

MOONBASE BETA v1.0

(MOONBASE ALPHA Rules Clarification)

BRUSSELS (AP) – As part of recent settlement negotiations between corporate behemoths Luna Mining Corporation and Mond Bergbau AG, new regulations regarding exoplanetary mining have been agreed upon by those parties.

As has been widely reported, tensions between Moonbase Alpha and Moonbase Beta have been belligerent of late.

Mineral rights, research potential and performance in the markets are all points of friction.

One source claims the sorest point between stock holders is the lack of clarity regarding the rules of engagement required of security contractors operating on the lunar surface.

“The cultural difference between American and European ‘styles of play’ is clearly at fault,” said industry expert Jefferson Holner.

This latest settlement attempts to clarify these rules.

Observers feel it is only a matter of time before hostilities resume, however.

1.0 INTRODUCTION

MOONBASE BETA is an unofficial clarification of the MOONBASE ALPHA v1.1 rules booklet. It is based on Chris Taylor's responses in the game's BGG forum. Those sections of the original rules that have been edited are presented here in their entirety so that they can be read in place of the sections they replace.

5.0 ACTION PHASE

There are four action markers: one-star, two-star, three-star and moon. The number of stars on the marker determines the order in which areas with action markers are activated. The first player reveals their one-star action marker and may then take one action (5.0.1) with each of their units in that area or, if the action marker was on an upgrade card, attempt that upgrade (6.0) – these units (or science project) having been activated by orders from their moonbase, perhaps even from Head Office back on Earth.

The second player then reveals their one-star action marker and does likewise. The first player then reveals their two-star marker and so on. The moon action markers are revealed last; they do not activate their areas or perform upgrades.

5.0.1 Actions

There are three unit actions: **Move**, **Fire**, and **Assault**. Cards can **Upgrade**.

Units in the activated area do not have to perform the same action or take an action. You can see the results of one action before performing the next action. A UNIT CANNOT PERFORM MORE THAN ONE ACTION WITH A GIVEN ACTION MARKER, but can take multiple actions in a turn with different markers.

5.1.1 Movement Procedure

Units move by areas. Each unit has a number of movement points (MPs). A unit can only move to a new area if it has enough MPs (**exception**: a unit may always move to an adjacent area if that is the only move it makes that action). A unit can continue to move as long as it has MPs to spend. MPs cannot be saved or transferred to other units. A unit must complete its move before another unit can move (**exception**: activated units moving to the same area can move together).

5.1.2. Movement Costs

The base cost to move into an adjacent area is 1 MP. This cost increases if the area...

is cratered: +1

is adjacent to one or more solely enemy occupied areas: +1

is occupied solely by enemy units: +2

These modifiers are cumulative.

Erratum: the Red 6 in the illustrated example of movement should be a Red 7.

5.1.4 Stacking

At the end of an activation, the maximum number of friendly units in an area is **six**. Excess units are destroyed (5.8). Each player has their own stacking limit in an area. There is no limit in the moonbase areas.

5.1.5 Bounding Fire

Bounding Fire is firing during movement. Units that moved may make one ranged attack (5.3.1) after completing a movement action. Units that moved together can form a firegroup (5.3).

5.2 Combat

Attacks target all enemy units in an area. There are two types of attack/combat: *fire combat* and *assault combat*. Fire combat (5.3) takes place at range and can occur within an area or against an adjacent area. Assault combat (5.7) attacks enemies in the same area. A FIRE ATTACK AND AN ASSAULT CANNOT BE EXECUTED IN THE SAME AREA IN THE SAME ACTIVATION (**exception**: Missile Crawlers can use fire combat before other units make an assault).

5.3 Fire Combat

Fire combat is made by one or more units assembled as a *firegroup*. The acting player decides which of the activated units will fire from the firegroup. Not all units in the area need to take part in the same firegroup, but all units firing into an area must be part of the same firegroup. AN AREA CAN ONLY BE ATTACKED BY ONE FIREGROUP EACH ACTIVATION.

Missile Crawlers and/or Missile Turrets that form their own firegroup and do not attack with non-missile units can make attacks at extended long range (against areas adjacent to areas adjacent to themselves). The crawler and turret attack strengths are underlined as a reminder.

5.3.1 Fire Procedure

1. Flip any face-up counters involved in this combat to reveal their combat strengths.
2. Total the combat strengths of all units in the firegroup. This is the group's total attack strength (TAS).
3. Roll 2d6 and total the result. Firegroups conducting bounding fire or counterfire roll 3d6 and discard the highest die result.
4. Apply any DRM (5.3.2) to the roll.
5. Consult the fire results table (FRT) on

your corporate sheet and cross reference the roll result with the TAS.

6. Roll armor saves (5.4) and suppress, retreat or destroy units as appropriate.

5.3.2 Dice Roll Modifiers

- PMC and MCU units that attack an adjacent area suffer a -2 dice roll modifier (DRM) for making a long range attack. Crawlers do not suffer this penalty unless they are acting in a firegroup with PMC or MCU units.
- Crawlers that make an extended long range attack suffer a -2 DRM.
- If any of the targeted units are suppressed, gain a +1 DRM.
- If all of the targeted units are suppressed, gain +2 DRM.
- Some upgrade cards provide DRM.

Attacks against units that are in cratered terrain are shifted one column to the left on the FRT. Attacks that are shifted off the 1-3 column automatically fail.

5.3.3 Counterfire

Defending units that were not destroyed, suppressed or forced to retreat by fire can, if within range, *counterfire* (5.3.1). Counterfire targets all enemy units in the area from which the original attack came. Counterfire may not itself be counterfired.

5.7 Assault Combat

ASSAULT COMBAT OCCURS AFTER ALL FIRE COMBAT. Both players roll one die and add the number of friendly units in the area (excluding crawlers if they made a separate fire attack this activation). Suppressed units count 1/2. The player with the higher total is the winner of the assault; they destroy (5.8) a number of their units (no save) equal to the lower die roll -1. The other player destroys a number of their units (no save) equal to the higher die roll +1. In case of tie, both players destroy units equal to the higher die roll. Players choose the units to destroy. Close quarters combat in low-G vacuum is clumsy and deadly.