

HEATED STEEL

# USER MANUAL

VER 1.0

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\*Some text in the manual has been highlighted for quick reference.

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# NOTICE

**Thank you for your service** in piloting the MK9 “Beefy Daddy” mech suit and the E1337 “Momma Hawk” support drone. This manual contains all operational procedures that will **allow you to efficiently engage against any opponent**. Please study and understand all rules before play begins.

The International Defense of Extraterrestrial Activity has uncovered that violent alien life may be inbound for Earth. To combat these creatures, who are estimated to be at least 80 feet tall, we have created these two bipedal tanks. It is imperative that we test these weapons to ensure efficiency before mass production. The city has been evacuated so that we can get the most accurate results without casualties.



Your task is simple. You will battle your fellow pilots until either mech has been damaged to a 33% threshold. We have a stock of drones and both mechs have sufficient safety measures, so please be as ruthless as possible.

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## ENTERING THE BATTLEFIELD

Have **pilots pick pairs**, then **sit next to each other at opposite sides of a table**. Unfold the game board so that **the river divides both sides evenly**. Decide who will be piloting the mech for combat, and the drone for support. Make sure that **similar pilots are sitting across from each other**. All players place dividers in front of them.

The **mech card deck** (orange) should be **placed next to the board on the mech pilot's side**. The corresponding pilots should **draw 5 cards from the deck each** and hide them

behind their divider. The **drone pilots must do the exact same thing** for their side, their cards being green.

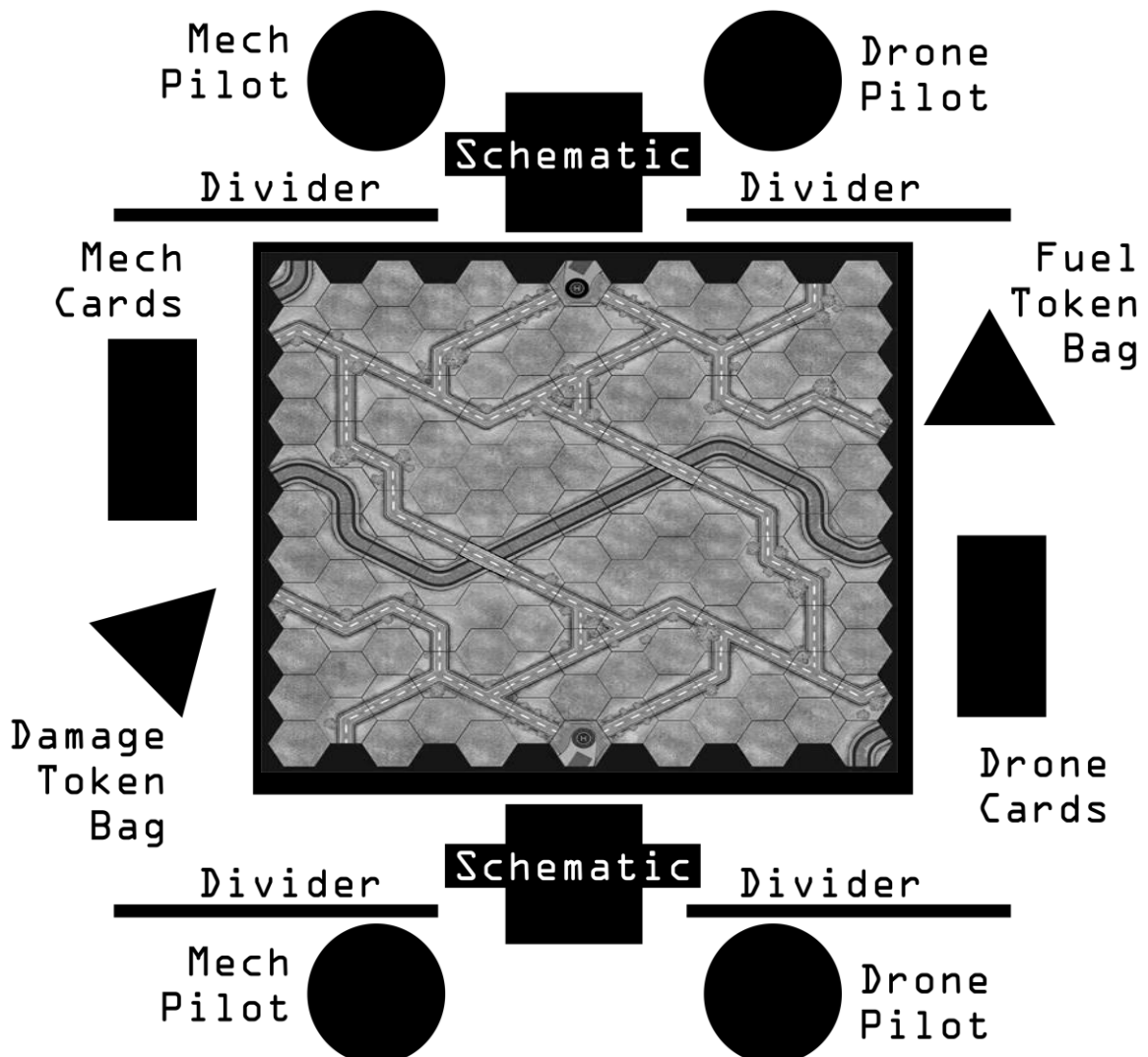
All pilots must **take one of each movement card** (blue).

