



Flames of Orion is a dark, futuristic miniatures wargame set in the Orion system where players control giant mechanized combat machines. This place is named after its sun, Orion—an ancient star that has begun to smolder, casting the region into darkness and war. Renegades, outlaws, and mercenaries now litter the system. Years have passed since the sun began to fade and the planets illuminated by Orion’s fading light sit heavy with shadows and foreboding. As a commander, you lead a combat unit of four pilots and their machines—each one a crucial link to survival in this unforgiving world. These war machines are not only their home but also hulking weapons, pieced together from the scattered remnants of a dying star system.

Players are encouraged to create their own characters, locations and stories, inventing and exploring their own version of the bleak and war-torn universe.



This is the free edition of Flames of Orion. A physical copy of the full rulebook with more art and campaign rules can be purchased at:

www.underthedice.com



ATMOSPHERIC INSPIRATION

Listening:

Liquid drum & bass playing through a blown out speaker while the following plays in the background;

Lustmord “*Dark Matter*”

ALLSEITS “*Hel*”

Desiderii Marginis “*Departed*”

William Basinski “*Lamentation*”

Nordvargr “*Helvete*”

Media:

Mech Warrior

Armored Core

Dark Souls

Pitch Black

OST created for the game by Trey Greer
underthedice.bandcamp.com/album/flames-of-orion



FLAMES OF ORION

In the dark and distant future, the stars have smoldered and burned. Everything that once stood in the Orion sector has descended into darkness. Those who have not fled the sector or gone mad from the emptiness around them now fight over what little remains.

In a time when humanity should be united, they have become the greatest threat to themselves. Thus, the age of man has ended, left in the ashes of the flames of Orion. All will trudge forward into oblivion inside their Mechanical tombs.

An age of darkness has begun.

THE AGE OF LIGHT

2377: Prosperity predicted in this sector of space. One great sun, dubbed Orion, for which the system is named.

2407: Most of the planets are terraformed and colonized. The mega corporations establish supremacy over the system, its resources and its people. Outlaws and rebel factions have gained footholds throughout the system. Mega cities begin to rise across the planets.

THE AGE OF FIRE

2443: The sun begins to dim.

2451: Days become increasingly dark each year. Crops begin dying, planet temperatures begin decreasing. Chaos ensues. Splinter factions and outlaws run rampant.

2453: The mega corporations falter in the face of escalating anarchy. War sweeps across the system, leaving echoes of strife in its wake.

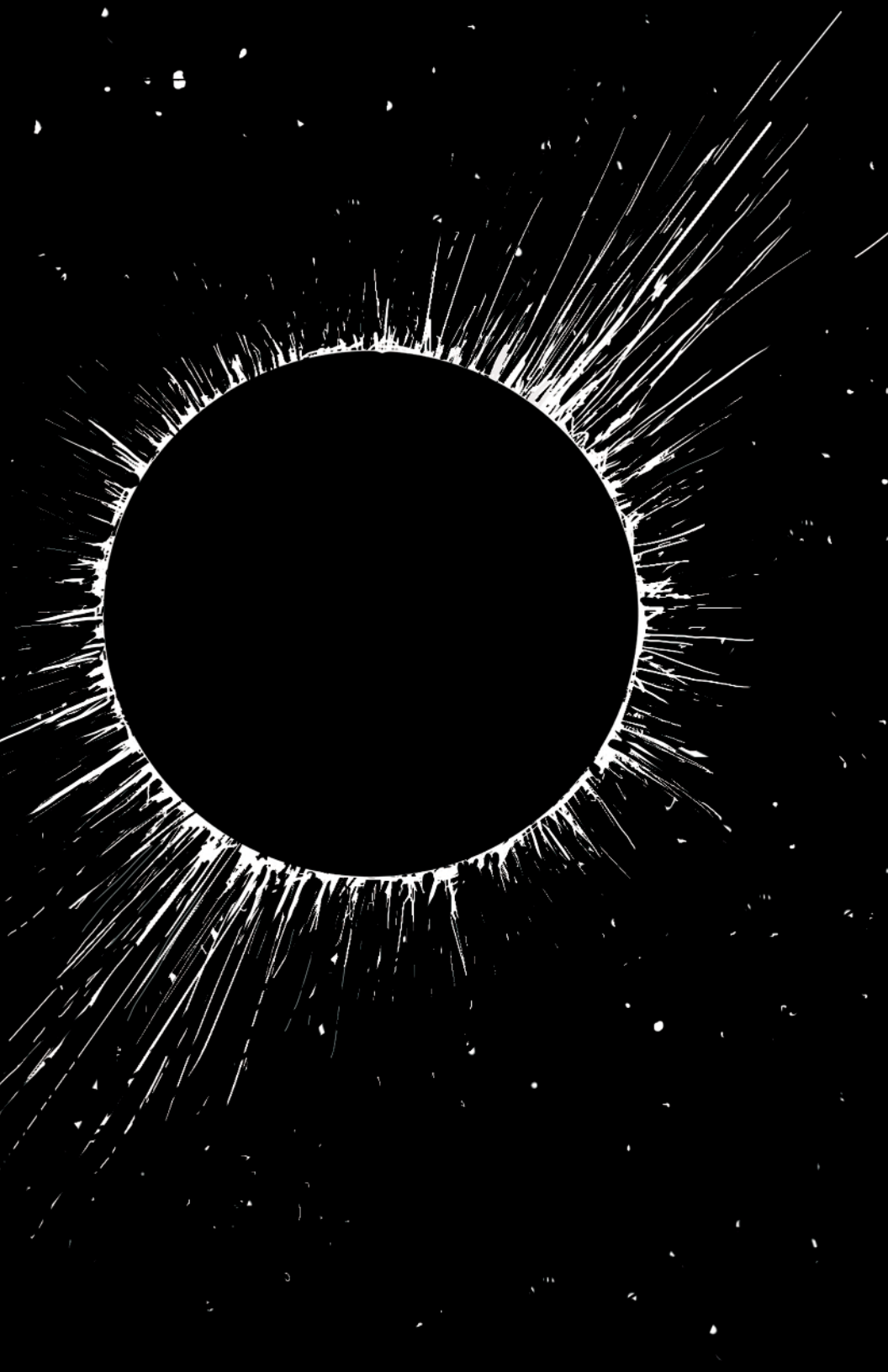
THE AGE OF DARKNESS

2454: The Last Day of Light - Then came the age of darkness. One morning, the sun never rose again. Only a dim ball of orange drifts across the sky, sparsely illuminating the worlds outside those closest to the sun. Those that can't survive die or flee Orion.

Outlaws, religious and noble houses stake their claim across the system.

All attempts by Megacorps to reclaim the sector are unsuccessful.

2577: Civilization has crumbled. Humanity have formed settlements in the ruins of the old worlds. Some have been more prosperous than others, and have found peace among the chaos, picking through the wreckage of the past, they attempt to construct a future in this forsaken system.



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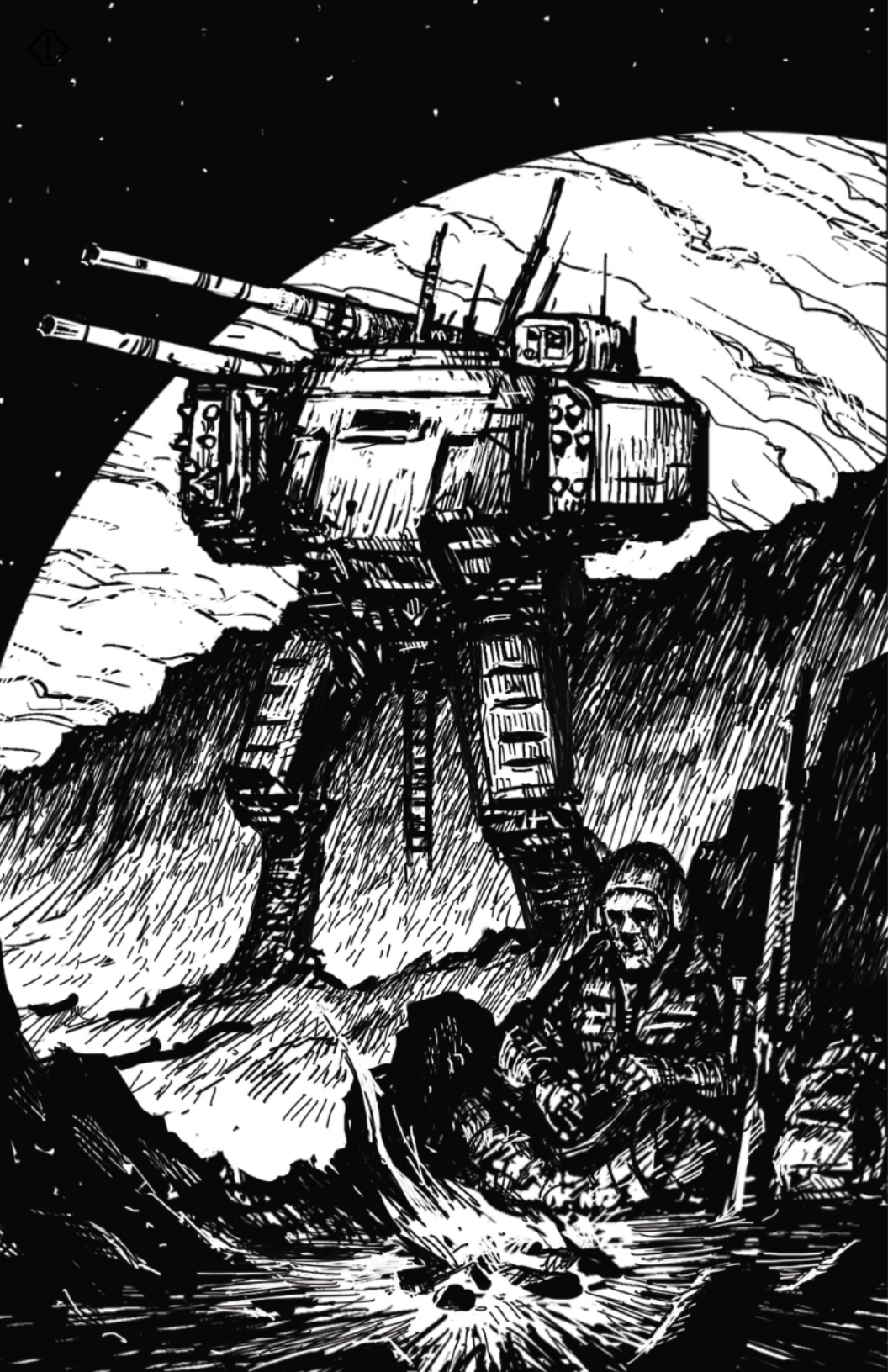
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INTRO BRIEFING

