

MASTER OF  
**ORION**  
AD ASTRA



CORE GAME  
**AUTOMA BOOK**

# OVERVIEW

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The Automa is designed to enable solo gameplay while also allowing for the replacement or addition of players. This ensures that anyone can enjoy an epic game with as many players as they desire. Using the Automa can add an exciting twist to the standard gameplay experience, thanks to the new **disposition** mechanic it introduces, adding fresh strategic elements and dynamic challenges to the experience. The Automa works best with the ruleset of the core game. When using the Automatas from the core game or the expansions, we do not recommend adding any additional mechanics or rules.

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# AUTOMA

*Note! Using the Automa requires knowledge of the basic game rules!*

## WHAT IS AN AUTOMA?

An **Automa** is an AI player controlled by Automa **decision cards**, designed to replace a **human player** by simulating their moves and decisions. During the game, players will track their relations with an Automa. The better the relationship, the less often they'll be attacked, and the more likely the Automa is to exchange diplomats and, sometimes, give gifts!

In the core version of **Master of Orion: Ad Astra**, up to 2 Automa players can be added to a game. The total number of players, including Automa, can't exceed the player limit.

## : NEW CONCEPTS

This section describes concepts used when playing with Automa.

### HUMAN PLAYER

A human player is any real player who controls their own empire.

### AUTOMA

An artificial player, controlled by Automa decision cards. Among all human players, choose one person who manages the Automas' cards.

### PLAYER

Any **player**: human player or Automa.

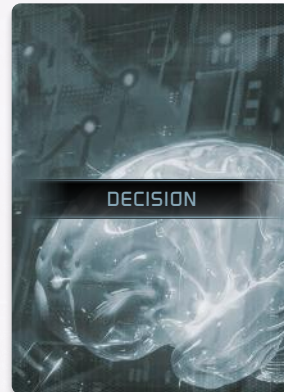
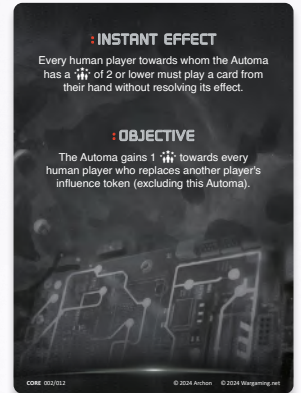
### OBJECTIVE AND DECISION DECKS

To control the Automa, players use two decks of cards:

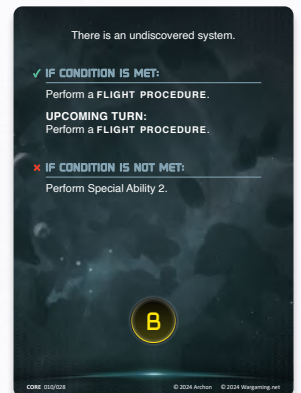
- > An **objective deck** is a deck shared by all Automa players. Cards from that deck provide tasks for the human player(s).
- > A **decision deck** is a deck shared by all Automa players. Cards from that deck are used to create an Automa hand for each Automa.



Objective card

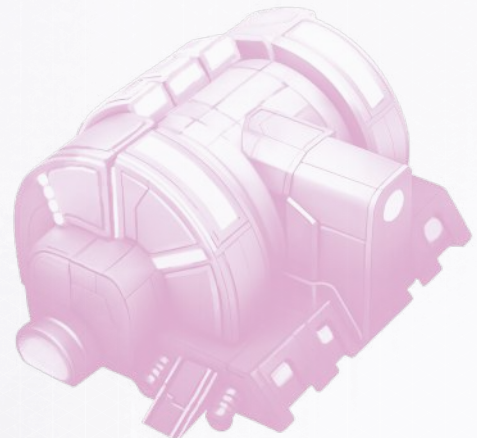


Decision card





### AUTOMA HAND

All decision cards that belong to a single Automa are known as an Automa hand. Cards from the Automa's hand determine the actions the Automa will take.





## STRENGTH

Strength is used by the Automa to determine whether it has a chance to win a battle or take over another system. We distinguish between three types of strength:



- > **Unit Strength:** is the strength of all  in a system.
- > **Orbital Strength:** is the strength of all  in a system.
- > **Total Strength:** combined unit strength and orbital strength.

## DISPOSITION



Automa disposition () indicates an Automa's attitude toward a given player. As its  towards a human player decreases, an Automa becomes increasingly aggressive, expanding its military and launching attacks more frequently.

## AUTOMA EMPIRE BOARD

When an Automa draws its empire, assign the appropriate empire board to it, placing the side designated for Automa face up. This side differs from the human player's side as such:

1. Automa do not have starting resources, income, or a technology tree, nor do they have adaptations.
2. Faction abilities are modified to suit Automa better.
3. The "Starting " section shows how many and which  types Automa has in its home system.

## : STRENGTH VALUES

Strength values of  and :

**Frigate Unit:** 1 strength.

**Cruiser Unit:** 2 strength.

**Titan:** 3 strength.

**Doom Star:** 7 strength.

**Outpost:** 2 strength.

**Battle Station:** 5 strength.

**Pirate Raider Unit:** 1 strength.

**Pirate Base:** 5 strength.

**Space Eel:** 6 strength.

**The Guardian:** 9 strength.

4. Instead of a technology tree, an Automa has four disposition tracks to track its relationships with each human player.
5. Automa have 2 special abilities they may perform. These are detailed on their empire board.



**PSILON QUANTA | AUTOMA**  
HOME PLANET: MENTAR

**SPECIAL ABILITY 1:**  
Perform an ORBITAL CONSTRUCTION PROCEDURE.

**SPECIAL ABILITY 2:**  
Reveal cards from the top of the tech deck to find a combat card that is not a shield or armor, with a technology branch tier equal to or lower than the number of the current round. Develop this tech for the Automa. Shuffle the remaining revealed cards into the deck.

**PASSIVE ABILITY**  
**OUTSTANDING:** The Automa can play 1 additional decision card for every 3 of its .

**INVASION**  
6+  → -1 

**COMBAT**  
6+  → 1 

**0-3**  **FRIGATE UNIT**  
1  + 1  2  
*Frigates are the backbone of every fleet, providing swift and reliable escorts for high-value targets and critical missions.*

**4-6**  **CRUISER UNIT**  
1  + 3  1  
**UNWILLING TO FIGHT:** During the ATTACK PROCEDURE, the unit strength of this  is set to 1.

**7-9**  **TITAN**  
4  + 2  1  
**UNWILLING TO FIGHT:** During the ATTACK PROCEDURE, the unit strength of this  is set to 2.

**10+**  **DOOM STAR**  
2  + 7  1  
**ANTI-TECHNOLOGY:** If this unit participates in combat, the enemy cannot use developed tech.

Human Player 1    Human Player 2    Human Player 3    Human Player 4

5  
4  
3  
2  
1

4


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# GAME SETUP

## AUTOMA DIFFICULTY

Before setting up a game, players must choose the Automa difficulty level. There are three levels to choose from:

- > **Easy**
- > **Normal**
- > **Hard**

This choice will determine the initial  of the Automa, and how many actions they will perform each round. For those new to **Master of Orion: Ad Astra**, we recommend playing on easy difficulty to ease into the gameplay. Normal is suggested for a standard game, while those seeking a challenge can opt for hard.

## PREPARING THE GAME

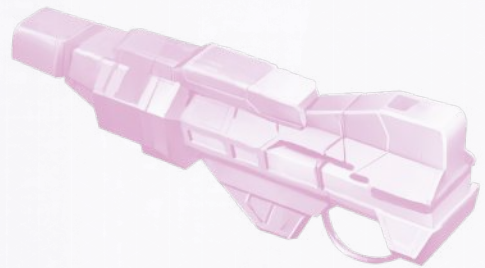
This section describes all the differences between the standard setup and the setup of the game with Automa.

1. **Prepare Shared Decks:** Additionally, prepare 2 Automa decks: the decision deck and the objective deck.
2. **Create the Supply:** Follow the standard rules.
3. **Choose the First Player:** Only human players participate in this step. Each Automa starts before any human player. The order for the Automas is random.
4. **Build the Galaxy:** Each human player alternates turns building the galaxy as normal. The size of the galaxy depends on the number of players participating in the game (human player(s) + Automa).

After finishing this, human players take turns marking the home systems Automa may use in this game. Starting with the first player among the human players, they choose a system with neither

a white star nor a wormhole and is not linked to an already marked system. They mark the systems chosen with dice showing the number of the system. So the first system is marked with a die showing “1,” the second system “2,” and so on. They continue marking systems like this until as many systems are marked as there are players in the game (including Automas).

5. **Draw Starting Missions:** For the Automa, draw the top card from the mission deck without looking at its contents and keep it next to the empire board. At the end of the game, check if the Automa has completed the secret mission.
6. **Draw Empires:** Automa are assigned their empires and home worlds before human players are. Instead of choosing normally, assign Automa a random empire board (using the Automa side) and roll a die to select their home system using the table below. If the rolled result matches a system already rolled by a previous Automa, re-roll until it matches an unoccupied system. After picking an empire board, place one of the Automa’s empire tokens in the first available slot of the **order tracker**. After that, human players choose their empire, but they must choose one of the systems marked with dice as their home system.
7. **Choose Starting Mission:** Each human player performs this step normally.








