

Blazing Steel
proto

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Chapter 1

Rules

1.1 Game Structure

Blazing Steel is played in rounds, each of which is composed of one or more turns. In each turn, both players activate a Warmech and perform actions with it. The round ends when all active Warmechs have started cooling or have overheated. The Start and End Phases are only for book-keeping purposes, checking objectives and resetting game state.

Round Sequence

1. Start Phase
2. Combat Phase
3. End Phase

Turn Sequence

1. Lead Player chooses active Warmech
2. Lead Player chooses action one
3. Following Player chooses active Warmech
4. Resolve action 1 (It may not contact enemy Warmechs.)
5. Lead Player chooses action two
6. Following Player chooses action two
7. Resolve action 2
8. Add Heat

Any Warmech that is not:

- Overheated
- Cooling

can be chosen as a player's active Warmech.

1.2 Leading vs Following Turn

One player is always the Leading Player while the other is the Following Player. The Leading Player picks Warmech and action first. Any offensive action declared by the Following Player can only target the active Warmech of the Leading Player. After every turn, swap Leading and Active Player.

1.3 Actions

When an Warmech is picked as an Active Warmech, it may perform two actions from the following list:

| | |
|--------|---------|
| Move | Sprint |
| Jump | Special |
| Shoot | Reload |
| Charge | Strike |
| | Cool |

Note that unless specified otherwise, descriptions of action effects are all carried out during a resolution step, not at declaration.

1.3.1 Move

The Warmech moves up to it's Movement value in any direction. It may rotate up to 90 degrees. It may not contact enemy Warmechs.

Allows the Titan to use Dodge dice during this action resolution.

1.3.2 Sprint

The Warmech moves up to it's Movement value plus its Sprint value in any direction. It may rotate up to 45 degrees. It may not contact enemy Warmechs.

Allows the Warmech to use Dodge dice during this action resolution.

Generates 1 Heat. It may not contact enemy Warmechs.

1.3.3 Jump

The Warmech moves up to it's Jump value in any direction, freely moving over any obstacles. It may rotate up to 90 degrees. May end in contact with Enemy Warmechs.

Allows the Warmech to use Dodge dice during this action resolution.

Generates 2 Heat.

1.3.4 Special

Special actions are a catch all description for actions conferred by peripheral equipment or for interacting with scenario objectives. Each will have its own individually given rules.

1.3.5 Shoot

During Declaration, the Warmech selects a weapon with remaining ammunition charges and an eligible target. During Resolution the selected weapon is fired at the target. See the Shooting section for more details.

Generates 1 Heat.

Offensive action.

Targeting Limitations

Arm mounted weapons may fire at targets in the front arc, or within their own side arc.

Core mounted weapons may fire at targets in the front arc only.

Shoulder mounted weapons may fire at targets in the front and side arcs.

1.3.6 Reload

All weapons the Warmech are equipped with reload all ammunition charges.

1.3.7 Charge

During declaration the Warmech declares a target within front arc and Move distance. During Resolution the Warmech moves into base contact and makes a Strike attack against the target.

Offensive Action.

Generates 1 heat.

1.3.8 Strike

During declaration the Warmech declares a target in front or side arc that it is in base contact with. At resolution the Warmech makes a strike attack against the target.

Offensive Action.

Generates 1 heat.

1.3.9 Cool

When a Warmech declares the cool action, it cannot perform a second action this turn. It enters the Cooling state and cannot activate again this round. It does not perform an overheat check at the end of the turn in which it starts Cooling.

1.4 Action Resolution Timing

During resolution steps actions taken by the two active Titans resolve simultaneously. Offensive actions may choose any point along the movement of an Enemy Titan to target it for range and line of sight purposes. If two movement actions are selected, the leading player chooses the order of resolution.

1.5 Rolling Engagements

When two Warmechs target each other with offensive actions or when a Warmech targets a Titan with Defense dice, and engagement roll takes place.

Both titans roll all dice (D6) they are allowed to by the weapon or defensive ability. Each die that is equal to or less than the Target Number (TN) of the roll is a effective die. Each die that is greater than the TN of the roll is an ineffective die.

Each Warmech determines it's roll total:

- Highest effective die
- +1 for each other effective die.

The Warmech with a higher roll total wins the engagement. If both Warmech have the same roll total, the result is a tie. The margin of success (MOS) of the winner is equal to the roll total of the winner minus the roll total of the loser.

