

MASTER OF  
**ORION**<sup>®</sup>  
AD ASTRA



GALACTIC COUNCIL  
**RULEBOOK**

# OVERVIEW

**Master of Orion: Ad Astra — Galactic Council** is an expansion for **Master of Orion: Ad Astra**. It introduces three new empires, more base components, and new optional mechanics to expand the gameplay. It also increases the maximum player count by one, allowing for even larger galactic conflicts.

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# COMPONENTS



1x Rulebook



3x Player Aids



5x Star tiles



9x Diplomat cards



7x Planet tiles



8x Discovery tiles



18x Tech cards



9x Starting cards



30x Edict cards



3x Empire boards



1x Council board



1x Assembly Instruction



1x Resource board



9x Population dice (d4)



12x Acrylic cubes



18x Influence tokens



18x Empire tokens



24x Diplomacy tokens



24x Resource tokens



4x Anomaly tokens



8x State tokens



30x Envoy tokens



3x Titan



9x Frigate unit



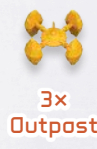
1x Doom Star



6x Cruiser unit



4x Battle Station



3x Outpost



1x Unrest Model



6x Empire Flag



3x Titan



9x Frigate unit



1x Doom Star



6x Cruiser unit



4x Battle Station



3x Outpost



1x Unrest Model



6x Empire Flag



3x Titan



9x Frigate unit



1x Doom Star



6x Cruiser unit



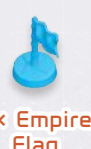
4x Battle Station



3x Outpost



1x Unrest Model



6x Empire Flag

**99x Miniatures**

(57x Units, 21x Buildings, 3x Unrest models, 18x Empire flags, 66x Bases, 90x Plastic sticks)

# NEW CONTENT

## EXTRA PLAYER

To extend the maximum number of players, add all of the following components in this expansion to the game:

- > Starting cards
- > Star tiles
- > Resource tokens
- > Anomaly tokens
- > State tokens
- > Acrylic cubes
- > Population dice (d4)

## : BUILD THE GALAXY

When playing with 5 players (or 6, as allowed by the GNN expansion), the initial galaxy setup looks like this:



5–6 Players

The set of star tiles used to create a galaxy includes the following numbers of tiles:

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



## MORE COMPONENTS

This expansion includes new components to provide more diversity to the gameplay without adding any new mechanics.

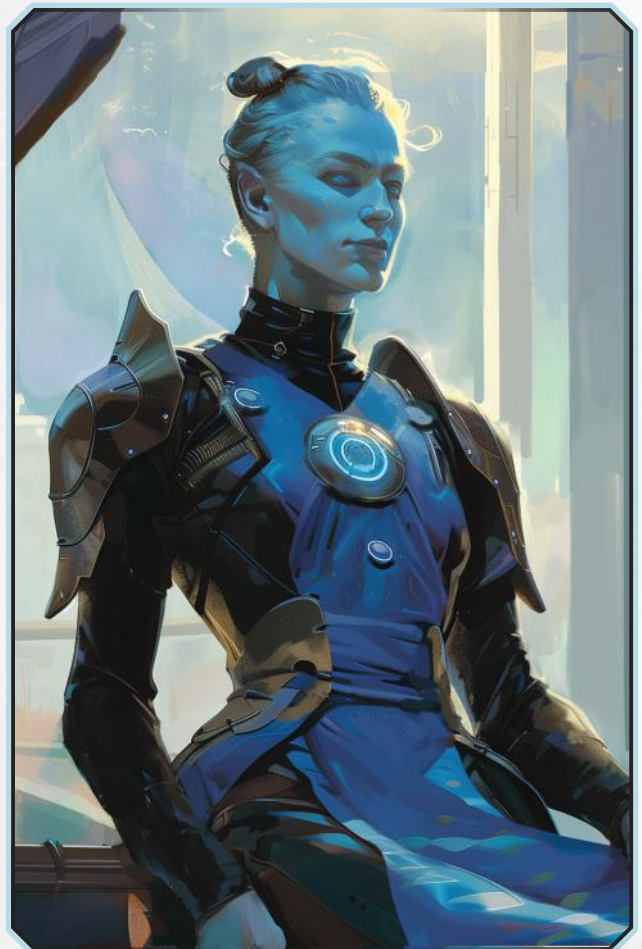
**RECOMMENDATION:** *Beginners.*

*We recommend including all components in this section, regardless of players' experience, as they do not increase the game's complexity.*

