JOHN D CLAIR

SPACE BASE

SAGA EXPANSION 2

RULEBOOK

AEG

THE MYSTERIES OF
TERRA PROXIMA

SPACE BASE

An expansion for Space Base by John D Clair.
For 2-5 players (6 or 7 with Command Station), ages 14 and up.

DISTANT STARS

The appearance of Shy Pluto and the World Eater Crisis that followed has united humankind, and the subsequent discovery of Shy Plutonium sparked the imagination of scientists everywhere! The U.E.S. Science Corps has been locked away in its laboratories and starports, hard at work on new technologies and starships that will harness the incredible energy of Shy Plutonium. The potential of this new energy source seems limitless, and even after months of endless study, the Science Corps feels it has only begun to explore what is possible. Faster-than-light travel seems at last within Earth's reach, and many hope that the distant sun of Alpha Centauri will prove the target of the first major U.E.S. expansion!

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

THE DISCOVERY 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.

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 89 cards in this deck.

1 BLACK 16MM DIE

4 TRANSLUCENT 16MM DICE

This patrol die is rolled every turn along with the active player's normal roll to see if a patrol ship token is placed in the shipyard.

These dice are used for making bonus rolls when a player gains a 🎲.

1 SHY PLUTO MINING STATION BOARD

The board holds six Shy Plutonium dice that are available to buy if you have enough patrol ship tokens to spend.

1 DRAWSTRING BAG

Shy Plutonium dice are drawn randomly from the bag whenever the Mining Station board needs to be filled.

42 PATROL SHIP TOKENS

Patrol ship tokens are used to buy Shy Plutonium dice.

15 ORANGE 12MM DICE

These dice represent Shy Plutonium and can give a variety of rewards when their symbol is rolled.

MYSTERY BOX

SPACE BASE

TERRA PROXIMA

MYSTERY BOX

DO NOT OPEN UNTIL INSTRUCTED.

DO NOT OPEN until instructed to do so. The contents for this box can be found on page 36. Do not look at page 36 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, please visit https://alderac.com/customer-service for assistance. Actual contents may vary from the images shown.

HOW TO PLAY

Before starting your game of *Space Base*, place the story deck face-up 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, including any content from other expansions that you wish to include. 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.
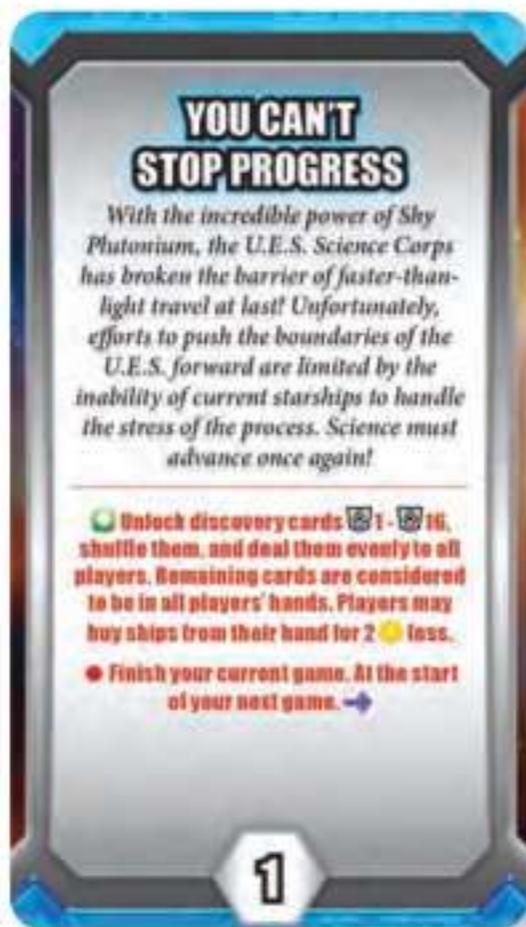
Once a story card has been discarded, it will not be needed again. If you would like to play this Saga Expansion again, you may leave it in the box. Otherwise, you may rip it up or throw it away.

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 "Unlock discovery cards ⚙1-⚙16," it means you will take out the indicated cards from the discovery deck.

YOU CAN'T STOP PROGRESS

With the incredible power of Sky Platonium, the U.E.S. Science Corps has broken the barrier of faster-than-light travel at last! Unfortunately, efforts to push the boundaries of the U.E.S. forward are limited by the inability of current starships to handle the stress of the process. Science must advance once again!

🔓 **Unlock discovery cards ⚙1-⚙16, shuffle them, and deal them evenly to all players. Remaining cards are considered to be in all players' hands. Players may buy ships from their hand for 2 🟡 less.**

🔴 **Finish your current game. At the start of your next game. ➡**

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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 unlock discovery cards ⊕1-⊕16, you will start from the top of the discovery deck, find the cards numbered ⊕1 through ⊕16, and take all 16 cards out, without looking at any of the other cards in the discovery deck.

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 from seeing further into the deck than you have yet reached in the story.

INTEGRATING EXPANSIONS

You are **not** required to own any other expansions to play this Saga.

If you own *The Emergence of Shy Pluto*, you should play through Saga Expansion 1 before playing through this Saga. When playing through this Saga, use all the content from Saga 1.

If you own *Command Station*, this Saga contains the components needed to play with up to seven players.

NEW SAGA RULES

The following rules are used in every game of Saga Expansion 2: *The Mysteries of Terra Proxima*. Additional rules will be introduced as the story progresses through several games.

UNLOCKING SHIP CARDS

When cards are unlocked, you will often be instructed to "deal" the unlocked cards to players. In this case, randomly deal the new cards face-up evenly to all players so that each player has the same number of cards in their "hand." Any remaining cards should be placed on the table face-up and are considered to be in all players' hands.

When dealing cards in a 2-player game, deal out three hands of cards. The third hand, plus any remaining cards, are placed on the table face-up and are considered to be in both players' hands.

CLARIFICATIONS

For easy reference, card clarifications are listed on pages 40-41. If players need to refer to the clarification section, we suggest finding the page number starting from the back of the rulebook to avoid looking at Saga content that has not yet been revealed.

