

# Section 11: Bases

## V11.00 General Rules for Bases

- V11.01 This Section details the construction and operation of various ground and space-borne Bases used by the Alliance and Coalition Teams, including Starbases [R1.1], Battle Stations [R1.2], Base Stations [R1.3], Mobile Bases [R1.24], Ground Bases [R1.14] and FRDs [R1.10].
- V11.02 It is important to note that Base BPVs do not include the Base Augmentation Modules [R1.32] or various supplementary Pods. These must be selected when the Base is being paid for, and the full cost paid at that time. The full complement of Modules and Pods must be purchased. See **Annex V-F: Base Augmentation Modules**.  
**Exception:** FRDs [V11.72] do not require Augmentation Modules; however, if any Augmentation Modules are purchased, at least one (1) Power Augmentation Module [R1.17] must be purchased for the FRD.
- V11.03 When Bases have maintenance and operation costs that must be paid by the Owning Team, those costs are paid during the Economic Production Phase (2E1). They are not refundable if the Base is lost or destroyed during the Turn.
- V11.04 Bases and FRDs cannot be mothballed but may be abandoned [V11.80].
- V11.05 Bases have an Extended Zone of Control [V9.20]. See V9.50.
- V11.06 The Orion Pirates may not build Bases under these rules.

## V11.10 Building Ground Bases

- V11.11 Ground Bases must be built as part of a standard Defensive Package, as described in V3.30, until the Star System reaches Development Level 6. After that point, additional Ground Bases may be built as part of increasing the Development Level to 7, but the purchases must comply with the BPV limit in V5.23.
- V11.12 Ground Bases will appear on the Class M planet of the designated Star System during the Material Construction Phase (6C1) of the Turn for which they were allocated, if (and only if) that Star System is connected to the owning Team's Supply Grid (*i.e.* the Star System must be **In Supply** [V2.00]).
- V11.13 The cost of ongoing Ground Base operations is considered incremental, and does not affect the Economic Value of the Star System [V3.48].
- V11.14 Since a Star System is a Supply Point [V2.24], Ground Bases are never Out Of Supply [V2.31] unless the Star System's capability to function as a Supply Point for units in its Hex is lost.

## V11.20 Building Space-Borne Bases

- V11.21 In order to build a space-borne Base (*e.g.* Starbases [R1.1], Battle Stations [R1.2], Base Stations [R1.3], or Mobile Bases [R1.24]), the services of a Tug are required; a Team wishing to build any of those Bases must first purchase at least one Tug (as defined in Annex 3A).
- V11.22 Teams may have no more than four (4) Starbases (including the initial one) at a time. Teams may not have more than eight (8) Battle Stations or Base Stations at a time. Teams may not construct more Mobile Bases than they have Provinces, that do not have Bases or Star Systems, under their control at the time of construction. Starbases, Battle Stations and Base Stations may not be in the same or adjacent Provinces, or in the same Province as a Mobile Base.
- V11.23 When building a Base, the Team must specify the Base Augmentation Modules [R1.32] and Pods that will be part of the Base. Note that certain Bases have specific requirements; for example, a Mobile Base [R1.24] must have at least two Repair Base Augmentation Modules [R1.32B], or a “Repair” Pod (for example, R2.52 for a Federation Repair Pod); while a Starbase [R1.1] cannot have more than two Power Base Augmentation Modules [R1.17]. These Modules and Pods are accounted for in the Pod quantities in V11.24.
- V11.24 The prefabricated portions of the Bases listed in V11.21 arrive at the purchasing Team's nearest (to the Base's planned location) Starbase during the Material Construction Phase of the Turn for which the Base was allocated. These parts are contained in Tug Cargo Pods for easy shipment to their final destination and are designed for rapid unpacking and assembly. The number of single-weight Pods for a given base type is shown below:

