

MASTER OF
ORION
AD ASTRA



GNN
RULEBOOK

OVERVIEW

Master of Orion: Ad Astra — GNN is an expansion for **Master of Orion: Ad Astra**. It introduces three new empires, more base components, and optional new 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



24x Leader cards



1x Assembly Instruction



24x Event cards



18x Tech cards



9x Starting cards



3x Empire boards



9x Planet tiles



8x Discovery tiles



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



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

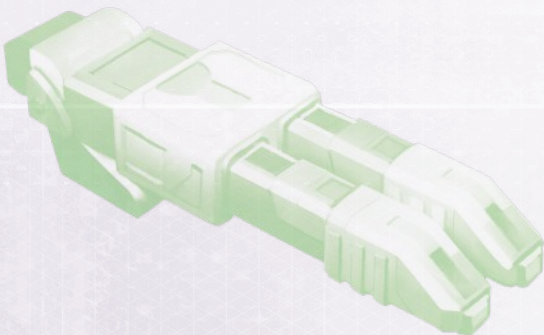
When playing with 5 players (or 6, as allowed by the Galactic Council expansion), the initial galaxy setup looks like this:



5–6 Players

The set of star tiles used to create a galaxy includes the following number 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.

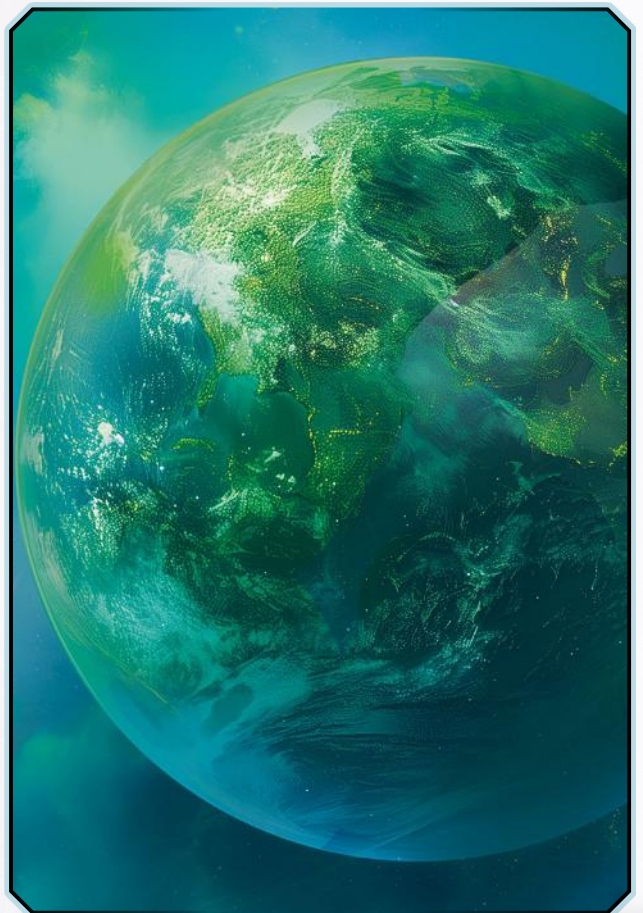
RECOMMENDATION: *Beginners.*

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
- > Discovery tiles



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.*

GREAT LEADERS

This mechanic allows players to hire powerful leaders to improve their empire's economy or fleet's strength.

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

: COMPONENTS

LEADER CARDS

Leader cards represent admirals and governors that the players can hire to boost their fleets or economy.



Leader card

: 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 a population in it. It counts as discovered.

: SETUP

Shuffle leader cards and place them within reach of all players.

: NEW DIPLOMACY EFFECTS

When playing with leaders, players have access to two new basic diplomacy effects:



Hire a new leader



Assassinate

HIRE A NEW LEADER


The active player draws 3 leader cards, places 1 of the drawn cards in play next to their empire board and discards the rest. Players may use abilities of leaders they have in play.

IMPORTANT RULE: The player can only have 1 leader in play. If they hire a new one, the previous leader must be discarded.

ASSASSINATE

The active player chooses any **leader in play** and removes it from play by discarding it.

: LEADERS

Every leader has 2 abilities that can be used by the player who hired them. Any ability may only be used in the situation it describes. If an ability contains , it can only be used once per round. If an ability contains "Free Action," it may only be used as a *free action* (see page 20 in the main rulebook). Both of the leader's abilities may be used in a single turn, unless the first used ability requires the player to discard or flip the card.

