

AUTONOMOUS URANIUM MINING STATION

SEPTIKON

URANIUM WARS



CHOOSE YOUR FUTURE

ENGAGE IN PRESTIGIOUS WORK • ENJOY DEEP-SPACE ADVENTURE • GET RICH QUICKLY

autonomous uranium mining station **SEPTIKON** USER MANUAL



CONGRATULATIONS ON BUYING 'SEPTIKON', THE PERFECT INDUSTRIAL SPACE STATION FOR MINING AND PROCESSING URANIUM. THE KLONDIKE INDUSTRIES COMPANY HAS EQUIPPED IT WITH CUTTING EDGE OFFENSIVE AND DEFENSIVE SYSTEMS, WHICH MAKES IT A POWERFUL SPACE FORTRESS. AND NOT WITHOUT PURPOSE — YOUR COMPETITORS WILL WATCH EVERY STEP YOU MAKE! PROTECT YOUR URANIUM DEPOSITS AND DESTROY THE ENEMY STATION AS QUICKLY AS POSSIBLE. ONLY THEN WILL NO ONE DARE COVET YOUR RICH, RADIOACTIVE DEPOSITS.

SETTING UP

Klondike Industries cares about its clients. At the start of your endeavors, all Septikon warehouses are filled to 50% capacity with relevant resources, which means that from the start station owners lack nothing.

Therefore, when the game begins, players receives 5 units each of Oxygen, BioMass, Rockets, BioDrones, Metal, Uranium and 10 units of Energy. These are distributed 5 units to a warehouse and should be placed to inner cells, beginning with those located furthest from the warehouse entrance.

Each owner of a Septikon also receives 5 Clones, which can be placed in any of his modules (inner squares of his station). At the start of the game, Clones can't be placed on the surface. They can also never be located in the warehouses.

The player who can name the largest number of constellations takes the first turn.

CONTENTS

- Game board
- 160 wooden resource cubes in 7 colors
- 62 plastic miniatures
 - 24 clones
 - 10 biodrones
 - 8 satellites
 - 8 shields
 - 8 rockets
 - 4 nuclear rockets
- 2 dice
- These rules

TURN STRUCTURE

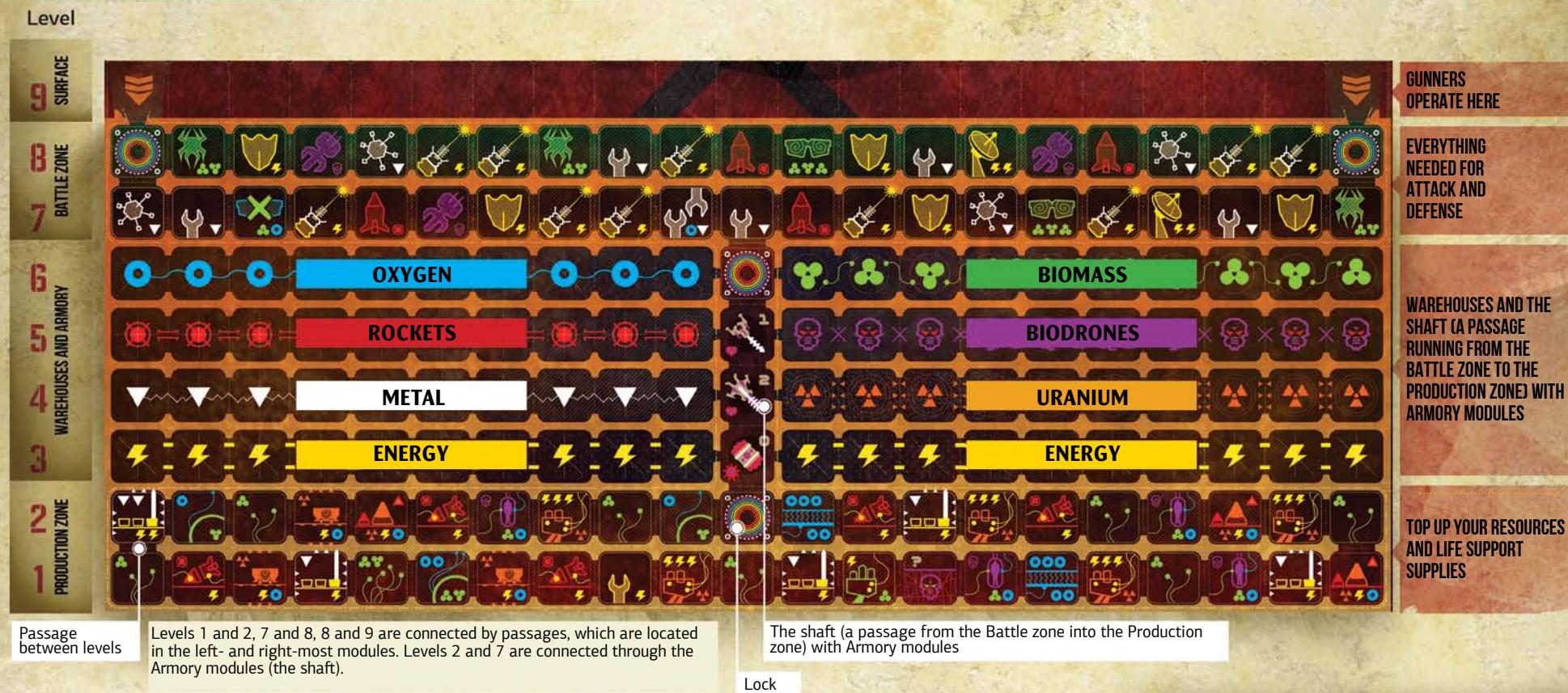
1. Launch the Random Number Generator (throw a die). *Mandatory*.
2. Move one Clone or Spy the corresponding number of squares on board. *Mandatory*.
3. Activate the module in which the Clone or Spy has finished his move. Activation of production modules is *mandatory*, activation of battle modules is *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 (i.e. the opponent can't deal any Damage, regardless of how many moves he makes). *Mandatory*.
8. Let the opponent have his turn. *Mandatory*.



STATION LAYOUT

THE SEPTIKON SPACE STATION IS LOCATED ON A URANIUM-RICH ASTEROID OF UR-CLASS. THE STATION HAS 8 UNDERGROUND LEVELS AND EACH LEVEL CONSISTS OF 21 MODULES (SQUARES ON THE BOARD). LEVELS ARE CONNECTED BY ONE OR TWO PASSAGES.

STUDY THE SEPTIKON MAP CAREFULLY



STATION CONTROL

Since the station is designed to be fully functional under nuclear bombardment, all systems are operated manually. This makes the station almost completely impenetrable to hacker attacks and keeps repair costs down, but means you will need one crew member to activate a module.

The station crew is included in the standard supply and comprises obedient and loyal Clones, which are used to working in space. At any time during your turn, you will check your Random Number Generator (aka throw a six-sided die) and must then activate one of your Clones, moving him that number of squares in any



available direction (you can't turn him around and walk in the direction from which he came). The module on which the Clone finishes his move will now be activated.

Activation of Battle modules is optional; Production modules must be activated (i.e. resources are spent or created); Armory modules must be activated, arming each Clone and BioDrone with appropriate weaponry (see Appendix 3);

Squares on the asteroid surface are not modules of the station. Clones can move through them without activating anything, thus playing the role of a Gunner (see 'Battle Actions').

The crew can't enter warehouses. Moreover, Clones can't pass through destroyed modules or squares occupied by enemy BioDrones.

