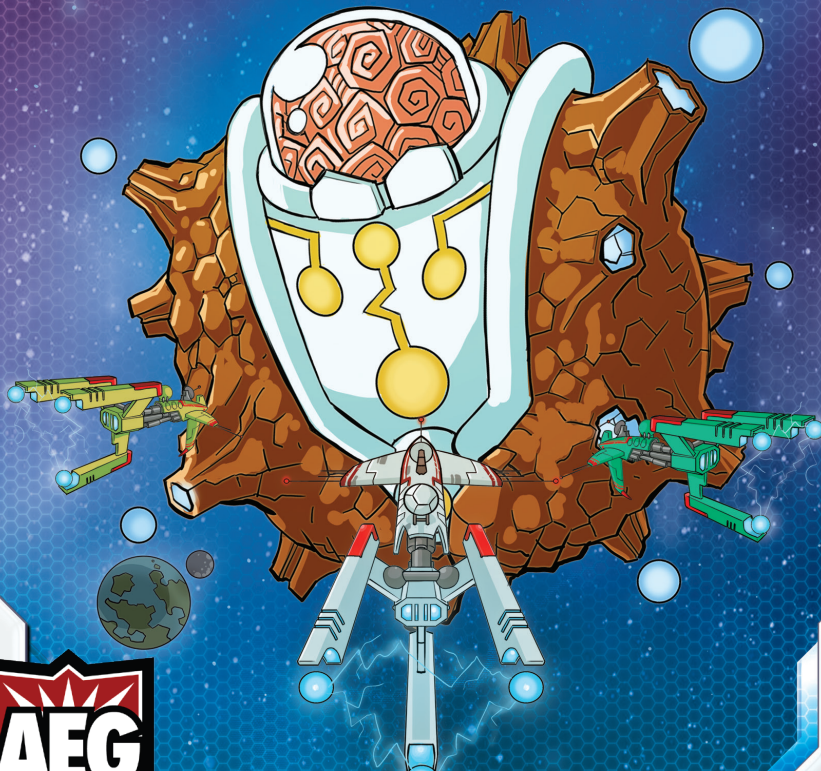


JOHN D CLAIR

SPACE BASE

SAGA EXPANSION 1



TM

RULEBOOK

THE EMERGENCE OF SHY PLUTO



This is an expansion for Space Base. You will need a copy of the Space Base core game to use this expansion.

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TM

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Warning: Choking hazard!

Not for use by children under 3 years of age.

Visit our website at www.alderac.com/space-base

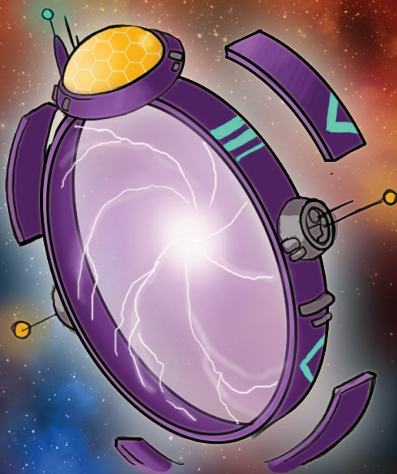
Questions? Email CustomerService@alderac.com

THIS IS AN ERA OF PEACE

Unrestricted intergalactic free trade has lifted allies and former foes of the United Earth Services alike out of grinding poverty and into prosperity. From this abundance has grown an unbreakable peace between the U.E.S. and its trading partners. Those outlying civilizations who resist coming into the fold of the U.E.S. have failed to mount any serious attacks in over a decade, with only minor skirmishes in the Border Zone.

With prosperity and peace comes innovation. U.E.S. scientists have begun exploring new theories in faster-than-light travel and quantum shifting. Hypernet technology stands on the verge of a great leap forward, in moving both beings and goods throughout the galaxy at an even greater rate and lower cost.

But development and innovation come at a cost...



A SPACE BASE SAGA EXPANSION FOR 2-5 PLAYERS AGES 14 AND UP

BY JOHN D CLAIR

INTRODUCTION

Space Base Saga Expansions are a story-driven way to experience an expansion. You will play through the story contained in this expansion over multiple games. As you do, it will gradually introduce additional content, from new cards to entirely new rules and components.

