Septikon: Frequently Asked Questions

Questions about clones

1) Can two clones stand on the same module?

No

2) How many clones can I turn into gunners? Can I have more than 2 gunners?

Yes. You can have any amount of gunners, but not more than 10 (this is the limit how many clones you can have).

3) Can a clone or gunner destroy the enemies' flying biodrone rocket with the drill or vibrocannon? Can they destroy the satellite?

No. You can destroy the biodrone with your arsenal weapon only after the biodrone lands. In space biodrones are protected by the landing capsule. Rockets and satellites cannot be de destroyed by a drill or vibrocannon at all.

4) If I have 6 on the die and my clone is standing on the laser, can I move it three modules to the right and then back to the laser?

No, your clones cannot turn around, you can only choose the direction and move your clone according to the die roll. If the clone comes to a fork, you can choose the direction but can't move it backwards.

5) If I have 5 on my die but I don't want to move my clone five squares, can I move my clone fewer squares? Can I choose not to move my clone at all?

No and no to both questions. You can move your clones, rockets, biodrones etc. only according to the die roll. You cannot move your clones if there is at least one clone that can be moved in according with die result.

Exeption for Space Heroes Add-onn. When hero biodrone Machete lands on the enemies' mining station, your opponent cannot move his clones for the duration of his next turn, according to the Machetes' ability "Fear factor".

6) If I have 5 on my die but I have no clones that can make 5 moves, should I reroll the die? How can I move my biodrones in this case?

If there is no clone that can make 5 moves, clones do not move, and the die is not rerolled. Rockets and biodrones still can move according to the die roll.

Questions about warehouses and production

7) If I have 5 clones and 5 oxygen resources and then I've spent one oxygen or it was destroyed, should I also take one of my clones out of the game?

No. When the amount of oxygen in the warehouse must be reduced, the amount of clones should not be changed.

8) If the oxygen warehouse is damaged in such way that your 4 resources are blocked and 2 are available, can I unfreeze the forth clone if I'll make one more oxygen?

Yes. When you produce a new oxygen resource, the whole amount of oxygen should be compared with the amount of clones. In this case, we see that the player has 4+2+1 = 7 resources of oxygen. 7 is higher than 4, so the player can unfreeze a new clone.

9) If the oxygen warehouse is damaged in such way that 4 resources are blocked and 2 are available, can I use the "air filter" that consume 2 oxygen to produce 3? Or in this case when I spend two resources of oxygen, does the warehouse become blocked because there are no resources on the other side of the damaged module?

Yes you can. 2 resources of oxygen will be consumed and 3 resources of oxygen will be produced.

10) The Air Filter consume two resources of oxygen and produces 3, may I in this case unfreeze 3 clones if I have too little clones?

Yes. Air filters consume 2 resources of oxygen and 3 resources of oxygen are produced and placed into the warehouse one after another. Each time you place a new oxygen resource into the warehouse you should compare the number of oxygen in the warehouse with the amount of your clones. Each time, if the amount of clones is lower than the amount of oxygen and you have a free lock, you may unfreeze a new clone.

11) I already have 10 cubes of oxygen and 8 clones. Will I get a new clone by using the air filter?

As the oxygen warehouse is fully loaded, the air filter that produces oxygen will not be activated. Because no oxygen is produced and a new clone may not be unfrozen. To be able to unfreeze a new clone you must first spend some oxygen, so you will have space in your warehouse to produce more.

12) May the clone get into the oxygen warehouse and destroy some resources?

No. Clones can't get into any warehouse and can't destroy any resources.

13) Is there a way to destroy my own clone, so I can produce a new one in better location?

There is no way to destroy your own clones in the game. But you can try to place your unnecessary clones under your opponents' attack.

14) If I have 6 oxygen and 7 clones, but two of them are spies for my opponent, will I get a new clone if I produce a new oxygen resource?

No. Spies on your station are breathing the same air as your clones. Try to kill them or use counterespionage.

15) If my clone has stolen an oxygen resource, will I get a new clone? May I choose not to get it if I want?

Yes, and you must unfreeze a new clone.