If, at the start of the player's turn, a Clone is located in any other free Lock, the player can freeze him and instantly defrost a new Clone in any other free.

IMPORTANT

- Clones may pass through squares occupied by other Clones, but they can't end their turn on a square that is already occupied.
- A Clone can't be moved fewer steps than the number shown on the Random Number Generator.
- A player isn't allowed to skip his turn if any of his Clones are able to make a legal move. Rockets and BioDrones capsules continue to move in any situation.

Lock module by spending one unit of movement. This gives increased flexibility in terms of access to the most remote squares and has a similar effect to teleportation.

After the player has completed all actions, it is the opponent's turn to launch the Random Number Generator.





CARING FOR YOUR CREW

There is an almost endless supply of Clones at the Septikon, all of which are held in suspended animation. If you put an extra unit of Oxygen into your warehouse and its total volume on all squares of your warehouse is greater than the number of Clones, you can instantly defrost a new Clone in any unoccupied Lock module. If all Locks are occupied and/or destroyed, the number of crew members can't be increased. The game begins with only five resources in the Oxygen warehouse, which is exactly the number of Clones available before you begin a battle. Try to place them in the most optimal

configuration in accordance with the style and strategy of your future campaign. However, you must remember that Clones can only be placed in certain modules (they can't be placed on the asteroid surface or in the warehouses).

One question we often hear from players is: Will any of the Clones die, if there is less Oxygen than crew? Don't worry — that won't happen. However, you can only obtain new Clones if you have more Oxygen than crew.

Try to distribute your Clones evenly, to ensure they are close to all important modules.

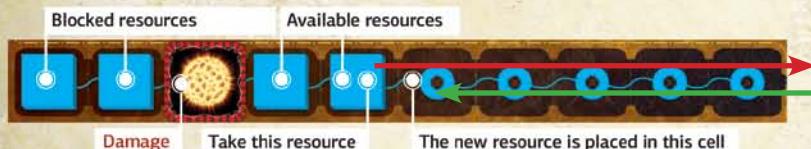
RESOURCES AND WAREHOUSES

Usable resources on Septikon are Uranium, Energy, Metal, Oxygen, BioMass, Rockets and BioDrones. Each resource type requires a special warehouse. Resources are stored in special squares — warehouse cells. Loading and unloading happens automatically.

The warehouse looks like a long pipeline drilled through the asteroid. It's used for loading and unloading resources. This pipeline is divided into 10 cells and can hold up to 10 resource units. Resource units are used starting from the cell located closest to the entrance. The warehouse is refilled starting from the furthest empty cell from the entrance.



Klondike Industries cares about its clients and makes hermetically sealed containers for resources, which means that even damaged warehouses can be used.



If there are no cells containing resources between a damaged cell and the entrance to the warehouse, the warehouse is de-pressurized. To prevent death among personnel, the safety system seals the entrance to the warehouse within a fraction of a second. All warehouses are equipped with this system. They will remain sealed and their operation blocked until the cause of de-pressurization is removed.



Remember, warehouse de-pressurization will cause its doors to be sealed and you won't be able to spend or produce resources. Take care of your warehouses and repair any damage as soon as possible.

As well as de-pressurization, the warehouse will be blocked if it's invaded by the opponent's BioDrone landing party. If an opponent's BioDrone enters a warehouse cell, the safety system reacts exactly as it does when a cell is damaged.

	URANIUM
	ENERGY
	METAL
	OXYGEN
	BIO MASS
	ROCKETS
	BIODRONES

PRODUCTION, PROCESSING AND PROVISION

The Septikon's Production modules are located on the two lowest levels of the station, i.e. in the most protected areas. If the Clone ends its movement in one of these squares, the module must be activated. The symbol in the lower right corner of the module represents the resource consumed by the module and the symbol in the upper left corner represents the resource produced.

The warehouse control system tracks the production efficiency at Septikon. If there is not enough of the required consumable resource available or the warehouse for the intended resource production is completely filled or blocked, the module will not be activated. In all other situations, the module is activated and the relevant resources are consumed and produced.

The full list of production modules is shown in Appendix 1.



BATTLE ACTIONS

Septikon's Battle modules are located on the two upper levels of the station. Unlike the Production modules, these only consume resources. Activation of a Battle module will lead to damage being dealt to the opponent or assist in defending the station. The second most important difference between these two zones is the fool-proof protection function that allows you to choose whether or not to activate a module in which a Clone finishes his move.

The majority of Battle modules require preliminary target aiming. You will need to use Gunners to do this. Gunners are Clones who have made their way to the surface of the asteroid (the 9th Level).

These Battle modules are special because they can be activated as many times as there are Gunners (once for each Gunner). Each activation requires a certain number of resources and deals damage to a corresponding number of targets or produce a corresponding number of objects for defense or attack (e.g. Satellites and Shields). Moreover, these effects transpire directly in the Gunners' line of sight, so that careful placement and movement (when necessary) is advisable. Some Battle modules do not require the presence of Gunners ('Counter-Espionage', 'Repairs').





It's important to note that the Random Number Generator, apart from determining the distance a Clone should move, also represents the distance travelled by all Rockets, Landing Capsules and BioDrones, the distance from Station surface at which Satellites and Energy Shields are installed, and the depth of Thermite Mine explosions. The die is only thrown once per turn to both make the move and determine these parameters. It's up to you to decide in which order the units will move. The full list of battle modules is shown in Appendix 2.

VICTORY

In a battle situation, the party that loses the ability to efficiently resist must immediately surrender. It's better to lose your position and Uranium than the station, your life and the ability to pay off to us your debts. **A player wins the game if the opponent can't deal any damage to the player's station, regardless of how many moves he makes.** If neither player can deal damage the game is considered a draw.

POSSIBLE OUTCOMES

The analytical department of Klondike Industries researched many possible situations in which two Septikon stations battle each other and put together a list of the most probable victory outcomes:

1. The opponent loses all of his Clones and can't make a move.
2. The opponent loses access to all resources and has no ammo left.
3. The opponent loses access to the battle zone and can't restore it.
4. The opponent loses access to the production zone, can't restore it and all of his resources are exhausted.
5. The opponent loses all of his Gunners and can't produce new ones.

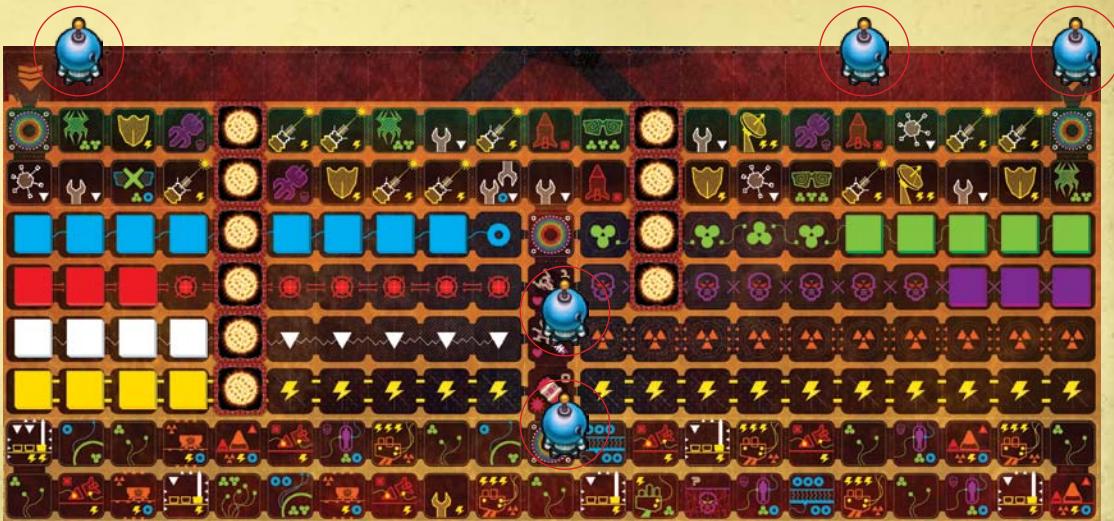
More complex situations are simply composites of these five scenarios. For example, some warehouses may become inaccessible because of damage taken, while others are empty, and the opponent's Clones can't make their way to the required squares.

