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JOHN D CLAIR

SPACE BASE

FIELD MANUAL

SPACE BASE™

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Commodore Sean Chen floats in the void, protected only by his space suit. Today he is overseeing the flight crew and signal officers of the Knight Class Cargo Vessel: U.E.S. Scobee as it pulls away from port. It has five long years ahead of it in sector seven, engaging in trade with the natives and colonies. Replacing the Scobee in base is the new Bradbury Class Carrier: U.E.S. Allen. The recently assigned Allen will lend support and influence to the bases and sectors to which it is designated, and these newer C retrofit models can even hold a moderate amount of cargo.

Chen smiles to himself, "Influence". Influence over one's sectors is how a Space Base commodore becomes an admiral.

His brow furrows momentarily. There is only one promotion available and Commodore Liz Valor, a capable, sassy and dynamic officer rising through the ranks, has her eyes on the position. And there is also the newly-promoted Z-bot: Z-4045 was built for promotion, and even has the hat to go with it!

As he turns to watch the Bradbury move through the silence of space towards its docking stand, he knows that he has his work cut out today, as he does everyday.

**AN INTERGALACTIC DICE GAME OF
FLEET MANAGEMENT FOR 2-5
SPACEBASE COMMODORES, AGES 14
AND UP BY JOHN D CLAIR**

GAME OVERVIEW

In *Space Base* players assume the roles of Commodores of a small fleet of ships. Ships begin docked at their stations and are then deployed to sectors as new ships are commissioned under your command. Use cargo vessels to engage in trade and commerce; mining vessels to build recurring base income; and carriers to spread your influence. Establish new colonies for a new Commodore in a sector to gain even more influence.

Gain enough influence and you can be promoted to Admiral!

GOAL

When any player reaches 40 victory points, you will finish the current round so all players have the same number of turns, at which point the player with the most victory points wins!

GAME FLOW

Players take turns in clockwise order. A turn consists of the following four phases:

- 1. Roll Dice:** Roll both of the six-sided dice.
- 2. Allocate Dice:** Choose to use either the sum of the dice or the individual values.
- 3. Buy 1 Card (Optional):** You may buy one ship card from the shipyard or buy one colony card.
- 4. End of Turn:** Refill cards in the shipyard.



COMPONENTS

60 Starting Ship cards divided into 5 identical sets



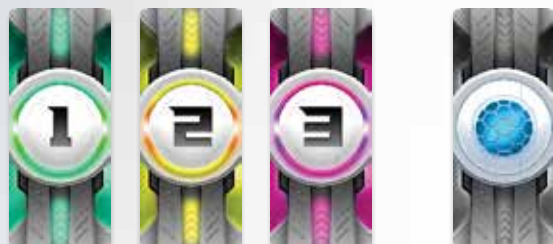
Player 1's
Starting
Ships

Player 2's
Starting
Ships

Player 3's
Starting
Ships

Player 4's
Starting
Ships

Player 5's
Starting
Ships



132 Ship cards consisting of:
48 Level 1, 48 Level 2, 36 Level 3

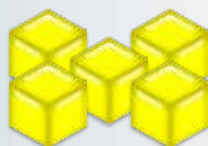
12 Colony
cards



30 Charge Tokens



2 six-sided dice



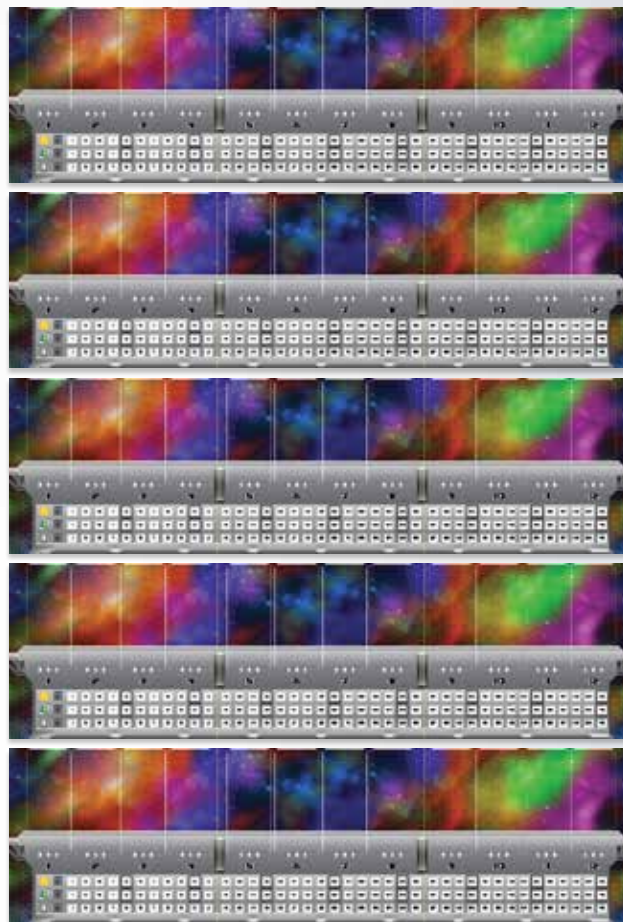
5  Credit
Counters



5  Income
Counters



5  VP
(Victory Points)
Counters



5 Command Consoles
(Player boards)



1 Starting
Player card



Field Manual
(Rulebook)

Your game of *Space Base* should include these items.
If it does not, contact customerservice@alderac.com for assistance.
Actual contents may vary from those shown.

CARD ANATOMY

Cost: Cost to buy the card.




Station Reward: Resources or ability you gain if this card is on your board.



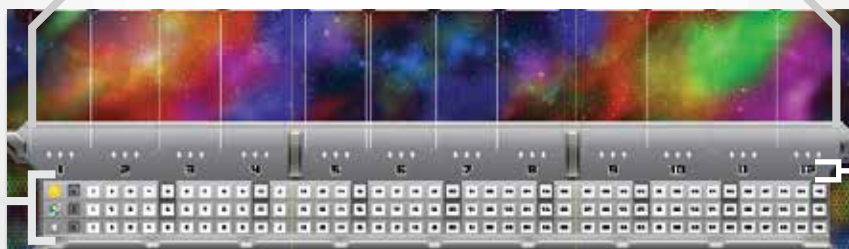
Sector Number: This number indicates where the card must be placed on your board when you buy the card.

Deployed Reward: Resources or ability you gain if this card is “Deployed”, e.g. tucked partially under the top of your board. See page 12, Placing a Card example.

ANATOMY OF THE COMMAND CONSOLE

Resource Track: Your , , and  counters are placed on the track to indicate how much of each resource you have.

Sector: Each console has twelve sectors arranged from 1 to 12.






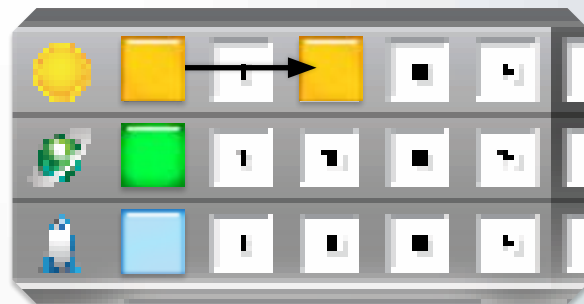
Sector Number: This number indicates where cards must be placed on your board when you buy the card.

GAINING RESOURCES

When you gain resources, move the appropriate counter up the track a number of spaces equal to the amount you gained.

For example, if you gained 2  you would advance your  counter up two spaces.

If you ever find yourself with more than 40 , , or , place a charge token on the 40 of the respective resource and simply start counting again at the 0 space, adding +40 to the total. If for some reason you should surpass 80, do the same thing again but on the 39 and 40 positions, adding 80 to the total.



