks immune from glitches and felonies committed by others. However, you still need actual humans to build a space colony or commit felonies.

You may allow other factions to use telepresence on a stack by stack, turn by turn basis. The stacks given this privilege must be determined *before* someone attempts a felony or a glitch is rolled.

## Bernal

**Diversity:** Your Bernal supports a large, diverse population from which you can hire colonists. In game terms this allows you to move a colonist card from your hand directly onto your Bernal as a free action without performing a Boost Op. The Bernal must be promoted and in its start orbit or have a dirt-side.

**Entrepreneurs:** When a Free Market Op of a black card is performed at your Bernal the card always goes to your hand. It doesn't matter if the card is sold by you or another faction. See [Q9] for additional rules.

**Hardened:** All cards co-located with your promoted Bernal are immune to crash hazards.

**Heavy Shuttles:** When you boost to your promoted Bernal in its start orbit treat your net thrust as 5 instead of 3.

**Roboticists:** Any human colonist in your promoted Bernal may perform a Recruit Op using the top-most robot from the colonist deck. Draw cards from the deck, one at a time, until a robot comes up. Then auction that robot normally.

## Politics

**Expropriate:** Once per turn, you may use one other faction's privilege without permission or compensation. Any legacy faction privilege may be expropriated as well as Reusable Boosters and Telepresence (limited to 1 stack). However, you can't expropriate Hardening or Large Crew.

**Hegemony:** No other faction may perform a Research Op or Recruit Op on a human colonist card. However, any faction may still Hostile Recruit.


**Industrialist:** You receive 1 WT from the bank when any faction performs an ET Production Op.

**Monopoly:** Choose 1 type of non-colonist patent card. Yours is the only faction that may perform a Research Op on that type of card. In addition, only you may take that card type as a free support.


For example, if you monopolize radiators, no other faction may Research Op radiators. In addition, no other faction may take a radiator card as a free support.

**Uplift:** Only the ISRO may research, recruit, produce, promote, or emancipate robots.



Basic Game  
**MASS: 1**



**MASS: 1**  
Rad-Hard: 3




OR

**HEAVY LIFT BOOSTERS.**  
May boost directly to HEO. May fuel at LEO or HEO. Heavy lifted cards in HEO subject to pad explosions but not space debris. NASA gets no WT's for boosts to HEO.

**ISRU 4**




Missile: Use as thruster

**2**


**ROSCOSMOS**  
Russian Federation

**12•8**




**Human CREW**



Basic Game  
**MASS: 0**



**MASS: 0**  
Rad-Hard: 3




OR

**TELEPRESENCE.**  
Treat your stacks as having humans present. However, actual humans are required to build a space colony or commit a felony.

**ISRU 4**




Raygun: Prospect all adjacent non-atmospheric sites.

Missile: Use as thruster.

**2**


**ISRO**  
India

**10•6**




**Human CREW**



Basic Game  
**MASS: 1**



**MASS: 1**  
Rad-Hard: 4




OR

**HARDENING.**  
Roll 2D6 for crash hazards; crash on 2 or 3. **Colonization: Subtract 1 from all radiation rolls.** These privileges can't be traded or expropriated.

**ISRU 4**




Buggy: Prospect sites along roads, or make a prospecting reroll.

Missile: Use as thruster.

**2**


**KARI**  
South Korea

**10•8**




**Human CREW**



Basic Game  
**MASS: 2**



**MASS: 2**  
Rad-Hard: 4




OR

**LARGE CREW.**  
Crew may build colonies without decommissioning. **Colonization: One co-located human colonist may perform any op.** These privileges can't be traded or expropriated.

**ISRU 4**




Missile: Use as thruster

**2**


**AEB**  
Brazil

**8•8**




**Human CREW**



Basic Game  
**MASS: 1**



**MASS: 1**  
Rad-Hard: 3




OR

**REUSABLE BOOSTERS.**  
Your Boost Ops are free actions. Pay normal WT's. NASA receives its normal fee.

**ISRU 4**




Missile: Use as thruster

**2**

**SpaceX**  
Private


**8•8**




**Human CREW**

**INDUSTRIALIST 5 VP**  
SpaceX gains 1 WT after any Production Op.


**UPLIFT 5 VP**  
Only ISRO may research, recruit, produce, promote, or emancipate robots.




**MONOPOLY 5 VP**  
Choose 1 type of non-colonist patent card. Only KARI may Research Op this type of card. In addition, other factions may not take this card type as a free support.