YOU SHOULD NEVER LOOK AT OR OPEN CONTENT OF THIS EXPANSION UNTIL INSTRUCTED TO DO SO!

Contained in this expansion are...

THE STORY DECK



DO NOT LOOK THROUGH THIS DECK until you have read through these rules to page 7 (then STOP!). This deck will gradually walk you through the story and provide instructions as you go. There are 13 cards in this deck.

THE DISCOVERY DECK

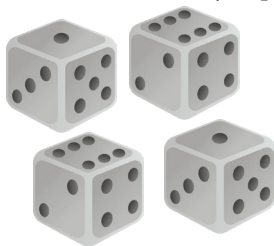


DO NOT LOOK THROUGH THIS DECK until instructed to do so. This deck will gradually be revealed as you proceed through the story. There are 62 cards in this deck.

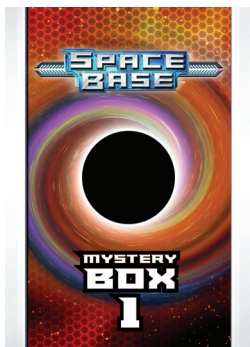
FOUR WHITE 16MM DICE

DO NOT OPEN until instructed to do so.

These dice are not initially required.



MYSTERY BOX 1



MYSTERY BOX 2



DO NOT OPEN until instructed to do so. The contents for these boxes can be found on page 18. Do not look at page 18 unless you suspect you are missing a component or you have finished the Saga Expansion.

**This expansion to Space Base should contain these items.
If it does not, contact customerservice@alderac.com for assistance.
Actual contents may vary from the images shown.**

HOW TO PLAY

Before starting your game of *Space Base*, place the Story deck faceup on the table. Do not look through it. The Warning Card (Story card !) should be the only card showing. Set up your game as you normally would and stop before drawing cards to determine who goes first and read this rulebook through page 7. You can then proceed (➡) to the next story card (Story card 1) by discarding the Warning card. Read Story card 1 out loud to all players and follow the directions. **Note: once a Story card has been discarded, it will not be needed again. If you would like to play the Saga Expansion again, you may leave it in the box. Otherwise, you may rip it up or throw it away.**

When you read the Story cards, pick up the entire deck; do not pick up just the top card. This will prevent you from accidentally revealing the next Story card to the other players at the table.

INTERPRETING STORY CARDS

Italic text is flavor that explains the story and what is happening.

Whenever you see **red text** on the story card, those are instructions that you should follow. After you have followed the instructions, the bottom portion of each story card will then instruct you when to move on to the next story card by saying some condition and then showing an arrow "➡." When the condition is met it's time to discard the current story card and move on to the next one.

Whenever you see something like "Take 🎲1-🎲7," it means you will take out the indicated cards from the discovery deck.



DISCOVERY CARDS

Discovery cards are all numbered and are included in the discovery deck in numerical order. For example, when story card 1 instructs you to take out discovery cards 1-7, you will start from the top of the discovery deck, find the cards numbered 1, 2, 3, 4, 5, 6, and 7, and take them out, without looking at any of the other cards in the discovery deck.



MYSTERY BOXES

The boxes contain mystery items. Do not open the boxes until instructed to do so.

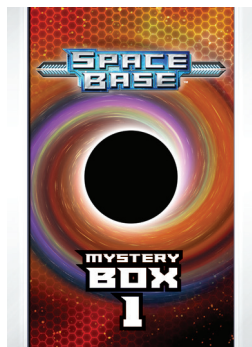


Don't read any further until instructed to do so by the story cards. The following is reference material for use during the story.



STOP CARDS

There are some “STOP” cards in the discovery deck. These have no game play function—they are just there to help make it clear where the break points are when you are taking out discovery cards. They also help prevent you seeing further into the deck than you have yet reached in the story.



DO NOT READ UNTIL INSTRUCTED TO DO SO BY STORY CARD 1.

THESE RULES REFERENCE REWARDS AND ABILITIES FOUND ON CARDS 1-7.



PLACE ONE CHARGE ANYWHERE

In the base set, this ability was written out in text. For this expansion, we have made it a ⚡. When you use an ability with ⚡, you may place one 🎲 on any of your cards.

THE “HARD WAY” REWARDS

When doubles are rolled, you either gain a reward in place of the standard reward on the card or you gain a reward conditionally based on rolling doubles.