CORE CONCEPTS

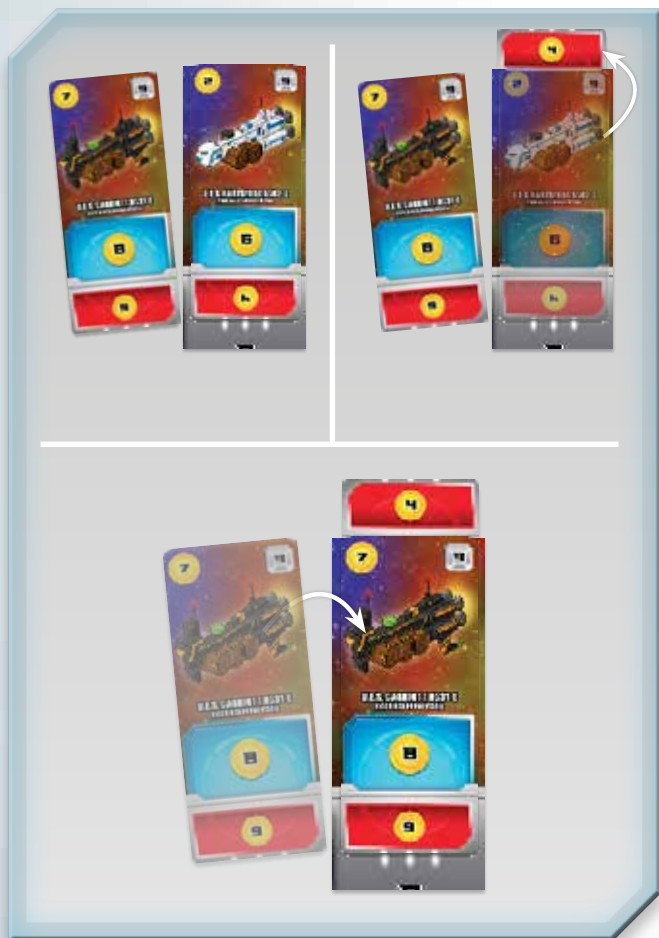
The following are key ideas that you need to understand to learn how a game of *Space Base* works. These concepts will be covered in more detail later in the rulebook.

SIMULTANEOUS TURNS

After a player rolls the dice on their turn, everyone else (the passive players) will also independently decide to allocate the rolled dice to gain rewards from their player boards.

UPGRADING SHIPS

When you buy a new ship, the old card already in that sector gets “deployed” under your board so that its deployed reward can be seen.



DEPLOYED SHIPS STACK

During the game you might buy several cards in the same sector and accumulate multiple deployed ship cards. When you allocate dice in that sector as a passive player (when it's not your turn), you gain rewards for **ALL** deployed ship cards (if able). Therefore, it's typical later in the game to gain more rewards as a passive player during an opponent's turn than as an active player when you take your turn.

An example of stacked deploy rewards in one sector.



In this base set, blue station rewards are used on your turn, while the card is upright, ontop of your board.




STATION VS. DEPLOYED REWARDS

As a general rule, cards on your board offer rewards during your turn (as an active player) and cards deployed under your board offer rewards during an opponent's turn (when you're a passive player). Blue rewards can only be gained during your turn and red rewards can only be gained during an opponent's turn (see example above).




SETUP

1. COMMAND CONSOLES

Each player takes the following:

- 1 command console
- 1 deck of 12 starting ships (cards belonging to a specific deck are denoted by their card back)
- 1 counter (cube) for each of the trackers 1 , 1 , and 1 

Each player should place their console in front of them, and then place each card from their starting deck on the board in the corresponding sector.

They place the  and  counter on the 0 (zero) space, and the  counter on the 5 space. Then place each of their starting cards faceup in their respective sectors on their board according to the number listed in the upper right corner of the card (see “Place Card” on page 12).



2. COLONY CARDS

Take the 12 colony cards and place them faceup in ascending order.



3. THE SHIPYARD

The shipyard is a set of 18 fleet cards available to buy during the game. To set this up, separate the ship cards into decks denoted by the level number on their card back. Deal out six faceup ship cards from each deck to create the shipyard.





4. CHARGE TOKENS

Place the charges in a pool available to all players.







5. DETERMINE STARTING PLAYER

After thier starting  are set at 5, ach player should do the following:

- Draw one random card from the level 1 deck.
- Lose  equal to the card’s cost, shown in the top left corner.
- Place the card in its respective sector on your board according to the number listed in the upper right corner of the card and take the card in that sector, turn it upside down and put in under the board in that sector. That card is no deployed. (see “Place Card” on page 11).

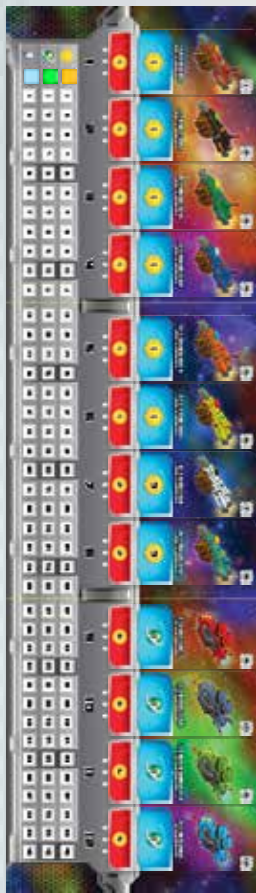
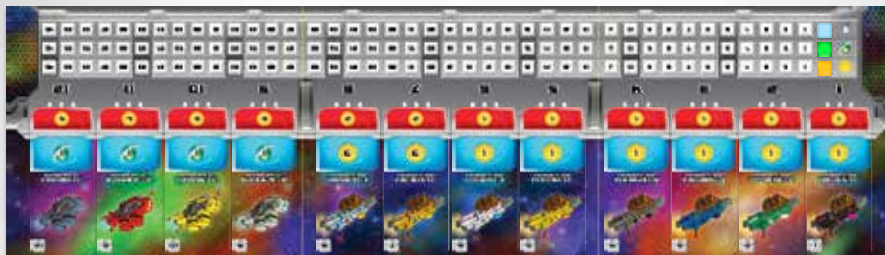
The player who drew the card with the highest sector number, shown in the top right corner, is the starting player and takes the starting player card. If two or more players tie for the highest sector number, each tied player rolls the dice and the player with the highest dice total is the starting player.

Finally, each player gains additional resources according to their turn order position:

- The starting player does not gain any resources.
- The 2nd player gains 1 .
- The 3rd player (if any) gains 2 .
- The 4th player (if any) gains 1 .
- The 5th player (if any) gains 1 .

Players are now ready to begin the game beginning with the starting player’s turn!

EXAMPLE: FOUR PLAYER SETUP



COLONY CARDS



CHARGE TOKENS



HOW TO PLAY

The starting player takes the first turn of the game.

When a player finishes their turn, the next player clockwise around the table takes a turn. Players continue taking turns until the end of the game. See Page 14, “End of Game”

ON YOUR TURN (ACTIVE PLAYER)

When a player is taking a turn, they are considered the **active player**; everyone else is considered a **passive player** on that turn. As the active player, you must take the following phases in order:

1. **Roll Dice:** Roll both of the six-sided dice.
2. **Allocate Dice:** Choose to use either the sum of the dice or the individual values.
3. **Buy 1 Card (Optional):** You may buy one ship card from the shipyard **or** buy one colony card.
4. **End of Turn:** Refill cards in the shipyard.

The other players will also be able to allocate the dice you rolled to gain rewards (see “On Other Players’ Turns” on page 12 for details).

After all players have allocated dice and gained rewards, and you have bought a card (or elected not to), your turn ends and the next player clockwise around the table takes a turn. Players continue taking turns until the end of the game.

