

SHACKLETON BASE

BELOW. WITHIN. ABOVE.



Components

- 1 Agency Leader tile
- Scoring tokens (10 VP Scoring tokens x4, 25 VP Scoring tokens x4)
- 1 rule sheet

Agency leaders

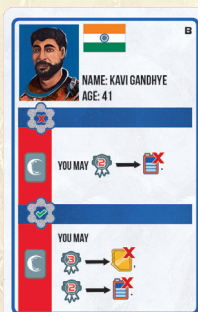
Each Agency Leader has a special ability, which can be improved once the player has built their Headquarters.



India 1

Ability: After having performed a Command Action, you may spend 3 Reputation to perform a Corporation action.

Improved ability: After having performed a Command Action, you may spend 1 Reputation to perform a Corporation action.



India 2

Ability: When you fund a project you may spend 2 Reputation to ignore the Energy requirement.

Improved ability: When you fund a project you may spend 3 Reputation to ignore the Credit cost. (cumulates with the ability above).

Scoring tokens



Setup

Place the 4 Scoring Bonus tokens of each type (10 VP and 25 VP) face up next to their corresponding value on the VP track.

Gameplay

When a player reaches 10 VP, they pick a 10 VP token of their choice to immediately gain the indicated bonus. Then, the token is discarded.

- Immediately gain 2 Titanium.
- Immediately gain 4 Reputation.
- Immediately gain 3 VP.
- Immediately gain 6 Credits.

When a player reaches 25 VP, they pick a 25 VP token of their choice: they place it next to their player board. These tokens have a one time effect, so they are discarded after use. You can keep those tokens for a later use.

- When you fund a Project, you may discard this token to reduce both the Energy requirement and the Project cost by 3.
- When you place an astronaut on the Lunar Gateway, you may discard this token to perform an additional Corporation action.
- When you build a Structure, you may discard this token to build a Solar Panel for free and reduce the cost of the Structure by 1 Titanium and 1 Rare Earth Metal.
- When you exploit the Crater, you may discard this token to double the activation rewards (do not spend the Credits twice).

IMPORTANT: Should several players gain a Scoring token simultaneously (e.g. during the same step of the maintenance phase), they gain it following turn order.

IMPORTANT: You only gain a tile the first time you reach the target score, even if you later lose some victory points and then regain some back.

Solo rules



Corporation Action

AstroBot takes the next Civilian from the Corporation board and places it around the crater, following the same rules as when performing an **Exploit the Crater** action.

Then, AstroBot gains VPs according to the position of its marker on the Development Track and the table on the Solo Card.



Corporation Action

AstroBot advances its drill marker 2 steps, and places the fracture token by first picking a row following the same rules as when performing an **Exploit the Crater** action, then placing the marker in the first sector where AstroBot has a Structure (from the outside inward). If covering a Corporation token, use the arrow and pointer on the card to determine which token to cover (moving clockwise or counterclockwise from the side pointed at by the arrow).

Then, according to the position of the Marker on the Development Track:

- A** AstroBot takes an Underground Hall token from the Corporation board and places it on the newly uncovered hall (using the arrow on the card to decide which row to pick the tile from).
- B** AstroBot flips an already placed Underground Hall.
- C** AstroBot picks a tile and places it on its flipped side.

Maintenance Phase

During the maintenance phase, AstroBot does not gain benefits from Underground Halls, nor loses reputation from its Drill marker.

During the end game scoring, AstroBot scores 4 VP for each flipped Underground Hall (instead of 6).

Exploiting the Crater

When performing an **Exploit the Crater** action, AstroBot repairs any matching Fractures on the selected row and gains 2 Reputation for each of them (as indicated at the back of the Fracture token).

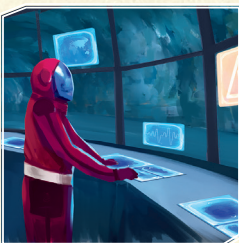
When this Corporation is in play, the first priority when selecting a row for exploiting the crater with an astronaut will be to fix the most Fracture tokens. If two or more rows have the same number of fracture tokens, then use the standard rules to break the tie.