Normally this reward provides 2●, but when you roll a double 4, you gain 8● instead.



When an opponent rolls a double 4, you gain 7●. Otherwise, this card provides no reward.

ARROW + ARROWS

When you gain the rewards for this card, you then also gain the rewards for both the sector one space to the left and 2 spaces to the left. For example, if this effect is in your 7 sector, gaining this reward would also give you the rewards for your 5 and 6 sectors.



“GAIN REWARDS FOR ANY SECTOR 1-6”

This reward means you gain the blue rewards for a number of *unique* cards on your board in sectors 1-6. You may not gain the same blue reward more than once.

Gain the Blue rewards for any
three of your sectors 1-6.

Gain the Blue rewards for
any two of your sectors 1-6.

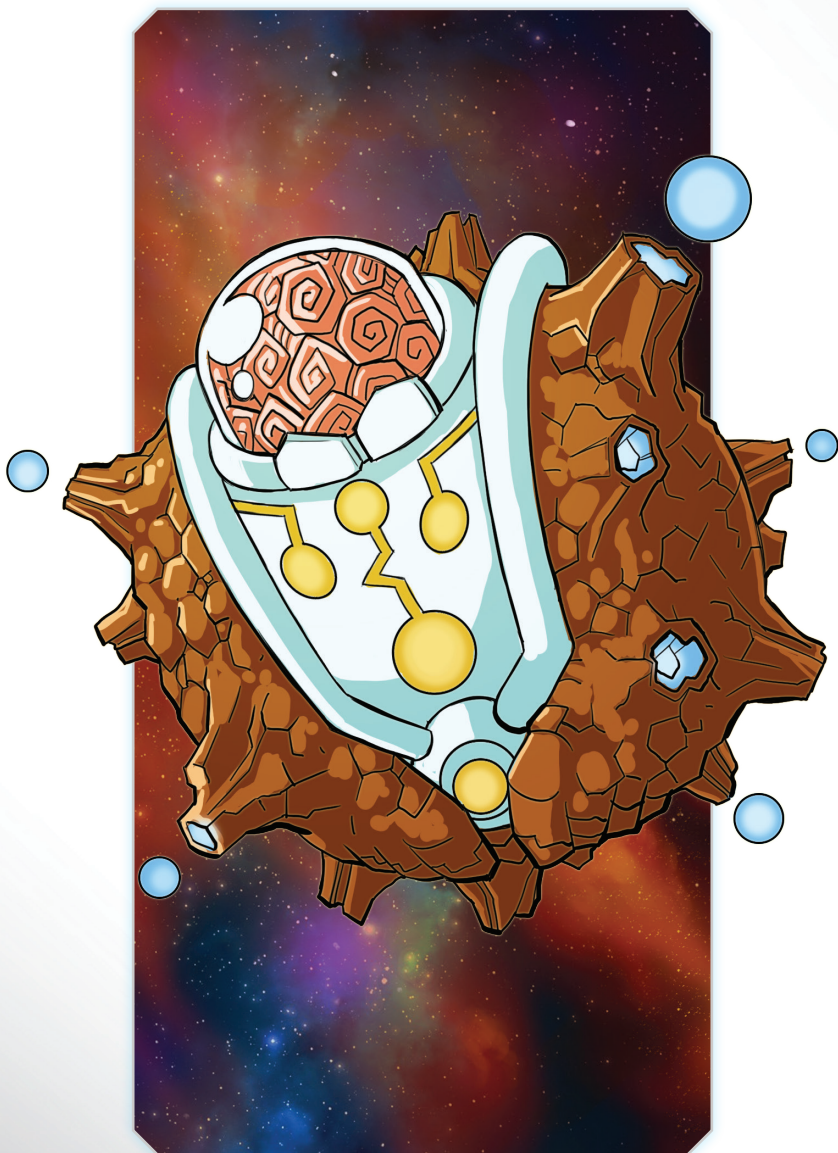


VARIABLE SECTORS

When you see a ship's sector listed with a “+” after it, that means when the ship is first acquired it may be placed in any sector equal to or greater than the sector shown. Thus a ship with a “1+” could be placed in any sector, whereas a ship with a 8+ could be assigned to sectors 8, 9, 10, 11, or 12.





