

SpaceCorp and SpaceCorp: Ventures FAQ and Clarifications

Last Updated July 19, 2021

[SpaceCorp FAQ and Clarifications](#)

[Errata](#)

[Commonly Missed Rules](#)

[Multiplayer Game and General FAQ](#)

[Solitaire Game and Competition FAQ](#)

Errata

All Errata is incorporated into the SpaceCorp Living Rulebook, available at the [GMT SpaceCorp site](#), except the errata for the Base Effect charts. We are working to correct this.

- Under the heading **Establishing Colonies** (page 20 of the multiplayer rulebook; page 25 of the solo rulebook) add the following phrase to the end of the first sentence: "...and no colony is already present." In other words, it is not possible to have more than one colony per region.
- On page 15 of the multi-player rulebook and page 18 of the solo book: in the blue note underneath the Shield Factory image, ignore the phrase "...to or...": it's only movement **from** a Shield Factory that is protected from radiation. (The actual rules paragraph directly above the note has it correct.)
- On page 16 of the multi-player rulebook, and page 19 of the solo rulebook, the Base Effect Chart should include that an Attraction can be built on an Alien Artifact in Planeteers. The Player Aid Card is correct.
- On page 21 of the multi-player rulebook, and page 26 of the solo rulebook, the Base Effect Chart incorrectly lists an Alien Artifact as a possible place to build an Attraction in Starfarers. There are no Alien Artifacts in Starfarers. The Player Aid Card is correct.
- The Kim colony should have a "4" ID number, not "0". *This affects solo play only.*
- Card S75's title should be "Competitors", not "Competition".

Commonly Missed Rules

- An era ends when 6 contracts are completed, even if they are completed after the deck is exhausted.

- A player must have moved their Genetics cube all the way around the progress wheel (3 spaces) in order to claim an Adaptation at the beginning of Planeteeers.
- Secure bases have a different effect in Solo play, specified in the Base Effect Charts on page 19 and 26 of the solo rulebook.

Ventures HQ FAQ

Is the Drell “Military Research” power applied to bases that are made Secure by the “Energy Fields” breakthrough?

No, only the single Secure Base that Drell begins with is considered a Secure base for Military Research (this is why the power is worded in the singular “Your Secure base”).

Multiplayer Game and General FAQ

Can I play more cards than needed when performing an action?

Yes, you may overpay for an Action other than infra upgrade and special actions by any amount you desire, however you must perform that action; you may not pay for an Action that does nothing.

Can I Produce on a P0 tile with a non-refinery base, in order to claim the “First Produce Action” contract?

No, you must gain profit in order to conduct a Produce action.

Can I spend profit (T) with any Actions?

No, only Move, Build, and Explore Actions in the Planeteeers and Starfarers eras.

Can I use the Build value from Energy Efficient towards the 8/12 Build value for gaining a Colony Point?

No, because Energy Efficient only applies to Build Actions, and the 8/12 Build Value is applied to a Colonize Action. Likewise you cannot spend T to increase your Build Value, nor use time cards.

Can the same player take both beyond markers?

Yes!

Can you lose a contract?

No, once a Contract is fulfilled, it stays fulfilled even if the conditions that caused its fulfillment are no longer in place.

Do I suffer the penalty for unshielded movement when relocating a Team during the Team Transport step in Planeteers or Starfarers?

No, this is not a Move Action (it is a relocation, not a movement) and therefore it does not require shielding.

If a Discovery tile grants multiple awards, what order are they received in?

The player's choice.

If a player receives a reward, can they decline to draw the cards for it?

Yes, the draw is optional.

Is the number of cards in each player's hand public knowledge?

Yes.

What happens if a player cannot take an action on their turn?

In the rare event a player cannot perform an action, skip step 1 of their turn and perform the rest of the steps of their turn normally. A player must perform an action if they are able.

What happens if multiple players receive rewards during a single turn, but there are not enough cards in the deck to reward all the players?

If two or more players are eligible for rewards in the same turn, resolve the rewards in turn order, clockwise from the active player. Upon deck exhaustion remaining rewards are forfeit.

What happens if the Phobes tile is drawn as a Secondary Discovery in Starfarers (due to drawing the Secondary tile that directs the player to draw a Primary tile instead)?

In this extremely unlikely case, the exploring player keeps the reward from the Primary tile that was already drawn and resolved, and resolves the Phobes tile. If, at a later time, any player builds a secure base on the Phobes tile, they receive the awards from *all* Discovery tiles at that Site, including the Primary tile that was previously awarded.

When using a Build value of 8/12 to gain a Colony Point, may I use any player's Infra or only my own?

Any player's (with reward, of course).

Solitaire Game and Competition

Does a Competition base count as a base for the "Sabotage" Edge?

Yes.

Does the Competition lose 2T when performing an unshielded Move or Build action?

The Competition never loses T for unshielded actions (technically, it is not performing those actions, but "placing" teams and bases).

Does the Competition lose 2T when resolving the Mission Delay Discovery Tile?

Yes.

Does the Competition lose T when resolving the Pirates Discovery Tile?

No, since the Competition is not a "player", Pirates does not affect the Competition except that only a Secure base matches for a base Bonus on the Pirates tile.

If the Competition resolves the "Intercept" Edge, but the deck is exhausted while drawing cards for the Offers, does the Competition get another turn?

Yes, resolve another Competition turn, then a final player turn as usual.

When resolving the Competition's Industrial Base Match effect, ("Place a competition team at an unoccupied site in the same region (or a nearby region in Starfarers)."), where should I place the Competition team if there are multiple options?

Player's choice.

Can a team at the Asteroid Belt, Oort Cloud, or “To Orion Spur” site be returned by the Sabotage Edge?

A team at the Asteroid Belt, Oort Cloud or "To Orion Spur" site can't perform an action and can't be relocated.