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Game Set Up

For 3-5 players

1. Give each player a **Command Terminal** board.
 - Give each player an **Action Deck** to shuffle consisting of the following default **Action Cards** (this is also indicated at the bottom of the Command Terminal):
 - 2 **Damage 1** cards
 - 3 **Reactor** cards
 - 2 **Shield** cards
 - 2 **Thruster** cards
 - 1 **Miss** card
 - Each player should place the deck they just made to the left of their command terminal.
2. If playing with the **Overload** expansion, add the **Advanced Action** cards nearby the default Action cards in reach of all players.
3. Place the **Armory** board where it is easily accessible to all players.
 - If playing with any expansions, add expansion **Ship Part** (this does not include the **Sorelia Prototype Ship Parts**) cards to a deck. Regardless, shuffle all Ship Part cards and place them face down on the Armory board slot. Draw 6 cards from the deck and place them in two rows of 3.
 - If playing with any expansions, add expansion **Crew** cards to a deck. Regardless, shuffle all Crew cards and place them face down on the Armory board slot. Draw 3 cards from the deck and place them in 1 row.
 - Give each player 2 **Credits** to start on their Command Terminal. Place the remaining Credits in their designated slots in the Armory.
4. If playing with the **Nomad** expansion, place the **Navigation** and **Prestige** board across from the Armory board. Otherwise, place just the **Dispatch** board across from the Armory board instead.
 - Then, if playing with the Nomad expansion:
 - Shuffle the **Event Deck** and place it next to its corresponding slot on the Navigation board.
 - Place the **Sorelia Sector Card** on the “Anomaly Detected” window on the Navigation board with the Contract side showing face-up.
 - Shuffle and place the 10 Sorelia Prototype Ship Parts within reach of all players. Do not shuffle it in the main Ship Parts deck.
 - Make sure the “10” side of the Prestige board is face-up, unless playing with the 15 Prestige variant, in which case have the “15” side face-up, indicating that a player needs to obtain 15 Prestige before winning.
 - Place **Ship Tokens** matching the player colors on the “Stay at Base” section of the Navigation board.
5. If playing with any expansions, add expansion **Contracts** to a deck.

- If playing with the Navigation board from the **Nomad** expansion, separate them into decks based on their Contract type/color. Shuffle and place each separate deck next to its matching contract slot on the Navigation board.
 - If playing with the Dispatch Board from the base game, shuffle all Contracts and place them face down on the Dispatch Board. Draw 8 cards and place them in 2 rows of 4 to the left of the board as shown. Replace any contracts that have 3 or 4 **Hazard Dice** showing and shuffle them back into the deck.
 - If playing with the **Overload** expansion, replace any contracts with more than 2 Hazard Dice and any Head to Head contracts and shuffle them back into the deck.
6. If playing with any expansions, add expansion **Objective** cards to a deck. Shuffle the deck and deal 3 to each player, with each player secretly choosing 1 to discard. Place the deck on the corresponding slot or (if playing with the **Nomad** expansion) near the Navigation board.
 7. Place the Hazard Dice somewhere on or near the Dispatch or Navigation board, if playing with **Nomad**.
 8. Place each player's corresponding color **Ship Token** on the 0 space of the **Prestige Tracker**.
 9. If playing with the **Overload** expansion, place a pile of the **IOSphere** tokens in reach of all players.
 10. If playing with the **Binding Ties** expansion, each player should take the **Reputation Terminal** matching their Command Terminal and place it above their Command Terminal in view of the other players.
 - Each player should then take a **Faction Token** matching the color of all other players (but not their own color) and place them on the "0" space of their Reputation Terminals, returning any unused colors to the box.

For 1-2 players

- 1) Set up the game according to the above rules.
- 2) In addition to the players' Ship Tokens, a separate ship token of a different color should be placed on the "1" slot of the Prestige Tracker. This will be used to track the current round.
- 3) Shuffle and place the **Mercenary Deck** in reach of all players, consisting of the following cards:
 - 2 Damage I cards
 - 1 **Damage II** cards
 - 3 Reactor cards
 - 3 Shield cards
 - 3 Thruster cards
 - 3 random Crew cards.
- 4) Deal 5 cards from the Mercenary Deck in a row next to it.

Gameplay

Core Concepts

The Mission Leader

Players take turns as the **Mission Leader**. The first player of the game is determined by whomever rolls the least Hazards after each player rolls all 4 dice. In the event of a tie, roll again for the tied players. The Mission Leader's turn consists of 3 phases: **Planning**, **Execution**, and **Buying**.

