

FLEETS OF ORION

A sci-fi wargame by Bobby Goodman III - based on Command & Colors by Richard Borg - Version 10.5.2025

"I've seen things you people wouldn't believe. Attack ships on fire off the shoulder of Orion. I watched C-beams glitter in the dark near the Tannhäuser Gate." --Roy Batty in Blade Runner

Material Needed: Colored ships (from Twilight Imperium), custom cards, six-sided dice, hex map (entire map shaped like a hexagon, 9 hexes from center to edge), 3 colors of Mining tokens (or tokens from Rocketmen: Axis of Evil), a bag, tokens or figures to represent asteroids, nebulae, and space stations.

Fleets, Squadrons, Units, and Figures: All the ships of a single color are a fleet. Each fleet contains 7 types of units--War Suns x2, Dreadnaughts x5, Carriers x4, Cruisers x4, Bombers x4, Fighters x3, Interceptors x2. Each hex on the map can only be occupied by a single unit, but units may contain more than one figure. The Fighters and Interceptors get 3 figures per unit, Bombers and Cruisers have 2 figures, and War Suns, Dreadnaughts, Carriers have only 1 figure. Bomber, Fighters, Interceptors are designated as Squadrons, indicating they can be launched by Carriers or War Suns.

Setup:

- Each player takes a Command deck, a set of colored ships, and a Fleet Sheet. Place all your ships in the indicated spots on your Fleet Sheet. These ships are in your Reserves until placed on the map.
- Set up the map as indicated by the scenario.
- Mix up the Mining tokens in a bag for drawing from.
- Roll to see who will take the first turn.
- Shuffle your Command deck and draw your starting hand of 3 cards.

Object of the Game: Gain the most Victory Points (VP) by destroying enemy figures and completing objectives.

Turns: On your turn, you play and resolve one Command card.

Command Cards: There are two types of Command Cards--Unit cards and Operation cards. Unit cards let you choose one of the pictured units to activate and a set of actions for that unit. Each shaded row lists a different option you can choose. Below that will be any Special Abilities for the unit. Alternately, you ignore the actions and abilities on the Unit card and instead deploy a new unit of that type. If you ever have a Unit Command card in your hand for a unit you cannot activate or deploy, then immediately discard it and draw a replacement. Operations cards only contain text. They generally allow you to deploy a unit of your choice, or to complete the actions described on the card. Regardless of which type of Command card you play, at the end of your turn, draw another Command card to replace it. (If your deck runs out, reshuffle your discards.)

Moving: The Command card you chose will indicate how many hexes a unit can move. Movement must be completed before attacking, and a unit can always choose not to move or to move less hexes than indicated. Only one unit can occupy a hex at the end of a turn. Units may pass through friendly units, but not enemy units.

Attacking: After moving, the activated unit usually gets to attack an enemy. The Command card tells what type of attack it is and how many battle dice to roll. There are 3 types of attacks--Guns, Missiles, and Beams. Gun attacks can only target adjacent units. Missile attacks can hit a unit up to 2 hexes away, and can pass through occupied hexes. Beam attacks target all units (enemy and friendly) in a straight line of 3 hexes extending from the attacker. Missile and Beam attacks require line-of-sight.

To resolve the battle, roll the battle dice and consult the table below. Always apply lower numbers first, so Hit results happen before Retreats. For each Hit, the attacker removes a figure from the target unit, keeping the figure for Victory Points. For each Retreat rolled, the defender returns one figure from the defending unit to his Reserves. For a Beam attack, Hits and Retreats are applied to the first unit in line, with extra results passing to the next units until they are all applied.

Attack Roll Results

1 = Hits all units.

2 = Hits all units except War Suns and Dreadnaughts.

3 = Hits only Squadrons (Fighters, Bombers, & Interceptors).

4 = Activate Special Ability.

5 = Miss.

6 = Retreat.

Hitting on 4s: Some units resolve their Special Ability when they roll a 4 in battle:

- **Fighters:** Hits unless both the attacker and defender are in deep space (hexes without any terrain or objective).
- **Bombers:** Hits if attacking Cruisers, Carriers, or Dreadnaughts.
- **Dreadnaught:** This unit may reroll this dice. (If a 4 is rolled again, it is a Miss.)
- **War Suns:** Hits against everything except other War Suns.