BUYING FROM YOUR HAND

Ship cards cost 2 ⬤ less than the printed cost when buying them from your hand (minimum zero). Otherwise, buying a ship from your hand follows all of the normal rules, including counting towards your limit of buying one card per turn and setting your ⬤ (yellow) cube to 0.

After new ships have been added to the game via the story deck instructions (even if they are not bought from players' hands), they will be included in all your future games as regular cards.

REFILLING THE SHIPYARD

The shipyard now refills slightly differently than in the base game. When there are empty spaces in the shipyard at the end of a player's turn, **first**, slide any cards already in the shipyard to the **left** to fill in any empty spaces, and **then** fill in each empty space with a new card from the appropriate deck as normal.

EXAMPLE: REFILLING THE SHIPYARD

A level 1 ship was bought during the turn.

Cards slide to the left to fill in the empty space.

The empty space is filled with a new card from the level 1 deck.

PATROL DIE

At the start of every turn, when the active player makes their standard roll they also roll the patrol die. If the patrol die ends the roll with a blank side showing, nothing special happens.

However, if a patrol ship ✦ side is showing face-up, before allocating the blue dice and gaining rewards, the active player takes one patrol ship token from the pile and places it in the shipyard, as described in the diagram below.

When a player buys or claims a card with a patrol ship token on it, they immediately gain the token.

You do not roll the patrol die with bonus rolls.

You cannot use abilities to re-roll, set dice, or modify the patrol die.

PLACING A PATROL SHIP TOKEN

When placing a patrol ship token into the shipyard, place it on the lowest numbered spot, as indicated, that does not already have a patrol ship token on it.

3	6	9	12	15	18	1
2	5	8	11	14	17	2
1	4	7	10	13	16	3

EXAMPLE 1: PLACING A PATROL SHIP

EXAMPLE 2: PLACING A PATROL SHIP
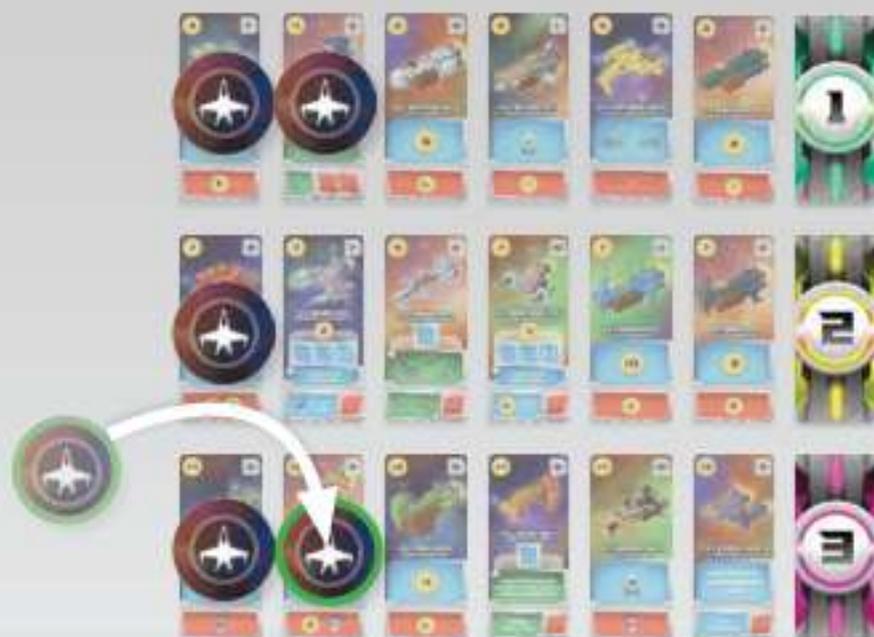
MINERS OF SHY PLUTO

Since the great World Eater war, tiny Shy Pluto has quietly orbited the sun, as the newest planet in the solar system. Exploration soon resulted in the discovery of a compound called Shy Plutonium, an incredible energy source. Every corporation and branch of the U.E.S. has dispatched their finest mining vessels to acquire as much of it as they can!

The Miners of Shy Pluto rules were first introduced in Saga Expansion 1: *The Emergence of Shy Pluto* and are used in every game of Saga Expansion 2: *The Mysteries of Terra Proxima*. **If you already own Saga 1, you can simply add the new cubes (a.k.a. dice) to the bag**. If you do not own Saga 1, use the following rules.

SETUP

1. Place the Shy Pluto Mining Station board on the table. Randomly place one of the orange Shy Plutonium dice onto each of the spaces on the board with the symbol face of the die face-up.

2. Put the remaining Shy Plutonium dice into the bag.

3. Give each player one patrol ship token and place the rest in a pile somewhere convenient for players to reach.

BUYING SHY PLUTONIUM DICE

On your turn, after rolling the dice and claiming rewards, you may buy one or more Shy Plutonium dice (one of the six dice on the Mining Station board). You must spend a number of patrol ship tokens equal to the cost shown above the die (2, 3, or 4). At the end of the turn, after you buy one or more Shy Plutonium, any dice to the right of the bought die slide **left** to fill in the empty spaces; then random dice are drawn from the bag one at a time and placed on any empty spaces.

USING SHY PLUTONIUM DICE

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

4-7 Players: This is the same as 2-3 players except you roll Shy Plutonium dice only on opponents' turns, not on your own turn.

COMPONENT LIMITS

There is no limit to the number of patrol ship tokens that are available. If the pile of tokens runs out, simply use an alternative token like a coin to represent a patrol ship.

If the bag of Shy Plutonium dice runs out, any dice to the right of the bought die on the Mining Station board slide left to fill in the empty spaces as normal, but no new dice are drawn.

PATROL SHIP ICON

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

If you roll the patrol ship icon on the patrol die, one patrol ship token is placed in the shipyard; you do not gain the token (see "Patrol Die" on page 10).

You can spend patrol ship tokens during the same turn that you gain them.