Don't read any further until instructed to do so by the story cards.

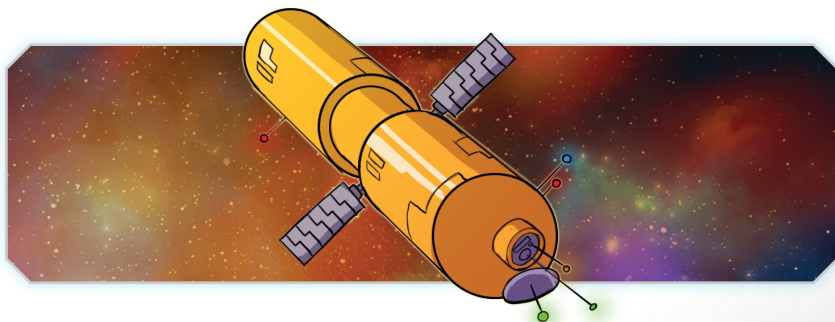


DO NOT READ UNTIL INSTRUCTED TO DO SO BY STORY CARD 3.

THESE RULES REFERENCE ABILITIES FOUND ON CARDS 9-14.

BONUS ROLLS

When you gain a , roll two of the white dice included with the expansion. You may allocate the dice and gain rewards for this roll like you would as the active player. However, any effect that would cause you to affect other players, the shipyard, or the unbought colony cards is ignored. 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.



Don't read any further until instructed to do so by the story cards.



DO NOT READ UNTIL INSTRUCTED TO DO SO BY STORY CARD 5.

THESE RULES REFERENCE REWARDS AND ABILITIES FOUND ON CARDS 15-20.

DIAGONAL ARROWS

These arrows point diagonally to the top left and the top right. When this card is deployed, they can trigger station rewards, and while in station they can trigger deployed rewards.



When you gain this reward, you may gain all the red rewards on your deployed cards that are in the sector one space to the right or left.



When you gain this reward you gain the blue station rewards of the card one sector to the right or left.



Don't read any further until instructed to do so by the story cards.

DO NOT READ UNTIL INSTRUCTED TO DO SO BY STORY CARD 7.

WORLD EATER RULES

You have encountered a World Eater, an extremely dangerous space beast from the dawn of the galaxy. It wants to eat you and Earth and the whole solar system!

SETUP

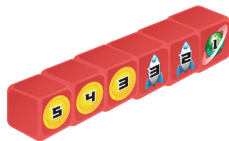
1. Place the World Eater card on the table faceup (story card 8). Place 1 charge cube on the Start space on the card.
2. Give each player two patrol ship tokens, and place the rest in a pile somewhere convenient for players to reach.



3. Keep the World Eater die with your two main blue dice (this is the black die with two sides having an angry monster face).




4. Place the six small red dice together somewhere convenient (these dice have five blank sides and one side with something on it).



5. Finally, take out cards 21-32 and place them faceup on the table. These ships are available to buy during the game. If the game ends and the World Eater was not defeated, then all 12 of these cards should be face up and available for your next game as well.

NEW ICON:

There are effects that show this icon: . When you gain this as a reward or from an ability, take one patrol ship token. **Tip:** *You will need at least some of those patrol ship tokens to benefit from the World Eater, instead of suffering from his attacks. Don't ignore them!*

GAME PLAY

Every turn, when a player rolls the blue dice they also roll the World Eater die. If the World Eater die ends the roll with a blank side showing, nothing happens; complete the turn as normal.

However, if a monster face is showing, before allocating the blue dice and gaining rewards, the active player takes the six small red dice and rolls them.

After the roll, each player may then choose to spend one patrol ship token. Each player who spends a token gains whatever the red dice rolled. Each player who doesn't will lose whatever the red dice rolled.

If at least one player spent a token, then progress was made combating the World Eater, and you advance the cube on the World Eater card 1 space along the track. Then proceed with the turn as normal.

DEFEATING THE WORLD EATER

At the end of the game if the cube on the World Eater card has reached the end of the track, then you have defeated the World Eater! You will not need the World Eater die anymore. Proceed to the next story card. Otherwise, your next game will also be facing off against the World Eater. In that case, however, the cube on the World Eater starts the next game where it ended this game rather than going back to 0.