	2 Players	3 Players	4 Players	5 Players (with expansion)	6 Players (with expansions)
Die to Use	d6	d6	d4	d6	d6
System Based on Die Roll	1–3: System 1 4–6: System 2	1–2: System 1 3–4: System 2 5–6: System 3	1: System 1 2: System 2 3: System 3 4: System 4	1: System 1 2: System 2 3: System 3 4: System 4 5: System 5 6: Roll Again	1: System 1 2: System 2 3: System 3 4: System 4 5: System 5 6: System 6






**8. Prepare the Starting Elements:** Each human player receives all components normally. For Automa you need to prepare:



- > Sets of models of units, orbital buildings, empire flags.
- > A set of influence tokens.
- > A set of empire tokens.
- > A set of diplomacy tokens.
- > A planet tile that represents their empire's homeworld.
- > A resource board.
- > Objective cards.
- > Decision cards (Prepare a starting set of cards separately for each Automa. The remaining starting cards are not used in the game and should be returned to the box).
- > Automa do not receive basic technologies.

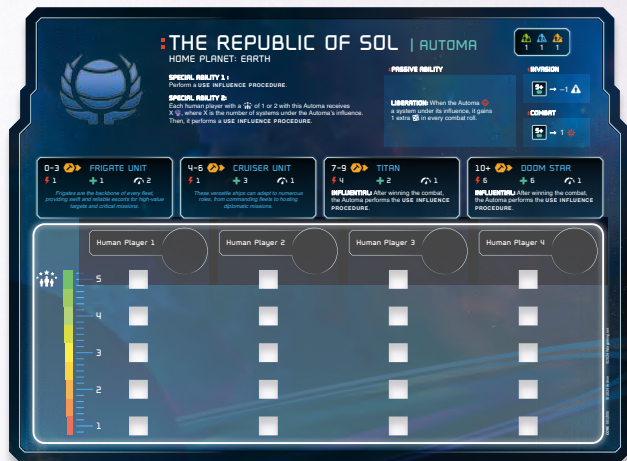
Place the following pieces belonging to the Automa in their home systems:

- > 2 frigate units
- > 1 battle station
- > 1 influence token
- > 1 empire flag
- > "Starting  " as described on each Automa's empire board.

On the Automa side of every empire board, there are 4 **disposition trackers**. Use acrylic cubes on these trackers to mark  of that Automa towards every human player. Each human player, following the order on the order tracker, places their empire token on the Automa's empire board at the  tracker. This allows the Automa to track its  separately for each human player. The initial value of  is based on the chosen difficulty level:

- > **Easy:** Automa start with a  of 5 toward each human player and  of 3 toward each other Automa
- > **Normal:** Automa start with a  of 3 toward each player.
- > **Hard:** Automa start with a  of 1 toward each human player and  of 3 toward each other Automa.

**IMPORTANT:** The Automa always has the same  toward all other Automas, which is determined by the game's difficulty level. The  toward other Automas does not change during the game, so there is no need to track it.



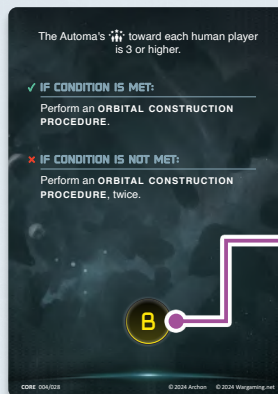
*Disposition trackers*

9. For each Automa, take the 7 decision cards belonging to a single Automa starting set. Together, these create that Automa's hand. Shuffle the remainder of the decision deck and place it nearby. Then, add one card from the decision deck to each Automa's hand, shuffle its hand, and place it face down next to its empire board.
10. **Start the First Round:** Place an acrylic cube in the first open slot of the round tracker normally.

### : AUTOMA STARTING SETS

On some decision cards, slightly below the middle of the card, there is a letter inside a circle. Together, all cards with the same letter form an Automa starting set. Every Automa starts a game with a hand of 8 Automa decision cards, of which 7 come from one of these starting sets of decision cards.

**IMPORTANT:** If not all Automas are participating in the game, place all remaining cards of this type back in the box. They will not be used during the game.



*A symbol belonging to the Automa's set*

*Cards in an Automa set can be recognized by the letter below the middle of the card.*

# ROUND STRUCTURE

## OBJECTIVE CARDS

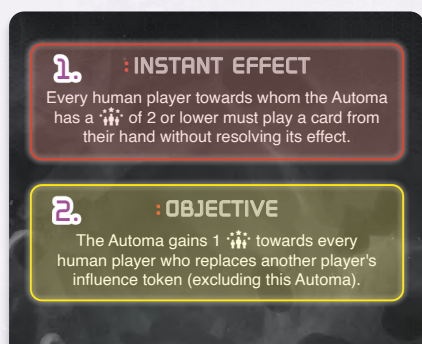
At the start of every round, before drafting technology cards, draw a separate objective card from the objective deck for each Automa in the game, in accordance with the order on the order tracker. Through these, Automa communicate what they desire, allowing human players a way to alter their 🧑🏻🧑🏻🧑🏻.

Place the drawn card face up next to the empire board of the Automa for which it was drawn. This card becomes the Automa's active objective. Resolve its immediate effect.

Objective cards are divided into two segments: an immediate effect, and a segment containing the Automa's **objective**. Players can complete the active objective at any time. If a human player reaches an Automa's active objective condition, they immediately place a diplomacy token on that objective, and the 🧑🏻🧑🏻🧑🏻 of the Automa towards them is changed by the number on the card. If you already have your diplomacy token on an objective card, you cannot complete that objective again.

After the last human player ends their management stage, remove all active objective cards from the table and place them face up in the objective discard pile. Return any diplomacy tokens on them to their players.

**IMPORTANT:** Objective cards are not decision cards: they do not count towards an Automa's **card play limit** and are never part of their hand. If at any point the objective deck is empty, collect all cards from the objective discard pile, shuffle them, and place them as the new objective deck.



Automa objective card

1. An immediate effect that is resolved as soon as the card is revealed.
2. Objective that lasts throughout the entire round, allowing the human player to increase or decrease the Automa's 🧑🏻🧑🏻🧑🏻.

## DRAFT PHASE

The Automa does not participate in the card draft. Only human players perform the draft. If only one human player is participating in the game, they draw 5 cards for the draft. After selecting one card, they discard all the remaining cards to the discard pile and then draw cards again, this time one fewer. This process is repeated until they have selected 3 cards.

## ACTION PHASE — AUTOMA TURNS

An Automa starts off its turn with its **Turn Procedure** (Page 12). During this procedure, the Automa decides if it will pass or act during this turn. Deciding to act will lead it to a different **procedure** to determine how it will act. This may be determined through a newly drawn decision card, which may also determine how the Automa will act in an **upcoming turn**.

In order to be able to pass, the Automa must first have played a number of decision cards this round as determined by its difficulty, called its **card play limit**. Once it has reached this number, the Automa has a chance to pass every turn.

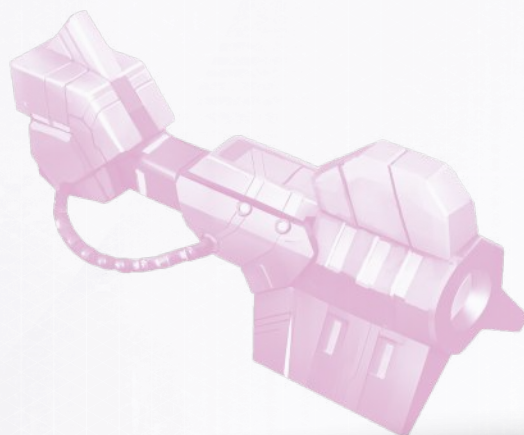
After fully resolving all procedures called upon, the next player takes their turn.

### : AUTOMA CARD PLAY LIMIT

**Easy:** 4 played Automa decision cards.

**Normal:** 5 played Automa decision cards.

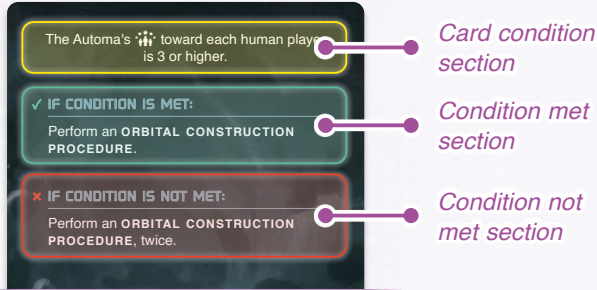
**Hard:** 6 played Automa decision cards.



## RESOLVING DECISION CARDS

These cards determine which actions the Automa will take. Each card is divided into three sections:

- > Card Condition
- > Condition Met (Yes)
- > Condition Not Met (No)



Automa decision card

An Automa performs the **procedure** described in the “Condition Met” segment if the condition is fully met. An Automa performs the procedure in the “Condition Not Met” segment if it is not fully met.

After resolving the card, place it face up in the resolved-Automa-cards pile, next to the Automa’s hand.