**Place the schematic for each mech and drone in an easily accessible place, as well as the sack of fuel tokens and damage tokens.**

**Place building pieces** in any of the **green spots** on the board, with **5 on each side**. Place **5 supply trucks** on **each side of the board** on **any road spaces**.

Place the **drone at the home base** plate. Place the **Mech** in any spot next to the **home base** plate. All players take **5 fuel** tokens out of the bag.

## EXAMPLE



# THE GAME MECHANICS

As you can see on your cards, there are fuel costs. **Fuel is what powers all mech and drone cards in the game.** The **only cards** that **do not require fuel**, are **movement**.

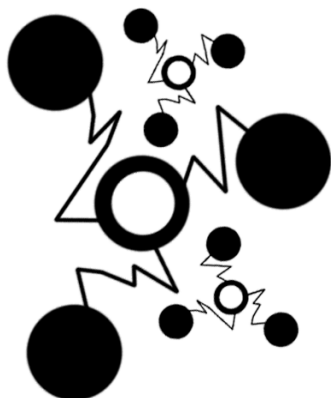
The game cycles through **3 phases**. The **first phase** is the **movement phase**, which does not require any fuel. All **players can move twice** each round. **Everyone must hold up their move cards at the same time** to show their movement. If a player moves the **same direction twice**, they must hold up the **double card** along with the direction. Players can **choose to only move once or not at all**. **Mechs and Drones can never occupy the same space or pass over each other**. **Pilots cannot pass through buildings**. If **two pilots land on the same space**, roll the **red numbered die**; the **highest number takes the spot**, and the other lands next to them. **Ties are not accepted**.

The **second phase** is the **drone phase**. At this time the **drone pilots** may **use any card** in their hand **if they have enough fuel**. Once a **card is used**, it is **discarded** along with the **fuel** to use it.

The **last phase** is the **mech phase**, which follows the **exact same rules as the previous**. If the mech pilot has any cards to play, he can do so this turn. **After the mech pilots have placed their cards**, the **movement phase starts again**. This cycle completes until **3 mech parts** are destroyed.

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## FUEL



Fuel is what powers your cards. **All pilots start the game with 5 fuel tokens**. To receive more, the drone must **end their movement phase on spaces occupied by supply trucks**. When a drone lands on a supply truck, the **drone receives 5 fuel tokens** and the **truck must be placed on the**

**other side** of the river, **on any road the player chooses**. Any drone can walk through supply trucks, and mechs can land on them at the end of their turn, but cannot take them.

**Mechs cannot pick up fuel**. Thus, it is the drones job to supply fuel to the Mech. It is the drone pilot's choice how much to give and when to give it.

To give fuel to the mech, the **drone must be one space next to the mech during the drone phase**. Note that **no pilots can hold more than 15 fuel** at once.

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## CARDS

**A full hand for both pilots is 5 cards.**

Cards are received differently for mechs and drones. **For a mech to receive a new card, they must smash a building**. To smash a building, simply **land on the space occupied by a building at the end of movement phase**. Take the building off the board and take a card from the mech deck.

**If both mechs land on the same building, roll the red numbered die**. The highest number takes the building, and the other lands next to it. Ties are not accepted.

**Drones get one card for every movement phase ended while occupying either home base.**

**If any pilot takes a card with a full hand they must discard one they hold.**

During both the mech or drone phase, **a player can only use a maximum of two cards.**



Cards have all different effects and special abilities. Remember the order of phases and plan your moves carefully. Talk with your teammate to decide on the best strategy.