Flames of Orion uses many tools found in other tabletop skirmish games. Below is what you need to get started, followed by an introduction to the stats.

TOOLS

MODELS

To play a game each player needs at minimum 4 models. Use any miniatures you like on 28mm-40mm bases in roughly 6mm scale. A standard game is played with 4 Mech models, but may include additional non-Mech models such as tanks, aircraft and small-scale infantry. These make up your Combat Unit.

Here are some models we use that fit into the scale:

- Catalyst BattleTech
- Reaper CAV
- Under the Dice Mech STL's
- Ramshackle Games Robots
- Knucklebones Miniatures Mech STL's

BATTLEFIELD

Flames of Orion takes place among desolate and destroyed landscapes on ancient planets. Anything from desert wasteland, to lunar rock, to destroyed and cluttered city blocks will fit the theme. Battlefields should be anywhere from 2'x2' to 4'x4' with a good spread of terrain scattered around to fill the board and block lines of sight. Some terrain is destructible, see page 20.

DICE

The game uses mostly d6, but a set of standard RPG dice is needed for rolling on random tables. d10 are also helpful for tracking HEAT and Hull Points. You may occasionally need to roll things such as: d2, d3, d66.

D66

If you are unfamiliar with a d66: roll a d6 for the tens digit, roll another for the ones digit, producing a number from 11 to 66.

MEASURING

Measurements are in inches. Measure from the edge of the model's base. Any player may measure anything at any time without committing to any actions.

ACTIVATION TOKENS

When playing; after a model activates, place an Activation token next to them. This could be a bead, a piece of cotton, or any small object on hand. At the end of the round, after performing a HEAT Check with the model, remove the token to signify it is ready for the next round.

INTRODUCTION TO MECHS

During a game you will field your Combat Unit, which typically consists of 4 Mechs. You may also choose to swap some Mechs for ground forces as described on page 30. Below are the stats for the different aspects of each Mech in your combat unit.

HULL POINTS (HP)

HP is how much damage a model can take before it is destroyed. Each time a model receives a point of damage, reduce its HP by 1. If a model is reduced to 0HP, it immediately makes an Explode Check (p.18) and is then removed from play. That model is now Out Of Action.

ARMOR (AR)

AR is the model's ability to ignore damage. For each point of damage that a model suffers, make a separate armor save. Roll equal to or greater than your AR value to ignore the point of damage.

COMBAT SKILL (CS)

CS is your model's ability to target and attack enemy models with Melee and Ranged attacks. Roll equal to or greater than your CS value to deal damage.

SPEED (S)

S is the distance your model can move, measured in inches.

HEAT LIMIT (HL)

Throughout the game, your models gain HEAT. HEAT represents the amount of strain a model can withstand, and its ability to continue performing. If a model reaches or exceeds its HEAT Limit, it is immediately reduced to 0 HP.

PLATFORMS (PF)

PF is the number of weapons & upgrades that can be equipped to a model. All Mechs begin with 4 PF slots, and may not have more than 8 PF slots. There are two types of Platforms; weapons and upgrades.

- Weapon Platforms - The weapons equipped to a model. There are two types: Ranged, and Melee.
- Upgrade Platforms - Items that affect a model's abilities & stats.

re: WHAT IS A MECH?

A mech is a large armored combat vehicle, *usually* humanoid shape, controlled by a pilot in a cockpit. In media they often come in all different shapes and sizes.

Example: *Armored Core, Full Metal Panic, Mech Warrior, Gundam, Pacific Rim, Evangelion, Blue Gender, Obsolete, Metal Gear, Big O, Front Mission Dog Life/Style, Patlabor, Armored Trooper, Gasaraki & more!*

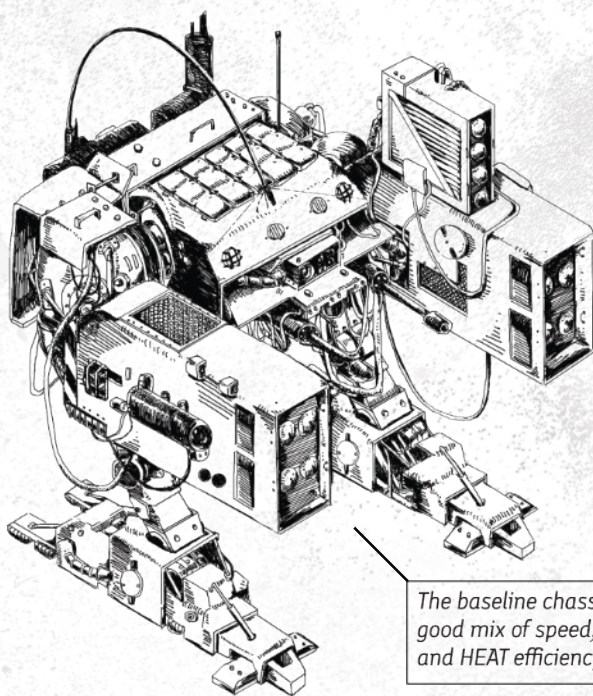
re: CREDITS

From food, to death stix, to mech parts - credits remain the strongest form of currency in Orion.

MECH FRAMES

All Mechs start with the following stat values, but may be improved with upgrades from the Black Market.

Mechs each cost 50,000¢ during the creation of a Combat Unit.



MECH

SPEED (S)	6
COMBAT SKILL (CS)	4+
ARMOR (AR)	6+
HULL POINTS (HP)	6
HEAT LIMIT (HL)	10
PLATFORMS (PF)	4



GAME STRUCTURE

A game of *Flames of Orion* is broken down into Phases and Rounds, with players taking alternating turns in each Phase.

ROUNDS

A game lasts 5 Rounds, and every Round is split into three Phases.

Once all three Phases have been completed, the next Round begins. The game ends at the completion of the 5th Round unless otherwise noted.

PHASES

Rounds are split into three Phases, performed in this order: Initiative Phase, Activation Phase and HEAT Phase. Players take turns Activating their models. After all Phases have been completed a new Round begins, starting again with the Initiative Phase.

PHASE ORDER

1 INITIATIVE PHASE

All players roll a d6. The highest roll wins the Initiative and takes the first turn, then next highest, and so on. In case of ties, roll off.

Whoever finishes activating their models first adds +1 to their Initiative roll on the next Round.

2 ACTIVATION PHASE

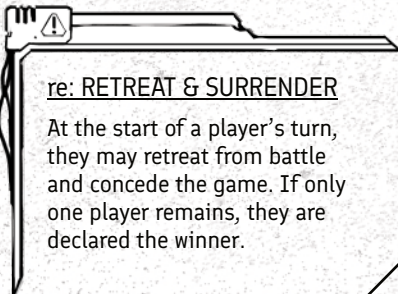
Players take turns activating their models to perform Actions. Each model may only activate once per Round. When a model is chosen to activate, it may perform up to 2 Actions. When that model finishes its activation, the next player in initiative order does the same. This continues until all models have been activated and the next Phase begins.

If a player has no models left to activate, the rest of the players continue activating in initiative order until all models have activated.

3 HEAT PHASE

Players take turns making HEAT Checks for their models, in Initiative Order, until all models have taken HEAT Checks.

