COMPONENTS

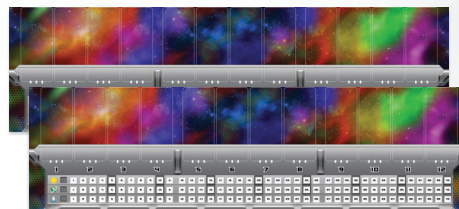**24 Starting Ship cards divided into 2 identical sets**
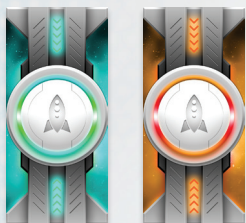
Player 6's Starting Ships

Player 7's Starting Ships

14 Pre-Deployed Cards

2 Command Consoles (Player boards)

Command Station User Manual (Rulesheet)

2 🟡 Credit Counters

2 🌐 Income Counters

2 🚀 VP (Victory Points) Counters

30 Charge Tokens

7 pairs of six–sided dice in 7 different colors

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A SPACE BASE™ EXPANSION FOR 2-7 PLAYERS AGES 14 AND UP BY JOHN D CLAIR

Welcome Commodore, to the U.E.S. Command Station™

This expansion to Space Base™ allows you to play with up to seven players! It provides you with everything you need to add two more players to your game as well as some additional resources for transporting and playing your other Space Base™ sets and expansions.

SHY PLUTONIUM DICE

(Saga Expansion 1 Spoiler Warning)

For those of you who own Saga Expansion 1: The Emergence of Shy Pluto, U.E.S. Command strongly recommends you play with the Miners of Shy Pluto variant that comes at the end of the story. Those added dice help keep players engaged in the game during opponents' turns. You can use these dice when playing with up to seven players. Consider this errata to page 17 of the rulebook in Saga Expansion 1: The Emergence of Shy Pluto.

Using Shy Plutonium Cubes

4–7 Players: Every turn during the roll phase, on your opponents' turns, roll all the Shy Plutonium cubes that you have bought and gain as rewards anything they show.

LIGHT-SPEED VARIANT

2–7 players

When playing with six or seven players, U.E.S. Command suggests you use the Light-Speed variant to get things rolling quicker.

This is an optional rules variant for those who want to essentially skip the first few turns of the game and get into the middle of the game faster. Playing with this variant will reduce the average length of the game.

NOTE: These are not the standard rules, but rather a variant.

Before the game, instead of giving each player 5 🟡, each player begins the game with 15 🟡 and 1 🌎. Then, instead of having each player draw a random level 1 card and deducting the cost from their starting 🟡, have each player draw four level 1 cards and two level 2 cards. Players may spend their 🟡 to buy as many of these cards as they wish and can afford with their 15 🟡. Any unspent 🟡 are kept to start the game. Any unbought cards are placed at the bottom of their respective decks.

The player who kept the most money goes first. In the case of a tie, the player with the highest sector card goes first. If still tied, the tied players roll to see who goes first. Starting bonuses for 2nd, 3rd, 4th player, etc., are the same as in a standard game of Space Base™.

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 🌎.

The 6th player (if any) gains 1 🌎.

The 7th player (if any) gains 1 🌎.

EXTRA DICE SETS

U.E.S. Command has your back, Commodore! You'll notice you have seven pairs of Space Base™ dice. Each player should use their own set of dice and, after making their roll, leave the dice as they were rolled next to their board. This way if a Commodore has to leave their command console to visit the galley or the head, they can quickly catch up on what happened while they were away by reviewing the dice rolls that they missed.

The dice from the base set as well as the white dice from the Shy Pluto expansion should be used for any bonus rolls or additional rolls that need to be made. Place those dice in the center where any player can grab them if they're needed.

PRE-DEPLOYED CARDS

When playing with six or seven players, use the included McCaffery Class Monitor-Relay Crafts. These ships, with their own unique card back, are pre-deployed in their listed sectors before the game. Each player should get one pair (one for the 7 and one for the 8 sectors). These cards gain charges during the opponents' turns. When charged with 3 🔲 Charge tokens, they may be used during an opponent's turn to either perform a bonus roll or look at the top two cards of any ship deck and buy one of those two cards. The exact text for these abilities is below.

This ability on the Monitor-Relay Crafts may only be used on opponents' turns. If there is a timing issue about which player gets to act first using these abilities, start with the active player and go clockwise. When you use a charged Monitor-Relay Craft ability, you may take a 🕹 or a 🎲 action.

BONUS ROLL

When you gain a 🎲, roll two dice. You may allocate the dice and gain rewards for this roll like you would as the active player. However, ignore any effect that would cause you to affect other players, the shipyard, or the unbought colony cards. You may use re-roll abilities and modify your sector rewards with ➡ effects as normal. Other players ignore your bonus roll—it does not affect them.

Tip: Try using different dice than the dice you normally roll on your turn; this way other players are less likely to confuse your bonus roll with a regular roll and mistakenly gain rewards for it.

PEEK AND BUY

When you gain a 🕹, look at the top two cards of any ship deck, buy up to one of those cards, and then put the rest on the bottom of the deck. Using an ability that allows you to "Buy a Card" is similar to a normal buy except that you only spend the exact cost of the card you buy instead of all your 🟡.