

MASTER OF
ORION
AD ASTRA



STRETCH GOALS
RULEBOOK

OVERVIEW

Master of Orion: Ad Astra — Stretch Goals is an expansion for **Master of Orion: Ad Astra** containing all content unlocked during its crowdfunded campaign. It introduces 2 new empires, new components extending the base mechanics, and optional mechanics to expand the gameplay.

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COMPONENTS



1x Rulebook



2x Player Aids



6x Star tiles



18x Planet tiles



12x Megastructure discovery tiles



25x Discovery tiles



22x Decision cards



36x Tech cards



2x Starting cards



8x Objective cards



20x Mission cards



25x Anomaly cards



29x Diplomat cards



1x Assembly Instruction



32x Upgrade tiles



2x Empire boards



16x Diplomacy tokens



12x Empire tokens



12x Influence tokens



99x Miniatures

(47x Units, 14x Buildings, 2x Unrest models, 12x Empire flags, 24x Technology markers, 66x Bases, 90x Plastic sticks)

NEW CONTENT

MORE COMPONENTS

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

RECOMMENDATION: *Beginners.*

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

: SETUP



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

- > Tech cards
- > Diplomat cards (excluding basic spies)
- > Planet tiles
- > Discovery tiles (excluding megastructure tiles)
- > Mission cards
- > Anomaly cards
- > Decision cards (excluding starting sets)
- > Objective cards

MORE AUTOMA PLAYERS

The Stretch Goal expansion adds 2 Automa starting sets. This means that up to 4 Automa players can be added to a game. Remember that the total number of players, including Automa, can't exceed the player limit.

: PLANET DESTRUCTION

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

: FLIPPING A PLANET TILE

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





ADDITIONAL RULES

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

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

BASIC SPIES

With this mechanic, every player starts the game with a basic spy and diplomat. Every empire has its own unique basic spy.

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


: SETUP

During the game setup, when players receive their empire's basic diplomat, they also receive their empire's basic spy, so they start the game with two cards in their diplomat pool.



Basic spy


UNIT UPGRADES

This mechanic allows players to change the properties of their .

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

: COMPONENTS


UPGRADE TILE

Upgrade tiles represent new designs for empires' . After purchase, these tiles are placed on the empire board, covering the old design of the same unit.



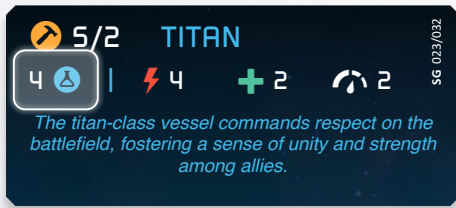
Upgrade tile

: SETUP

Upgrade tiles are divided into 4 types, each representing one type of .



Upgrade tiles prepared for the game



Cost of the upgrade

Sort the upgrade tiles by type, shuffle each set and place it stacked, face down, within reach of all players. Turn the top tile of every stack face up.

:UPGRADING UNITS

As a free action, the active player can purchase one of the revealed upgrade tiles, paying its cost in . After that, the new upgrade tile of the same type is revealed.



Upgrade tile replaced the old design

The purchased tile is placed on the active player's empire board, covering the design of the it corresponds to. From now on, the active player's of that type follow what is shown on the upgrade tile, ignoring what is underneath

IMPORTANT RULES:

- > Upgraded can be upgraded again. In that case, the existing upgrade tile is discarded and replaced by the new tile.
- > At the end of the round, discard the top upgrade tile of each stack. After that, the new upgrade tiles of each type are revealed.

FORGOTTEN STARS

This mechanic adds new star tiles with very unique rules to the game.

RECOMMENDATION: Advanced.

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

:SETUP

During the game setup, when preparing the set of star tiles, remove up to 3 random tiles from the set and replace them with the same number of random star tiles from this box.

Divide megastructure discovery tiles into 3 types, each representing a different type of megastructure, and place them within reach of all players.

