



Moonrakers

Objective: Players compete to be the first to reach 10 Prestige by completing contracts and objectives.

Setup



1. Each player takes a *Command Terminal* board and the matching coloured Ship token, placing them in front of them.


2. Each player forms their starting Action deck by taking the following cards:



2x 1 Damage 
3x Reactor 



2x Shield 
2x Thruster 



1x Miss 

3. Each player shuffles their starting Action deck into a face-down pile, placing it to the left of their *Command Terminal* board, and then draws 5 cards from their starting Action deck to form their starting hand.
4. Place the *Armory* board to one side of the table, ensuring that there is enough room to the right side of it for 3 columns of cards, and that it is within reach of all players.
 - i) Shuffle the Ship Parts cards into a face-down deck, place it on the corresponding space of the *Armory* board, and then draw 6 cards from the deck, placing them in two rows of 3 cards to the right of the board.
 - ii) Shuffle all the Crew cards into a face-down deck, place it on the corresponding space of the *Armory* board, and then draw 3 cards from the deck, placing them in a single row to the right of the board.
 - iii) Place the 1 () and 3 Credit () coins on the corresponding *Vault* spaces of the *Armory* board.
 - Each player takes 2 Credits from *Vault* and places them near their *Command Terminal* board.
5. Place the *Dispatch* board on the opposite end of the table to the *Armory* board, ensuring there is enough room to the left of it for 4 columns of cards and that it is within reach of all players.
 - i) Take all of the Contract cards, removing any 3 and 4 Hazard Dice cards (as indicated by the number of red bars in the bottom right-hand corner), setting them aside; shuffle the remaining Contract cards into a face-down deck and draw 8 cards from the deck, placing them in two rows of 4 cards to the left of the *Dispatch* board.
 - ii) Shuffle the 3 and 4 Hazard Dice cards into the Contract deck and place the deck on the corresponding space of the *Dispatch* board.

- iii) Shuffle the Objective cards into a face-down deck and place it on the corresponding space of the *Dispatch* board.
 - iv) Deal 3 face-down Objective cards to each player; of these 3 cards, each player chooses 2 to keep, and places the third card at the bottom of the Objective deck.
 - Each Objective card is worth 1 Prestige when it is completed; these cards must be kept hidden from other players until they are fulfilled.
 - v) The Hazard dice are placed on or near the *Dispatch* board.
 - vi) Each player places their Ship on the '0' space of the *Prestige* tracker on the *Dispatch* board.
6. Determine the Mission Leader (starting player) for the first turn by having each player roll all 4 of the Hazard dice; the player that rolls the lowest total number of Hazard symbols () is the Mission Leader.
- In the event of a tie for Mission Leader, players roll again.
7. Only if playing with 2 players, create the Mercenary deck by shuffling together the following cards into a face-down pile and place it within reach of both players:
- After creating the Mercenary deck, draw 5 cards from the deck and place them in a row next to the deck.

2x 1 Damage 
 1x 2 Damage 

3x Reactor 
 3x Shield 

3x Thruster 
 3x Crew  (randomly selected)

End of Game

The game ends at the end of any player's turn in which a player has 10 or more Prestige.

Tie-breaker: If two or more players both reach 10 Prestige at the end of the same turn, the player with the highest net worth is the winner.

- A player calculates their net-worth by adding up the total value of all of their Ship Part cards, Crew cards, and any Credits they have.

General Rules

Empty Deck: If a player ever needs to draw a card from their deck but their deck is empty, they shuffle their discard pile to form a new face-down deck and continue to draw, as per normal.

Prestige: Whenever a player gains or loses Prestige, they adjust their Ship token up or down on the *Prestige* tracker of the *Dispatch* board accordingly.

Additional Rules for 2-Player Games


Gameplay largely remains the same in a 2-player game, with the exception of the introduction of the Mercenary deck.

- Players can still work together to complete Contracts in a 2-player game.
- Mercenary cards never enter a player's deck.
- Both players have access to the same Mercenary cards as the Mission Leader for one turn each before they are discarded.


Mercenary Deck: The Mission Leader on a Contract can use Mercenary cards to reduce the requirements for a Contract by forgoing some of the potential rewards of a Contract exactly as if the Mercenary cards were allies, and they were negotiated for.