## : SETUP

Shuffle all components listed below into those in the base game:

- > Tech cards
- > Diplomat cards
- > Planet tiles



# ADDITIONAL RULES

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

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**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.*

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*Minor civilization's ability.*

## MINOR CIVILIZATIONS

This mechanic adds minor civilizations that could be encountered during space exploration. Those civilizations are too primitive to reach the stars but can be valuable assets or easy prey.

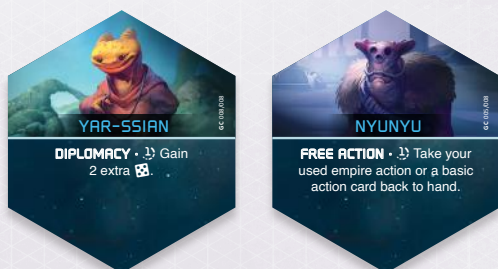
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**RECOMMENDATION:** *Intermediate.*  
*We recommend using this mechanic when most players are familiar with the game's basic rules, as it slightly increases complexity.*

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### : SETUP

Shuffle all discovery tiles from this expansion into the discovery tiles pile during the game setup. Discovery tiles from this expansion represent minor civilizations.



*Discovery tiles from this expansion.*

### : MEETING A MINOR CIVILIZATION

When a discovery token with a minor civilization is placed in a system, immediately add 1 🌱, 1 🏠, and 1 🍷 to that system (ignoring the planet's population limits). The minor civilization owns this system. The player who controls that system can use the special ability described on the minor civilization tile.

### IMPORTANT RULES:

- > Minor civilizations can only be added to systems with an uncolonized planet. If the system does not meet this criterion, discard any drawn discovery tile with a minor civilization and draw a new one.
- > Systems owned by minor civilizations can't be colonized.
- > Systems owned by minor civilizations can be invaded.
- > When a minor civilization loses all its ⚠️, it loses ownership of the system.
- > When a minor civilization loses ownership of a system, its discovery tile is discarded.
- > Some minor civilizations' abilities contain 🔄. When a player uses that ability, flip its discovery tile, no one will be able to use it again this round.
- > At the end of the round, all flipped discovery tiles are flipped back face up.

### : INVADING A MINOR CIVILIZATION

When the active player invades a system owned by a minor civilization, follow the rules of invading another player system (see page 30 in the main rulebook).

## GALACTIC COUNCIL

This mechanic allows players to vote for edicts. This might provide new ways of gaining 🌱, or alter old ones.

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**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.*

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## : COMPONENTS

### ENVOY TOKENS

**Envoy tokens** represent envoys ready to vote for your cause in the Galactic Council. The number on a token informs you of the number of votes it provides. Envoy tokens can be in one of two states:

- > **Ready:** When the number on the token is face down.
- > **Used:** When the number on the token is face up.



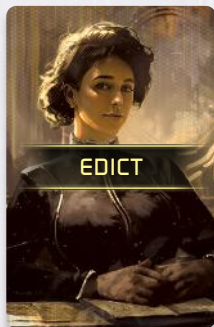
*Envoy token — Ready state (number is hidden)*



*Envoy token — Used state (number is visible to everybody)*

### EDICT CARDS

**Edict cards** represent laws debated during the Galactic Council sittings. These cards alter old scoring methods or provide new ways of gathering 🌿.



