

MASTER OF
ORION[®]
AD ASTRA



ANTARANS REVENGE
RULEBOOK

OVERVIEW

Master of Orion: Ad Astra — Antarans Revenge is an expansion for **Master of Orion: Ad Astra**. It introduces the Antarans Empire to the game, an optional mechanic — Into the unknown, and an opportunity for players to create their own custom empires!

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COMPONENTS



1x Rulebook



1x Player Aid



1x Assembly Instruction



7x Star tiles



15x Foundation cards



30x Ability cards



15x Action cards



6x Influence tokens



6x Empire tokens



5x Empire boards
(1x Antaran, 4x Custom)



1x Planet tile



1x Starting card



8x Diplomacy tokens



30x Opposition tokens



3x Titan



9x Frigate unit



1x Doom Star



6x Cruiser unit



4x Battle Station



3x Outpost



6x Empire Flag

32x Miniatures

(19x Units, 7x Buildings, 6x Empire flags, 22x Bases, 90x Plastic sticks)

ADDITIONAL RULES

Each mechanic can be added independently, and they may all be combined. Introducing one new mechanic at a time is recommended.



PLAYING WITH AUTOMA: *Automa players are not designed to interact with these new rules and mechanics. When playing with at least one Automa opponent, adding these mechanics is not recommended.*

ANTARANS

The Antarans Empire joins the game. Their main function is to act as an ultimate threat to the other empires in the Antarans Ravage mode. However, you can add them to the roster and allow one of the players to control them during a standard game. If you decide to do so, players will have to unite against the Antaran threat or face likely defeat on their own.



: PLANET DESTRUCTION

Some in-game effects can destroy a planet. When this happens, flip the tile of the destroyed planet and remove the discovery tile, all population dice, , and , from the affected system.

: FLIPPING A PLANET TILE

A system with a flipped planet tile is treated as having no planet. It can never have population in it. It counts as discovered.

INTO THE UNKNOWN

This mechanic allows players to expand the known galaxy in which they play.

RECOMMENDATION: *Intermediate.*

We recommend using this mechanic when most players are familiar with the game's basic rules, as it slightly increases complexity.

: SETUP

During the game setup, place the starting tiles according to the layout shown on pages 5–9, that corresponds to the number of players in the game.

IMPORTANT: Make sure that tiles are in the same orientation as on the layout.

IMPORTANT: If the initial galaxy contains 2 wormholes, the first player places a pirate base on one of them and two units of pirate raiders on the second.

Do not place any additional star tiles during the game setup. The rest of the galaxy will be discovered during the game.

Prepare the set of star tiles listed below that corresponds to the number of players in the game:

- > **2 Players:** 2 green, 2 blue, 2 orange, 2 white, 1 yellow.
- > **3 Players:** 3 green, 3 blue, 3 orange, 2 white, 2 yellow.
- > **4 Players:** 4 green, 4 blue, 4 orange, 3 white, 1 yellow.
- > **5 Players:** 5 green, 5 blue, 5 orange, 3 white, 2 yellow.
- > **6 Players:** 5 green, 5 blue, 6 orange, 2 white, 4 yellow.

5 AND 6 PLAYERS: *To play with 5 players, you need the Galactic News Network or the Galactic Council expansion. To play with 6 players, you need both.*


Along with the star tiles, set aside a population die, turned to the number of yellow tiles in the set.

To create these sets, you can use star tiles from the base game and those introduced in this expansion. However, we recommend only using white star tiles with a micro wormhole.



A white star with a micro wormhole

: EXPLORING THE GALAXY


During the game, the active player can spend an  to explore an unknown part of the galaxy. This counts as performing a standard action, so it ends their turn.

To explore the galaxy, the active player chooses any system under their control. Then, they draw a random


unused star tile from those put aside during the game setup and place it on the table. The tile must be placed:

- > *Adjacent* to the chosen system.
- > *Adjacent* to at least two tiles.
- > *Adjacent* to at least one tile with a jump point on both sides of their shared border.

Every time a yellow tile is placed, reduce the number on the set-aside population dice by one.

The active player can't perform this action if they can't place the tile in any spot that meets those criteria or if no more star tiles are left. Any  spent to perform this action is returned.