When it is their turn, the player selects a model with an Activation Token, makes a HEAT Check for that model, and then discards that model's activation token. Then the next player selects a model to make a HEAT Check, and so on.



re: RETREAT & SURRENDER

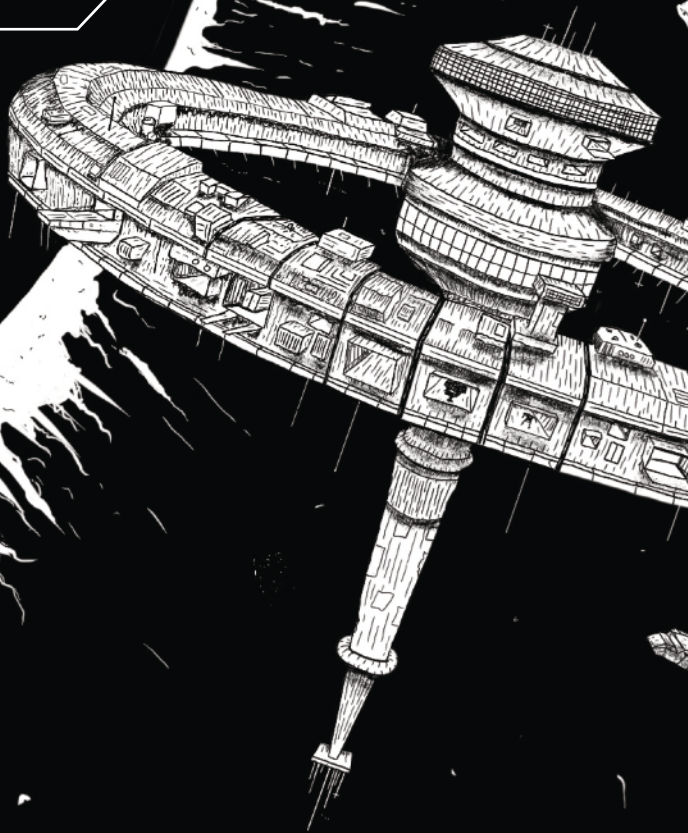
At the start of a player's turn, they may retreat from battle and concede the game. If only one player remains, they are declared the winner.



re: RULE OF COOL

Probably the most important rule in this book. Sometimes the rules don't exactly fit the situation, or a disagreement comes up over their application. Whenever this happens, the best outcome is typically found by rolling a die to decide, and simply moving on. If something sounds or looks cool, but the rules obstruct your vision, bend the rules around it. If there isn't a rule for what you want to do, it's okay to make one up.

Always be strict with yourself, and lenient with your opponent.





ACTIVATIONS

When chosen to activate, a model performs up to 2 Actions and then generates HEAT.

ACTIONS

There are five basic Actions a model may make in a turn: Move, Ranged Attack, Melee Attack, Disengage, or Purge HEAT.

You may perform actions in any order, and you may perform the same action twice.

You may perform Bolstered Actions in place of standard Actions, but they generate additional HEAT.

GENERATE HEAT

After resolving all your actions, generate HEAT as follows:

- +1 HEAT if you performed a second action.
- +1 HEAT for each Bolstered Action you performed.

Example: Your Mech Activates and makes a Bolstered Move Action, it follows up with a second Move Action. After resolving the movement, the model gains 1 HEAT for performing a Bolstered Action, and 1 HEAT for performing a second Action, for a total of 2 HEAT.

MOVE

Move the model a number of inches up to its Speed (S). Models may move through friendly units, but must go around enemy units. You may pivot as much as you like, as often as you like, at any point during your movement.

BOLSTERED MOVE

Choose one:

- **Charge:** Move your model up to its (S), then make a free Melee Action, or Ram within 1".
- **Run:** Move your model up to its (S), then move up to an additional 3".
- **Snapshot:** Move your model up to its (S), but you may pause at any time during the move to make a basic Ranged Attack, at -1 to the CS roll. After resolving the attack, the model completes its movement.

DISENGAGE

You may move out of combat at $\frac{1}{2}$ Speed. The enemy may make a free Melee attack with a Melee Weapon.

BOLSTERED DISENGAGE

- **Dodge:** You may move out of combat at $\frac{1}{2}$ Speed. The enemy Mech does not get a free Melee attack.

RANGED ATTACK

Attack a model with a Ranged weapon not previously fired this turn. Roll equal to or greater than your CS value on a single d6 to strike your target, dealing the damage listed on the weapon. *Most* ranged weapons have no maximum range.

BOLSTERED RANGED

Choose One:

- **Unleash Hell:** Shoot all Ranged weapons equipped to the model that have not previously fired this turn. Roll each attack separately.
- **Focused Fire:** Make an attack with a single Ranged weapon not previously fired this turn and add +1 your CS roll.

PURGE HEAT

Remove d3 HEAT and gain Position Compromised. You may only perform this Action with the model once per turn. You do not gain HEAT for this Action.

BOLSTERED PURGE

- **Reboot:** Remove 2d3 HEAT. This must be the models only Action for the turn. You do not gain any HEAT for this Action, nor do you gain Position Compromised.

MELEE ATTACK

Attack a model with a Melee weapon not previously used this turn. Roll equal to or greater than your CS value on a single d6 to strike your target, dealing the damage listed on the weapon.

BOLSTERED MELEE

Choose One:

- **Fury:** Attack with all Melee Weapons not previously used this turn.
- **Focused Strike:** Make an attack with a single Melee weapon not previously used this turn and add +1 to your CS roll.
- **Ram:** Deal 1d3 Damage to yourself, and 1d3 Damage to a model within 1".

re: POSITION COMPROMISED

Any model gains +1 CS on it's next activation if targeting a model affected by Position Compromised. Remove Position Compromised after the attack resolves.

GAME MECHANICS

MOVEMENT

Models may move in any direction a number of inches equal to their Speed.

Models may move vertically onto or over terrain at an additional move cost equal to the vertical distance.

Models may not move across gaps larger than 2". (VTOL ignores this rule).

A model may traverse onto terrain vertically within reason, but you must end your turn on a flat level.

FALLING

If a model falls, it is dealt 1 damage. VTOL ignores falling damage on a single d6 roll of a 3+.

COMBAT

Models have 360 line of sight.

Attackers must have line of sight to target a model or terrain. Ranged and Melee attacks are resolved with a d6 roll. Roll equal to or greater than your CS value to hit a target, dealing damage listed on the weapon.

A roll of a 1 is always a miss.
A roll of 6 is always a Critical Hit.

The target then attempts an Armor (AR) roll to prevent the damage. Roll a separate d6 for each point of damage received. For each die that meets or exceeds the victim's AR value, ignore one point of damage. For each unignored point of damage a model receives, reduce its HP by 1.

If a model is reduced to 0HP, it immediately makes an Explode Check (p.18) and is removed from play.

LONG RANGE

If firing a Ranged Weapon 10" or more, modify your CS rolls by -1.

LINE OF SIGHT

If any part of a model can draw an unbroken line to any part of the target model, LOS is established. If you are unsure, stoop down and get a model's eye view.

COVER

If line of sight is partially obscured by either terrain or models while making a Ranged Attack, the targets AR is increased by +1 for the attack.

ENGAGED

If you are within 1" of an enemy model, you are considered Engaged. You may not take Move or Ranged Attack actions while Engaged.

You use the Disengage Action to get away.

CRITICAL HITS

When you use an Attack Action, a die roll of 6 is always a Critical Hit. The damage is increased by +1. Then roll to see if there is Catastrophic Damage (p.17).



CATASTROPHIC DAMAGE

When you score a Critical Hit, roll another d6. If you meet or exceed your model's CS, you have caused Catastrophic Damage! Roll 2d6 on the Catastrophic Damage table and apply the results to the target model. This is in addition to the +1 damage. All effects are temporary and last until the end of the game.

2D6	Result	Effect
2	Ammo Explodes	Deal d3 additional damage. If the model has special ammo, it is lost.
3	Platform Disabled	A random platform is disabled.
4	Targeting System Disrupted	-1 CS.
5	Cracked Reactor Core	HEAT Limit reduced by 1.
6	Ricochet	Deal 1 damage to a random model within 3".
7	Heavy Fire	+1 Damage.
8	Leaking Hydraulics	-1 S.
9	Armor Compromised	All models firing against this model gain Armor Penetration. (p.29)
10	Oil Burn	HEAT Limit reduced by 1.
11	Weapon Disabled	A random weapon is disabled.
12	Cockpit Fire	Model is reduced to OHP.

HEAT

Mechs generate immense HEAT while performing their duties in battle. This can occur when performing certain actions, and also when making HEAT checks at the end of a Round.

Performing a second Action or any Bolstered Action accrues +1 HEAT.

HEAT is applied after all of a model's actions are resolved. If a model reaches or exceeds its HEAT Limit, it is immediately reduced to 0 HP.

HEAT CHECK

When a model is selected during the HEAT Phase, roll a d6 and consult the HEAT Check chart below.