BONUS ROLLS

When you gain a 🪨, roll two of the translucent dice included with this 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. You cannot roll your Shy Plutonium dice with bonus rolls. You cannot roll the patrol die with bonus rolls.

DIRECTIONAL ARROWS

While cards with these arrows are 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 arrow's sector.

When you gain this reward, you gain all the blue station rewards of the card that is in the arrow's sector. You cannot gain rewards from a colony.

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.

When you gain this reward you gain the blue station rewards of the card one sector to the right. You cannot gain rewards from a colony.

🛑 STOP! 🛑

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

THESE RULES REFERENCE REWARDS AND ABILITIES FOUND ON CARDS ⚙23-⚙28.

U.E.S. ENDERS 0146-A
VALKYRIE CLASS FAST RESPONSE COMMAND SHIP

MODIFY DIE

You may modify one die by either **increasing (+)** or **decreasing (-)** the result by one, e.g., turning a 3 into either a 4 or a 2.

If you decrease a die with a 1 result, it turns into a 6 result.

If you increase a die with a 6 result, it turns into a 1 result.

Important: Modifying dice does not affect the dice results for the other players.

You can modify your 🎲 (bonus rolls).

This ability shows one die to remind you that it can only be used if you allocated the two dice separately, and that each charge only affects one of the dice.

This ability can only be used during phase 3 ("allocate dice") of the turn and only if you chose to allocate the dice separately. You cannot use this ability if you allocate the sum of the dice. It can be used on either your turn or your opponent's turn because it is a **green** ability.

You can modify the same die multiple times during the same turn with multiple uses of this effect.

You gain 🟡 every time you allocate dice to a card with the "Modify Die" ability, regardless of whether or not you are able to charge the ability. If all of the card's squares already have 🔲 placed on them, you still gain 🟡 from the card. You do not gain 🟡 when you use a 🔲 on the card.

ALIEN COLONIES

The new alien colonies follow the same rules as regular colony cards from the base game except that they feature rewards in addition to gaining 🚀. Rules for these new abilities are detailed below.
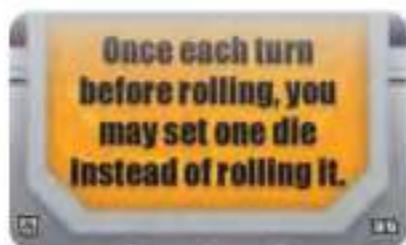
ONGOING REWARDS

Rewards with **ORANGE** backgrounds are ongoing: once the card has been bought, its effect applies for the rest of the game as described on the card. Ongoing rewards are not optional unless specifically stated otherwise.

> **Once each turn before rolling, you may set one die instead of rolling it.**

IMMEDIATE REWARDS

Rewards with **YELLOW** backgrounds are immediate: when the card is bought, its effect resolves immediately and then has no other effect for the rest of the game. Immediate rewards are not optional unless specifically stated otherwise.

Note: Immediate and ongoing rewards cannot be gained using directional arrows and dice-arrows activation abilities, nor doubled by other abilities.

> **All players may move all deployed cards in any one sector into the sector one space to the right.**

⬛ **STOP!** ⬛

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

19
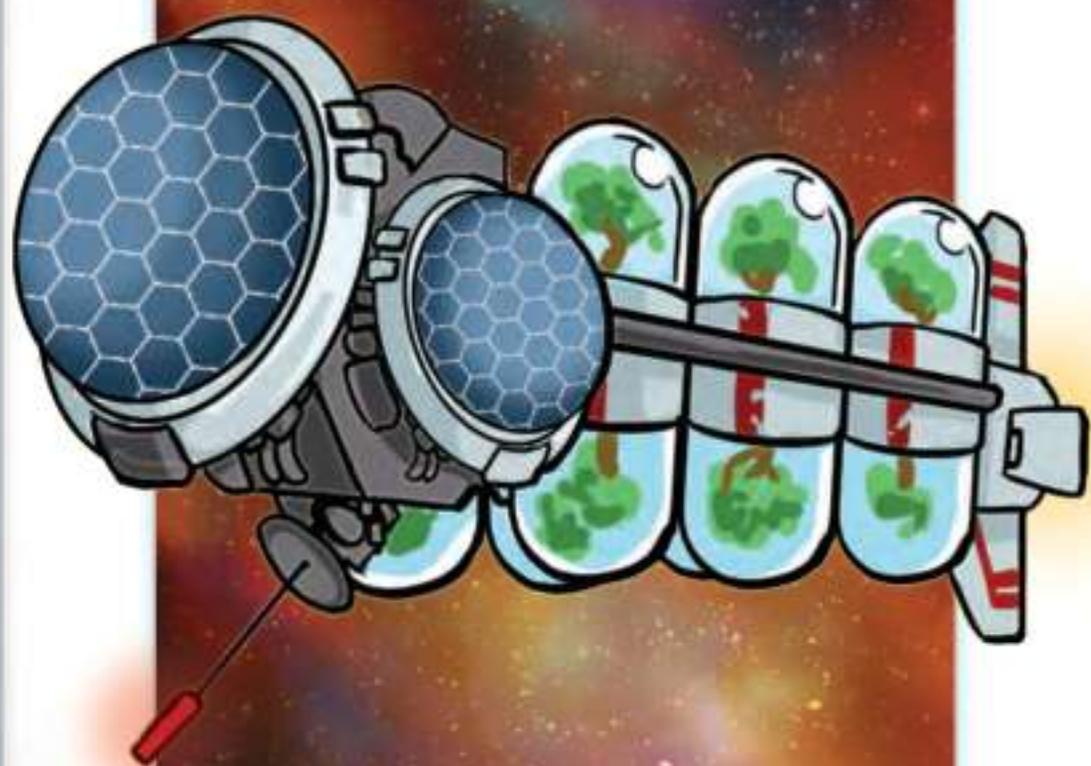
CHARGED ONGOING REWARDS

Ongoing rewards with charge squares follow the same rules as other ongoing rewards (see page 19), but they must be charged first. As long as an ongoing reward is fully charged, it remains active for the rest of the game. It does not need to be recharged after each use. If the card is deployed, any 🔲 remains on the card and moves to the red charge squares on the deployed side.