Don't read any further until instructed to do so by the story cards.

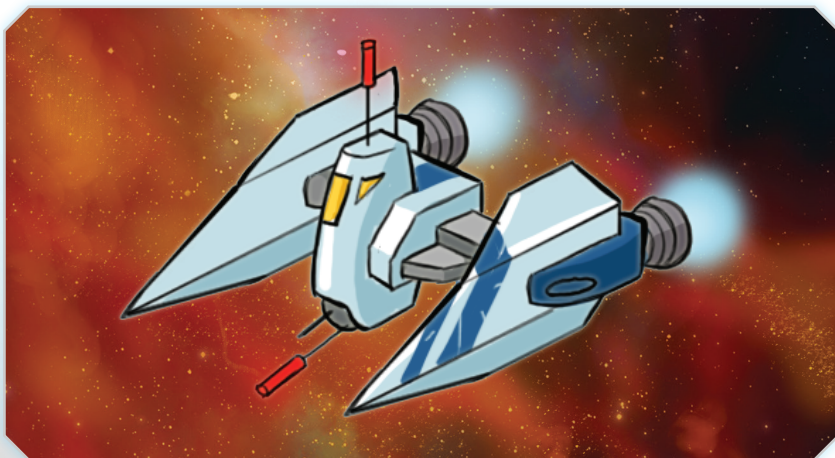
**DO NOT READ UNTIL INSTRUCTED
TO DO SO BY STORY CARD 10.**

RULES FOR MINERS OF SHY PLUTO: A GAME PLAY MODULE




Ever since the great World Eater war, the planet Shy Pluto has orbited harmlessly around the sun. But it is rich with a powerful energy source called "Shy Plutonium." Dispatch your mining vessels and get to mining!

MINERS OF SHY PLUTO

These rule explain how the bag, the 12mm red and pink dice, and Shy Pluto card work. You may play with these rules for all your future games of *Space Base*. Other than the rules here, play a normal game of space base.



SETUP

1. Place the Shy Pluto card on the table face up (story card 11). Randomly place 1 of the 6 small pink dice onto each of the spaces on the card with the face of the die faceup.
2. Put all the small red dice into the bag (this includes all the red dice from Mystery Boxes 1 and 2).
3. Give each player one patrol ship token and place the rest in a pile somewhere convenient for players to reach.
4. Make sure all the  ship cards (21-56) are shuffled into the appropriate decks (level 1, 2, and 3).

ICON

There are effects that show this icon. When you gain this as a reward or from an ability, take 1 patrol ship token.

BUYING SHY PLUTONIUM CUBES

On your turn, after rolling the dice and claiming rewards, you may purchase one or more Shy Plutonium cubes (one of the six pink or red dice on the Shy Pluto card). You must spend a number of patrol ship tokens equal to the cost shown above the cube (2, 3, or 4). At the end of the turn, after you buy one or more cubes, any cubes to the right of the purchased cube slide left to fill in the empty spaces, then random cubes are pulled from the bag one at a time and placed on any empty spaces.

USING SHY PLUTONIUM CUBES

2-3 Players: Every turn during the roll phase (on both your turns and opponents' turns) roll all the Shy Plutonium cubes that you have bought and gain as rewards anything they show.

4-5 Players: This is the same as 2-3 players except you roll the cubes only on opponents' turns, not on your own turn.

COMPONENTS

STORY CARDS

Story Card 1:..... Shy Pluto Story Deck - Do Not Look Through This Deck!

Story Card 1:..... The Deep Nova Project

Story Card 2:..... Disaster!

Story Card 3:..... Unusual Obstacle

Story Card 4:..... Research Needed!

Story Card 5:..... Breakthrough!

Story Card 6:..... Into the Unknown

Story Card 7:..... Suddenly!

Story Card 8:..... The World Eater

Story Card 9:..... Mortal Danger!

Story Card 10:..... The Solar System Saved. And a New Resource!