HEAT Check Roll	1	2-4	5-6
HEAT Generated	+2	+1	0

OUT OF ACTION & EXPLODING

OUT OF ACTION

If a model is reduced to 0HP, it immediately makes an explode Check and is then removed from play. That model is now Out of Action.

EXPLODE CHECK

Roll a d6. On a roll of 3-6, the model Explodes.

Damage from Exploding is equal to half your current HEAT rounded down to a minimum of 1.

The range of the explosion is equal to your current HEAT in inches.

Terrain blocks Explosion Damage. Destructible Terrain (p.20) takes damage from Explosions as normal.

Example: A model removes it's final HP while it has 7 HEAT, if you Explode, it would deal 3 damage to all models within 7".

"Emergency flares torch the sky. HEAT levels spiking. The engine is melting the durasteel right off the frame. Only one shot left. Thrusters at full blast. Deploy all pods. Unleash a payload to make their God rethink his creations."

- Last neural pathway uplink from a recovered rebel soldier at the Crater of Azurn





TERRAIN

A model may traverse onto terrain vertically within reason, but you must end your turn on a flat level. Some terrain in a game can be targeted, damaged & destroyed. If terrain is destroyed, remove it from the board.

Before the game begins, designate what is Indestructible Terrain and what is Destructible Terrain with your opponents. If a disagreement arises, roll a die to decide.

DESTRUCTIBLE TERRAIN

If terrain is dealt any damage from an Action, place a counter on it. When a piece of terrain receives a second damage that turn, OR if it is dealt 3 or more damage in one Action, it is destroyed. Remove the terrain from the table, and deal 1 damage to all models within 2".

If a Mech moves onto destructible terrain roll a d6, on a roll of a 1-2, the building is destroyed. Remove the terrain and apply fall damage.

INDESTRUCTIBLE TERRAIN

Indestructible Terrain cannot be destroyed.

Rail Weapons may not fire through Indestructible terrain.

COVER

If line of sight is partially obscured by either terrain or other models while making a Ranged Attack, the targets AR is increased by +1 for the attack. If the attack misses, it hits the obscuring terrain or model.

OPTIONAL RULES

PILOT EJECT

Immediately following your Mech being taken Out of Action, roll a d6. On a Roll of a 1 your pilot dies in the destruction (losing all XP!). On a roll of 2-6, place a single Infantry model on the battlefield within 2" of the Mech. They are equipped with an anti-Mech rifle, using the profile of a Light Weapon.

Instead of removing your models from play after they are taken Out of Action, leave them on the battlefield laying on their side or put a token to mark where they are located.

MODDED FRAMES

Select a Frame Profile when generating your Mech, or roll a d6. These Frame Profiles do not cost extra credits.

1-2: Light Frame

Light frames are faster and more HEAT efficient but are more susceptible to damage.

S	7	CS	4+	AR	6+
HP	4	PF	3	HL	12

3-4: Medium Frame

The baseline chassis. A good mix of speed, armor, and HEAT efficiency.

S	6	CS	4+	AR	6+
HP	6	PF	4	HL	10

5-6: Heavy Frame

Heavy frames are more durable, but are slow and have poor HEAT control.

S	5	CS	4+	AR	5+
HP	7	PF	5	HL	9

EXPERIENCE

At the end of a game, a model gains 1 XP for each enemy model it destroyed by landing the killing blow. For every 5 XP your model may gain one of the following skills.

Calm & Collected

Add +1 to HEAT Check rolls.

Demolition Expert

Any building damaged by this model's weapons is immediately destroyed.

Running Hot

Double the radius of this models explosion range.

Close Combat Expert

+1 CS for melee attacks.

Ranged Expert

+1 CS for ranged attacks.

HEAT Expert

+1 HEAT Limit.

Hydraulics Overhaul

+1 Speed

Starting with Veteran mode, start with 1 Mech as the squad leader at 5 XP.

SCRAPPERS

When a model is taken Out of Action, place a token marking its location. You may use one of your Actions to scrap a random platform from a destroyed model within 1". Remove the platform from the original model's sheet. You may not use the platform until the next game.

An Out of Action Mech cannot be scrapped more than once. Remove the model or token from the game afterwards.

A detailed black and white line drawing of a mechanical arm or claw, part of a larger mecha, extending from the top left corner across the top of the page. The drawing is intricate, showing various joints, gears, and structural components.

BUILDING A COMBAT UNIT

A CREW OF PILOTS AND THEIR MECHS

The following pages offer content on the steps needed to produce a Combat Unit. Factions give you a starting point for unit's narrative, the Black Market provides equipment and weapons to execute missions, and Ground Forces and Call Signs offer further customization of your combat unit.

FACTIONS

Combat Units have a unique background to inspire their tone and gameplay style. This comes from your aligned faction at combat unit creation.

BLACK MARKET

The Black Market offers everything your Combat Unit needs for Mechs, weapons, ammo, and upgrades.

GROUND FORCES

There are alternative force options to replace Mechs, with armed infantry or vehicles.

CALL SIGNS

Individual Mechs use call signs to represent their names and reputation on the battlefield.

re: MERCS

Bounty hunters, soldiers of fortune, and veterans of the Corporation wars tread this sector bound by conflict. Beyond the grasp of any true authority, they roam untethered, sculpting their lives in defiance of the realms of law and man. Their law is made by those who can pay the most credits. In Orion, these men and women of war find purpose in battle. The system contains countless outlaws, exiles and defectors. It is a breeding ground for the black market trade, and a livelihood where one's survival is sculpted by the edge of their blade.

WAYS TO PLAY

Flames of Orion is intended to be played over the course of multiple games in campaign style play. You upgrade your Combat Unit between games, telling a story with your opponents, while your mechs gain upgrades and potentially scars.

For those of you looking for a quick game, I advise you to start with either the Quick Play rules, or the Mercenaries (p.52) to assemble your combat Unit. For those looking for a more balanced and curated Combat Unit start, use the Veteran Mode.

QUICK PLAY

Each player starts with 4 free Mechs in their Bunker, and 25,000¢ to spend on re-rolls and purchases from the Black Market.

To make a quick play Combat Unit:

For each Mech do the following:

- Make swaps for Ground Forces.
- For each of the four PF slots on your Mech, choose between Ranged Weapon, Melee Weapon, or Upgrade. Then roll on the appropriate Black Market table on pages 26-29 and gain these items for free.
- You may spend 10,000¢ to re-roll one of the PF result, but otherwise the Mech's equipment cannot be swapped until after the first game.
- Give each model a Call Sign.
- Name your Combat Unit.

VETERAN MODE

Each player starts with 4 free Mechs in their bunker, and 150,000¢ to spend on equipment and extra models.

To make your Combat Unit:

- Choose a Faction. (p.24)
- Make swaps for Ground Forces.
- Purchase Platforms & Ammo.
- Give each model a Call Sign.
- Name your Combat Unit.

Artwork by Martin McCoy



FACTIONS

Factions are for Veteran and campaign play. Each faction has access to unique bonuses that affect your combat unit in a variety of ways at combat unit creation.

MERCS

Weapons for hire. Soldiers of fortune. Dogs of war. They wear many titles, but it's all the same. Tactical prowess, but no real regime to back them up. Their gear varies from pilot to pilot, and Mech to Mech. Former soldiers trying to carve a living out of this universe by the tip of their buck knife. Times are hard and you gotta be harder. A job is a job. Who do you work for?

MEGA CORPS

The Megacorps are what humanity outside Orion depends on. Having replaced all governments, corporations maintain all resources and services — including private military forces. Armed with the best gear and factory-fresh Mechs, they plan to strip-mine its planets for profit. They “recruit” new employees during their expansion and force them into exploitative contracts. Despite their power, the corporations lack of local knowledge and oversight leaves them at a disadvantage in the struggle for control of the sector.

NO MORE HEROES

Starting Combat Units gain a free random Weapon or Upgrade Platform, and a free random Ammo.

Listening:



Merauder “Master Killer”
Bolt Thrower “Zeroed”

FORCED LABOR

Starting Combat Units gain a free Infantry model with a Light Weapon. This model does not count towards their Combat Unit size limit and may be deployed normally. You may purchase different equipment for it.

Listening:



Frank Klepacki “Hell March II”
Eyes of the Lord “Call It War”

FACTIONS

NOBLE HOUSES & RELIGIOUS SECTS

Many groups exist in Orion. From any of the numerous Credit Lords or Nobles and their personal armies, to the Death Cults of Jakar, or the Order of the Dying Sun. Most pockets of humanity that are scraping by have a hierarchy. They wage their political, monetary and moral wars against those that oppose their laws. They don't promise hope or salvation. What they offer is simple: survival. It may be brutal, ruthless, and devoid of mercy—but in a dying universe, it's the closest thing to a heaven most will see.

! GENEROUS TITHING

Starting Combat Units gain 30,000¢.

