2025/11/29 20:27 1/1 Bases

## **Bases**

Bases and base rules are detailed in the UNIT sourcebook

# **Building a Base**

Base Size	<b>Base Points</b>
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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Last update: 2023/07/02 22:54