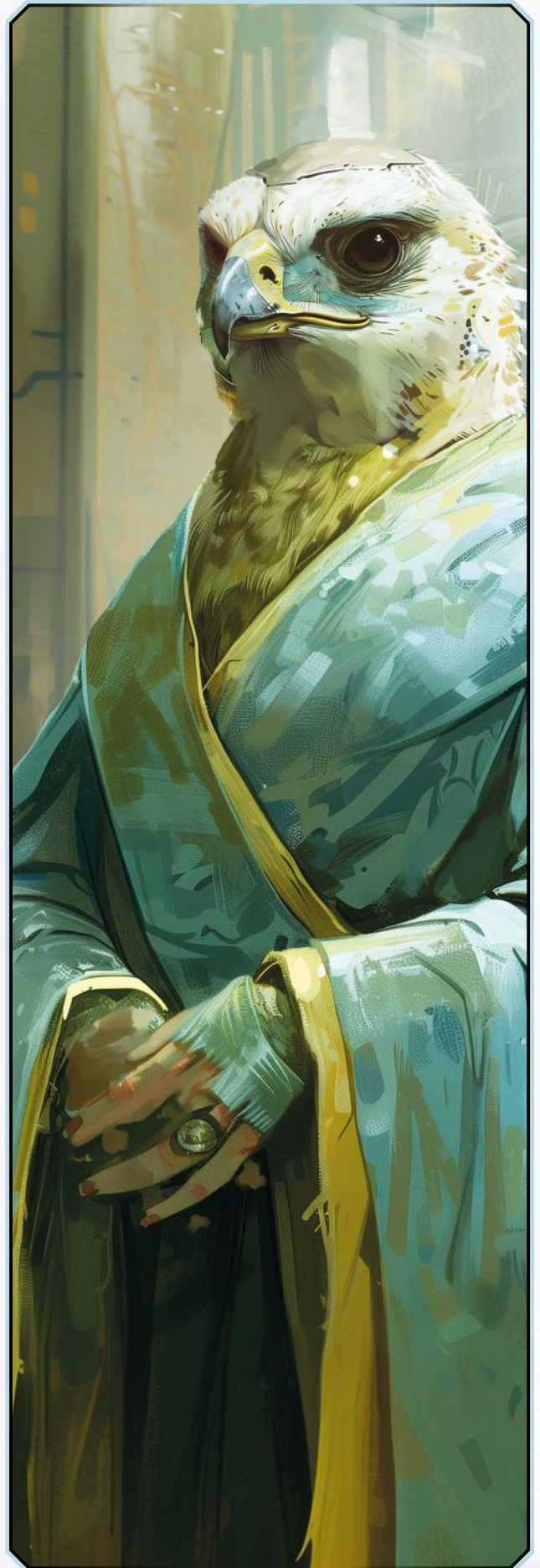
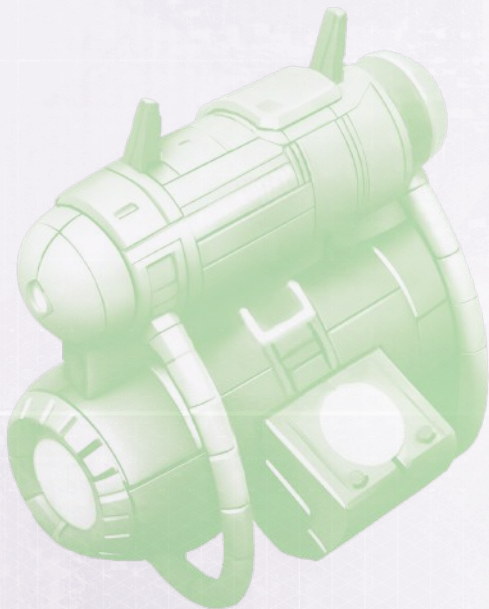
- > **Free ability:** These can be used for free, as often as allowed.
- > **Special ability:** These can only be used once, for a cost. After using one, the leader card is discarded from play.



Free ability

Special ability

Cost of the special ability



GNN EVENTS

This mechanic introduces random events for the players to experience every round. Brought to you by GNN's familiar hosts.

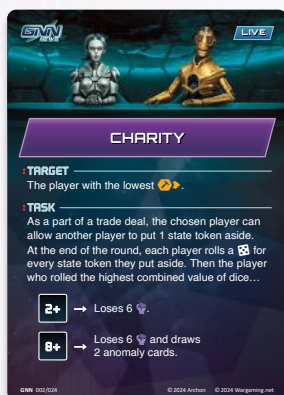
RECOMMENDATION: Advanced.

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

EVENT CARDS

Event cards represent random events announced by the hosts of the Galactic News Network. These events affect one or more players who meet the criteria mentioned on the card. The event's outcome depends on the behavior of the affected players during the coming round.



