

MASTER OF
ORION
AD ASTRA



CORE GAME
RULEBOOK

OVERVIEW

Master of Orion: Ad Astra is a 4X game for 1 to 4 players. Players choose one of six unique races and become leaders of spacefaring empires. They colonize distant worlds, develop new technologies, build planetary infrastructure, and prepare for inevitable conflict. Through these actions, they gather victory points, and the player with the most of these at the end of the game wins.

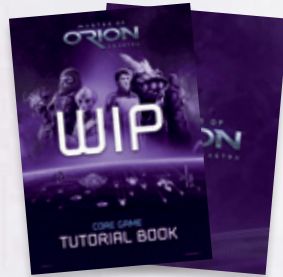
TABLE OF CONTENTS

1. Component List.....	3	5. Other Rules.....	41
2. Basic Concepts.....	6	a) Pieces in Star Systems.....	41
3. Preparing the Game.....	11	i) Planetary Buildings.....	41
4. Playing the Game.....	18	ii) Orbital Buildings.....	41
a) Round Structure.....	18	iii) Units.....	42
i) Draft Phase.....	18	iv) Populations.....	42
ii) Action Phase.....	18	b) Diplomats.....	43
iii) End of the Round.....	20	i) Diplomat Pool.....	43
b) End of the Game.....	20	ii) Diplomat Abilities.....	43
i) Scoring.....	20	iii) Diplomats in Play.....	43
c) Free Actions.....	20	6. Component Details.....	45
i) Forced Labor.....	20	a) Empire Board.....	45
ii) Trade Deal.....	20	b) Resource Board.....	47
d) Standard Actions.....	21	c) Order Tracker.....	47
i) Flight.....	23	d) Star Tiles.....	48
ii) Attack.....	25	e) Planet Tiles.....	48
iii) Combat.....	26	f) Discovery Tiles.....	49
iv) Invasion.....	30	g) Tech Cards.....	50
v) Exploration.....	32	h) Anomaly Cards.....	50
vi) Growth.....	32	i) Mission Cards.....	51
vii) Construction.....	34	j) Diplomat Cards.....	51
viii) Research.....	35	7. Units & Buildings.....	52
ix) Diplomacy.....	36	8. Index.....	54
e) Management Stage.....	39	9. Credits.....	55
i) Controlling Pirates.....	40		
ii) Completing Missions.....	40		
iii) Choosing or Discarding Missions.....	40		

COMPONENT LIST



1x Rulebook



1x Tutorial Book



1x Automa Book



6x Player's Aid



18x Star Tiles



34x Planet Tiles



28x Discovery Tiles



31x Diplomat cards



108x Tech cards



30x Starting cards



28x Decision cards



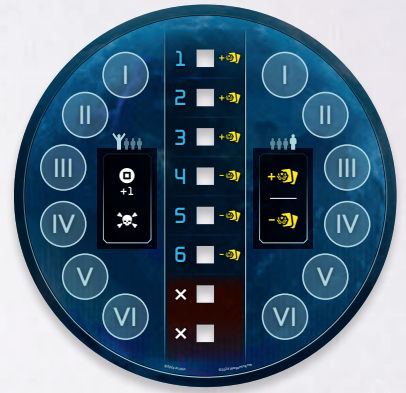
12x Objective cards



15x Mission cards



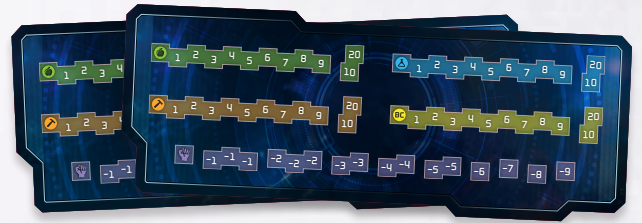
27x Anomaly cards



1x Order Tracker



6x Empire boards



4x Resource board



20x Test dice (D6)



42x Population dice (D4)



49x Acrylic cubes



36x Influence tokens



36x Empire tokens



48x Diplomacy tokens



104x Resource tokens



16x Anomaly tokens



32x State tokens



283x Miniatures

BASIC CONCEPTS

This section describes the basic concepts used in **Master of Orion: Ad Astra**, providing context for players learning to play the game.

: VICTORY POINTS

During the game players gather **victory points** (🏆). The player with the most 🏆 at the end of the game is the winner. For more information on victory points, see page 20.

: THE GALAXY

Each game of **Master of Orion: Ad Astra** is played on a game board pieced together from tiles. These tiles (either alone or in a group) represent **star systems**, and together make up the **galaxy**.

: STAR SYSTEMS

A **star system** is part of the galaxy. It consists of a single **star tile**, an optional **planet tile**, and an optional **discovery tile**.

STAR TILES

Tiles representing single stars. The following types exist:

- > white stars (empty systems),
- > yellow stars,
- > orange stars,
- > green stars,
- > blue stars,
- > wormholes.

For more information on star tiles, see page 48.



Star tile



PLANET TILES

Tiles representing the most hospitable planet in a star system. Planet tiles can only be placed in the middle of star tiles with a symbol matching the symbol on the back of the planet tile. For more information on planet tiles, see page 48.



Planet tiles

DISCOVERY TILES

Tiles representing unusual properties of a star system or its planet.

Discovery tiles can only be placed on star tiles that have the icon. They can only be placed on this icon. For more information on discovery tiles, see page 49.



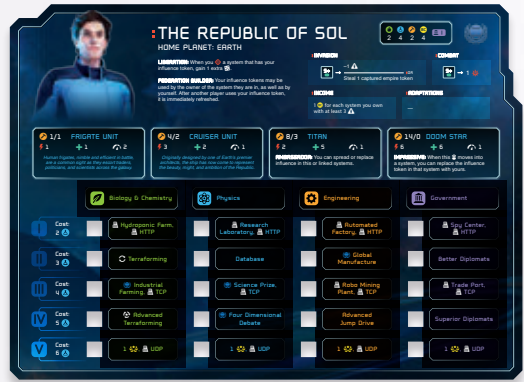
Discovery tiles

: EMPIRE

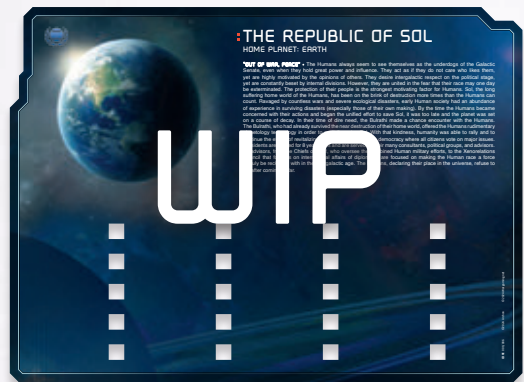
“**Empire**” is a common name for all assets belonging to a single player. Each empire consists of an empire board, tech cards, and pieces.

EMPIRE BOARD

The **empire board** contains all the basic information about the player’s empire and its technological progress. This component is double-sided: one side is to be used by human players, the other side by any Automa that are in the game. For more information on empire boards, see page 45.



Empire board (Player Side)



Empire board (Automa Side)

: PIECES

Pieces represent both assets of players’ empires and neutral assets. They are placed in a star system and include:

- > units,
- > buildings,
- > population dice,
- > empire flags,
- > empire, influence and diplomacy tokens.


: UNITS

Units are pieces that can move between star systems. Units belonging to different empires can be recognized by their color and shape. Black units are neutral and do not belong to any empire. Units are represented by: For more information on units, see page 42.





Frigate units




: FLEET

All collective  of an empire located in a single star system are called a **fleet**.

: BUILDINGS

Buildings are pieces that cannot be moved between star systems. Buildings are divided into two groups:

- > **orbital** buildings ()
- > **planetary** buildings ()

 belonging to different empires can be recognized by their colors. All  are gray. Black  are neutral and do not belong to any empire. For more information on buildings, see page 41.



Planetary building



Orbital building

: INFLUENCE TOKENS

Influence tokens represent political influence over a system and cannot move between star systems. Influence tokens belonging to different empires can be recognized by their color and icons. For more information on influence, see page 37.



Influence token


: EMPIRE FLAG


Empire flags represent ownership of a system and cannot move between star systems. Empire flags belonging to different empires can be recognized by their color.





Empire flags

: POPULATION DICE

The values shown on four-sided dice represent the **populations** () of the players' empires. Dice of different colors represent different professions:

- > Green dice: **farmers** ()





- > Orange dice: **workers** ()
- > Blue dice: **scientists** ()





Population dice

: RESOURCES

There are four basic resources:

- > **Food** ()
- > **Research Points** ()
- > **Production** ()
- > **Credits** ()

Additionally, this icon represents any resource of the player's choice: .





IMPORTANT: Whenever a player is to take or spend two or more , they can choose multiple different types of resources.

Each player keeps track of their **resources** by using resource tokens.



Resource tokens

Income of different resources is represented by the following icons:



- > **Food Income** ()
- > **Research Point Income** ()
- > **Production Income** ()
- > **Credit Income** ()

Each player keeps track of their **resource income** by marking it with acrylic cubes on the income trackers on the resource board.



Resource Board

: UNREST

Unrest () represents the attitude of the an empire's citizens towards their leader.  is also tracked on the resource board. For more information, see page 20.

: TECH CARDS

A **tech card**, while in hand, allows a player to perform an action during their turn. Once resolved, a tech card can be developed into a **developed technology** if certain requirements are met. For more information on tech cards, see page 50.



Tech card

: DIPLOMAT CARDS

Diplomat cards provide players with unique ways of interacting with other players. For more information on diplomat cards, see page 51.



Diplomat card

: MISSION CARDS

Mission cards provide ways to earn 🌟. A mission card can be on the table, where its public mission provides all players with goals to strive for every **round**, or kept secret in a player's hand, to score its secret mission at the end of the game. Mission cards are represented by this icon: 🌟. For more information on mission cards, see page 51.



Mission card

: DECISION CARDS

Decision cards help decide how an Automa performs its turn.



Decision card

: ANOMALY CARDS

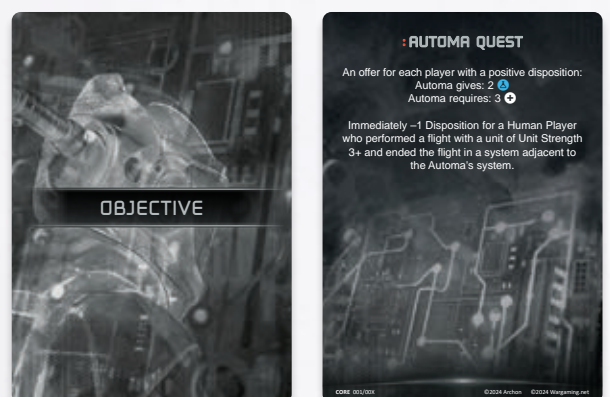
Anomaly cards provide players with powerful single-use bonuses. For more information on anomaly cards, see page 50.



Anomaly card

: OBJECTIVE CARDS

Objective cards give players the opportunity to improve their relations with an Automa by performing simple tasks for it.



Objective card

: STANDARD SETUP

This section describes how to set up a standard game of **Master of Orion: Ad Astra**. The standard game is designed for 2-4 players. Up to 2 human players can be replaced by Automa if desired. More information about Automa and how to use them can be found in the Automa book.

: FIRST GAME SETUP

If this is your first game of **Master of Orion: Ad Astra**, we strongly recommend that you start with the introductory scenario in the tutorial book.

: GAME LENGTH

Before beginning the setup, players must choose the length of the game. This choice will determine the round limit.

- > **Standard game:** 6 rounds (recommended)
- > **Epic game:** 8 rounds

The setup may vary slightly, depending on the chosen length of the game. With experienced players, a game is expected to last about 10 minutes per round for every person playing. So, a standard 6-round game will last about an hour per player.




PREPARING THE GAME

To prepare the game, follow these instructions:

1. Prepare Shared Decks: Shuffle the following cards into decks and place them within reach of all players:

- a) tech cards,
- b) mission cards,
- c) anomaly cards,
- d) diplomat cards (put all *basic diplomat* cards aside, shuffle the rest).

2. Create the Supply: Separate the following components by type and place them within reach of all players:

- a) Resource tokens,
- b) Population dice,
- c) Models of ,

d) Models of neutral pieces,

e) Star tiles,

f) Planet tiles (divide them into piles based on the symbols on their back sides and shuffle each pile),

g) Discovery tiles (shuffle the tiles together).

3. Choose the First Player: All players roll two 6-sided dice, rerolling any ties, until one rolls higher than the rest. The player who rolls the highest becomes the first player.



4. Build the Galaxy:

Place the *starting tiles* (face up) in the middle of the table. Depending on the number of players, place the starting tiles according to one of the layouts below. Place a pirate base on the wormhole star tile.



2 Players and 3 Players



4 Players

Prepare a set of star tiles that will be used to create the rest of the galaxy. The set will include tiles with different star colors depending on the number of players:

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

Shuffle all the tiles in the set.

