

SPACE BASE™

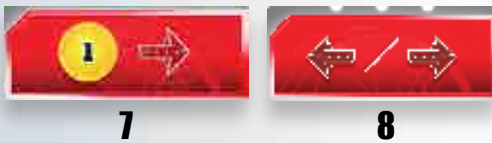
FAQ - MAY 2018



Q: Can I use two adjacent arrows to bounce activation of sectors and claim infinite rewards?

A: There are no infinite loops in Space Base. The bottom of Page 17 of the rules has a Note that specifically forbids this.

If you use the sum of the dice, each reward may only be claimed once (unless an effect specifically says otherwise). If you use the individual dice, each reward may be claimed no more than twice; once for one die, and once for the other die (again, unless an effect specifically says otherwise). For example, in the case below, if you rolled a 8, you would be able to use the 8 sector effect to then use your 7 sector effect. The 7 sector effect would give you 1 credit and let you use your 8 sector effect, however, you've already used your 8 sector effect, so you would now be done gaining rewards.



Q: If the roll activates the Sector with a 2x (red or blue) ability, can I spend the charge immediately to double to rewards from that roll?

A: No. You would have to already have the 2X charged, then roll an 8 and spend the charge.

Q: If I have the 2X charged, an 8 is rolled, and choose to spend the charge to double the rewards, does the 2X card become re-charged immediately?

A: No. For the 2X to become charged it must be uncharged before the roll.

Q: These cards have a rewards (credits) that is neither in a blue or a red field. What is this?



A: When you gain the reward for this card you gain the credits shown AND you get to put a charge on the card. You can claim the credit even if you are unable to claim the charge. Note: This was a graphic choice we made to make the cards look better and the confusion is understandable when you have a comprehensive understanding of the rules. The white background is really supposed to tie the rewards and abilities on it, together. In this case the Credits and the Blue Charge are claimed at the same time. This background also ties the charges to its ability, which in these cases are all blue, but could have been red or green as well (and that would not affect the credits being claimed with the blue charge).



Q: What are the dice pictured on these cards indicating.

A: The dice are just a reminder that you can only use this ability to modify the SUM of the dice rolled, not the individual dice.

Q: Are you allowed to use multiple of these Activated Abilities on the same roll to change which sector you gain rewards for by multiple sectors?

A: Page 20, paragraph 3, states that you may activate multiple arrow abilities on a single roll

to alter the sum of the dice. For example: if you have green ability with the One Arrow Dice Rolling ability on sectors 1 and 4 and you roll a 3 and a 4 for a sum of 7, you may spend the charges on both of those abilities to increase the sum of the roll by one for each ability spend. So in this case, you could have a sum of 7 or an 8 if you activated one of those abilities or a 9 if you activated both of those abilities.

Q: Can you claim the rewards for a die roll and then use a Activated Ability with arrows to increase the die roll and gain additional rewards?

A: No. Those abilities CHANGE the sector you gain rewards for, they do not give you additional rewards. If you want to use one or more this ability to alter the sector for which you gain rewards, they all need to be used at the same time BEFORE you take any rewards, then you only gain the rewards for the final sector you ended up at.



Q: How many rewards may I claim with the use of an arrow pointing at a sector?

A: When you use an arrow reward, you claim all of the rewards in the neighboring sector where the arrow was pointed. So in the example above, you would get the credits and the use of the arrow in the initial sector and then all three rewards in the neighboring sector.



Q: Does this mean I get rewards from both neighboring sectors, or do I have to choose just one neighboring sector?

A: The “/” means “or”, meaning you must choose the sector to the left or the right, but not both.

Q: If an arrow reward is on the 12 pointing to the right (or on the 1, pointing to the left), does the board circle around?

A: No. You get no rewards from that arrow in those instances.



Q: May the Zudov be used to swap places with a colony card?

A: Yes, if being used from the Station. It may not swap places with a Colony card when deployed, unless somehow, somehow, a colony card ended up being deployed. Per page 23, the Zudov swaps station for station and deployed for deployed.



Q: Can an ability that says: “Before rolling set one die instead of rolling it.” Be used twice to set both dice?

A: Yes

Q: If an ability is charged, does that sector have to be rolled to activate that ability?

A: No, once it is charged, the ability may be used on its appropriate turn (blue on your turn; red on an opponent’s turn; green on any turn).

Q: Is a player required to take all of the rewards in a sector when dice are allocated to that sector?

A: Taking rewards is not optional. You must take all of the rewards. This may force you to claim cards you do not want with some abilities and thus shake up your sectors.

Q: On the Die, does the rocket side mean anything?

A: No. It’s purely decorative.