

the Moon

a fan expansion for TERRAFORMING MARS

Introduction

In 2016, I bought my first copy of Terraforming Mars from Spiel'16. Even though I returned from the exhibit with a bunch of games, I found myself repeatedly playing Terraforming Mars. With its unmatched beauty, TM quickly became the favorite game of our group. Every new expansion made it more complex and better (yes, I do love even Venus Next ☺). Then in the summer of 2018, my friends and I discovered the fan content released for the game, as well as the 2-map variant. Every Friday of Summer'18 was a TM day afterwards. As we put our hands on the excellent work produced by the community, we've realized that we like our TM sessions with higher complexity, longer hours and bigger variety.

So, finally I decided to make my own contribution to the community and started working on the "Lunar Expansion". Many futurists and dreamers label our good old Moon as the staging point for Humanity's expansion in the Solar System. This brought the idea of the colonization of the Moon and exploitation of its resources as well as making it a part of the grand project to make Mars our second home.

My dream would be just a bunch of sketches and writings without Dawid's invaluable contribution with his amazing skills in graphic design. Thus, myself and Dawid, we would like to humbly present our fan expansion to our beloved TM community. May you enjoy it as much as we had during its creation.

-Yaman

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a. What's New

- 85 new project cards
- 6 new corporation cards
- 3 new special (brown) tiles
- 3 types of moon-exclusive tiles (colony, mines, roads)
- Moon mini board
- A new tag (moon)
- 3 new terraforming tracks
- 2 New Milestones, 2 New Awards

b. Rules & Gameplay

Moon expansion introduces three different tracks which symbolize the colonization and establishment of the Moon colony. These tracks are associated with three different tiles, which you can place on the moon just like the tiles used for the base game.

b1. Tile Placement and Track Advancement

Mines & Mining Track:

One of the major reasons to establish the moon colony is to exploit the raw resources on Moon. The mines can be placed either via playing project cards, or paying for standard projects. The mines are placed on reserved areas (associated with their names on the project cards) or the brown shaded areas on the map. When you are placing a mine on the map, you put your player color marker on the mine and increase mining track by one. This also awards 1 Terraforming Rating.

Playing other cards like "Deep Lunar Mining" which increase mining rating, you increase the mining rating and gain 1 Terraforming Rating, but do not place a mine tile.

Colonies (Habitats) & Colony Track:

The colonies or habitats are the population centers where the moon colonists live. The colonies can be placed either via playing project cards, or paying for standard projects. The colonies can be placed on anywhere on the moon map. When you are placing a colony tile on the map, you put your player color marker on the tile and increase colony track by one. This also awards 1 Terraforming Rating.

Playing other cards like "Colonist Shuttles" which increase colony rating, you increase the colony rating and gain 1 Terraforming Rating, but do not place a colony tile.

Roads & Logistics Track

As the colonization of the Moon progressed, the need for larger, and safer pathways between colonies, mines and other facilities became a huge necessity. Huge rovers, land haulers and other small vehicles traverse these pathways and create a land logistics system. The roads can be placed on anywhere on the moon map. When you are placing a road tile on the map, you put your player color marker on the tile and increase logistics track by one. This also awards 1 Terraforming Rating.

Playing other cards like "Heavy Duty Rovers" which increase logistics rating, you increase the logistics rating and gain 1 Terraforming Rating, but do not place a road tile.

Variant 1: These three tracks are mandatory for Game End Trigger.

Variant 2: An arbitrary target level (ie. 3 or 6 out of 8) must be reached in every track for Game End Trigger.

b2. Game End Scoring

Each road tile on the map awards 1VP to the player owning it.

Each mine and colony (habitat) tile on the map awards 1VP per road tile touching them.

Variant 1: Each mine and colony generates 1 less VP than the total number of tiles surrounding them.

b3. Standard Projects

The Moon expansion adds three standard projects to the game. These are similar to the standard projects that come with the base game.

Build Road: Pay 18MC and 1 Steel to build a road tile on the map and increase logistics rating by 1.

Build Mine: Pay 20MC and 1 Titanium to build a mine tile on the map and increase mining rating and your steel production by 1.

Build Colony (Habitat): Pay 22MC and 1 Titanium to build a colony (habitat) tile on the map and increase colony rating and your MC production by 1.

Variant 1: You can use steel as 2MC to pay for "Build Road" standard action and use titanium as 3MC to pay for "Build Mine" and "Build Colony" actions.

Variant 2: You can pay 3MC instead of paying 1 Steel for "Build Road" and pay 4MC instead of paying 1 Titanium for "Build Mine" and "Build Colony" actions.

c. Milestones & Awards

These additional milestones and awards can be added on top of existing ones or may be used to replace them.

c1. Milestones

One Giant Step: Have 4 or more Moon tags in play.

Lunarchitect: Have 4 or more tiles built on Moon.

c2. Awards

Lunar Magnate: Have the most tiles placed on moon.

Fullmoon: Have the most number of moon tags played.

d. Special Thanks

Fryxgames – For creating Terraforming Mars, a masterpiece for the board game community.

David J. (dd333) – For his invaluable contribution to “the Moon Expansion” with his amazing skills and suggestions.

Sergey S-A (Starrok), ä ä (GadyLaga), Matt Chaos (MattChaos), Adhai Gray (Mr_Grey), Eric Royer (Chernobyl), Jakub Wiechec (Aphi), Giulio Baldi (OmegaUba) – For their constructive feedback, playtesting, and their ideas, support and suggestions to improve “the Moon Expansion”

To my gaming group and all members of BGG Community – For their patience and understanding.

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