Starting from the first player and taking turns clockwise, take one tile from the set and place it on the table. While doing so, always make sure that the tile you are placing is:

- > *Adjacent* to at least one *starting tile*. If this is impossible, the tile must be adjacent to *two other tiles*.
- > *Linked* to at least one *starting tile*. If this is impossible, the tile must be *linked* to at least one other tile.

Repeat this step until all tiles have been placed.

: LINKED AND ADJACENT SYSTEMS

Star systems that share a border are **adjacent** to each other. Two adjacent systems that both have a jump point on their shared border are **linked**.



Those star tiles are linked and adjacent.



Those star tiles are adjacent but not linked.

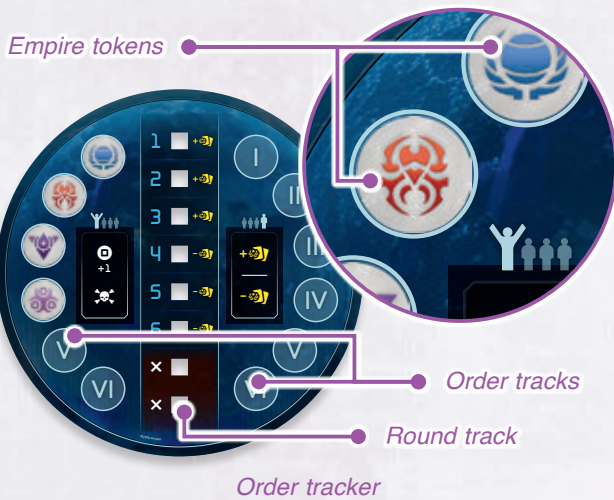
5. **Draw Starting Missions:** Each player draws two mission cards.
6. **Draw Empires:** Place *one* random empire action card on the table. Starting from the first player and taking turns clockwise, each player can either:
 - a) Pick one of the empire action cards from the table, then place *two* new random empire action cards on the table.
 - b) Pick none of the empire action cards offered. Instead, if more are available, place *one* new random empire action card on the table.

Keep taking turns until all players have picked an empire action card and skip any player who has already picked.



Empire action cards

Players who pick an empire action card immediately take the corresponding empire board. After picking an empire board but before placing new empire action cards on the table, a player places one of their empire tokens in the first available slot of the **order tracker**. This determines the order in which players will take actions during the first round.



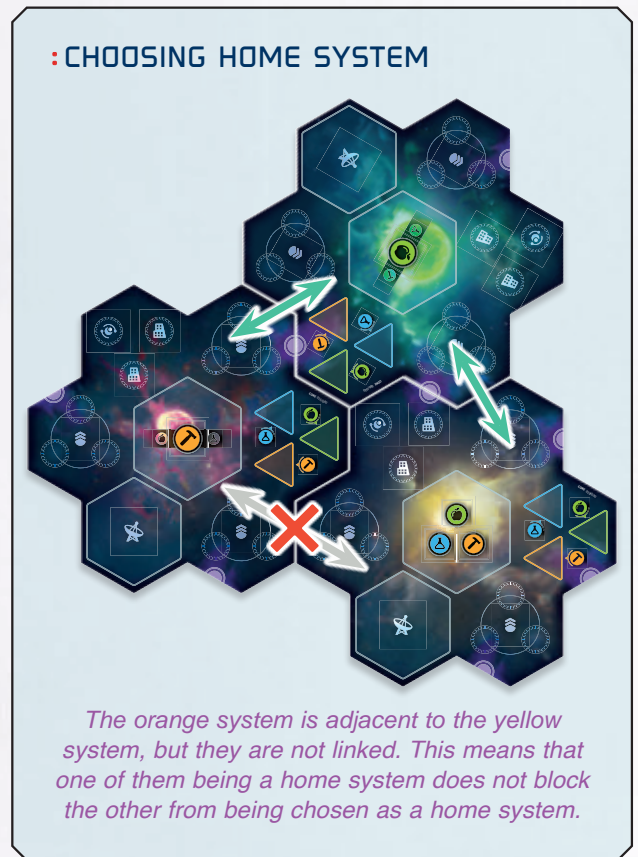
They then choose any star tile as their **home system**. The home system must fulfill the following requirements:

- > It **must have neither** a white star **nor** a wormhole.
- > It **must not** be linked to another home system.

7. Choose Starting Mission: Each player chooses one starting mission from those drawn in step 5 and shuffles the other back into the mission deck. Only the secret mission of this card is important. The public mission should be ignored. Do not show these cards to other players.

8. Prepare Starting Elements: Each player receives all components belonging to the empire they have chosen in the previous step:

- > Sets of models of units, orbital buildings, empire flags, and unrest
- > A set of influence tokens
- > A set of empire tokens
- > A set of diplomacy tokens
- > Their empire's basic diplomat card (keep it face down)
- > Their empire's player aid



The orange system is adjacent to the yellow system, but they are not linked. This means that one of them being a home system does not block the other from being chosen as a home system.

- > A planet tile representing their empire's homeworld
- > Resource tokens amounting to the value of their chosen empire's starting resources
- > A resource board
- > A set of basic action cards



Basic diplomat cards



Set of basic action cards

After that, each player:

- › Takes cards for both basic technologies and places them next to their empire board.



Basic technologies cards

- › Places acrylic cubes on appropriate tiers of all four technology branches of their empire board: every faction starts with one technology branch upgraded to tier 1, with the remaining three set to tier 0, as shown on their empire board.
- › Places the planet tile representing their homeworld in their home system.
- › Places the following pieces in their home system:
 - 2 frigate units
 - 1 battle station
 - 1 influence token
 - 1 empire flag
- › Assigns roles to the starting population by placing four-sided dice in the home system's dice slots. By default, all empires start with a population value of three, so the combined value of the dice placed must be exactly three.

- › Places an unrest model on the first space of the unrest track (level 0) on their resource board.
- › Marks their income values on their resource board with acrylic cubes. The initial income is based on the roles assigned to the starting population and the income ability of the chosen empire.



Assume that the player controlling the Republic of Sol assigns their starting population as 2 farmers and 1 worker, setting their [cube icon] to 2, [cube icon] to 0, and [cube icon] to 1. Their home system has a population of 3, setting their [cube icon] to 1.

- Starting the first round: Place an acrylic cube in the first open slot of the round tracker.



Republic of Sol's starting elements



Players place their empire tokens here to indicate turn order.

The starting resource amounts are displayed on the empire board.



Players mark their initial resource income and unrest level on this board.

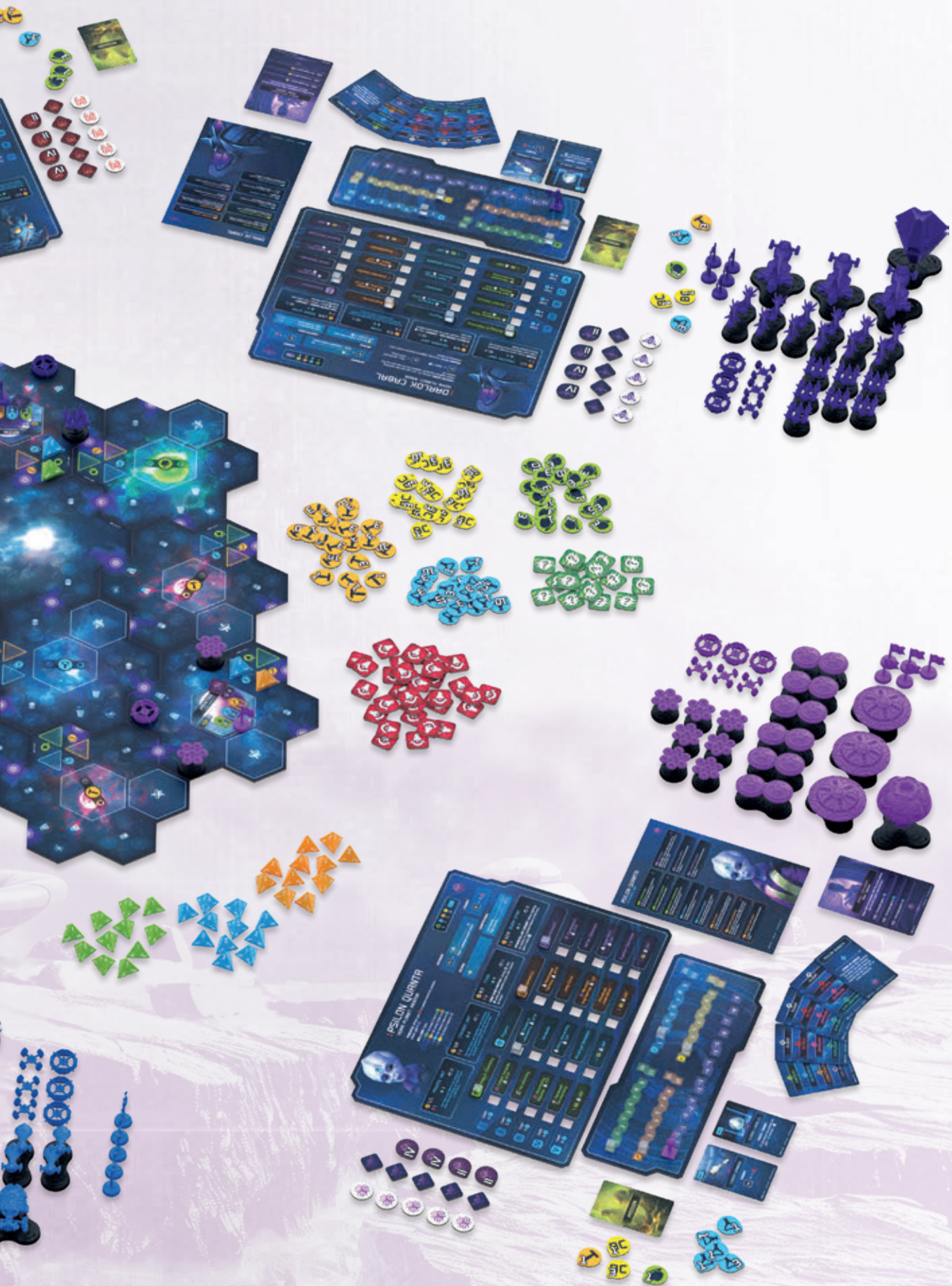


Starting resources and technology branch



Players mark their initial technology level on this board.





PLAYING THE GAME

ROUND STRUCTURE

Depending on the chosen length, a game of **Master of Orion: Ad Astra** is played over 6 or 8 rounds. Each round consists of two phases that are resolved in the following order:

1. **Draft Phase:** During this phase, players draft new **tech cards** that they will use to perform actions in the action phase.
2. **Action Phase:** Most of the game takes place during this phase. Following the order dictated by their position on the order tracker, the players take turns performing single actions to construct new pieces, explore the galaxy, and engage enemies in combat.

After the last player ends their action phase, a new round begins. The players repeat this process until someone triggers the **end of the game scenario** or the game reaches its round limit. After that, the players count their victory points. The player with the most victory points is the winner.

: DRAFT PHASE

At the beginning of this phase, players set aside:

- > All tech cards from their hand
- > Their 4 basic action cards
- > Their empire action card

Then they draw 5 new tech cards and:

1. Set 1 tech card from their hand aside as well.
2. If they have 3 or more cards remaining, give them to the player on their left (during odd rounds) or to the player on the right (during even rounds). If only 2 remain, discard them.
3. Repeat steps 1 and 2 with the cards they were given.

After cards have been discarded like this, players add all cards previously set aside to their hands and the draft phase ends.

IMPORTANT! If the tech deck runs out of the cards, shuffle all the discarded tech cards to create a new tech deck.

PLAYER'S HAND

A player's hand can consist of the following card types:

- > basic action
- > empire action
- > tech

The players will use those cards during the action phase to perform standard actions.

PLAYER'S HAND'S LIMIT

A player can never have more than **10 cards** in their hand. If a player exceeds this limit at any point of the game, they must immediately discard **tech cards** until they have 10 cards. Empire action and basic action cards cannot be discarded.

: ACTION PHASE

The action phase is the most important part of the game. During this phase, players will develop their empires, explore the galaxy, and interact with other players.

Starting from the first player and taking turns according to the players' positions on the order tracker, each player performs:

- > Any number of different free actions.
- > One standard action or pass.

The player currently resolving their turn is known as the **active player**. After the active player performs a standard action or passes, their turn **immediately ends**, and the player who is next on the order tracker becomes the active player. This process is repeated until all players have chosen to pass. Once a player has passed, they are skipped in the turn order for that phase.

FREE ACTION

During their turn, a player can perform as many different free actions as they wish. All free actions must be performed **before** the standard action, and each free action can only be performed **once per turn**.









At the beginning of the game, the players have access to 2 types of free actions:

- > **Forced Labor**
- > **Trade Deal**

All of these are described in the Free Actions chapter (page 20).