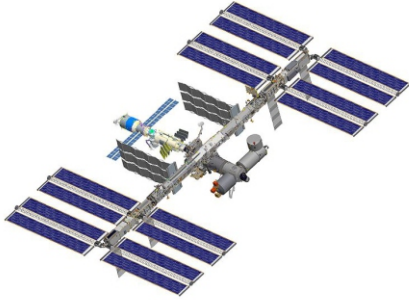
**HEGEMONY 5 VP**  
Only AEB may Research or Recruit Op human colonists.



**EXPROPRIATE 5 VP**  
Once per turn, may use without permission another faction's privilege except Hardening or Large Crew.

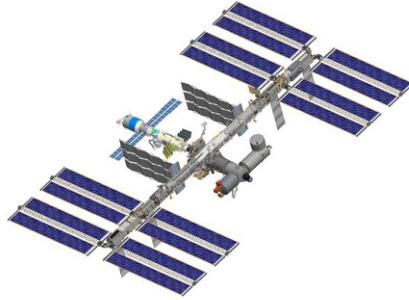


**High  
Frontier**



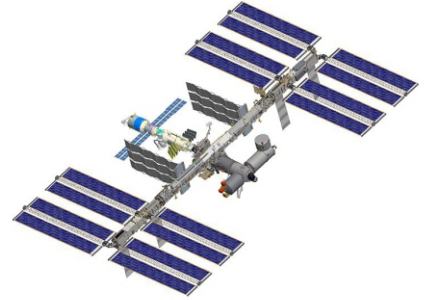
**Extra Faction**

**High  
Frontier**



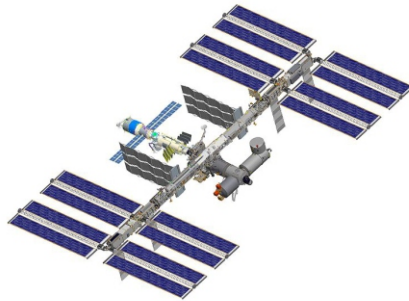
**Extra Faction**

**High  
Frontier**



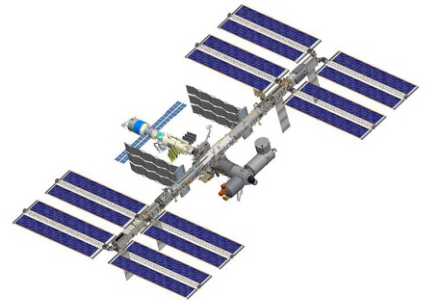
**Extra Faction**

**High  
Frontier**



**Extra Faction**


**High  
Frontier**




**Extra Faction**

<p><b>ROSCOSMOS</b></p>  <p><b>MASS: 10</b> generator © Cannot be ♣ if at Ceres ? or beyond.</p> <p><b>MAX HUMAN COLONISTS IN SPACE</b> is equal to half the Bernal Dirtside Hydration  round down</p> <p><b>HEAVY SHUTTLES</b> May boost to start orbit with net thrust = 5.</p> <p><b>Promoted BERNAL Attacks as 1d6 raygun</b></p> <p><b>8•4</b> </p> <p><b>BERNAL SPHERE:</b> The spherical shape of the central habitat is optimal for maintaining air pressure and minimizing radiation shielding. It has a diameter of 250m and rotates at 3 rpm.</p>	<p><b>ISRO</b></p>  <p><b>MASS: 10</b> generator © Cannot be ♣ if at Ceres ? or beyond.</p> <p><b>MAX HUMAN COLONISTS IN SPACE</b> is equal to half the Bernal Dirtside Hydration  round down</p> <p><b>ROBOTICISTS</b> Any human colonist here may Research Op the first robot found in the deck.</p> <p><b>Promoted BERNAL Attacks as 1d6 raygun</b></p> <p><b>3•3</b> </p> <p><b>BERNAL SPHERE:</b> The spherical shape of the central habitat is optimal for maintaining air pressure and minimizing radiation shielding. It has a diameter of 250m and rotates at 3 rpm.</p>
<p><b>KARI</b></p>  <p><b>MASS: 10</b> generator © Cannot be ♣ if at Ceres ? or beyond.</p> <p><b>MAX HUMAN COLONISTS IN SPACE</b> is equal to half the Bernal Dirtside Hydration  round down</p> <p><b>HARDENED</b> All co-located cards are immune to crash hazards.</p> <p><b>Promoted BERNAL Attacks as 1d6 raygun</b></p> <p><b>3•3</b> </p> <p><b>BERNAL SPHERE:</b> The spherical shape of the central habitat is optimal for maintaining air pressure and minimizing radiation shielding. It has a diameter of 250m and rotates at 3 rpm.</p>	<p><b>AEB</b></p>  <p><b>MASS: 10</b> generator © Cannot be ♣ if at Ceres ? or beyond.</p> <p><b>MAX HUMAN COLONISTS IN SPACE</b> is equal to half the Bernal Dirtside Hydration  round down</p> <p><b>DIVERSITY</b> May play human colonists from hand directly to Bernal.</p> <p><b>Promoted BERNAL Attacks as 1d6 raygun</b></p> <p><b>3•3</b> </p> <p><b>BERNAL SPHERE:</b> The spherical shape of the central habitat is optimal for maintaining air pressure and minimizing radiation shielding. It has a diameter of 250m and rotates at 3 rpm.</p>
