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CONNECTION ESTABLISHED
MOONRAKERS NETWORK
Tasks: 453,867 total // 133 current
Users: 7,234 total // 854 current
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Accessing Moonrakers_Articles_of_Agreement.zip...

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Applicable to captains of...
SORELIA | KOMEK | VENTUS | MAGNOMI | HENKO
shuttles, cruisers, starships, and frigates...

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M O O N R A K E R S

OVERLOAD EXPANSION

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INTRODUCTION

As the Moonrakers' influence and population grew, so did the opposition from the Utopian Alliance. Backed into a corner, the Moonrakers entered a new wave of technological advancements. At the center of this innovation was the creation of IOspheres: a powerful, albeit unstable, energy source that powered a new fleet of ship parts.

Armed with these advancements, the Moonrakers are once again emboldened to explore, defend, and even push back into UA territory.

GAME OVERVIEW

The Overload expansion provides a major upgrade to the deckbuilding mechanic of Moonrakers and can be used at any player count.

This expansion adds Advanced Action Cards, new Contract types, and tokens called IOspheres. Overload also doubles the number of Ship Parts and Crew cards in the game. Players will discover new synergies and advanced mechanics, allowing them to gain more control of their deck composition.



COMPONENTS_FOLDER (193 items)

 Advanced Action Cards x70
(10 per type)

 Rulebook x1

 Objective Cards x10

 IOsphere Tokens x25

 Ship Parts x37

 Contract Cards x20

 Miss Cards x10

 Crew Cards x20



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GAME SETUP

GAMEPLAY

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GAME SETUP > ARMORY & DISPATCH

Begin by setting up the base game of Moonrakers as laid out in its rulebook, **with the following exceptions:**

Armory Board

- 1) Add the Overload Ship Parts to the main deck of Ship Parts from the base game before shuffling and adding to the Armory.
- 2) Add the Overload  Crew cards to the main deck of  Crew from the base game before shuffling and adding to the Armory.

Dispatch Board

- 1) Add the Overload Contracts to the main deck of Contracts from the base game before shuffling and adding to the Dispatch Board.
- 2) Add the Overload Objectives to the main deck of Objectives from the base game before shuffling, adding to the Dispatch Board, and dealing 3 to each player. Players will secretly choose 2 and discard the 3rd to the bottom of the Objective Deck like normal.

Contract Setup

- 1) While dealing the 8 face up Contracts at the start of the game, set aside any Head to Head Contracts and any Contracts with more than 2  Hazard Dice. Shuffle the set-aside contracts back into the Contract Deck.

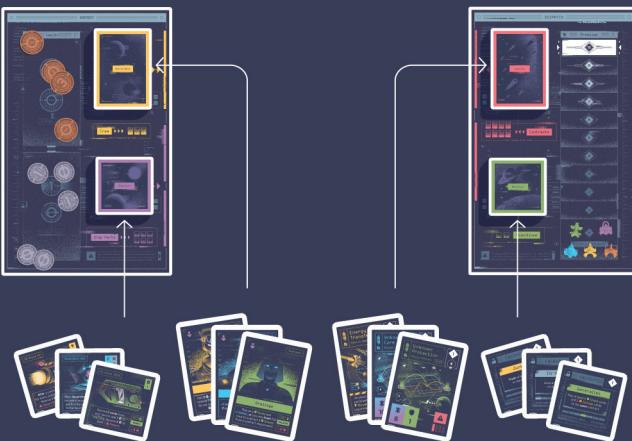
NOTE

- For **1-2 players**, remove all Head to Head Contracts from the game. Do not use  AI Crew in the Merc Deck.

HEAD_TO_HEAD.IMG



ARMORY_&_DISPATCH.IMG



37 Ship Parts

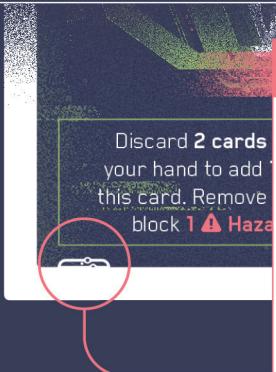
20 Crew

20 Contracts

10 Objectives

NOTE

All expansions have their own marker in the bottom left hand side of the card.



If you wish to play just the base game of Moonrakers or without certain expansions, it's helpful to separate out the expansion cards. You can do so by looking for the expansion marker in the bottom left of the card.

□ ≡ IOSPHERES & ADVANCED ACTION CARDS ≡ □

Some of the new Ship Parts and  Crew use tokens called IOspheres. Place these tokens in a pile within reach of all players.

The Overload expansion also introduces new Advanced Action Cards that will be explained further on page 14. Separate those cards by type and put them in reach of all players.

