

Moon Squad

2 players | 15-30 minutes | ages 8+

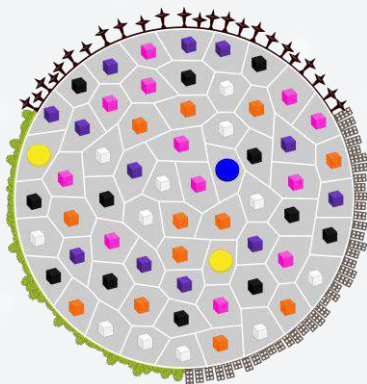
Your mining company has found rich ore on this small moon, but you need buyers. Connect your mine to all 3 surface settlements, and hire squads to defend your mine and attack your rival.

Materials

64 discs in 2 colors; 16 squad meeples in the same 2 colors; 60 ore cubes in 5 colors; board as shown

Setup

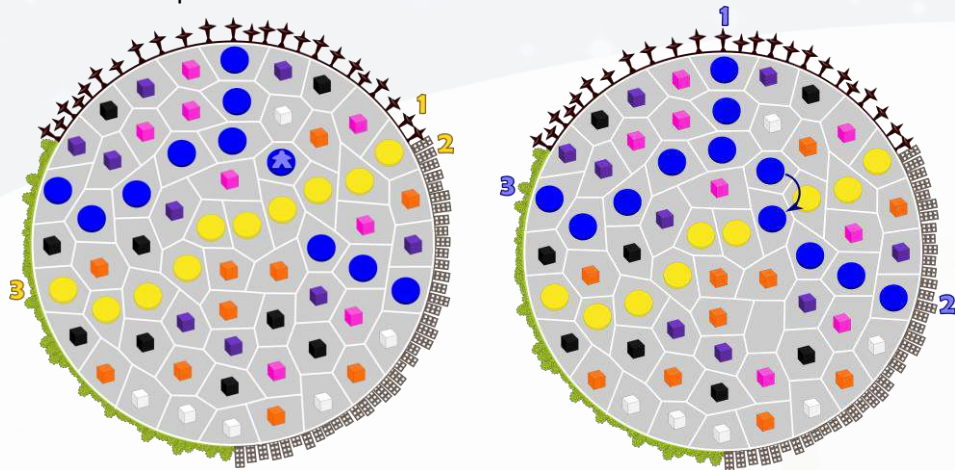
One player places the 60 cubes randomly on the board, then places 2 Yellow discs and 1 Blue disc on the 3 empty spaces. The other player chooses a color. Blue goes first.



Goal

You win if a contiguous group of your discs connects all 3 surface settlements **and** this connection survives your opponent's next turn.

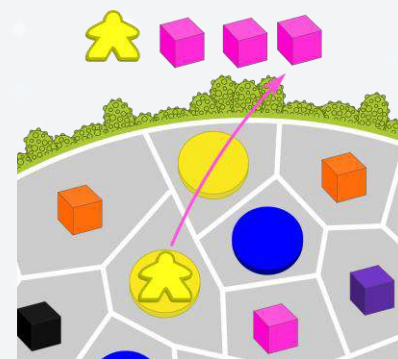
The corner spaces where 2 settlements meet connect to both settlements.



Yellow makes a winning connection (left), but Blue uses their squad to break it and make their own winning connection (right).

On your turn take 1 of these 3 actions:

Take any ore cube and replace it with a disc of your color. If you then have 3 cubes in the same color, discard all 3 and **create a squad** by placing a meeple on top of the disc you just placed.

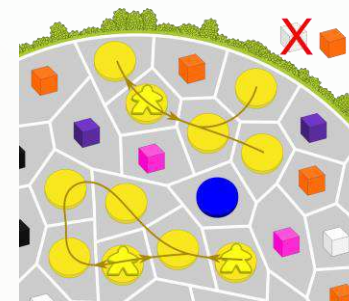


Yellow takes a third pink cube and creates a squad.

Capture an opponent's space neighboring one of your squads by discarding any discs or squads on the target space and replacing them with one of your own discs. Your squad is consumed in the attack; discard it.



Discard a cube, then move all your squads as far as you wish over your own discs. Squads can't cross spaces that your discs don't occupy. You may leave some squads in place.



Yellow's squads can move to any of the indicated spaces.