Story Card 11:..... Planet: Shy Pluto

Story Card 12:..... The End... For Now

MYSTERY BOX 1

42 Patrol Ship tokens



1 16mm World Eater Die



6 Red 12mm Dice



x1



x1



x1



x1



x1



x1

MYSTERY BOX 2

1 small draw string bag

6 Pink 12mm Dice



x1



x2



x3

18 Red 12mm Dice



x3



x2



x2



x2



x1



x1



x2



x1



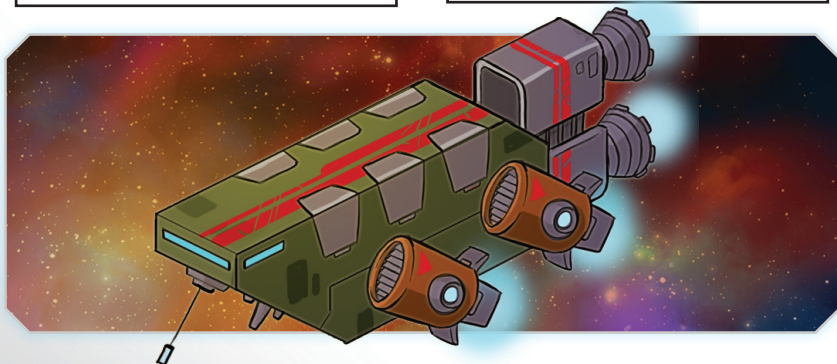
x1



x2



x1



DISCOVERY DECK

Stop 1

#1.....Lvl 1.....	U.E.S. Ochoa 2483-D.....	Wells Class Star Cruiser
#2.....Lvl 1.....	U.E.S. Tognini 3038-A.....	Dickson Class Cargo Runner
#3.....Lvl 1.....	U.E.S. Oswald 4732-E.....	Vance Class Fuel Runner
#4.....Lvl 1.....	U.E.S. Artsebarsky 8275-D.....	Herbert Class Mining Vessel
#5.....Lvl 1.....	U.E.S. Parise 8659-E.....	Le Guin Class Light Command Cruiser
#6.....Lvl 1.....	U.E.S. Ivins 7024-A.....	Le Guin Class Light Command Cruiser
#7.....Lvl 1.....	U.E.S. Leslie 8989-H.....	Zelazny Class Tractor Tug

Stop 2

#8.....Lvl 2.....	U.E.S. Weber 7624-C.....	Matheson Class Exploration Vessel
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Stop 3

#9.....Lvl 1.....	U.E.O. Ghidzenko 1223-B.....	Trumbull Class Research Station
#10.....Lvl 1.....	U.E.O. Reiter 4913-H.....	Trumbull Class Research Station
#11.....Lvl 1.....	U.E.O. Gernhardt 8885-C.....	Trumbull Class Research Station
#12.....Lvl 1.....	U.E.O. Rominger 5061-H.....	Trumbull Class Research Station
#13.....Lvl 1.....	U.E.O. Coleman 3534-G.....	Trumbull Class Research Station
#14.....Lvl 1.....	U.E.O. Lopez-Alegria 7549-H.....	Trumbull Class Research Station

Stop 4

#15.....Lvl 2.....	U.E.S. Schlegel 6654-A.....	Wollheim Command Relay Craft
#16.....Lvl 2.....	U.E.S. Davis 8340-G.....	Wollheim Command Relay Craft
#17.....Lvl 2.....	U.E.S. Kaleri 7396-D.....	Wollheim Command Relay Craft
#18.....Lvl 2.....	U.E.S. Fulford 3728-G.....	Wollheim Command Relay Craft
#19.....Lvl 2.....	U.E.S. Apt 7861-G.....	Wollheim Command Relay Craft
#20.....Lvl 2.....	U.E.S. Manakov 1527-C.....	Wollheim Command Relay Craft