ADDITIONAL VICTORY RULES

If you are playing Septicon for the first time, it may seem hard to meet the winning conditions. In this case you can play until the station of any player takes 15 or more damage. The owner of the station that suffered that amount of damage loses the game, his opponent obviously wins.

VICTORY EXAMPLE

All of a player's warehouses are blocked, except for the Oxygen and Uranium warehouses and one Energy warehouse. The Uranium and Energy warehouses are empty and the player can't produce any Energy since he needs Uranium ('Nuclear Reactor' module) or BioMass ('Thermal Generator' module) for its production and these squares are inaccessible because the warehouse is sealed. To produce Uranium, the player needs Oxygen and Energy. He has Oxygen, but no Energy and he can't produce any. Therefore, his resources are exhausted, he can't use the Battle modules or attack his opponent and he can't change the situation, regardless of how he moves his Clones.



**KLONDIKE INDUSTRIES WOULD LIKE TO WISH YOU SUCCESS AND GOOD LUCK AND HOPES
YOU HAVE MANY VICTORIES ON THE HARD AND NOBLE PATH OF A URANIUM MINER.**

APPENDIX 1

SEPTIKON PRODUCTION MODULES

CREDITS

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7 MODULES



1 MODULE

LICHEN. The only module that does not consume resources. Produces BioMass. 'Double Lichen' produces two units of BioMass. This resource is necessary for synthesizing Oxygen and growing BioDrones. It's also used for espionage and creating Thermite Mines. In desperate situations it can be used as a reserve Energy source.



2 MODULES



1 MODULE

CHEMICAL REACTOR. This module produces Oxygen by consuming BioMass. Usually players use a double Chemical Reactor, which produces two units of Oxygen simultaneously. This allows them to defrost two new Clones per turn. Oxygen is also used for growing BioDrones and consumed in the production of Uranium and Nuclear Warheads due to radioactive pollution.



2 MODULES

AIR FILTER. An alternative source of Oxygen. Purifies air from radiation and other pollution. Consumes two units of Oxygen and produces three units of the same. More convenient than a Chemical Reactor as it doesn't require BioMass. If station loses some clones the filters will allow you to bring up to three new clones.



3 MODULES

BIOCOPLECTOR. Produces BioDrones (space attack units), consumes Oxygen and BioMass. The BioDrone is the pinnacle of Klondike Industries bioengineering research. A single BioDrone can cause critical damage to your opponent's station.



3 MODULES

URANIUM MINE. Produces Uranium, consumes Energy and Oxygen. Uranium is the main source of Energy. A player's inability to produce Uranium is one of the prerequisites for defeat. Uranium is also used in the production of Nuclear Warheads.



3 MODULES

NUCLEAR REACTOR. Produces three units of Energy, consumes one unit of Uranium. Energy is needed for the operation of Laser Weapons, the installation of Energy Shields and the production of Rockets and Metal. Energy shortage will very quickly lead to defeat.



1 MODULE

THERMAL GENERATOR. Produces one unit of Energy, consumes BioMass. A reserve Energy source that can help save a situation if nuclear reactors are inaccessible or you lose access to Uranium. A produced unit of Energy can be spent on repairs.



4 MODULES



1 MODULE

FOUNDRY. Produces Metal. Metal is needed to make repairs to your station. If your opponent damages your Metal warehouse and blocks your access to this resource, it can be very difficult or even impossible to repair it. Metal is also used in Satellite production.



5 MODULES

ROCKET WORKSHOP. Produces Rockets, which are used for destroying your opponent's station modules. They can be combined with Nuclear Warheads to deal critical damage. A nuclear threat will force your opponent to use valuable turns and resources on defense, which will complicate his position.



1 MODULE

SENSOR CABIN. A special module that lets you get rid of an opponent's BioDrone by turning it into any other resource. If there is an enemy BioDrone on your station (including the surface), you can move your Clone into this module, remove the BioDrone piece and place a unit of any resource of your choosing into corresponding accessible warehouse.



3 MODULES

NUCLEAR ARMORY. This enables you to install a Nuclear Warhead on any of the Rockets located in your warehouse. A Rocket equipped with a Nuclear Warhead destroys 5 modules at once when it hits. One Damage token is placed on the module where the Rocket landed and one is placed on each of the four adjacent squares (above, below, to the right and left). If all your Rockets are blocked or You just don't have any Rockets you can't produce any Warheads. Nuclear Warheads that have been stopped in their flight do not detonate.

SEPTIKON BATTLE MODULES

APPENDIX 2

KLONDIKE INDUSTRIES ARE HAPPY TO OUTLINE ALL OF SEPTIKON'S BATTLE ABILITIES. EACH EQUIPMENT TYPE HAS BEEN TESTED MULTIPLE TIMES AND OUR SPECIALISTS HAVE PRODUCED THE FOLLOWING INSTRUCTIONS. PLEASE FAMILIARIZE YOURSELF WITH THEM.



10 MODULES

LASER. The simplest and most popular weapon. Causes damage to an undamaged module of the opponent's station located along the line of sight of the Gunner (a damaged square is marked by placing a Damage token). The Laser passes through any damaged squares. If an opponent's Clone, Satellite, Rocket, BioDrone or Energy Shield are located outside of the asteroid squares, but on the trajectory between the Gunner and the opponent's station, this target is destroyed by the Laser and the opponent's station is not damaged. If there are two or more valid targets on the trajectory the Laser will destroy only one target — closest to your station one. The Laser uses one unit of Energy.



4 MODULES

LAUNCH SHAFT. This is intended for launching Rockets and Nuclear Warheads at your opponent. When a Clone finishes his move on this square, remove the Rocket resource cube and move it from the corresponding Gunner the number of squares shown on the Random Number Generator at the start of your turn. During each of your subsequent turns, any Rockets currently flying at your opponent will continue to move a number of squares determined by the die throw at the start of that turn. When a Rocket after its movement lands on your opponent's station module or warehouse square (it can be a module on any level from 3 to 8), the Rocket cube is removed. If the module or square was not already damaged a Damage token is placed on that square. If, before the collision, the Rocket ends a move in a square where an opponent's token (Clone, Satellite, Rocket, BioDrone or Energy Shield) is located, then both this target and the Rocket are destroyed. There is no any consequences if your Rocket ends a move in a square with your token.



3 MODULES

THERMITE MINE. An expensive weapon used to destroy warehouses and Production modules. A Thermite Mine causes damage to the opponent's station in line of sight of your Gunner on levels 1, 2, 3, 4, 5 or 6, in accordance with the number shown on the Random Number Generator. A thermite Mine consumes two units of BioMass.



