Table of Contents

Our Story So Far...

Welcome, Cadets! Today begins your induction into the proud family that is the Navy of the Terran Defense Force. We will see which of you have the gift to lead, and who will be led. To determine who has the talents to become a Captain, you will participate in our tactical combat simulator, Orion's Spur. Each of you will be Captains in charge of your own fleet and face one another in real-time combat. In addition to our own ships, you will also have a chance to command the fleets of our galactic neighbors and experience what it is like to think like a H'ssuk, Churrap, or Mroo'shen. Prove yourselves competent enough, and one day you may sit in a Captain's chair of your own.

—Command Master Chief,
Roland Balthazar
Fleet Training Command

Introduction

Objective:

Collect 10 victory points (VP) by destroying your opponent's
ships while preventing your own ships from being destroyed.

Number of Players:

2 to 4 players

Game Components:

- 56 Ship Cards (14 per species)
- 180 Tactics Cards (45 per species)
- 4 Reference Cards
- 110 Tokens (30 Shield ⬇ / 30 Hull 🛡 / 30 Energy ☢ / 20 Recruitment 🪙)

56 Ship Cards

4 Reference Cards

180 Tactics Cards

192 Tokens

Figure 1: Game Components

Setup

Building the Decks:

Separate the ship cards and tactics cards into their respective Species Decks.

Each player takes 2 Frigates, 1 Destroyer, and 1 Light Cruiser for their species ship deck to use as their starting fleet. Then, each player shuffles their tactics card deck and draws a hand of 7 cards.

Arranging Your Fleet

Each player's fleet area is divided into 2 rows that can have up to 5 cards each. The ship worth the highest amount of VP goes behind these 2 rows to serve as the flagship. Following the setup below, the Light Cruiser will be the flagship while the remaining ships can be placed in the same or separate rows (see Figure 2). Whether it's during setup or during play, the most ship worth the most VP is always your flagship.
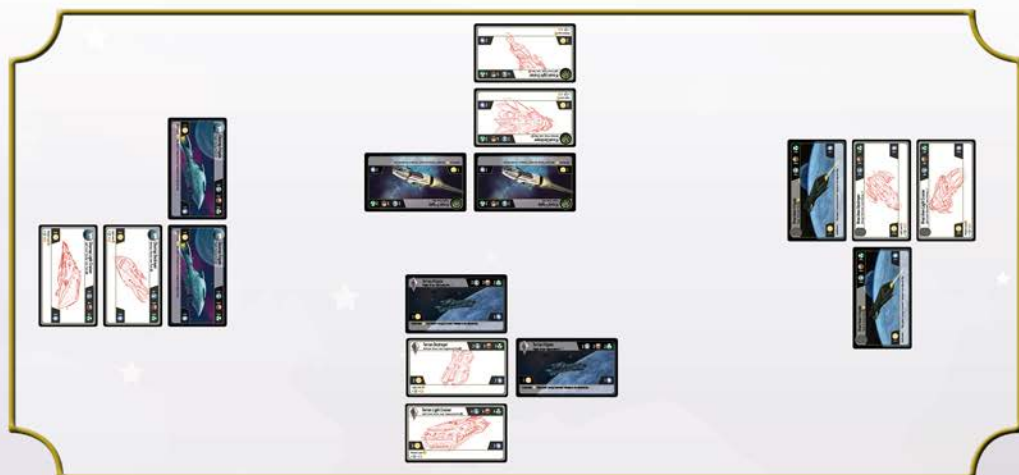

Figure 2: Fleet Area

Figure 3: Flagship Example

Figure 4: Fleet Arrangement

Once the fleets are arranged, add a number of Shield Tokens, Hull Tokens, and Energy Tokens equal to the stats on each ship.

Determine the First Player

Players chose how they determine the first player.

Game Play

Starting with the first player, each player takes 1 Primary Action and an unlimited number of Secondary Actions. Play then continues clockwise.

