



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.

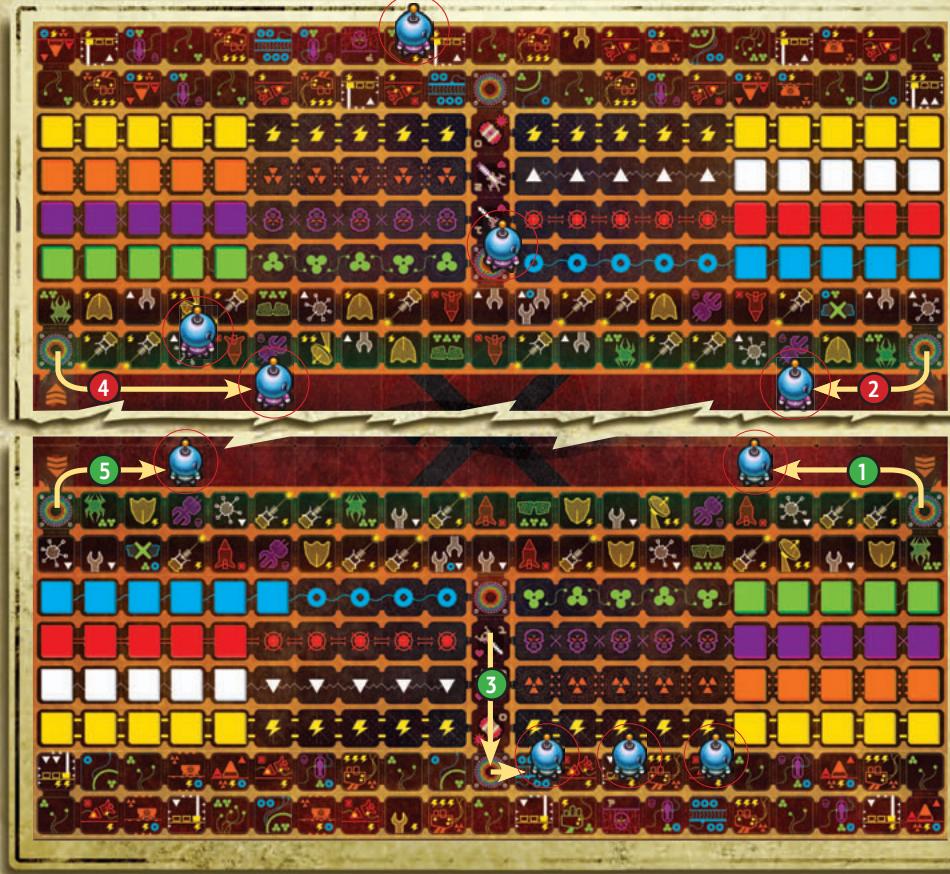
The board consists of a 10x10 grid of colored squares (yellow, orange, red, purple, green, blue) representing different terrain or resource types. Various icons representing minerals, tools, and weapons are placed on the grid. Two sets of small blue robot units with yellow domes are positioned on the board, one set for each player. Red circles highlight specific units and icons across both boards. The top board is labeled "GRUMB" and the bottom board is labeled "CHESTER".

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.