:SPECIAL YELLOW STAR

This system has two discovery slots, but and can't be constructed in it. When discovering this system, the active player draws 4 discovery tiles, chooses 2, places them in the **discovery slots**, and shuffles the remaining discovery tiles back into the pile.



Special star tile

:RED STARS

When discovering this system, the active player draws four planet tiles, one of each type.



A star tile with a red star

: NEXUS

This tile represents an ancient structure in disrepair. When this tile is added to the galaxy, draw 3 **nexus discovery tiles** and place them on the tile's empty discovery slots, damaged sides facing up. These may be repaired for various benefits. ⚠️, 🏠 and 🌀 can't be created in this system.



Nexus

: RING WORLD

This tile represents an ancient structure in disrepair. When this tile is added to the galaxy, players draw 2 **ring world discovery tiles** and place them on the tile's empty discovery slots, damaged sides facing up. The central space of the tile works as a planet tile, providing 🌿, 🏠, ⚠️ limits, and 🌟 for the player who owns that system. 🏠 and 🌀 can't be created in this system.



Ring World



Nexus discovery tile — Damaged side



Nexus discovery tile — Repaired side



Ring World discovery tile — Damaged side

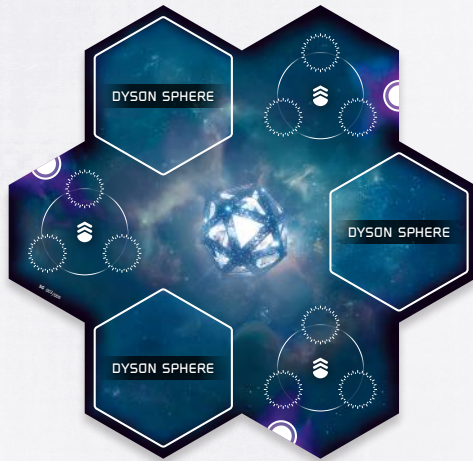


Ring World discovery tile — Repaired side



: DYSON SPHERE

This tile represents an ancient structure in disrepair. When this tile is added to the galaxy, players draw 3 **dyson sphere discovery tiles** and place them on the tile's empty discovery slots, damaged sides facing up. ⚠️, 🏗️ and 🔄 can't be created in this system.



Dyson Sphere



Dyson Sphere discovery tile — Damaged side



Dyson Sphere discovery tile — Repaired side

: MEGASTRUCTURES

The Nexus, Ring World, and Dyson Sphere are known as megastructures. When initially placed, these structures are damaged and don't provide any bonuses. If discovery tiles of the megastructure are repaired, the player who controls (for Nexus and Dyson Sphere) or owns (for Ring World) the system receives bonuses from those tiles.

IMPORTANT: Systems with megastructures aren't treated as systems with white stars.

REPAIRING A MEGASTRUCTURE

Once per turn, a player may repair a single megastructure discovery tile. To do so, they take a free action, pay the tile's repair cost, and flip it to its repaired side.

If the discovery tile is part of a Ring World, the player must own the system it is in to repair it. If the discovery tile is part of a Nexus or Dyson Sphere, the player must control it.



Repair cost

NEUTRAL PIECES STRENGTH VALUE

The following table presents the strength values of neutral pieces added in this expansion. Strength values are used by the Automa to determine whether it has a chance to win a battle or take over another system.

: STRENGTH VALUES

Strength values of 🐛:

Amoeba: 2 strength.

Space Squid 4 strength.

Space Dragon: 6 strength.

Marauder: 3 strength.

Ravager: 4 strength.

THE LIST OF DISCOVERY TILE ICONS



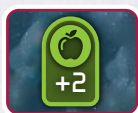
Amoeba: Place an amoeba unit in this system. The fleet that discovered the system can either stay here and fight or perform a retreat move.



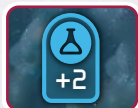
Space Squid: Place a space squid unit in this system. The fleet that discovered the system can either stay here and fight or perform a retreat move.



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



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



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



Lack of Ozone Layer: This system can't have more than 2 in total.



