autonomous uranium mining station
SEPTIKON
REFERENCE SHEET

SEPTIKON
URANIUM WARS

MOVING CLONES

- Clones may pass through squares occupied by other Clones, but they can't end their movement on a square that is already occupied.
- A Clone can't be moved fewer steps than prescribed by the Random Number Generator.
- Clones can't move through damaged modules or opponent's BioDrones. However, they can move through spies. Spies may move through Clones.
- A Clone that is located at a Lock at the start of the turn, can move to any other Lock (as if it's a neighboring square) and then continue its movement from that location.

MODULE ACTIVATION

- Production and Battle modules can't be activated if the consumable resource is missing or blocked.
- Production modules are not activated if the output resource warehouse is full or blocked.
- An Armory module is active while it's occupied by a Clone or a Spy.
- Repair and Counterespionage are the only Battle modules that do not require Gunners.
- All other Battle modules require Gunners. These modules can

be activated as many times as there are Gunners (once for each Gunner). Each activation consumes the stated amount of resources.

- The Sensor Cabin is activated only when at least one enemy BioDrone is present in your station's modules or warehouse cells. When the Sensor Cabin is activated, one such BioDrone is destroyed and a selected warehouse receives a unit of appropriate resource.

TURN STRUCTURE

1. Launch the Random Number Generator. *Mandatory*.
2. Move one of your Clones or Spies. *Mandatory*.
3. Activate the module where the Clone or Spy has finished his move (Production is *mandatory*, Battle is *optional*).
4. Move any BioDrones located on the opponent's station. *Optional*.
5. Move all your launched Rockets and BioDrone Landing Capsules the appropriate number of squares. *Mandatory*.
6. Check your own and enemy firing zones (Satellites, armed Clones and BioDrones). Remove any destroyed units. *Mandatory*.
7. Check whether victory conditions are fulfilled. *Mandatory*.
8. Let the opponent have his turn. *Mandatory*.

BIODRONE MOVEMENTS

- Each BioDrone located in the opponent's station may (but does not have to) move during its turn the number of squares shown on the Random Number Generator, in addition to the movement of a Clone on your station.
- BioDrones can't move through the opponent's Clones (including your spies) and the opponent's Clones can't move through your BioDrones.
- A BioDrone who have disembarked in opponent's warehouse may move through the cells in this warehouse. If it stops in a cell with resource, the resource is destroyed. If it leaves the warehouse, it can't return there or make its way into another warehouse.
- BioDrones can't move through damaged modules, but can disembark on them. In this case the BioDrone cube is placed on the Damage token and can remain there for any number of turns.
- BioDrones armed with Explosives may (but do not have to) leave a Damage token in the module (or warehouse cell) where they begin their movement.
- BioDrones can't use the enemy's Locks for instantaneous movement around his station.

ROCKETS AND LANDING CAPSULES

Launch Shaft and Landing Capsule are the modules intended for sending Rockets and BioDrones to your opponent's base.
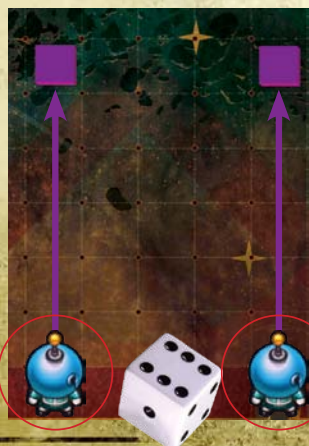
- When a Clone finishes its move on Launch Shaft or Landing Capsule, remove the appropriate Rocket or BioDrone cube from the warehouse and place it away from the Gunner a distance equivalent to the number shown on the Random Number Generator at the start of this turn (in squares).
- During each your subsequent turn, any Rockets and BioDrones flying at your opponent will continue to move a number of squares determined by the throw of the die.
- If a Rocket or BioDrone ends its movement in the enemy's Satellite attack zone, they are destroyed. Flying Rockets and Capsules with BioDrones can't be stopped by a Drill or VibroCannon.

- If a Rocket or BioDrone moves through a square that contains an enemy Energy Shield, it is destroyed (the opponent has to spend a unit of Energy to recharge the Energy Shield; otherwise the Energy Shield is permanently destroyed).
- Movement ends when a Rocket (8–3 levels) or BioDrone (9–4 levels) lands on the opponent's station. The Rocket causes damage; the BioDrone leaves its Capsule and begins its attack.
- A Rocket with a Nuclear Warhead destroys 5 squares at once. One damage token is placed on the module where the Rocket landed and a token is placed on each of the four adjacent squares. Nuclear Warheads that have been stopped do not detonate.