Line of Sight: For Missile and Beam attacks, other units do not block line-of-sight, but certain types of terrain do (like Asteroid Fields or Nebulae). The line-of-sight cannot pass completely through a blocked hex, but you may fire into or out of the hex.

Pursue & Overrun: If, as the result of an attack, a unit causes all the figures of an adjacent enemy unit to vacate its hex (either by Hits or Retreats), the unit may Pursue (move into that hex after battle). If the attacker is an Interceptor using its Unit Command card, it may instead Overrun (move into that hex after battle and battle again using the same amount of dice). After an Overrun attack, an Interceptor may still Pursue.

Launching Squadrons: After moving and attacking, Carriers or War Suns may choose to launch a Squadron from your Reserves into an empty adjacent hex. Launched Squadrons must have their full complement of figures, unless you do not have enough figures in your entire fleet (in play and in Reserves) to form a full Squadron.

Recovering Squadrons: A Carrier or War Sun may move into a hex containing a friendly Squadron, returning this Squadron to your Reserves.

War Sun Rules: These massive ships are the most powerful weapon in your arsenal.

- **Rolling 4s:** When a War Sun rolls a 4, it counts as a Hit against anything except another War Sun.
- **Damaging War Suns:** War Suns can only be Hit by rolls of 1. (Results of 6 and 4 against it always count as Misses.) Additionally, Squadrons must roll two 1s on the same attack to destroy a War Sun.
- **Deploy Cost:** To deploy a War Sun, you must pay 1 Titanium, 1 Newtonium, 1 Carbon-7 unless you control the Space Palace or a War Sun Factory.

Deploying Units: When you play a Command card, instead of using it to activate a unit, you may instead deploy a unit of that type from your Reserves. Deployed units must have their full complement of figures, unless you do not have enough figures in your entire fleet (in play and in Reserves) to form a full unit. Where a newly deployed unit can be placed depends whether the scenario allows Star Gate, Jump Lane, or Station Side deployment.

- **Star Gate:** Newly deployed units can be placed in any Deep Space hex that is 4 or more hexes away from any Objective.
- **Jump Lane:** Choose one of the six corners of the map. Roll 2 six-sided dice. The chosen corner is a 7. Count down either to the left or count up to the right to find the "lane" your ship must enter on. The newly deployed unit can be placed in any Deep Space hex in that lane.
- **Station Side:** Newly deployed units can be placed in any hex adjacent to a space station that the scenario designates for that purpose, or in that station's hex.

Terrain:

- **Deep Space:** These hexes contain just empty space. Unless otherwise noted, all hexes on the map that contain no other terrain, objectives, or space stations are Deep Space hexes.
- **Star:** This hex is impassable and blocks line-of-sight.
- **Asteroid Fields:** These hexes represent a large amount of rocks floating in this region of space. Traversing an Asteroid Field is difficult for all but fast, moving nimble vessels, so any non-Squadron unit that enters an Asteroid Field hex must end its movement. Asteroids Fields block line-of-sight. Units in an Asteroid Field hex treat Retreats rolled against them as Misses.
- **Nebulae:** These hexes represent thick clouds of dust, often made more difficult by swirling eddies and high pressure zones. Large vessels with heavy armor are undaunted by these clouds, but the friction and turbulence caused by these particles against fast movers means any Squadron unit that enters a Nebula hex must end its movement. Nebulae block line-of-sight. Units in a Nebula hex treat Retreats rolled against them as Misses.

Mining: Instead of attacking, a ship that occupies an Asteroid Field or Nebula may do a Mining action. The mining player draws a token from the bag for each dice he would have rolled if he attacked. He then keeps one of the tokens and returns the rest to the bag. Mining tokens can be discarded for the effects below. You can discard multiple tokens at the same time and the effects are additive.

- **Titanium:** Discard before your attack roll. This unit rolls +1 attack dice for this attack.
- **Carbon-7:** Discard during your turn to move one friendly unit one hex.
- **Newtonium:** Discard after you survive an attack from an adjacent unit. Immediately counterattack that unit with Guns 1.

Objectives: These are hexes that contain something of import that grants Victory Points or bonuses if captured. When your ships occupy an objective, drop a Flag there to show you control it. Your ships may leave the hex and you still control the objective, however, you lose control if an enemy unit moves onto the hex.