Listening:



Vein "Rebirth Protocol"
The Acacia Strain "Angry Mob Justice"

THE LOST & THE DAMNED

Remnants of a sector that refused to abandon their home in a portion of space known as the Driftless. Their gear and Mechs are well-worn and tattered, standing on their last legs. Fueled by determination and resourcefulness, they have become formidable opponents. Asymmetric warfare tactics abound in the Driftless, where they have made their stand. Orion is their home, and they have no intention of leaving. They adapt to survive, embodying the sector's essence as both nationalists and eco-terrorists.

! STRENGTH THROUGH SUFFERING

When a model from this Combat Unit is destroyed by an enemy, give one of your remaining models a +1 CS for its next activation.

Listening:



Gods Hate "Be Harder"
Foundation "Never Stops Raining"

BLACK MARKET

Small pockets of civilization are scattered across the system. They typically dot planet sides, but are few and far between. A guild of merchants and looters known as The Graveyard have made their mark in the sector by buying and selling salvaged weapons and equipment. Sell your scraps to them, and maybe get yourself something to keep the dogs at bay.

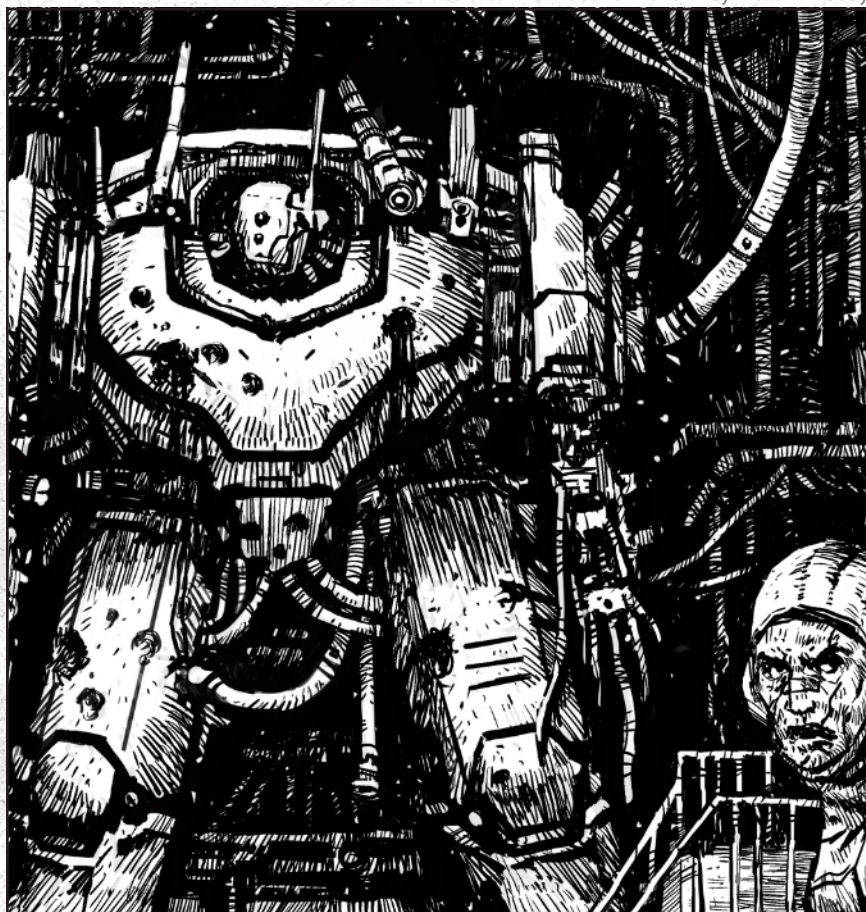
CREDITS

Credits are the universal currency. You may spend Credits (¢) in the Black Market on Upgrades & Weapon Platforms, Specialty Ammunition, Ground Forces and Mechs.

SCRAPYARD

Upgrades, Weapons, and even Mechs can be sold to the Scrapyard. All items can be sold at 1/2 the purchase price.

Artwork by Martin McCoy



UPGRADES AND MODS

Upgrades represent the modifications made to an individual Mech. Each piece of equipment below can radically change the play-style of your combat unit.

UPGRADE OPTIONS (D20)

1 ARMOR MK I - 10,000¢

AR becomes 5+.

2 ARMOR MK II - 25,000¢

AR becomes 4+.

3 REACTIVE ARMOR - 50,000¢

Ignore the first 1 point of Damage this model takes per turn.

4 VTOL - 25,000¢

Ignore terrain when making a Move Action.

5 THRUSTERS* - 10,000¢

Gain +1 Speed.

6 HEAT SINK - 10,000¢

New HEAT Check values;
1=2 HEAT, 2=1 HEAT, 3-6=0 HEAT

7 SENSOR ARRAY - 25,000¢

Critical Hits deal an extra +1 damage.

8 HEAVY PLATING* - 20,000¢

Increase HP by 1.

9 CORE STABILIZERS* - 10,000¢

Increase your HEAT limit by 2.

10 EXTRA PLATFORMS* - 15,000¢

Increase your model's Platforms by 1. This does not take up a PF slot.

11 SELF DESTRUCT - 10,000¢

During your turn if you have 7 or more HEAT, you may make a <Self Destruct Action>. Your model explodes.

12 CAMOUFLAGE - 30,000¢

You may use an action to gain the <Active Camo> status until this model's next action. While under the effects of <Active Camo>, enemy models making Ranged attacks modify their CS rolls by -1.

13 NUCLEAR CORE - 10,000¢

When this Mech explodes, it explodes as if it were at HEAT 10.

14 TARGETING SYSTEM - 45,000¢

This model improves their CS rolls by +1.

15 UP-LINK - 15,000¢

You may spend an Action and target an enemy model in Line of Sight; the target model gains Position Compromised.

16 LONG RANGE TARGETING - 15,000¢

When making Ranged Actions, ignore the Long Range rule.

17 DEFENSE ARRAY - 10,000¢

Any time an enemy model gets within 1", roll a d6. On a 4+ the enemy model instead is placed just outside 1".

18 THERMAL IMAGING - 20,000¢

When targeting a model with 5 or more HEAT, gain +1 to your CS roll.

19 COUNTER MISSILES - 10,000¢

When hit with a ranged critical hit, negate all extra damage from the critical hit.

20 VIRUS PROGRAM - 20,000¢

Once per game: When you activate the model equipped with this Upgrade, you may select an enemy model to infect. The infected model may take only one action this turn. That action cannot be bolstered.

WEAPONS

RANGED WEAPONS (D8)

1 FLAME THROWER – 10,000¢

Damage: 1

Max Range 10"

Special: On a successful Hit, increase target models HEAT by 1d2. May not be equipped with Specialty Ammunition.

2 LIGHT WEAPON – 10,000¢

Damage: 1

3 MEDIUM WEAPON – 15,000¢

Damage: 2

4 HEAVY WEAPON – 25,000¢

Damage: 4

Special: Equipped model may only move at half speed if it fires this weapon this turn. Takes up 2 PFs.

5 RAIL WEAPON – 45,000¢

Damage: d3

Special: Pick a visible point on the battlefield. Draw a straight line starting from the firing model to the chosen point. Roll one attack for each model and destructible terrain the line passes through. This attack hits friendly models. The firing model gains +1 HEAT when this weapon is used.

6 A.I. MISSILE SYSTEM – 15,000¢

Damage: 1

Max Range 20"

Special: When making a Ranged Attack, this weapon does not require line of sight. Ignore any cover bonus.

7 LONG RANGE SYSTEMS – 25,000¢

Damage: 2 (AP)

Special: Ignore the -1 CS from firing at Long Range.

8 LARGE MISSILE BATTERY – 30,000¢

Damage: d2

Special: When targeting a model, roll to hit with this weapon against all models and terrain within 2" of the original target.

MELEE WEAPONS (D8)

1 BASIC COMBAT ATTACHMENT – 5,000¢

Damage: 1

2 CLOSE COMBAT WEAPON – 10,000¢

Damage: 2

3 CABLE WHIP – 15,000¢

Damage: 2

Range 3"

Special: This weapon has an Engagement range of 3" and may treat enemies as if they are within 1".

4 LANCE – 20,000¢

Damage: 1

Special: If this model made a Move Action this turn, increase this weapon's Damage by +2, and gains AP for this Action.

5 POWER WEAPON – 15,000¢

Damage: 2 (AP)

Special: On an attack roll of 1, the power core burns out, losing AP for the rest of the match.

6 ELECTRIC FIELD – 10,000¢

Damage: 1

Special: Make an attack against all other models within 2" of you. Each model that takes damage is pushed back 1".

7 PISTON GAUNTLET – 10,000¢

Damage: 2

Special: When this weapon hits, you may move the target model 1" directly away from you.

8 ENERGY SWORD – 15,000¢

Damage: 2

Special: Causes Critical Hits on attack rolls of 5+. On an attack roll of 1, the fusion core burns out and this weapon becomes a 1 Damage melee weapon for the rest of the game.