PLACE ONE CHARGE ANYWHERE

When you use an ability with ⚡, you may place one 🔲 on an empty charge square on any of your other cards.

Gain double rewards for all your 📦.

🛑 STOP! 🛑

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

NEW PLUTONIUM

The ten green dice are a new type of Shy Plutonium. When you roll a symbol on a green die, place the die on your command console. You may use the ability from a Shy Plutonium die on your command console during the turn you placed it there or on a future turn. When you choose to use the ability, remove the die from your command console and place it with your other Shy Plutonium dice that you will roll next turn.
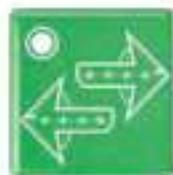
SHIFT SECTOR

These abilities can only be used during phase 3 ("allocate dice") of the turn and only if you chose to allocate the sum of the dice. It may be used on either your turn or on your opponent's turn because it is a green ability. You may use any number of Shy Plutonium dice from your command console to shift sectors.

To use these abilities, you must use the sum of the dice.

The sector you gain rewards from this turn is shifted one sector to the **right**. For example, if a 9 is rolled, you would gain rewards for your sector 10 instead of your sector 9.

The sector you gain rewards from this turn is shifted one sector to the left **or** right. For example, if a 9 is rolled, you would gain rewards for your sector 8 or 10 instead of your sector 9.

SHROOM DOOM: SCENARIO

The vast majority of Terra Proxima is covered with a species of mushroom scientists call neuromycelia. Exposure to their spores over time infects humans, leaving them mindless creatures dubbed Fungoids. Artifacts found in the ruins seem to suppress the infection, but they can only be powered by the atmospheric auroras known as the Lights.

SETUP

After completing the normal setup rules, follow the additions to setup listed below. For the sake of completeness, some of the setup instructions from story card 7 are listed here.

1. Give each player the following:

- 4 Orange forecast cubes.
- 1 Shy Plutonium die with the ⇨ symbol.
- 1 Sector 13 board ("Neuromycelia Converter" side face-up).

Attach the sector 13 board with the "Neuromycelia Converter" side face-up to the right of your command console, next to sector 12.

2. Each player places three orange forecast cubes in the **buy slots** showing a ⬤ cost listed on their sector 13 board and one cube on any **die slot** of their choice showing a die result.

3. Shuffle all twelve alien colonies and draw six cards. Use the regular colony cards from the base game for the remaining six sectors. Simply "fill in the blanks" of missing sector numbers so you have twelve colony cards for sectors 1–12. Return any remaining colony cards to the box.

4. Based on the number of players, place the neuromycelia track (story card 8-10) on the table and place a ⬦ on the Start arrow.

- 2-3 players: story card 8
- 4-5 players: story card 9
- 6-7 players: story card 10

Players are now ready to play the game beginning with the starting player's turn!

ADVANCING THE NEUROMYCELIA TRACK

At the start of every turn, including the first turn of the game, advance the ⬡ on the neuromycelia track to the next space. Choose a player to be in charge of remembering to advance the track.

If the ⬡ moves onto a blank space, nothing happens.

If the ⬡ moves onto a space listing a ship level (L1, L2, L3), the neuromycelia will **overrun** a sector (1-12) on each player's command console. Each player draws a random card off the top of the indicated deck and, without looking at the front side, places it face-down on their command console in any sector of their choice that is not already overrun (has a face-down card) or has a colony. If a ship card was already in that sector on their command console, it becomes deployed above their board as normal.

When the neuromycelia overruns, if you do not have any sectors (1-12) without a colony or face-down "neuromycelia" card, then you skip drawing a new card.

After advancing the neuromycelia track and resolving any overrun, the turn resumes with the active player rolling the dice.

OVERRUN SECTORS

Face-down ship cards represent sectors that have been overrun with neuromycelia.

When you are the active player, you do not gain any rewards from overrun sectors.

During opponents' turns, you gain red rewards from deployed cards as normal.

You cannot buy ship or colony cards for overrun sectors.

If an effect would let you place a ship in an overrun sector, you must immediately deploy the ship instead.

CURE NEUROMYCELIA

Players can **cure neuromycelia** when they **forecast successfully** (see pages 28 and 30).

When you cure neuromycelia, turn over one face-down ship card on your command console and check its sector number. You may choose to either place it as a station card or as a deployed card in its sector. Note that you must place it in the sector shown on the card, not the sector that you took the card from when you cured neuromycelia.

Players can only cure neuromycelia during phase 4 ("gain rewards"). Players can cure neuromycelia and gain rewards in any order.

EXAMPLE: CURE NEUROMYCELIA

The player cures neuromycelia in sector 7 and flips over the face-down card in the overrun sector.

The revealed ship has sector number 9 but a colony is already in that sector. The ship must be immediately deployed because a colony has already been placed in the sector.

FORECAST SUCCESSFULLY - FORECAST CUBES

Every time both of the dice that the active player rolls match the die slot number or numbers that you have forecast cubes on, you forecast successfully. When you forecast successfully, you may gain rewards from sector 13 upgrades, which in this game is either 3 🚀 or cure neuromycelia. This reward is gained in addition to your normal rewards.

You can also forecast successfully with the results of your 🎲 (bonus rolls), but not opponents' 🎲.

When you only have one die slot with a forecast cube, such as at the beginning of the game, you will only forecast successfully if doubles are rolled for that number.

When you gain rewards from upgrades, you must return one of the forecast cubes to the rightmost empty buy slot, if able.

You may choose not to gain sector 13 upgrade rewards to keep your forecast cube to forecast successfully on a future turn. You always have one "free" forecast cube that remains in play. If you use it, you may either leave it on that number or move it to a different number.

On your turn, during phase 6 ("buy a card"), you may re-arrange any forecast cubes on your die slots.