STANDARD ACTION

The active player plays one of the cards from their hand to perform a standard action. The standard actions are:

- > Flight  (page 23)
- > Attack  (page 25)
- > Invasion  (page 30)
- > Exploration  (page 32)
- > Growth  (page 32)
- > Construction  (page 34)
- > Research  (page 35)
- > Diplomacy  (page 36)

: DRAFT — EXAMPLE

1. A player starts the draft with four basic action cards, one empire action card, and one tech card from the previous round and sets these aside.



2. The player draws five tech cards, chooses a card to keep and adds this to the cards set aside, then passes the remaining four cards to the player on their left.



3. The player receives four tech cards from the player on their right and chooses one of them to keep and set aside as well, before passing the remaining three to the next player.



4. The player receives three tech cards from the player on their right, keeps one of them, and discards the remaining two. They then take all the cards previously set aside in their hand, which now consists of:

- > Four basic action cards
- > One empire action card
- > Four tech cards (one from the previous round and three chosen during this draft)



PASSING AND MANAGEMENT STAGE

When a player passes, they *immediately* start their **management stage** and will no longer get turns this round. During the management stage, they produce and lose resources, refresh their components, and complete missions, as described on page 39. The management phase needs to be fully resolved before the next player starts their turn.

: END OF THE ROUND

After all players have passed and finished their management stages, the round ends, players move the cube on the round tracker down 1 round and the draft phase of the new round begins.

END OF THE GAME

The game ends when one of the following events occurs:

- > A player owns **Orion** and keeps it until the end of the next round.
- > A player constructs the **UDP** and keeps it until the end of the next round.
- > A player loses their home system and does not take it back until the end of the next round.
- > The last round of the game ends.

When the game ends, the players count their 🌟, and the player with the most 🌟 wins the game.

: SCORING

At the end of the game, the players earn 🌟 in the following ways:

- > 1 to 5 🌟 for every system owned, as shown on the planet tile
- > 1 🌟 for every 3 ⚠️ in systems they own
- > 1 🌟 for every **technology branch** upgraded to tier 5
- > 1 🌟 for every **empire token** they have at the end of the game
- > 1 🌟 for every system under their influence, but owned by a different player

- > Various 🌟 for completing their secret mission, finding anomaly cards, and owning specific 🏰.

Each player then loses a number of 🌟 equal to their empire's **unrest level**.

FREE ACTIONS

This section provides information on performing all basic free actions. During every turn, *before* the active player performs a standard action, they can perform any number of different free actions. At the beginning of the game, every player has access to two types of free actions:

- > forced labor
- > trade deal

Developed technologies can make additional types of free actions available.

Almost every free action can be performed once per *turn*. However, free actions with the following icon: 🗨️ can be performed only once per *round*.

: FORCED LABOR (FREE ACTION)

Force labor allows the active player to gain any number of 🪙 and raise their 🖐️ by 2 for each resource taken. Taking a number of resources that would raise their unrest level over 9 is not allowed. If the player can't gain 🖐️, they can't perform this action.

IMPORTANT: Empires that can't raise 🖐️ can't perform force labor action.

: TRADE DEAL (FREE ACTION)

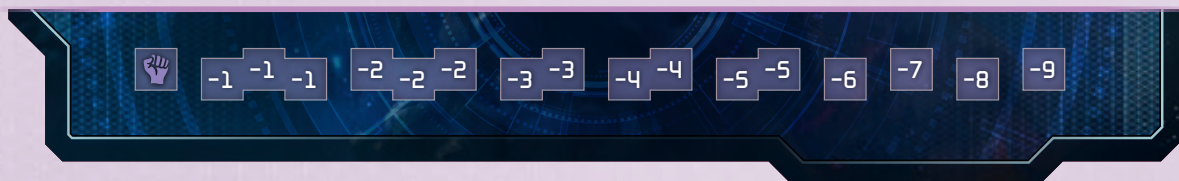
The trade deal action allows the active player to exchange resources with another player. Both players can offer each other any amount of 🪙.

Additionally, both players can offer 1 of the diplomats from their **diplomat pool** as a part of that deal. The player who decides to do so *can say* what diplomat card they are offering but *cannot show* it. Lying is allowed.

An example of a trade deal can be found on page 22.

: BASIC TERMS — UNREST

During the game, an empire's unrest level will rise and fall. Players keep track of their empire's current 🖐️ by moving the unrest model along the **unrest tracker** on their resource board. When instructed to raise or lower 🖐️ by a certain amount, move the unrest model that many steps right or left on the unrest tracker, respectively.

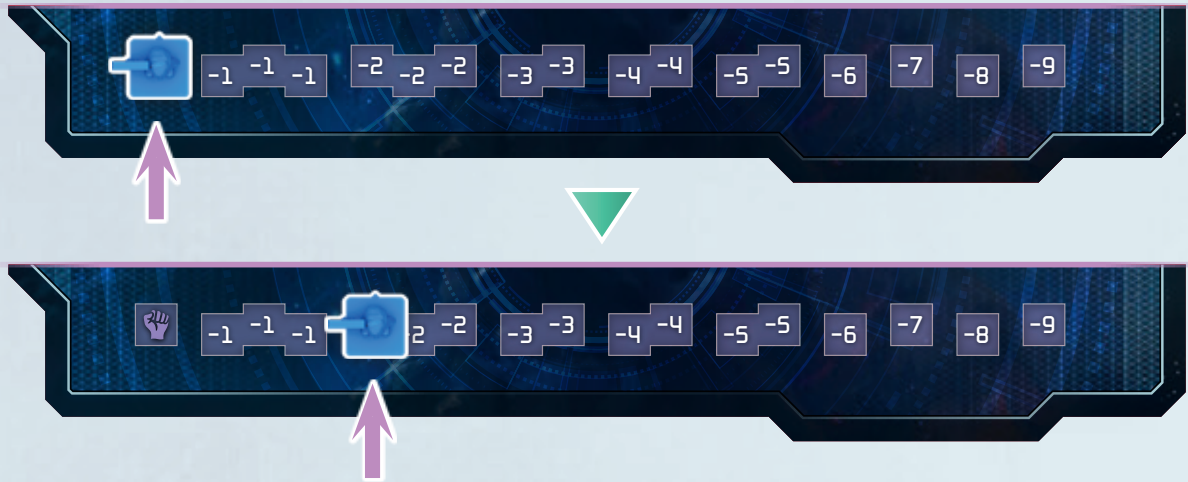


Unrest tracker

The number underneath the unrest model is the current unrest level. During the management stage, the player must discard a number of resources equal to their current unrest level. The unrest level can never exceed 9.

: FORCED LABOR — EXAMPLE

A player performs a forced labor action to gain 2 . As a result, they increase their empire's by 4, raising their unrest level from 0 to 2.



Once both players reach an agreement, they exchange the promised resources and put the offered diplomats **into play**. Diplomats' initiators choose *one* ability to take effect. Every ability may require a specific tier of the government technology branch. *Either the target or the initiator* must have reached that tier; otherwise, the ability cannot be chosen.

To keep track of who the initiator of a diplomat is and what ability was chosen, the initiator places their **diplomacy token** with the number representing the chosen ability requirements on that diplomat card. If the player has no more diplomacy tokens left, they cannot activate any effect. If the player does not have a token with the desired number, they must use a different available effect.



Diplomacy tokens

After the diplomat is resolved or removed, return a diplomacy token from that diplomat to its owner.

FORCING A DEAL

The active player can force another player to accept their diplomat by paying 1 . In that case, the active player cannot ask for any resources or diplomats in return for the diplomat they are offering. This follows all other rules of trade deals.

: BASIC TERMS — DIPLOMAT

Diplomats are represented by cards that can be exchanged during the “trade deal” to gain various benefits for you or your trade partner. More about diplomats and how to trade them can be found on the 43 page of this book.

STANDARD ACTIONS

This section provides information on how to perform all standard actions.



REMINDER: During an action phase, the players take turns performing actions. During their turn, the active player can perform *as many different free actions as they want*; on top of that, they can either perform *one single standard action or pass*. After the active player performs a standard action or passes, their turn immediately ends. When a player passes, they also *immediately start their management stage and will no longer get turns this round*.

To perform a standard action, the active player must play a card from their hand. Some developed technologies have an ability that may substitute playing the card with a different cost.

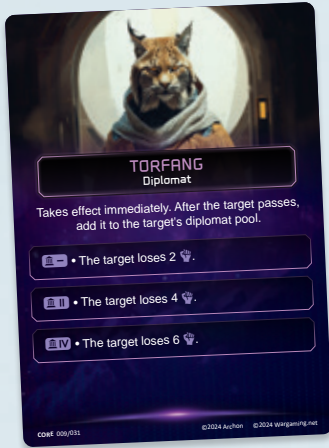


Basic action, empire action and tech cards all show a number of standard action icons. The card played must have an icon matching the standard action the player wishes to perform. Empire action cards also describe an empire action that may be taken *instead* of taking a standard action.

: TRADE DEAL — EXAMPLE

The first player wants to make a trade deal with the second player. They offer  and a diplomat card in exchange for 2 . The first player cannot show the diplomat they are offering, but the second player decides to trust them and accepts the deal.

The players exchange resources, and then the first player reveals their diplomat:



The first player's diplomat.

The first player chooses one of the diplomat's abilities. Since the second player has upgraded their government tech branch to tier 4, the first player chooses the ability with the highest requirement. They place a diplomacy token with a corresponding icon on the card. This diplomat is now in play.



The diplomacy token shows which ability has been chosen.

Once played, basic action and empire action cards stay on the table until the player passes, at which point they are returned to the player's hand.

Played tech cards may be kept as developed technologies.

REMINDER: A player can never have more than *ten cards* in their hand. If a player exceeds the limit at any point of the game, they must immediately discard one or more *tech cards* down to the limit.

DEVELOPING TECH CARDS

After the active player resolves a standard action from a tech card, that card may be kept as a **developed technology** if its research requirement is met. Any of the player's already developed technologies (including basic ones) may be discarded first.


: DEVELOPED TECHNOLOGIES

Every player starts with 2 developed basic technologies:



- > Laser Cannon
- > Class I Shield

These and all their later developed technologies are kept next to their empire board. Every one of a player's developed technologies *must be unique*. A player may have a number of them equal to 6 (this limit can be increased during the game).

A player may use any abilities of all their developed technologies.

Some abilities include the  icon. When a player uses one of these, they **flip** the card.

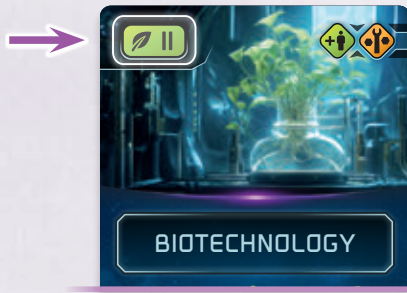


Card's ability. Biotechnology allows the active player to spend 1  before a growth action to gain 2 . After the player uses that card, it is flipped.

: BASIC TERMS — FLIPPING

When something is flipped, it is turned onto its back. It can not be used until it is refreshed during the management phase.

If the player can or will not develop a tech card, it must be discarded.



To develop Biotechnology, the active player must upgrade Biology & Chemistry to at least tier 2.

✦ FLIGHT (STANDARD ACTION)

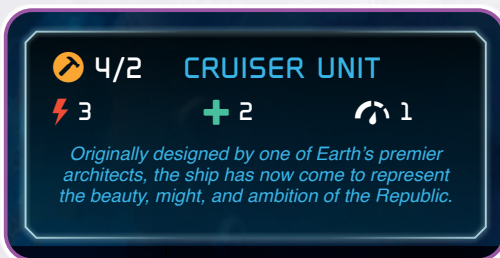
The active player chooses one system. They can choose to spend additional **BC** to choose *one additional* system per **BC** spent. The player can move any number of their **ships** individually within or from all chosen systems.

A moving **ship** may move to a different **unit slot** within the system it is in.



Unit Slots

Alternatively, a **ship** may move a number of **jumps** equal to its speed characteristic (**ship icon**).



The speed value of every ship can be found on the empire board.

IMPORTANT RULES:

- > **ships** beginning in one system can move to multiple different systems.
- > Every **ship** moves individually, one at a time.
- > Every system jumped through must have enough unoccupied unit slots to fit the moving **ships**.