AMMO

Ammo is optional and does not take up a PF.

At the start of the game, you may purchase an Ammo and assign it to a single Ranged Weapon. If you want to use Ammo on multiple weapons, you must purchase it multiple times. A Weapon may only be equipped with 1 Ammo during a game.

At the end of a game roll a d6 for each Ammo you have equipped. On a 1-3 you run out, and will have to purchase it again in order to continue its use.

AMMO VARIANTS (D6)

1 FLECHETTE ROUNDS – 5,000¢

Weapons with this Ammo gain AP.

2 HELLFIRE ROUNDS – 10,000¢

Increase Weapon Damage by 1.

3 EMF ROUNDS – 10,000¢

The model damaged by a weapon with this Ammo has its Speed reduced by 2 until the end of the target's next activation.

4 CONCUSSIVE ROUNDS – 5,000¢

When a weapon equipped with this Ammo hits an enemy model, the target is immediately moved 2" directly away from the firing model. If this causes the model to make contact with another model, or Terrain, apply 1 Damage to each of them.

5 RAPID FIRE ROUNDS – 20,000¢

When a weapon loaded with this Ammo rolls a 6 to hit, apply critical damage normally, then you may roll another Ranged Attack with this weapon.

6 TRACER ROUNDS – 5,000¢

Apply Position Compromised to the model hit with this Ammo. The firing model also gains Position Compromised.

ARMOR PENETRATION (AP)

Reduce target's AR save value by 1 for that weapons Attack Action. If a unit gains multiple AP from platforms or ammo, the effects stack.

GROUND FORCES

Combat Units on occasion call for the expertise of Ground Forces like infantry, aircraft, tanks, and other armored vehicles.

- A Combat Unit must contain at minimum 2 Mechs.
- You may take 2 Ground Forces in place of 1 Mech in a Combat Unit.
- Ground Forces may not be equipped with Melee Weapons.

LAND VEHICLE

SPEED (S)	5
COMBAT SKILL (CS)	4+
ARMOR (AR)	6+
HULL POINTS (HP)	4
HEAT LIMIT (HL)	7
PLATFORMS (PF)	3

Cost: 30,000¢

INFANTRY

SPEED (S)	4
COMBAT SKILL (CS)	5+
ARMOR (AR)	6+
HULL POINTS (HP)	2
HEAT LIMIT (HL)	5
PLATFORMS (PF)	2

Cost: 10,000¢

Special:

- You may take up to 3 Infantry in place of 1 Mech.
- Infantry may not Ram.
- Infantry gain HEAT but do not Explode. This is the stress of battle and panic setting in.
- When enemy Mech or Ground Vehicles perform Move Actions and pass over this model, roll a d6. On a roll of 1-3, the Infantry model is flattened and taken Out of Action.

AIRCRAFT

SPEED (S)	8
COMBAT SKILL (CS)	4+
ARMOR (AR)	6+
HULL POINTS (HP)	2
HEAT LIMIT (HL)	8
PLATFORMS (PF)	2

Cost: 25,000¢

Special:

- This model ignores terrain when making Move actions.

Garrison: If Infantry are within 1", they may enter Destructible Terrain as an Action. You may fire the Infantry's weapons from the Terrain. Infantry cannot be targeted when Garrisoned. If the Terrain is destroyed with the Infantry in it, roll a d6. On a roll of a 1-4, they are destroyed in the wreckage.

CALL SIGN GENERATOR

Every Mech needs a call sign. The galaxy is a big place and there are thousands of Mechs, but this one is yours. Roll on the table to generate its call sign, or come up with your own.

Roll a d66 once on chart A and once on chart B. You may use either of these as your call sign, or put the names in whichever order sounds best to you. Combine the names, swap the d66 results around or use the same roll twice. You may re-roll or substitute results, keeping any combination of the names.

Adding conjunctions, pluralization or numerals can add a nice touch to a name.

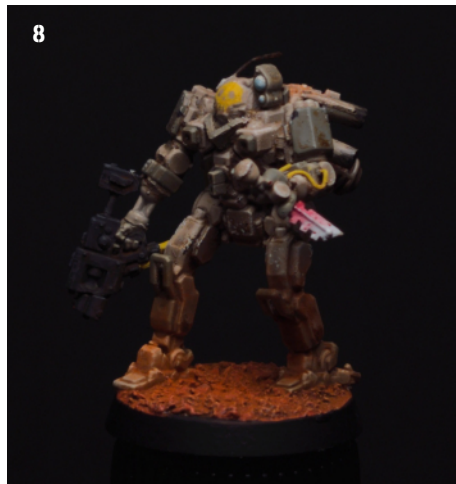
CALL SIGN TABLES

A	1	2	3	4	5	6
1	A color	Iron	Fury	Death	Steel	Rust
2	Heavy	Divine	Alpha	Infernal	Vengeful	Eternal
3	Dark	Hell	Phantom	Heavens	An animal	Gloom
4	Hard	Wraith	War	Cold	Havoc	Dread
5	Sin	Void	Night	Siege	Relentless	Acid
6	Pain	Sacred	Frenzied	Chrono	Wayward	Grim
B	1	2	3	4	5	6
1	A number	Blade	Talon	Demon	Reaver	Battery
2	Frame	Armor	Wraith	Steel	Sentinel	Unit
3	Herald	Tank	Machine	Angel	Wyvern	Walker
4	Titan	Shadow	Gear	Core	Engine	Gun
5	Hound	Scout	Master	Devil	Stalker	Ghost
6	Flame	Saber	Strider	Dragon	Spirit	Javelin

Example: Bryan needs to name a Mech so he rolls on table A resulting in a 2 and a 1, getting Heavy. He then rolls a 6 and a 4 on table B, getting Dragon. Playing around with the names, he doesn't like this mix very much, but he likes Heavy. After reviewing the tables he decides to name it Heavy Gear MK II. Bryan used his head and decided to use the chart paired with his own imagination of what he thinks sounds cool for a Mech. Be like Bryan!



1. A combat unit of 5 Mechs, all kitbashed with a great level of detail. The stark contrast between the white and red make these models stand out. - Brian, @surpriseyoufoundme
 2. Tommy, @bigbossredskullz 3. Will Godwin 4. Jordan "Kitaki" 5. Nick Steele



6. Andrew "Master Blaster"

8. Brian, @surpriseyoufoundme

7. A custom loot token - Dave McLay

9. Chris Moulson



STARTING A GAME

MISSION

Pick or roll to determine which mission to play. Decide if you are using Special Objectives (p.39), they are optional.

TERRAIN

You and your opponent(s) take turns placing and designating destructible and indestructible terrain on the map that suits your mission and game. We recommend lots of line of sight blocking terrain evenly placed across the board.

DEPLOYMENT ZONE

If the Mission does not have a Deployment requirement, players roll off to determine who picks their Deployment Zone. The winner chooses a board edge or corner and the other player deploys opposite. Players alternate placing models. Models may be placed anywhere within 3" from their table edge or 8" from a corner. Alternate placing your models until all models have been placed.

THREE OR MORE PLAYERS

If playing with multiple opponents, players pick a board edge and deploy as normal, but may not place a model within 8" of an enemy model. Roll off to determine who picks the first deployment zone, then continue in initiative order or an order that makes sense.

re: OUTNUMBERED!

At the start of the first Round, if you have fewer models than the player with the most models, you are Outnumbered. You gain 1 Pass Activation token for each model that the player has more than you.

When it is your turn to activate a model, you may instead discard one of your Pass Activation tokens, and play passes to the next player.

You discard a Pass Activation token whenever the player with the most models in play loses a model.



SPECIAL OBJECTIVES

Before a game begins, but after missions are selected, choose in secret one Special Objective and write it down. Completing a Special Objective rewards a single dice roll on the Salvage Gear table.

SYSTEMS HOT

Gain 10 HEAT & then Explode with a Mech.

NOTHING IN OUR WAY

Destroy 2 pieces of terrain.

DEATH BY A THOUSAND CUTS

Deal at minimum 1 damage to each enemy model on the field.

DEADLY GRUDGE

Land the killing blow on at least two enemy models, removing their last HP with an Attack Action.

FILL THE COFFERS

End the game with the most Loot Tokens.

NEVER LET THEM SEE YOU BURN

Purge 6 or more total HEAT over the course of the game.

COOL, CALM & COLLECTED

Finish a game with at least one Mech at 3 or less HEAT.

LAST ONE STANDING

End the game with only a single Mech from your Combat Unit on the board.

LOOT TOKENS

Some missions instruct the players to place Loot Tokens on the table. Loot Tokens represent useful scrap or supplies for you to recover from the battlefield. We recommend using something approximately 1" in diameter. A 28mm base works well.

A model that is within 1" of the token may spend an Action to pick it up. Remove the Token from the field when it has been picked up. A model may hold multiple Loot Tokens. If a model holding Loot Tokens is destroyed, place the tokens where the model was destroyed.