IOSPHERES_ADVANCED_ACTION_CARDS.IMG



READY_TO_PLAY.IMG



GAME SETUP > READY TO PLAY

Once the Overload cards have been combined into the base game's respective decks and the IOsphere tokens have been placed within reach of all players, you are ready to begin the game!

GAME SETUP

GAMEPLAY

GLOSSARY

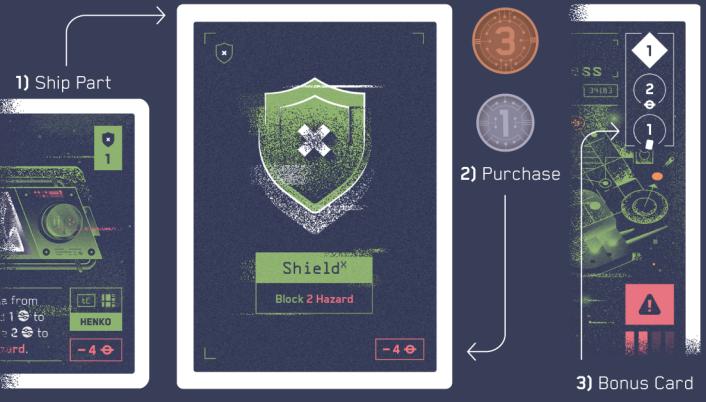
□ ≡ GAMEPLAY > ADVANCED ACTION CARDS ≡ □

Overload introduces Advanced Action Cards to the game that can be gained in three ways:

- 1) Attaching a Ship Part that adds an Advanced Action Card to your deck.
- 2) Buying it directly from the supply with  Credits.
- 3) When gaining a Bonus Card as a Contract reward, a player may take an Advanced Action Card instead of a random  Crew or Ship Part.

As a reminder, when an Action card is acquired, it is added to the player's discard pile unless stated otherwise.

ADDING_ADVANCED_CARDS.IMG



□ ≡ GAMEPLAY > ADVANCED ACTION CARDS ≡ □

Types of Advanced Action Cards

 Reactor +	+2 Actions +1 Card	 Reactor x	+3 Actions
 Thruster +	+2 Cards +1 Action	 Thruster x	+3 Cards
 Shield +	Block 1  Hazard +1 Action	 Shield x	Block 2  Hazard
 Damage +	+2 Damage +1 Action		



NOTE

If you are trying to take an Advanced Action Card that is not available, you may take any other card of the same type instead. This includes base game cards. For example, if a player was supposed to gain a  Damage + but there are none available, they may instead gain a  Damage 3 or other Damage card.

GAMEPLAY > PLACING IOSPHERES

Some **IO Crew** and Ship parts introduced in Overload have special abilities that revolve around collecting and spending IOsphere tokens. When a card instructs you to **Add X** , place X IOsphere tokens from the supply onto that card.

IO Crew that utilize IOsphere tokens are initially played using 1 Action like normal, however instead of discarding **IO Crew**, they remain in play and are only discarded when no IOsphere tokens remain on their card.

Contract requirements are considered reduced at the moment a card is played. **IO Crew** which have persisted from a previous contract do not count towards the **IO Crew** requirement of the current contract.



GAMEPLAY > CONTRACTS

There are 2 new types of Contracts in Overload.

Flex Contracts

1) These Contracts have a new requirement type called Flex. () All Action cards, **IO Crew**, and abilities that reduce requirements can be used to reduce this requirement.

2) Flex and non-Flex requirements cannot be fulfilled by the same reduction. For example, a  Thruster cannot at the same time reduce a  Thruster requirement and a Flex requirement.