- Mercenary cards do not cost an Action to be used.
- Only the Mission Leader can use Mercenary cards on their turn, their ally cannot use them at all.
- Payment for the use of Mercenary cards comes out of the rewards the Mission Leader has negotiated for them self.
- The Mission Leader cannot pay to use a Mercenary card with their own Credits or Prestige; payment must be able to be taken from their share of the Contract's reward *i.e. if a Contract doesn't offer Prestige, Crew cards cannot be used as Mercenaries for that Contract.*


Crew Cards (): Each Crew card in the Mercenary row costs 1 Prestige to use.

- The player gets to use the special ability listed on any Mercenary Crew card they are using, in addition to the card counting towards any Crew requirements of the Contract.
- When using a Crew card, the player marks it as used with a 3 Credit coin () from the *Vault* to remind players that one Prestige of the Contract's reward has been assigned to this card.

Action Cards: Each Action card in the Mercenary row costs 1 Credit to use, plus an additional Credit for each Action card utilised in Mercenary row that was used before it during the current round.





- The player does not gain the benefit listed on any Mercenary Action cards they use, they are only used to meet the requirements of the Contract.
- When using an Action card, mark it as used with Credits () from the *Vault* equal to the cost required to use it, reminding players of the number of Credits of the Contract's reward that have been assigned to this card.

End of a Round: After both players have taken their turn, the 5 cards in the Mercenary row are discarded and 5 new cards are dealt from the Mercenary deck.

- Discarded Action cards are set aside in the Mercenary Discard pile.
- A discarded Crew card () is placed at the bottom of the Crew deck on the *Armory* board and then the top card of the Crew deck is placed in the Mercenary discard pile.
- When all the cards of the Mercenary deck have been used, shuffle the discard pile to form a new Mercenary deck.


Card Types

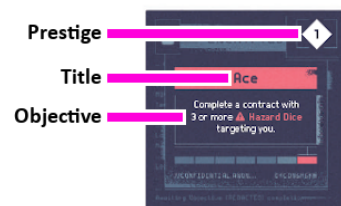
Contract Cards: Contract cards represent missions that are available for players to attempt.

- The Contract requirements show which Action cards need to be played in order to successfully complete the Contract.
- Hazard dice indicates how many dice (1 – 4) must be rolled to determine if the players encounter any Hazards () during a Contract.
- The top-right hand corner shows the rewards that are gained when a Contract is successfully completed; Prestige (i.e. ) is used to win the game, Credits (i.e. ) are used to purchase cards and some other effects, and Bonus cards (i.e. ) enhance a player's deck or Ship.
- If multiple players attempt a Contract together, they negotiate the which player(s) get the Prestige, Credits, Bonus cards, roll the Hazard dice, and the amount of each.



Objective Cards: Objective cards are private contracts that a player can claim at any time during any player's turn, providing the conditions are met.

- To claim an Objective card the player reveals it immediately once its conditions have been met.
- If a player forgets to claim an Objective card when the conditions are met, they must meet its conditions again in order to claim it.
- Each Objective card is worth 1 Prestige when completed and is scored at the end of a turn. **Note:** This means if a player's Prestige is reduced to 0 by Hazards (), the Hazards will not cancel out the Prestige gained by completing any Objective cards.



Ship Parts Cards: Ship Parts cards are aftermarket cards that are added to a player's Ship to improve it. When purchased these cards are placed in an empty space on the player's *Command Terminal* board.

- When a player adds a Ship Parts card to their *Command Terminal*, they add the indicated Action cards to their discard pile, face-up.
- The special abilities on a Ship Parts card do not require an action to be used.
- Ship Parts brands are used for completing some Objective cards.

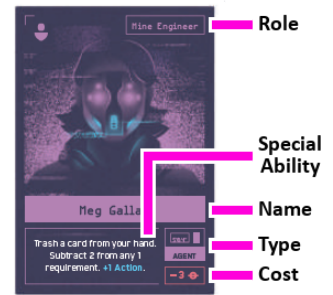


Removing Ship Parts: Only 4 Ship Parts can be installed on a *Command Terminal* at any time; when a player buys a 5th Ship Part, they must remove one of their existing Ship Parts cards to make room for the new card.

- Removed Ship Parts cards are removed from the game.
- When a Ship Parts card is removed, the player keeps the Action cards granted by it in their deck; they only lose the Special Ability of the card.