### : CARDS FOR UPCOMING TURN

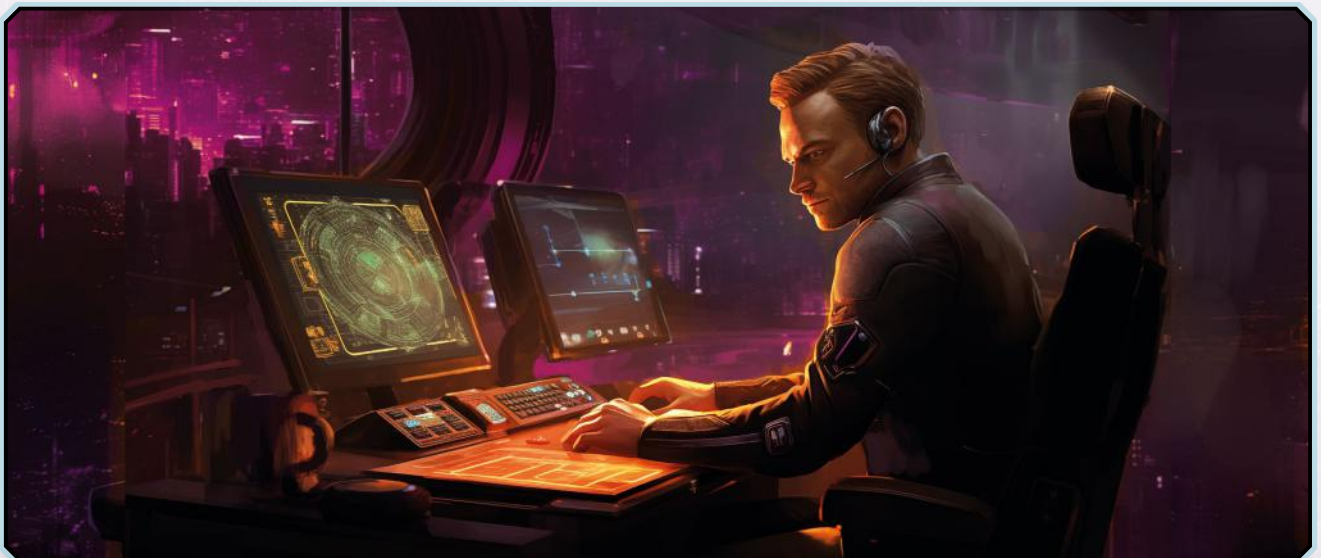
Some cards feature the keyword **upcoming turn**. This indicates that, during its next turn, the Automa will draw a decision card without resolving it (it still counts toward the limit of played cards). Instead, it resolves the procedure described in the paragraph starting with the *upcoming turn*.

After an Automa has passed, ignore any *upcoming turn* paragraph on the decision card it resolved on its previous turn.

## AUTOMA PROCEDURES

An Automa procedure is a decision tree that must be followed to determine what action an Automa should perform, and how they perform it. Below is a list of all the Automa procedures, together with the pages they can be found on.

- > **Automa Turn:** The Automa decides whether it will take an action, and what action it will take (Page 12).
- > **Flight:** Automa looks for unexplored or undefended systems to claim (Page 13).
- > **Attack:** Automa decides if it wants to attack anybody (Page 14).
- > **Regrouping:** Automa gathers its  or invade (Page 16).
- > **Unit Construction:** Automa decides if and where to construct a new  (Page 16).
- > **Orbital Construction:** Automa decides if and where to construct a new  (Page 17).
- > **Planetary Construction:** Automa decides if and where to construct a new  (Page 17).
- > **Use Influence:** Automa uses its influence in various ways (Page 18).
- > **Spread Influence:** Automa expands its influence (Page 18).
- > **Pass:** The Automa performs the management step (Page 19).
- > **Diplomat:** Automa either exchanges diplomats or plays a spy (Page 20).



# ADDITIONAL RULES

## : AUTOMA'S RESOURCES

Automa do not receive income or spend resources. Their income is used in the following ways:

**Food Income** 🍷➡️: Automa receive X 🌾 at the end of the game, where X is the equivalent of 🍷➡️.

**Research Income** 🔬➡️: An Automa's 🔬➡️ determines the activation cost of their basic combat effect. Every 3 🔬➡️ lowers the activation cost by 1 (to a minimum of 2).

**Production Income** 🏭➡️: When Automa take a 🏭 action to create a 🏠, the type of 🏠 produced depends on the Automa's 🏭➡️.

## : STEALING FROM AUTOMA

Despite Automa not using resources, human players can steal resources from them. The maximum number of resources a player can steal from an Automa in a single action is equal to the current round number.

## : MAKING A TRADE WITH AUTOMA

Human players can initiate a trade deal with an Automa. They can give the Automa any amount of resources, but they can't trade any diplomats or ask for anything in return. It is primarily used for certain Automa objectives. More advanced trade deals with Automa are only available when they initiate the exchange through a **DIPLOMAT PROCEDURE**.

## : DIPLOMATS RECEIVED BY AUTOMA

When an Automa receives a diplomat card, put it in play with the Automa as the target. When a spy targeting an Automa is resolved, its initiator can decide whether to use the spy effect on the card or opt for a generic spy effect, based on their 🏠:

- > 🏠-: Steal 1 ?
- > 🏠II: Steal 2 ?
- > 🏠IV: Steal 3 ?

During the management stage, the Automa discards each diplomat card that does not take effect at the end of the game. If the Automa captures a diplomat, such a diplomat/spy must be placed in the diplomat discard pile.

## : FIGHTING AN AUTOMA

Whenever a player fights an Automa, treat Automa pieces as neutral pieces. This means, for example, that when units or orbital buildings are removed by an Automa attack, remove them starting with the lowest strength.

## : INVADING AN AUTOMA

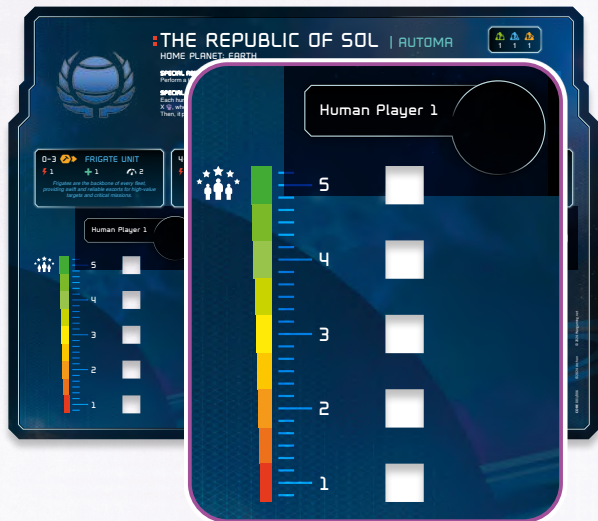
Whenever a human player places their ⚠️ on a planet previously owned by an Automa that has more than 1 of the same 🏠, remove all but 1 of those 🏠.

If the Automa removes another player's ⚠️, it removes them in the following order: 🏠, 🔬, 🍷.



## : TRACKING AUTOMA'S DISPOSITION

An Automa's indicates its attitude toward every human player. increases or decreases based on actions taken by the human player and whether they fulfill the Automa's objectives. To track an Automa's , use the **disposition tracker** on the Automa side of its empire board.



*Disposition tracker*

## INCREASING AUTOMA DISPOSITION

The Automa's Disposition can be increased in two ways:

1. New Diplomacy Effect



### Send an Ambassador

The active player increases or decreases an Automa's towards any human player by 1.

2. If a human player completes an Automa's objective card, increase that Automa's toward that human player by the number indicated on the card.

## DECREASING AUTOMA DISPOSITION

The Automa's can be decreased in several ways:

1. An Automa's toward a human player will decrease by 1 if that human player:
  - > attacks its or
  - > plays a spy on it or gives a spy in exchange
  - > captures its non-spy diplomat
  - > replaces its influence token
  - > takes over its system
  - > takes its empire token from a public mission
  - > colonizes a system linked to its system

and by 2 if that human player:

- > builds a doom star
2. If a human player completes an Automa's objective card, decrease that Automa's toward that human player by the number indicated on the card.

## : TECHNOLOGY TREE

Automa do not have their own technology tree to develop. Automa have access to common milestones, determined by the current round:

Round Number	Available Milestones
Round 1	Automas don't have access to any milestones.
Rounds 2 and 3	Automas have access to all common milestones of tier 2.
Rounds 4 and later	Automas have access to all common milestones of tiers 2 and 4.





## : ACHIEVEMENT TABLE

At the end of the game, points should also be calculated for each Automa according to the scoring rules. Additionally, remember that each Automa receive at the end of the game equivalent to its .

After counting all , players can check their title in the table below and see how they measure up to the creators of **Master of Orion: Ad Astra!**

Victory Points	Title	Archon Crew Member
< 6	Cadet	Dave, the forgotten
6+	Ensign	Alex, the fluff master
10+	Lieutenant	Robert, the lucky fool
14+	Commander	Olek, the trucebreaker
18+	Commodore	Sławek, the mad bug
22+	Captain	Jacek, the rules changer
26+	Admiral	Kamil, the fun slayer
30+	Fleet Marshal	Jarek, the guardian of Archon

## : ADDITIONAL INFORMATION

- > Automa can have 2 identical  in the system. If a human player takes over a system with 2 identical , remove one of them.
- > Automa cannot use micro wormholes or wormholes.
- > When Automa draw discovery tiles and planets with neutral pieces, ignore them and keep drawing.
- > Similarly, ignore any gas giant tiles an Automa draws unless they have unlocked terraforming in round 2.
- > If an Automa loses its home system, it treats the system it owns that is closest to their home system (with the highest ID) as its home system for the purposes of Automa decision cards.
- > Automa treat neutral units and neutral orbital buildings as if they belong to a player towards whom they have a  of 3.
- > Automa  can't be scrapped.
- > If an Automa acquires a technology combat card, place it next to its empire board. The Automa may use these cards during combat, before applying its basic combat effect, starting with the card with the highest ID number.
- > If an Automa receives any resources, it automatically discards them back into the pool.
- > The player managing the Automa must always position the Automa's units in the system in the best possible configuration and, during combat, must choose the best possible dice combinations to maximize the damage dealt by the Automa.