For R&D Add-onn. You also can place new an oxygen resource on the Emergency Warehouse R&D card or it can be placed in your allies' warehouse.

16) If my spy produces oxygen in my opponents' warehouse, may I unfreeze a new spy on a free lock?

No. If your spy produces a resource for your opponent (and the amount of his clones is lower than the amount of oxygen) you will unfreeze a new clone for your opponent on any free lock that he chooses.

17) I've produced 3 resources of energy, should I place it in a single warehouse or I can divide it between two warehouses?

Each produced resource may be placed in any available warehouse.

18) My opponent damaged the outermost module of my oxygen warehouse and destroyed an oxygen resource as well. After I've repaired this module, where should I place a newly produced oxygen resource?

The warehouse should be filled starting from the outermost modules, and on toward the center ones. New oxygen should be placed in the module that you have just repaired.

19) I have 9 oxygen resources and 9 resources of biomass. If I activate the double chemical reactor, what will it cause?

Double chemical reactor consumes 2 biomass resources and produce 2 oxygen resources. Because the oxygen warehouse is almost full, you will produce only 1 oxygen resource, even though the reactor consumes 2 biomass. Your oxygen warehouse would be fully loaded, with 10 resources, and the biomass warehouse will have 7 resources.

Questions about gunners and station modules

20) If I shoot from the laser with 3 gunners, how much energy should I spend?

3 resources. It is the same number as the number of shots.

21) If my clone activates the laser module and I have 5 gunners but only 4 energy resources. What can I do?

There is no need to fully use the battle module. You can shot from 1, 2, 3 or 4 gunners. And you can choose not to shoot at all.

22) If I have 3 gunners, can I shoot three times from a single laser with one gunner to deal more devastating damage to the opponents' mining station?

No. Each gunner can make only one action per turn.

23) Are the repair modules in the battle zone battle modules? Must I use one if it is activated? And what about the repair module that is located in the production zone?

A Battle module is a one that doesn't produce any resources. Because repair modules do not produce any resources, their usage is not mandatory.

24) What battle modules do not need any gunners?

Gunners are used to indicate what modules are targeted by an action. So, you don't need any gunners for the repair modules, because damage in any module can be repaired by using it. You don't need any gunners for counterespionage, because any spy can be turned back into your clone, regardless of its location. Locks and armory modules also doesn't need any gunners.

25) If there are two satellites in front of my gunner and my clone activates the takeover module. Can I takeover both satellites or which one?

You can takeover either of them. But you can't takeover both because a gunner can make only one action per turn.

26) Can I use the takeover technologies even if an energy shield is in the way? Can I also takeover the enemies' energy shields, rockets, or biodrones?

A shield will protect a satellite from a laser but not from a takeover. Takeover only deals with satellites, so shields, rockets and biodrones are not affected by it.

27) If my spy is on the armory module, does it means that opponents' biodrones will be equipped with that weapon?

Yes. Your spy activates the opponents' module in the same way as your opponents' clone.

28) If my spy moves out of the explosives armory module, does he deal damage to it? And when he moves out of the drill module will he have a chance to kill somebody?

Yes, the spy will still deal damage to the armory because he had the explosives as he was leaving the module. But, no, he would no longer have a drill after he leaves the drill module.

29) If I activate Nuclear Armory, but I don't have any rockets in the warehouse or the warehouse is blocked, will I get a nuclear warhead?

No you won't if you have no rockets or the whole warehouse is blocked, as you must have an available rocket for the warhead.

But if you have at least one available rocket and your warehouse is only damaged but not blocked, you can place the warhead even on the blocked rocket.

30) If I activate the double repair but I have just one damage, will I be able to repair it? How many resources will it consume?

Yes, one damage can be repaired, but the Double repair will still consume two resources. The result will be similar if you activate a module that can produce two resources while you only have one free place in the warehouse for it.

Questions about biodrones and spies

31) If the clone moves to a laser module, which is next to the square where enemies' biodrone with drill is standing on. Will the clone have a chance to activate laser for a shot or he will be dead a bit earlier?