*Edict card*

### COUNCIL BOARD

The **council board** provides space for all active edicts and those proposed during the vote.



*Council board*

## : SETUP

Place the council board beside the round tracker. Shuffle all edict cards and set them near the council board. Each player receives two envoy tokens (valued 4 and 5) and places them in a ready state (face down) next to their empire board — that player owns these tokens. Additionally, place a single set of tokens valued 1, 2 and 3 face down next to the council board. Do this once per player in the game. Shuffle all those tokens. No player owns those tokens.

## : NEW DIPLOMACY EFFECTS

When playing with the Galactic Council mechanic, players have access to 2 new basic diplomacy effects:



**Hire a new envoy**



**Start a council session**

### HIRE A NEW ENVOY

The active player chooses a random envoy token from the pile next to the council board and places it next to their empire board. From now on, the player owns that token.

### START A COUNCIL SESSION

The active player starts a new council session. After resolving this effect, the diplomacy action immediately ends.

## : MANDATORY COUNCIL SESSION

Before the end of the round, at the end of the final player's management stage, they initiate a new Council Session. They gain all the benefits of being the active player during the session — without paying any cost for it.



## : STARTING A NEW COUNCIL SESSION

Players start a new council session at the end of the final player's management stage or during a diplomacy action. The active player draws three edict cards and discards one of the drawn cards. They then choose two of the proposition slots on the council board and place the remaining two drawn edicts in those slots. Those cards become **proposed edicts**. The active player reads those cards out loud so every participant knows what they will vote for.



*Proposed edicts are placed on the council board.*

Every player, in secret, chooses any number of their **ready** envoy tokens to vote on one of the proposed edicts. The number on the token indicates the number of votes it counts for. Players can check the values of the tokens before choosing, but they can't show these values to other players.



*This token represents 4 votes.*

Once all players have chosen the tokens they wish to use, they reveal their choices individually, starting with the player on the left of the active player and taking turns clockwise. When a player reveals how many votes they have, they choose the proposed edict they wish to support and place their envoy tokens on it.

The proposed edict that receives the most votes is moved into the **active edict** slot directly above it. If another active edict occupies that slot, it is discarded. Any edicts that did not become active are discarded. The active player resolves all ties.

## : BASIC TERMS — PROPOSED EDICTS

Edict cards placed on the council board during a council session are known as **proposed edicts**.

## : BASIC TERMS — ACTIVE EDICTS

A proposed edict that won a vote and hasn't been discarded is an **active edict**. Active edicts may alter old scoring methods or create completely new ones.

Some active edicts provide new diplomacy effects or free actions. Any player may use these when they are the active player.

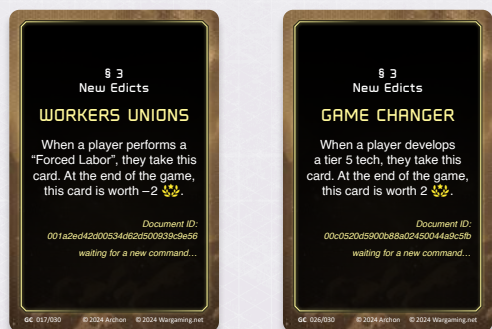


*The proposed edict becomes an active edict.*

All envoy tokens used during voting are returned to their owners. They are now in a **used state** (the number faces up) and cannot be used again until they are refreshed.

## : SINGLE-USE EDICTS

Some active edicts can only be used once. The first player to perform the action specified on the edict card removes it from the council board and places it beside their empire board. That card no longer occupies the active edict slot.



*Single-use edicts*

## : REFRESHING ENVOY TOKENS

Every player refreshes their envoy tokens during their management phase, during the same step they refresh their influence tokens.



*Refreshing an envoy token.*

## : TRADING ENVOY TOKENS

Players can exchange their envoy tokens as part of trade deals. The exchanged tokens don't change their state, and tokens in a ready state remain hidden during the trade.