Head to Head Contracts

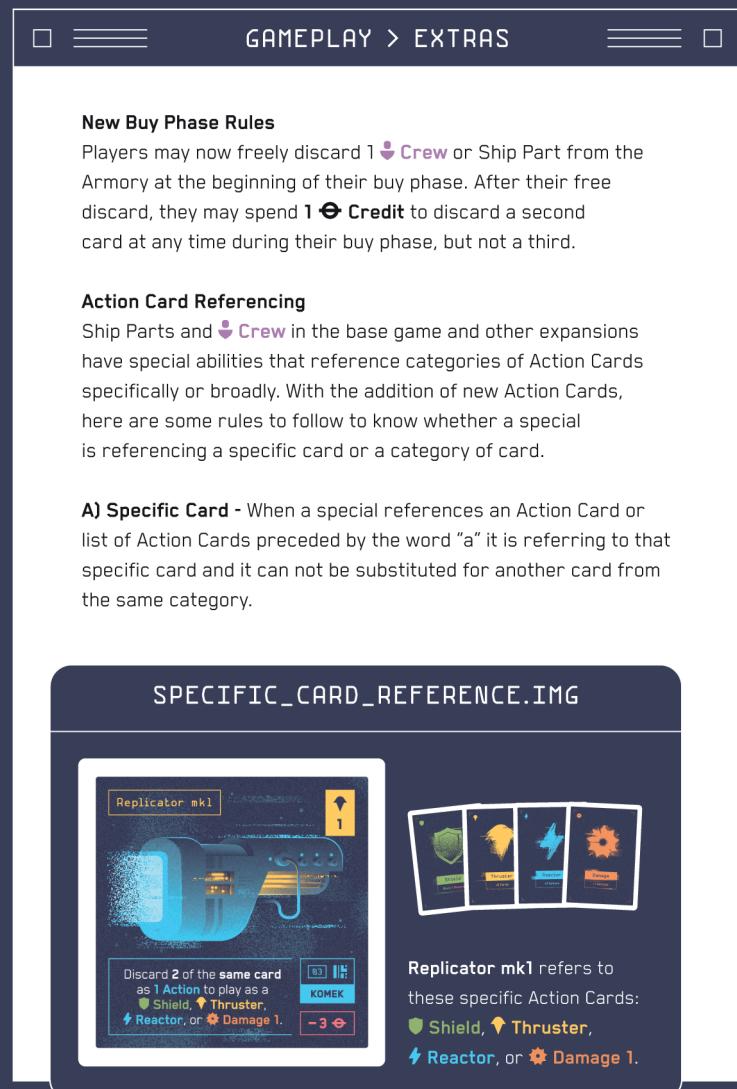
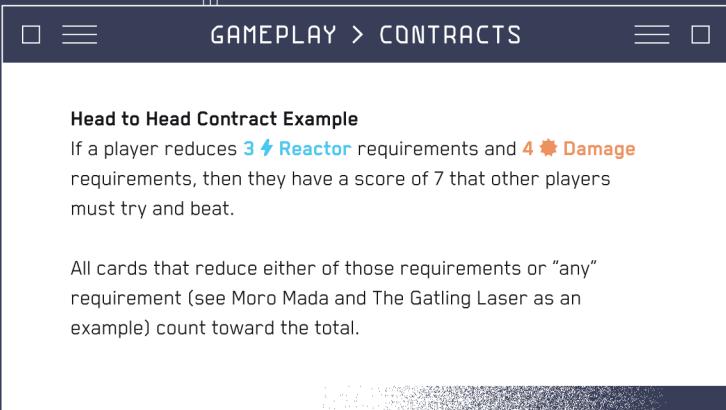
1) These Contracts work differently from base game Contracts. If a Mission Leader selects one, all players may decide to join without an invitation from the Mission Leader.

2) Objectives and Events that reference Contracts do not apply to Head to Head Contracts unless specifically mentioned.

3) Players are not considered Allies and all cards that reference Allies cannot be used.

4) Players compete to fulfill the most Contract requirements. If players tie, the tie is broken in turn order starting with the Mission Leader.

5) When playing with the Nomad expansion, players may travel from any sector to join a Head to Head Contract. When Playing with the Binding Ties expansion, Faction Reputation is not gained from Allies during these Contracts.



GAMEPLAY > EXTRAS

B) Category of Cards - Whenever a special references a category of cards, it will do so without using the word "a" before the specified Action Card. This means the special is referencing any card from that category.

CATEGORY_CARD_REFERENCE.IMG

C) Special Cases

- Duo 1000** - Your first 🟢 Shield played will count as 2 🟢 Shields of the type of card played.
- Shard Spear** - When upgrading a ⚡ Damage 2 you may choose a ⚡ Damage 3 or a ⚡ Damage +.

Refer to the diagrams to the right for more information.

DUO_1000.IMG

SHARD_SPEAR.IMG

GAME SETUP

GAMEPLAY

GLOSSARY



GLOSSARY > GENERAL TERMS

Advanced Action Card:

These are upgraded versions of base game Action cards that are added to your deck by purchasing Ship Parts, gaining a bonus card, or buying directly from the supply.

▀ IO Crew:

Special ▀ Crew that utilize IOsphere tokens and remain in play and are only discarded when no IOsphere tokens remain on their card.

IOsphere:

A token that can be used with specific ▀ Crew and Ship Parts which allow players to track special abilities for that card.

Flex Contract:

A Contract type that contains a new requirement called Flex (*). Players may play any card that would normally reduce requirements to fulfill the Flex requirement. Cards that would normally reduce multiple requirements would also reduce multiple Flex requirements as well. Ex. ⚡ Damage 3

Head to Head Contract:

A Contract type that allows players to compete against each other for rewards. Each player may choose to join independently of the Mission Leader. Play order is determined by the Mission Leader, just like a normal Contract. The player that reduces the most of the Contract requirement gets the 1st place reward. 2nd place is rewarded to the player following 1st. If a player does a Head to Head contract alone they get the 1st place reward.

Ties During Gameplay (Not Endgame Tiebreakers):

Ties are broken in player order following the Mission Leader.

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Remember the cleanse.



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