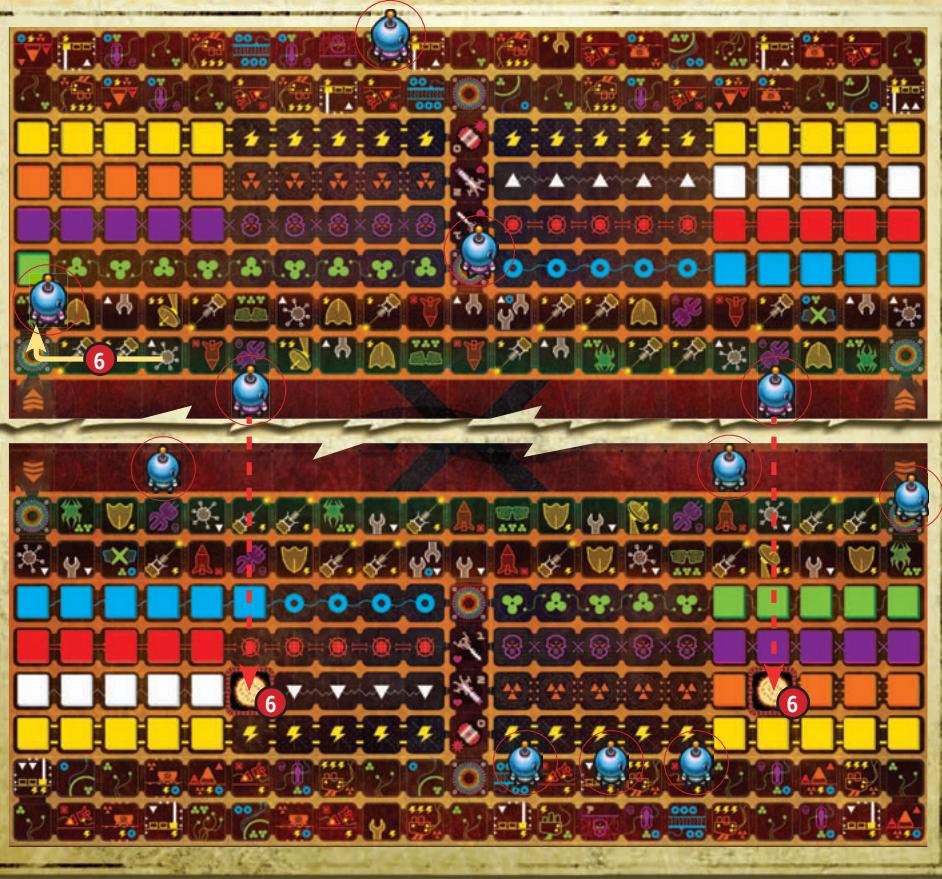
3. Chester: D6 roll = 2. The Clone from the central Lock ‘jumps’ to the lower Lock and moves to the right, activating Air Filters. A unit of Oxygen is produced and placed in the warehouse. A new Clone is defrosted in the right Lock.

