

Bases

Bases and base rules are detailed in the [UNIT sourcebook](#)

Building a Base

Base Size	Base Points
Outpost	3
Regional Base/Temporary Base	6
National Base	9
Major Base (Geneva HQ/Valiant)	12

Example Bases

The Valiant

Good Traits: [Advanced Technology](#) (turbofans), [Advanced Technology](#) (shields), [Alien Gadget](#) (Sunglider Laser), [Armoury](#), [Database Access](#), [Defence System](#), [Fortified](#), [Holding Cells](#), [Internal Sensors](#), [Landing Pad](#) x2, [Lockdown](#), [Medic](#), [Mobile Base](#), [Secure Base](#)

Bad Traits: [Dark Secret](#), [Main Reactor](#), [Ongoing Mission](#)

UNIT HQ UK

Good Traits: [Armoury](#), [Computing Power](#), [Database Access](#), [Holding Cells](#), [Laboratory](#) x 2, [Medic](#), [Training](#), [Troops](#), [Secure Base](#), [Vehicle Pool](#)

Bad Traits: [Wandering Civilians](#), [Trouble at the Top](#)

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