5 MODULES

ENERGY SHIELD. A defensive armament used to protect key directions. When a Clone finishes his move on this module the player takes an Energy Shield token and places it away from the Gunner in the direction of the opponent's station at a distance shown on the Random Number Generator (in squares). This token does not move once placed.

If an Energy Shield token is located in the path of an opponent's Rocket or BioDrone, its movement ends in this square, and both the Energy Shield and the Rocket (or BioDrone) are destroyed. The Energy Shield will also stop a laser shot, thus protecting your station from damage.

In all situations, if the Energy Shield is destroyed and the player has accessible Energy resources, he is obliged to lose one unit of Energy and the Energy Shield will be restored at the same location. Satellites are the exception — they destroy an Energy Shield completely.

LANDING CAPSULE. An universal weapon intended for sending BioDrones to your opponent's station and the subsequent destruction of his Clones and infrastructure. When a Clone finishes his move on the Landing Capsule, the player takes a BioDrone from the warehouse and moves it from the corresponding Gunner the number of squares shown on the Random Number Generator in the direction of the opponent's station. During each following move, the BioDrones (like Rockets) will continue moving an appropriate number of squares. If the BioDrone's trajectory ends inside the opponent's station or on the surface, the BioDrone leaves the Capsule and, from the next turn, may move around the same squares as the opponent's Clones. If the BioDrone flying capsule stops in a square where your opponent's Clone, Satellite, Rocket, BioDrone or Energy Shield is located, then both this target and the BioDrone are destroyed.

During its turn, Each BioDrone located in the opponent's station may (but does not have to) move a number of squares shown on the Random Number Generator. This movement is in addition to the movement of a Clone in your station. BioDrones can't move through your opponent's Clones (or your own spies) and your opponent's Clones can't move through your BioDrones. A BioDrone that is inside an opponent's warehouse during disembarkation may move back and forth through any cells in this warehouse. If it lands on a cell with a resource, the resource will be destroyed. When it leaves the warehouse it can't return there or make its way into another warehouse.

A BioDrone can't pass through damaged modules, but can land on them. In this case, the BioDrone cube is placed on the top of the Damage token. The BioDrone can then leave the module.

ESPIONAGE. If one or more enemy Clones are located along a Gunner's line of sight (regardless of the level), any one of them can be turned into a spy by taking over the communication system and targeted mutation. Replace it with the figure of your color. The spy is governed by the same rules as your opponent's Clones, except that your opponent can't move it. Instead, during your turn, you may move this Clone instead of one of your own.

If the spy moves into an enemy module it will activate it in the usual way — by producing or consuming resources in your opponent's warehouses, take shots and launch landing parties from your opponent's Gunners. This means you can send your opponent's BioDrones to your own Satellites or consume all of his Energy by installing Energy Shields. If, at the start of the turn, the spy is located in the Armory module or in the Lock near the opponent's warehouses, you may steal one resource unit from this warehouse, before throwing the die, and move it to your own warehouse. However, this is only allowed if the warehouses for this resource type (both your warehouse and opponent's one) are not blocked.

The spy is armed like all your opponent's Clones. It must use the weaponry against opposing Clones and may be destroyed by them. The spy may pass through your opponent's Clones and they may pass through him. Your BioDrones may not pass through your own spy and vice versa. If your spy finds itself next to your armed BioDrone, the BioDrone destroys it, and vice versa — an armed spy will destroy your BioDrone. If both of these units are armed, only the spy is destroyed.

If the player has recruited the opponent's Gunner as his spy, the opponent may continue to use this unit as a Gunner until it leaves the asteroid surface. You may not use the spy as your own Gunner.

FOR ALL MODULES DESCRIBED ABOVE: IF YOU DEAL DAMAGE TO AN OPPONENT'S MODULE OR A CELL IN HIS WAREHOUSE, YOU SIMULTANEOUSLY DESTROY ANY OPPONENT'S PIECES LOCATED IN THOSE SQUARES.



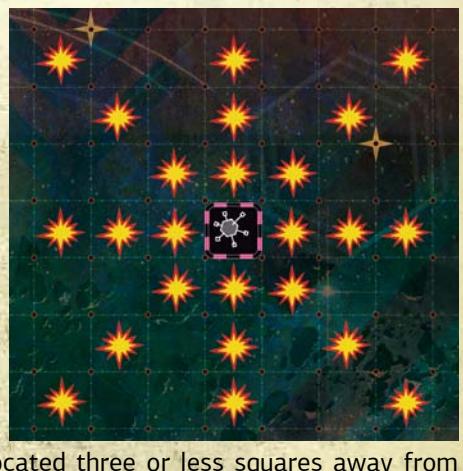
4 MODULES



1 MODULE



1 MODULE



SATELLITE. A battle unit and your main defense against your opponent's Rockets and landing parties. When a Clone visits this module, the player places a Satellite token in a line of sight of the Gunner towards the opponent's station at a distance, shown on the Random Number Generator (in squares). This token does not move once placed.

The Satellite destroys all your opponent's objects located three or less squares away from itself in the vertical, horizontal or diagonal directions. As well as Rockets and landing parties, it can destroy enemy Gunners, Energy Shields and Satellites. In a skirmish between two Satellites, the Satellite of the player with the current turn wins. If an enemy Rocket or a Capsule with a BioDrone lands on a square with a Satellite, the Satellite is destroyed.



2 MODULES

TAKEOVER. A radioelectronic weapon that lets you take over enemy Satellites. If a Clone activates this module you may spend the appropriate amount of resources and enemy Satellite located in line of sight of your Gunner will become yours. If your Gunner has two or more enemy satellites on his line of sight, you can take over any one of them. Swap its token for your own.

IN ALL SITUATIONS IN WHICH THE MODULES ABOVE ARE ACTIVATED, IF YOU HAVE TWO OR MORE GUNNERS, EACH MAY AIM TO HIS OWN TARGET BY THE SAME ACTIVATION. IN SUCH A CASE, THE ACTIVATION OF THE MODULE WILL USE A NUMBER OF RESOURCES APPROPRIATE TO THE NUMBER OF SELECTED GUNNERS. FOR EXAMPLE, IF A LANDING CAPSULE MODULE IS ACTIVATED AND YOU HAVE THREE GUNNERS, YOU MAY LAUNCH ONE, TWO OR THREE PARTIES FROM THE CHOSEN GUNNERS BY TAKING AN APPROPRIATE NUMBER OF BIODRONES FROM THE WAREHOUSE.



6 MODULES



1 MODULE



1 MODULE

REPAIR. This lets you remove any one damage token. In general, repairs consume one unit of Metal. As well as the usual repair, there is also a Double Repair module in the game, which lets you remove 2 Damage tokens by using one unit each of Metal and Oxygen. Repair does not require a Gunner.

Klondike Industries has considered multiple situations in which a Septikon may take damage during a space battle and has taken an unprecedented step towards helping their clients. Repair is the only battle module that has been duplicated in the production zone, in case the Repair module in the battle zone is inaccessible. This module is an enormous welding transformer and consumes Energy, not Metal. If you lose all of your repair modules, then defeat is close. Take good care of them.



1 MODULE

COUNTERESPIONAGE. This module has only one purpose: to turn an enemy spy, located in any square of your station, back into your own Clone (by changing its figure). This action does not require a Gunner.