Crew Cards (👤): Crew cards are Action cards that can be hired from the *Armory*.

- Crew cards are treated like Action cards, requiring 1 Action to be played.
- When played, Crew cards contribute 1 to any Crew requirements (👤) on a Contract.
- Each Crew card has a special ability that takes place when it is played during a Contract.
- When a turn is over, Crew cards are moved into the owner's discard pile along with any other Action cards.



Action Cards: Each type of Action card is used to fulfil the corresponding requirement on Contracts when played.

- Each Action card requires one action to be played.



Reactor (⚡): Gives the player 2 additional actions



Thruster (🔥): Gives the player 2 additional cards from their deck



Shield (🛡️): Protects the player from a single Hazard (⚠️).

- A player may not use a Shield card to block a Hazard for their allies.



Damage (⚙️): Damage cards have no immediate effect when played and are only used to fulfil the requirements of Contracts.

- Damage cards come in 3 levels: 1 (⚙️), 2 (⚙️), and 3 (⚙️).



Miss (❌): Miss cards represent ship parts malfunctioning and serve no other purpose.


- Some special abilities used on some Crew and Ship Parts cards may use the symbol on Miss cards.



Crew (👤): Crew cards can be hired (purchased) from the *Armory*; each Crew card has a special ability that takes place when it is played.

Turn Order




1. **Planning Phase:** The Mission Leader chooses and performs one of the two following options:

- Once per turn, the Mission Leader may pay 1 Credit () to the *Vault* to return an available Contract card to the bottom of the Contract deck and replace it with the top card of the deck.


Option 1: Choose a Contract: The Mission Leader chooses one of the available face-up Contract cards that is next to the *Dispatch* board and places it in the middle of the table for all potential allies to see.

- In order to complete a Contract, the Mission Leader and their allies must play Action cards whose symbols meet or exceed the Contract's requirements shown on the bottom of the card.



Forming Alliances: After the Mission Leader has selected a Contract card, they may either choose to attempt the Contract alone or invite other players to join as allies.

- Allies play cards from their hand as they would on their own turn and contribute Ship Parts special abilities (except those that say as Mission Leader) to the Contract's requirements.
- Benefits from Action cards such as Shields (), Reactors (), and Thrusters () only affect the player that plays them and do not help allies unless a special ability explicitly states otherwise.
- Players can negotiate over anything that appears on the Contract card including the distribution of Prestige, Credits, Bonus cards, and who rolls what number of Hazard dice.
- Players cannot negotiate with Prestige, cards, and/or Credits that they already own.
- The rewards players gain out of a Contract is bound by the negotiated terms if successful, however allies are not required to be honest about what they will do on a Contract, with the exception that they must roll the number of Hazard dice they agreed to.
- Players cannot reveal any cards from their hand before the Hazard dice are rolled.
- If players cannot agree on terms, the Mission Leader may pick a new Contract card or choose to Stay at Base. The Mission Leader can only negotiate on up to two Contract cards per turn, after which they must choose to do the third Contract card alone, or choose to Stay at Base.



Option 2: Stay at Base: The Mission Leader may instead choose to Stay at Base, if they choose this option they perform the following steps:

- i) Draws 2 cards from the Objective deck; they choose one to keep and place the other at the bottom of the Objective deck.
- ii) Take 1 Credit () from the *Dispatch* board for protecting the base.
- iii) If desired, discard an available Contract card and replenish the empty space with a card from the top of the Contract deck. This is free and can be done in addition to spending 1 Credit to discard a Contract card.
- iv) Discard their hand of Action cards and draw 5 cards from their Action deck.

2. **Execution Phase:** Once a Contract card has been chosen and agreed upon, the Mission Leaders and allies proceed to the Execution Phase.