You can use the "Modify Die" ability to forecast successfully only if you chose to allocate the dice separately. You cannot use this ability if you allocate the sum of the dice. For example, if you only have a forecast cube on die slot number 5 and roll a 4 and 5 result, you can modify the 4 into a 5 to roll double 5s and forecast successfully.

In this example, the player can forecast successfully with cubes using any of the following results:
- 1, 1 (Double 1s)
- 3, 3 (Double 3s)
- 4, 4 (Double 4s)
- 1, 3
- 1, 4
- 3, 4

BUYING FORECAST CUBES

On your turn, during phase 6 ("buy a card") you may spend 🟡 to buy additional forecast cubes. You may buy cubes in addition to buying a ship or colony card.

The cost of the cube is listed below its buy slot. You may buy more than one cube as long as you can pay the cost.

When you spend 🟡 to buy forecast cubes, move your 🟡 (yellow) cube down a number of spaces on your command console equal to the cost.

Any remaining 🟡 can be used to buy other items during the same round or a future round. In other words, if the only items you spent 🟡 on during the current round were forecast cubes, you keep any leftover 🟡 instead of resetting the 🟡 cube to 0. If you buy a ship or colony card, you must reset your 🟡 cube to your income level, as normal.

After you buy a forecast cube, move it to any empty die slot of your choice. Each die slot may only have one forecast cube.

EXAMPLE: BUYING FORECAST CUBES

The player has 8 🟡 they want to spend on forecast cubes.

The player buys the 2 cost and 6 cost forecast cubes and moves them to empty die slots.

FORECAST SUCCESSFULLY - SECTOR 13

In addition to predicting successfully, it is possible to gain sector 13 rewards the normal way, from a roll using abilities and arrows to go from a lower sector up to 13. In this case, you gain the sector 13 rewards, including cure neuromycelia, but don't have to return any forecast cubes.

EXAMPLE: FORECAST SUCCESSFULLY

The active player rolls a 6 and a 4 result during their turn. They choose to use the sum of the dice and allocate them to sector 10. The arrow reward in sector 10 is used to gain the rewards for one sector to the right; then two Shy Plutonium dice are used to gain rewards for two additional sectors to the right (sector 13). The player forecasts successfully by activating sector 13 and does not have to return any forecast cubes.

The player also has forecast cubes that match the roll for that turn (6 and 4) and forecast successfully with forecast cubes. The player chooses to gain rewards from the upgrade. In this case, one forecast cube must be returned to the 4 cost buy slot because the player gained rewards by forecasting successfully with cubes.

END OF THE GAME

The end of the game and winning condition follow the normal rules of *Space Base.*
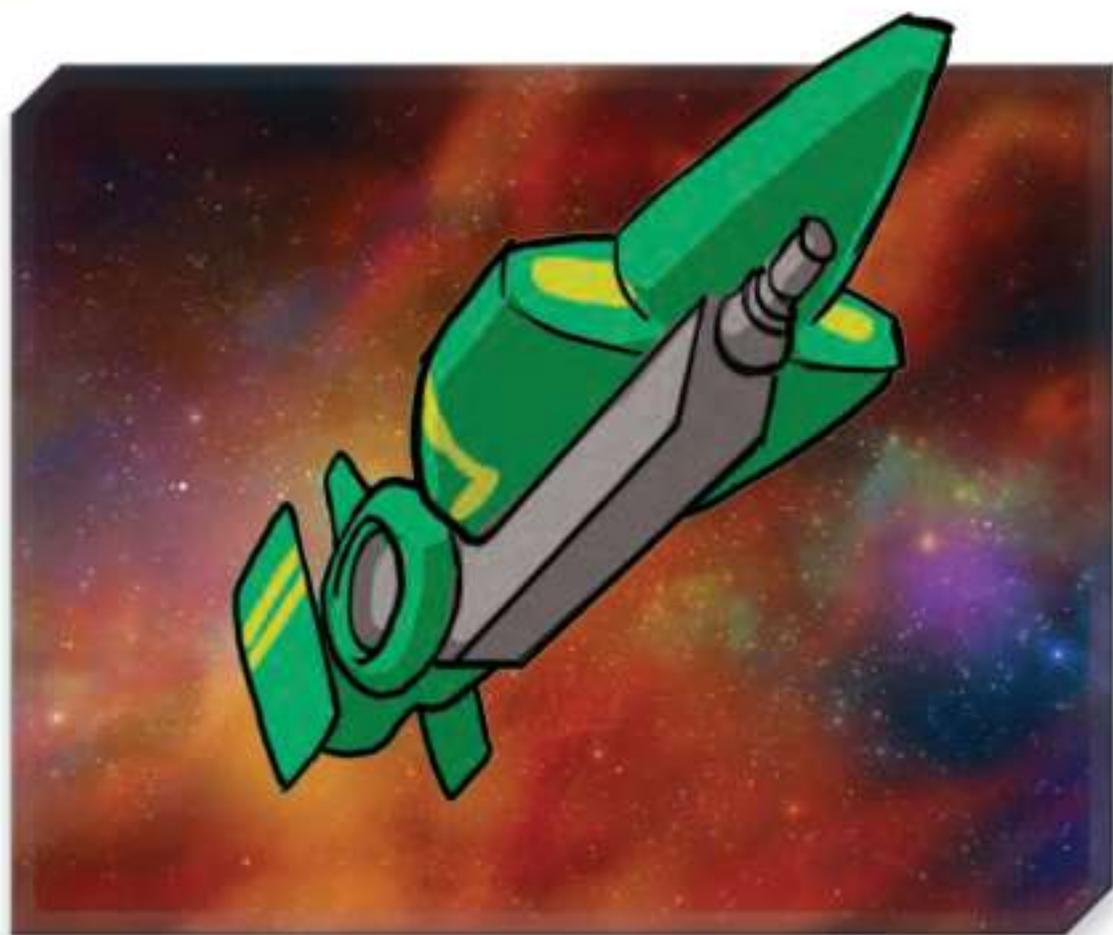
🛑 **STOP!** 🛑

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

TERRA PROXIMA:
GAME PLAY MODULE

*The secret of harnessing the Lights with the alien artifacts has been found, and finally the
Fungoid Plague has been neutralized all across Terra Proxima. The new crisis has passed!
Who knows what new secrets await discovery?*

OVERVIEW

You may play this module for all
your future games of *Space Base*.