SPECIAL MODULES (ARMORY AND LOCKS)

ARMORY IS USED FOR THE EFFICIENT OPERATION OF BIODRONES AND RESISTANCE TO SAME. ARMORIES ARE SPECIAL MODULES LOCATED BETWEEN THE BATTLE AND PRODUCTION ZONES IN THE CENTRAL SHAFT. UNLIKE REGULAR BATTLE MODULES, ARMORY MODULES DO NOT CONSUME RESOURCES. THE ARMORY REMAINS ACTIVATED FOR THE ENTIRE DURATION OF THE CLONE'S OCCUPATION AND DEACTIVATES WHEN THE CLONE LEAVES.



1 MODULE

DRILL. A weapon automatically distributed to all of your BioDrones and Clones while a Clone is located in this module. The numeral 1 in the upper right corner indicates the distance at which the Drill is effective. If, at the end of your turn, your BioDrone is located in a square one step away from one or more enemy Clones (along the vertical, horizontal or diagonal directions), these Clones must be destroyed. Also, if a Clone armed with a drill finds itself at the end of its turn next to the enemy BioDrones or Spies, these units are destroyed.



1 MODULE

VIBROCANNON. A weapon similar to the Drill but its striking distance is 2 squares from an enemy unit. It destroys enemy units if they are located exactly in 2 cells away from an armed Clone or BioDrone in any direction (including the diagonal).



BOTH OF THESE WEAPONS MAY BE USED FOR BORING SHAFTS. THEY MAY, THEREFORE, BE USED TO ATTACK BETWEEN LEVELS AND THROUGH WALLS. THEY MAY EVEN BE USED TO DESTROY ENEMY BIODRONES INSIDE WAREHOUSES. NEITHER THE DRILL NOR THE VIBROCANNON MAY BE USED TO DESTROY ANY TARGETS OTHER THAN CLONES, SPIES AND ACTIVE BIODRONES (INACTIVE BIODRONES, LOCATED AT THE ENEMY WAREHOUSES, CAN'T BE DESTROYED). THESE SHORT-RANGE WEAPONS CAN'T BE USED BEFORE LANDING ON THE OPPONENT'S STATION. IF, AT THE END OF THE TURN, BOTH YOUR BIODRONE AND THE OPPONENT'S CLONE ARE ARMED AND MUST ATTACK EACH OTHER, THE SKIRMISH IS WON BY THE PLAYER WHOSE TURN IS ENDING.



1 MODULE

EXPLOSIVES. A BioDrone's most terrible weapon. A moving BioDrone that has been armed with Explosives may leave a damage token on the square where it stood at the start of the turn. The player's Clones can also use Explosives, but only in the most desperate situation. For example, if they need to contain an enemy landing party by blocking passages.

CLONES AND BIODRONES MAY WIELD AND USE ANY TWO OR EVEN ALL THREE WEAPONS AT THE SAME TIME (PROVIDED THAT THE CORRESPONDING MODULES ARE OCCUPIED).



4 MODULES

LOCK. These are special modules in key locations around the station. Locks are used for storing frozen Clones, which are able to be defrosted as Oxygen supplies at the station increase. If all Locks are damaged or occupied, new Clones can't be defrosted. A Clone that is located in a Lock at the beginning of a turn can be frozen and a copy of this Clone defrosted in any other Lock. In this way, the Clone moves from one Lock to another, as if they were adjacent, by using one unit of movement. It continues its move from that location. BioDrones can't use enemy Locks.

autonomous uranium mining station

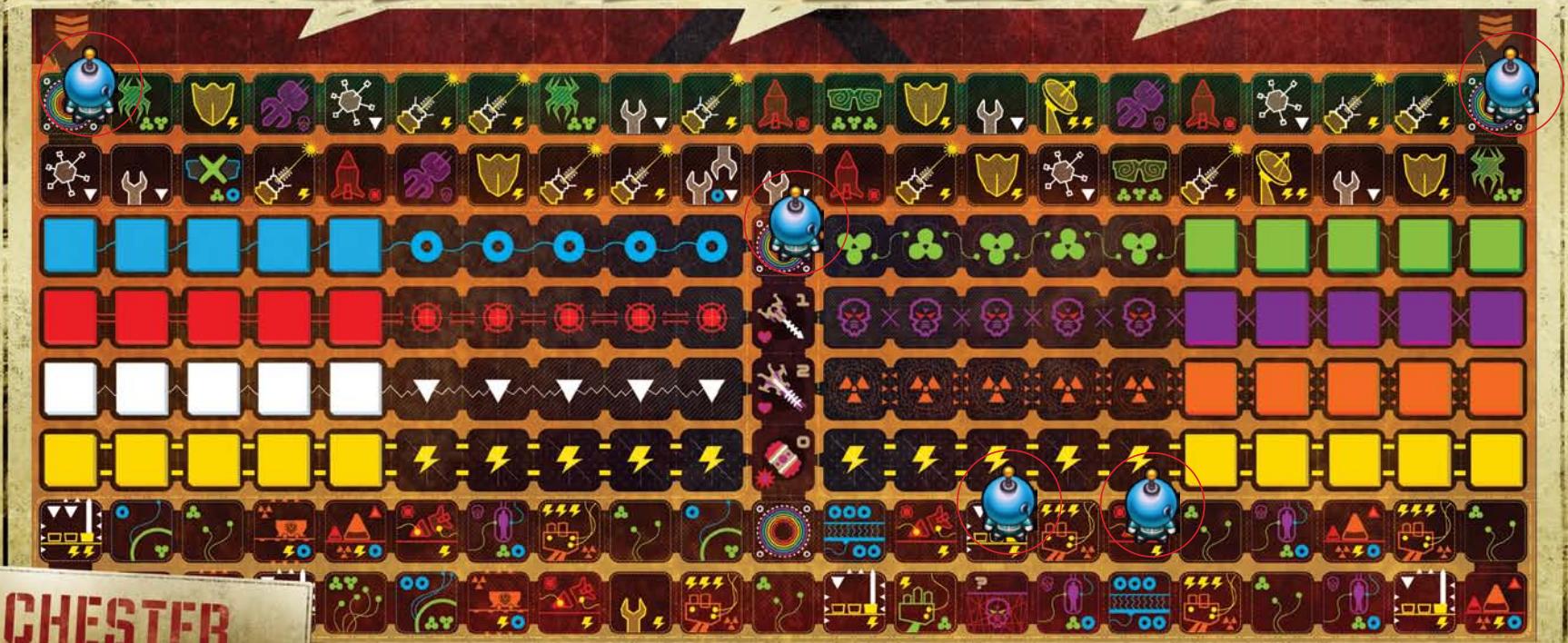
SEPTIKON

BLACK BOX LOG NO. 75745



THIS IS A RECORD OF A BATTLE BETWEEN TWO SEPTIKONS. THE OWNER OF THE UPPER STATION IS THE EXPERIENCED MINER, GRUMB, WHO FINDS HIMSELF IN COMPETITION WITH THE YOUNG UPSTART, CHESTER. BEFORE THE BATTLE BEGAN, ALL OF THE WAREHOUSES WERE HALF FULL.

GRUMB



CHESTER

CHESTER TAKES THE FIRST MOVE. THE PLAYERS HAVE PLACED THEIR CLONES AS THEY SAW FIT. GRUMB PLACED THREE CLONES IN THE BATTLE ZONE, WHICH SHOWS HIS AGGRESSIVE SPIRIT.

1. Chester: : Random Number Generator (D6 roll) = 5. A Gunner moves through the right Lock.

2. Grumb: D6 roll = 4. A Gunner moves through the left Lock.



3. Chester: D6 roll = 2. The Clone from the central Lock ‘jumps’ to the lower Lock and moves to the right, activating Air Filters. A unit of Oxygen is produced and placed in the warehouse. A new Clone is defrosted in the right Lock.