Mobile Base	8
Base Station	13
Battle Station	20
Starbase	50

- V11.25 Once a site is selected, all the Pods must be towed out to the site by one or more Tugs. The Tugs must pick up a number of Pods, no greater than the maximum they could normally carry [see V8.80], at the Starbase (this takes one Movement Phase, during which the Tug does not move). The Pod(s) must be safely conveyed to the site of the new Base, and dropped off there (this takes another Movement Phase, during which the Tug does not move). All the Pods must be conveyed before construction can begin. Note the special movement rules for Tugs in V8.80.
- V11.26 If a non-friendly force attacks a Tug *en route* and causes loss of one or more of the Pods, the owning Team must pay an amount of BPV equal to

twice the BPV represented by the fraction of Pods destroyed (as computed based on the BPV of the Base only, exclusive of Fighters, drones, T-bombs, *etc.*). Round up.

#### EXAMPLE

A typical Base Station has a BPV of 120 BPV, plus the cost of the Base Augmentation Modules and Pods. For the purposes of this Example, a total BPV of 210 is assumed. A Base Station consists of 13 pods. Therefore, should one pod be lost before it is moved to the site of the new Base, it would cost 33 [  $((210/13) * 2) = (16.15 * 2) = 32.3$  which rounds up to 33 ] BPV to replace it. Once replaced, it will have to be taken by Tug from a Starbase to the Base construction site.

- V11.27 Once all the Pods have been transported to the new site, Base construction can begin. Construction takes place during the Material Construction Phase (6F) after all the Pods are assembled at the site. The Base is considered operational at the start of the next Turn.
- V11.28 Incidental Units [V16.00] do not arrive until the Turn **after** the Base is operational.

#### EXAMPLE

All the Pods needed to build a Battle Station are towed to the site by Turn 16. The actual Base assembly takes place during Turn 17, and the Base becomes operational at the start of Turn 18. On Turn 19, before Strategic Movement begins, Incidental Units arrive at the Base.

- V11.29 A partially completed Base is defenseless. If attacked, the only hope for the Base would be a player unit (or units) in the Hex with the Base. There would be no Incidental Units [V16.00] present, and the small worker-bee units used by the civilian contractors cannot hope to do more than flash burn the paint of a warship (and then only when the warship physically runs them over). Use the appropriate SSD for the Base during the tactical battle, but the Base generates no power, and has no weapons, sensors, or shields available. If the Base survives the tactical battle uncrippled [S2.4], its construction may be completed normally and any damage will be repaired as part of the construction effort. If the Base is crippled [S2.4], then it may be completed as scheduled, but will not be able to operate effectively (*i.e.* all damage will remain) until the Owning Team

spends one-half (1/2) of the BPV of the Base to effect repairs (happens automatically during the next Repair Phase after the BPV is spent). Destroyed Bases must be replaced from scratch. Auxiliary Units [V15.00] cannot be assigned to Base defense during its construction.

### EXAMPLE

The Coalition begins construction of the Base Station used as an example in V4.36. During the Turn of construction, the Orions (who were bribed by the Alliance) attack the Base and cause damage to it sufficient to cripple it (as per S2.4) before being driven off by the picket ship the Coalition wisely stationed there. The Base may be subsequently completed, but the damage the Orions caused cannot be repaired until the Coalition spends  $(210 / 2) = 105$  BPV to fully repair the Base.

#### V11.30 Starbase Operations and Modification

- V11.31 A Starbase is a powerful but expensive unit. For each Starbase beyond the first that a Team builds, it must spend 6 EP per Turn on maintenance and operation costs for the base. After Y174, this increases to 10 EP. If this cost is not paid, the Starbase is abandoned [V11.80].
- V11.32 After the Starbase has been constructed, the Owning Team may change the Base Augmentation Modules [R1.32] and Pods that are part of the Starbase. The cost of these changes is the difference in Economic BPV between the current and new Modules or Pods, plus 10% (round up). This additional cost represents the cost of removal of the replaced Modules or Pods. See **Annex V-F**.
- V11.33 The necessary Pods, parts and equipment will arrive during the Material Construction Phase of the Turn in which the Economic Points were allocated. The Starbase has sufficient capacity to modify itself without affecting its ability to build, modify or repair another unit of the Team.
- V11.34 The modifications are not effective until the end of the Turn in which the purchase is made. If the Starbase is attacked, use the unchanged Starbase configuration.
- V11.35 A Starbase cannot be modified in any way that violates any specific requirements of the Base type. See V11.23.
- V11.36 A Starbase increases the Economic Value of the Province it occupies by three (3) Economic Points.