- The Execution Phase is skipped if the Mission Leader chose to Stay at Base during the Planning Phase.
 - Once the Hazard dice are rolled, all negotiations are locked in and no more allies may join the Contract.
- i) **Roll Hazard Dice:** Collect the number of Hazard dice indicated on the bottom right-hand corner of the Contract card and have each player roll the number of Hazard dice they negotiated for during the Planning Phase.
- If the Mission Leader has no allies, they will roll all of the Hazard dice.
 - Each player will suffer a number of Hazards () equal to the number of Hazard icons they roll; each Hazard will cause the player to lose 1 Prestige unless they can play a Shield card () to negate it at the end of this phase.
- ii) **Attempting the Contract:** The bottom of the Contract card will show a number of symbols indicating the Action cards and quantities that are required to be played in order to successfully complete the Contract.
- The Mission Leader and allies contribute to the Contract by playing their Action cards and using any relevant Ship Parts card special abilities.
 - The Mission Leader chooses the order in which players will play cards and can also choose for players to play cards at the same time, or pause to let other players play cards.
 - Allies are not required to help the Contract succeed; allies may choose to lie and withhold cards.

Playing Action Cards: Each player involved in the Execution Phase starts with a single action that allows them to play 1 Action card.

- Additional actions can be generated by playing Reactor cards (), some Crew cards (), and some Ship Parts cards.
- A player may continue to play Action cards until they run out of actions or Action cards to play from their hand.
- A player may not play additional Action cards from their hand if they run out of actions, even if the cards played would generate additional actions.
- A player may not draw additional Action cards if their hand runs out of cards.

iii) **Completing a Contract:** Depending on the outcome of the Contract, the following steps are taken.

Contract Success: A Contract is successfully completed when the requirements on the Contract card have been fulfilled.

- Players may continue to play Action cards after a Contract has been completed providing they have available actions to do so.


Rewards: Once finished playing Action cards, players collect the rewards negotiated for during the Planning Phase:

- The negotiated terms must be honoured.



Prestige: Prestige is immediately added on the *Prestige* tracker.



Credits: Credits () are immediately taken from the *Vault* and placed on the players' *Command Terminal* boards.





Bonus Cards: Bonus cards are drawn from the top of the Crew or Ship Parts decks; the receiving player may discard them if the cards are unwanted.


Contract Failure: A Contract card is failed when all players attempting the Contract have played all the cards they can/wish to, and have not met the requirements of the Contract.


- When a Contract is failed, players receive no rewards or penalties for failing the Contract, but will still lose Prestige for any Hazards that are not negated by a Shield or other effects, as covered in the Final Steps.

Final Steps: Regardless of whether the Contract was successfully completed or not, perform the following steps:

1. Each player that rolled Hazard dice subtracts 1 Prestige on the *Prestige* tracker for each Hazard () that was not blocked by a Shield () or other effect; a player cannot go below 0 Prestige.
2. All players that partook in the Contract discard their cards, including all played Action cards and any cards that remain in their hands, to their personal discard piles.
3. All allies draw 5 cards from their personal Action deck.
4. The Contract card is discarded near the *Dispatch* board; a new card is drawn and added to the rows of available Contract cards.

3. **Buying Phase:** The Mission Leader may use their Credits to purchase any of the available Crew cards

() or Ship Parts cards that are next to the *Armory* board.


- The Mission Leader may purchase any number of cards providing they have sufficient Credits to do so.
- Whenever a Ship Parts card or Crew card is purchased, the empty space is immediately replenished with the top card of the respective deck; there should always be 3 Crew cards and 6 Ship Parts cards available at all times.
- Once per Buying Phase, the Mission Leader may spend 1 Credit () to discard any of the available cards next to the *Armory* board and replace it with the top card of the respective deck.

Buying Ship Parts: The Mission Leader places the Ship Parts card on one of the empty spaces of their *Command Terminal* board.

- If the card shows any icons in the top right-hand corner, the player takes the corresponding Action cards in the quantities indicated from the available cards and places them face-up in their discard pile.

Removing Ship Parts: A player may have a maximum of 4 Ship Parts cards installed on their *Command Terminal* board at any one time; if the player purchases additional Ship Parts cards, they must remove one of their existing Ship Parts to make room for the new Ship Parts.

- The removed Ship Parts card is removed from the game.
- When a Ship Parts card is removed, any Action cards granted by the card stay in the player's Action deck; the player only loses the special ability of the removed card.

Hiring Crew (): The Mission Leader places the purchased Crew card face-up in their discard pile.

4. **End of Turn:** Once the Mission Leader has completed their Buying Phase they draw 5 cards from their deck to form a new hand.

- The player to the left of the current Mission Leader becomes the Mission Leader for the next turn.
- Players score the Prestige from any Objective cards they have completed during the current turn.