

**JOVIAN
FRONTIER**
Rule Book

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Box Contents

1x Board	4 Capital Tokens
	1x Red Capital token
1x 30 second timer	1x Blue Capital token
	1x Yellow Capital token
50 Morale tokens	1x Green Capital token
4x Sabotage tokens	30x Unit Tokens
10x Strength tokens (double sided)	10x Unmanned unit tokens
+1 Strength side	5x Bomber unit tokens
-1 Strength side	5x Vanguard unit tokens
	5x Interceptor unit tokens
	5x Mine unit tokens
40 Faction tokens	32x Action Cards
10x Red Faction tokens	4x Rebel Propaganda cards
10x Blue Faction tokens	4x Rebel Unrest cards
10x Yellow Faction tokens	2x Recruitment Drive cards
10x Green Faction tokens	2x Ration Resupply cards
	4x Sabotage cards
	4x Outreach cards
	5x Stranded cards
	3x Fake News cards
	4x Defectors cards

Overview

Jovian Frontier is a strategic, territory control game with deceptive elements. 4 players take the role of supreme leaders fighting for total control of the Jovian System for their respective factions by invading territories or destroying factions by reducing their morale. Players simultaneously move units around the board and draw cards with effects ranging from reducing the stability of their nation, helping defectors escape from enemy factions and allowing for pathways between territories to be tactically obstructed.

Setup

The board is placed in the middle of the table, surrounded by:

- Pile of action cards, shuffled and face down
- Pile of unit tokens, shuffled and face down
- Pile of faction tokens
 - Includes Capital tokens (1 for each faction playing)
 - Includes Colour tokens (10 for each faction playing)
- Pile of morale tokens
 - 10 tokens for each player and 10 tokens in the middle
- Pile of sabotage tokens
- Pile of Strength tokens (double sided)

Each player is given:

- Pile of faction tokens for their specific faction (Capital and Colour tokens)
- 10 morale tokens

Players use capital token to select their capital territory

- This territory must contain either a planet, moon or station
- This happens in turns, clockwise around the table
- Players use faction tokens to claim 4 territories adjacent to their capital territory

This happens in turns, clockwise around the table

Morale

The game features a morale system where players start with 10 morale tokens which can be gained and lost throughout the game.

If the number of morale tokens reaches 0, a coup takes place and the player loses

- The player's territories are now unoccupied
- Remnant faction units stationed in territories have their strength halved and can still defend territories but with significantly less effectiveness

If all territories are lost, the player loses and all placed units are withdrawn

Capturing a territory rewards the player with 1 morale token, Losing a territory loses 1 morale token

Gameplay

Players take an action card simultaneously

- Players must perform the action specified on the card

Players take a unit token simultaneously

- These can be saved for later or used in the next phase

Wait for next phase

- Players have a small amount of time to think about tactics or discuss actions with other players
- This phase lasts a maximum of 30 seconds and is enforced using the 30 second timer

Players simultaneously place down units face down / hidden

- Players can also move existing units and hide them
- Units in new territories must be accompanied with a faction token
- They cannot change plans based on the actions of other players during this stage Players must commit to their actions determined in the previous stage
- This phase lasts a maximum of 30 seconds and is enforced using the 30 second timer

Players must reveal hidden units only if a territory is contested by multiple different factions

- Units in uncontested territories can remain hidden until they are encountered by an enemy unit

If a territory is contested:

- The strength value of each faction is calculated and compared
- Each unit has a strength value as well as bonuses depending on enemy units
- Strength tokens are also factored into the calculation

The faction with the higher total strength wins the territory

- The winning faction gains 1 morale for normal territories and 2 morale for capital territories
- The losing faction loses 1 morale for normal territories and 2 morale for capital territories
- Losing units are destroyed and tokens are returned to the token pile

If the strength value of multiple factions is the same, the affected factions enter stalemate

- For each turn in stalemate, all affected factions lose 1 morale
- Players can add additional units / retreat units in the next turn

If a territory with units is not contested:

- The territory has now been claimed by the player

Board

- The board is separated into hexagonal tiles which can include a planet / moon, space station, or neither
- Capturing a capital will give 3 additional morale
- Losing a capital will lose 3 additional morale
- Capturing a planet (Jupiter) will give 3 additional morale
- Losing a planet (Jupiter) will lose 3 additional morale
- Capturing a moon (Io, Europa, Ganymede, Callisto) will give 2 additional morale
- Losing a moon (Io, Europa, Ganymede, Callisto) will lose 2 additional morale
- Capturing a station will give 1 additional morale
- Losing a station will lose 1 additional morale
- Players must choose a tile with a planet, moon or station as their capital at the start of the game

Units

- Unit tokens are shuffled and placed face down in the centre of the table
- One random token is taken by all players simultaneously at the start of the turn
- Units can also be acquired if the Stranded card is drawn and all requirements are met (see Cards section)
- Units placed in territories should be accompanied by a Colour token to help with unit identification
- Attack units (ATK) cannot be used to defend territories
 - If they are placed in a defensive territory, they provide no strength value
- Defence units (DEF) cannot be used to attack territories
 - If they are placed in an offensive territory, they provide no strength value
- Unit tokens that are unsuccessful in invading or defending territories are killed and must be returned to the token pile

Cards

- A card is taken by all player simultaneously at the start of every turn
- Card actions must be performed immediately
- Cards with requirements that are not met must be put back in the card pile
 - This includes locaiton specific cards where the specified location has already been taken
- Cards with limited uses (such as the sabotage card) must be discarded after use

Tokens

- + strength tokens add 1 strength value to the total unit strength of the territory
- - strength tokens subtract 1 strength value from the total unit strength of the territory
- If no other units are present in these territories, these tokens have no effect
- Strength tokens drawn from cards last for 3 turns
 - After use, they should be put back into the token pile
- Unit tokens that are unsuccessful in invading or defending territories are killed and must be returned to the token pile