Allies

- ❖ Players on a contract but not the Mission Leader are considered Allies.
- ❖ Allies play their active hand as they would on their own turn. Unless a card specifically mentions it, benefits from abilities of Action Cards, Crew members, and Ship Parts only affect the player that played the card.
- ❖ Allies are not required to be honest about what they will do on a Contract.

Prestige

Prestige is the requirement to win the game. A player cannot have negative Prestige.

There are two main ways to score prestige. Prestige is tallied by the player's Ship Token position on the Prestige Tracker.

Completing Contracts

- ❖ Each contract has a Prestige reward value in the upper right corner.
- ❖ To complete a Contract, the Mission Leader and any Allies must meet the requirements by playing an equal or greater number of icons matching the bottom of the Contract card.
- ❖ If playing with the **Overload** expansion, there are two additional Contract types that are completed differently than the base game Contracts.
 - **Flex Contracts** have a new requirement type called Flex (*). All Action Cards, Crew cards, Ship Parts, and other abilities that reduce requirements can be used to reduce this requirement. However, Flex and non-Flex requirements cannot be fulfilled by the same reduction.
 - For example, a Thruster card cannot reduce both a Thruster requirement and a Flex requirement at the same time.
 - **Head to Head Contracts**
 - If a Head to Head contract is chosen, all players may decide to join without an invitation from the Mission Leader.
 - Objectives and Event cards that reference Contracts do not apply to Head to Head contracts unless specifically mentioned.

- Players are not considered Allies, therefore cards that reference Allies have no effect and if playing with **Binding Ties** no one receives Faction Reputation with each other.
- Players compete to fulfill the most Contract requirements. If there is a tie, the tie is broken in turn order starting with the Mission Leader.
- If playing with the **Nomad** expansion, players may travel from any sector to the Mission Leader's sector to join a Head to Head contract.
- Like a normal Contract, the Mission Leader determines play order.

Fulfilling Objective Cards

- ❖ An Objective card is a private contract that a player can claim once fulfilled at any time, even during another player's turn. The conditions described by the card must be fulfilled to claim the card.
- ❖ To claim and score an Objective, a player reveals it, shows its conditions have been met, and gains the listed Prestige on the card.
- ❖ Objectives should be scored at the end of a turn. Hazards do not affect Objective cards.
 - For example, if a player has 0 Prestige and took on Hazards during a turn but shows and completes an Objective card, the player will still gain the 1 Prestige from the Objective and end the turn on the "1" space on the Prestige Tracker
- ❖ Players must reveal and score Objectives on the same turn that they meet the criteria, or they will have to complete them again.
 - For example, if a player accomplished a Ship Part Objective for 3 Ventus Ship Parts but forgot to reveal and claim the Objective, the player would have to obtain another Ventus Ship Part to complete the Objective.

Hazards

- ❖ At the beginning of the Execution Phase, the Mission Leader and Allies roll any Hazard dice that have been assigned to them, one die per Hazard they agreed to take on.
- ❖ Each die shows 0-2 Hazard icons; each player will suffer from the Hazard equal to the icons they rolled.
- ❖ Each unprotected Hazard icon costs that player 1 Prestige. Players may play Shield cards to block 1 icon per Shield. Shield cards only apply to the player that played them, i.e., players cannot block another player's Hazards.

Types of Cards

There are 5 Default Action Cards, 7 Advanced Action Cards, and Crew cards that can be played to complete Contracts. Typically, cards require one Action to play. Owned cards are either in a player's Draw Pile, Discard Pile, or in their Hand.

- ❖ Reactor cards give a player 2 additional Actions.
- ❖ Thruster cards make players draw 2 cards from their Draw Pile.

- ❖ Shield cards protect a player from Hazards, one per Shield.
- ❖ Damage cards have no other effect than fulfilling Contract requirements. There are three levels of Damage cards, fulfilling requirements equal to its level.
- ❖ Miss cards represent malfunctions and have no use other than clogging up the active hand. Like other cards, they may be used for abilities for Ship Parts or Crew.
- ❖ Crew members are hired from the Armory and have special abilities.
- ❖ If playing with **Overload**, Advanced Action Cards are available to obtain from Ship Parts, purchase, and from Bonus Card Rewards from Contracts:
 - Reactor + cards give a player 2 additional Actions and make the player draw 1 card.
 - Reactor X cards give a player 3 additional Actions.
 - Thruster + cards make players draw 2 cards and give 1 additional Action.
 - Thruster X cards make players draw 3 cards.
 - Shield + cards block 1 Hazard and give 1 additional Action.
 - Shield X cards block 2 Hazards.
 - Damage + cards fulfill 2 Damage and gives 1 additional Action.