Carnivorous Plants: The first player to colonize this system gains 2 .



Dead Civilization Ruins: The first player to colonize this system gains 2 .



Meteorite Crater: The first player to colonize this system gains 2 .



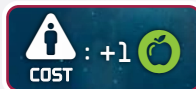
Crashed Trade Fleet: The first player to colonize this system gains 2 .



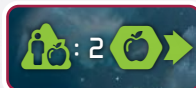
The Garden: When creating in this system, act as if you have terraforming and advanced terraforming.



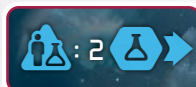
Megastructure: This tile is part of a megastructure. As a free action, players can spend 3 to flip this tile to its "Repaired" side. Only 1 megastructure tile may be repaired like this per turn. That tile must be in a system the player owns (for a Ring World) or controls.



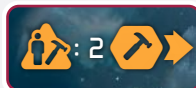
Acid Rain: Creating in this system costs 1 extra .



Rich Atmosphere: in this system generate 2 each instead of 1.



Fast Spin: in this system generate 2 each instead of 1.



Volcanic Eruptions: in this system generate 2 each instead of 1.



Forge World: During , up to 2 pieces can be constructed in this system.



Sentient Fungus: The first player to colonize this system upgrades tier by 1 (to a maximum of 3).



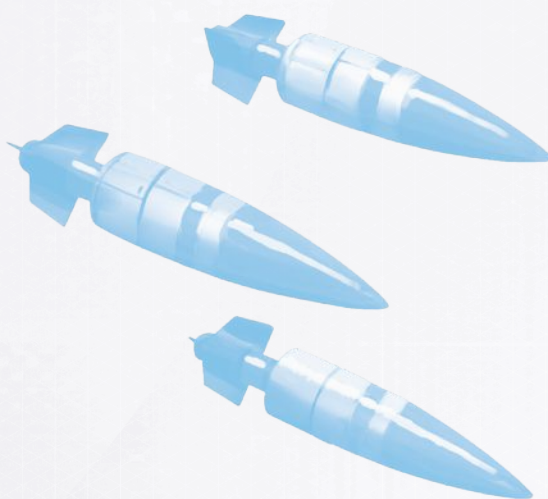
Abnormal Rock Formations: The first player to colonize this system upgrades tier by 1 (to a maximum of 3).



Endless Maze: The first player to colonize this system upgrades tier by 1 (to a maximum of 3).



Ancient Ruins: The first player to colonize this system upgrades tier by 1 (to a maximum of 3).



NEUTRAL PIECES

This section describes all the neutral pieces added to the game in this box.

AMOEBA

COMBAT · Its ⚡ is equal to the number of the current combat round.

REWARD: 2 🧠

⚡ X + 2 🛡️ 1

3+ → 1 ✨



SPACE SQUID

At the end of the round, the owner of this system gains 2 🧠.

REWARD: 3 🧠

⚡ 3 + 3 🛡️ 1

3+ → 1 ✨



SPACE DRAGON

COMBAT · Its ⚡ is equal to the number of the current game round (to a maximum of 5).

REWARD: 4 🧠

⚡ X + 5 🛡️ 1

3+ → 1 ✨



RAVAGER

At the end of the round, remove 1 ⚠️ from this system.

REWARD: 3 🧠

⚡ 4 + 3 🛡️ 1

4+ → 1 ✨



MARAUDER

REWARD: 1 🏠, 1 🧠

⚡ 2 + 2 🛡️ 1

4+ → 1 ✨





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RESOURCES:

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






ACTIONS:

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






POPULATION:

-  Farmer
-  Scientist
-  Worker
-  Population



TECHNOLOGY BRANCHES:

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







FLEET & BUILDINGS:

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

















MAP OBJECTS:

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

ENEMIES:

-  Pirate Raiders
-  Space Eel
-  The Guardian
-  Space Dragon
-  Space Squid
-  Amoeba

OTHER:

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

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