## : SCORING

When using the Galactic Council mechanic, players can earn additional 🌿 during scoring at the end of the game, based on the number of votes on their envoy tokens, in addition to the effects of active edicts:

- > The player with the most votes on their envoy tokens gains 3 🌿.
- > The player with the second-most votes gains 2 🌿.
- > The player with the third-most votes gains 1 🌿.

**In case of a tie**, all tied players receive the full 🌿 for that position, and the next position is skipped accordingly.



# CREDITS

**Lead Rules Designer:** Jacek Karpowicz

**Rules Design:** Sławomir Aftarczuk, Kamil Białkowski, Aleksander Kubiak, Robert Mańkowski, Aleksander Nowacki

**Solo Mode Rules Design:** Robert Mańkowski

**Introduction Scenario Design:** Jacek Karpowicz

**Technical Writing:** Rijnyr Van Putten

**Proofreading & Editing:** Emily Blaine, Jacob Blaine, Bryan Gerding, Anna Skup, Piotr A. Wesolowski

**Graphic Design Manager:** Anna Gut

**Lead Graphic Designer:** Patryk Kubiak

**Graphic Design:** Hubert Charczyński, Jakub Jazdończyk, Dawid Kopczyński, Emilia Nalewajska, Przemysław Nawrocki

**Box Cover & Book Cover Art:** Elias Stern

**Miniature Sculpting & Engineering:** Łukasz Burdziak, Sylwia Ciszek, Paweł Filipiak, Adam Humeniuk, Michalina Kin, Kamil Kowalski, Jakub Sado, Kacper Siama, Damian Stolarz, Tomasz Tyrański, Natalia Wiśniewska, Martyna Włodarczyk, Katarzyna Wylegała, Przemysław Zwoliński

**Marketing:** Wiktoria Budnik, Szymon Ewertowski, Kamil Grochowski

**Project Management:** Michał Tukan

**Chief Executive Officer:** Jarosław Ewertowski

**Chief Operating Officer:** Michał Pawlaczyk

**IP Team (Wargaming Group):**

Platform & Licensing Lead: Mariya Kozenkova

Global Business Development Lead: Aleksandr Losevich

Platform Relations Lead: Sergey Rakitskiy

**Special thanks to:**

Michael Buonagurio, Jeff Johannigman, Chris Keeling, Jason Matthews, Pascal Portier, Lee Stephen, Wargaming.net

**Gametesting & Consulting:**

Andrzej Aftarczuk, Iga Aftarczuk, Piotr Andrzejewski, Franek Białkowski, Paul Brinker, Michael Buonagurio, Marek Ciemski, Jeff Dee, Sten Drescher, Nathaniel Edgar, Michael Eskew, William Gandia III, Klauda Gil, Jonathan Giokas, Szymon Gorlicki, Dave Govett, Patryk Gruszka, Ruben Gurerra, Nautica Harvick, Annisa Islas, Jeff Johannigman, Krzysztof Jordan, Chris Keeling, Dave Ketch, Todd Luney, Paweł Łabno, Alex Maslow,

Jason Matthews, Olga Mazuryk, Christina Mervin, David Mervin, Sławomir Mocha, Krystian Munia, Michał Musiał, Kajetan Najda, Artur Niedzielski, Rafał Niedzielski, Marcin Okraska, Mariusz Ostafin, Jason Petty, Jan Pietras, Nathaniel Pinckney, Dorota Przybył, Rafał Przybył, Bartek Pyclik, Marshall Pyle, Tomasz Rybak, Cyprian Sala, Natalia Sala, Tomasz Silny, Jason Snow, Lee Stephen, Tim Surber, Michał Śmigielski, Jakub Talarczyk, Maciej Urbaniak, Marcin Zdeb

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Archon Studio is located at Magazynowa 17 Street, Piła 64-920, Poland.










Actual components may vary from those shown.

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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

# MASTER OF ORION<sup>®</sup> ADASTRA