The laser module will be activated. All hand gun is activating at the end of the turn (active player turn). In addition to this if the biodrone will lose the drill until the end of the active turn, the clone won't be even killed.

32) If the clones can't get into warehouses, how could I get rid of the opponents' biodrones in warehouses?

Drill and Vibrocannon can shoot through the walls. In addition to this, you have a Sensor Cabin.

33) My clone has a drill and I come close to the opponents' biodrone. Can I choose not to kill him at the end of the turn?

No. If you want to keep enemies' biodrone safe to earn valuable resources with a Sensor Cabin, just keep you armed clones away from biodrones.

34) What should we do if a biodrone lands on a module where a clone is already located? Or a spy?

Clone should be killed, biodrone also. If the clone was your spy and you had no chance to get out of there, it's a bad day for your spy.

35) My biodrone is in the opponents' warehouse. Will he crush all resources on his way or just the resource he stops on at the end of his turn?

You'll destroy only the resource on which the biodrone is standing at the end of the move.

36) If a Biodrone blocked a warehouse and all its' resources are unavailable, can my spy steal resources from this warehouse?

No. If resources are unavailable, they are unavailable for all.

37) Can my biodrone kill the enemies' biodrone, satellite or rocket with the drill if he flies close enough to it?

No. All hand weapons are unavailable until the landing.

38) If my spy and biodrone are armed with weapons, and one stops within range of the other's weapon, will he die?

Yes that unit must die. If both of them are able to strike each other, the spy will be killed as the biodrone shoots faster.

39) Can my biodrone or spy use my opponents locks to freeze in one location and unfreeze in another?

If you'll freeze your biodrone in one lock you won't be able to unfreeze it at another. On the other hand, your spies can use opponents' locks.

40) What does the "?" sign means at the corner of the Sensor Cabin?

It means that this module can produce any resource of the players' choice.

Questions about satellites, rockets, energy shields

41) If there is a situation where there are not enough free tokens for satellites, rockets or energy shields, what should I do in this case?

You can buy another copy of the game =) If both players are willing to win the game, there shouldn't be such a situation. In an extreme case, you may add some additional tokens.

42) My opponent has 1 on the die and he places a satellite. Can this satellite kill my biodrones inside his station? Could I kill his clones if I takeover his satellite?

Satellite can't shoot through the walls, but can kill biodrones and gunners on the stations' surface.

43) Is there a way for me to destroy or replace my satellite or energy shield if I have no need of it?

No. There is no standard procedure to destroy your own objects.

44) If my opponent shoots from a laser to an energy shield while the energy warehouse is blocked, will the energy be spent or must the shield be destroyed?

Energy shield will be destroyed. Energy won't be spent.

45) If I make a warhead, on which rocket should I place it?

On any of them. But you should know that the rockets should be launched according to the order they are stored in the warehouse. Nevertheless, sometimes it is wise not to place a nuke on the module in front of your opponents' gunner.

46) If a nuke lands at the highest line of the station right on top of an opponents' gunner, will he be destroyed?

Yes. The place where he stands will get a damage, but as it is in open space you shouldn't place a damage token, just kill the gunner.

47) If a nuke gets destroyed by a laser while it is still standing on the warehouse, will the player get 5 damage?

No, the nuke doesn't detonate in this case.

48) What will happen if I place my energy shield or satellite in a space where my opponent has already placed a unit?

You can't place satellite and energy shields in a space occupied by another object.

Nevertheless rockets and biodrones may stand on the same spot.

49) Can a satellite be destroyed by a rocket? Can the rocket pass through it? Can I destroy my satellite with my own rocket?

A rocket or biodrones' landing capsule can destroy a satellite if it ends its movement in the same space. Otherwise, it just passes through it and moves on, but it can be destroyed by satellite at the end of the turn. Your own objects (satellites, energy shields) can't be damaged by your rockets and landing capsules. In this case two units may stand on the same spot.

50) Can I let the opponents' rocket or laser shot go through my energy shield if I don't want to waste energy?

No. Energy shields can't be controlled, they just defend you from opponents' attack and can't be tuned off after launching.