Players may optionally add D3+2 Loot Tokens to any map or scenario. Roll off to determine who places the first token. Take turns placing them, at least 6" from one another.

MISSIONS

Here you will find missions to play with your opponents. Roll or pick which Mission to play. Feel free to make up your own missions and scenarios to fight over in Orion.

1. WARZONE

Your enemies emerge, a spectral procession on the looming horizon. And suddenly, a dance of missile fire where one of you shall become not even a whisper in corners of Orion.

OBJECTIVE

Turn the other Mechs into shrapnel.

Set Up - Players take turns placing a total of d3+2 Loot Tokens.

Victory - The player who has the most models standing by the end of the 5th round is the winner.

Reward - Each player gains +1 Salvage Dice for each enemy model they take Out of Action.

Bonus Reward - 10,000¢ per Loot Token.

SPECIAL RULES

EVAC - During a game models may EVAC to secure Loot and return to safety. To do so, the model must be within 1" of a board edge and perform an EVAC Action. Immediately remove the model from the board.

2. RECOVERY

In the scarred recesses, a trove of ancient technology lies untouched. Though, you are not alone. Beware, for others draw near, summoned by the allure of scrap and salvage...

OBJECTIVE

Secure the cargo before the enemy does.

Set Up - Place a piece of Cargo in the center of the map.

Victory - The player whose model is carrying the Cargo by the end of the 5th round, or EVACS with it, wins.

Reward - The winner gains 25,000¢ and +1 Salvage Dice. This may surpass the normal maximum Salvage Dice.

SPECIAL RULES

The Cargo - Move your model within 1" of the Cargo to pick it up. Picking up the Cargo is a Free Action. A model carrying the cargo may not use VTOL. If they perform more than 1 Action, or Bolster an Action in a turn, it generates +1 HEAT, in addition to the normal HEAT increases. Once you pick up the Cargo, it may not be dropped until the model carrying it is destroyed.

EVAC - During a game models may EVAC to secure Loot & the Cargo and return to safety. To do so, the model must be within 1" of a board edge and perform an EVAC Action. Immediately remove the model from the board.



3. SCAVENGE

Navigate the ruins and crumbling cities in search of forgotten treasures. Technology of a bygone era, before war and conquest were the only currency of power. Your radar echoes frequencies revealing their locations...

OBJECTIVE

Scavenge the ruins of the old city.

Set Up - Each player alternate placing 5 Ruins outside of deployment zones, mark them to differentiate from other terrain on the board. The Ruins count as Destructible Terrain.

Victory - The player who obtains the most Loot Tokens by the end of the 5th round is the winner.

Reward - At the end of the game, each player gains an additional +1 Salvage Dice for each Loot Token they captured. This may surpass the normal maximum Salvage Dice.

SPECIAL RULES

Scavenging - Once per models Activation, if it is within 1" of a Ruin, it can use an Action to search the Ruins. Roll a d6:

1 - The ancient building crumbles, dealing 1 damage to all models within 2". Remove the Ruin. Place a Loot Token at the center of where the Ruin stood.

2-5 - You obtain a Loot Token. After the Ruin is searched, it cannot be searched again.

6 - You obtain 2 Loot Tokens. After the Ruin is searched, it cannot be searched again.

EVAC - During a game models may EVAC to secure Loot and return to safety. To do so, the model must be within 1" of a board edge and perform an EVAC Action. Immediately remove the model from the board.

4. BURNED TO A CRISP

Eruptions of solar flares unleash their fury upon the planet's surface. As you strive to escape the impending radiation, a battle erupts as you scramble for safety. The shadows lengthen, and time dwindles - reach the shelter before it's too late.

OBJECTIVE

Escape the sun's radiation by entering solar shelters while also securing supplies to ride out the storm.

Set Up - Place 5 Loot Tokens along the center of the board in equal distance from each other. Each player places a Shelter in their deployment zone within 1" of a board edge.

Victory - As soon as one player has all their surviving models inside their shelter, the game ends. At the end of the game, the player with the most Loot Tokens in their shelter wins.

Reward - The Shelter is equipped with abandoned equipment and tools. Gain +2 Salvage Dice for each model in your Shelter. This may surpass the normal maximum Salvage Dice.

SPECIAL RULES

Shelters - Models within 1" of a Shelter may spend an Action and enter their Shelter. Remove the model from the board. Models outside the Shelter at the end of the 5th round are considered Out of Action.

Solar Flare - At the end of each round, the solar flares burn the HEAT systems of all models on the battlefield. When a model gains HEAT during a HEAT Check, they are hit with a wave of radiation and gain +1 HEAT and take 1 Damage.

5. HOLD THE LINE

Among this barren landscape stands a lone outpost. The final bastion against the encroaching forces. Despair turns to hope as a distant hum heralds the arrival of salvation. A drop ship descends from the sky, its silhouette cutting through the smog-choked skies.

OBJECTIVE

The forward scouting base is being attacked, the defenders are on their last legs. An armored drop ship has arrived with extra firepower to fend off the assault. Survive the onslaught until survivors can get on the drop ship and escape.

Set Up - The winner of the Deployment roll picks if they are the Attacker or Defender. The Defender places a Drop Ship marker in the center of the board.

Deployment - The Attacker may deploy anywhere along any board edge. The Defender deploys within 3" of the Drop Ship marker. The Attacker deploys their forces entirely, and then the Defender.

Victory - The Attacker wins if they end a round with more models within 3" of the Drop Ship than the defender, or destroy all the Defending forces.

The Defender wins if they survive for 5 rounds until the drop ship takes off, or destroy the Attacking forces.

Reward - If the Attacker wins, they gain +1 Salvage Dice. If the Defender wins, they gain +2 Salvage Dice. This may surpass the normal maximum Salvage Dice.

6. NOBLE FIGHT

"I'm ready, how about you?"

OBJECTIVE

Survive.

Battlefield - It is recommended to use a 2'x2' or 3'x3' play area for this Mission.

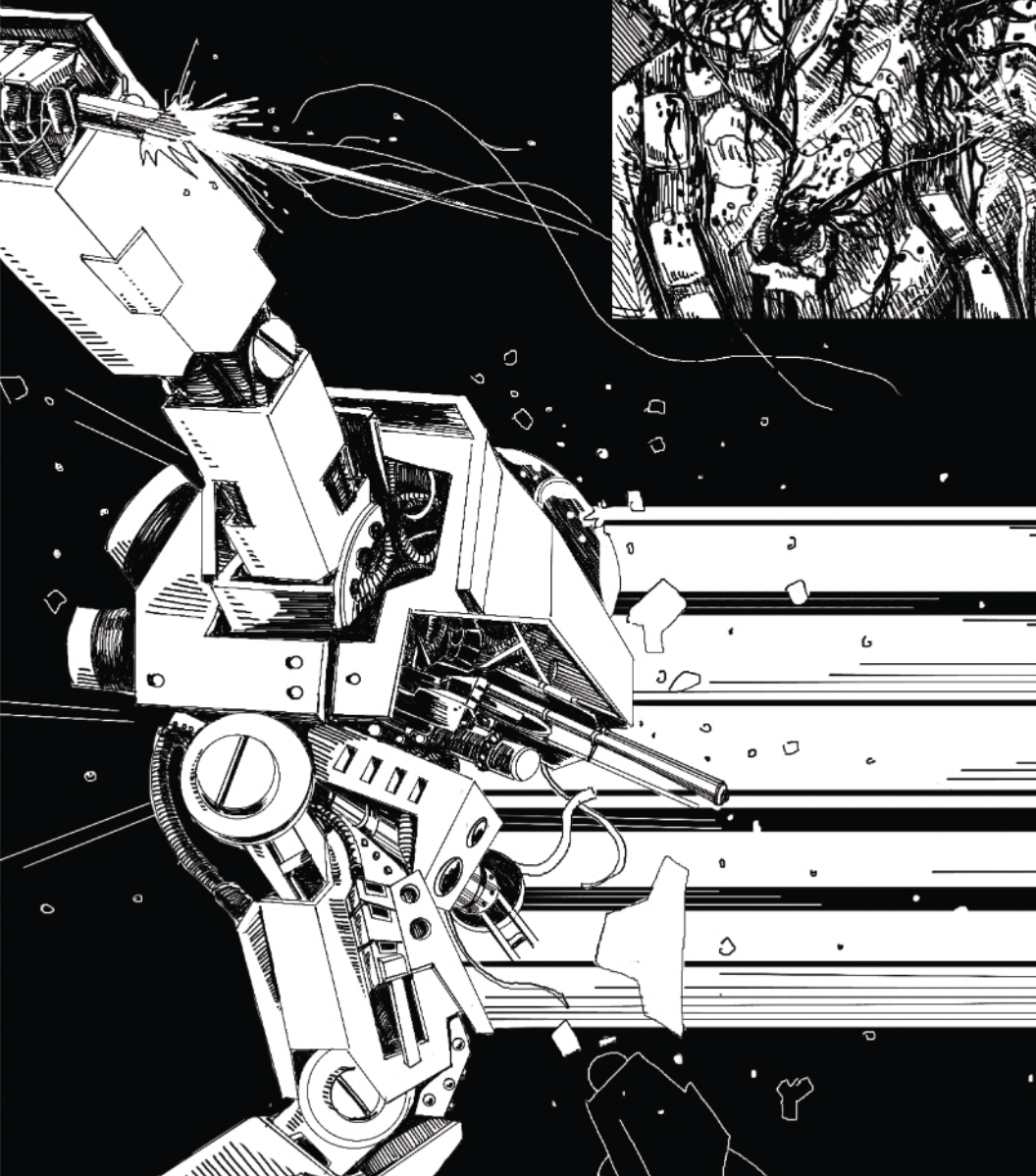
Set Up - Each player will deploy 1 model on the board. When your model is destroyed, place a new model within 9" of your destroyed model, and more than 6" from all enemy models.