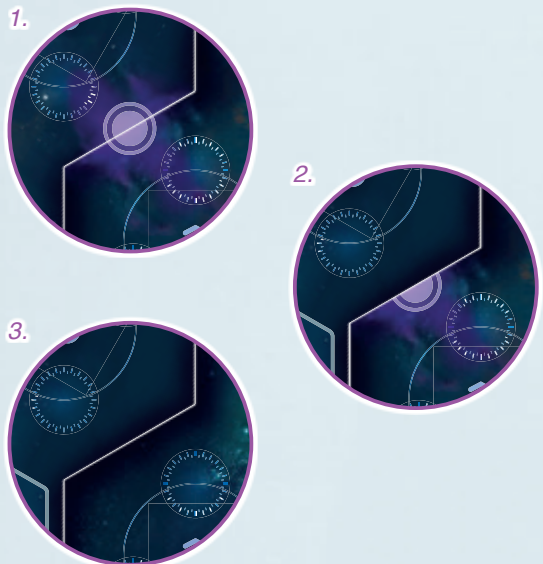
- > A moving **ship** cannot enter a system with a **ship** or an **asteroid** belonging to a different player.
- > An **exhausted ship** cannot move.
- > Before it moves, a **ship** can be **overcharged** to increase its speed.
- > Regardless of the **ship** speed, the move stops whenever the **ship** enters an **undiscovered system**. That system is then **discovered**.

✦ JUMPS, JUMP DRIVE MILESTONES AND WORMHOLES

A jump is every instance of a **ship** moving from one linked system to another.

As a reminder, 2 adjacent systems that both have a jump point on their shared border are considered linked by every player. A player that has unlocked the "Jump Drive" and "Advanced Jump Drive" **milestones** reduces the number of jump points required for this to 1 and 0, respectively.

More information about milestones can be found on page 47.


















1. All players consider these systems linked.
2. Only players with "Jump Drive" unlocked consider these systems linked.
3. Only players with "Advanced Jump Drive" unlocked consider these systems linked.


There is always one system with a **wormhole** (**wormhole icon**), while several other systems can have **micro wormholes** (**micro wormhole icon**).


The system with a **wormhole** is always considered linked to all systems with **micro wormholes** and vice versa. The systems with **micro wormholes** are not linked to one another.

: BASIC TERMS — UNIT STATES

Every  can be in one of three states:

- > **Ready:** The default state of every .
- > **Exhausted** : Any  that has just attacked another system is exhausted. Exhausted  cannot move or attack but can still explore or invade. Exhausted  are marked by corresponding state tokens placed next to them.
- > **Overcharged** : When performing  or , the active player can put any of their ready  in an overcharged state. An overcharged  has its  increased by 1, but during  its  reduced to 0. Overcharged  are marked by corresponding state tokens placed next to them.

During the player's management stage, the states of all their  are reset to ready.

The state of a  is marked by a corresponding state token.






Exhausted state token

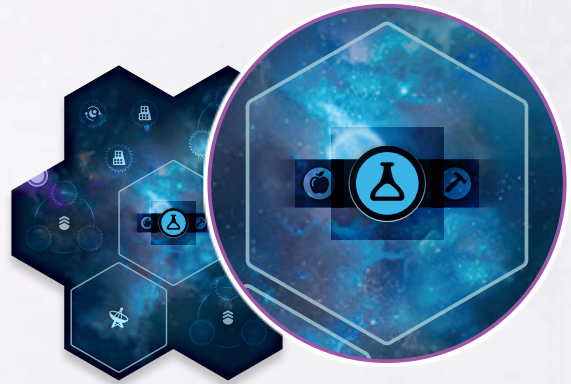


Overcharged state token

DISCOVERING A NEW SYSTEM

A  that enters an undiscovered system must end its movement there and then, when all other  complete their movement, discover all systems with , in an order chosen by the active player. Discovering a system requires performing the following steps:

1. The player draws two planet tiles of the same type as the discovered star tile, chooses one of them, places it in the planet slot, and shuffles the remaining planet tile back into the pile.





The symbol in the planet slot shows the type of planet that can be placed here.

: BASIC TERMS — UNDISCOVERED SYSTEM

Star tiles with a planet slot but without a planet tile are known as undiscovered systems. Systems without planet slots *are not* undiscovered.

: FLIGHT ACTION — EXAMPLE

A player has one frigate unit in the orange system. The yellow system has one frigate unit and one cruiser unit. The player performs a flight action and decides to spend 1  to move their  from two systems. Both their frigate units (with a speed of 2) move to the green system. The cruiser (with a speed of 1) cannot keep up and ends its movement in the orange system.



Cruiser unit



Frigate unit





The type of a planet can be found on the back of its tile.

- The player draws two discovery tiles, chooses one, places it in the discovery slot, and shuffles the remaining discovery tile back into the pile.



Discovery slot

- If the chosen discovery tile has any anomaly icons, the player places a number of anomaly tokens equal to the number of anomaly icons on that tile.



Anomaly icon

From now on, this star system is no longer undiscovered.

FINDING ORION

If there is now just 1 undiscovered system in the galaxy, the active player immediately places the Orion planet tile and the model of the Guardian in that system. That system is no longer undiscovered.

AMBUSH

If the discovering a system encounters a neutral it can either perform a **retreat move** or stay in the system and fight. More information about the retreat move can be found on page 27.

: BASIC TERMS — ENEMY

“Enemy” means any other player, pieces belonging to them, neutral pieces, and systems holding any of these

: ATTACK (STANDARD ACTION)

The active player chooses *one system*. They can choose to spend additional to choose *one additional* system per spent. The player may initiate attacks with any of their in all chosen systems. These attacks may target any number of systems with enemy or .

ATTACKING SYSTEMS

A can attack any system that it can reach with a standard flight action. When at least one attacks a system, combat ensues. To resolve it, follow the phases of Combat described (on page 27).

IMPORTANT RULES:

- > Multiple from one system can attack multiple different systems.
- > If multiple attack the same system, they attack together.
- > If two or more combats occur at the same time, the active player resolves them in any order they wish.
- > Exhausted cannot attack.
- > After the combat, all attacking that took part in it become exhausted. Defending don't become exhausted.



: COMBAT

Combat occurs when ☉ of one empire or neutral ☉ attack an enemy system.

WINNERS AND LOSERS

If one side loses all of its pieces participating in a combat, its opponent wins that combat. In any other case, the combat ends in a draw.

ATTACKERS AND DEFENDERS

All pieces that initiated the combat are called the attackers, while the remaining participating pieces are the defenders.

COMBAT EFFECTS

During combat, players use combat effects to damage their opponents or gain various advantages. Most of those effects are supplied by developed technologies or the empire board.

: PASSIVE AND ACTIVE EFFECTS

Effects can affect interactions during tests. There are 2 types of effects:

- > **Passive:** These are in effect whenever the conditions listed in their description are met. If no such condition is described, they are always in effect.
- > **Active:** These effects can be activated in a test. To do so, a player must choose to spend dice with a total value equal to or greater than their requirement.

If an ability of any kind starts with a keyword that indicates a type of test (Combat, Invasion, or Diplomacy), its effects can be used only during those types of tests.

: BASIC COMBAT EFFECTS

All players have access to an active basic combat effect. This effect is shown on their empire board and can be used multiple times in every combat.



Basic combat effect

: TESTS

Throughout the game, the players will participate in **tests**. During tests, players roll several 6-sided dice to determine the outcome of various interactions.

There are three types of tests:

- > **Diplomacy rolls**
- > **Combat rolls**
- > **Invasion rolls**



The active effect of the Laser Cannon can be used in a combat roll.

During a test, the participating players can use certain active effects. An active effect can be recognized by the activation icon next to it. The number within the activation icon is the activation cost.



Activation icon. The associated effect has an activation cost of 4.

All active effects can be used by spending dice rolled during the test. To activate an active effect, the player spends one or more dice with a total value equal to or greater than the activation cost of the test. A single dice can only be used for a single effect, and any value over the activation cost is wasted. After a player assigns the dice to the effects they wish to activate, they resolve those effects one by one in an order determined by the player.

Most active effects can only be used once per test, but those with an infinity symbol can be used multiple times per test. The active player must spend dice every time they use this type of active effect.



Activation icon with the infinity symbol. The associated active effect can be used multiple times per test.

SPEND ACTION

If any effect requires the player to spend a specific action, that player must either:

- > discard a card that allows them to perform the action (discarded tech cards cannot be developed)

or

- > use a developed technology that allows them to perform the action.

PHASES OF COMBAT

To resolve combat between players, the following phases of combat are performed:

- 1. Beginning of combat:** Starting with the attacker, both sides take turns to either:
 - > Declare which “beginning of combat” abilities and effects they want to use, then resolve them.
 - > Pass for the entirety of this phase of the combat.
- 2. Before combat roll:** Starting with the attacker, both sides take turns to either:
 - > Declare which “before the combat roll” abilities and effects they want to use, then resolve them.
 - > Pass for the entirety of this phase of the combat.
- 3. Combat roll:** The players roll a number of dice equal to the combined **firepower** (⚡) of all their pieces taking part in this combat. Abilities and effects used in phase 2 that gain or lose dice adjust this number.
- 4. After combat roll:** Starting with the attacker, both sides take turns to either:
 - > Declare which “after the combat roll” abilities and effects they want to use, then resolve them.
 - > Pass for the entirety of this phase of the combat.
- 5. Damage phase:** The players spend the dice to activate “combat” abilities and effects. They can resolve this step simultaneously.
- 6. Casualties phase:** Players add up the total ✖ dealt by all abilities and effects they have used so far, then subtract the number of 🛡 their opponent has gained. Players then divide this number of damage points among enemy pieces as they wish. Every point of damage assigned reduces the target's **hull points** (+) by 1. A piece with 0 + remaining is immediately **destroyed**. For any piece not destroyed, you can use a d6 to keep track of its remaining +.
- 7. Disengage:** If both sides still have pieces in combat, either player may spend a 🎲 to disengage and retreat all their pieces from the combat. The attacker decides first.
 - > If the attacker decides to disengage, all their pieces that participated in the combat stay in the system(s) from which they initiated the attack.
 - > If the defender decides to disengage, all their pieces that participated in the combat perform a retreat move.

- > If neither player decides to disengage, the next round of combat starts with phase 2.

- 8. End of combat:** Starting with the attacker, both sides take turns to either:

- > Declare which “end of combat” abilities and effects they want to use, then resolve them.
- > Pass for the entirety of this phase of the combat.

If, at this point, one or both sides have no more pieces participating in the combat, the combat ends.

- > If no defenders remain in the attacked system, move the surviving attacker's 🛡 into the attacked system, to fill as many unit slots as possible.
- > *All attackers* that survived the combat become exhausted. *Defenders* don't change their state.
- > All pieces that were not destroyed during the combat have their hull points immediately restored.

RETREAT MOVE

Some situations allow a retreat move. This follows the same rules as the standard flight action, but the moving 🛡 cannot enter undiscovered systems. An exhausted 🛡 cannot perform a retreat move. All pieces that should perform a retreat move but cannot do so are destroyed.

ESCAPING

Some game effects allow a player's 🛡 to escape combat. When a 🛡 escapes combat, it follows the rules of disengaging from combat (phase 7 of the combat description).

: RE-ROLLS


When an effect requires players to re-roll any number of dice, they re-roll all of them simultaneously. They cannot re-roll the same dice twice with the use of one effect.

: DESTROYED PIECES


A destroyed 🗑 is removed from the game.

A destroyed 🛡 is scrapped. Scrapped 🛡 are placed on their owner's empire board, until they are exchanged for 🔄 during the management phase.

: ATTACK — EXAMPLE

The red player performs an attack action against a swamp world owned by the blue player. They spend 1  to attack from multiple systems: with two cruiser units from the ice world and two frigate units from the cavernous world. The swamp world is protected by a battle station and a cruiser unit.



- 1. Beginning of combat:** Neither player has any effects to play at this stage.
- 2. Before combat roll:** The red player uses their “Class I Shield” to reduce the damage they will receive, and remembers to roll 1 fewer dice in phase 3. The blue player spends a construction action by discarding a tech card with the  icon for “Fighter Bays” to roll 2 extra dice in phase 3.



- 3. Combat roll:** The Red player rolls 7 dice (3 for each cruiser unit, 1 for each frigate unit, minus 1 for using the shield) and gets the following results: 6, 6, 5, 4, 4, 2, 2. At the same time, the blue player also rolls 7 dice (3 for a cruiser unit, 2 for their battle station, and an additional 2 for using the fighter bays) and gets the following results: 6, 4, 3, 3, 3, 2, 1.

4. **After combat roll:** Both players have no effects to play at this stage.
5. **Damage phase (red):** The red player uses the effects of the following weapons and the basic combat effect.



The Laser Cannon's effect has an activation cost of 4, so it is activated with a dice with a value of 4.
 The Plasma Cannon's effect has an activation cost of 10 so it is activated with 2 dice with the values of 6 and 4.
 The red player's basic combat effect is activated twice: once with a dice with a value of 6, and once with a dice with a value of 5.
 The remaining 2 dice, each with a value of 2, cannot activate any more effects.
 The red player generated 7 ⚡ points in total.

6. **Damage phase (blue):** The blue player uses the active effects of the following weapons and the basic combat effect.





The Laser Cannon effect is activated with a dice with a value of 4.
 The Neutron Blaster effects are activated twice using 2 dice, each with a value of 3.
 The basic combat effect is activated twice: once with a dice with a value of 6 and once with 2 dice with the values of 3 and 2.
 The remaining 1 dice with a value of 1 cannot activate any effects.
 The blue player generated 5 ⚡ points in total, but the blue player used a shield, which reduced the ⚡ value to 4.