Players obtain cards primarily through obtaining Ship Parts, though some Special Abilities can also give cards.

If playing with **Overload** and a player is trying to take an Advanced Action Card that is not available, they may take any card of the same type instead.

Ship Parts

- ❖ Ship Parts can be bought from the Armory or received as a reward from Contracts.
- ❖ A player can only have a total of 4 Ship Parts, corresponding to the 4 slots on their Command Terminal.
 - If a player were to receive another Ship Part while at their max, they remove one Ship Part from their Command Terminal. This Ship Part is removed from the game. Any cards that the removed Ship Part added stay in the Action Deck.
- ❖ Most Ship Parts add cards to a player's Action Deck, specifically to their Discard Pile. The type and number of cards gained is shown in the upper right corner of the Ship Part.
- ❖ Ship Part abilities do not require an Action to be used.
- ❖ Ship Parts have brands associated with them, found in the lower right of the card above their cost. These brands are used in reference to Objectives and some other Ship Parts.

Crew Members

Crew members act like Action Cards, requiring 1 Action to play. Crew members played contribute to any Crew requirements, and any other requirements that its special ability denotes.

Expansion Rules

Overload Rules

IOSpheres

- ❖ Some Crew and Ship Parts in **Overload** have special abilities referring to a new resource of IOSphere tokens. When a card instructs a player to Add X IOSpheres, they place it from the supply on that card.
- ❖ Crew cards that utilize IOSphere tokens are initially played as normal, however, instead of discarding IO Crew, they remain in play until there are no IOSphere tokens remaining on the card.
 - Contracts requirements are considered reduced at the moment a card is played. An IO Crew which has persisted from a previous Contract do not count toward the Crew requirement of the current Contract.

Nomad Rules

Sorelia

- ❖ Sorelia begins the game as a hidden Sector, and to unlock it players must complete a special Contract. To attempt the Contract, a Mission Leader will move to the Sector and attempt the Contract, solo or with Allies.
- ❖ The Mission Leader can decide not to move to the Sorelia Sector if they cannot negotiate an agreed alliance and does not want to solo the Sorelia Contract.
- ❖ If attempting the Contract, all Allies must also move to the Sector.
- ❖ If players successfully complete the Contract, flip the Contract over to reveal and unlock the Sorelia Sector. If it is failed, the Contract remains, and may be attempted again in the future.
- ❖ The Sorelia Sector has its own Contracts that then act as any other Sector Contracts. Some off Sorelia Prototype Ship Parts as a reward. This essentially works as a Bonus Card reward, but drawing from the top of the Sorelia Prototype Ship Part deck instead.

Sector Rules

- ❖ A Mission Leader must travel to a new Sector, they cannot stay in the Sector they began the turn in.
- ❖ An adjacent Sector is one that is orthogonal from the current location or connected to all Sectors, i.e., Moonrakers Base and Sorelia.

Binding Ties Rules

Gaining Faction Reputation

Players gain Faction Reputation in a few ways:

1. Allying with other players.
 - Players who complete a Contract together as Mission Leader and Allies all gain 1 Faction Reputation with each other.
2. Contract Rewards
 - Some Contracts will have Faction Reputation as a reward. These become a part of negotiation just like any other reward.
 - This reward will be associated with one of the Factions' colors. A player that receives this reward obtains a Faction Reputation with that color Faction.
 - i. If a player gains Faction Reputation of their own color or that color is not in the current game, then the player may choose any Faction to gain Reputation with.
3. Crew and Ship Part Abilities
 - Some Crew and Ship Parts allow players to gain Faction Reputation.

Recording Faction Reputation

Players cannot have less than 0 or more than 5 Reputation with any Faction. This is represented by their color token on a player's Reputation Terminal

A player may exchange 3 Reputation to gain 1 Reputation of any color at any time. Players cannot trade with each other.

Spending Faction Reputation

- ❖ Players may spend Reputation for rewards and assistance with Contracts during the game.
- ❖ Spending Faction Reputation is represented by moving the token left on the track, one space for each Reputation spent.
- ❖ Rewards with a white box in the "SAME" row must be acquired using only one color of Faction Reputation, while rewards with a gradient box in the "ANY" titled row can be acquired by spending any combination of Faction Reputation color tokens.
- ❖ Most effects should be self-explanatory, but there are timing rules for each reward.
 - "For Discard a Contract" and "Discard an Armory", it must be that player's turn as Mission Leader.
 - "For +1 Action or Card", "Subtract 2 from any 1 requirement", and "Block 1 Hazard Die", the player must be participating in a Contract.
 - "+1 Bonus Card" can be used at any time except during a different player's Buying Phase.
 - All other rewards can be used at any time, even during another player's turn.