ALLOCATE DICE

When you allocate dice, choose to use either the sum of the dice or the individual values on each die. Each sector that you allocate dice to allows you to gain rewards from cards in that sector.

Note: If the same number is rolled twice (doubles), if you take the dice separately, you may gain the rewards for one sector, twice.

Station rewards may be gained if the card is on your command console.

Deployed rewards may be gained if the card is deployed (tucked under the top part of your board).



Blue rewards can only be gained, and activations may only be used, during **your turn**, when you are the active player.



Red rewards can only be gained, and activations may only be used, during an **opponent's turn**, when you are a passive player.



Green activations can be used **during any turn**, whether you're the active player or a passive player.



Note: In this initial release of *Space Base*, all blue rewards appear on the card's station ability and red rewards appear on their deployed abilities. Red, blue, and green card “activates” are activated abilities that can appear in either station or deployed sections. In future expansions this may change, but it holds true for the base set release.

EXAMPLE: ALLOCATING DICE

If you rolled a 5 and a 6, you could choose to use either just an 11 (which would allow you to gain a 🌐, advancing your 🌐 counter 1 space), or both a 5 and a 6 (which would allow you to gain 2 🟡, advancing your 🟡 counter 2 spaces).



EXAMPLE: ALLOCATING DICE

If you rolled a 4 and a 4, you could choose to use either 4 twice, or an 8. In this case the 8 is the obvious choice since it would give you 3 🟡 instead of the 2 🟡 you could get for using 4 twice.








BUY 1 CARD (OPTIONAL)

Buying a card is optional. You may buy any one ship card you can afford from the 18 ships in the shipyard or one of the 12 available colony cards. You may only buy **one** card on your turn, unless otherwise specified.

If you buy a card, resolve the following steps in order:

1. PAY COST

The cost is shown in the top left of the card. You cannot buy a card unless you have enough  to pay for it. When you buy a card you **spend ALL** of your credits (immediately set your  counter to 0), even if you had more  than the cost of the card. If you choose **not** to buy a card, you **keep all** of your .

Note: Buying a card is optional. If you choose not to buy a card, you keep all of your  which may allow you to buy a more expensive card next turn.

2. PLACE CARD

The number in the top right of the card indicates in which sector it must be placed on your console. The ship that is already in that sector now gets **“deployed”**; rotate the ship upside-down and tuck it under the top part of







your console in the same sector so that the deployed reward in the bottom section of that card is now right-side-up and the only part of the card visible.

Throughout the game, you might buy multiple cards for the same sector and accumulate multiple deployed ship cards. The deployed ship cards should be stacked so that all deployed rewards are visible. See page 7, “Deployed Ships Stack.”

END OF TURN

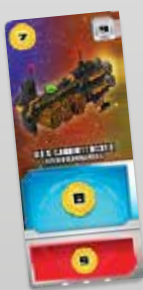
Note: You may not use activations during your end of turn phase unless stated otherwise (see “Activations” on page 17).

If any cards were taken from the shipyard, replace them with the top card of their respective deck. Each level should have a selection of six cards at the end of your turn.

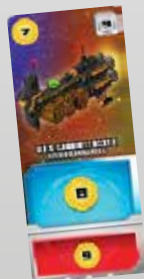
Finally, reset your credits. If your  is less than your , the last thing you do on your turn is move your  counter to equal your  counter. The more you advance your  counter the more  you will be able to start with after buying a card.

EXAMPLE: PLACING A CARD

The ship you bought has a sector number of 9.



The ship currently on your console in sector 9 is deployed under your board so its deployed reward is visible.



The bought ship is then placed in sector 9 on your console.



ON OTHER PLAYERS' TURNS

(PASSIVE PLAYER)

Even when it's not your turn, you'll still want to pay attention to what other players roll because you could gain rewards.

After the active player rolls the dice on their turn, all passive players will also independently decide to allocate the rolled dice to either the sum or both individual numbers for their OWN cards.

Often at the beginning of the game, this means the dice don't hit the numbers you need and you won't gain anything. But as the game progresses and you buy more cards, you'll find yourself gaining as much if not more resources on other players' turns.

Important: If you have multiple deployed cards in a sector, you gain **all** of the rewards that produce (if able), when you allocate dice to that sector.

Note: If the same number is rolled twice (doubles), if you take the dice separately, you may gain the rewards for one sector, twice.








Blue rewards can only be gained during **your** turn, when you are the active player.



Red rewards can only be gained during an **opponent's** turn, when you are a passive player.

EXAMPLE: ALLOCATING DICE

The active player rolled a 5 and 6. You may choose to use an 11 (which would provide 4 ) or a 5 and a 6 (the 5 would allow you to gain 1  and 1  for the 6 sector, for a total of 2 ). In this case, you would clearly want to choose the 11 sector for the 4 .



END OF THE GAME

When any player gains at least 40 🚀, it triggers the end of the game, even if this happens on another player's turn. Finish playing the current round so that each player gets an equal number of turns, then the game ends. This means the player sitting to the right of the starting player will take the last turn of the game.

The player with the most total 🚀 is the winner. If two or more players are tied, play one more full round (each player takes 1 more turn), after which the player with the most points is the winner (even if that player is not

one of the originally tied players). If still tied, continue playing extra rounds until the winner is determined.

Note: While your resource track only goes to 40 spaces, there is no limit to the number of 🚀 (or 🟡 or 🌍) you can gain; place a change token on the 40 position of the respective tracker and simply start counting again at the 0 space, adding +40 to the total. If for some reason you should surpass 80, do the same thing again but on the 39 and 40 positions, adding 80 to the total.

U.E.S. GRISSOM 8139-H TUCKER CLASS CARGO TRAIN

Originally three Tucker Class Cargo Trains were operated by the U.E.S. The Grissom remains the last of those vessels. When the U.E.S. made first contact and formed trading alliances with the Ziilen Empire, the Tuckers were conceived as long range trade vessels designed to haul immense loads over long distances. Each would carry the load of 20 standard cargo ships, though at a slower speed. All three Tucker Cargo Trains were destroyed when remaining Slassas resistance fighters began waging a guerrilla war against the U.E.S. following the destruction of their home world and the end of standard armed conflict with the U.E.S. The remnants of the three cargo trains were salvaged and the Grissom, following a restoration and retrofit was returned to service, though carrying much smaller loads than she used to.



ADDITIONAL RULES

This section covers additional explanations beyond the basic rules.

COLONY CARDS

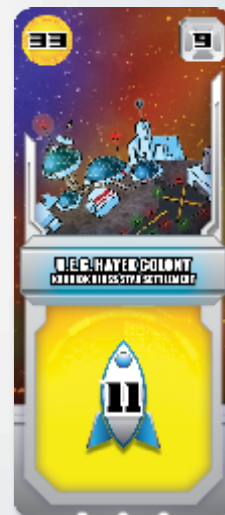
When you purchase a colony card, you have established a new colony in that sector and it is no longer under your control though your ships deployed deep in that sector remain under your command.

The sole purpose of colony cards is to score immediate 🚀. However, once bought these cards will clog up your board and potentially slow your progress.

All twelve colony cards are available to buy at the start of the game. When a card is bought, it does not get replaced like cards in the shipyard. When you buy a colony card, follow all of the usual rules: place it on your

console in the sector indicated by the number in the top right of the card, then deploy the card already in that sector under your board. After placing the colony card, **immediately** gain the 🚀 indicated on the card.

Once a colony card is placed, it **CANNOT** be replaced; meaning you may no longer buy cards that would be placed in that sector on your board. Moreover, colony cards have no reward when dice are allocated to them on your turn. (You still gain rewards on other players' rolls from deployed cards in that sector, however).