Primary Actions

Only one primary action can be taken on a player's turn:

- Main Attack Action
- Special Ability Action ⊗ (if available)
- Regroup Action

Main Attack Action

A player chooses a ship to activate and attack an opponent's ship using any attack cards ✴ or attack/reaction cards ⊕ in their hand or their ship's listed weapon if the ship has the necessary energy to fire the weapon. Players can only target ships in the front row of an opponent's fleet unless a card says otherwise.

The attacker declares which opponent's ship will be targeted, which allows the defending player a change to respond with reaction cards ⊕ or ship abilities ⊕. After each player in combat has resolved

their reactions, all ships involved in combat are given their respective damage. The attacking player may trigger another attack with the same ship against the same target or a new target ship if the attacking ship still has enough energy to pay the cost of any additional cards played or the cost of their ship's weapon."

Example: Player 1 activates the frigate in their middle row and chooses to attack Player 2's frigate in the front of their fleet. Player 1 attacks by paying 1 point of energy to fire Ship Missile at the opponent's frigate. Player 2 reacts by retaliating with a Particle Beam and instead of damaging Player 1's ship, Player 2 selects the incoming Ship Missiles as the target and does enough damage to destroy the missiles before damage is dealt.

Damage Dealt

Unless stated otherwise, damage is dealt first to a ship's shield. If a ship's shield points are reduced to 0, any remaining points of damage will be dealt to the ship's hull.

When a ship's hull points are reduced to 0, that ship is destroyed and the opponent who dealt the final blow receives both the ship card that was destroyed and the VP listed on the card.

If a ship was destroyed by its own player or an outside influence, that ship is discarded, and no one receive its victory points.

Evasion

If a card or ability allows a ship to completely avoid damage done, any damage to be done to adjacent ships is also negated.

Extra Damage

If the damage dealt by an attack is greater than the remaining hull points of a targeted ship, that damage does not transfer to another target.

Everything We've Got!

To generate 1 extra point of energy for an attack, a player may choose to overcharge their ship and indicates this by rotating their ship 90 degrees, clockwise.

An overcharged ship cannot use attack ⊛ , reaction ⊕ , attack/reaction ⊕ , special ⊗ , cards or abilities unless otherwise noted on the card or ability.

Breaks in Formation

If a ship is destroyed in combat and there is a ship in the row behind it, that ship is now considered "in front" and is a viable target for an attack. A player may rearrange their fleet when taking the Regroup primary action.

Shield and Hull Attack Cards

Some attack cards ✴ have the ability to do damage to both a ship's shield and hull. If a reaction card or ability ⊕ would cut the damage in half, both the shield and hull damage are individually cut in half and rounded up.

Example: Plasma Cannon's 3 shield damage and 3 hull damage would be reduced to 1.5 shield damage and 1.5 hull damage, which would round up to 2 shield damage and 2 hull damage.

If 1 type of damage can be blocked, the defending player chooses which type of damage to block.

Ship Abilities

Some ships have a basic weapon that can be used during the Main Attack Action. These abilities work just like attack cards ✴ or attack/reaction cards ⊕. They have a cost (usually) and the defending player can react with their own reaction cards or abilities ⊕.

Special Ability Action

Some species have special abilities that can be triggered as a primary action and are listed as a keyword on the ship card with an next to it (i.e., Suppressing Fire , Flock). Special abilities are very powerful and will require all of the energy from the ships using it. The special abilities of each species are listed in the Glossary on page 10.

Example: The Suppressing Fire Special Ability Action requires 1 ship in that player's fleet to spend all of its energy to fire a barrage of weapons at a target ship to prevent the defending player from using reaction cards ⊕. During the same turn when Suppressing Fire is activated, the attacking player can attack with another ship in their fleet normally by paying the cost listed on the attack ✴ or attack/ reaction cards ⊕ and ship abilities.