Losing Faction Reputation

If a Contract is failed, all players participating in the Contract lose one Faction Reputation with each other player's colors.

Ending the Game

- ❖ The first player to have 10 (or 15 if playing the variant) Prestige at the end of any player's turn wins the game and becomes the new leader of the Moonrakers.
- ❖ If two players reach 10 Prestige on the same turn, the tie is broken by the player with the highest net worth, calculated by adding up the value of their Ship Parts, Crew members, and their cache of credits.

The Mission Leader's Turn

Event (if playing with **Nomad**)

The Mission Leader draws and reveals a card from the Event Deck. This card will either be an **Event** or a **Policy**. These cards affect all players, unless specified otherwise.

Events can force travel, present interesting decisions, or provide rewards. If an event requires the players to draft, the order will be least Prestige to most, with turn order determining tie breaks.

Policies

Policies are decisions voted on by all players that can change the rules in specific ways. However, if playing with **Overload**, Policies do not affect Head to Head contracts.

- ❖ The Mission Leader presides over the council of all players. They read the card aloud, make sure everyone understands, and call for a vote.
- ❖ All players must simultaneously vote for or against the Policy.
 - If there is a majority count for the Policy, it passes, and it's added to the **Active Policy** section of the Navigation board.
 - If there is a majority count against the Policy, it is discarded.
 - If there is a tie, the Mission Leader decides the outcome.
- ❖ If a policy is passed, it stays in effect until a new Policy is enacted. Once a new Policy is passed, the old one is discarded and no longer has any effect.

Planning Phase

At the start of the Planning Phase, the Mission leader has two options: **Choose a Contract** or **Stay at Base**.

Once per Planning Phase, the Mission Leader can also spend 1 Credit to discard an available contract from the Dispatch board and replace it with a new one.

Choose a Contract

- ❖ If playing with **Nomad**:
 - Contracts are revealed when travelling to a new Sector as Mission Leader.
 - To choose a Contract, the Mission Leader must travel to an adjacent Sector from their current location and move their Ship Token there. Then they draw 3 Contracts from the corresponding deck and place them in the provided slot.
 - The unchosen 2 Contracts are discarded to the bottom of their corresponding deck.
- ❖ Otherwise:
 - The Mission Leader may select any of the face-up contracts for all potential Allies to see.

After selecting a Contract, the Mission Leader may attempt the contract or alone or invite others to join in as Allies. There is no limit to Allies on a Contract.

If playing with **Nomad**, the Mission Leader can only invite players in adjacent Sectors to be Allies. Allies that agree to an alliance move their ship token to the Mission Leader's Sector.

Forming Alliances

- ❖ Once the contract is selected, the Mission Leader can ask any player if they can and are willing to help. Potential Allies may communicate how they can help the Mission Leader with the Contract based on the cards in their Active Hand.
- ❖ The Mission Leader and any potential Allies can negotiate over anything that appears on a Contract, including Prestige, Credits, Bonus Cards, and Hazard Dice.
- ❖ There is no trading between players of Prestige, Credits, or cards already owned.
- ❖ If there is no agreed alliance, the Mission Leader may pick a new contract and negotiate again for another chosen contract. The Mission leader can only invite allies for a total of two chosen Contracts in a turn. If there is no agreed alliance for both chosen Contracts, the Mission Leader must solo a Contract or Stay at Base.

Stay at Base

Instead of choosing a Contract, the Mission Leader can choose to Stay at Base. Mission Leaders who Stay at Base perform the following actions:

1. If playing with **Nomad**, move their Ship Token to the Stay at Base section in the center of the board.
2. Draw two new Objective cards. Keep 1 and discard the other.
3. Collect 1 Credit for protecting the base.
4. Optional: Replace an available Contract from the Dispatch board with another from the top of the Contract deck.
5. Discard the active hand of cards and draw 5.

6. Skip the Execution Phase and proceed to the Buying Phase.

Execution Phase

Once a Contract has been chosen, the Mission Leader and Allies enter the Execution Phase. This phase is skipped if the Mission Leader decides to Stay at Base.