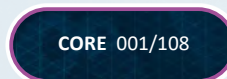
## : CONFLICT RESOLUTION — THE MOST IMPORTANT RULE OF ALL

If multiple systems meet the condition for an action that is to be performed in only one system, choose the system closest to the home system. If multiple systems are at the same distance, check the IDs on each of those star tiles and perform the action in the system with the higher ID number. This rule must be applied in any conflict situation where it is unclear in which system something should occur.



*Star tile's ID*

If multiple cards meet the condition for an action, check the ID on each of those cards and perform the action on the card with the higher ID number.



*Cards ID*

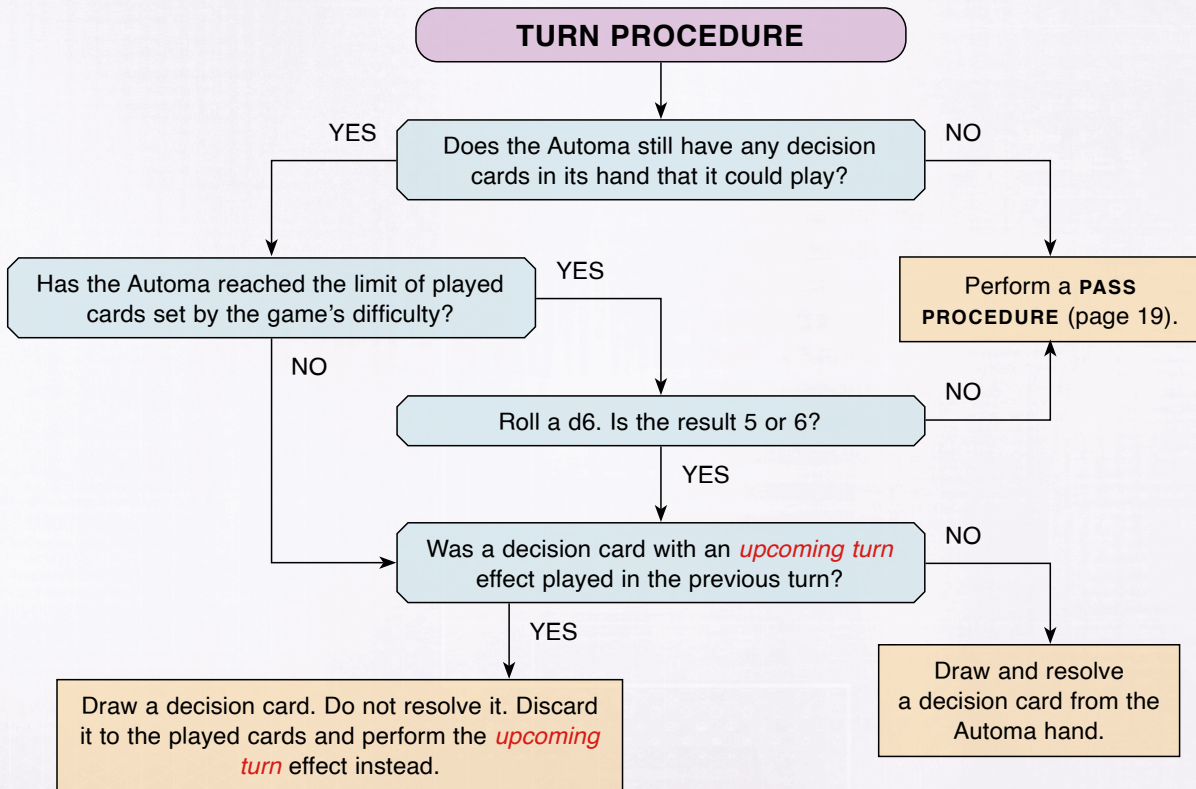
Occasionally, components from the core set and expansions might share the same ID. If an action targets a component whose ID is identical, resolve the action using this order: CORE, GNN, GC, AR, SG.



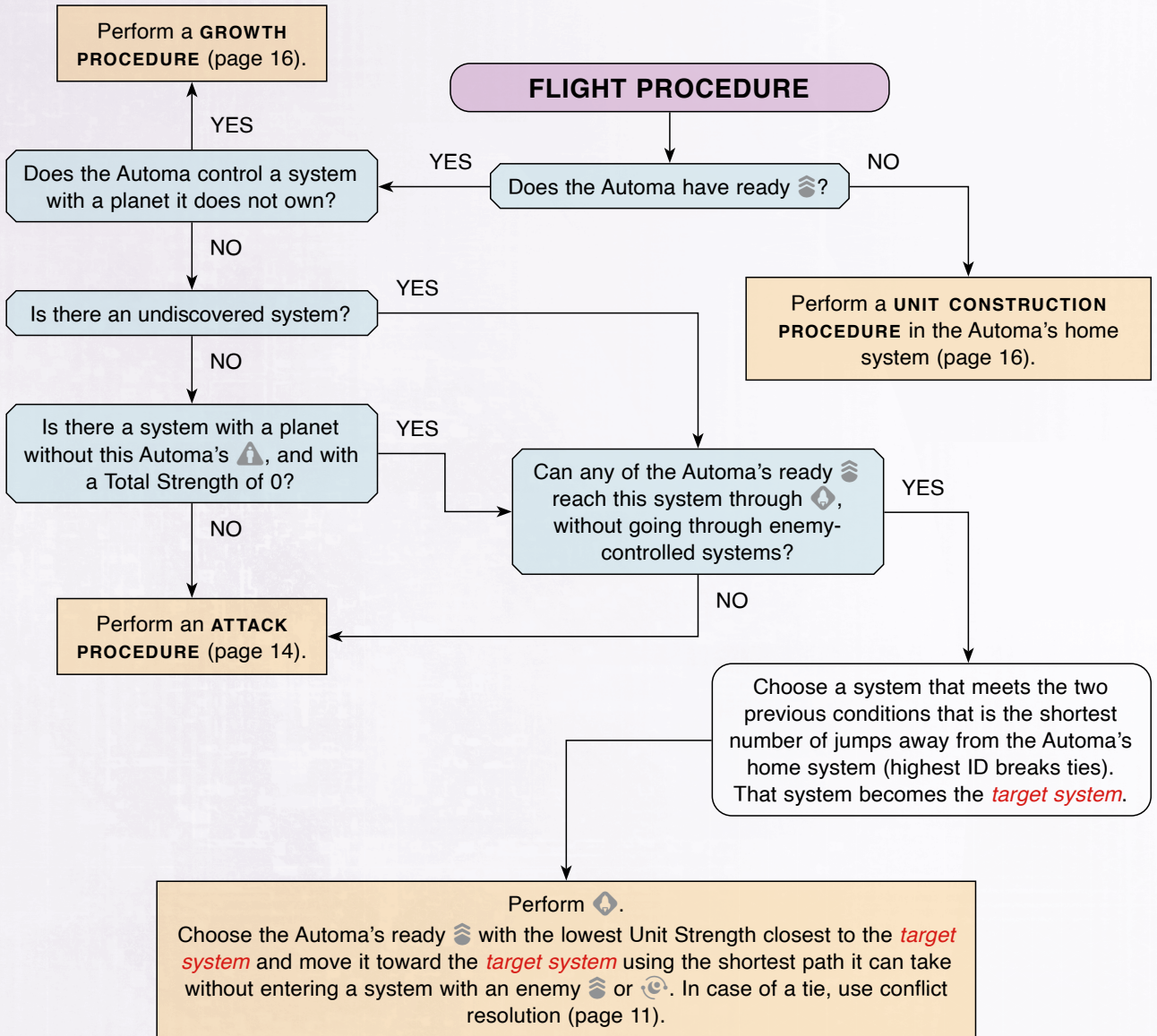
# AUTOMA PROCEDURE FLOWCHARTS

To determine what the Automa should do during its turn, the player managing the Automa should follow the diagrams below, starting with the “**Turn Procedure**”.