## V11.40 Battle Station and Base Station Operations and Modification

- V11.41 Battle Stations and Base Stations each require the Owning Team to spend 3 EP per Turn on maintenance and operation costs for the base. After Y174, this increases to 5 EP. If this cost is not paid, the Base is abandoned [V11.80].
- V11.42 After a Battle Station or Base Station has been constructed, the Owning Team may change the Base Augmentation Modules [R1.32] and Pods that are part of the Station. The cost of these changes is the difference in Economic BPV between the current and new Modules or Pods, plus 10% (round up). This additional cost represents the cost of removal of the replaced Modules or Pods. See **Annex V-F: Base Augmentation Modules and Pods**.
- V11.43 The necessary Pods, parts and equipment will arrive, at the Starbase nearest the Battle Station or Base Station, during the Material Construction Phase of the Turn in which the Economic Points were allocated. The equipment will be in Cargo Pods for easy shipment to their final destination and are designed for rapid unpacking and assembly. The number of Pods needed is determined by dividing the BPV of the new Modules by 8 and rounding up, then adding the number of new pods. The Cargo Pods must be towed, by a Tug or Tugs, to the Battle Station or Base Station location, as per V11.25 through V11.27. The Turn after all the Cargo Pods arrive, the Battle (or Base) Station may be modified.
- V11.44 A Battle Station may only repair other units during the Turn in which it is modified. A Base Station may not repair other units during the Turn in which it is modified.
- V11.45 The modifications are not effective until the end of the Turn in which the modification is made. If the Station is attacked, use the unchanged Station configuration.
- V11.46 A Base Station or Battle Station cannot be modified in any way that violates any specific requirement of the Base type. See V11.23.
- V11.47 A Battle Station increases the Economic Value of the Province it occupies by two (2) Economic Points. A Base Station increases the Economic Value of the Province it occupies by one (1) Economic Point.
- V11.48 Beginning in Year 175, a Team may construct a Sector Base [R1.47] instead of a Battle Station. A Sector Base requires 28 Pods [V11.24] and has a different BPV cost, but is otherwise treated as a Battle Station, including Incidental Units [V16.00], Economic effects on the Province where it is located, maintenance and operation costs, *etc.* Existing Battle Stations may be upgraded [V11.60] to a Sector Base.

## V11.50 Mobile Base Operations and Modification

- V11.51 Mobile Bases each require the Owning Team to spend 1 EP per Turn on

- maintenance and operation costs for the Base. After Y174, this increases to 2 EP. If this cost is not paid, the Mobile Base is abandoned [V11.80].
- V11.52 After a Mobile Base has been constructed, the Owning Team may change the Base Augmentation Modules [R1.32] and Pods that are part of the Base. The cost of these changes is the difference in Economic BPV between the current and new Modules or Pods, plus 10% (round up). This additional cost represents the cost of removal of the replaced Modules or Pods. See **Annex V-F: Base Augmentation Modules and Pods**.
- V11.53 The necessary Pods, parts and equipment will arrive, at the Starbase nearest the Mobile Base, during the Material Construction Phase of the Turn in which the Economic Points were allocated. The equipment will be in Cargo Pods for easy shipment to their final destination and are designed for rapid unpacking and assembly. The number of Pods needed is determined by dividing the BPV of the new Modules by 8 and rounding up, then adding the number of new Pods. These Pods must be towed, by a Tug or Tugs, to the Mobile Base location, as per V11.25 through V11.27. The Turn after all the Cargo Pods have arrived, the Mobile Base may be modified.
- V11.54 A Mobile Base may not repair other units during the Turn in which it is modified.
- V11.55 The modifications are not effective until the end of the Turn in which the modification is made. If the Mobile Base is attacked, use the unchanged Mobile Base configuration.
- V11.56 A Mobile Base cannot be modified in any way that violates any specific requirement of the Base type. See V11.23.
- V11.57 A Mobile Base has no effect on the Economic Value of the Province it occupies.
- V11.60 Upgrading and Dismantling Bases
- V11.61 A Base Station may be upgraded to a Battle Station, and a Battle Station may be upgraded to a Starbase. Neither may refit or repair other units during the Turn they are upgraded. Mobile Bases may not be upgraded to Base Stations – the Mobile Base would have to be dismantled [V11.68 and V11.69] and replaced.
- V11.62 The cost to upgrade a Base Station to a Battle Station is equal to the difference in Economic BPV, plus 10% (round up). Upgrading does not change the Base Augmentation Modules or Pods (an upgrade could be performed concurrently with modification, however).
- Important Note:** If the new Base type has Augmentation Module and/or Pod requirements (see V11.23) not met by the existing Base, then the modifications necessary to satisfy the new requirements must be made at the

