

# MOONBASE ALPHA

salient player aid

## 1.0 DOMINATE MARKETS

The first player to increase their stock price to €1.600 wins.

1.1 You may increase your stock price €100 once per turn during Q1 by spending €6M on an Earthside media campaign.

1.2 Your stock price increases €100 in Q4 if your opponent lost stock value that quarter and you did not.

## 2.0 INFLICT CASUALTIES

The first player to bankrupt their opponent wins. A player is bankrupt when their stock price falls to €0.

2.1 Business is war. Investors fear loss. For every €6M of units destroyed during lunar operations, decrease your stock price in Q4 by €100. A modulo loss also decreases it by €100 unless 1d6 > that remainder.

## 3.0 LITIGATE

If the settlement marker reaches the end of the settlement track, "Lawsuit Settled," the player with the highest stock price wins.

3.1 In case of ties, the player controlling the most research labs wins. If tied again, the player controlling the most mines wins. If still tied, the player with the most units on the moon wins.

3.2 During Q1 you may accelerate or stall settlement negotiations by spending €2M extra legal fees and rolling 4up on 1d6.

## 4.0 USE THE MEDIA

If any media crew is in or adjacent to an area where units are destroyed, the value of those loses doubles.

4.1 During Q1 you may move your media crew to any area on the map for €1.

4.2 Once per turn before taking an action in Q2 or Q3, you may move your media crew to an adjacent area.

4.3 If the media reported any losses in Q4, advance the settlement marker two spaces instead of one.

## - BUSINESS CYCLE -

### Q1 PREPARATION

In the first quarter of every year, corporate boards plan that year's operations.

#### Budget & Expenditures

The budget for lunar operations is set at €4M plus the expected profits of lunar mining. Each mine you control in Q1 provides an additional €1M. You may also leverage your stock by decreasing its value €100 to receive an additional 1d6M €.

This is an annual budget that does not carry forward. Typical expenditures include:

- media campaign to promote your operations and bolster your stock €6M (1.1)
- extra legal fees €2M (3.2)
- funding for your media division €1M (4.1)
- reinforcements (see unit cost)
- fuel penalty €1M/unit for payloads > 3

#### Directives

After budgets are spent, orders are alternately delivered to the moon. The player w. the lowest stock price places first. Roll if tied.

### Q2-3 ACTION

The bulk of the year is consumed with lunar operations. Units move and battle to increase mine production and secure research facilities. Research is conducted on pivotal new technologies – secret R&D is easier to conduct 384Mm from Earth.

Orders are executed in turn. The player with the lowest stock price goes first. Roll if tied.

### Q4 RESOLUTION

By the fourth quarter, stories of the year's corporate conflicts on the moon have filtered home and annual reports have been published. The markets respond and stock prices adjust. (2.1)(4.0)(1.2)

Check for victory. (1.0)(2.0)(3.1)

Your legal team advances your brief. (4.3)

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Move any reinforcements hired/manufactured in Q1 to your moonbase. Remove any suppression discs and reclaim your action markers from the map.

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