## : TURN PROCEDURE

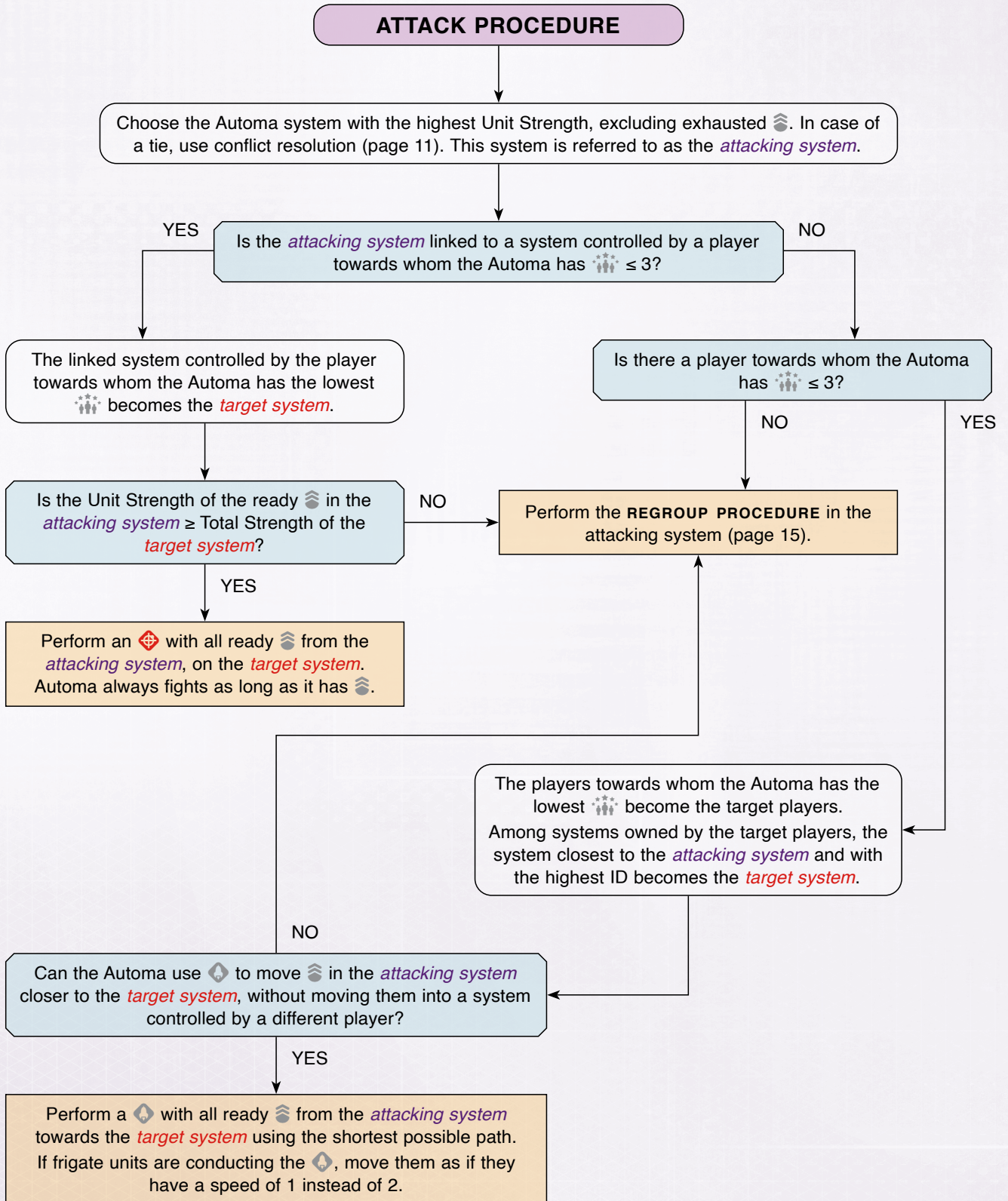


## : FLIGHT PROCEDURE

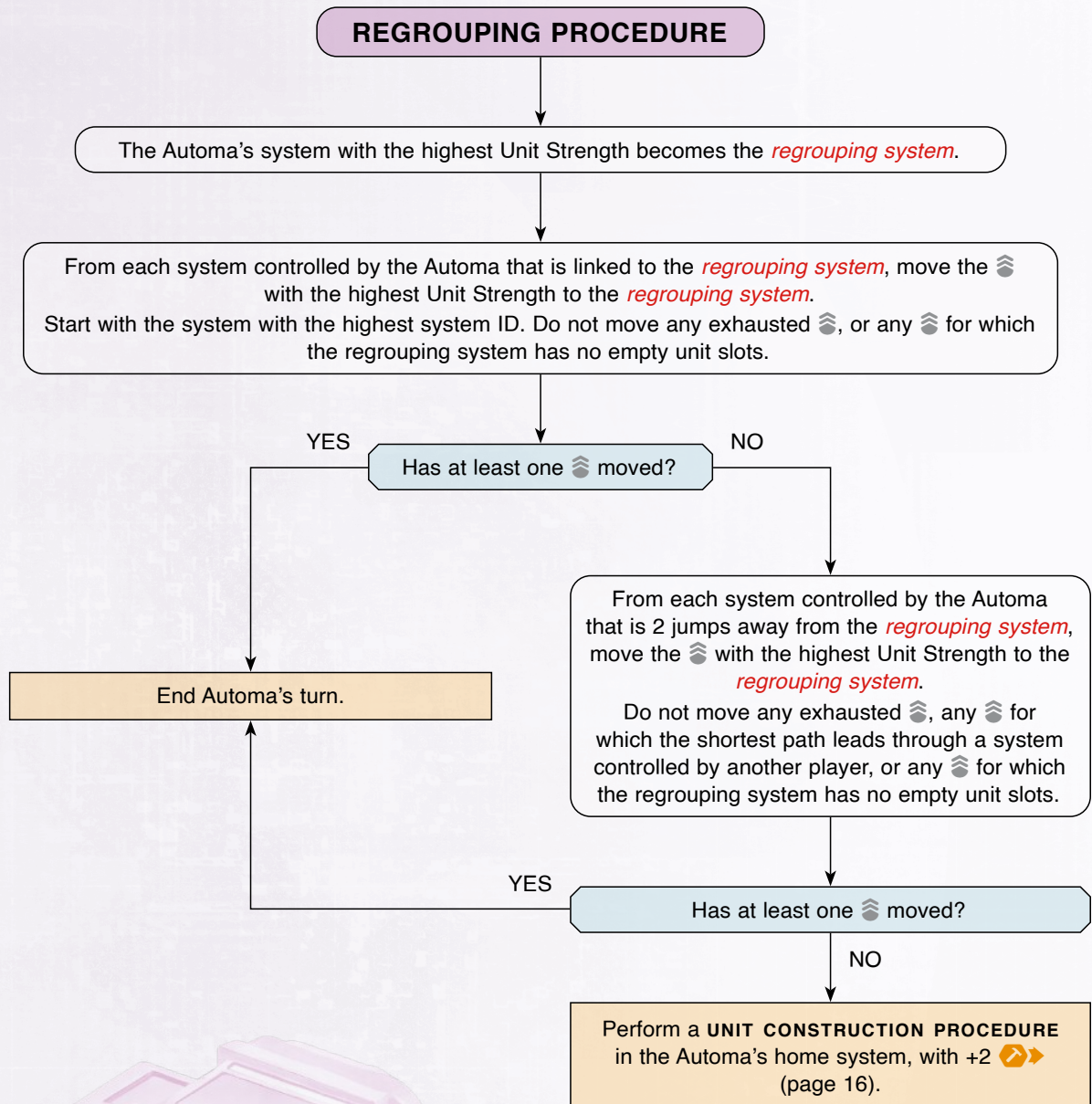


**REMEMBER!** When discovering a new system, the Automa only draws the top planet tile and discovery tile and places them on the star tile. If a planet tile with a gas giant or a discovery tile with neutral units is drawn, draw the next planet tile/discovery tile and place it on the star tile.