Roll Hazard Dice

The phase begins with players collecting the Hazard Dice they agreed to take on. All negotiations are locked, and no Allies may join or leave a Contract once the Hazard dice are rolled.

Attempt the Contract

- ❖ The Mission Leader and any Allies contribute to the Contract requirements by playing their cards and reducing the requirements with Ship Part abilities.
- ❖ The Mission Leader decides the order of play between allies.
- ❖ The Mission Leader may also decide if players play cards at the same time or pause to play sequentially.

Playing Cards

- ❖ All players begin the Execution Phase with 1 Action, which allows the player to play 1 card. A player may continue to play cards until they run out of Actions or run out of cards to play from their hand.
- ❖ Players may not:
 - Play additional Cards after they've run out of Actions, even if a card in their hand would provide additional Actions.
 - Draw additional cards if they run out of cards, even if they have unused Actions.
- ❖ If a player needs to draw a card, but the Draw Pile is empty, the player shuffles their Discard Pile into a new Draw Pile and continues to play as normal.

Completing a Contract

Contract Success

- ❖ A Contract is successfully completed when the requirements of the Contract have been fulfilled.
- ❖ Players may continue to play cards after meeting the requirements of the Contract, if they have available Actions.
- ❖ Once all players have finished playing their cards, players collect their negotiated reward. Players must honor the agreed terms.

Contract Failure

- ❖ A Contract is failed when all players attempting the Contract have played all the cards they can/desire and have not fulfilled the requirements of the Contract.
- ❖ When a Contract is failed, players receive none of the rewards. There are no other negative consequences, but players must still suffer unblocked Hazards.

End of Execution Phase

- ❖ All players subtract their Hazards that was not blocked from their total Prestige.
- ❖ The Mission Leader and Allies discard all their cards. This includes played and unplayed cards in their Active Hand.
- ❖ All Allies draw 5 new cards. The Mission Leader will draw cards after their Buying Phase.
- ❖ The Active Contract is discarded.
- ❖ The Mission Leader proceeds to the Buying Phase.

Buying Phase

- ❖ During the Buying Phase, the Mission Leader may use their available Credits to purchase face-up Crew or Ship Parts next to the Armory Board. There is no limit to how many cards a player may buy if they can afford to.
- ❖ The price of each card is listed in the bottom right.
- ❖ Ship Parts and Crew are immediately replaced when they are purchased. There should always be 3 Crew and 6 Ship Parts available to purchase.
- ❖ Players may pay 1 Credit to discard 1 Crew or Ship Part from the Armory at any time during their buy phase.
- ❖ If playing with any expansion, instead the Mission Leader may discard 1 Crew or Ship Part from the Armory at the beginning of their Buy phase. After their free discard, they may spend 1 Credit to discard an additional card at any time during their buy phase. They cannot do so to discard a third.
- ❖ If playing with **Overload**, players may also buy Advanced Action Cards from the supply, paying their cost listed in the bottom right corner.

Ending the Mission Leader's Turn

Once the Mission Leader finishes their Buying Phase, they draw 5 new cards to form their new Active Hand. The player to their left becomes the next Mission Leader.

Optional: To expedite the game, players may begin their Planning Phase while the Previous Leader is in their Buying Phase.

Additional Rules

House Rules

Ambiguity Rule

Some players prefer to play the game without explicitly stating what cards are in their hands. Players can only communicate how they can help without using specific numbers. E.g., a player might say, “I can do some Damage,” instead of “I can do 2 Damage.”

Timed Negotiations

Some players can take a long time negotiating, lengthening the duration of the game. To combat this, players can implement a timer for negotiations, limiting the amount of time the Mission Leader and potential Allies must come to an agreement.

15 Prestige

Some players want a longer play duration. Players can agree to end the game at 15 Prestige. If playing with **Nomad**, flip the Prestige board to the “15” side.

Buy Phase Rules

- ❖ Players may pay 1 Credit to discard 1 Crew or Ship Part from the Armory at any time during their buy phase.
 - If playing with any major expansion, the Mission Leader may discard 1 Crew or Ship Part from the Armory at the beginning of their Buy phase. After their free discard, they may spend 1 Credit to discard an additional card at any time during their buy phase. They cannot do so to discard a third.

Action Card Referencing

There are Ship Parts and Crew members that reference categories of Action Cards specifically or broadly. Please refer to the following rules to know whether a card can be applied to an ability.