: EXPLORING DURING THE MANAGEMENT STAGE

At the beginning of their management stage, the active player explores the galaxy once without spending any . This otherwise follows all standard rules of exploring the galaxy.

: FINDING ORION

When the set aside population die would be reduced from one to zero (the last yellow tile is placed), the active player immediately places the Orion planet tile and the model of the Guardian in that system. That system is no longer undiscovered.



2 PLAYERS

- | | |
|-------------|-------------|
| 1. CORE 001 | 4. CORE 010 |
| 2. CORE 002 | 5. AR 001 |
| 3. CORE 006 | |



3 PLAYERS

- | | | |
|-------------|-------------|-------------|
| 1. CORE 001 | 4. CORE 004 | 6. CORE 012 |
| 2. CORE 002 | 5. CORE 008 | 7. CORE 016 |
| 3. CORE 003 | | |



4 PLAYERS

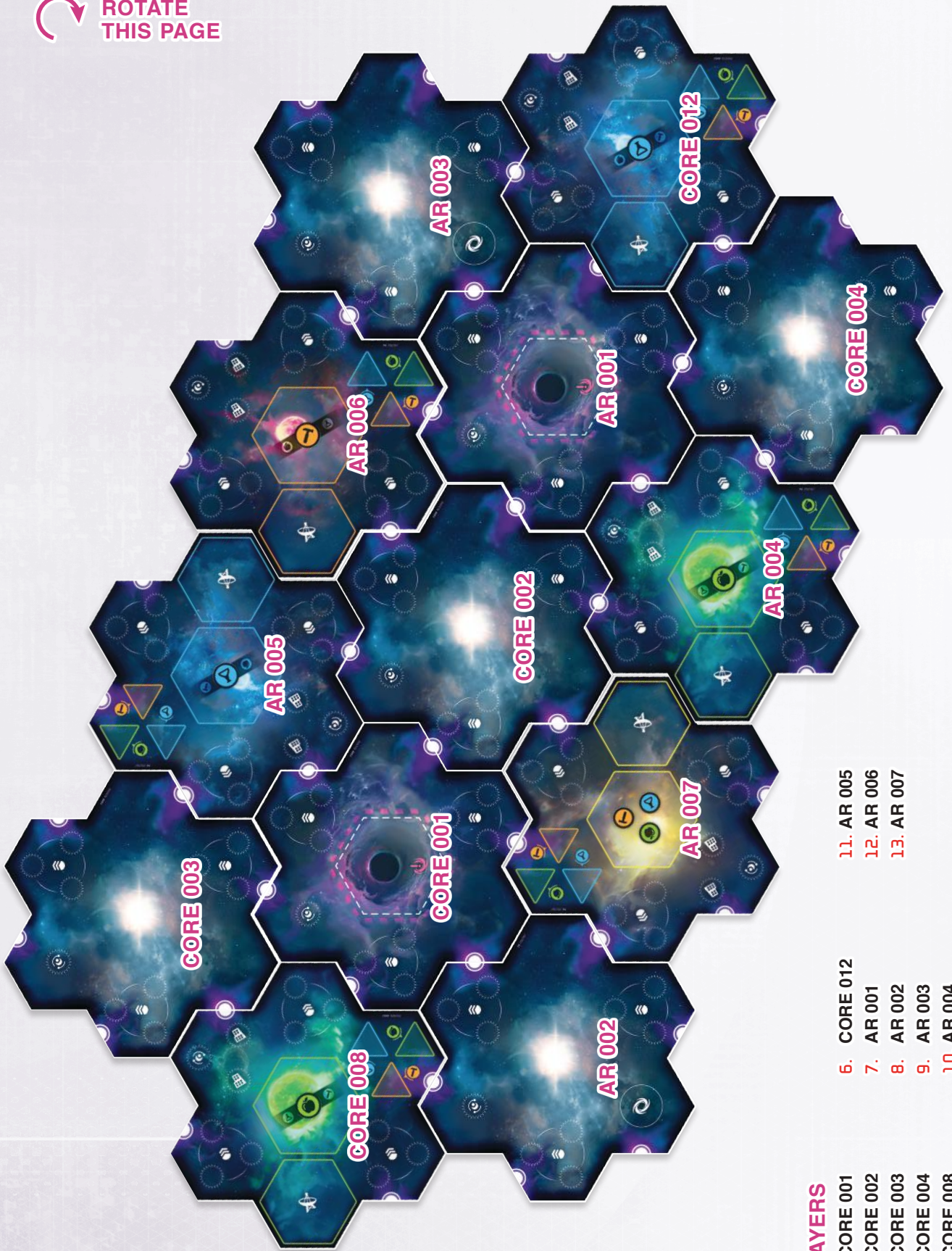
- | | | |
|-------------|-------------|-------------|
| 1. CORE 001 | 4. CORE 009 | 6. CORE 017 |
| 2. CORE 002 | 5. CORE 013 | 7. AR 001 |
| 3. CORE 005 | | |