Questions about winning and losing conditions

51) I can't fulfill the winning conditions. Is there a simple way to win?

If you are playing for the first time or the winning conditions seems too hard for you, you can play the game until one player gets 15 or more damaged modules. The player that gets such damage loses and his opponent becomes a winner. You can also play an even faster battle until 10 modules are damaged.

Experienced players should not use this rule as they could win with even less damages. But this rule may be also useful for four player Septikon.

52) If my opponent has no gunners and two outermost locks are damaged or blocked by biodrones, does it mean that he has lost the game?

As long as he still could kill the biodrones or repair the locks, he is in the game as his clones could be able to become gunners.

53) If my opponent has no gunners and two outermost locks are damaged or blocked by biodrones, and in addition to this, he has no resources, does it mean that he has lost the game?

If you have biodrones on the opponents' station and he still can use the Sensor cabin to get resources to repair locks, he is still in the game.

54) If my opponent has no gunners, and two outermost locks are damaged or blocked by biodrones. In addition to this, he has no resources. There is only one of my biodrones on his station and he needs to repair three damaged modules to repair the lock, does it mean that he has lost the game?

Your opponent still can produce uranium with the Sensor cabin and turn it into three energy resources to repair the lock. In addition to this, he can still have biomass and Thermal generator. Just kill this annoying clone before he can do something =)

55) If my opponent has no gunners, and two outermost locks are damaged or blocked by biodrones. In addition to this, he has no resources. There is only one of my biodrones on his station. His biomass warehouse is blocked and the Sensor Cabin is damaged, does it mean that he has lost the game?

Yes, now you are the winner.

56) All opponents' warehouses are blocked but one of his biodrones is inside my warehouse. He has no gun but I can't kill him. Am I the winner?

If this biodrone can't be equipped with weapon – yes. If he can be equipped with a weapon he is still dangerous as he can kill all your clones.

57) All opponents' warehouses are blocked but one of his rockets is moving towards my mining station. My opponent says that until it lands the game is not lost, is he right?

Technically he is. The rocket still can make devastating damage but it would be better for him to surrender in such case, if his rockets' damage can't bring him a draw.

58) My opponent can't deal any damage to me, but he took over my satellite and says that he can still destroy my rockets, gunners etc. Do I need to destroy the satellite or am I already the winner?

The satellite does not deal damage directly and can't keep you from dealing damage. You are the winner.

59) All opponents' warehouses are blocked and my spy destroyed the opponents' explosive module. Nevertheless, he has sent three biodrones armed with drill and vibrocannon to my station. I still have one clone but can't destroy all biodrones, is it a draw?

If you have one clone and your opponent can't deal any damage to your station you are the winner. However, if opponents' biodrones have blocked any opportunity for you to deal any damage to your opponent it is a draw.

60) If we both have all warehouses blocked but we each still have one rocket in flight, will the player whose rocket will lands first lose in this situation?

Yes. However, we find it hard to believe that such situation could happen in a real game.

61) If the opponents' gunners can't get back inside the station, and all his other clones on the station are my spies, am I the winner?

If you can deal him damage – yes. If you can't – it is a draw.

62) How often does the game ends in a draw?

One time in fifteen-twenty games, on average.

63) Is it sufficient for victory to block metal warehouse and damage the repair module that consumes energy? What about blocking both energy warehouses? What if I block the path for my opponent's clones to get to the production zone?

It is not sufficient for the win, but it might be enough to cause your opponent to surrender.

64) What if I think that I'm already the winner, but my opponent disagrees? He says that he can still damage my station, but won't tell me how, claiming if he revealed his secret I will immediately block his opportunity. What should I do in such situation?

Such situation may arise if one player doesn't know the game rules well enough. If I were you, I would suggest that you surrender upon the condition that he shows you the method of dealing damage that

you couldn't see. If your opponent is right – you'll add some interesting methods to your inventory. If your opponent's method is incorrect they will know it for future games.

If your opponent declines to tell the method even after this offer, if I were you, I'd prefer not to play with him anymore =)