- ❖ Specific Card
 - When an ability references an Action Card or list of Action Cards preceded by the word “a” it is referring to that specific card and it can not be substituted for another card from the same category.
- ❖ Category of Cards

- Whenever an ability references a category of cards, it will do so without the word “a” before the specified Action Card. This means the ability is referencing any card from that category.
- ❖ Crew Cards
 - Crew cards are not technically Action Cards, though they go into a player’s Action Deck. If a card refers to an Action Card, it is only referring to the Default and Advanced Action Cards.
- ❖ Special Cases
 - Duo 1000 – Your first Shield card played will count as 2 of the same kind of Shield card played.
 - Shard Spear – When upgrading a Damage 2, you may choose a Damage 3 or (if playing with **Overload**) a Damage +

1-2 Player Rules

Play works as normal except for the inclusion of the Mercenary Deck and the round limit of 10 (or 15) rounds. A new round begins at the end of each Buying Phase.

Mercenary Deck

- ❖ If playing with 2 players, only the Mission Leader can use the Mercenary Deck.
- ❖ A player can use the face-up cards of the Mercenary Deck to reduce Contract requirements, akin to if they were an ally.
 - Each Crew costs 1 Prestige to use.
 - Each Action Card requires 1 Credit to use, plus an additional credit for each card a player has hired from the Mercenary Deck.
 - For example, the second card hired would cost 2 Credits, the third would cost 3, etc.
 - These payments come from the rewards listed in the Contract, not from the Mission Leader.
 - Mercenary Cards do not cost Actions to use.
 - Mercenary Cards only reduce requirements, the Mission Leader does not gain the benefits of the card, except for Crew cards.
 - For example, hiring a Thruster card does not allow the Mission Leader to draw 2 cards.
 - These cards do not enter the Mission Leader’s deck, rather they are marked by placing their cost on the card. Players can use a substitute to represent Prestige if they do not have the Prestige tokens.
- ❖ After each turn, discard the 5 Mercenary cards and draw 5 new cards to the row. Shuffle the discard if necessary to continue drawing.
 - Crew cards are not put into the Mercenary Discard Pile, rather they are discarded to the bottom of the Crew Deck and replaced with the top Crew card from the Crew Deck in the Mercenary Discard Pile.

Misc. Rules

- ❖ Players may choose to replace Contracts requiring 4 Hazard Dice.

- ❖ If playing with **Nomad**, players cannot use cards that reference allies. They may be removed before the beginning of the game. Otherwise:
 - Any Objective card that references Allies is instead referencing the Mercenary deck. If playing with two players, the Mercenary Deck still applies.
 - Any Ship Part or Crew referencing Allies can be replaced for free.
- ❖ Players may not use Credits from their supply or earned Prestige they have already won to hire Mercenary Cards.
- ❖ If playing with 2 players, the same face-up Mercenary cards stay out until both players have had their turn. Cards used by one player can be used by the other.

Scoring

At the end of 10 rounds, each player totals their points.

- ❖ Each Prestige is worth 10 points.
- ❖ Each Credit is worth 1 point.
 - This includes a player's available credits and the net worth of their Ship Parts and Crew.

Refer to the following table to calculate how players stack up amongst their fellow Moonrakers.

<100	Beginner
100-150	Novice
151-200	Advanced
201-250	Mastery
250+	Chosen One

If playing with **Nomad**

10 Round Scoring	15 Round Scoring	Title
<150	<150	Beginner
151-200	151-250	Novice
201-250	251-350	Advanced
251-300	351-450	Mastery
300+	450+	Chosen One

Glossary

General Terms

Action Cards

These refer to the Default Action Cards of Reactors, Thrusters, Shield, Misses, Damage I, Damage II, Damage III as well as the Advanced Action Cards of Reactor +, Reactor X, Thruster +, Thruster X, Shield +, Shield X, and Damage + if playing with **Overload**.

Action Deck

The collection of all of a player's card, including their Draw Pile, Discard Pile, and Active Hand.

Active Hand

The cards that a player is holding in their hand. It includes the 5 cards drawn at the end of a player's turn plus any cards drawn during a turn.

Advanced Action Card

These are upgraded versions of base game Action Cards.

Allies

Players attempting the current Contract, excluding the Mission Leader. This can also refer to anyone on a Contract other than the owner of a Ship Part that refers to Allies, including the Mission Leader.

Armory

The Armory houses the Vault with the Credits as well as the Crew and Ship Part draw piles.

Bonus Cards

A Contract reward. If a player receives a Bonus Card, they draw the top card from either the Crew or Ship Part draw pile. They may discard it if unwanted. If playing with **Overload**, they may instead choose an Advanced Action Card of their choice.

Buying Phase

Phase where players can purchase Ship Parts and hire Crew.