4. Grumb: D6 roll = 6. A second Gunner moves through the right Lock.

5. Chester: D6 roll = 4. A second Gunner is moved through the left Lock quite successfully — opponent’s Clone is located directly opposite and can be killed if it remains there.

6. Grumb: D6 roll = 4. Now Grumb wants to remove his Clone from the threat. It can be moved either left or right. To the left is a repair chamber, which he does not need right now; on the right there is a choice — either bring out another Gunner or activate the Thermite Mine at 4. He prefers the latter option.

LET’S CONSIDER THE SITUATION AFTER THE 6TH MOVE. GRUMB HAS DESTROYED A UNIT OF CHESTER’S URANIUM, WHICH IS WORTH THE LOSS OF TWO UNITS OF BIOMASS, BUT HE HAS ALSO DAMAGED THE URANIUM WAREHOUSE — WHICH MEANS THAT CHESTER CAN’T CONSUME ANY MORE URANIUM. IF CHESTER USES HIS LAST UNIT OF URANIUM, THEN THE WAREHOUSE WILL BE DECOMRESSED AND BLOCKED. THANKFULLY, CHESTER CAN STILL PRODUCE URANIUM. IF HE PRODUCES ONE UNIT OF URANIUM HE CAN SPEND IT WITHOUT ANY NEGATIVE CONSEQUENCES.



TO WIN THIS GAME, CHESTER MUST TAKE SOME DECISIVE ACTION.

7. Chester: D6 roll = 6. He must take a risk — the right-most Clone on the second Level moves into the Nuclear Armory. By doing this, Chester burns up his last available unit of Uranium, but obtains a Nuclear Warhead.

8. Grumb: D6 roll = 2. The right Gunner takes a shot with a laser, using one unit of Energy.

9. Chester: D6 roll = 4. He launches a Rocket with a Nuclear Warhead on the right, where it can strike the Metal warehouse and level the playing field. On the left he launches a regular Rocket.

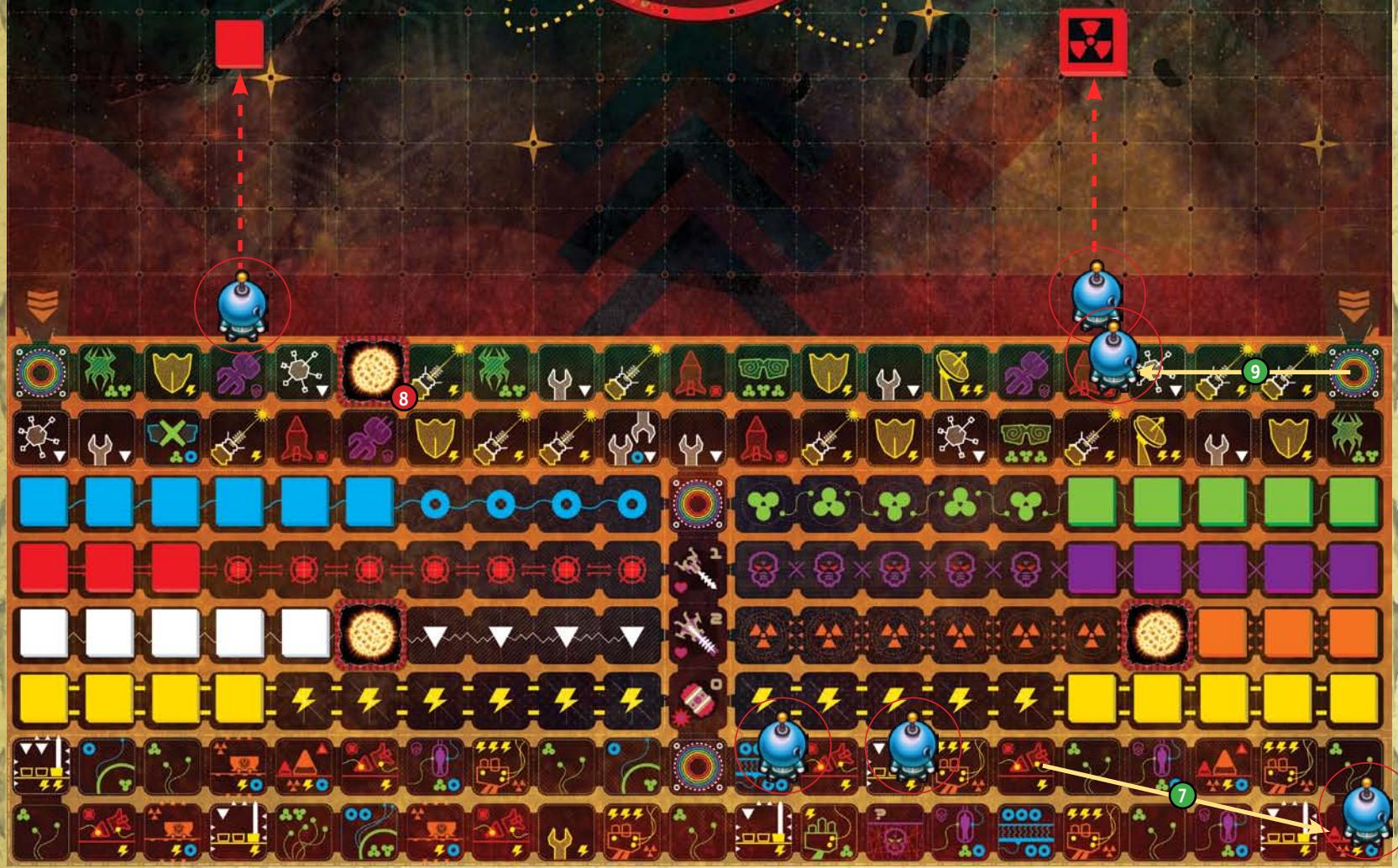
THE ROCKETS LAUNCH FROM THE GUNNERS TOWARDS THE OPPONENT AND CROSS 4 SQUARES IN ACCORDANCE WITH THE TOSS OF THE RANDOM NUMBER GENERATOR USED BY THE CLONE WHICH LAUNCHED THEM.