same time as the upgrade. See **Annex V-F: Base Augmentation Modules and Pods.**

- V11.63 The necessary Pods, parts and equipment will arrive, at the Starbase nearest the Base Station, during the Material Construction Phase of the Turn in which the Economic Points were allocated. The number of Pods necessary for the upgrade is equal to the difference in the number of Pods needed to construct the given Base types (e.g. 7 Pods to upgrade a Base Station to a Battle Station). The equipment will be in Cargo Pods for easy shipment to their final destination and are designed for rapid unpacking and assembly. The number of Pods needed is determined by the difference between the Pods needed for a Base Station and a Battle Station, as listed in V11.24. These Pods must be towed, by a Tug or Tugs, to the Base Station location, as per V11.25 through V11.27. The Turn after all the Cargo Pods have arrived, the Base Station may be upgraded.
- V11.64 The upgrade is not effective until the end of the Turn in which the purchase is made. If the Base Station is attacked, use the Base Station configuration prior to the upgrade.
- V11.65 The cost to upgrade a Battle Station to a Starbase is equal to the difference in Economic BPV, plus the cost of the three (3) additional Base Augmentation Modules, plus the cost of the three (3) additional pods, plus 10% (round up). Upgrading does not change the existing Base Augmentation Modules or Pods (an upgrade could be performed concurrently with modification, however).
- V11.66 The necessary Pods, parts and equipment will arrive, at the Starbase nearest the Battle Station, during the Material Construction Phase of the Turn in which the Economic Points were allocated. The equipment will be in Cargo Pods for easy shipment to their final destination and are designed for rapid unpacking and assembly. The number of Pods needed is determined by the difference between the Pods needed for a Battle Station and a Starbase, as listed in V11.24. These pods must be towed, by a Tug or Tugs, to the Battle Station location, as per V11.25 through V11.27. The Turn after all the Cargo Pods have arrived, the Battle Station may be upgraded.
- V11.67 The upgrade is not effective until the end of the Turn in which the purchase is made. If the Battle Station is attacked, use the Battle Station configuration prior to the upgrade.
- V11.68 Any Base constructed by a Team may also be dismantled by the Team. Dismantling requires the services of a Tug or Tugs, to transport the dismantled components to another Starbase owned by the Team.  
**Exception:** The Team's original Starbase may not be dismantled, only destroyed. If destroyed after the Team has constructed another Starbase, then the first Starbase constructed by the Team is treated as the original Starbase (cannot be

dismantled, only destroyed).

- V11.69 Dismantling a Base takes one Turn and any maintenance/operation cost does not need to be paid the Turn the Base is dismantled. If attacked after the start of the Turn, the Base will be completely shut down and no Incidental Units [V16.00] will be present. See V11.29. Once dismantled, it will be packed into the appropriate number of Cargo Pods, as per V11.24. The Pods must be towed to the Starbase [V11.68], a process which may be disrupted per V11.26. When all Pods have been transported, the Team receives 80% (round down) of the Economic BPV of the Base as income. Alternatively, if all Pods were transported intact (or the Team pays to replace any lost Pods, per V11.26), then by spending 10% (round up) of the Economic BPV of the Base, the Pods may be employed to construct a new Base, using V11.20.