Stop 5

#21.....Lvl 1.....	U.E.S. Ewald 5539-G.....	Haldeman Patrol Craft Docking Vessel
#22.....Lvl 1.....	U.E.S. Still 9804-A.....	Haldeman Patrol Craft Docking Vessel
#23.....Lvl 1.....	U.E.S. Noriega 3955-G.....	Haldeman Patrol Craft Docking Vessel
#24.....Lvl 1.....	U.E.S. Curbeam 8681-A.....	Haldeman Patrol Craft Docking Vessel
#25.....Lvl 2.....	U.E.S. Polykov 6490-A.....	Emshwiller Patrol Craft Docking Vessel
#26.....Lvl 2.....	U.E.S. Searfoss 1304-C.....	Emshwiller Patrol Craft Docking Vessel
#27.....Lvl 2.....	U.E.S. Jones 8270-E.....	Emshwiller Patrol Craft Docking Vessel
#28.....Lvl 2.....	U.E.S. Halsel 8600-H.....	Emshwiller Patrol Craft Docking Vessel
#29.....Lvl 3.....	U.E.S. Hadfield 2389-C.....	Dozois Patrol Craft Docking Vessel
#30.....Lvl 3.....	U.E.S. Barry 1078-E.....	Dozois Patrol Craft Docking Vessel
#31.....Lvl 3.....	U.E.S. Horowitz 8895-E.....	Dozois Patrol Craft Docking Vessel
#32.....Lvl 3.....	U.E.S. Brady 5486-E.....	Dozois Patrol Craft Docking Vessel

Stop 6

#33.....Lvl 1.....	U.E.S. Thirsk 5973-D.....	Haldeman Patrol Craft Docking Vessel
#34.....Lvl 1.....	U.E.S. Korzun 2169-C.....	Haldeman Patrol Craft Docking Vessel
#35.....Lvl 1.....	U.E.S. Tsibliev 4018-A.....	Haldeman Patrol Craft Docking Vessel
#36.....Lvl 1.....	U.E.S. Lazutkin 7459-H.....	Haldeman Patrol Craft Docking Vessel
#37.....Lvl 1.....	U.E.S. Crouch 3126-C.....	Haldeman Patrol Craft Docking Vessel
#38.....Lvl 1.....	U.E.S. Linteris 2000-C.....	Haldeman Patrol Craft Docking Vessel
#39.....Lvl 1.....	U.E.S. Lu 4453-G.....	Haldeman Patrol Craft Docking Vessel
#40.....Lvl 1.....	U.E.S. Vinogradov 6460-G.....	Haldeman Patrol Craft Docking Vessel
#41.....Lvl 2.....	U.E.S. Fettman 5430-C.....	Emshwiller Patrol Craft Docking Vessel
#42.....Lvl 2.....	U.E.S. Wolf 7483-E.....	Emshwiller Patrol Craft Docking Vessel
#43.....Lvl 2.....	U.E.S. McArthur 8827-E.....	Emshwiller Patrol Craft Docking Vessel
#44.....Lvl 2.....	U.E.S. Walz 3541-C.....	Emshwiller Patrol Craft Docking Vessel
#45.....Lvl 2.....	U.E.S. Segal 8994-C.....	Emshwiller Patrol Craft Docking Vessel
#46.....Lvl 2.....	U.E.S. Chiao 6607-G.....	Emshwiller Patrol Craft Docking Vessel
#47.....Lvl 2.....	U.E.S. Musabayev 2193-G.....	Emshwiller Patrol Craft Docking Vessel
#48.....Lvl 2.....	U.E.S. Malenchenko 4449-B.....	Emshwiller Patrol Craft Docking Vessel
#49.....Lvl 3.....	U.E.S. Sacco 1486-E.....	Dozois Patrol Craft Docking Vessel
#50.....Lvl 3.....	U.E.S. Jett 4640-D.....	Dozois Patrol Craft Docking Vessel
#51.....Lvl 3.....	U.E.S. Wakata 8405-A.....	Dozois Patrol Craft Docking Vessel
#52.....Lvl 3.....	U.E.S. Onufrienko 9336-F.....	Dozois Patrol Craft Docking Vessel
#53.....Lvl 3.....	U.E.S. Cheli 1499-B.....	Dozois Patrol Craft Docking Vessel
#54.....Lvl 3.....	U.E.S. Guidoni 6297-G.....	Dozois Patrol Craft Docking Vessel
#55.....Lvl 3.....	U.E.S. Linnehan 3085-H.....	Dozois Patrol Craft Docking Vessel
#56.....Lvl 3.....	U.E.S. Favier 5121-G.....	Dozois Patrol Craft Docking Vessel



Don't look through this rulebook until instructed to do so by the Story cards!

PERMANENT EXPANSION STUFF

Most of the content in this expansion is usable for all your future games even after you are done with the story.

After a new card has been added via the story deck instructions, if it is a level 1, 2, or 3 ship, it can simply be included in all your future games as a regular card just like all the others.