ACTIVATIONS

These cards have one or more charge token on them with an activation that describes the effect of the activation. When you claim the reward, place 1 charge token onto one of these squares which allows you to use the activation (see page 18, “Activations and Charges in Detail”).



TIMING

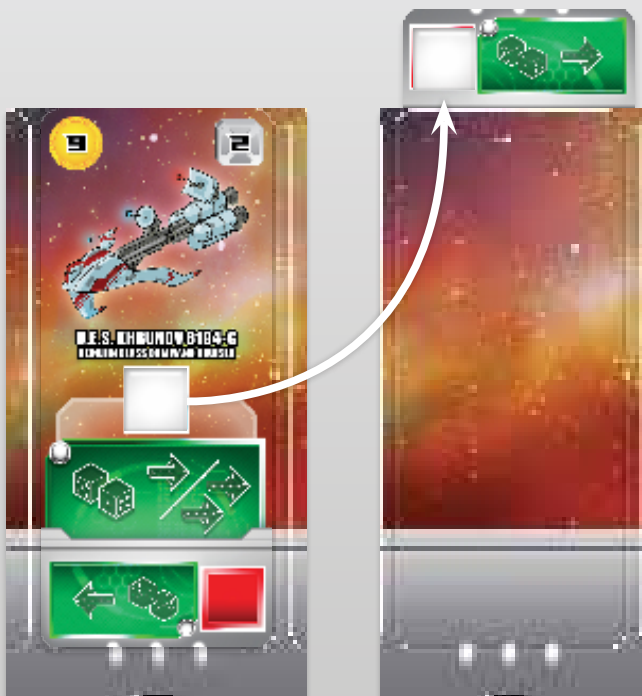
Generally, players may allocate dice and gain rewards simultaneously in order to minimize downtime. If it becomes important to resolve things in order, the active player should allocate dice and resolve all rewards and activations first, followed by the next player(s) in clockwise order.

DEPLOYING CARDS WITH CHARGES

If you have a card on your board with one or more charge tokens and it gets deployed (due to buying a new card in that sector for example), any charge tokens on the card may be transferred to the deployed effect on the same card, if possible.

EXAMPLE:


Your U.E.S Khrunov is being deployed and has one charge token on its station ability. After the card is deployed (turned upside down and tucked under the board) you may move that one charge token to its deploy ability.



GAINING REWARDS


Below are some of the reward types available in **Space Base**.

CREDITS

When you gain this reward, advance your  counter by that amount.




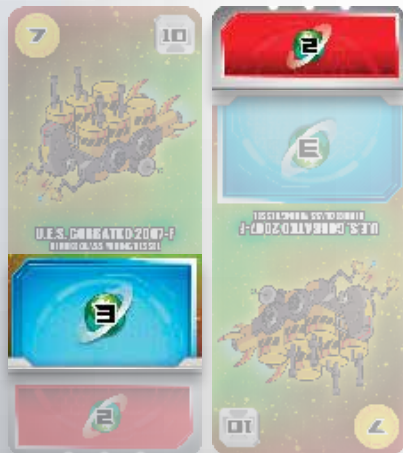
VP

When you gain this reward, advance your  counter by that amount.



INCOME

When you gain this reward, advance your  counter by that amount.



TEXT ABILITIES

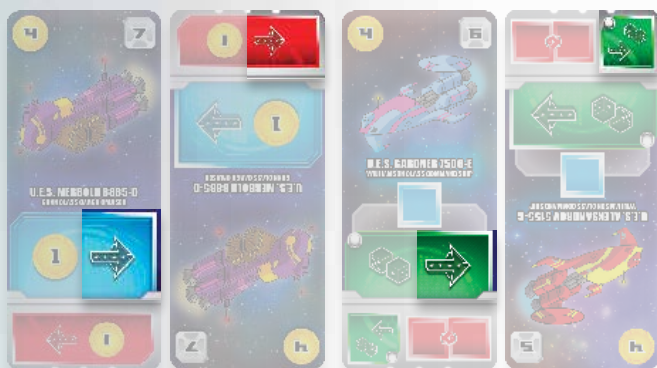
This reward simply has text that describes what you gain when you claim the reward.



ARROW

SINGLE ARROW

The reward of an arrow means you may gain the reward for the card one position to the side in the direction of the arrow.



BOTH DIRECTIONS

If there is an arrow pointing to the right and one to the left with a slash in between the arrows, then you choose whether to gain the reward for the card one position to the left or one position to the right.



MULTIPLE ARROWS

If there are two arrows pointing to the right or left, then you choose whether to gain the reward for the card one or two positions to the left or right.



ARROW AND REWARD

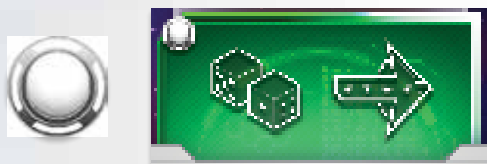
If there is an arrow and another reward, you gain the reward and gain the rewards for the card one position in the direction of the arrow.



Note: Multiple arrows next to each other can chain together. However, a reward may not be gained multiple times in the same turn; so two arrows pointing at each other does not create an infinite loop.

ACTIVATIONS AND CHARGES IN DETAIL

These cards have one or more colored squares on them with an activation that describes the effect of the activation. Their effects have an activation icon in the upper left hand corner.



When you allocate dice such that you gain the **reward** of an activation ability, all you do is place 1 charge token on the card. Nothing else happens at that time.

Note: Charging a card is considered a reward.



Blue colored squares can only be charged as a reward during **your turn**, when you are the active player.

Red colored squares can only be charged as a reward during an **opponent's turn**, when you are a passive player.

The effect of the activation is contained within a blue, red, or green text box with an activation icon. Any rewards not contained within the box are gained as normal. Using the effect of the activation will cost one or more charge tokens, which must already be on the card. Once the required charge tokens are placed on the card, they may be removed in order to use the activation whenever you choose to do so and it is allowed (more details in the specific examples below).

In summary, allocating dice is required to place charge tokens. Using an activation costs charge tokens.



Blue activations can only be used during your turn, when you are the active player.



Red activations can only be used during an opponent's turn, when you are a passive player.



Green activations can be used during any turn, whether you're an active or passive player.

As long as the activation may be used after the dice roll, you may charge a colored square and use its activation in the same turn.

Note: Regardless of when the activation can be used, the charge tokens are still gained based on allocating dice, and rules for when you gain rewards for dice rolls still apply as normal.

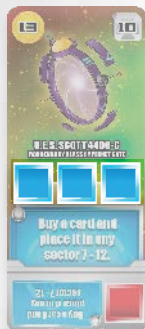
Some activations require just one charge in order to use them, and will just show a single slot.

Some activation cards may hold multiple charge slots, but only need 1 charge to use. These cards do not have connectors linking them. In these cases you may have multiple charges on a card, but you only need to spend 1 charge to use the activation.

Other activations require multiple charges to use, and will show a number of slots linked together.



Single slot



Multiple unlinked slots



Multiple linked slots

These activations cannot be used until all of the required slots are filled with charges. The number of charges required for many of these activations vary based on the number of players:

- An empty slot needs to be filled in order to use the activation.
- A slot with numbers needs to be filled only if the number of players is one of the numbers pips. For example, in a two player game all four slots would need to be filled, whereas in a three player game, three of these slots need to be filled and in a 4 or 5 player game, only the top two slots would need to be filled.



The following section details various activations and how they resolve.



U.E.S. ARMSTRONG 6927-D LUCAS CLASS GUN CARRIAGE

On a small moon sized planet, in a far off sector, lived a desert race of sentient, cold-blooded reptilians, referred to in official U.E.S. records as the Slassas. These humanoids clashed with U.E.S. services during the U.E.S.'s first expanse into the stars. Their ships were stronger and more heavily armored than those of the U.E.S. and threatened human exploration of space. The U.E.S. countered by putting escort carriers and heavily armored destroyers into service. An arms race followed.