7. **Casualties phase:** The red player assigns 2 points of ⚡ to the enemy cruiser and destroys it. 3 points of ⚡ are assigned to the Battle Station. All blue player's pieces have been destroyed! There are no valid targets the remaining 2 ⚡ could be assigned to, so they are ignored.
 The blue player assigns 2 points of ⚡ to an enemy cruiser unit and another point to both enemy frigate units. 1 of the red player's cruiser units survives!
8. **Disengage:** One of the sides lost all of their pieces, so this phase is skipped.
9. **End of combat:** The red player's remaining cruiser unit must move into the attacked system and is marked as exhausted.

COMBAT AGAINST NEUTRAL PIECES



To resolve combat between a player and neutral pieces, follow the phases of combat with few noticeable differences:

- > **Combat roll:** During this step, a player who does not participate in the combat rolls the number of dice equal to the combined firepower of all neutral pieces in this combat.
- > **Damage phase:** During this step, a player who does not participate in the combat uses the neutral pieces' dice to activate any combat effects available to neutral pieces participating in this combat. Combat effects available to neutral pieces are listed in their descriptions in this book.
- > **Casualties phase:** Neutral pieces always try to assign  to the enemy piece with the lowest  first.

After the combat, the player takes appropriate rewards for every neutral piece they destroyed. More information about neutral pieces and rewards earned by destroying them can be found on page 52.

: BASIC INVASION EFFECTS

All players have access to a basic active invasion effect on their empire board, which can be used multiple times during every invasion.

The active player can use this effect to reduce the  of the invaded system or to steal one captured empire token from the player who controls the system. At the end of the game, every empire token is worth 1 .

: INVASION

 →   :OR
Steal 1 captured empire token

Basic invasion effect







Empire token (Republic of Sol)




: BASIC TERMS — CAPTURED EMPIRE TOKEN

If a player has empire tokens with an icon that does not match the icon of their empire, those tokens are *captured*. Captured empire tokens can be stolen.



: INVASION (STANDARD ACTION)

The active player chooses *one system*. They can choose to spend additional  to choose *one additional* system per  spent. Within all systems chosen, the active player may use their  to **invade** planets with  that do not belong to them.

INVADING PLANETS



To resolve an invasion, the active player rolls a number of dice equal to the combined  of all  participating in that invasion and may use active invasion effects to reduce the  of the system or harm its owner in other ways.




IMPORTANT RULES:

- > If two or more  invade the same system, they invade together.
- > If two or more invasions occur at the same time, the active player resolves them in any order they wish.
- > Exhausted  can invade.


RESOLVING AN INVASION

To resolve an invasion, the active player follows these steps:

1. **Invasion roll:** The active player rolls a number of dice equal to the combined  value of all their  participating in this invasion.
2. **Activating the effects:** The active player uses dice rolled in step 1 to activate invasion effects available to them.

If, during an invasion, the  of a system is reduced to zero, remove its empire flag. The active player may immediately create one of their  in this system, along with their own empire flag. This does not cost anything and is not treated as colonization (page 32). All  stay in the system, and the active player treats them as their own.

INVASION EFFECTS

During the invasion, the active player uses invasion effects to reduce the  of the system or harm its owner in other ways. Most of those effects are supplied by developed technologies or the empire board.

: INVASION — EXAMPLE

The active (blue) player starts an invasion with a frigate and a cruiser that occupy the red player's system.

1. **Invasion roll:** The blue player rolls 4 dice (3 for the cruiser unit and 1 for the frigate unit) and gets the following results: 5, 4, 2, 1.
2. **Using effects:** The blue player activates their basic invasion effect twice: once with 1 dice with the value of 5, and once with 2 dice with the values of 4 and 2.

The red player has 2 empire tokens. One of them is captured and can be stolen. The blue player uses their first basic invasion effect to steal that token.

The occupied system has only 1 ⚠️. The blue player uses the second basic effect to reduce the ⚠️ of that system to zero. After that, they decide to seize the opportunity and place their ⚠️ in the system. Now, the system is owned by the blue player.



: BASIC TERMS — ANOMALY CARDS

Anomaly cards represent wonders that could be found while exploring the galaxy. Unless stated otherwise, the active player can play any anomaly card at the moment described on the card. After the anomaly card is played, it is discarded.



Anomaly card

: 🔍 EXPLORATION (STANDARD ACTION)

The active player chooses *one system*. They can choose to spend additional ⚙️ to choose *one additional* system per ⚙️ spent. The active player may use every 🧑🏫 in chosen systems to **explore anomalies**.

EXPLORING ANOMALIES

Every 🧑🏫 from chosen systems can remove one anomaly token from the system that the 🧑🏫 is occupying. For every token removed, the active player draws 2 anomaly cards, keeps one of them, and shuffles the other back into the anomaly deck. The active player does not show either drawn card to other players.



Anomaly token

Important rule:

- > Exhausted 🧑🏫 can explore.

: 🏠 GROWTH (STANDARD ACTION)

The active player chooses *one system*. They can choose to spend additional ⚙️ to choose *one additional* system per ⚙️ spent. Within every system chosen, the active player may create 1 new ⚠️.

The active player may only choose systems they *have under control or own* (page 41). The systems may not have enemy 🧑🏫 or ⚠️.

: ENVIRONMENT

The text under a planet's name shows a planet's environmental trait.

CREATING A NEW POPULATION

After choosing systems, the active player pays 🧑🏫 for every ⚠️ they wish to create. Every ⚠️ created costs 1 🧑🏫 plus 1 🧑🏫 for every ⚠️ of that type already in the system. For example, when there are already 2 🧑🏫 in the system, creating the third costs 3 🧑🏫.

If the active player does not have enough 🧑🏫, the new ⚠️ cannot be created.

REMEMBER: During a single growth action, the active player can only create 1 new ⚠️ per system.

COLONIZING

When the active player creates a ⚠️ in a system without any ⚠️, they colonize it. Place their empire flag on the planet to mark their ownership. Then, increase the 🧑🏫 in the player's empire by the amount printed on the planet tile.

Some empires have adaptations that adjust the amount by which 🧑🏫 is increased to a minimum of zero.

REMEMBER: If a player creates a new ⚠️ as a part of the invasion action, it is not treated as colonization.



Colonizing this system increases the unrest by 3.


















: ADAPTATIONS

Low Temperature +2 🧑🏫
High Temperature -4 🧑🏫


Silicoids have an adaptation that reduces the 🧑🏫 from colonizing planets with high temperatures by 4. When they colonize this desert planet, they will receive no 🧑🏫.

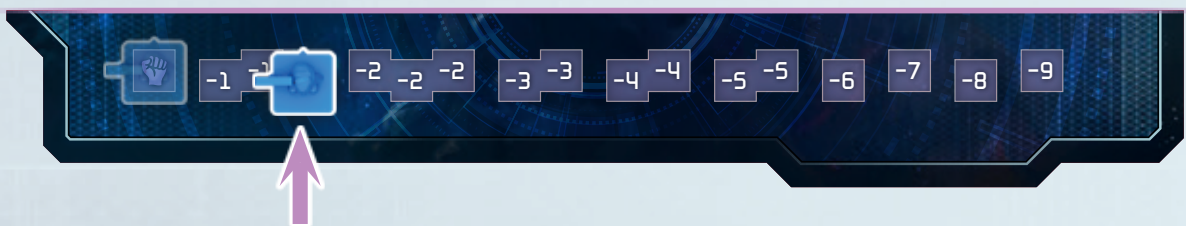


:GROWTH — EXAMPLE




1. The active player performs a growth action. Before the action, they spend 1  to create  in two systems.
2. The system with a swamp planet has no . Creating any type of  in this system will cost 1 .
3. The system with Earth has 0 , 1 , and 2 . Creating a new  there will cost 1 , a new  2 , and creating a new  is impossible due to the planet's population limit. The active player decides to create a new  there for 2 .
4. The player spends the total of 3  and 1 .




5. Because the blue player has colonized a system with a swamp planet, they increase the  of their empire by 3.




: CONSTRUCTION (STANDARD ACTION)

The active player chooses *one system*. They can choose to spend additional **EC** to choose *one additional* system per **EC** spent. Within every system chosen, the active player may construct *1 single* new , , or .


The active player may only choose systems they *own*. The systems may not have an enemy .

CONSTRUCTING A NEW BUILDING OR UNIT


After choosing systems to construct in, the active player must pay the cost of the specific pieces they wish to construct. Some buildings cannot be constructed before the active player develops specific technologies. These costs and technology requirements can be found on page 53 and on the player's aid. For , the costs are on the empire board.


After paying their construction costs, the active player places models of newly created pieces in the systems where they were constructed.


REMEMBER: During a single construction action, the active player can only create 1 new piece per system.

 1/1

FRIGATE UNIT




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 1

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



Human frigates, nimble and efficient in battle, are a common sight as they escort traders, politicians, and scientists across the galaxy.

Frigate units cost 1 .

The active player may choose to remove (not scrap) any of their pieces of the same type as the newly placed piece, until the system has enough available , , or  slots to fit it. In that case, we say that a new piece replaces the old one.



: CONSTRUCTION — EXAMPLE

1. A player performs a construction action and spends 1 **EC** to choose 2 systems to construct pieces in.
2. The first of the chosen systems constructs a Hydroponic Farm. This costs 2 . The second system constructs a frigate unit. This costs 1 .
3. The player spends a total of 3  and 1 **EC**, then gains 1  and places the constructed pieces' models.



RESEARCH (STANDARD ACTION)

The active player chooses one **branch of their tech tree**. They can choose to spend additional **BC** to choose one additional branch per **BC** spent. Every branch chosen may be upgraded once.

UPGRADING TECHNOLOGY TREE

To upgrade a chosen branch, the active player needs to pay its upgrade cost in **▲**. The upgrade cost of a branch depends on the tier the branch is to be upgraded to, and is shown on the empire board. After paying this, move the cube on a branch to the tier 1 higher.

REMEMBER: During a single research action, the active player can upgrade every branch only once.



BASIC TERMS — MILESTONES

Milestones are bonuses that players unlock by reaching certain tiers on their tech trees.

The tech trees of every empire contain 16 **common milestones** and 4 empire-specific ones. Empire-specific milestones are marked by an empire icon.

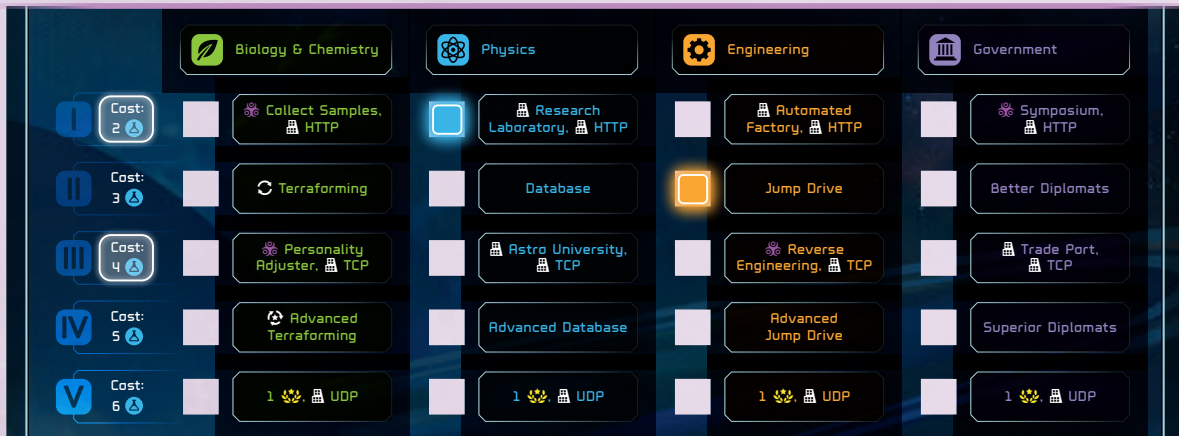
BASIC TERMS — TECHNOLOGY TREE AND BRANCHES

An empire board contains a tech tree made of four branches:

- > **Biology & Chemistry**
- > **Physics**
- > **Engineering**
- > **Government**

Most branches start at zero. They can be upgraded by performing research actions.