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

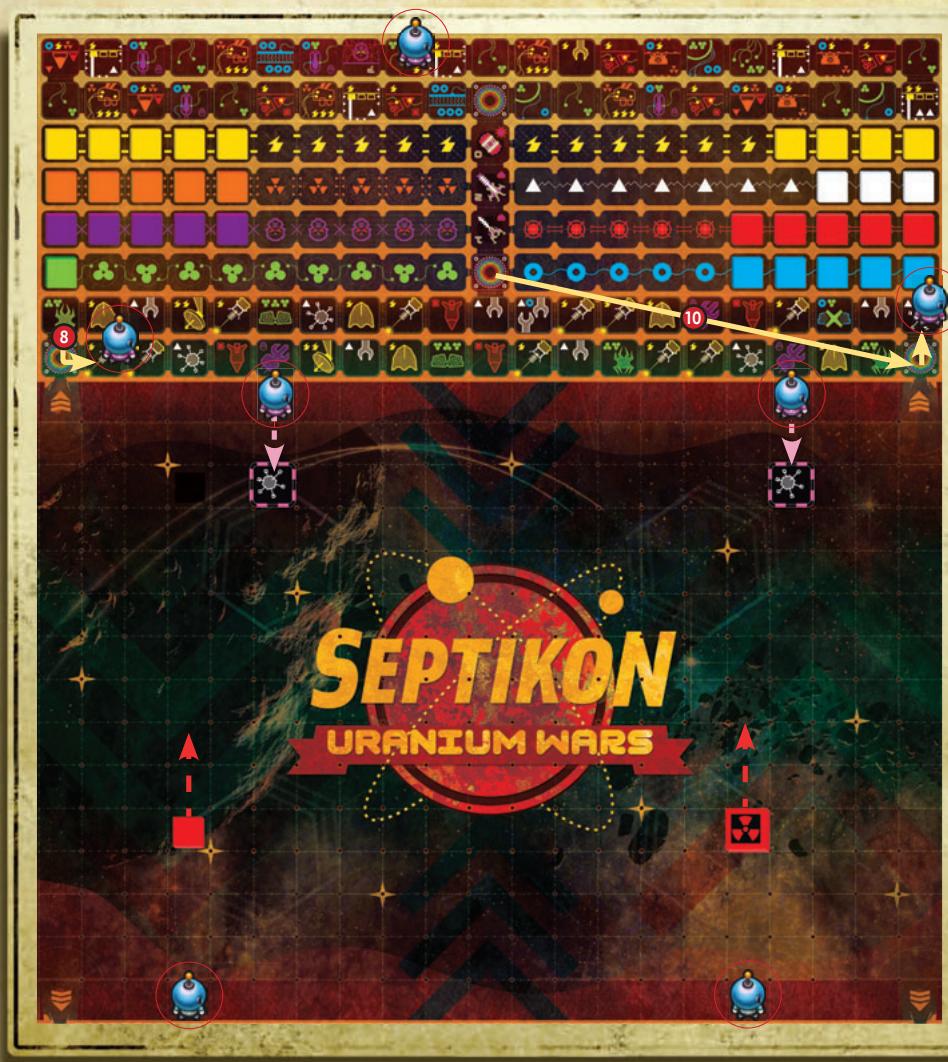
GRUMB

# 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.

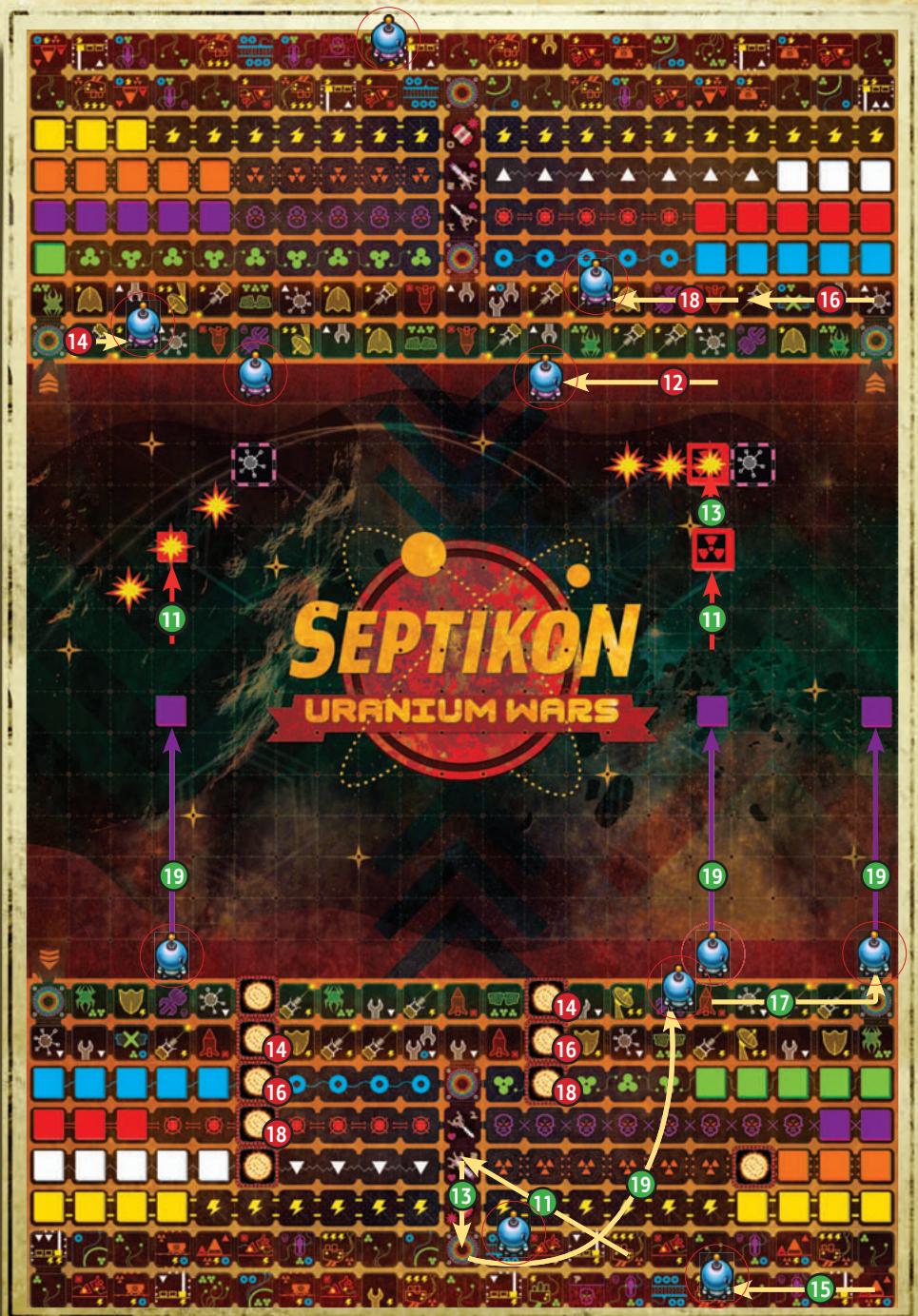
**15.** Chester: Clone on Level 1 moves closer to the repair chamber and into the Nuclear Reactor, which is inactive as the Uranium supply is blocked.