Regroup Action

During a regroup action action, players have a chance to reset their fleets and restock their cards. A rest action resolves as listed below:

Manage Resources:

Discard any unwanted cards from your hand.

Resupply:

Draw back up to 7 cards. If there are already 7 or more cards in hand, do not draw during this step.

Re-enable and Regenerate:

Re-enable overcharged ships (rotate ship to starting position) to signify that a ship is able to take actions again. Restore each ship's energy to its maximum value unless stated otherwise.

Recruit:

Use recruitment points accumulated on previous turns to call in extra ships from your ship deck. Each ship has a recruitment cost listed on the bottom left of the card. A player may recruit as many ships as possible if they have the recruitment points to purchase it.

Reorganize:

Rearrange your fleet formation while keeping your highest VP value ship in the back as your flagship.

Note: A player taking the regroup action may not use cards or abilities that would cause damage to another player.

Secondary Actions

In addition to a primary action, a player on their turn may play additional cards or use abilities that have the icons below. Secondary Actions may be performed before a primary action.

Available Tactics:

- Draw cards 🟢 let you draw additional tactics cards.

- Repair cards ➕ can repair damage to a ship's shield and/or hull.

- Special cards 🏹 are powerful cards that can turn the tide of battle when played at the right moment.

- Ship/Special abilities (not ✴) are passive abilities that can be triggered as a secondary action or in response to another player's action. Each ship/special ability may only be used once per turn unless stated otherwise.

Revise Tactics

Once per turn, at any point during a player's turn, a player can discard a card in their hand to draw a new card.

Generating Recruitment Points

At the end of every player's turn, a player generates 1 recruitment point to spend during a future regroup action.

End of the Game

The first player to reach 10 or more victory points wins the game.

Glossary

Icons:

⭐ : Attack

🔄 : Reaction

🔄 : ReactionAttack/Reaction

📖 : Draw

➕ : Repair

🌟 : Special

♾️ : Continuous

🌀 : Damage

☢️ : Energy

⭐ : Victory Points

🕐 : Shield

🔄 : Recruitment

🗑️ : Hull

Ship Abilities:

Armored ♾️ : Reduce damage from each attack source (cards, abilities, etc.) by 1. Armored is still in effect if the ship is disabled.

Artillery ♾️ : May attack a target ship 1 row back from the front.

Interference 🔄 : May spend 1 energy to prevent 1 damage to an adjacent ship.

Laser Abilities 🔄 : Light/Medium/Heavy: cost X energy and deal Y damage.

Species Special Abilities:

Bracing 🔄 : Spend any amount of energy to reduce damage equal to the amount of energy spent. Bracing may be used in response to multiple attack sources.

Flock 🌟 : The flag ship must spend 2 energy to activate a ship with the Flock ability. The activated ship attacks as normal. This ability may be repeated for any ship with the Flock ability if the flag ship has the energy to spend.

Ram ✸ : Spend all energy to do hull damage to the target ship equal to the maximum hull value of the attacking ship. The attacking ship takes hull damage to half of its maximum hull value rounded up.

Suppressing Fire ✹ : Spend all energy from 1 ship in your fleet to allow another ship in your fleet to attack a ship 1 row back. Combat proceeds as normal. The suppressed ship is not a valid target.

General Terms:

Adjacent: Cards orthogonal (front, back, left, and right) of the selected card unless specified otherwise on the cards.

Overcharged: An overcharged ship has overspent its energy and cannot react (use ✸, ⟳, ⟲, or ✹ cards or abilities) until it is re-enabled during a regroup action or by the effects of a card or ability.

Card Types:

Attack cards ✸ are weapons that can only be played during a main attack action. They have an energy cost and do damage to other players' ships.

Reaction cards ⟳ can be played on any player's turn, usually in response to an attack on your fleet. Reaction cards can only be played by the ship being attacked.