Choose a Contract

If a player does not Stay at Base, they must choose a Contract to attempt alone or with Allies.

Command Terminal

Houses Credits and Ship Parts and helps with Action Deck management.

Contract Cards

Contract cards represent the missions available for players to attempt.

Credits

Credits are the currency in Moonrakers and come in denominations of "1" and "3."

Crew

Crew are cards that provide special abilities when played. They are hired from the Armory and added to a player's Action Deck discard pile. There are always 3 Crew cards available to hire.

Damage Cards

Action Cards that fulfill Damage requirements for Contracts, but have no other effects. There are 3 types of Damage Cards: I, II, and III.

Delivery Contract

One of four Contract types. The primary requirement is Thruster.

Dispatch

Houses the Prestige Tracker, the Contract deck, and the Objective deck.

Draw and Discard Pile

The Draw Pile is where players gain new cards when playing Thrusters or at the end of Execution or Buying Phases. The Discard Pile is where played and unplayed cards go after Execution Phases or when purchasing during the Buying Phase.

Events

Events are revealed from the Event Deck. They can force travel, present interesting decisions, or provide rewards. Hazard Events do not reduce a player's Prestige. If an event requires the players to draft, the order will be least Prestige to most, with turn order determining tie breaks.

Execution Phase

Phase where players attempt a Contract by playing Action Cards alone or with Allies. If successful, players receive the rewards denoted on the Contract. Skipped if the Mission Leader Stays at Base.

Explore Contract

One of four Contract types. The primary requirement is Reactor.

Faction

Each player represents a Faction denoted by their Ship Token color. Other players can gain reputation with that Faction represented by Faction Tokens.

Flex Contract

A Contract that contains a new requirement type called Flex (*). All Action Cards, Crew cards, Ship Parts, and other abilities that reduce requirements can be used to reduce this requirement. However, Flex and non-Flex requirements cannot be fulfilled by the same reduction.

Hazard

Represents the danger in undertaking missions. Each icon subtracts one Prestige at the end of the Execution Phase unless blocked, usually by Shields.

Hazard Dice

Rolled to determine if a player encounters any danger during a Contract. Each die could result in 0, 1, or 2 Hazard icons. Dice are only applicable to the player that rolled it.

Head to Head Contract

A Contract type that allows players to compete against each other for rewards. Each player can join without being invited by the Mission Leader or being in an adjacent Sector if playing with **Nomad**. Best performing player receives 1st place reward with next best receiving 2nd place. If a player does a Head to Head alone they receive only the 1st place reward.

IO Crew

Special Crew cards that utilize IOSphere tokens and remain in play until no IOSphere tokens remain on the card.

Joining Contracts

Players must be in an adjacent Sector of the Mission Leader to join a Contract. Upon completing negotiations, Allies travel to the Mission Leader's Sector to participate in the Contract.

Kill Contract

One of four Contract types. The primary requirement is Damage.

Lowest Faction

The Faction Token that is furthest to the left on the Reputation Terminal. Player's choice in the event of a tie.

Miss Card

Action Cards represent your ship malfunctioning. They have no functional purpose besides being used by some special abilities on Ship Parts and Crew.

Mission Leader

The player currently taking their turn.

No reward

No reward is gained when a player participating in a Contract receives no Contract rewards. Faction Reputation does not count as a Contract reward.

Objective Cards

Objective cards give players secret goals to complete to gain Prestige points. They are scored at the end of the turn, after the Buying Phase.

Planning Phase

This is the first phase of each player's turn. Players choose to either Stay at Base or Choose a Contract. If they attempt a Contract, they may attempt it alone or bring Allies. If Allies join, they must negotiate who gets what rewards and who rolls Hazard Dice.

Policies

Policies are revealed from the Event Deck. They are decisions voted on by all players that can change the rules in specific ways. Policies do not affect Head to Head contracts. Voting is done simultaneously. Only one Policy can be in effect at a time.

Prestige

Points awarded by Objectives, Contracts, and some Ship and Crew cards. The first player to reach 10 (or 15) Prestige wins the game.

Reactor Cards

Action Cards that give a player 2 additional Actions and fulfill 1 Reactor requirement when played.

Removing Ship Parts

If a player acquires a Ship Part but already has 4 Ship Parts installed on their ship, they must remove 1 from the game and replace it. Any cards that the replaced part added to the Action Deck remain.

Reputation

A player gains reputations by completing Contracts or from some Crew and Ship Parts.

Requirements

Requirements are the number of Action Cards of each type that must be played in order to complete a Contract.