- **Mining Station:** Must be on an Asteroid Field or Nebula hex. The owner of this hex may draw once from the Mining bag for free at the end of his turn.
- **Hangar:** This space station allows the owner to use Station Side deployment at this space station.
- **War Sun Factory:** The owner of this space station can spawn War Suns without spending Mining tokens.
- **Space Palace:** Counts as a War Sun Factory. Additionally, at the end of your turn, you must give a figure from your Reserves to the owner of the Space Palace as a Victory Point.

SCENARIOS

Reduced Forces Rule: If you are playing a 3-player game, each player must remove 1 Carrier and 2 Dreadnaughts in their Reserves from the game. If you are playing a 4-player game, remove the same units for a 3-player game plus 1 Cruiser unit and 1 Bomber unit.

Battle for the Space Palace!

The emperor of the galaxy is dead. Rival factions compete for the throne. Fleets of giant starships clash in the dark of space. If you can hold the giant Space Palace at the center of the empire, the galaxy will be yours to rule.

Players: 2-4

Map: Place the Space Palace in the center of the map. Taking turns, players each add an Asteroid Field and Nebula to the map. They must be placed at least 1 hex away from any other terrain or objective.

Initial Forces: Taking turns, each player places 1 unit of each type (except War Suns) 4 or more hexes from the Space Palace. Units may be placed into Asteroid Fields or Nebula.

Space Palace: The owner of the Space Palace can spawn War Suns without spending Mining tokens. Additionally, at the end of your turn, you must give a figure from your Reserves to the owner of the Space Palace as a Victory Point.

War Sun Limit: You may only have 1 War Sun in play at a time.

Deployment - Star Gate: Units deployed by card play can be placed in any Deep Space hex that is 4 or more hexes away from the Space Palace.

Victory: At the end of your turn, if you cannot give a figure to the player that holds the Space Palace (because you have no more figures in your Reserve), the game ends immediately. Count up the number of enemy figures you have as Victory Points. The player with the most Victory Points wins. The player who holds the Space Palace wins ties.

Broken Peace!

The diplomats have failed. War breaks out without warning. What was once a peaceful, shared mining endeavor becomes the location of the war's first battle.

Players: 2-3

Map: Taking turns with the other players, choose a corner of the map and place a Mining Station of your color 4 hexes from the chosen corner, counting toward the center. Use each corner only once. This should place 6 stations equidistantly around the map. Then, taking turns, add an Asteroid Field or Nebula under your station. Place a Star in the center of the map.

Initial Forces: Taking turns, each player places 1 unit of each type (except War Suns) adjacent to or on their Mining stations. Units may be placed into Asteroid Fields or Nebula.

Mining Stations: For each Mining Station your own, you may draw once from the Mining bag for free at the end of your turn. If an enemy unit moves onto your Mining Station it is automatically destroyed and the enemy earns +3 Victory Points (keep the Mining Station figure to track this).

War Sun Limit: You may only have 1 War Sun in play at a time.

Deployment - Station Side: Units deployed by card play can be placed on or adjacent to your Mining Stations.

Victory: The game ends when any player has all their Mining Stations destroyed. The player with the most Victory Points wins.

Distress Signal!

A War Sun has been disabled by an enemy ambush. Your ships scramble to save it.

Players: 2

Map: Place a Star in the center of the map. Taking turns, the players add all the Asteroids and Nebulea to the map. They must be placed at least 1 hex away from any other terrain.

Initial Forces: The defender places a War Sun adjacent to the Star. The attacker places 2 Fighter units adjacent to the Star but not adjacent to the War Sun. The attacker also places a Carrier with 4 hexes of the Star.

Damaged War Sun: The defender's initial War Sun can only Move or Beam when activated, not both. The defender can spend 2 Mining tokens of different types during his turn to repair this damage.

Deployment - Jump Lane: To deploy a new unit by card play, choose one of the six corners of the map. Roll 2 six-sided dice. The chosen corner is a 7. Count down either to the left or count up to the right to find the "lane" your ship must enter on. The newly deployed unit can be placed in any Deep Space hex in that lane.

Victory: The game ends if the defender's initial War Sun is destroyed or if it exits the map. The side that accomplished its goal earns +5 VP. The player with the most Victory Points wins.