A decade into the Slassas arms race the U.E.S. stole technology from a neighboring race of humanoids not involved with the Slassas nor the U.E.S. This stolen technology, while very power hungry, allowed for ultra-core lasers, powerful enough to destroy capital ships and space stations in one volley. This technology was advanced by U.E.S. scientists and technicians to its ultimate pinnacle.

The Lucas Class Gun Carriage was designed to carry the Ultra-laser and power station into Slassas territory. On Terran Date 1.11.A2505 the Armstrong Lucas Gun Carriage laid waste to the Slassas fleets, nearly single handedly. On Terran Date 3.11.A2507, following its 4th retrofit, the Armstrong, escorted by numerous carriers and dreadnoughts, flew deep into Slassas space and took aim upon their planet and laid waste to the Slassas home world and surrounding bases.

One other Lucas Class Gun Carriage was in the beginning stages of being produced, but its construction was halted when remaining Slassas forces signed the treaty of 6.11.A2507, 3 days after the Armstrong ended their production capabilities.

DICE ARROWS

You may use this activation (remove the required charge(s)) during the Allocate Dice step of either your turn (as the active player) or your opponent's turn (as a passive player). **If you use this ability, you must use the sum of the dice.**

Using the → activation means you would gain the rewards for one position to the left or right of the sum of the dice, depending on the direction of the arrow. For example, if a 9 is rolled and you use this activation, you would gain rewards for your 10 sector instead of your 9 sector.

Using the →→ activation means you would claim the rewards one or two positions to the left or right of the sum of the dice, depending on the direction of the arrows.

You may combine these types of effects on a single roll to advance your reward sector many spaces along your board. But again, this may only be used on the sum of the dice.



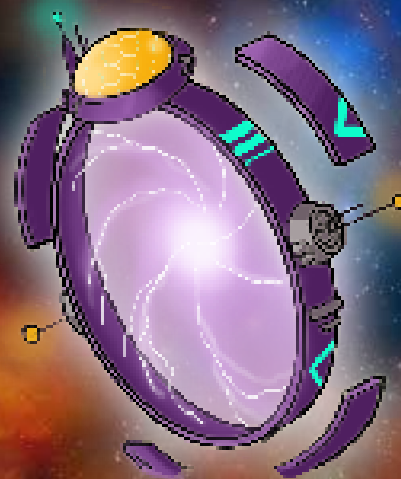
BUY A CARD

You may only use this activation on your turn, either before or after rolling the dice.

When you use the "Buy a Card" activation, it acts like a normal buy except you only spend the exact cost of the card you buy instead of all your credits. Moreover, you may still make your normal buy on your turn.

CLAIM A CARD

When you claim a card, choose a ship card of the appropriate level from the shipyard and add it your console without paying for it. You may still make your normal buy on your turn.



U.E.S. SCOTT 4406-C RODDENBURY CLASS HYPERNET GATE

Recent discoveries and advancements in faster than light travel have resulted in hypernet technology. Dimensional portals that reroute physical space through wormholes at the end of a black hole are opened to preset hypernet buoys allowing giant capital ships to cross immense distances in the blink of an eye.

The hypernet travel was shelved after initial experiments resulted in entire crews emerging from the hypernet completely ravenous, murderous, and insane. However, once the oxygen and food supplies were altered, experimental crews of specially engineered humans, whose DNA was crossed with that of elephant DNA, emerged from the hypernet reporting feelings of euphoria and stimulated senses. Now, unmodified ship crews can travel the hypernet with only a modified diet and supplement intakes.

Once the technology was put into production, the U.E.S. Zudov was commissioned. After a long series of 7 retrofits, the technology was allowed to advance and the U.E.S. Scott was commissioned. Now on its third retrofit (as designated by the "C" after its numeric designator) the Scott is put into service moving newly assigned ships into action at a rapid pace.

SWAP SECTORS

You may only use this activation on your turn (as the active player).

An activation that says you may swap cards in sectors means you take **ALL** the cards in those two sectors and swap them. This includes the station card in those sectors on your board and all the deployed cards for each of those sectors.

The example card means you would place all of your cards in your 5 sector into your 8 sector, and all of cards in your 8 sector into your 5 sector.

Note that any cards you buy during future turns are still placed according to their sector number as normal.

The swap action moves all card swaps all cards from sector 5 and 8.

The sector 5 cards now sit in sector 8, and the sector 8 cards now sit in sector 5.



U.E.S. GORDON 7981-G GERNSBACK CLASS DESTROYER

The U.E.S. Gordon has been a workhorse for the U.E.S. since the days of the Slassas wars. Initially designed as an escort destroyer, it's from an early part of the war when destroyers and not carriers brought military might to a sector through sheer fire power. The Gordon was one of the first ships equipped with ultra-core laser technology and carried out many of the initial tests. The Gordon was also fitted with a Devastator-class propulsion system, which makes it capable of chasing down blockade runners and turning them to dust.

Gernsback destroyers were once some of the most numerous ships in the fleet, protecting U.E.S. interests across the stars, but as modern carriers came into service, order 6D6 was issued which decommissioned and sent most of the other Gernsbacks for scrapping. The Gordon happened to be deployed at that time and secured its sector single handedly. Due to its long service to the U.E.S., the Terran High Chancellor pardoned the Gordon from order 6D6. Today the Gordon is among a few remaining Gernsbacks in service to the U.E.S.





REROLL DICE

Rerolling a die or both dice affects all players. When a player may wish to use this ability, he should warn the other players that he is planning on possibly using it, so they do not gain rewards using the wrong dice results.



ALL PLAYERS LOSE 4

Other players lose 4 . A player can never drop below 0 .



PLACE ONE CHARGE ANYWHERE

You may place one charge cube on a charge slot on any card on your station or a deployed card.



PLACE A CARD ON ANY 7-12 SECTOR

This allows you to put cards on sectors they may not normally be placed on, such as putting a card for sector 12 on sector 7 for example.



SET DICE

You may only use this activation before you roll the dice on your turn. Instead of rolling a die, you choose which result to place it on.

For example, instead of rolling a die you may place it so the '6' result is used. Further, if you had a charge on both of the blue charge squares, you would be able to spend 1 charge token to set 1 die and roll the other, or spend both charge tokens to set both dice to any numbers you want.

EXCHANGE THIS CARD WITH ANY OTHER CARD ON YOUR BOARD (STATION ABILITY)

When you use this activation, exchange its sector position on your board with any other card also on your board. For example, you could swap this from your 9 sector in station with 7 sector card in station, in which case that card would now be in your 9 sector station and this card would be in your 7 sector station.

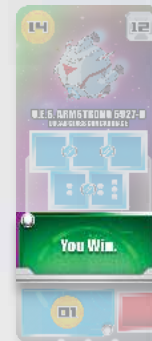
EXCHANGE THIS CARD WITH ANY OTHER CARD ON YOUR BOARD (DEPLOY ABILITY)

When you use this activation, exchange its deployed sector position with any other card also deployed. For example, you could swap this with a card deployed in your 4 sector, in which case that card would now be deployed in your 9 sector and this card would be deployed in your 4 sector.



YOU WIN!

Yup, you read that correctly. When you use this activation, points are irrelevant; the game ends immediately and you win! Do not finish the round. If another player has more than 40 VP you win anyway. You may use this ability on your turn or on an opponent's turn. Note: You **must** activate this ability immediately after it has the required number of charges.