**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: 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 so Chester wins this game.





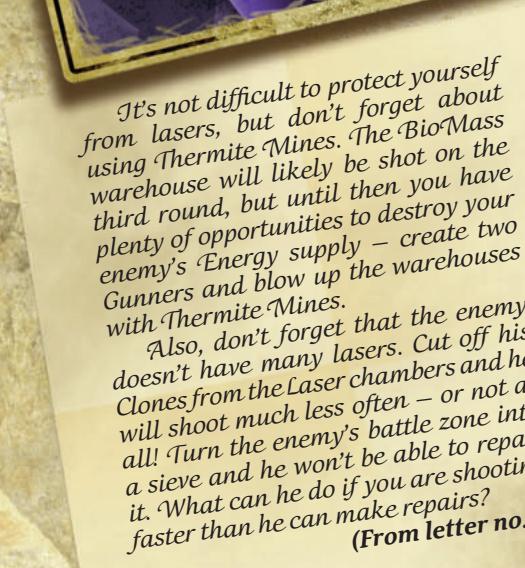
## LETTERS FROM MEDIANT TO HIS SON, QUART



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)

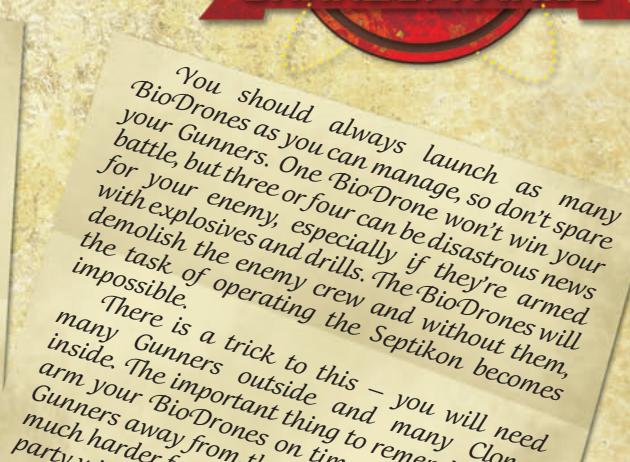


Only a fool would begin with Nuclear Rocket production. Obviously, if the Rockets manage to make it across and land on Level 5, you have victory in your pocket, but what are the chances of that happening, really? You would spend two moves building Nuclear Warheads and use up almost half of your Oxygen. 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.

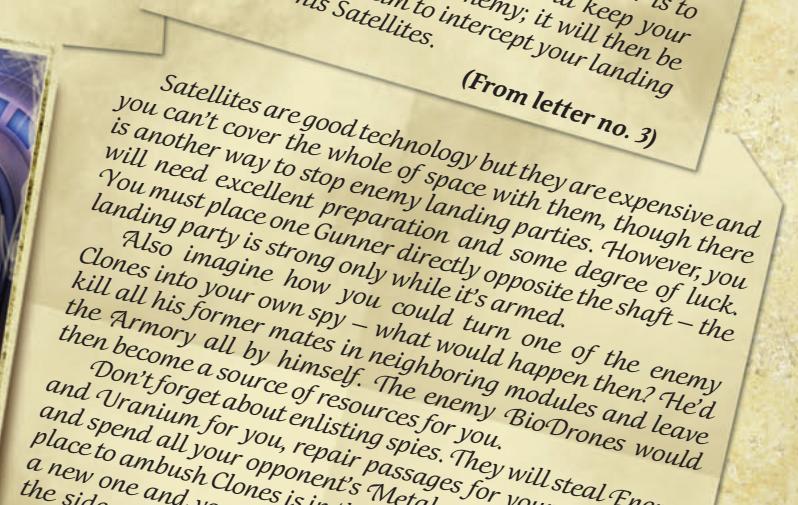
(From letter no. 5)



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)