Attack/Reaction cards ⟲ are weapons that may be played on your turn as traditional attack cards or as reactions to other player's actions.

Draw cards 🂠 let you draw additional tactics cards.

Repair cards ➕ can repair damage to a ship's shield and/or hull.

Special cards ✹ are powerful cards that can turn the tide of battle when played at the right moment. They require no energy to use and are usually immune to reactions.

Variant Rules

Alternate Starting Fleet and/or Victory Points

The starting fleet for all players consists of a number of ships whose total recruitment cost equals X. Players can agree on a starting point total or use the recommended totals in Table 1.

Recommended Point Totals

Recruitment Points	Length of Game
6	Short Game
12	Medium Game
18	Long Game
24	Extended Game

Table 1

Players can also choose to change the default victory condition of 10 VP another value depending on how long of a game all players want. Our recommended alternate VP totals are in Table 2.

Alternate Victory Point Totals

Length of Game	Victory Points
Short Game	5
Regular Game	10
Long Game	15*
Extended Game	20*

Table 2

* It is recommended that all players have a larger starting fleet (See Alternate Starting Fleet)

Alternate Victory Conditions

Collector

Instead of playing for victory points, players may play until a player has collected a set number of ship cards as trophies (i.e., first to 5 ships in their trophy pile). Once a player has the chosen number of ships in their trophy pile, all players total the VP on each card. The player with the most VP is the winner. In the event of a tie, the player with more trophies wins. If there is still a tie, all tied players win.

Last Player Standing

The last player with ships in their fleet is the winner.

Hard Mode

Make any or all of the following changes to the base rules of Orion's Spur for a more challenging session.

- In addition to all energy being regenerated, each ship recovers a single shield point up to their maximum.

- When a player destroys a ship, that player receives half of the recruitment cost of the ship (rounded up) in recruitment points.

- Repair cards may be played on your turn for repair or may be played face down near your fleet. Cards played face down this way do not count towards your hand limit. These cards may be played on your turn as if they were in your hand.

- Discard 6 repair cards for a single recruitment point.

Team Play

While Orion's Spur is set for a free-for-all match up, there are times when some species come together to fight. In the spirit of cooperation, players may choose to set up a 2v2 game. A team represents an alliance of players. On your ally's turn, you may use reaction ⊕ or attack/reaction 🔴 cards or abilities to help defend against an attack. This can only be done by a single ship in your fleet. The reacting ship must expend any necessary energy. The attacking player may react to this attack as normal. During your turn, you may play repair cards on your ally's fleet as well as your own. Allied players have a communal pool of VPs. When the required number of points is collected, all players in that alliance win. All other rules work as written.

The Lore of Orion's Spur

Terran Federation

As space travel technology improved, the humans spread across the Sol system, establishing colonies on as many planets and moons as they could (Mars and Jupiter proved to be quite popular). For the harsher, more hazardous planets, like Venus, humanity turned to genetic engineering. From physical appearance to internal biochemical systems, these genetically altered humans were custom made for the lands they would inhabit.

The Greys of Mars were able to withstand radiation, but the procedure resulted in turning the skin a pale grey color.

The Elves of Venus could breathe the noxious fumes of the atmosphere and withstand Venus' high temperatures.

The Dwarves of Io had the mass to work in low gravity and the strength to perform heavy construction.

The Gnomes of Ceres became known for their small, light frames, allowing them to navigate and confined spaces with ease.

These groups and all who were genetically altered in some fashion became known as Gennies.

Overtime, the humans on Earth began to see the Gennies as no longer being human. Most didn't live on Earth and in some cases, couldn't survive in the Earth's atmosphere without aid. Pure humans or "Earthers" considered themselves better than their genetically altered counterparts and implemented a number of policies reducing the Gennies to second-class citizens. Eventually, this animosity developed into the Republican Civil War.