FIRE ZONES

- If two opposing pieces (Satellites, Clones or BioDrones) are located within striking distance of each other, the player whose turn it is wins the skirmish.
- If your spy finds himself next to your armed BioDrone, then the BioDrone destroys him and vice versa — an armed spy will destroy your BioDrone. If both units are armed only the spy is destroyed.
- A Satellite destroys any enemy tokens located outside of his station, including Gunners. It does not Damage the station and can't destroy Clones inside it.

SATELLITE

DRILL

VIBROCANNON

WAREHOUSE OPERATION

- If you put an extra unit of Oxygen into your warehouse and its total volume is greater than the number of Clones, you can place a new Clone in any unoccupied Lock.
- If an Enemy BioDrone lands inside the player's warehouse, it blocks the warehouse operations in the same way as damage.

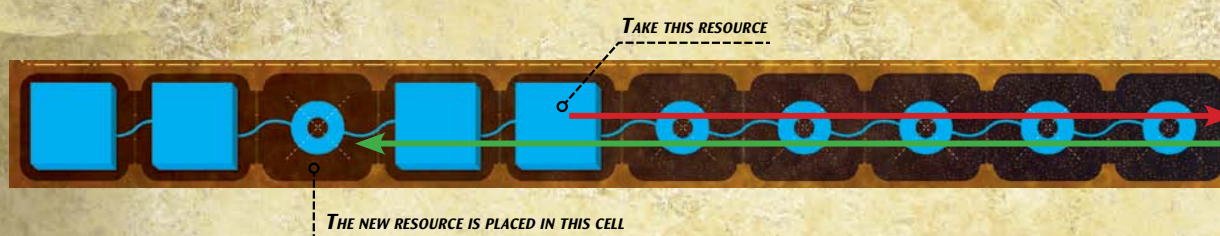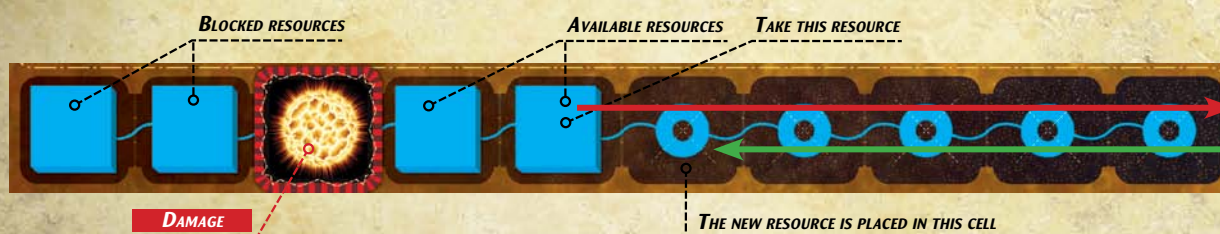**URANIUM** **ENERGY** **METAL** **OXYGEN** **BIOMASS** **ROCKETS** **BIODRONES**

WAREHOUSE IS OPERATIONAL

TAKE THIS RESOURCE

THE NEW RESOURCE IS PLACED IN THIS CELL

WAREHOUSE IS PARTIALLY BLOCKED

BLOCKED RESOURCES *AVAILABLE RESOURCES* *TAKE THIS RESOURCE*

DAMAGE

THE NEW RESOURCE IS PLACED IN THIS CELL

WAREHOUSE IS FULLY BLOCKED

BLOCKED RESOURCES *THE ENTRANCE IS BLOCKED*

DAMAGE

VICTORY

A PLAYER WINS IF HIS OPPONENT CAN'T DEAL ANY DAMAGE TO HIS STATION, REGARDLESS OF HOW MANY MOVES THE OPPONENT MAKES.

SEVERAL STRATEGY HINTS

1. **Burning.** Bring out two Gunners close to the center. Cut off the enemy from his resource supply by damaging his warehouses with dual shots. Use Lasers, Rockets, and Thermite Mines. Don't forget to produce Energy.

2. **Suppression.** Move Gunners on the surface and shoot at the enemy battle zone, isolating or destroying Clones within that zone. Limit the enemy's ability to use battle and repair chambers. Use Lasers, Rockets, and Espionage.

3. **Landing.** Bring out 3 to 5 Gunners and launch all available BioDrones. Use the Armory to the maximum and destroy all enemy Clones. Watch out for attacks from opposite the shaft and try to incapacitate the Sensor Cabin chamber.

4. **Exhaustion.** Use Lasers and one Gunner to cut off the opponent's Oxygen and Metal supply as quickly as possible. This leaves your enemy with a minimum number of Clones and only one active Repair chamber. Create more Clones and attack and repair twice as fast.

5. **Massacre.** Begin by producing Oxygen and Clones. Bring out Gunners. Block the enemy's Metal warehouse with a Thermite Mine at the first available opportunity. Produce Nuclear Warheads and launch them while your opponent is unable to produce Satellites. Complete the destruction of the enemy station using any convenient method.