5 PLAYERS

- | | |
|-------------|-------------|
| 1. CORE 001 | 6. CORE 012 |
| 2. CORE 002 | 7. CORE 015 |
| 3. CORE 003 | 8. CORE 018 |
| 4. CORE 004 | 9. AR 007 |
| 5. CORE 008 | |

ROTATE
THIS PAGE



6 PLAYERS

1. CORE 001
2. CORE 002
3. CORE 003
4. CORE 004
5. CORE 008

6. CORE 012
7. AR 001
8. AR 002
9. AR 003
10. AR 004

11. AR 005
12. AR 006
13. AR 007

ANTARANS RAVAGE

With this mechanic, players must battle not only each other but also the fury of the Antarans — an ancient, highly advanced empire, broken out of the pocket dimension that imprisoned it for centuries. They have returned, hungry for revenge.

RECOMMENDATION: *Advanced.*

We recommend using this mechanic only when all players know the game's basic rules. It adds complexity and extends playtime. For the best experience, avoid combining too many advanced rules unfamiliar to the players.

: COMPONENTS


OPPOSITION TOKEN

Opposition tokens represent the empires' will to fight the invaders from another dimension. Those tokens can be used to guide the Antarans' invasions to other players' systems.



Opposition token

GAINING OPPOSITION TOKENS

The player receives 1 opposition token for every Antarans  they destroy.

: SETUP

After every player chooses their empire, they receive 3 opposition tokens each. None of the players can play as Antarans in this mode.

At the end of the game setup, place an unused star tile next to the rest of the galaxy but not adjacent to any other star tile. This is the Antarans' home system. On this tile, place:


- > Antarans' home planet
- > Antarans' doom star



Antarans' home system

: AN TARANS' ATTACKS


At the end of every round, players must resolve Antarans' attacks. To do so, follow these steps:


1. If the Antaran doom star has been destroyed, skip all remaining steps.
2. Players secretly choose to spend any number of their opposition tokens, then simultaneously reveal them.
3. The Antaran fleet attacks a system chosen by the player who spent the highest number of tokens. In a tie, the player higher on the order tracker chooses a system. The player must choose a system owned by another player.
4. All players discard the tokens they spent in step 2.
5. All systems now controlled by the Antarans lose 1 of their , chosen by the system's owner.

ATTACKING FLEET


The strength of the Antarans' attacking fleet depends on the current round as described in the table below:

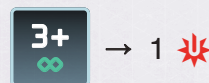
Round	Raiding Force
1	2× Frigate units
2	1× Cruiser unit, 1× Frigate unit
3	1× Titan
4	1× Titan, 2× Frigate units
5	1× Titan, 1× Cruiser unit, 1× Frigate unit
6 and later	1× Titan, 2× Cruiser units, 3× Frigate units

IMPORTANT: Any Antaran  still in the galaxy, join the current raiding force.


If there are not enough models to place all attacking , place as many as possible.

BASIC COMBAT EFFECT:

Every Antaran  uses the following combat effect:



SCORING

At the end of the game, the player who destroyed the Antaran doom star gains 1 .

CREATE YOUR EMPIRE

This mechanic allows up to 4 players to create their **custom empires** and use them instead of standard ones.

RECOMMENDATION: *Advanced.*

We recommend using this mechanic only when all players know the game's basic rules. It adds complexity and extends playtime. For the best experience, avoid combining too many advanced rules unfamiliar to the players.

