

# 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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