1.6 Heat

Warmechs accumulate heat as a byproduct of performing actions. Tally the total heat generated by a Warmech during its activation. At the end of each turn, each Warmech rolls 1D6 per heat generated. After rolling, starting with lowest dice to highest, any pairs of the same die value are combined into one die of the next higher value. Do not combine pairs of 6s. After combination, if there are two or more 6s, the Warmech overheats, and cannot activate next round.

Heat dice remain on a Warmech until the end of the round, when they are reset to zero.

1.6.1 Improved Heat Sinks

Warmechs with improved heat sinks automatically remove any rolled heat die of a 1.

1.7 Shooting

When a Warmech uses a shooting action, it fires a weapon. Weapons have:

- Range : The ideal range of the weapon
- ROF : How many shots/dice the weapon rolls.
- Impact : The penalty to enemy TN the weapon causes.
- Ammo : the number of ammunition charges the weapon has, ie how many times it can be fired before reloading. Weapons with 'X' ammo value do not use ammo and do not need to be reloaded.

The TN required for shooting starts at 6 and can be reduced by:

- 1 if target in cover
 - *If the target was in cover at any point along a movement path, it claims the cover penalty.*
- 1 if target beyond weapon range

- If target within ideal weapon range at any point along movement path, this penalty does not apply
- 1 for each enemy point of impact targeting this Warmech

Roll a die for each shot. If a Warmech wins an engagement it deals 1 hit for each MOS it won by, up to the ROF of the weapon. In order to land hits, a shooting Warmech must have at least 1 effective die.

In case of a tie between two shooting Warmechs, both land a single hit.

1.8 Striking

strikes may be performed by a Warmech that was in base contact with an enemy Warmech at any time during resolution.

A striking Warmech rolls one die, plus one for each melee weapon it is equipped with. TN is based on a comparison of the Melee values of the combatants, Self (S) vs Target (T):

| | |
|-------|---|
| S > T | 6 |
| S = T | 5 |
| S < T | 4 |

1.9 Dodge

Each Warmech starts the round with 2 dodge dice. When a Warmech is performing a move action it may gains defense dice for each remaining dodge die it has. The TN for dodging is the dodge value of the Warmech.

After the resolution of an offensive roll against dodge, any dodge that that have the same value as one or more offensive dice are removed for the rest of the round.

All dodge dice regenerate at the end of the round.

1.10 Damage

When a Warmech is hit, multiply the total number of hits by the damage of the weapon and roll that many dice.

If the Armor Piercing (AP) value of the weapon is less than the Armor value of the Warmech, the Warmech may mitigate damage with armor. Each die that is equal to or less than the Armor value prevents one damage. A roll of a 1 always prevents damage, even if $AP \geq$ Armor. Apply any unsaved damage to structure. If a Warmechs structure reaches 0, it is destroyed.

When rolling for armor, if two or more dice rolled have the same value, apply a crippling damage result:

1. **Armor:** The Armor value of the Warmech is reduced to 1.
2. **Targeting:** Reduce TN for all offensive rolls by 1.
3. **Locomotion (R):** Reduce movement by 50%, rounded down. Reduce dodge by 1. Turning to the right reduced by 45d.

4. **Locomotion (L)**: Reduce movement by 50%, rounded down. Reduce dodge by 1. Turning to the left reduced by 45d.
5. **Weapon (R)**: One weapon in the right arm destroyed, chosen by owner of the Warmech.
6. **Weapon (L)**: One weapon in the left armor destroyed, chosen by owner of the Warmech.

Any crippling result rolled can be substituted with the destruction of a peripheral system. If a result that has already been applied a Warmechs structure reaches 0, it is destroyed.

d is rolled again, deal 1 additional damage instead. If a Warmechs structure reaches 0, it is destroyed. If a Warmechs structure reaches 0, it is destroyed.

destroyed.

1.10.1 Flanking

When a Warmech is hit by an enemy entirely within its side arc, effective armor value against that hit is reduced by 1 (to a minimum of 1).

When a Warmech is hit by an enemy with a majority of its base in its rear arc, effective armor value against that hit is reduced by 2 (to a minimum of 1).

1.11 Spotting

When a Warmech is within 12" of an enemy Warmech and has line of sight to it, it is spotting the target.

Chapter 2

Forces

Warmech designs start by picking a chassis. Warmechs can assign weapons and peripherals to hardpoints. Each option taken adds one point.

- l - left arm
- r - right arm
- c - core
- p - peripheral

Chassis with a a number in their hardpoint description can only take that many options.