Beginning with The Revolt on Mars, humans across the entire Sol system were dragged into the conflict resulting in humanity's first stellar war. With billions of lives lost an no end in sight, the Gennie's launched one final assault on Earth itself. Under threat of annihilation, the humans of Earth surrendered. From the conflict emerged a new governing body, the Terran Federation.

In the first Constitutional article, it was declared that all humanoids that could trace their evolutionary chain back to homo sapiens were considered human and had equal rights regardless of physical appearance or home world.

Since the emergence of the Terran Federation, humans, now collectively known as Terrans, have traveled beyond the borders of the Sol system and continue to establish colonies in the nearby solar systems.

H'ssuk Empire

The H'ssuk Empire has been a presence in the galaxy, pre-dating the existence of humans by at least 65 million years. The H'ssuk are a long-lived, lizard-like people whose ability to hibernate allows them to travel much further distances across space. While not as aggressive in their colonization of Orion's Spur, the H'ssuk can be found on many planets and moons furthering their research that they may present their findings to their Emperor and the Imperial Family.

For much of their history, the H'ssuk had a clan-based society where the strongest became the leaders. At times, quick successions of clan leaders and changes in the ruling council resulted in major losses of people and resources. After The Tragedy, the remaining H'ssuk called for a new governing system.

Led by the Red clan, a new government was established based not on strength, but by the virtues of one's clan. The Red clan became known for their wisdom and decision making resulting in them being the leaders of the H'ssuk. Other clans became known for their scientific prowess, their mercantile abilities, and even their strength. Over time, members of their clans began to share one key identifier: their feather color.

By the color of one's feathers, it was easy to determine what skills someone had and where they came from. Eventually, H'ssuk society resembled that of a caste system where a person's feather color determined their career in life. At the top of this society sat those who could trace their lineage back to Red Clan as shown by their red feathers.

The H'ssuk clans have spread across numerous systems in their sector of the galaxy. While not openly hostile, there are occasional skirmishes along their borders; a remnant of their past.

Churrap Hegemony

The Churrap are an aerial species that made their home in the upper altitudes of their home world. With large wings on their backs, the Churrap are masters of the sky. One element that distinguishes the Churrap is the presence of a secondary set of wings on the torso. Smaller than the wings on their backs, this additional set of wings allow the Churrap to steer in the sky with great speed and precision.

From early in their history, the Churrap always strove to soar higher than their ancestors and amongst the stars. This drive is seen in their technological and biological growth. As generation after generation invented what they could to fly higher and higher, it was a genetic mutation that truly launched the Churrap forward in their development. Appearing initially as a single flexible digit, those who had this biological anomaly became highly desirable in society. As millennia past, this digit became two, then three eventually culminating into something akin to a human hand. From there, not even the sky was the limit.

Cooperative in nature, the Churrap tend to favor coordinated assaults; both on the ground and while soaring through space. Being caught between a rock and a hard place is nothing compared to being flocked by a group of Churrap.

Mroo'shen Clans

The open planes and steppes of the Argerus system's third planet are the home of the Mroo'shen Pride Lands. These large, humanoid cats tamed the lands of their home world early in their development. As the centuries passed and the population grew, food and water became scarce. As a result, the Mroo'shen clan leaders implemented policies that gave them greater control over the actions of their peoples.

To be a part of a Mroo'shen clan means working towards the greater good of the Mroo'shen. Those who turned their backs on their clans were branded as criminals. For those who wished to atone for their selfishness, they could become "Menials"; those who performed heavy labor or undesirable tasks and work their way back into good standing with a clan.

Despite their attempts at control, the Mroo'shen home world reached a point where the resources were too scarce to support their population and their cultural pursuits. In response, they set out across the stars and found new worlds to colonize. Bountiful in resources, these worlds allowed the Mroo'shen to continue with their lavish ways of life. Should the resources of these worlds run low, their scouts have already identified future worlds to move to.

www.fieroinitiative.com

Art that POPS!

www.peterpopartagency.com