All prior rules in this book except
for the Shroom Doom scenario apply
to this module. In addition, add the
following to the normal setup rules.

Attach the sector 13 board with the
"Cryptoshroom Scanner" side face-
up to the right of your command
console, next to sector 12.

SETUP

Follow the normal setup rules with the additions to setup listed below.

1. Give each player the following:

- 4 Orange forecast cubes.

- 1 Sector 13 board ("Cryptoshroom Scanner" side face-up).

2. Each player places three forecast cubes in the buy slots with a ⚪ cost listed on their sector 13 board and one cube on any die slot of their choice.

3. Each player begins with one 🌐 (place your 🌐 cube on the 1 space instead of the 0 space on your income track).

Note: If players are also using the optional light-speed variant (see page 28 from the base game rulebook), players begin with a total of one 🌐 and 15 ⚪, not including starting bonuses for 2nd, 3rd, 4th player, etc.). Players cannot buy forecast cubes or upgrades during setup.

4. Shuffle the sector 13 upgrade cards and place them face-down on the table. Draw the top three cards from the deck and lay them face-up on the table to form the **market**. Upgrades in the market are available to buy and are refilled at the end of the turn.

5. Shuffle all twelve alien colonies and draw six of them. Use the regular colony cards from the base game for the remaining six sectors. Simply "fill in the blanks" of missing sector numbers so you have twelve colony cards for sectors 1–12. Return any remaining colony cards to the box.

6. Unlike normal, players receive the following starting resources:

- 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 3 🟡.

- The 5th player (if any) gains 3 🟡.

- The 6th player (if any) gains 4 🟡.

- The 7th player (if any) gains 4 🟡.

Players are now ready to play the game beginning with the starting player's turn!

FORECAST SUCCESSFULLY

The rules to forecast successfully with cubes (see page 28) and for sector 13 (see page 30) work the same as usual. The starting upgrade rewards for sector 13 "Cryptoshroom Scanner" are to gain either 1 🌐 (income) **or** 1 ✈ (patrol ship token). The rules to buy forecast cubes work the same.

BUYING UPGRADES

On your turn, during phase 6 ("buy a card") you may spend 🌐 to buy one or more upgrades from the market. You may buy upgrades in addition to buying a ship or colony card.

The cost of the upgrade is listed in the bottom left corner of the card. You may not buy an upgrade that costs more than the number of 🌐 you have.

When you spend 🌐 to buy upgrades, move your 🌐 (green) cube down a number of spaces on your command console equal to the cost. Any remaining 🌐 can be used to buy upgrades during the same round or a future round.

When you buy an upgrade, place it under your sector 13 board but keep the reward section of the card revealed. Upgrades can only be placed in sector 13.

If any upgrades were taken from the market, replace them with the top card of the upgrade deck during phase 8 ("refill shipyard").

USING UPGRADES

Every time you gain rewards for sector 13 by forecasting successfully, you gain the rewards from the sector 13 board and all upgrade cards in that sector.

You must trigger abilities and gain rewards following the normal rules.

END OF THE GAME

The end of the game and winning condition follow the normal rules of *Space Base*.

SECTOR 13 RULES

Sector 13 is considered part of your command console, but it has some limitations that only apply to that sector.

The only cards that can be placed in sector 13 are upgrades. You cannot place ships or colonies on sector 13.

Some abilities allow you to exchange cards in different sectors. You cannot exchange cards from sector 13.

Upgrade cards are considered to be both a station card and a deployed card.

Some expansion cards have a variable sector with a "+" listed after the sector number. Variable sectors allow you to place the card in any sector equal to or greater than the sector shown. You cannot place ships or colonies on sector 13 even if they have a variable sector or an ability that allows you to place them in any sector.

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.

COMPONENTS

This section lists components that are added to the game during the Saga. If you finish playing the entire Saga and wish to play it again, you can sort the story and discovery decks in the order of these lists.

STORY CARDS

Story Card !: Mysteries of Terra Proxima - Do Not Look Through This Deck!

Story Card 1: You Can't Stop Progress

Story Card 2: Eureka!

Story Card 3: Terra Proxima

Story Card 4: Strange Discoveries

Story Card 5: Alien Technology

Story Card 6: Uh-oh...

Story Card 7: Emergency Construction

Story Card 8: Neuromycelia Track (2-3 players)

Story Card 9: Neuromycelia Track (4-5 players)

Story Card 10: Neuromycelia Track (6-7 players)

Story Card 11: Saved!

Story Card 12: The End... For Now

MYSTERY BOX

28 Forecast Cubes

7 Sector 13 Boards

10 Green 12mm Dice

x7   x3

DISCOVERY DECK

Stop 1

#1	Lvl 1	U.E.S. Zartas 8740-A	Stargazer Class Relay Station
#2	Lvl 1	U.E.S. Worlorn 7423-B	Stargazer Class Relay Station
#3	Lvl 1	U.E.S. Baltar 7119-A	Stargazer Class Relay Station
#4	Lvl 1	U.E.S. Armitage 6276-B	Stargazer Class Relay Station
#5	Lvl 1	U.E.S. Nezu 5051-A	Stargazer Class Relay Station
#6	Lvl 1	U.E.S. Clavius 6946-C	Stargazer Class Relay Station
#7	Lvl 1	U.E.S. Yamato 1302-A	Krule Class Patrol Craft Docking Carrier
#8	Lvl 2	U.E.S. Nolan 6162-C	Krule Class Patrol Craft Docking Carrier
#9	Lvl 2	U.E.S. Klaatu 6992-C	Krule Class Patrol Craft Docking Carrier
#10	Lvl 2	U.E.O. Zira 1705-A	Galileo Class Research Station
#11	Lvl 2	U.E.O. Molock 2651-B	Galileo Class Research Station
#12	Lvl 3	U.E.S. Horrison 1132-A	Hatcher Class Deep Space Carrier
#13	Lvl 3	U.E.S. Viliana 4853-C	Hatcher Class Deep Space Carrier
#14	Lvl 3	U.E.S. Scarleth 6288-D	Hatcher Class Deep Space Carrier
#15	Lvl 3	U.E.S. Lupin 8048-E	Hatcher Class Deep Space Carrier
#16	Lvl 3	U.E.S. Nemesis 9637-X	Heinlein Class Command Cruiser