Corporation Action

Astrobot will always try to overbuild its tallest structure, with the largest structure that fits (use the arrow and direction only to break ties).

Regardless of the size and height of the structure, Astrobot immediately gains between 1 VP and 3 VP according to the position of its marker on the Development track.





Gaining a Civilian

The reputation requirements are only checked when activating a Lunar City corporation token. When retrieving civilians from the crater or from the lunar gateway, or when gaining them as immediate bonuses from project cards, there is no Reputation requirement.

Interaction with other corporations

Undermoon

Civilians cannot repair fractures. If one or more fractures are present in a sector, the civilian can mine a resource, gain credits or activate a corporation token only if there is no matching fracture in the sector.

When activating the Civil Works project, the Civilian will behave as an engineer and will be able to repair yellow fractures.



Overbuilding clarifications

The size of a building is equal to the footprint of its base structure. Any additional layers do not add up (so a Laboratory will still have a size of 3 even if it is a 3-floor building with a Workshop and a Dome). You can only build over the top level of a building (as a corporation action) if you own its base structure. You can only overbuild on the top level of a building (e.g. you cannot place two domes on top of a Laboratory). During the Maintenance phase, you must pay Credits for all the structures missing on your player board, even if you used them to overbuild.

Exploiting sectors with a Zenith Works structure

If the only structure in the sector is a Zenith Works structure, pay the cost to the bank, otherwise pay to the player with the largest structure.

Polyfunctional Center

Any player can place a dome on top of it by spending a blueprint and gain the covered bonus. However, this does not count as a two-floor structure for end round scoring, nor as presence when exploiting the crater or retrieving astronauts.

Mining Facilities and Convenience Stores

If you funded both projects, you may place a Convenience Store on top of a Mining Facility, but you cannot place a Convenience Store on top of the Polyfunctional Center (or any other Zenith Works structure).

Interaction with other corporations

Lunar City

If you use a civilian to activate a sector with a Convenience Store for credits, you gain 4 credits. If you use a civilian to activate a sector with a Mining Facility for resources, you mine both resources from the sector and from the Mining Facility.

Undermoon

If a matching fracture is present in a sector with a Convenience Store (🔧) or a Mining Facility (⚡), no extra resource can be gained until the fracture is repaired.

To Mars

You cannot move a multi-level structure to the Mars Ship, but only single level ones.

Evergreen Farms

You cannot overbuild on farms, or farms on any structure.



Fractures

When a fracture is present in a sector, that sector cannot be exploited for the matching resource (not only from gathering, from mining using an Engineer, but also from laboratories, leader abilities, project cards, corporation actions etc.)

Reputation

Note that you will lose reputation from your drilling during the corporation step of the Maintenance Phase (step 1) and you can regain some during the income phase (step 3). If you temporarily go below zero during step 1 you will still lose 2VP for each reputation you can't lose.

Interaction with other corporations

Artemis Tours

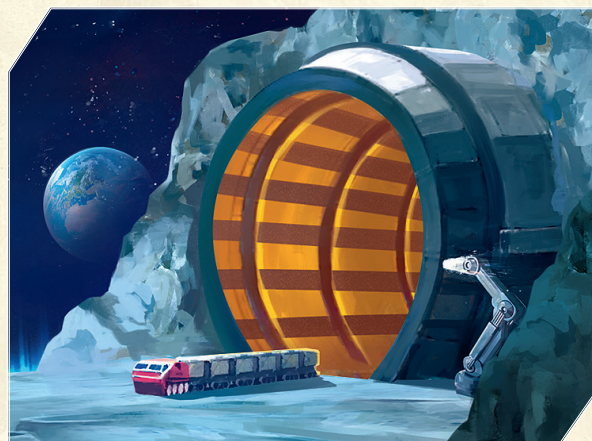
Tourists can be temporarily placed in Underground Halls, but they will return to Earth before the income phase or the end game scoring. Halls with a Tourist cannot be activated by an Emergency Drill.

Lunar City

Civilians that activate Underground Halls' income are considered as living in the base and score VP at the end of the game..

Evergreen Farms

When placing a farm on a sector with a ⚡, you do not gain the resource (nor repair the fracture).



Credits

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