

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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