CHESTER

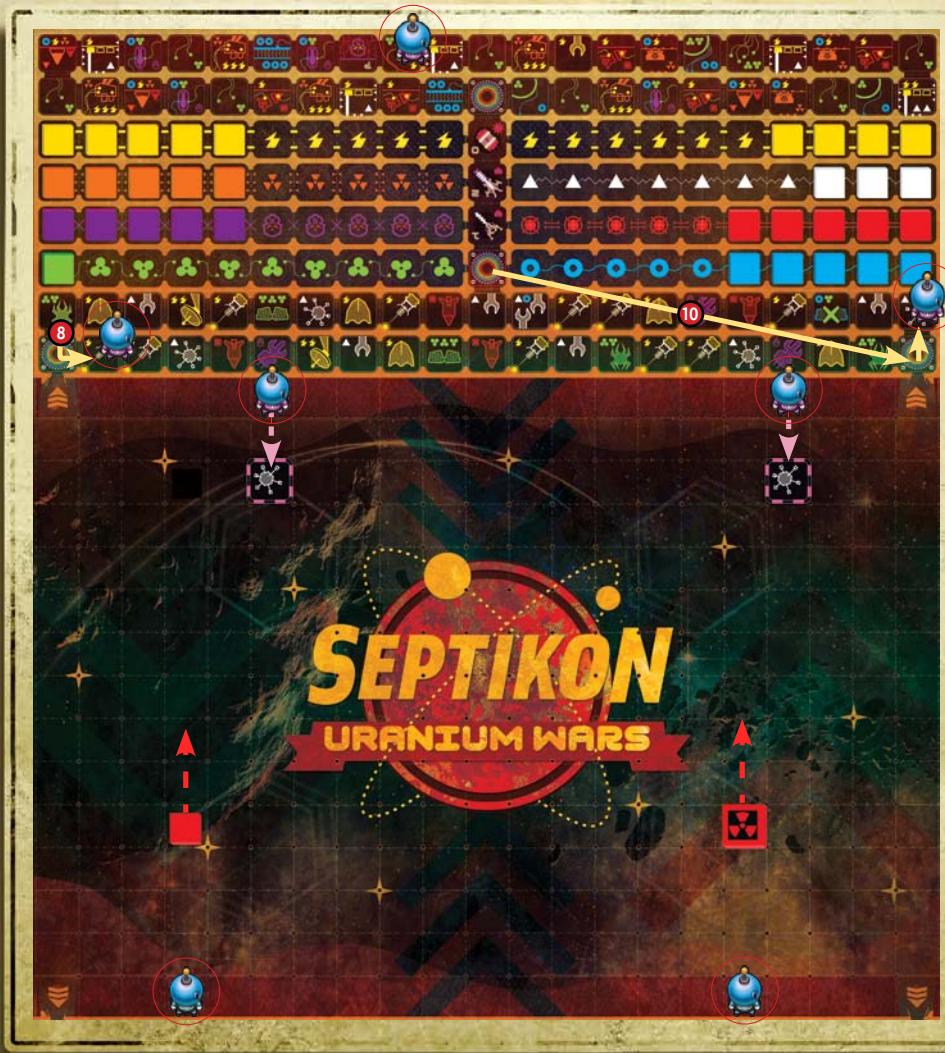
GRUMB

SEPTIKON

URANIUM WARS



10. Grumb: D6 roll = 2. Not waiting for the Rockets' impact, he places two Satellites by using two units of Metal.



11. Chester: D6 roll = 6. A Clone moves from Level 2 to VibroCannon, the Rocket is destroyed.

12. Grumb: D6 roll = 5. Left Gunner moves closer to the center.

13. Chester: D6 roll = 2. Clone moves from the VibroCannon to the Level 2 Lock. Rocket with the Nuclear Warhead is destroyed.

14. Grumb: Two shots from the Laser by using both Gunners. Used 2 units of Energy.

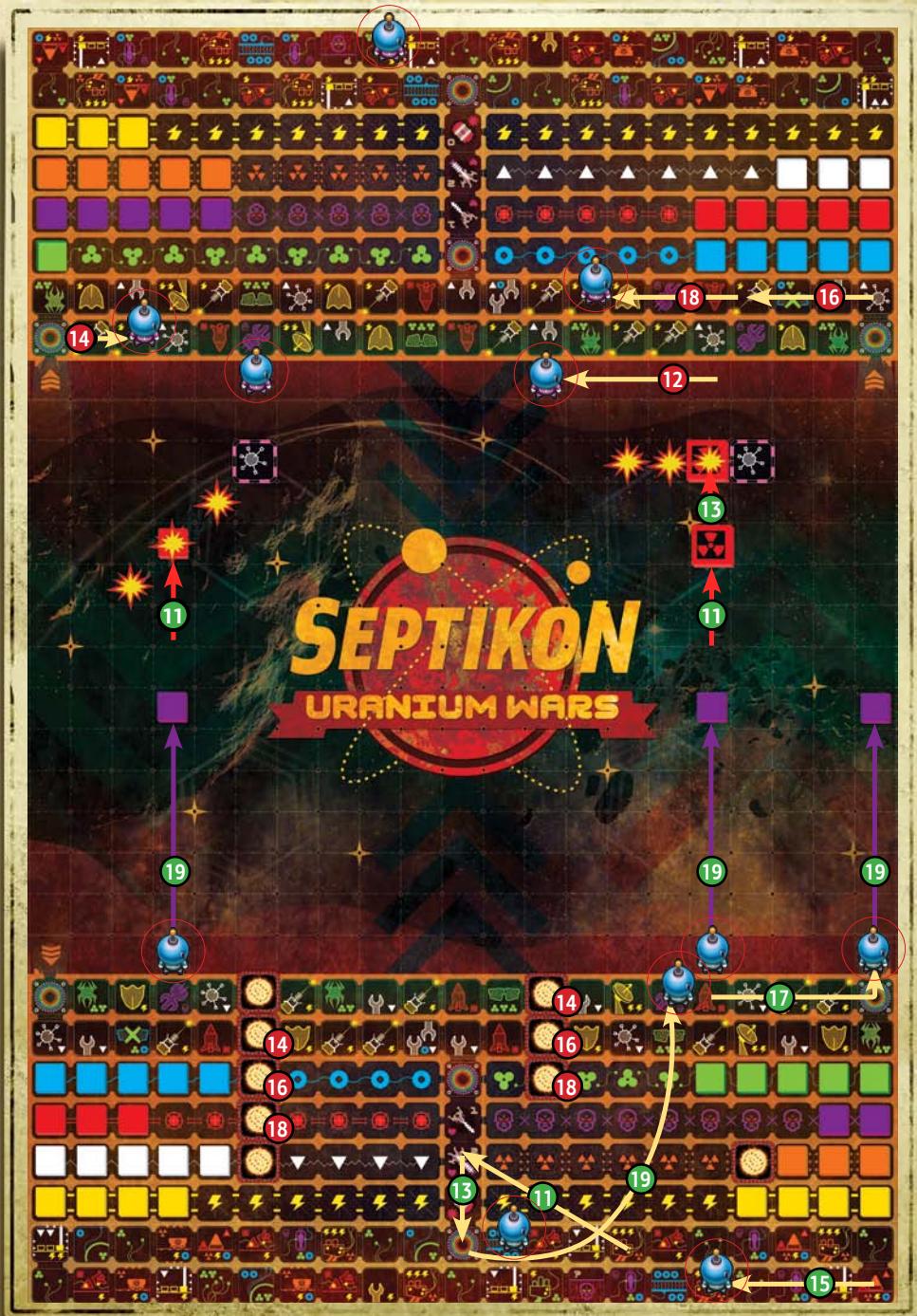
15. Chester: Clone on Level 1 moves closer to the repair chamber and into the Nuclear Reactor, which is inactive as the Uranium supply is blocked.

16. Grumb: D6 roll = 3. Two shots from the Laser by using both Gunners. Used 2 units of Energy.

17. Chester: D6 roll = 5. Places another Gunner on the right.

18. Grumb: D6 roll = 4. Two shots from the Laser by using both Gunners. Used 2 units of Energy.

19. Chester: D6 roll = 6. Gunner from the Level 2 Lock moves to the Level 8 Lock and activates Landing Capsule. Three BioDrones are launched.