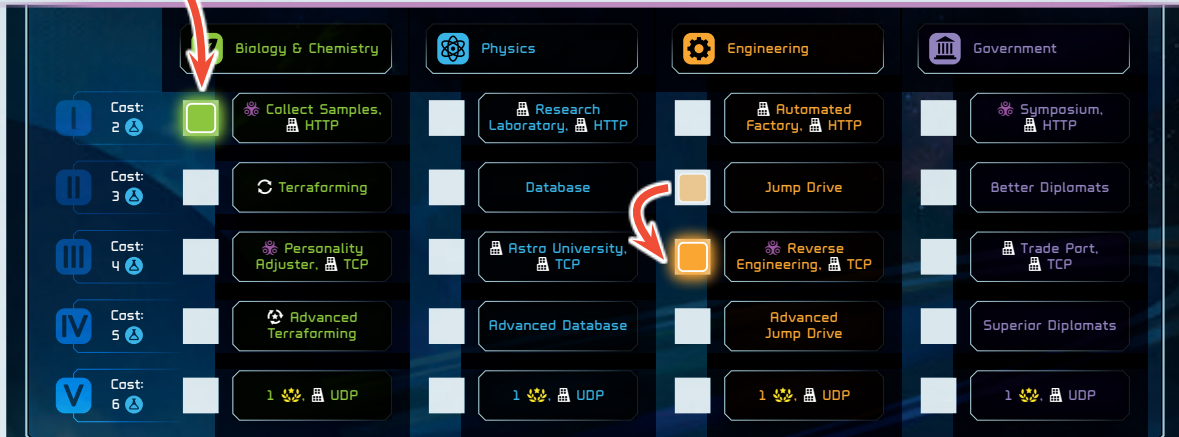
Upgrading a technology branch unlocks milestones and allows players to develop new technologies.



*The Biology & Chemistry, and Government technology branches are at tier 0. Upgrading them to tier 1 would cost 2 **▲** each. The Physics technology branch is at tier 1, unlocking the 'Research Laboratory' milestone. The Engineering branch is on tier 2, unlocking the 'Automated Factory' and the 'Jump Drive' milestones. Upgrading this branch to tier 3 would cost 4 **▲**.*

: RESEARCH — EXAMPLE

1. A player performs a research action. They spend 1 to upgrade two branches.
2. Biology & Chemistry is on tier zero. Upgrading it to tier one will cost 2 . Engineering is on tier two. Upgrading it to tier three will cost 4 .
3. The player spends 6 and 1 in total.



: DIPLOMACY (STANDARD ACTION)

The diplomacy action allows the active player to use their influence tokens to perform a **diplomacy roll** to activate diplomacy effects. Every influence token used provides 1 dice for this roll. Before the roll, *a single* may be spent to gain 1 additional dice. Furthermore, before the roll, any number of diplomats from the active player's diplomat pool can be discarded to gain 1 additional dice for each.

DIPLOMACY ROLL

Performing a diplomacy roll requires the active player to:

1. **Use influence:** The active player uses any number of their **influence tokens**. Used influence tokens are flipped. 1 may also be spent, and diplomats may be discarded.
2. **Roll dice:** The player rolls one D6 for every influence token they used in the previous step (and one additional dice if they spent 1 , and one more for each diplomat discarded).
3. **Activate Effects:** The player activates (page 37) diplomacy effects in any order they choose.

BASIC DIPLOMACY EFFECT

From the beginning of the game, all players have access to these seven active diplomacy effects.

- Spread influence**
- Reassign population**
- Reduce unrest**
- Increase unrest**
- Hire a new diplomat**
- Replace influence**
- Capture a diplomat**

SPREAD INFLUENCE


The active player chooses a system that meets the following requirements:


- > The system is not under another player's influence.
- > The active player considers the system *linked* to at least one system under their influence.

REMEMBER: milestones may increase what systems you consider linked.


The active player places one of their ready influence tokens in the chosen system, or moves any of their influence tokens already on the board into it. A moved influence token keeps its state unchanged.

REASSIGN POPULATION


The active player chooses a  from one of their systems and changes its profession, assuming that the system's population limit allows for that change.

This effect *cannot* be used to move  between systems.

REDUCE UNREST

The active player reduces the  in any empire by 1. The unrest level cannot be reduced below 0.

INCREASE UNREST

The active player increases the  in another player's empire by 1.

HIRE A NEW DIPLOMAT

The active player draws three diplomat cards, adds one to their diplomat pool, and reshuffles the rest into the deck. After resolving this effect, the diplomacy action immediately ends. Diplomats can be exchanged during the free "trade agreement" action.

REPLACE INFLUENCE

The active player chooses a system that meets the following requirements:

- > The system is under another player's influence.
- > The active player considers the system linked to at least one system under their influence.

The active player removes the influence token from the chosen system and either places their own ready influence token in this system, or moves one of their influence tokens that are already on the board into it. A moved influence token keeps its state unchanged.

IMPORTANT: If the player only has 1 influence token left in the galaxy that token can't be removed by any way.

CAPTURE A DIPLOMAT

The active player chooses any **diplomat in play**, removes it from the table, and adds it to their diplomat pool. They *do not resolve* the removed diplomat's abilities. This effect can remove a diplomat that targets any player. The removed diplomat is no longer considered 'in play.' After the diplomat is removed, return the diplomacy token from that diplomat to its owner.

: INFLUENCE TOKENS

Influence tokens are used to mark a system is **under a player's influence**. A system may only ever have 1 influence token. This may be in a system owned by a different player.

Because every player only has 6 influence tokens, they may only have 6 systems under their influence at once.



Influence token (ready)



Influence token (flipped)



The system is owned by the Pilon player, but it is under the influence of the Darlok player.



: DIPLOMACY — EXAMPLE

The active player performs a diplomacy action.



Before the action, the player has two ready influence tokens.

1. They use the two influence tokens and spend 1 **BC**, so they roll 3 dice and get the following results: 2, 4, 5.
2. Based on the activation costs, the player decides to:
 - spend a dice with a value of 2 to spread their influence to the system with no influence tokens,
 - spend a dice with a value of 4 to reduce their empire's **👊** by 1,
 - spend a dice with a value of 5 to hire a new diplomat.



After resolving these effects, the player has one unused influence token and two used influence tokens on the board.

MANAGEMENT STAGE

A player who passes *immediately* starts their management stage and performs the following steps in order:

1. **Gain the first passing bonus:** *The first player* who passes during the round gains the following bonuses:
 - > 1
 - > The opportunity to **control pirates** (see the next page).
2. **Determine the order:** The active player moves their empire token from its current column on the order tracker to the first empty slot in the opposite column. This will determine the player order for the next round of the game.



The empire token is moved to the other column.

3. **Refresh:** The active player performs the following:
 - a) Ready all their flipped influence tokens



- b) Ready all their flipped cards

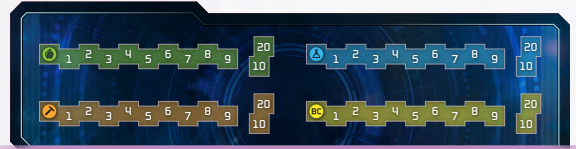


- c) Ready all their (remove their state tokens).



- d) Takes their empire action card and basic action cards back into their hand.

4. **Generate resources:** The active player receives resources as indicated by the income trackers on their resource board.



Income trackers

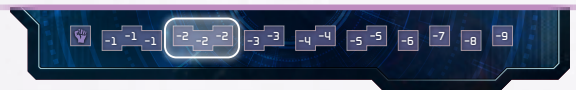
Any abilities or traits that need to be resolved during the management phase, including the income ability on the empire board are resolved at this step.

Additionally, during this step, all of the active player's that were scrapped during this round are recycled into . For every scrapped , receive equal to its recycle value (page 46). Recycled are removed from the empire board and can be constructed again.



When this is recycled, the active player gains 1 .

5. **Resolve diplomats:** If any diplomats are in play that need to be resolved or removed after this player passes, the player resolves them (in any order they choose). All spy diplomats return to their initiator's diplomat pool, and all other diplomats return to the active player's diplomat pool.
6. **Manage the unrest:** The active player discards resources equal to their current unrest level.



The unrest level

7. **Complete missions:** The player checks if they meet the conditions for completing any public missions. The player can complete as many missions as they like during this step.
8. **The last bonus:** Depending on the current game round, *the last player* who passes during the round either chooses a new public mission card or removes one of those already in the game.

After these steps are finished, the player's activation ends.

: CONTROLLING PIRATES

The *first player* who passes during the round controls the pirates.

During the management stage, this player performs the following actions:

- > If the pirate base is still in the game, place a new pirate raider unit in the system with the pirate base.
- > After that, the player may skip this step or choose 1 system with pirate raider units to either:
 - > move all pirate raider units here to a system with a jump point on both sides of the shared border.
 - > use all pirate raider units to attack a system with a jump point on both sides of the shared border. **IMPORTANT!** Pirate raider units cannot attack systems controlled by the active player.



: COMPLETING MISSIONS

During the management stage, the active player checks to see if they have met the completion conditions of any available public missions. If they do, they take their empire token from the completed mission card and place it on their empire board. In addition to taking their empire token back, *the first player* to complete a card's public mission takes another player's empire token from that mission card as a captured token. A player whose empire token has been captured from a mission card can no longer complete that mission.

: CHOOSING OR DISCARDING MISSIONS

The *last player* to pass in a given round performs the following action:

- > If fewer than half of the game rounds have been completed, the active player draws two mission cards, chooses one to place on the table, and discards the other one. After that, every player puts one of their empire tokens on the new card. Starting with the next round, the players who enter the management stage will be able to complete this card's *public missions*. The *secret mission* part of this card should be ignored.
- > If at least half of the game rounds have been completed, the active player removes one of the mission cards in play. All empire tokens that are still on that card are also removed from the game.



OTHER RULES

PIECES IN STAR SYSTEMS

During the game, players will conquer many star systems. Those star systems can be improved by placing the following pieces in them:

- > Planetary buildings 🏢
- > Orbital building 🌌
- > Units 🚀
- > Populations ⚠️

: PLANETARY BUILDINGS

Planetary buildings portray various buildings constructed on the surface of the planet and are represented by the 🏢 icons and plastic models.

Whenever a 🏢 is created or removed from a system, a player must place or remove an associated model in one of the system's planetary slots.

PLANETARY LIMITS

Unless stated otherwise, every system can contain up to 2 🏢. A system cannot have two identical 🏢. If the model of a 🏢 is unavailable or no planetary slot is available, it can not be constructed.



Planetary building models



Planetary slots

: ORBITAL BUILDINGS

Orbital buildings portray various buildings constructed in the orbit of the local star. They are represented by the 🌌 icons and plastic models.

Whenever a 🌌 is created or removed from a system, a player must place or remove an associated model in one of the system's orbital slots.

ORBITAL LIMITS

Most systems can contain 1 🌌. If a system can contain multiple 🌌, they may not be identical. If the model of a 🌌 is unavailable or no orbital slot is available, it can not be constructed.



Orbital building models



Orbital slot

: BASIC TERMS — SYSTEM UNDER CONTROL


A system is under a player's control when that player has at least one 🏢 or 🌌 in that system.


: BASIC TERMS — OWNING THE SYSTEM

A player owns a system when that player has at least one ⚠️ in it.


A player who owns a system marks it by placing their empire flag on it. A player can only own 6 systems: the number of empire flags they have. When a player wants to obtain a new system but has no empire flags left, they can always remove the flag from one of their current possessions (effectively disowning it) and place it on the new system. In this case, remove all ⚠️ from the system from which the flag was removed.

: UNITS


Units portray various spaceships located in a system and are represented by the  icons or plastic models.


Whenever a  is created, moved, or removed from a system, a player must mark it by placing or removing an associated model on one of the system's unit slots.

UNITS LIMITS

Star tiles have 9 unit slots, divided into 3 groups. Every  occupies a number of unit slots depending on its type, as shown on the empire board:

- > **Frigate unit:** 1 unit slot
- > **Cruiser unit:** 2 unit slots
- > **Titan:** 3 unit slots
- > **Doom star:** 3 unit slots

A  can only be placed (through any means) in a unit slot group with enough unoccupied unit slots to accommodate it.

If a  model is unavailable, it can not be constructed.





Unit models



Unit slots

: POPULATIONS







Populations portray citizens of the empire. They are represented by the  icons, and by the numeric values on 4-sided dice placed on star tiles.

Whenever a  is created, moved to, or removed from a system, a player must change the value of the associated population dice, or remove it entirely.




Population dice

Populations are divided into three roles: farmers, scientists, and workers. These are represented as such, and have the following effects:

- > **Farmers** () are represented by green dice placed on the green slots. Every farmer increases  by 1.
- > **Scientists** () are represented by blue dice placed on the blue slots. Every scientist increases  by 1.
- > **Workers** () are represented by orange dice placed on the orange slots. Every worker increases  by 1.

POPULATION LIMITS

When the number of farmers, scientists or workers in a system is increased, it cannot be increased above its planet's respective **population limit**.



Numerous effects can alter the population limits, but they can never exceed 4 or be reduced below 0. If, for whatever reason, population limits are changed, it does not affect any  already present in the system.

The population limits can be found on planet tiles.





According to these population limits, planet Cryslon can accommodate 0 farmers, 1 scientist, and up to 2 workers.


MOVING POPULATION

If any effect allows a player to move a  between systems, that player may freely change the role of the moving  during the transition. The player must respect systems' population limits.