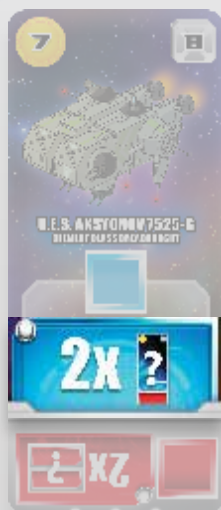
A detailed illustration of the U.E.S. Scobee 9566-B Knight Class Cargo Vessel. The vessel is green and yellow, with a red antenna on top. It is shown in a space environment with a starry background.

U.E.S. SCOBEE 9566-B KNIGHT CLASS CARGO VESSEL

Mining and colonization are the goals of the United Earth Services, but trade is what keeps its ships sailing. The Knight Class Cargo Vessels of the U.E.S. are the backbone of a fleet's finances. Knight class vessels were pressed into service 5 years before their expected service date when the Mmaal attacks on remote U.E.S. Space Bases took place.

In planning for a counter invasion, ships like the Scobee were fitted with special drop pods that replaced their cargo pods, allowing these unarmed cargo ships to deliver troops and armor to the planet's surface. The Scobee was among the last of these military cargo retrofits, having taken part in the final counter invasion of the Mmaal Empire on 22.2.A2576 which ended the conflict, by dropping over 1 million U.E.S. Human-Canine hybrids and accompanying armor divisions on the Mmaal homeworld, taking their capital.

As time passed, the Mmaal Empire became a regular trading partner and eventually a strong ally of the U.E.S., partnering with them in the exploration and the peacekeeping among the stars. The Scobee and her sister ships made that possible.



2X – ACTIVE

You may only use this ability on your turn after rolling your dice, allocating the dice, and claiming your rewards. When you activate this ability and resolve its effect, gain whatever blue rewards you got this turn for one sector, a second time.

Example: If a 2 and 3 were rolled on your turn and you activated this ability after claiming your credits from the 2 and 3 sectors, you could choose to take the reward from the 2 or 3 sector a second time, but not both, or you may choose to take the rewards from sector 5, twice.



2X – PASSIVE

You may only use the ability on an opponent's turn after allocating the dice and claiming your rewards.

When you activate this ability and resolve its effect, gain whatever red rewards you claimed this turn, a second time.

Example: If a 5 and 6 were rolled on your opponent's turn, and used this activation for your sector 5, you could place a charge token and claim the 3 credits from sector 5, twice (for a total of 6 credits and 2 charge tokens), but you would not gain the credits from the 6 sector again. Or instead, you could claim the 6 or the 11 sector (not shown), twice.



STRATEGY TIP – DICE ROLLS

Because players may choose to take the dice separately or as a sum, player's initial perceptions about the dice results may be skewed. As most experienced gamers know, when two six-sided dice are rolled, one of 36 results turns up (shown in the graph below). Players will note that the result with the greatest sum is the number 7, which can be produced 6 times out of the 36 results of the two dice being rolled. However, it pays to note that the lower numbers, 1–6, will actually appear more frequently. Each number between 1 and 6 appears 12 times. Further, since the number 2 to 6 can be made with the sum of the dice as well, their results become even more frequent.

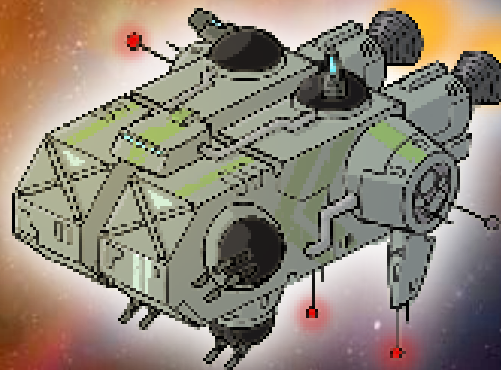
The numbers in order of possible frequency are: 6 (17 results), 5 (16 results), 4 (15 results), 3 (14 results), 2 (13 results), 1 (12 results), 7 (6 results), 8 (5 results), 9 (4 results), 10 (3 results), 11 (2 results), and then 12 (1 result). Of course, the cards with a result of 7 or more have a greater impact on the game, where the more frequently occurring results have cards that produce a smaller impact on the game, when their rewards are activated.

NUMBER	1	2	3	4	5	6	7	8	9	10	11	12
							⚀, ⚁					
						⚀, ⚁	⚀, ⚁	⚀, ⚁				
				⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁			
			⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	
		⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁
	N/A	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁	⚀, ⚁
RESULTS	12	13	14	15	16	17	6	5	4	3	2	1

U.E.S. AKSYONOV 7525-G CLEMENT CLASS DREADNAUGHT

The Clement Class Dreadnaughts are self-sufficient multifunctional battleships sent into remote, exploratory regions to seek out new civilizations and new life and to go where the U.E.S. has never gone before. These beasts of far space hold a small contingent of space fighters and a deployable mining vessel within their bellies. Further, they sport massive firepower will giant hull mounted Yarie cannons.

The Aksyonov was forced to return to home port early from its five year mission when an infestation of a rapidly breeding rodent of alien origin, called Friddles, was found on the ship. Friddles are rabbit-sized, star-shaped furry animals of an almost mammal descent. When in heat, Friddles emit a hormone which is sleep-inducing in unaltered human. When the infestation grew to a catastrophic size and the Friddles went into heat, this caused the Aksyonov to abort its exploratory mission and to return home under the manning of the unaffected genetically altered crew where it was purged of the infestation.



SPACE BASE CARD LIST BY LEVEL, CLASS, THEN NAME

STARTING SHIPS

U.E.S. Acton 8806-A Knight Class Cargo Vessel
 U.E.S. Al Saud 2196-A Knight Class Cargo Vessel
 U.E.S. Atkov 1044-E Knight Class Cargo Vessel
 U.E.S. Bartoe 5606-F Knight Class Cargo Vessel
 U.E.S. Baudry 1084-B Knight Class Cargo Vessel
 U.E.S. Bridges 7036-B Knight Class Cargo Vessel
 U.E.S. Buchli 3436-F Knight Class Cargo Vessel
 U.E.S. Creighton 1884-B Knight Class Cargo Vessel
 U.E.S. England 5328-E Knight Class Cargo Vessel
 U.E.S. Fisher 8993-A Knight Class Cargo Vessel
 U.E.S. Garn 2592-B Knight Class Cargo Vessel
 U.E.S. Garneau 2428-D Knight Class Cargo Vessel
 U.E.S. Gregory 3117-E Knight Class Cargo Vessel
 U.E.S. Griggs 2355-C Knight Class Cargo Vessel
 U.E.S. Hawley 7246-F Knight Class Cargo Vessel
 U.E.S. Henize 2916-F Knight Class Cargo Vessel
 U.E.S. Hoffman 1915-G Knight Class Cargo Vessel
 U.E.S. Leestma 3667-F Knight Class Cargo Vessel
 U.E.S. Lind 6653-B Knight Class Cargo Vessel
 U.E.S. Lucid 6422-F Knight Class Cargo Vessel
 U.E.S. McBride 4518-H Knight Class Cargo Vessel
 U.E.S. McCandless II 3195-D Knight Class Cargo Vessel
 U.E.S. McNair 1232-H Knight Class Cargo Vessel
 U.E.S. Mullane 8561-C Knight Class Cargo Vessel
 U.E.S. Nagel 5710-D Knight Class Cargo Vessel
 U.E.S. Nelson 7775-B Knight Class Cargo Vessel
 U.E.S. Onizuka 5343-B Knight Class Cargo Vessel
 U.E.S. Payton 8404-A Knight Class Cargo Vessel
 U.E.S. Resnik 4906-G Knight Class Cargo Vessel
 U.E.S. Scobee 9566-B Knight Class Cargo Vessel
 U.E.S. Scully-Power 4541-F Knight Class Cargo Vessel
 U.E.S. Seddon 8290-G Knight Class Cargo Vessel
 U.E.S. Sharma 7947-G Knight Class Cargo Vessel
 U.E.S. Shriver 1746-E Knight Class Cargo Vessel
 U.E.S. Solovyov 2463-H Knight Class Cargo Vessel
 U.E.S. Stewart 7936-F Knight Class Cargo Vessel
 U.E.S. Sullivan 3696-D Knight Class Cargo Vessel
 U.E.S. van den Berg 2091-C Knight Class Cargo Vessel
 U.E.S. Wang 1171-B Knight Class Cargo Vessel
 U.E.S. Williams 3753-E Knight Class Cargo Vessel
 U.E.S. Bolden 9030-A Scott Class Mining Vessel
 U.E.S. Cleave 2349-G Scott Class Mining Vessel
 U.E.S. Coats 2150-C Scott Class Mining Vessel
 U.E.S. Covey 5488-H Scott Class Mining Vessel
 U.E.S. Dunbar 8761-G Scott Class Mining Vessel
 U.E.S. Furrer 4563-G Scott Class Mining Vessel
 U.E.S. Grabe 2173-C Scott Class Mining Vessel
 U.E.S. Hart 2790-D Scott Class Mining Vessel
 U.E.S. Hilmers 5365-H Scott Class Mining Vessel
 U.E.S. Lounge 4034-G Scott Class Mining Vessel
 U.E.S. Messerschmid 4427-D Scott Class Mining Vessel
 U.E.S. Neri Vela 9636-B Scott Class Mining Vessel