**Note:** The Economic Value of the Province the Base occupies is immediately reduced when the decision to dismantle the Base is announced at the start of the Turn.

#### V11.70 FRD Operations

- V11.71 Each FRD requires the Owning Team to spend 2 EP per Turn on maintenance and operation costs for the unit. After Y174, this increases to 4 EP. An FRD may not be mothballed. If this cost is not paid, the FRD is abandoned [V11.84].
- V11.72 If purchased, an FRD is delivered (as an intact, completed unit) to a Starbase of the Owning Team (if the Team has multiple Starbases, the Team-Commander may choose among them). Base Augmentation Modules may be purchased separately (V4.15 does not apply, because the Augmentation Modules are optional), or with the FRD (see **Annex V-F: Base Augmentation Modules and Pods**). If purchased separately from the FRD, each Module is delivered as a single-weight Pod and would have to be towed to the FRD's location if it was not located at the Starbase to which the Module is delivered.
- V11.73 While an FRD can function when placed together with a Starbase, it was designed for use close to the front lines, and is generally more effective in such a location. In order to relocate an FRD, a Team must detail a Size Class 3 (or larger) Tug (see Annex 3A) to tow it. It is towed as an intact unit (*e.g.* it is not broken down into Cargo Pods, as a Base would be).
- V11.74 If an FRD is placed in the same Strategic Hex as a Mobile Base, Base Station, Battle Station, Starbase or Star System; then the Incidental Units for the Base or Star System are used, rather than V16.60. An FRD cannot be placed in a Strategic Hex that is not part of a Province owned by the Team, but may be placed in a Hex with other Bases.
- V11.75 The Base Augmentation Modules may be replaced without interrupting the ability of the FRD to repair or refit other units.



- V11.76 An FRD may not be upgraded (other than changing the Augmentation Modules) or dismantled [V11.60], but may be towed from location to location by an appropriate Tug [R1.10B].
- V11.77 An FRD has no effect on the Economic Value of the Hex it occupies.
- V11.80 Abandoning and Re-Activating Abandoned Bases and FRDs
- V11.81 If a Team cannot pay the maintenance/operation cost for a Base, and does not dismantle [V11.69] the Base, the Base will be abandoned. A Team cannot elect to not pay the maintenance/operation cost for a Base – it must be fiscally unable to do so.
- V11.82 At the beginning of the Strategic Turn in which the cost is not paid, the Base is abandoned. Incidental Units [V16.00] and all personnel are withdrawn, the Base is powered down, and any mothballed [V4.70] units must be left behind. Note that a mothballed unit will not be able to raise its shields [V4.74] if attacked.
- V11.83 If the Base itself is attacked while abandoned, it is treated as a partially-completed Base [V11.29], except that no civilian contractor units are present. It may be destroyed, captured, pressed into service or looted.
- V11.831 A destroyed Base is removed from play and would have to be rebuilt from scratch. It may be “picked over” (similar to V4.976) prior to being destroyed. The attacker gains 4d6 Economic Points per 200 BPV (or part thereof) of the Base.
- V11.832 A captured Base can be dismantled and towed away. Because the capturing Team did not build the Base, it cannot be easily packed up for transport. Instead, a Tug (or Tugs) must transport empty Cargo Pods [R1.34] to the Base's location, equal in “pod weight” capacity to double the number of “pod weights” necessary to build the Base [V11.24]. Each Pod requires one (1) Movement Phase per “pod weight” for portions of the Base to be dismantled and packed in the Pod; and one “pod weight” of materials can be packed, each Movement Phase, per Tug that is present at the site. Packed Pods must be towed to the capturing Team's Starbase. For each Pod successfully transported, the capturing Team receives 40% (round down) of the fraction of the Economic BPV of the Base represented by the Pod.
- V11.833 A Base may be “pressed into service” by the capturing Team, turning it into their own Base. The Base must be located in a Hex owned by the capturing Team. In order to press the Base into service, the new Owners must purchase equipment and supplies equal in value to 10% (round up) of the Economic BPV of the Base. These materials will be delivered, during the