Rescue Contract

One of four Contract types. The primary requirement is Shield.

Sector

A Sector is one of 5 locations on the Navigation board that players can travel to complete Contracts. Sorelia must be unlocked before use.

Shield Cards

Action Cards that can block a Hazard icon and fulfill 1 Shield requirement when played.

Ship Parts

Cards that represent the aftermarket parts that can be installed on a Command Terminal to upgrade and usually add Action Cards. There are always 6 Ship Parts available for purchase.

Ship Token

Colored player markers denoting a player's Prestige or location if playing with **Nomad**.

Sorelia Prototype Parts

10 Ship Part cards that are separated into their own deck. They can be obtained from a contract reward denoted by their icon.

Special Ability

An Ability is an additional effect of playing a Crew card or an optional effect of a Ship Part.

Supply

These decks store all the Action Cards.

Thruster Cards

Action Cards that give a player 2 additional cards and fulfill 1 Thrust requirement when played.

Ties During Gameplay (Not Endgame)

Ties are broken in player order following the Mission Leader.

Trading Reputation

A player may exchange 3 Reputation to gain 1 Reputation of any color at any time. Players cannot trade with each other.

Crew and Ship Part Terms

+X Actions

A player receives the number of Actions denoted by the card.

+X Cards

A player draws the number of cards denoted by the card from their Draw Pile.

Add A (Action Card)

Some special abilities will require the player to add a card from the Supply to their Discard Pile. This could be a positive (add a Reactor to your deck) or a negative (add a Miss to your deck).

Discard

Discarded player cards are placed face-up in that player's Discard Pile to the right of their Command Terminal. Discarded Contracts, Ship Parts, and unowned Crew cards are placed at the bottom of their respective deck. Discarded cards do not count toward Contract Requirements.

Draw

To draw cards, the player takes the specified number of cards from the top of their Draw Pile to the left of their Command Terminal. If there are not enough cards in the draw pile, the player will shuffle their discard pile (not including cards in the Play Area or Active Hand), place them face down as their new draw pile, and continue drawing cards.

First [Action Card]

This refers to the first of a type of Action Card played on a turn.

Hand Limit

Every player begins with a starting Active Hand limit of 5 cards. This is just the starting hand limit and does not prevent players from drawing additional cards via Thrusters, Ship Parts, or Crew. A player's

hand limit could be increased, which means that player would draw up to their hand limit when instructed.

Hazard Dice Targeting You

This is the number of Hazard Dice that the player rolled.

If You Have No [Action Card] In Your Hand

This term refers to the situation in which a starting hand at the beginning of a Contract does not include a type of Action Card.

In Your Hand

A card currently in your Active Hand.

Negate "X" Hazard

This blocks Hazard equal to the amount specified. This refers to a total Hazard, not the total Hazard Dice. A Hazard Dice can have up to 2 Hazards on it. The player reduces the Damage requirement on the current Contract by a number equal to the amount of Hazard Dice that they rolled.

Retrieve a Card

This allows the player to search for a card from the draw pile, discard pile, or cards already played and add it to their hand.

Same Card

This refers to a card that matches another card's text exactly.

Search Your Discard Pile

As a part of some abilities, players may search their Discard Pile. This does not include played cards before they are discarded.

Start of a Contract

This is the point in time after a Contract has been selected and after Hazard Dice are rolled, but before other cards are played.

Subtract “X” From Any One Requirement

Reduce 1 of a Contract’s requirements by the number stated on the card. If it does not specify which requirement, the player chooses.

Trash

Trashing a card is removing it from the Action Deck and returning it to the supply. Trashed Crew and Ship Parts are discarded to the bottom of their respective deck.

Credits

Thank you to IV Studio and everyone that worked on Moonrakers for the fantastic game.

I made this unofficial combined rulebook because I did not want to look through four different books at once to find a ruling for the new awesome expansions. This is still a work in progress but the bulk of it is done, as that was largely just transposing the rulebooks into one destination. I am planning on adding more, potentially an F.A.Q. or specific edge case interactions. Perhaps the Strategy Tips as well, though this document is already quite lengthy. I will also likely go back, and color coordinate the Expansions and card types. Likely will not add any imagery as Microsoft Word is not the best software for that.

If you see any errors or have any suggestions, please let me know!

Changelog

V1.1.1 – Made PDF version by request. Added Table of Contents for ease of navigation.

V1.1 – Added in some Advanced Action Card rules that I forgot to insert.

V1 – Completed first compilation of rulebooks