<p><b>SpaceX</b></p>  <p><b>MASS: 10</b> reactor (any) Cannot be ♣ if at Ceres ? or beyond.</p> <p><b>MAX HUMAN COLONISTS IN SPACE</b> is equal to half the Bernal Dirtside Hydration  round down</p> <p><b>ENTREPRENEURS</b> Any black card sold here goes to your hand.</p> <p><b>Promoted BERNAL Attacks as 1d6 raygun</b></p> <p><b>7•4</b> </p> <p><b>BERNAL SPHERE:</b> The spherical shape of the central habitat is optimal for maintaining air pressure and minimizing radiation shielding. It has a diameter of 250m and rotates at 3 rpm.</p>	

**ISRO**



**ISRO uses satellites to directly connect patients in rural areas to medical professionals in urban locations.** — *Wikipedia*



**GSat 19**

**TELEMEDICINE**

**MASS: 10**  
START ORBIT: Use your color.  
May boost to your start orbit with net thrust = 3.

**BERNAL STACK**  
Promote with a working generator if in start orbit or with a diatride.

**ROSCOSMOS**



**Zarya Module**

**Zarya was the first module of the ISS to be launched. It was launched on November 20, 1998 on a Proton rocket from Baikonur.** — *Wikipedia*



**INTERNATIONAL SPACE STATION**

**MASS: 10**  
START ORBIT: Use your color.  
May boost to your start orbit with net thrust = 3.

**BERNAL STACK**  
Promote with a working generator if in start orbit or with a diatride.

**AEB**



**The Amazônia-1 satellite (or SSR-1) is the first earth observation satellite entirely developed by Brazil.** — *Wikipedia*



**Amazônia-1**

**EARTH OBSERVATION SATELLITE**

**MASS: 10**  
START ORBIT: Use your color.  
May boost to your start orbit with net thrust = 3.

**BERNAL STACK**  
Promote with a working generator if in start orbit or with a diatride.

**KARI**



**Concerned with the possibility of attacks from the DPRK, KARI hardens its equipment against both electronic and physical disruption.** — *Fictional*




**KOMPSAT-2**

**HARDENED SATELLITES**


**MASS: 10**  
START ORBIT: Use your color.  
May boost to your start orbit with net thrust = 3.

**BERNAL STACK**  
Promote with a working generator if in start orbit or with a diatride.

**SpaceX**



**Dragon is a reusable spacecraft developed by SpaceX, an American private space transportation company.** — *Wikipedia*



**Dragon**

**REUSABLE CAPSULES**

**MASS: 10**  
START ORBIT: Use your color.  
May boost to your start orbit with net thrust = 3.

**BERNAL STACK**  
Promote with a working reactor if in start orbit or with a diatride.