2.1 Warmechs

| Type | Move / Sprint / Jump | Dodge | Melee | Armor | Structure | Points | Hardpoints |
|--------------|----------------------|-------|-------|-------|-----------|--------|------------|
| Light | 6/4/6 | 5 | 1 | 2 | 4 | 4 | lrcp(3) |
| Medium | 4/4/4 | 4 | 1 | 3 | 6 | 6 | lrcp |
| Heavy* | 4/2/4 | 4 | 1 | 4 | 8 | 10 | llrcp(5) |
| Super Heavy* | 3/3/4 | 3 | 1 | 5 | 9 | 18 | llrcp |

* Heavy and Superheavy Warmechs have improved heat sinks.

2.1.1 Locomotion Types

Bipedal

- +1 Melee
- Disabled when both legs are crippled.

Quadruped

Gains a special 'fortify' action which boosts the benefit of cover to a -2 penalty until the next time the Warmech moves.

Tracked

+2" sprint speed

2.2 Weapons

2.2.1 Ranged

| Weapon | Range | ROF | Impact | Damage | AP | Ammo | Special |
|----------------------|-------|-----|--------|--------|----|------|----------------------------|
| Auto cannon | 18" | 2 | 1 | 1 | 2 | 2 | |
| Rotary Cannon | 12" | 3 | 0 | 1 | 1 | X | |
| Howitzer | 24" | 1 | 1 | 2 | 3 | 2 | Indirect |
| Shotcannon | 12" | 2 | 2 | 2 | 3 | 2 | Short |
| Railgun | 30" | 1 | 1 | 1 | 5 | 1 | |
| Submunition Launcher | 12" | 1 | 1 | 2 | 2 | X | Flak, Short |
| Laser | 30" | 2 | 0 | 1 | 3 | X | Energy |
| Particle Cannon | 18" | 1 | 0 | 2 | 4 | X | Energy, Overcharge |
| Rocket Pod | 12" | 2 | 1 | 2 | 3 | 1 | Munition |
| Missile Launcher | 36" | 1 | 0 | 3 | 4 | 1 | Guided, Munition, Indirect |

Indirect

This weapon ignores the TN penalty of cover and can fire at targets out of line of sight provided that a friendly Warmech is spotting the target.

Short

This weapon cannot be used outside of ideal range.

Flak

A Warmech with flak weapons may use them as a special action if itself or a friendly Warmech within 4" and line of sight is targeted by a Munition weapon. For each functional Flak system on the Warmech, roll 1 defensive die with a TN of 5.

Energy

If a Warmech fires two weapons with the energy trait in the same turn, generate an additional heat.

Overcharge

When a Warmech has a heat die of value 6, its Overcharge weapons have +1 damage.

Munition

This weapon is vulnerable to flak intercept. Cannot be manually reloaded by reload action, only by end of round.

Guided

Can only be fired if the target is spotted. Cannot be dodged and ignores cover penalties.

2.2.2 Melee

Damage/AP

| Weight | AP | Damage |
|--------|----|--------|
| L | 1 | 1 |
| M | 2 | 2 |
| H | 3 | 2 |
| SH | 4 | 3 |

If a Warmech is armed with a melee weapon, increase AP and Damage by 1.

Melee Value

For each Melee weapon a Warmech has, increase Melee value by 1.

2.3 Peripherals

All are peripheral systems.

Targeting Scope

When this Warmech is spotting a target, other friendly Warmechs ignore up to one shooting TN penalty on that target.

Combat Gyros

Increase melee value by 1.

Booster Jets

Increase Jump Distance by 2". While resolving Jump, generate 1 bonus Dodge die.

Agility Suite

+1 Dodge value.

Coolant Rods

Once per round, ignore all heat generated in one turn. The next time this Warmech activates this round it cannot take heat generating actions.

Smoke Canisters

Once per round this Warmech may launch smoke canisters as a special action. All effective shooting dice targeting this Warmech this turn must be rerolled.

Optical Camo

While this mech has 0 heat dice, a 2 TN penalty is applied to all shooting dice targeting it.

Extended Magazine

Choose one weapon with an ammo count and increase its ammo count by 1.

Chapter 3

Scenario

3.1 Deployment

Alternate placing Warmechs on the table edge. Then players alternate making two moves with each Warmech.

3.2 Objectives

Equalized killpoints.

1 VP for each Warmech that ends a round in enemy deployment zone (12").

1 VP if you alone hold the hill at end of round (2")