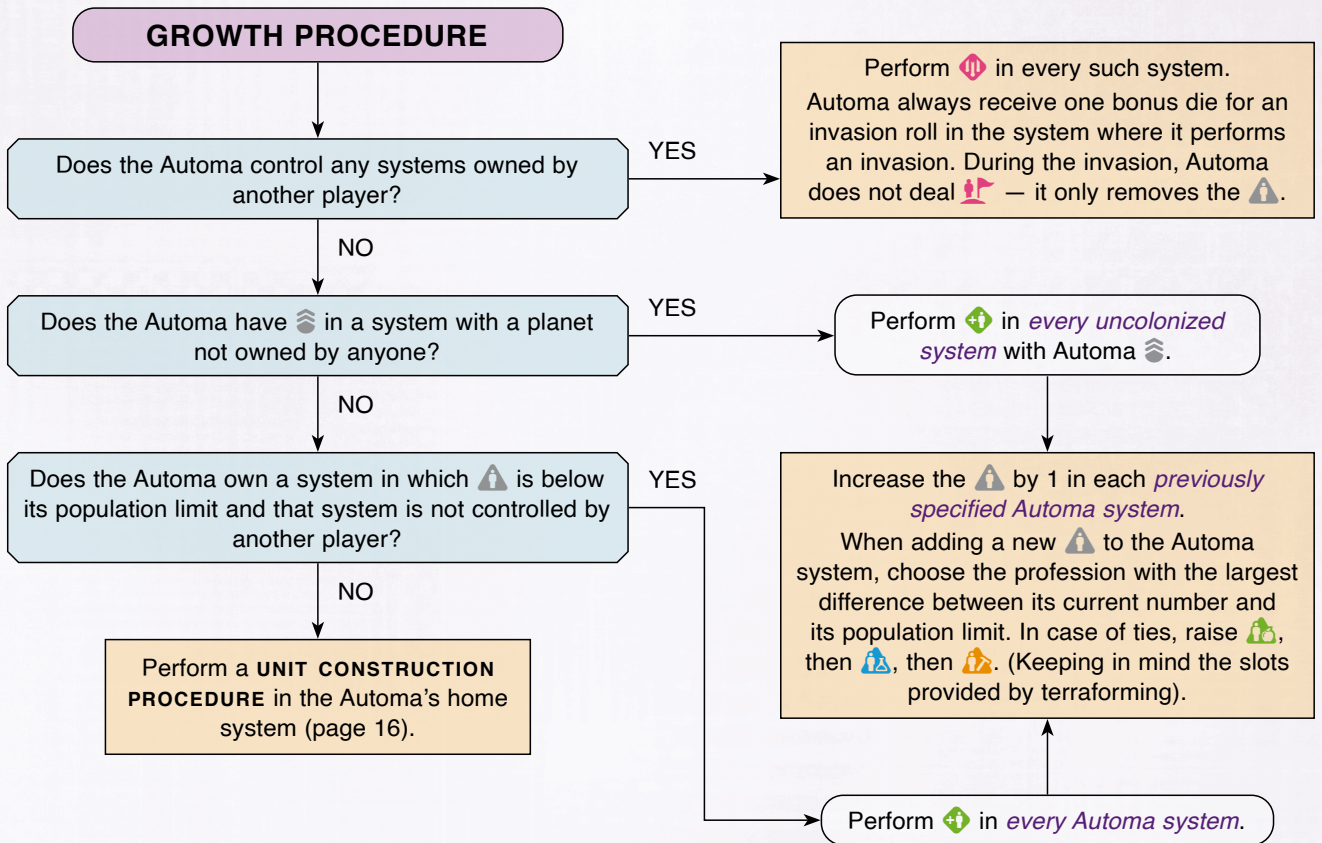
# : ATTACK PROCEDURE



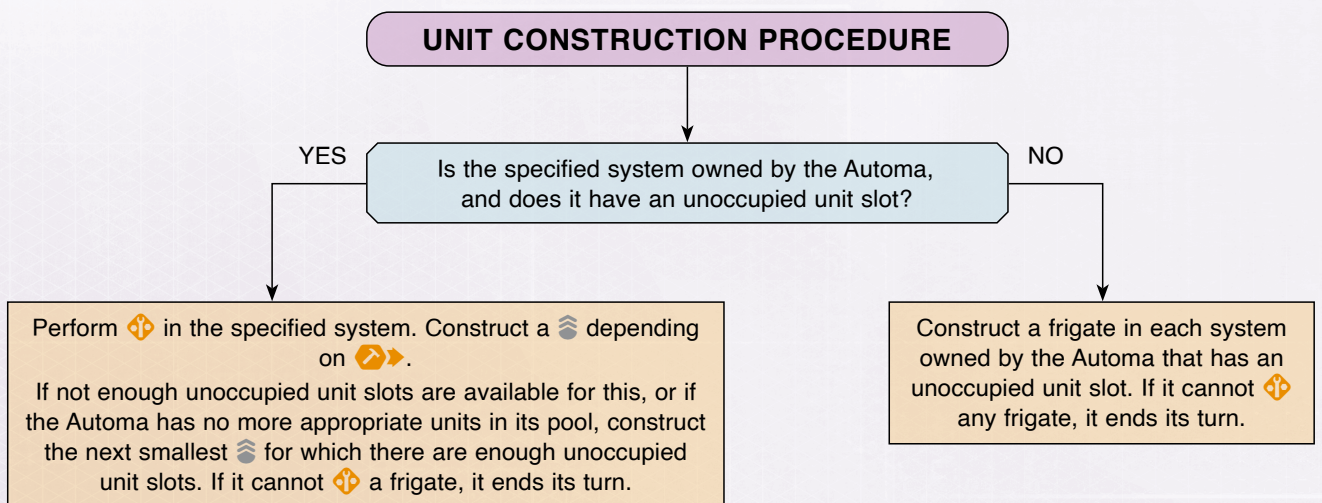
## : REGROUPING PROCEDURE



## : GROWTH PROCEDURE

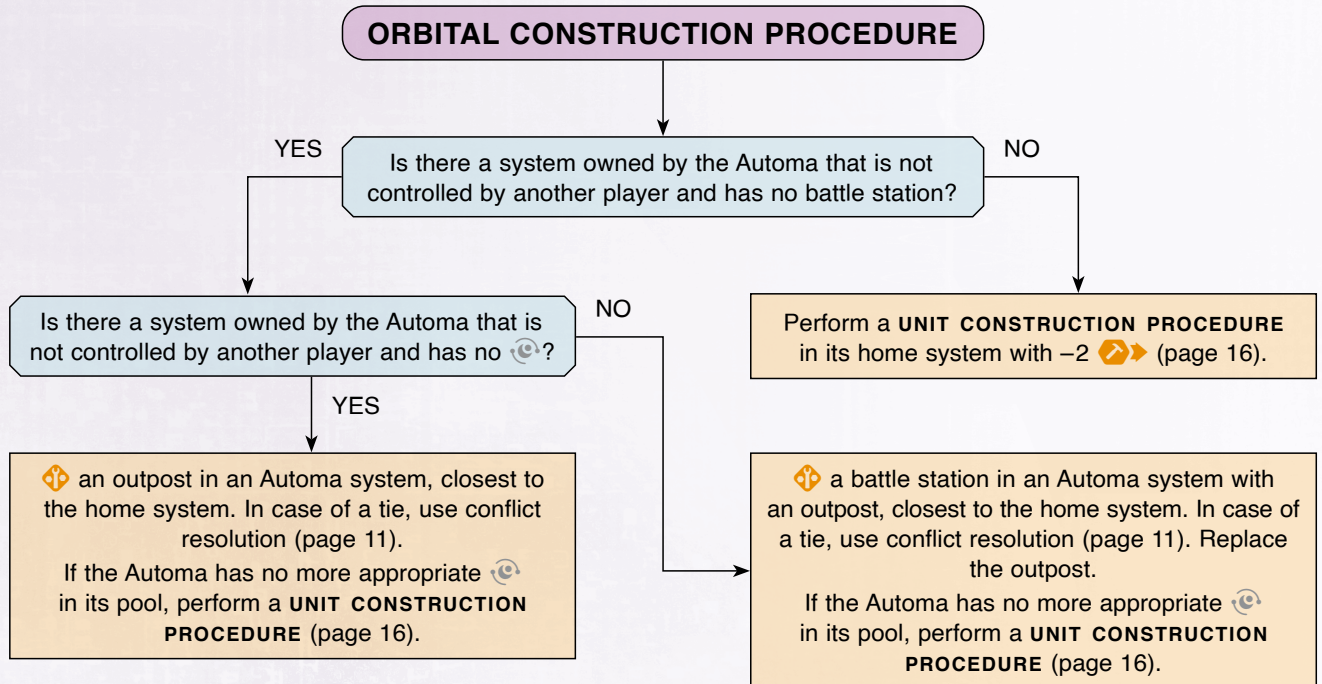


## : UNIT CONSTRUCTION PROCEDURE

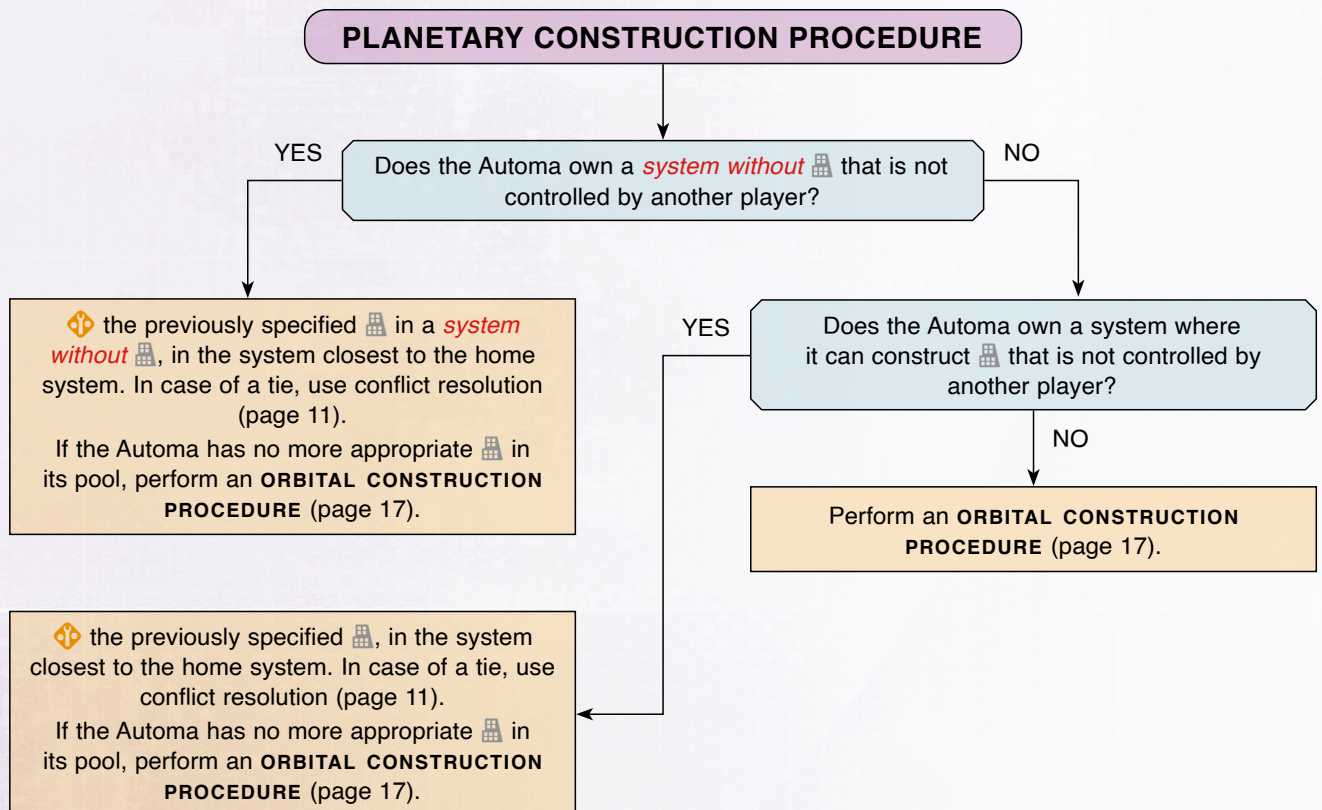


🏠	0-3	4-6	7-9	10+
<b>Constructed</b> 🌐	Frigates unit	Cruisers unit	Titan	Doom star