Material Construction Phase of the Turn in which they are purchased, in Cargo Pods to the nearest Starbase belonging to the new owners, and will require “pod weights” equal to 10% (round up) of the “pod weights” necessary to build the Base [V11.24]. These Pods must be towed by a Tug (or Tugs) to the captured Base. Once all the Pods are present, the capturing Team must spend one full Turn converting the Base to their use. If attacked, the Base will be incapable of defensive action and would have to rely on other units with it (see V11.29). If the Base survives to the conclusion of the Turn, it will become a Base of the capturing Team; Incidental Units [V16.00] will arrive the following Turn and the base will function as a Supply Point [V2.21] as soon as the Incidental Units arrive.

- V11.834 The Base may also be “looted” (or “picked over” as described in V4.976) and then left intact. An abandoned Base may not be “booby-trapped” or left behind as a floating bomb. Any attempt to do so results in an automatically destroyed Base. A Base may only be “looted” once; and further attempts to do so result in no gain. Any BPV obtained from the Base when it is “looted” is added to the cost to reactivate the Base [V11.88].
- V11.84 If a Team cannot pay the maintenance/operation cost for an FRD, the FRD will be abandoned. A Team cannot elect to not pay the maintenance/operation cost for an FRD – it must be fiscally unable to do so.
- V11.85 At the beginning of the Strategic Turn in which the cost is not paid, the FRD is abandoned. Incidental Units [V16.00] and all personnel are withdrawn and the FRD is powered down.
- V11.86 An abandoned FRD may be captured and towed away by the capturing Team. The capturing Team may press the FRD into service, after towing it to a Starbase, by paying 10% (round up) of the Economic BPV of the Base. The process takes one Turn. Once pressed into service, the FRD becomes a unit of the capturing Team.
- V11.87 Note that if an abandoned Base or FRD is located in a place, like a Star System, with its own defensive and Incidental Units [V16.00], then those units may still act to defend the Base or FRD. Typically, this can only be the case for Mobile Bases and FRDs.
- V11.88 Any Base or FRD abandoned under V11.80, and not captured or destroyed, may be returned to service by its original owners. The process takes one Turn and requires twice the maintenance/operation BPV cost normally associated with the Base or FRD. There will be the usual one Turn delay between activation of the Base or FRD and arrival of Incidental Units [V16.00], if applicable. The Team must resume paying the maintenance/operation BPV for the Base or FRD as soon as it

becomes active, but Bases do not become a Supply Point [V2.21] until the Turn that the Incidental Units arrive.

**Note:** If the Base provides an Economic benefit to the Province it occupies, then the benefit is not effective until the Turn that the Incidental Units arrive.

V11.89 While the Orion Pirates do not have Bases (or FRDs) on the Strategic Map [V19.02], they may nevertheless be Bribeed [V19.20] or otherwise hired to capture (and possibly subsequently transport), or destroy, an abandoned Base or FRD. While it is technically possible to hire the Orion Pirates to guard an abandoned Base, it would be unlikely that a Team unable to afford to pay the maintenance/operation cost of the Base could somehow find the funds necessary to hire the Orion Pirates as guards (nor are the Pirates particularly noted for acts of charity). If the Orion Pirates are hired to capture or destroy (or guard) an abandoned Base, they are free to “loot” it before destroying the Base or prior to turning it over to the Team that hired them (or while “guarding” it), if it had not yet been “looted”. A Base may only be “looted” once; further attempts to do so result in no gain. If it isn't destroyed, the BPV obtained from the Base when it is “looted” is added to the cost to reactivate the Base [V11.88].

### **End of Section 11: Bases**