Stop 2

#17	Lvl 1	U.E.S. Asōgi 9464-F	Stargazer Class Relay Station
#18	Lvl 1	U.E.S. Ursus 8023-E	Stargazer Class Relay Station
#19	Lvl 1	U.E.S. Zaius 0098-A	Stargazer Class Relay Station
#20	Lvl 1	U.E.S. Cornelius 3280-C	Stargazer Class Relay Station
#21	Lvl 1	U.E.S. Rotwang 2603-E	Stargazer Class Relay Station
#22	Lvl 1	U.E.S. Kyoko 9591-B	Stargazer Class Relay Station
#23	Lvl 1	U.E.S. Enders 0146-A	Valkyrie Class Fast Response Command Ship
#24	Lvl 1	U.E.S. Gavryn 1292-B	Valkyrie Class Fast Response Command Ship
#25	Lvl 1	U.E.S. Shaene 1733-C	Valkyrie Class Fast Response Command Ship
#26	Lvl 1	U.E.S. Camdon 2505-A	Valkyrie Class Fast Response Command Ship
#27	Lvl 1	U.E.S. Darinell 3620-B	Valkyrie Class Fast Response Command Ship
#28	Lvl 1	U.E.S. Larris 4838-C	Valkyrie Class Fast Response Command Ship
#29	Lvl 2	U.E.S. Bennell 4239-D	Ripley Class Medium Command Cruiser
#30	Lvl 2	U.E.S. Thade 2261-B	Ripley Class Medium Command Cruiser
#31	Lvl 2	U.E.O. Morbius 1368-B	Galileo Class Research Station
#32	Lvl 2	U.E.O. Brodo 2212-C	Galileo Class Research Station

Stop 3

#33		U.E.C. Abasheli 95-A	Alien Colony
#34		U.E.C. Cadus 18-C	Alien Colony
#35		U.E.C. Mayhew 22-M	Alien Colony
#36		U.E.C. Orin 80-0	Alien Colony
#37		U.E.C. Quaglia 71-Q	Alien Colony
#38		U.E.C. Trysch 63-T	Alien Colony

Stop 4

#39		U.E.C. Baum 63-B	Alien Colony
#40		U.E.C. Kleiser 34-K	Alien Colony
#41		U.E.C. Newth 06-N	Alien Colony
#42		U.E.C. Prak 55-P	Alien Colony
#43		U.E.C. Selsia 09-S	Alien Colony
#44		U.E.C. Zimmer 47-Z	Alien Colony
#45	Lvl 2	U.E.S. Soundwave 6784-E	Hawkeye Class Targeting Satellite
#46	Lvl 2	U.E.S. Roebuck 7829-A	Forge Class Manufactorum
#47	Lvl 2	U.E.S. Anvil 4328-A	Caesar Class Expedition Carrier
#48	Lvl 2	U.E.S. Delorian 0099-A	Starsword Class Command Ship
#49	Lvl 3	U.E.S. Zarinah 9239-F	Lomax Class Cargo Vessel
#50	Lvl 3	U.E.C. Genesis 0036-A	Gaia Class Terrarium Ship

DISCOVERY DECK

EXPANSION CLARIFICATIONS

"HARD WAY" REWARDS + "MODIFY DIE" ABILITY

Some cards from previous expansions have the "Hard Way" rewards conditionally based on rolling doubles and not just the sum of the dice. Whenever an exact roll is listed on a card, you can use the "Modify Die" ability to claim the "Hard Way" reward. This is not considered taking the sum of the dice. If you use the "Modify Die" ability, you must allocate the two dice separately.

EXPANSION COLONIES

If you own colony cards from other expansions, like *Biodome* for example, you can integrate them into one game. Shuffle all the expansion colonies, and then draw cards until you have six cards from different sectors. If you draw a card and already have a colony for that sector, place the newly drawn card on the bottom of the deck and draw again.

Use the regular colony cards from the base game for the remaining six sectors. Simply "fill in the blanks" of missing sector numbers so you have twelve colony cards for sectors 1–12. Return any remaining colony cards to the box.

CARD CLARIFICATIONS

CARD 33 - U.E.C. ABASHELI 95-A

This colony cannot be bought if any player has reached more than 40 🪧 . When this colony is bought, the ongoing reward remains active until the colony is discarded. If any players have at least 40 🪧 at the end of a round, those players' scores are set to 39 and the colony must be discarded. Then the game continues until any player reaches at least 40 🪧 following the normal rules. After the colony is discarded, a card may be bought and placed in that sector as normal.

CARD 34 - U.E.C. CADUS 18-C

This colony allows you to search the level 1 or 2 ship deck for one card with arrow icons in its blue rewards and add it to your console without paying for it. The arrow icons can be pointing left, right, up, down, or diagonal. You must choose which level of deck (level 1 or 2) before you begin searching.

This is not a "buy" and you may still make your normal buy. The immediate reward is resolved before the colony is placed in a sector.

CARD 35 - U.E.C. MAYHEW 22-M

This reward can be used only during phase 2 ("roll") of your own turn. This must be used before you roll the dice. Instead of rolling a die, you choose which result to place it on.

CARD 37 - U.E.C. QUAGLIA 71-Q

All players may use the immediate reward and move all deployed cards in one of their sectors of their choice into the next sector to the right. Players cannot move cards from sector 12 into sector 13.

CARD 39 - U.E.C. BAUM 63-B

When you swap one of your station cards with a deployed card, rotate the card so the appropriate station and deployed rewards are displayed. You cannot swap a colony or face-down card.