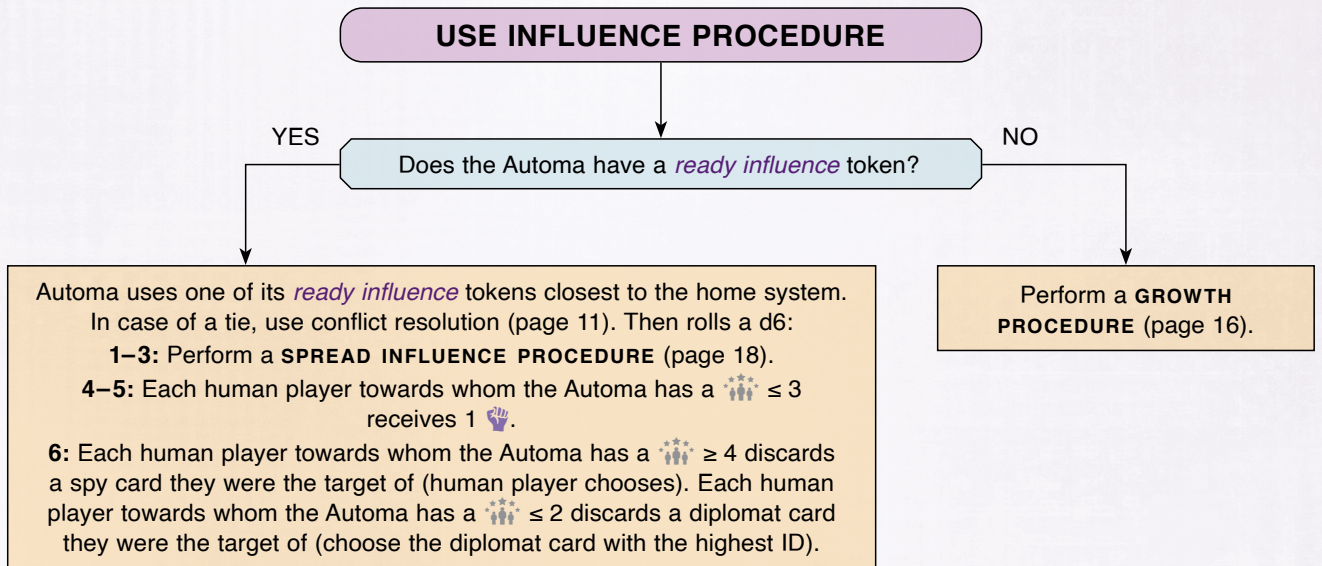
## : ORBITAL CONSTRUCTION PROCEDURE



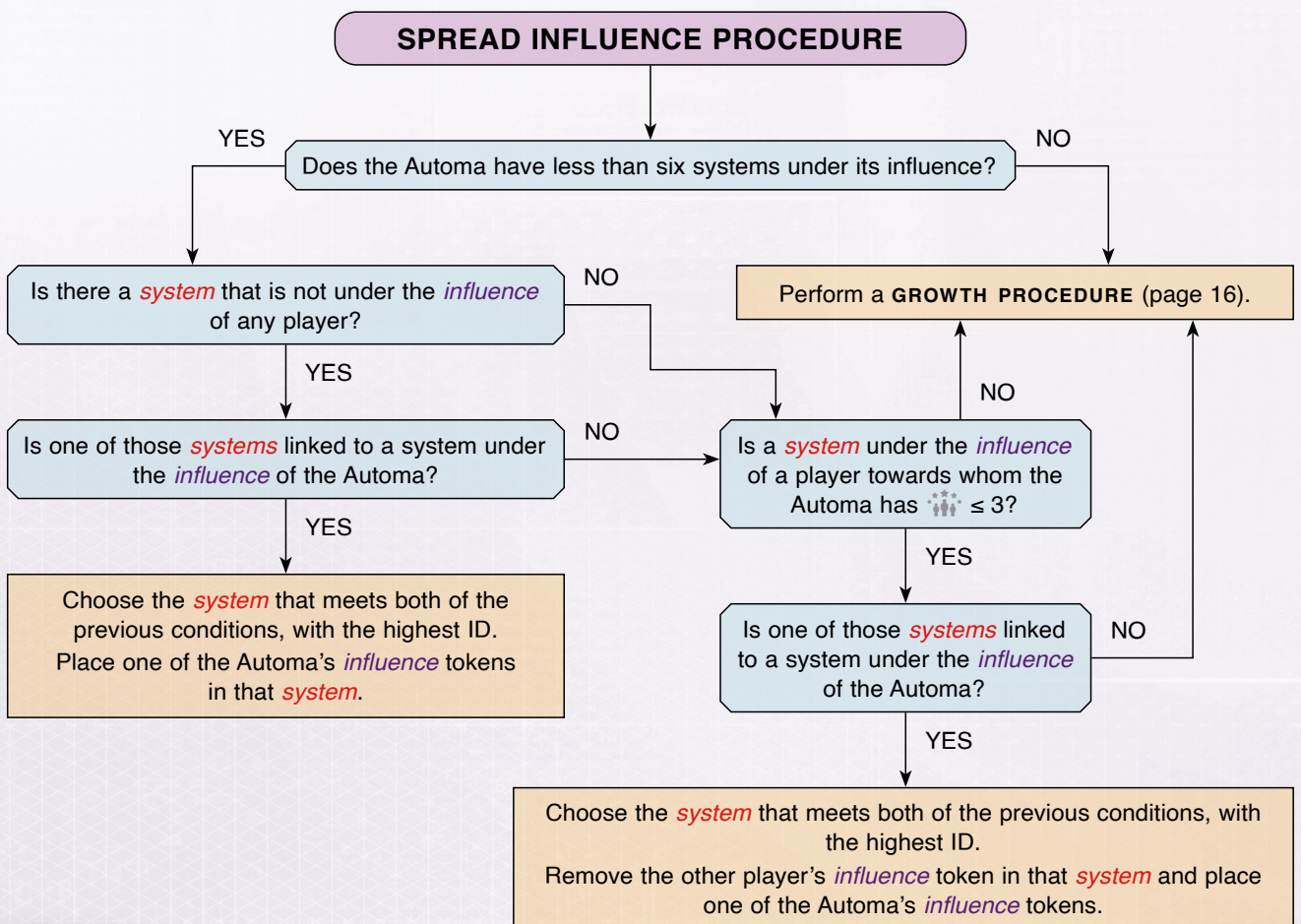
## : PLANETARY CONSTRUCTION PROCEDURE



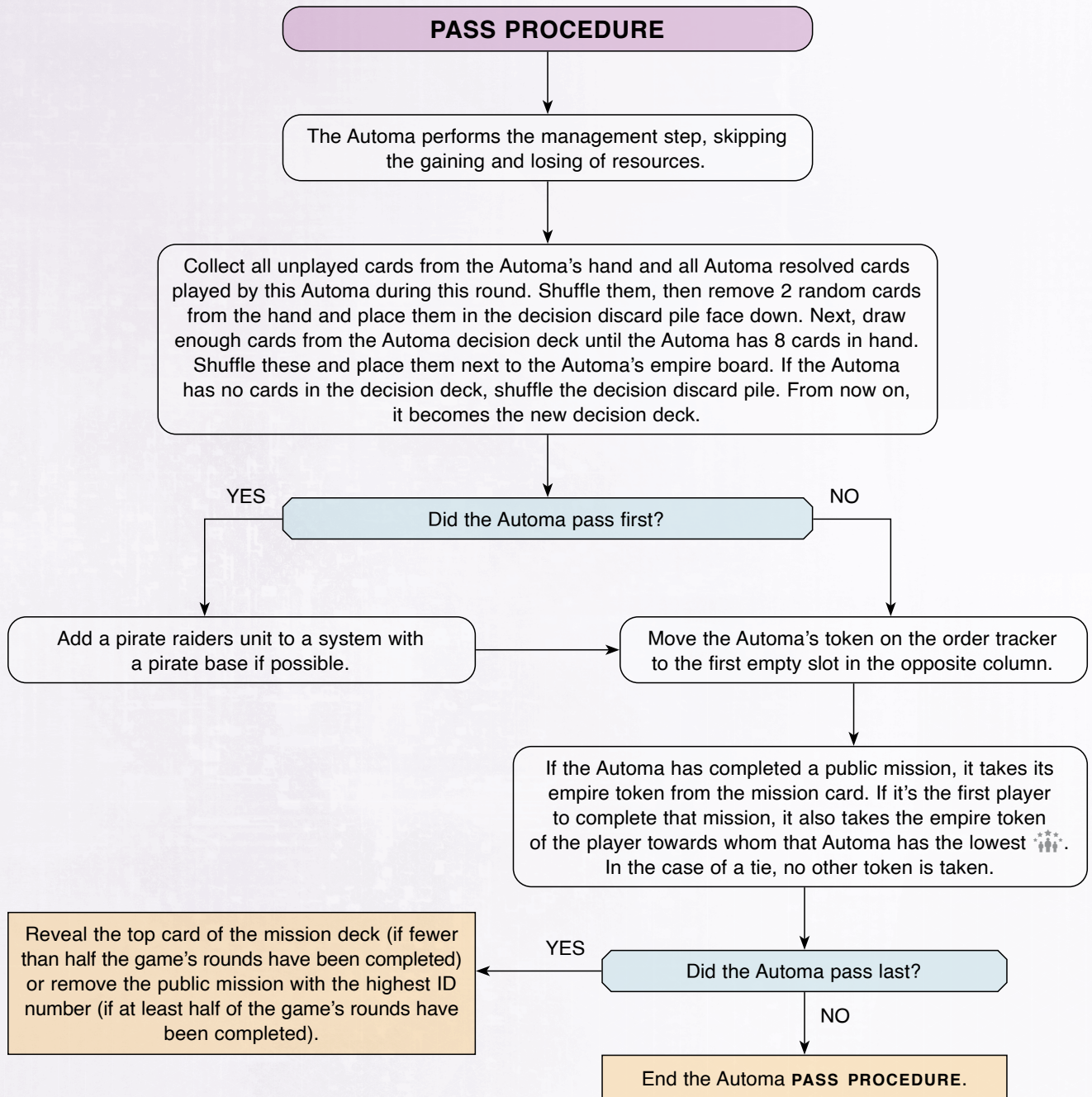
## : USE INFLUENCE PROCEDURE



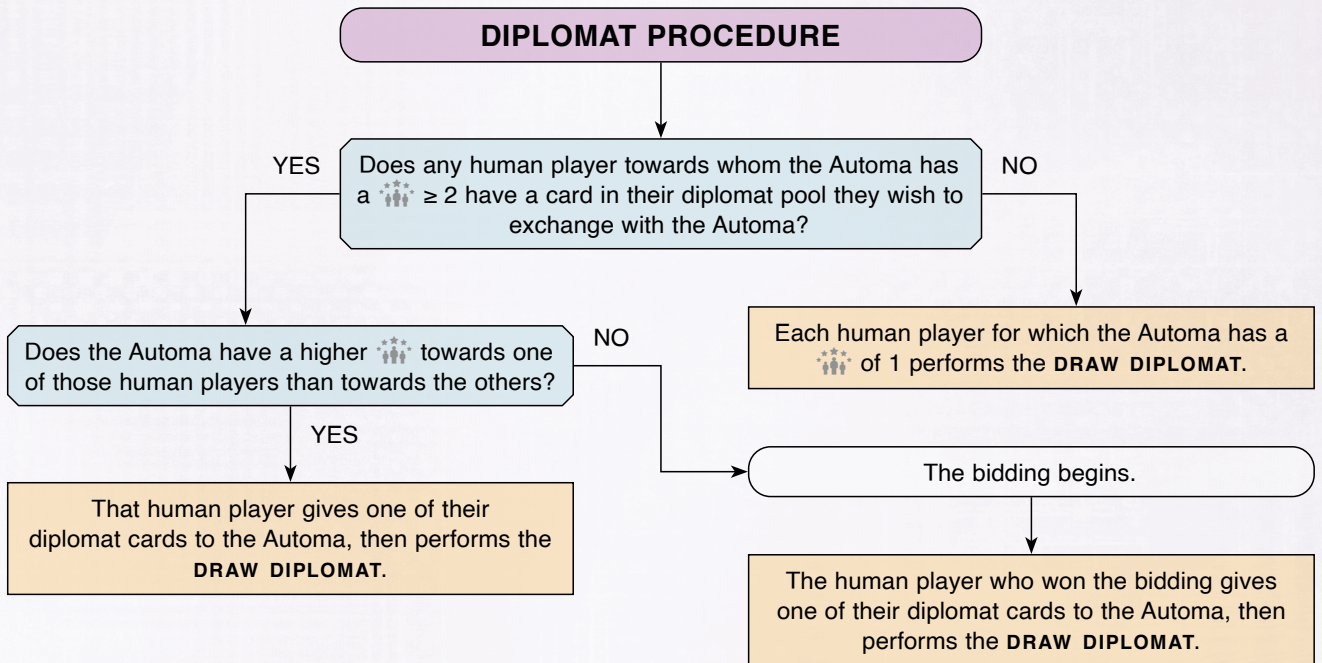
## : SPREAD INFLUENCE PROCEDURE



## : PASS PROCEDURE



## : DIPLOMAT PROCEDURE




### : DRAW DIPLOMAT

Human players that are instructed to Draw Diplomat do so based on the Automa's towards that player. Choose only the matching number from the following instructions:

- 5: The human player reveals cards from the top of the diplomat deck until they find a non-spy diplomat and put it in play with them as the target, and the Automa as the initiator.
- 4: The human player reveals the top card of the diplomat deck. If it's a non-spy diplomat, they put it in play with them as the target and the Automa as the initiator. If it's a spy, the human player takes the next card from the deck (spy or non-spy) and puts it in play with them as the target and the Automa as the initiator.
- 3: The human player draws the top card from the diplomat deck and puts it in play with them as the target and the Automa as the initiator.
- 2: The human player reveals the top card of the diplomat deck. If it's a spy, they put it in play with them as the target and the Automa as the initiator. If it's a non-spy diplomat, the human player takes the next card from the deck (spy or non-spy) and puts it in play with them as the target and the Automa as the initiator.
- 1: The human player reveals cards from the top of the diplomat deck until they find a spy and put it in play with them as the target and the Automa as the initiator.






Any revealed and unused diplomat cards are always reshuffled back into the diplomat deck.

## : THE BIDDING BEGINS

Each human player that wants to participate can be part of the bidding (this is not limited to only the players with tied dispositions). Bidding moves according to the order tracker, starting with the first human player that is participating. Players bid any number of  by placing them on their diplomat card, or “pass” out of the bidding.

Players continue adding resources until only one player hasn't passed and has the highest amount of resources offered. This player wins this bidding and loses all resources placed on their diplomat card. Other players keep their resources.