**When there are no longer any cards left, reshuffle the used cards into a fresh deck.**

# COMBAT

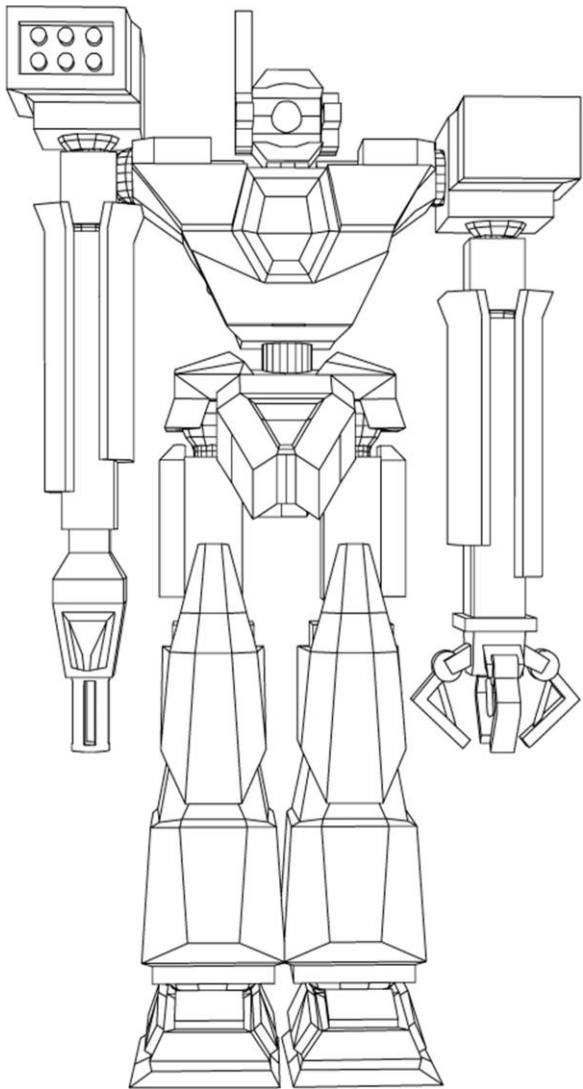
The winning condition of the game is to **destroy 3 parts of the enemy mech**. Each mech contains **5 parts**, the head, chest, right arm, left arm, and legs.

Both offensive mech and drone **cards typically hit for random damage**. When this type of card is used, the pilot must roll a die to see what part is hit on the enemy.

**When attacking a mech for random damage, use the rainbow die**. The dice consists of all parts, with the **6<sup>th</sup> side being a miss**. If a pilot rolls this, their attack does nothing.

Whatever **damage amount** the player has received, must be **indicated on the blueprint with damage tokens**. When a part reaches **6 or more damage tokens**, it is destroyed. It cannot receive repairs or be brought back into the game.

**You may also target drones with offensive cards**. When attacking drones, **roll the green and red die**. Drones are **destroyed with a successful (green) roll**. **When a drone is destroyed, it loses all the fuel it is carrying and returns to the home base it started at.**





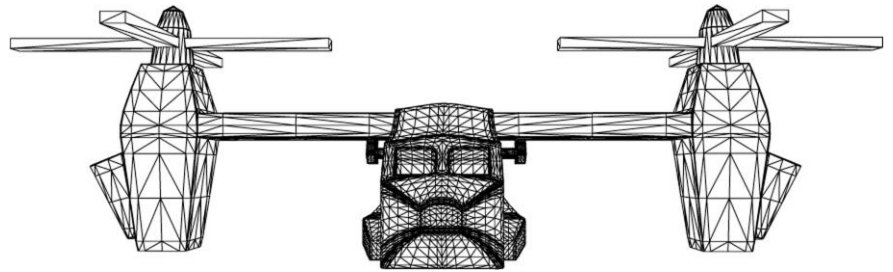
# MECHS

Mechs are the offensive powerhouses and are the key to winning. Mechs have infinite range, but they are limited to the angle they may attack. You will notice the map is filled with hexagonal spaces. At any time, you are surrounded by 6 spaces around you. **As long as the enemy is lined up within any of those 6 directions, you can attack.** However, **buildings always block attacks unless stated otherwise. Attacks do not destroy buildings unless stated otherwise.**

There are also **defensive cards, called Evasive Action.** These cards **can be used at the end of the mech phase, as long as they only used one other card.** This **negates only one attack the player received** that round. The **opponent cannot “undo”** or take back attack cards after they are placed.

# DRONES

Drones are the life support of their larger comrade. Their **purpose is to keep their mech alive at all costs.** This is achieved through strategic use of their cards.



Most drone cards are repairs. **To repair, simply move to any space next to the mech; you will then be able to use a repair card during the drone phase.**

**Drones may also rebuild buildings. For 5 fuel, a drone can build a building (as long as there is one available on the table to use) on any green space.** This action can be **done during the drone phase, and the pilot must be next to the space they want to build on at the end of the movement phase.**

Remember: **Only drones can pick up fuel** (from supply trucks). Be sure to give your partner a sufficient supply at all times.

# TEAMWORK

The last, and most important part of the game is teamwork. Make it a habit to plan a couple phases ahead with your partner. Always examine the board carefully, as well as your cards and fuel supply. Use buildings for cover and have repairs and attack combos ready. Remember, you can always make a comeback when the odds are against you.

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# NOTES



Savannah College of Art & Design

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Contact Us: [cschic20@student.scad.edu](mailto:cschic20@student.scad.edu)

**Chris Schickler**

Game Concept & Ruleset

Mech Design

Dice Design

**Julian Basso**

Game Design

Drone Design

Production

**Leslie Leung**

Board Design

Piece Design

Balancing

**Kait Chen**

Card Design

Box Art

Playtesting

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