CHESTER

GRUMB

- 20.** Grumb: D6 roll = 1. Two shots from the Laser by using both Gunners. Used 2 units of Energy.
- 21.** Chester: D6 roll = 5. The Clone moves through the Armory and stops in the Lock. The BioDrone landing party are flying. The central BioDrone is killed by Satellite fire.
- 22.** Grumb: D6 roll = 5. Shoots from the laser once and uses his last unit of Energy.
- 23.** Chester: D6 roll = 2. The Clone on Level 1 moves closer to the repair chamber. The BioReactor is not activated since Oxygen and BioMass warehouses are blocked. BioDrones are flying.
- 24.** Grumb: D6 roll = 1. Moved Clone (8th Level) to his right Lock.
- 25.** Chester: D6 roll = 5. Moved Clone (8th Level) to his right Lock. Two BioDrones land. One, successfully, in the Rocket warehouse, which destroys one Rocket. The other is less successful and lands in a damaged cell of the enemy BioDrone warehouse.
- 26.** Grumb: D6 roll = 5. Moves Clone (Level 7) into the Armory, closer to the atomic reactors. Arms his Clones with VibroCannons.



CHESTER IS LITERALLY TWO MOVES AWAY FROM POTENTIAL DEFEAT. HOWEVER, GRUMB IS LIMITED BECAUSE HE HAS ONLY ONE CLONE THAT CAN USE THE NUCLEAR POWER STATION CHAMBER, BUT HE IS NOT ROLLING NUMBERS 3 OR 4. MEANWHILE, CHESTER LANDED TWO UNITS AND ON THE NEXT MOVE THEY WILL BE ARMED WITH DRILLS.

27. Chester: D6 roll = 4. The Clone in the right Lock is frozen and its copy from the central Lock moves into the chamber with the Drill. The landing party is armed and moving towards the opponent's central shaft.

28. Grumb: D6 roll = 5. The Clone from Level 1 moves away from the enemy landing party into the Lichen module. A unit of BioMass is produced.

29. Chester: D6 roll = 3. The Gunner moves to the left, threatening the enemy Clone in the Lock. The BioDrone on the left moves into the opponent's shaft, and destroys the Clone in the VibroCannon chamber with his Drill. The second BioDrone continues to move towards the exit from the Rocket warehouse.



30. Grumb: D6 roll = 4. The Clone moves into the Sensor Cabin, destroying the opponent's most threatening BioDrone and thus producing a unit of Energy.

31. Chester: Chester: D6 roll = 6. The Gunner moves to Level 8 and activates the Laser. Two shots later, Grumb loses one of the remaining Clones and both Locks on Level 8. The BioDrone races towards the lower Lock.

32. Grumb: D6 roll = 3. The Clone located on Level 1 moves away from the enemy landing party into the Nuclear Reactor module and produces three units of Energy for one unit of Uranium. The Sensor Cabin is freed.

33. Chester: D6 roll = 5. Chester's BioDrone catches the last Clone on Grumb's station. The two remaining Gunners can't return to the station. Grumb can't deal any Damage to his opponent so Chester wins this game.





LETTERS FROM MEDIANT TO HIS SON, QUART



Winning a victory is very easy, if you have a simple and reliable plan. And what could be simpler than lasers? Move two Gunners far enough and take six shots each using the lasers. By doing so your opponent will lose his warehouses. It couldn't be simpler!

But don't forget that for 6 shots two Gunners will use 12 units of Energy and how much Energy do you have? That's right, only 10 units. This is why one Clone should always be located near a power station and you should also start building Rockets. Of course, two Rockets are not going to win you a victory, but they may save a couple of units of Energy. If your enemy tries to build Satellites, he will lose turns, use up his Metal resources and won't be able to repair the damage in time.

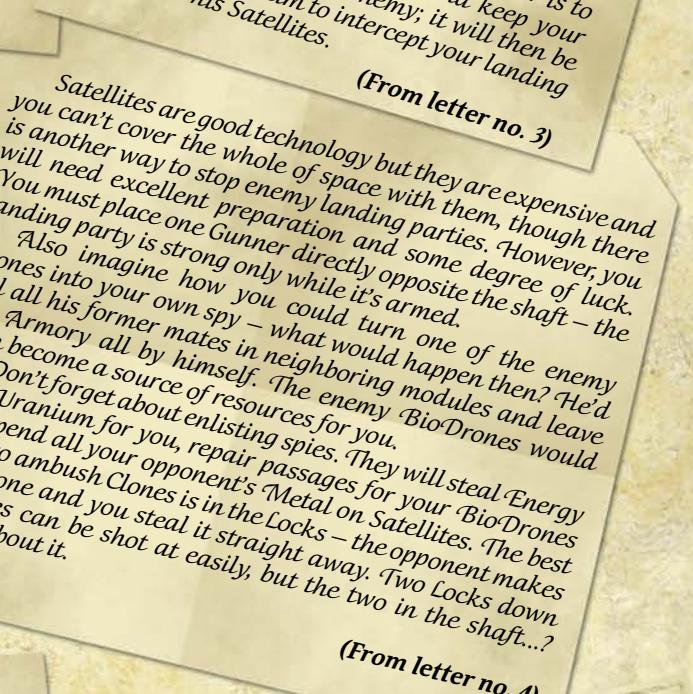
(From letter no. 1)



It's not difficult to protect yourself from lasers, but don't forget about using Thermite Mines. The BioMass warehouse will likely be shot on the third round, but until then you have plenty of opportunities to destroy your enemy's Energy supply – create two Gunners and blow up the warehouses with Thermite Mines.

Also, don't forget that the enemy doesn't have many lasers. Cut off his Clones from the Laser chambers and he will shoot much less often – or not at all! Turn the enemy's battle zone into a sieve and he won't be able to repair it. What can he do if you are shooting faster than he can make repairs?

(From letter no. 2)



You should always launch as many BioDrones as you can manage, so don't spare your Gunners. One BioDrone won't win your battle, but three or four can be disastrous news for your enemy, especially if they're armed with explosives and drills. The BioDrones will demolish the enemy crew and without them, the task of operating the Septikon becomes impossible.

There is a trick to this – you will need many Gunners outside and many Clones inside. The important thing to remember is to arm your BioDrones on time and keep your Gunners away from the enemy; it will then be much harder for him to intercept your landing party with his Satellites.

(From letter no. 3)

Satellites are good technology but they are expensive and you can't cover the whole of space with them, though there is another way to stop enemy landing parties. However, you will need excellent preparation and some degree of luck. You must place one Gunner directly opposite the shaft – the landing party is strong only while it's armed.

Also imagine how you could turn one of the enemy Clones into your own spy – what would happen then? He'd kill all his former mates in neighboring modules and leave the Armory all by himself. The enemy BioDrones would then become a source of resources for you.

Don't forget about enlisting spies. They will steal Energy and Uranium for you, repair passages for your BioDrones and spend all your opponent's Metal on Satellites. The best place to ambush Clones is in the Locks – the opponent makes a new one and you steal it straight away. Two Locks down the sides can be shot at easily, but the two in the shaft...?

(From letter no. 4)



Only a fool would begin with Nuclear Rocket production. Obviously, if the Rockets manage to make it across and land on Level 5, you have victory in your pocket, but what are the chances of that happening, really? You would spend two moves building Nuclear Warheads and use up almost half of your Oxygen. When would you build new Clones? There is still a lot of work to do – move out your Gunners, launch Rockets, place Satellites...

No, no, that's not how to do it. A Nuclear Rocket is a mighty weapon that requires precision and good timing. So wait until your opponent runs out of Metal and the Random Number Generator throws the long-awaited 6-dots – then your Gunner moves aside and the Rocket flies down a clear corridor, bypassing all Satellites. The enemy Clones rush to catch it, they are in a hurry, moving from strategic positions, but too late! The result: five damaged modules.

First, though, top up your Oxygen warehouse and make sure you have as many as possible Clones on your station. Whichever strategy you use, you can never have too many Clones.

(From letter no. 5)