### EXAMPLE OF BIDDING:

1. There are three human players. Player #1 has a  of 3, while Players #2 and #3 each have a  of 5, triggering a bidding process since multiple human players share the highest . Each player also has a diplomat card available for the exchange.
2. Player #2 decides not to take part in the bidding.
3. Player #1 then bids 1 .
4. Player #3 raises the bid to 2 .
5. Player #1 chooses not to increase their bid and declares a pass.
6. Player #3 wins the bid and gains the opportunity to proceed with the exchange with the Automa. They lose all the resources they bid.



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### : INCREASING AUTOMA DISPOSITION


The Automa's Disposition can be increased in two ways:

1. New Diplomacy Effect

**10+**




#### Send an Ambassador

The active player increases or decreases an Automa's  towards any human player by 1.

2. If a human player completes an Automa's objective card, increase that Automa's  toward that human player by the number indicated on the card.


### : DECREASING AUTOMA DISPOSITION

The Automa's Disposition can be decreased in several ways:



1. An Automa's  toward a human player will decrease by 1 if that human player:
  - > attacks its  or 
  - > plays a spy on it or gives a spy in exchange
  - > captures its non-spy diplomat
  - > replaces its influence token
  - > takes over its system
  - > takes its empire token from a public mission
  - > colonizes a system linked to its system

and by 2 if that human player:

- > builds a doom star

2. If a human player completes an Automa's objective card, decrease that Automa's  toward that human player by the number indicated on the card.

### : STRENGTH VALUES

Strength values of  and :

**Frigate Unit:** 1 strength.

**Cruiser Unit:** 2 strength.

**Titan:** 3 strength.

**Doom Star:** 7 strength.

**Outpost:** 2 strength.

**Battle Station and Pirate Base:** 5 strength.

**Pirate Raider Unit:** 1 strength.

**Pirate Base:** 5 strength.

**Space Eel:** 6 strength.

**The Guardian:** 9 strength.

### : AUTOMA CARD PLAY LIMIT

**Easy:** 4 played Automa decision cards.

**Normal:** 5 played Automa decision cards.

**Hard:** 6 played Automa decision cards.

MASTER OF  
**ORION**<sup>®</sup>  
ADASTRA