TERRAFORMING

Unlocking terraforming milestones increases the population limits of some planets. Icons below the planet's population limits indicate the increase in population limit provided by each terraforming technology.

- >  **Terraforming:** The limit of the specific  role is increased by 1 per icon when the owner of this system unlocks the "terraforming" milestone.

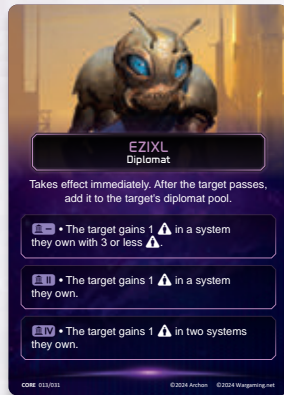
- > **Advanced Terraforming:** The limit of the specific  role is increased by 1 per icon when the owner of this system unlocks the “advanced terraforming” milestone.



This planet can accommodate only 1  and 1 . For players who unlocked “Terraforming,” it can accommodate 2 additional . For players who unlocked “Advanced Terraforming,” it can accommodate 1  as well.

DIPLOMATS

Diplomats allow players’ empires to interact with each other in a civilized manner. Every player starts the game with one basic diplomat, and they can acquire different diplomats during the game by performing “Hire a New Diplomat” or “Capture a Diplomat” diplomacy effects.



Diplomat cards

: DIPLOMAT POOL

Whenever a player acquires a diplomat, that diplomat is added to their diplomat pool. All cards in the **diplomat pool** should be placed next to the empire board face down. A player shouldn’t be able to see cards in the diplomat pools of other players but is always allowed to look at their own. Every player can have *up to 3 cards in their diplomat pool*. If a player is at this limit and receives a new diplomat, they *must immediately remove one card* from their diplomat pool and place it in the discard pile.

: INITIATOR AND TARGET

The player who offers a diplomat as part of a trade deal is called the **initiator** of that diplomat. The player who receives a diplomat as part of a trade deal is called the **target** of that diplomat.

: DIPLOMATS’ ABILITIES

Every diplomat has special abilities that could be activated when the diplomat is exchanged in a trade deal.

Diplomats are divided into two groups:

- > **Standard Diplomats:** Their abilities benefit the target.
- > **Spies:** Their abilities benefit the initiator at the cost of the target.

When a diplomat is traded, the initiators choose *one* ability to take effect. Every ability may require a specific tier of the government technology branch. *Either the target or the initiator* must reach that tier; otherwise, the ability cannot be chosen.

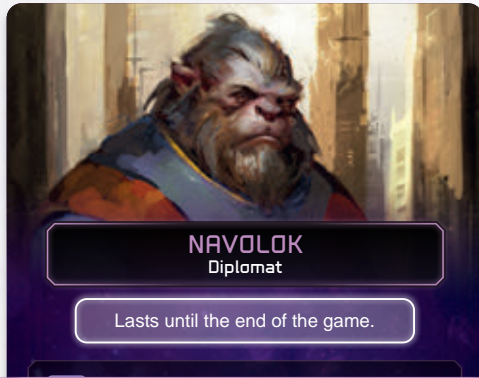


*This diplomat has 3 abilities. The first (tier 0) ability doesn’t require anything and can be used from the beginning of the game. The second ability can be used after the *initiator or the target* of that diplomat reaches tier 2 of the government technology branch. The last one can be used after the *initiator or the target* of that diplomat reaches tier 4 of the government technology branch.*

: DIPLOMATS IN PLAY

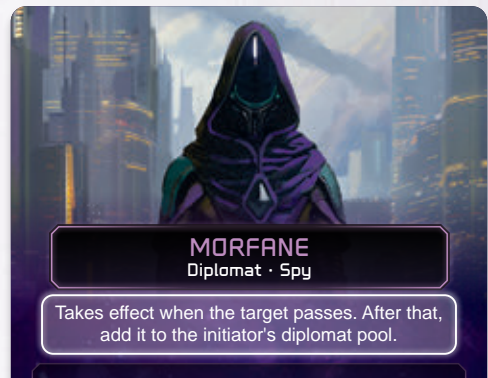
After diplomats are exchanged in a trade deal, their cards are placed on the table in front of their targets. Those diplomats are now in play. They stay in play until the point mentioned in the card’s description is reached. Diplomats in play aren’t in anyone’s diplomat pool. To keep track of the diplomat’s initiator and the ability they choose, the initiator places one of their diplomacy tokens on the diplomat card. This token must show the chosen ability’s requirements. If the player has no more diplomacy tokens left, they cannot activate any effect. If the player does not have a token with the desired icon, they must use a different available effect.

Some abilities are in effect as long as the diplomat remains in play. Refer to the diplomat's card to see how long it should remain in play.



This diplomat remains in play until the end of the game.

Some diplomats' abilities are not resolved immediately, but they are under some other circumstances specified by the card. In that case, the diplomat is removed from play when their ability is resolved.



This diplomat's ability will be resolved after the target passes.



COMPONENT DETAILS



EMPIRE BOARD (PLAYER SIDE)

Empire boards contain the following pieces of information about the empire:

1. Image
2. Name
3. Home planet (page 14 (setup))
4. Starting resources and tech branch (page 15 (setup))
5. Empire icon
6. Special abilities
7. Basic invasion effect (page 30)
8. Basic combat effect (page 26)
9. Income ability (page 14)
10. Adaptivity trait (page 32)
11. Units (page 23 (flight), page 26 (combat), page 34 (construction))
12. Technology tree (page 35)


SPECIAL ABILITIES

Every empire has a few special abilities that can be used during the game to gain an advantage over the competition. The effects of these abilities may vary greatly, depending on the chosen empire.

LIBERATION: When you  a system that has your influence token, gain 1 extra .

FEDERATION BUILDER: Your influence tokens may be used by the owner of the system they are in, as well as by yourself. After another player uses your influence token, it is immediately refreshed.

The Republic of Sol has two special abilities: Liberation and Federation Builder.



1

2. **THE REPUBLIC OF SOL**


3. HOME PLANET: EARTH

6. **FEDERATION BUILDER:** Your influence tokens may be used by the owner of the system they are in, as well as by yourself. After another player uses your influence token, it is immediately refreshed.


4.

5.



7. **INVASION**

5+ → -1  OR Steal 1 captured empire token

8. **COMBAT**

5+ → 1 




9. **INCOME**

1  for each system you own with at least 3 

10. **ADAPTATIONS**




—

11. **1/1 FRIGATE UNIT**

 1  +1  2




Human frigates, nimble and efficient in battle, are a common sight as they escort traders, politicians, and scientists across the galaxy.

4/2 CRUISER UNIT

 3  +2  1




Originally designed by one of Earth's premier architects, the ship has now come to represent the beauty, might, and ambition of the Republic.


8/3 TITAN

 2  +5  1










































AMBASSADOR: You can spread or replace influence in this or linked systems.

14/0 DOOM STAR

 6  +6  1

IMPRESSIVE: When this  moves into a system, you can replace the influence token in that system with yours.

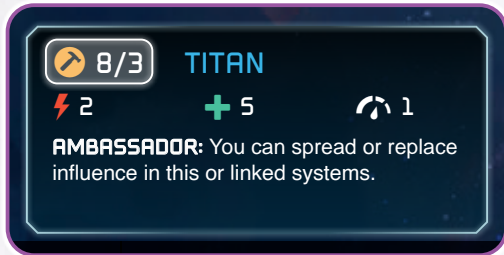
12. **Technology Tree**

	Biology & Chemistry	Physics	Engineering	Government
I Cost: 2 	 Hydroponic Farm,  HTTP	 Research Laboratory,  HTTP	 Automated Factory,  HTTP	 Spy Center,  HTTP
II Cost: 3 	 Terraforming	 Database	 Global Manufacture	 Better Diplomats
III Cost: 4 	 Industrial Farming,  TCP	 Science Prize,  TCP	 Robo Mining Plant,  TCP	 Trade Port,  TCP
IV Cost: 5 	 Advanced Terraforming	 Four Dimensional Debate	 Advanced Jump Drive	 Superior Diplomats
V Cost: 6 	1    UDP	1    UDP	1    UDP	1    UDP

UNIT SPECIFICS

☸ in the game are described with the following statistics:

- > **Cost:** The amount of 🟡 a player must pay to construct this unit.
- > **Recycle Value:** The amount of 🟡 a player reclaims after the unit is recycled during the management phase.



A titan's price is 8 🟡, and when it is recycled, it provides 3 🟡.

- > **Firepower:** The number of dice this ☸ adds to a combat or invasion roll. Firepower is represented by the following icon: ⚡.
- > **Hull Points (HP):** The number of damage points required to destroy this ☸. Hull points are represented by the following icon: +.
- > **Speed:** The maximum number of jumps between linked systems this ☸ can make during a single action. Speed is represented by the following icon: 🌀.
- > **Special:** Any special abilities of that ☸. If two or more ☸ with the same special ability participate in combat, each of those ☸ can use that ability unless it is stated that the ability can be used only once per combat.

All ☸ under the players' command belong to one of four classes:

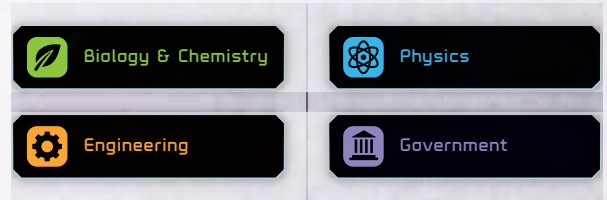
- > **Frigates:** The models of these ☸ consist of many small ships and are placed on small bases.
- > **Cruisers:** The models of these ☸ consist of two ships and are placed on medium bases.
- > **Titan:** The models of these ☸ consist of one large ship and are placed on large bases.
- > **Doom Star:** The models of these ☸ consist of one massive ship and are placed on large bases.

*Units of the Sol Republic.
Starting from the left:
Cruisers, Doom Star, Titan,
and Frigates*



TECHNOLOGY TREE

The technology tree consists of four trackers, each representing one of the available technology branches. When players upgrade one of their technology branches, they move an acrylic cube along that branch to indicate its current tier.



The tech tree is divided into four branches.

Next to each row of the tree are the cost in 🟡 the player must pay to advance a technology branch to this tier and the maximum number of developed technologies the player can have if at least one of their technology branches reaches this level. Each cell of the tree contains information about the milestone the player unlocks by reaching this tier.



Upgrading this technology branch costs 3 🟡.

Milestones with the 🏠 icon allow players to construct new buildings.

Milestones with an empire icon are unique to each empire. Their detailed description can be found on their faction's player aid.

COMMON MILESTONES

- > **I Hydroponic Farm:** The player can construct hydroponic farms and HTTP in their systems.
- > **II Terraforming:** Every ♻️ icon on a planet tile increases the corresponding population limit by 1.
- > **III Soil Enrichment Facility:** The player can construct soil enrichment facilities and TCP in their systems.
- > **IV Advanced Terraforming:** Every 🌱 icon on a planet tile increases the corresponding population limit by 1.
- > **V UDP:** The player can construct UDP in their systems. At the end of the game, they receive 1 🌿.
- > **I Research Laboratory:** The player can construct research laboratories and HTTP in their systems.
- > **II Database:** The player increases the limit on their number of developed technologies by 2.
- > **III Astro University:** The player can construct astro universities and TCP in their systems.
- > **IV Advanced Database:** The player increases the limit on their number of developed technologies by another 2.
- > **V UDP:** The player can construct UDP in their systems. At the end of the game, they receive 1 🌿.
- > **I Automated Factory:** The player can construct automated factories and HTTP in their systems.
- > **II Jump Drive:** The player considers two adjacent systems that only have one jump point on their shared border linked.
- > **III Robo-Mining Plant:** The player can construct robo-mining and TCP plants in their systems.
- > **IV Advanced Jump Drive:** The player considers all directly adjacent systems linked.
- > **V UDP:** The player can construct UDP in their systems. At the end of the game, they receive 1 🌿.
- > **I Spy Center:** The player can construct spy centers and HTTP in their systems.
- > **II Better Diplomats:** The player can use more powerful effects of diplomats.
- > **III Trade Port:** The player can construct trade ports and TCP in their systems.
- > **IV Superior Diplomats:** The player can use the most powerful effects of diplomats.
- > **V UDP:** The player can construct UDP in their systems. At the end of the game, they receive 1 🌿.

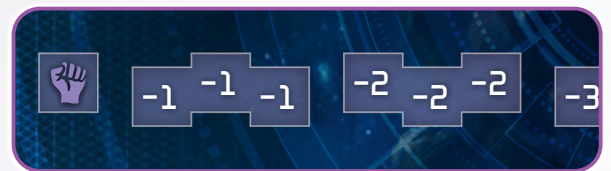
RESOURCE BOARD

Additional board that helps players keep track of their **BC**, **🌱**, **🔬**, and **🚀**. Every change in those incomes must be marked on the income trackers using acrylic cubes.