If a card has one or more 🎲 and is swapped, any 🎲 on the card may be transferred to the appropriate station or deployed effect on the same card, if possible.

CARD 48 - U.E.S. DELORIAN 0099-A

Whenever the active player rolls for the turn, including turns when you are the active player, you also roll two dice as a separate roll. You can choose to either allocate the dice that were rolled for the turn or allocate the dice from your separate roll. Other players must allocate the dice that were rolled for the turn and cannot allocate the dice from your separate roll.

CARD 68 - PHASE CALIBRATOR

This ability shows two dice to remind you it can only be used if you allocated the roll to the sum. The left and right pointing arrows indicate that you will be changing which sector you get rewards for.

This ability can only be used during phase 3 ("allocate dice") of the turn and only if you chose to allocate the sum of the dice.

CARD 70 - HELIOS BEACON

When you use the ability to buy a ship or colony, it acts similar to a normal buy except you only spend the exact cost of the card you buy instead of all your ⬤. Moreover, you may still make your normal buy on your turn.

You must place the bought card on your console in a sector 7-12, ignoring the sector number listed on the card.

CARD 72 - PHOTON FIELD CAPACITOR

This ability shows two dice to remind you it can only be used if you allocated the roll to the sum. The single and double right pointing arrows indicate that the sector you gain rewards from this turn is shifted 1 or 2 sectors to the right (your choice).

This ability can only be used during phase 3 ("allocate dice") of the turn and only if you chose to allocate the sum of the dice.
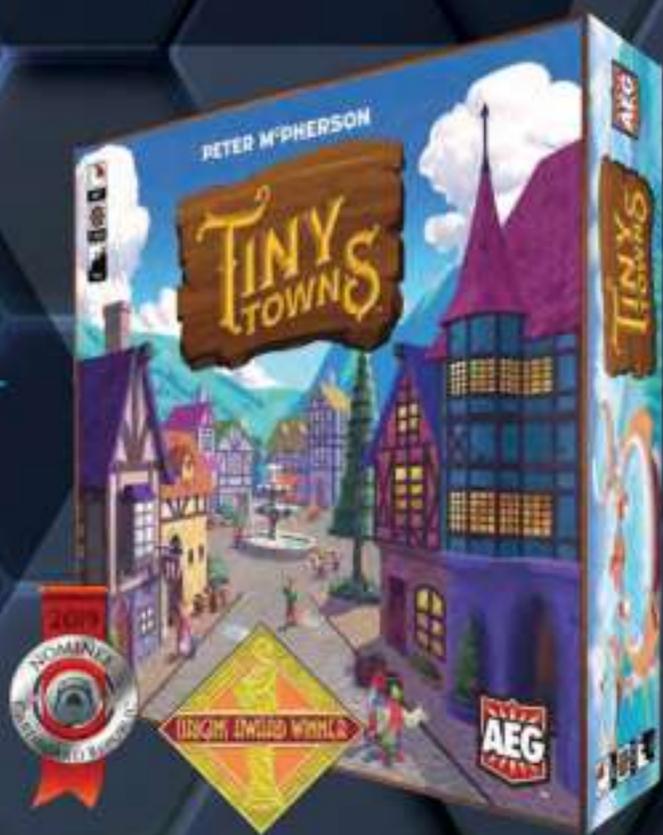
CARD 77 - PARTICLE DISINTEGRATOR

This ability allows you to immediately deploy as many cards as you wish in sectors 1-12, leaving those sectors on your command console empty. You cannot deploy colony or face-down cards.
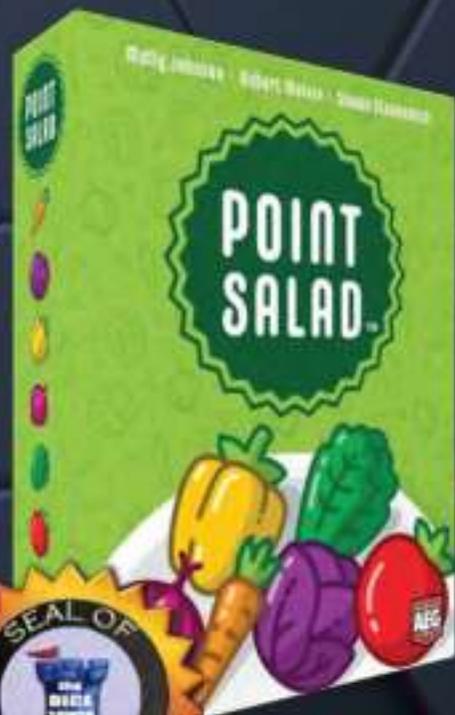
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TINY TOWNS

AEG's game of clever small town building for the whole family

WAR CHEST

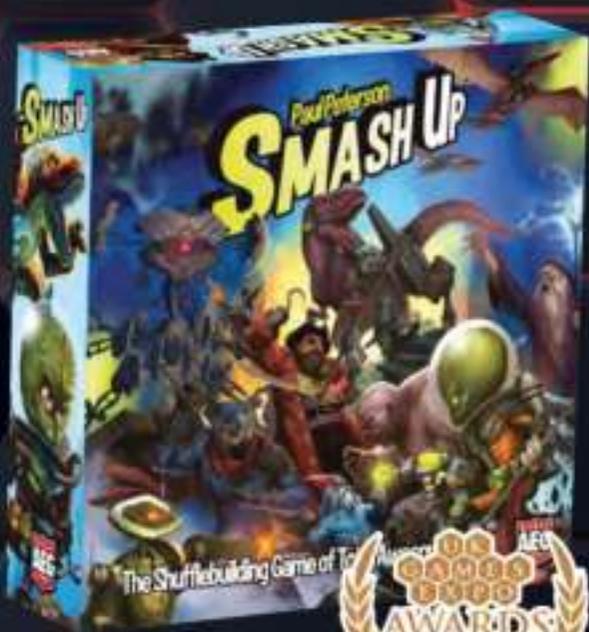Dominate the battle field with one of the top rated 2-player games of the last decade

🛑 STOP! 🛑

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

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