U.E.S. O'Connor 1927-D Scott Class Mining Vessel
 U.E.S. Ockels 7726-E Scott Class Mining Vessel
 U.E.S. Pailles 6050-H Scott Class Mining Vessel
 U.E.S. Ross 7000-D Scott Class Mining Vessel
 U.E.S. Spring 3973-E Scott Class Mining Vessel
 U.E.S. van Hoften 5906-B Scott Class Mining Vessel
 U.E.S. Vasyutin 7921-G Scott Class Mining Vessel
 U.E.S. Volk 9084-B Scott Class Mining Vessel

LEVEL 1 SHIPS

U.E.S. Bobko 6010-E Bradbury Class Carrier
 U.E.S. Hauck 5084-D Bradbury Class Carrier
 U.E.S. Musgrave 5650-E Bradbury Class Carrier
 U.E.S. Peterson 5325-H Bradbury Class Carrier
 U.E.S. Merbold 6865-D Gunn Class Cargo Cruiser
 U.E.S. Farkas 3405-F Herbert Class Mining Vessel
 U.E.S. Hermaszewski 5586-E Herbert Class Mining Vessel
 U.E.S. Ivanov 8387-E Herbert Class Mining Vessel
 U.E.S. Jähn 8920-C Herbert Class Mining Vessel
 U.E.S. Lyakhov 4181-D Herbert Class Mining Vessel
 U.E.S. Popov 3919-A Herbert Class Mining Vessel
 U.E.S. Bluford 5120-E Modified Bradbury Class Carrier
 U.E.S. Bregovoy 9890-C Paul Class Cargo Vessel
 U.E.S. Chang-Diaz 3555-H Paul Class Cargo Vessel
 U.E.S. Chrétien 3182-C Paul Class Cargo Vessel
 U.E.S. Crippen 7733-C Paul Class Cargo Vessel
 U.E.S. Dzhanibekov 1999-G Paul Class Cargo Vessel
 U.E.S. Engle 1913-A Paul Class Cargo Vessel
 U.E.S. Fullerton 2005-A Paul Class Cargo Vessel
 U.E.S. Gürragchaa 3972-D Paul Class Cargo Vessel
 U.E.S. Hartsfield 5562-G Paul Class Cargo Vessel
 U.E.S. Ivanchenkov 2754-H Paul Class Cargo Vessel
 U.E.S. Overmyer 3792-A Paul Class Cargo Vessel
 U.E.S. Prunariu 7750-G Paul Class Cargo Vessel
 U.E.S. Remek 8252-H Paul Class Cargo Vessel
 U.E.S. Romanenko 8599-H Paul Class Cargo Vessel
 U.E.S. Ryumin 4713-C Paul Class Cargo Vessel
 U.E.S. Savitskaya 6659-G Paul Class Cargo Vessel
 U.E.S. Serebrov 1243-G Paul Class Cargo Vessel
 U.E.S. Truly 9239-H Paul Class Cargo Vessel
 U.E.S. Allen 4004-C Tolkien Class Cargo Carrier
 U.E.S. Kizim 1379-H Tolkien Class Cargo Carrier
 U.E.S. Lenoir 7021-B Tolkien Class Cargo Carrier
 U.E.S. Malyshev 9767-E Tolkien Class Cargo Carrier
 U.E.S. Savinykh 8526-G Tolkien Class Cargo Carrier
 U.E.S. Strekalov 7422-E Tolkien Class Cargo Carrier
 U.E.S. Tamayo-Mendez 4759-G Tolkien Class Cargo Carrier
 U.E.S. Tuân 8623-B Tolkien Class Cargo Carrier
 U.E.S. Lichtenberg 9384-H Wells Class Star Cruiser
 U.E.S. Parker 8635-F Wells Class Star Cruiser
 U.E.S. Shaw 1873-C Wells Class Star Cruiser
 U.E.S. Thornton 8524-G Wells Class Star Cruiser
 U.E.S. Aleksandrov 5155-G Williamson Class Command Ship

U.E.S. Brandenstein 3161-C.....Williamson Class Command Ship
 U.E.S. Fabian 4787-BWilliamson Class Command Ship
 U.E.S. Gardner 7506-E.....Williamson Class Command Ship
 U.E.S. Ride 3066-E.....Williamson Class Command Ship
 U.E.S. Thagard 4684-B.....Williamson Class Command Ship

LEVEL 2 SHIPS

U.E.S. Brand 5208-D.....Asimov Class Exploration Carrier
 U.E.S. Glazkov 3371-BAsimov Class Exploration Carrier
 U.E.S. Grechko 1421-A.....Asimov Class Exploration Carrier
 U.E.S. Slayton 5363-B.....Asimov Class Exploration Carrier
 U.E.S. Volynov 3509-A.....Campbell Class Command Cruiser
 U.E.S. Gorbatko 2007-F.....Clarke Class Mining Vessel
 U.E.S. Aksyonov 7525-G.....Clement Class Dreadnaught
 U.E.S. Duke 6222-CFate Class Cargo Vessel
 U.E.S. Evans 7316-E.....Fate Class Cargo Vessel
 U.E.S. Garriott 6531-E.....Fate Class Cargo Vessel
 U.E.S. Irwin 8339-H.....Fate Class Cargo Vessel
 U.E.S. Kerwin 8426-A.....Fate Class Cargo Vessel
 U.E.S. Lazarev 4784-BFate Class Cargo Vessel
 U.E.S. Lousma 6040-C.....Fate Class Cargo Vessel
 U.E.S. Makarov 6674-G.....Fate Class Cargo Vessel
 U.E.S. Mattingly 4618-CFate Class Cargo Vessel
 U.E.S. Schmitt 9828-E.....Fate Class Cargo Vessel
 U.E.S. Weitz 3134-C.....Fate Class Cargo Vessel
 U.E.S. Worden 8663-H.....Fate Class Cargo Vessel
 U.E.S. Artyukhin 7727-D.....Giger Class Carrier
 U.E.S. Carr 7510-HGiger Class Carrier
 U.E.S. Dobrovolsky 5643-E.....Giger Class Carrier
 U.E.S. Gibson 4003-B.....Giger Class Carrier
 U.E.S. Klimuk 6800-G.....Giger Class Carrier
 U.E.S. Lebedev 5128-B.....Giger Class Carrier
 U.E.S. Mitchell 6176-DGiger Class Carrier
 U.E.S. Patsayev 6859-H.....Giger Class Carrier
 U.E.S. Pogue 5353-G.....Giger Class Carrier
 U.E.S. Roosa 1689-AGiger Class Carrier
 U.E.S. Rukavishnikov 3402-C.....Giger Class Carrier
 U.E.S. Sevastyanov 6862-D.....Giger Class Carrier
 U.E.S. Bean 1925-D.....Harryhausen Class Mining Vessel
 U.E.S. Filipchenko 9745-C.....Harryhausen Class Mining Vessel
 U.E.S. Haise 3712-D.....Harryhausen Class Mining Vessel
 U.E.S. Schweickart 5209-E.....Harryhausen Class Mining Vessel
 U.E.S. Swigert 2715-C.....Harryhausen Class Mining Vessel
 U.E.S. Volkov 9103-G.....Harryhausen Class Mining Vessel
 U.E.S. Demin 5091-F.....Heinlein Class Command Cruiser
 U.E.S. Gubarev 1743-B.....Heinlein Class Command Cruiser
 U.E.S. Khrunov 6194-GHeinlein Class Command Cruiser
 U.E.S. Shonin 2938-F.....Heinlein Class Command Cruiser
 U.E.S. Kubasov 3192-GMerritt Class Cargo Tug
 U.E.S. Yeliseyev 6380-DMerritt Class Cargo Tug
 P.S.S. Zholobov 1830-F.....Modified Merritt Class Cargo Tug
 P.S.S. Sarafanov 6334-C.....Norton Class Cargo Tug
 U.E.S. Kovalyonok 8127-H.....Roddenbury Class Hypernet Gate
 U.E.S. Rozhdestvensky 6723-C.....Silverberg Class Command Tug
 U.E.S. Zudov 2056-GVerne Class Hypernet Gate