UNREST TRACKER

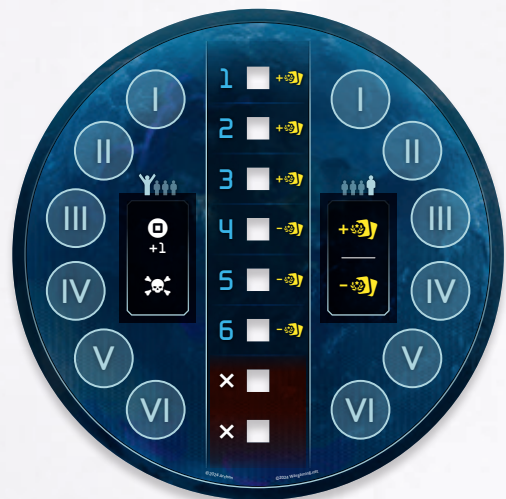
Part of the resource board that helps players keep track of their empire's **👊**. Every change in the **👊** must be marked on the tracker using an unrest model.



The numbers on the tracker represent the unrest level. During the management stage, the player must discard a number of resources equal to their current unrest level.

ORDER TRACKER

This board helps players track the turn order and round number. All players have one of their empire tokens on one of the tracks in the slots marked with Roman numerals. During the round, players will resolve their turn in the order indicated by the tracker.



STAR TILES

A tile representing a single star.



Star tile



On the rim of the tile are symbols of jump points indicating whether the system is linked to adjacent system on the other side of that shared border.



Jump point

Additionally, on some of those tiles, there are spots where the following elements can be placed:

- > Population dice
- > A planet tile
- > A discovery tile
- > Unit models
- > Building models

A system with this symbol  has a wormhole. It is linked to all systems with a , even if it is not adjacent.

All star tiles have a system id number. You can normally ignore this. It is used to decide how Automa act.










Id number

PLANET TILES



Planet tile

A tile representing the most hospitable planet in the star system. On the planet tiles, the following pieces of information can be found:

1. The planet's type
2. The planet's environment trait
3. The planet's image
4. The number of victory points the player who owns this planet receives at the end of the game.
5. The amount of  the player who colonizes this planet receives.
6. Farmer capacity. Indicates how many farmers can be placed in that system.
7. Scientist capacity. Indicates how many scientists can be placed in that system.
8. Worker capacity. Indicates how many workers can be placed in that system.
9. Terraforming icons.
 - > **Terraforming** : The limit of the specific  role is increased by 1 for every  icon if the player controlling this system has unlocked the "terraforming" milestone.
 - > **Advanced Terraforming** : The limit of the specific  role is increased by 1 for every  icon if the player controlling this system has unlocked the "advanced terraforming" milestone.


PLANETS' TRAITS


Low Gravity: This planet has a low gravity.

High Gravity: This planet has a high gravity.

Low Temperature: This planet has a low temperature.

High Temperature: This planet has a high temperature.

Protected by a Space Eel: Place a space eel model in this system. The  that discovered the system can either stay here and fight or immediately perform a retreat move.

Protected by a Guardian: Place a guardian model in this system. The  that discovered the system can either stay here and fight or immediately perform a retreat move.

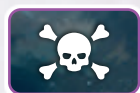
DISCOVERY TILES

Discovery tiles represent the nonstandard properties of a star system. The icons on every tile provide information on its effects.



Discovery tile

THE LIST OF DISCOVERY TILE ICONS




Pirates: Place a pirate raider unit in this system. The fleet that discovered the system can either stay here and fight or perform a retreat move.



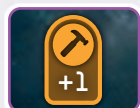
Space Eel: Place a space eel model in this system. The fleet that discovered the system can either stay here and fight or perform a retreat move.



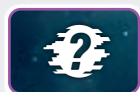
Micro Wormhole: This system has a micro wormhole. It is linked to the system with the , even if it is not adjacent. A system with Orion also has this property.



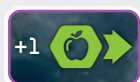
Asteroid Field: This system has an asteroid field.




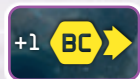
Working Conditions: This system has its worker limit changed by the number in this icon.




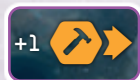
Electromagnetic Anomaly: Place anomaly tokens in this system. The number next to the icon indicates how many tokens must be placed.




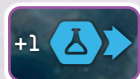
Seagrass: The player who owns this system gains one extra .




Gold: The player who owns this system gains one extra .




Dark Quartz: The player who owns this system gains one extra .




Artifacts: The player who owns this system gains one extra .




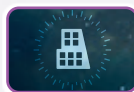
Gravity Waves:  cannot be constructed in this system.




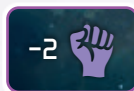
Small World:  cannot be constructed in this system.




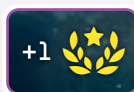
Stable Orbit: 1 Additional  can be constructed in this system. This tile functions as an additional orbital slot.




Large World: 1 Additional  can be constructed in this system. This tile functions as an additional planetary slot.




Local Fauna: The  resulting from colonizing this system is modified by the number next to the icon, to a minimum of 0.



Monumental: Owning this system provides 1 additional  at the end of the game.



Wasteland: Owning this system provides no  at the end of the game.



TECH CARDS

Every tech card is divided into the following two sections:

1. Action Section,
2. Technology Section.

The action section is a group of icons located in the top right corner of the card. It gives information on what actions can be performed when the card is played during an action phase.

The technology section takes up the rest of the card. It also provides information on the effects the card will have once the tech is developed, as well as on the technology branch tier required to develop it.

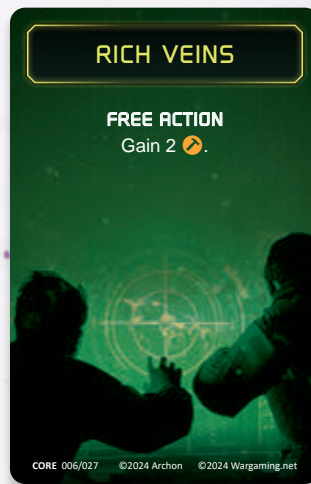


Biotechnology can be developed after the player upgrades their Biology & Chemistry technology branch to tier 2.

ANOMALY CARDS

Anomaly cards represent wonders that can be found while exploring distant star systems.

The description of an anomaly card states when and how the card can be played. If the description of an anomaly card includes the 'Free Action' keyword, the active player can play it as a *free action* during their turn. All these cards are treated as different free actions. Every anomaly card must be discarded after use.



Anomaly card

MISSION CARDS

Mission cards provide methods of acquiring 🌱. These cards are divided into two sections:

- > **Public mission:** If the mission card is open on the table, only this part of the card matters. Players complete these missions during the management stage.
- > **Secret mission:** If the mission card was chosen during the game setup and is in a player's hand, only this part of the card matters. Those missions are resolved at the end of the game.



Mission card

DIPLOMAT CARDS

Diplomat Cards represent diplomats that a player's empire can hire. They provide the following pieces of information:

1. Image
2. Name
3. Traits
4. Description. Details on when the diplomat's abilities take effect and when the diplomat is removed from play.
5. Abilities. A list of abilities that can be used during a trade deal, together with their requirements — the minimum levels of the government technology branch *the initiator or the target* must have to use them. A diplomacy token with the number of the chosen ability is placed on the card by the player to keep track of its effect.




Diplomat card



UNITS & BUILDINGS



ORBITAL BUILDINGS

OUTPOST


Required Tech Branch & Tier (Icon: )

Special Participates in combat.

Type & Cost (Icon: ) 1 (Icon:  1)


Statistics (Icon:  1) (Icon:  2) (Icon:  -)

Name



Model (

PLANETARY BUILDINGS


SPY CENTER

Required Tech Branch & Tier (Icon: )

Special Other players must spend 3 extra value of dice to replace influence in this system.

Type & Cost (Icon: ) 0 (Icon:  0)

Name


Model (




NEUTRAL UNITS



PIRATE RAIDERS


Name

Special **COMBAT** • Gain 1 ⚡ if their enemy has an unrest level of 2 or higher.

Reward **REWARD: 1** (Icon: )

Statistics (Icon:  1) (Icon:  1) (Icon:  1)




Combat Effect (Icon: ) → 1 (Icon: )



Model (

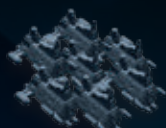
PIRATE RAIDERS

COMBAT • Gain 1 ⚡ if their enemy has an unrest level of 2 or higher.

REWARD: 1 (Icon: )




(Icon:  1) (Icon:  1) (Icon:  1)



(Icon: ) → 1 (Icon: )



SPACE EEL

REWARD: 3 (Icon: )

(Icon:  2) (Icon:  4) (Icon:  1)




(Icon: ) → 2 (Icon: )





THE GUARDIAN

COMBAT • After every combat roll, the player must re-roll their dice with a value of 5 or higher.



REWARD: 6 (Icon: )

(Icon:  3) (Icon:  6) (Icon:  -)

(Icon: ) → 3 (Icon: )





HYDROPONIC FARM

Gain 1  and increase  by 1.

  2





SOIL ENRICHMENT FACILITY

Gain 1  and increase  by 2.
Must be constructed in a system with a Hydroponic Farm. Replaces the Hydroponic Farm.

  2





RESEARCH LABORATORY

Gain 1  and increase  by 1.

  2





ASTRO UNIVERSITY

Gain 1  and increase  by 2.
Must be constructed in a system with a Research Laboratory. Replaces the Research Laboratory.

  2





AUTOMATED FACTORY

Gain 1  and increase  by 1.

  2



ROBO MINING PLANT

Gain 1  and increase  by 2.
Must be constructed in a system with an Automated Factory. Replaces the Automated Factory.

  2





SPY CENTER

Other players must spend 3 extra value of dice to replace influence in this system.

  0



TRADE PORT


Gain 1  and increase  by 1.






  2



HTTP

Hyperplanar Transfer Tracking Premises


At the end of the game, gain 1 .

  1  1  1  1



TCP

Transponder Control Plant

At the end of the game, gain 2 .


Must be constructed in a system with the HTTP. Replaces the HTTP.

  2  2  2  2



UDP

Ultraplanar Dimorphic Prospector

At the end of the game, gain 3 .






Must be constructed in a system with a TCP. Replaces the TCP.

  3  3  3  3





OUTPOST


Participates in combat.

  1
 1  2  -



BATTLE STATION

Participates in combat. Must be constructed in the system with an outpost. Replaces an outpost. Its  and  are increased by 1 if it is placed in your home system.

  1
 2  3  -



INDEX

A		F		R	
Action Phase	18	Farmer	8, 42	Ready	24
Active Effect	26	Fleet	8	Research	35
Anomaly Card	9, 50	Flight	23	Research Point	8
Anomaly Token	32	Food	8	Resource Board	47
Attack	25	Forced Labor	20, 21	Retreat Move	27
Attacker	26	Free Action	18, 20		
B		G		S	
Basic Combat Effect	26	Growth	32	Scientist	8, 42
Basic Diplomacy Effect	36			Scoring	20
Basic Invasion Effect	30	I		Special Ability	45
Building	8	Influence Token	8, 37	Standard Action	18, 21
C		Initiator	43	Standard Game	10
Casualties phase	27	Invasion	30	Star System	6
Colonizing	32	Invasion Effect	30	Star Tile	6, 48
Combat	26	Invasion Roll	26	System Under Control	41
Combat Effect	26	J		T	
Combat Roll	26, 27	Jump	23	Target	43
Construction	34	Jump Drive	23, 47	Tech Card	9, 22, 50
Credit	8	Jump Point	48	Technology Tree	35, 46
D		M		Terraforming	42, 43
Damage phase	27	Management Stage	20, 39	Test	26
Decision Card	9	Milestone	35, 47	The Galaxy	6
Defender	26	Mission	40	Trade Deal	20, 22
Developed Technologies	22	Mission Card	9, 51		
Diplomacy	36	O		U	
Diplomacy Roll	26, 36	Objective Card	9	Undiscovered System	24
Diplomat Card	9, 51	Orbital building	8, 41	Unit	7, 42, 46
Diplomat Pool	43	Orbital Slot	41	Unit Slot	42
Diplomats	21, 43	Order Tracker	47	Unrest	8, 20
Diplomats in Play	43	Orion	25	Unrest Tracker	47
Discovery Tiles	7, 49	Overcharged	24		
Draft	19	Owned System	41	V	
Draft Phase	18	P		Victory Points	6
E		Passive Effect	26	W	
Empire	7	Pieces	7	Worker	8, 42
Empire Board	7, 45	Pirates	40	Wormhole	23
Empire Flag	8	Planet Tiles	7, 48		
Environment	32	Planetary Building	8, 41		
Epic Game	10	Planetary Slot	41		
Escaping	27	Planets' Traits	48		
Exhausted	24	Player's Hand	18		
Exploration	32	Population	32, 42		
		Population Dice	8		
		Population Limit	42		
		Production	8		

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