Event card

: SETUP

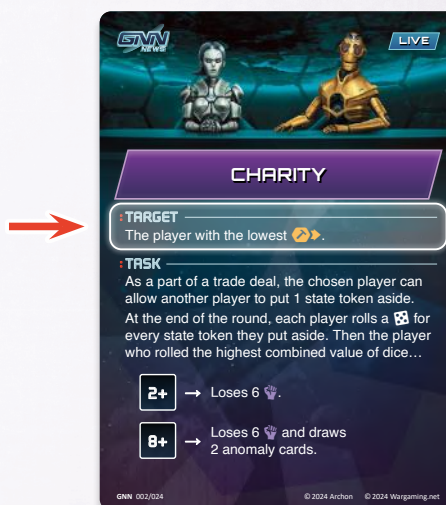
To add this mechanic to the game, shuffle all event cards and place them within reach of all players during the game setup.

: DRAWING AN EVENT

Starting from *round 2*, during the draft phase, before players begin the draft, the first player draws a card from the event deck and places it next to the deck. That card becomes the **active event**.

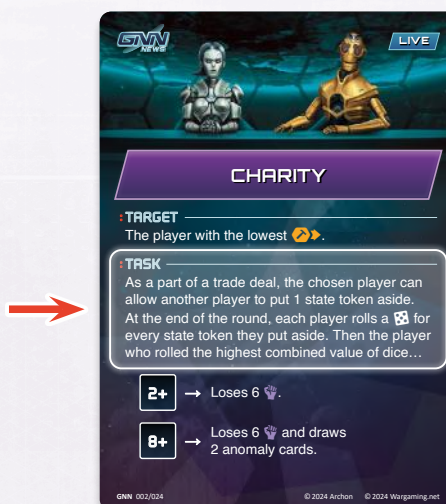
: ACTIVE EVENT

The target section on the card informs what players are affected by the active event. Those players are known as **chosen players**.



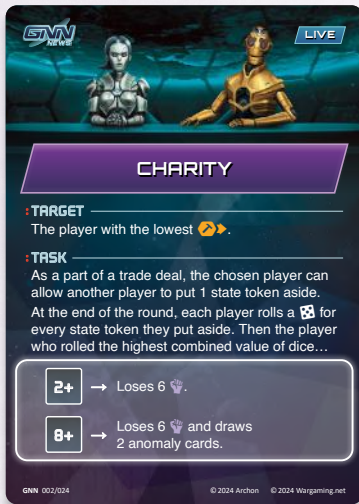
Target section

The task section on the card describes specific tasks players can perform during the action phase to interact with the active event. Tasks that require a player to spend a standard action or that say "Free Action" may only be performed when a player may normally do these things. Spending a standard action ends a player's turn as normal.



Task section

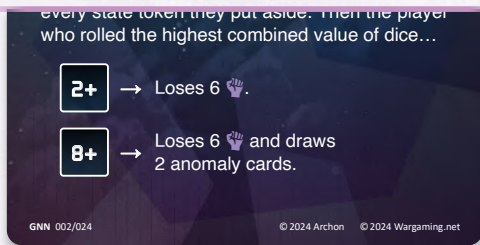
Active events are resolved after the last player finishes their management stage, but before the end of the round. To resolve an event, players follow the instructions on the card. Some events may be resolved by multiple players.



Instructions on how to resolve the card.

Events have 1 or 2 possible effects. Every player instructed to roll a number of dice determines the effect the event has on them individually. Total up the values on the dice each player rolled separately. If the event requires a single winner and there's a tie, the player higher on the order track wins. The player then resolves *only* the effect with *the highest activation cost* that they meet the required rolled result for. This may mean they resolve no effect at all. If resolving the effect entirely is impossible, for example due to population limits, resolve as much of it as possible.

After the active event is entirely resolved, its card is discarded unless otherwise indicated. All tokens placed on it or set aside for it are discarded.



If the player rolls a combined dice value of 1, no effect occurs. If the player rolls a combined dice value between 2 and 7, the first effect occurs. If the player rolls a combined dice value of 8 or more, the second effect occurs.

: CONFLICT RESOLUTION

If it is unclear which player should resolve an event or become a chosen player, players higher on the order tracker are picked before players lower on the tracker.

THE LIST OF DISCOVERY TILE ICONS



Good Soil: This system has its base [hand icon] limit changed by the number in this icon.



Backrooms: This system has its base [hand icon] limit changed by the number in this icon.



Dark Matter: [hand icon] can't be constructed in this system.



Toxic Soil: This system can't produce [hand icon].



Rich: This system can't produce [hand icon].



Lack of Magnetosphere: This system can't produce [hand icon].



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

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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

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