LEVEL 3 SHIPS

U.E.S. Borman 3060-DBowie Class Cargo Vessel
 U.E.S. Carpenter 2967-EBowie Class Cargo Vessel
 U.E.S. Conrad 5602-E.....Bowie Class Cargo Vessel
 U.E.S. Lovell 1948-A.....Bowie Class Cargo Vessel
 U.E.S. McDivitt 2121-A.....Bowie Class Cargo Vessel
 U.E.S. Stafford 4286-G.....Bowie Class Cargo Vessel
 U.E.S. White 4448-C.....Bowie Class Cargo Vessel
 U.E.S. Young 6740-G.....Bowie Class Cargo Vessel
 U.E.S. Gagarin 4879-F.....Burroughs Class Command Ship
 U.E.S. Titov 9072-F.....Burroughs Class Command Ship
 U.E.S. Cooper 6412-D.....Clarke Class Mining Vessel
 U.E.S. Aldrin 4775-F.....Frazetta Class Carrier
 U.E.S. Anders 4253-F.....Frazetta Class Carrier
 U.E.S. Belyayev 1657-DFrazetta Class Carrier
 U.E.S. Beregovoy 8603-AFrazetta Class Carrier
 U.E.S. Cunningham 9172-H.....Frazetta Class Carrier
 U.E.S. Eisele 7639-F.....Frazetta Class Carrier
 U.E.S. Feoktistov 1804-D.....Frazetta Class Carrier
 U.E.S. Komarov 9388-G.....Frazetta Class Carrier
 U.E.S. Leonov 4621-E.....Frazetta Class Carrier
 U.E.S. Shatalov 3516-BFrazetta Class Carrier
 U.E.S. Walker 3930-DFrazetta Class Carrier
 U.E.S. Yegorov 1205-H.....Frazetta Class Carrier
 U.E.S. Gordon 7981-G.....Gernsback Class Destroyer
 U.E.S. Shepard 3592-G.....Gunn Class Cargo Carrier
 U.E.S. Armstrong 6927-DLucas Class Gun Carriage
 P.S.S. Bykovsky 4498-AModified Pohl Class Tug
 P.S.S. Nikolayev 5815-BModified Pohl Class Tug
 P.S.S. Popovich 8867-G.....Modified Pohl Class Tug
 P.S.S. Tereshkova 5875-A.....Modified Pohl Class Tug
 U.E.S. Collins 2064-FMoore Class Fast Tanker
 U.E.S. Scott 4406-CRoddenbury Class Hypernet Gate
 U.E.S. Glenn 1817-C.....Russel Class Tanker
 U.E.S. Cernan 9131-HSturgeon Class Defender Tug
 U.E.S. Schirra 9069-D.....Sturgeon Class Defender Tug
 U.E.S. Grissom 8139-HTucker Class Cargo Train

COLONY CARDS

U.E.C. Arrow BaseCameron Class Star Settlement
 U.E.C. Hicks BaseCameron Class Star Settlement
 U.E.C. Leontief BaseCameron Class Star Settlement
 U.E.C. Myrdal Base.....Cameron Class Star Settlement
 U.E.C. Friedman Colony.....Kubrick Class Star Settlement
 U.E.C. Hayek Colony.....Kubrick Class Star Settlement
 U.E.C. Kantorovich Colony.....Kubrick Class Star Settlement
 U.E.C. Koopmans Colony.....Kubrick Class Star Settlement
 U.E.C. Frisch Outpost.....Serling Star Settlement
 U.E.C. Kuznets Outpost.....Serling Star Settlement
 U.E.C. Samuelson Outpost.....Serling Star Settlement
 U.E.C. Tinbergen Outpost.....Serling Star Settlement
 U.E.C. Arrow BaseCameron Class Star Settlement
 U.E.C. Leontief BaseCameron Class Star Settlement
 U.E.C. Myrdal Base.....Cameron Class Star Settlement

REFERENCE

REWARDS AND ACTIVATIONS


Blue rewards and activations can only be gained during **your turn**, when you are the active player.

Red rewards and activations can only be gained during an **opponent's turn**, when you are a passive player.

Green activations can be used **during any turn**, whether you're the active player or a passive player.




CREDITS

When you gain this reward, advance your  counter by that amount.




INCOME

When you gain this reward, advance your  counter by that amount.





VP (VICTORY POINTS)

When you gain this reward, advance your  counter by that amount.



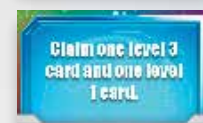
CHARGE

 **Blue** colored squares can only be charged as a reward during **your turn**, when you are the active player.

 **Red** colored squares can only be charged as a reward during an **opponent's turn**, when you are a passive player.

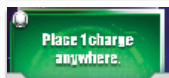
TEXT ABILITIES

This reward simply has text that describes what you gain when you claim the reward.



ACTIVATION –

These cards have one or more colored squares on them with an activation that describes the effect of the activation. Their effects have an activation icon in the upper left hand corner.



2X – ACTIVE (BLUE)

You may only use this ability on your turn after rolling your dice, allocating the dice, and claiming your rewards. When you activate this ability and resolve its effect, gain whatever blue rewards you got this turn for one sector, a second time.



2X – ACTIVE (RED)

You may only use the ability on an opponent's turn after allocating the dice and claiming your rewards. When you activate this ability and resolve its effect, gain whatever red rewards you claimed you claimed this turn a second time. rewards you got this turn for one sector, a second time.



SINGLE ARROW

The reward of an arrow means you may gain the reward that is one spot to the side in the direction of the arrow.



BOTH DIRECTIONS

If there is an arrow pointing to the right and one to the left, then you choose whether to gain the reward for the card one position to the left or one position to the right.



ARROW AND REWARD

If there is an arrow and another reward, you gain the reward and gain the rewards for one position in the direction of the arrow.



MULTIPLE ARROWS

If there are two arrows pointing to the right or left, then you choose whether to gain the reward for the card one or two positions to the left or right.