: COMPONENTS

FOUNDATION CARDS

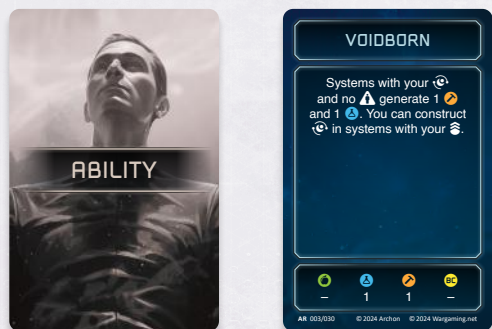
Foundation cards contain basic information about a custom empire. The same information can be found on the empire boards of standard empires.



Foundation card

ABILITY CARDS

Ability cards represent the special abilities of custom empires. Those abilities work the same as abilities described on the empire boards of standard empires.



Ability card

ACTION CARDS

Action cards represent empire actions of custom empires. They work the same as empire action cards of standard empires.



Action card

CUSTOM EMPIRE BOARD

The custom empire board contains information about the custom empire's units and technological progress. Chosen foundation and ability cards are placed on a custom empire board.



Custom empire board

: SETUP

To add this mechanic to the game, shuffle all ability, action, and foundation cards into separate decks and place them within reach of all players. Next to these cards, place a set of custom empire boards.

: CREATING YOUR EMPIRE

During step 6 of game setup, a player may choose not to take a standard empire, but create their own instead. If they choose to do this, they discard one standard empire's action card from the table and return it to the box. The player takes the planet tile, models, tokens and basic diplomat card associated with the empire they discarded, to use with their custom empire.

After this, the player takes one of the custom empire boards, places it next to them, and draws:

- > 3 Foundation cards
- > 6 Abilities cards
- > 3 Action cards

The player then places one of their empire tokens in the first available slot of the order tracker and chooses a home system as normal. Two new random empire action cards are then placed on the table.

From the cards the player has drawn, they choose:

- > 1 Foundation card
- > 2 Abilities cards
- > 1 Action card

All unchosen cards are discarded. Chosen foundation and abilities cards are placed on the custom empire board. The chosen action card is added to the player's hand. After that, they complete steps 7 and 8 of game setup as normal.

Other players may continue choosing their own empires as normal, while the player chooses what cards to keep.

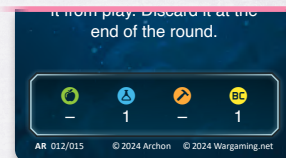
IMPORTANT: The player cannot create additional custom empires if all custom empire boards are already used.

STARTING TECH

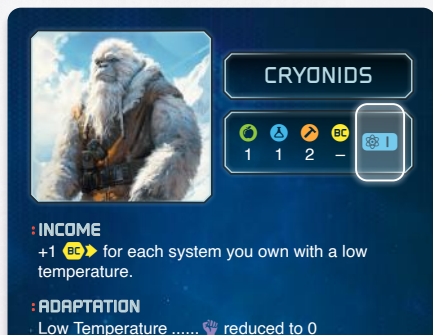
The starting technology branch of a custom empire can be found on their foundation card.

STARTING RESOURCES

To establish how many resources a custom empire should receive, sum all the resource values from their ability, action, and foundation cards.



Information about resources



Starting technology branch

NOTES



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RESOURCES:

-  Food
-  Food Income
-  Research Point
-  Research Point Income
-  Production
-  Production Income
-  Credit
-  Credit Income
-  Any resource






ACTIONS:

-  Growth
-  Research
-  Construction
-  Diplomacy
-  Flight
-  Invasion
-  Attack
-  Exploration






POPULATION:

-  Farmer
-  Scientist
-  Worker
-  Population

TECHNOLOGY BRANCHES:

-  Biology & Chemistry
-  Physics
-  Engineering
-  Government
-  Any branch




FLEET & BUILDINGS:

-  Unit
-  Unit Exhausted
-  Unit Overcharged
-  Planetary Building
-  Orbital Building












MAP OBJECTS:

-  Wormhole
-  Micro Wormhole
-  Anomaly
-  Asteroids
-  Discovery
-  Orion

ENEMIES:

-  Pirate Raiders
-  Space Eel
-  The Guardian

OTHER:

-  Firepower
-  Damage
-  HP
-  Shield
-  Speed
-  Unrest
-  Victory Point
-  Dice
-  Card Limit
-  Mission Card
-  Terraforming
-  Advanced Terraforming
-  Once Per Round
-  Invasion Success
-  Opposition

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