Victory - The game goes until only one player is left.

Reward - Each player gains +1 Salvage Dice roll for each model they put Out of Action. This may surpass the normal maximum Salvage Dice.



NO SIGNAL



AFTER ACTION

The fields glow red from the ashes of battle. Cockpits deformed into melted husks. Mechs slumped in craters where they made their final stand..

After a game ends for each unit destroyed in the game - consult the Casualties & Scars table. Then continue to Salvaging Rolls.

CASUALTIES & SCARS

If a model is taken Out of Action, it is considered a Casualty. Roll a d6 for each Casualty.

1-2: Roll 2d6 and consult the chart. The Scars last until repaired.

3-6: The model is able to make it back to base unscathed.

2d6	Scar	Effect
2-3	Totaled	The model is destroyed permanently.
4	Disrupted Targeting	-1 to all Attack Actions (A roll of 6 always hits).
5	Fractured Core	-1 to the models HEAT Limit (to a minimum Heat Limit 3.)
6	Weapon Destroyed	Remove a random Weapon Platform.
7-8	Unscathed	Model escapes with minor cosmetic damage. No Mechanical changes.
9	Hamstring	The model has -1 Speed (to a minimum of 1).
10	Damaged	Reduce the models total PFs by 1 (minimum of 1).
11	Armor Degradation	-1 to models AR rolls.
12	Critical Core	model adds +1 to all HEAT checks.

REPAIRS

Between missions, you may spend 25,000¢ to repair 1 Scar from a model. You may only do this once per Mission as you only have so much time!

TOTALED

When a model is Totaled, platforms attached to the model are potentially lost forever. Roll a d6 for each Platform equipped to the Totaled model.

1-2: Platform is destroyed with the model.

3-6: Platform is recovered for reuse or sale.

You may scrap a Mech for 2d6 x 1,000¢ after rolling a Totaled roll.



KRABEL-HOSCH INDUSTRIES: FORENSIC COST ANALYSIS OF HESKIN-A7 COOLANT SYNTHESIS FACILITY CONSTRUCTION

DATE	ITEM TYPE	LINE ITEM	QUANTITY	COST IN CREDITS
2.2.42	HARDWARE	SSD-7 Kinefisher Radar Dissonant Mineral Survey Drone(s)	60	600.00
2.8.42	COMMISSION	Geological Analysis of Fluoride Levels In HeskIn-A7 Lake Systems	N/A	2,120.00
3.29.42	COMMISSION	Ethnographic Study of HeskIn-A7 Central Inheritance Colony and Outlying Aerlcombline Estates	N/A	3,499.00
7.4.42	CAPITAL	Startup Investment Capital In Valkir Low Orbit Solutions	N/A	500,000.00
7.4.42	HARDWARE	NPD-19 Cloudbeeder High Altitude Chem Dispersal Glider(s)	20	4,200.00
7.4.42	CONSUMABLE	Surplus Inthrax-88 Pesticide Cannister(s) Transferred from Ceeke-Hadik Ecological Catastrophe Zone	440	100.00
7.4.42	COMMISSION	Retaining Cost for Security Contractor Company ("Telkada Starving Doss")	N/A	12,000.00
9.16.42	HARDWARE	Crockettech WAS-22 Minuteman Exosuits Misplaced Near Aerlcombline Estates	17	340.00
9.16.42	CONSUMABLE	Crockettech 12.3x92mm Polymer Hollowpoint Ammunition	51,000rds	510.00
9.16.42	CONSUMABLE	Crockettech 20mm Hi-Ex Shells	850rds	1,200.00
9.24.42	CAPITAL	Deployment Bonus to Telkada Starving Doss for Security Intervention Against HeskIn Trust Orbital Supply Corporation	N/A	5,000.00
11.2.42	CAPITAL	Acquisition of HeskIn Trust Orbital Supply Corporation	N/A	42,000.00
11.3.42	CAPITAL	Administration Costs for Merger of HeskIn Trust Orbital Supply Corporation with Valkir Low Orbit Solutions	N/A	977.00
11.5.42	CAPITAL	Auction Fees for 98% Liquidation In Valkir-HeskIn Low Orbital Solutions Operational Hardware Assets	N/A	2,112.00
11.25.42	CONSUMABLE	Humanicare Anti-Famine Tablet Pallets	5	2.00
12.30.42	HARDWARE	NS-31 Dietrich Counter Terror Ground Support Suit(s) for Telkada Starving Doss	3	875.00
1.3.42	CAPITAL	Deployment Bonus to Telkada Starving Doss for Security Intervention Against HeskIn-A7 Aerlcombline Estates	N/A	5,000.00
1.10.42	COMMISSION	Evacuation Flights from HeskIn-A7 Central Inheritance Colony to Retiburg Hi-Sec Refugee Station for Civilians Displaced by Conflict with Aerlcombline Estate Terrorist Incidents	3	270.00
1.11.42	CONSUMABLE	ED-2 Fafnir Wide Array White Phosphorous Smoke Screen Shell (s)	19	145.00
1.12.42	CAPITAL	Land Acquisition of HeskIn-A7 from Emergency Civil Management Council	N/A	1.00
1.29.42	CONSTRUCTION	Fluoride Hydroextraction Facility	N/A	1,890,755.00
1.29.42	CONSTRUCTION	Perfluoroalkane Dielectric Coolant Synthesis Laboratory	N/A	3,101,830.00
		COST		5,573,536.00
		NET COST AFTER SALE OF LIQUIDATED ASSETS TO THIRD PARTY MERCHANTS		4,998,857.00
		SAVINGS ON PFA-DE WEAPON PLATFORM ENGINE COOLANT PER YEAR		4%



Emergency Civil Management Council



9.16.42	CONSUMABLE	Crockettech
9.16.42	CONSUMABLE	Crockettech
9.24.42	CAPITAL	Deployment
11.2.42	CAPITAL	Intervention
11.2.42	CAPITAL	Acquisition
11.3.42	CAPITAL	Administ



SALVAGE ROLLS

A Salvage Roll occurs at the conclusion of each game. For each Salvage Dice, players roll a d6 (to a maximum of 8d6) for each of the following:

- Each friendly model that took part in the battle and was not Totaled in the After Action.
- Each enemy model you destroyed during the game. Models destroyed by an Explosion of your models also count.
- Each Loot Token you held at the end of the game.
- The winner gets +1 dice.

Salvaged Gear

After performing your Salvage Roll, gain credits equal to the total rolled x1,000¢. Then form them into sets of matching results and cash them in for the following rewards on the Salvaged Gear Table below. Left-over dice can be cashed in as singles.

SALVAGED GEAR TABLE

Roll	Single Rolls	Two of a Kind	Three of a Kind	Four of a Kind
1	Gain 1d6x1,000¢	Two models gain +1 PF slot.	Gain 1d10x10,000¢	Gain 3d6x10,000¢
2	Gain a random specialty Ammo.	May Repair 1 Scar from a Mech you own. This may be stored in your Bunker for later use.	Gain 2 Random Melee Weapon Platforms	Gain a Relic (p.44)
3	Gain a random Ranged Weapon Platform.	Gain an Infantry + 1 Random Ranged Weapon.	Gain a Ground Vehicle + 1 random Ranged Weapon.	Gain an Aircraft + 1 Random Ranged Weapon.
4	Gain a random Upgrade Platform.	Gain a +1 random Melee platform and +1 random Ranged Platform.	Gain 2 Random Ranged Weapon Platforms	Gain every result from the single roll row.
5	Gain a random Melee Weapon Platform.	Gain 50,000¢	Gain 75,000¢	Gain a New Mech, equipped with 1 random of each: Ammo, Upgrade, Ranged & Melee Platform.
6	One model gains +1 PF slot.	Roll again on the doubles row, and roll a single dice on the single row.	Gain 2 random Upgrade platforms.	Roll once on each row of the table. You cannot roll this option again.

UPGRADES, WEAPONS & MODELS

If you need to generate something at random during a Salvage Roll, use these tables.

UPGRADES (D20)

1. Armor MK I	10,000¢
2. Armor MK II	25,000¢
3. Reactive Armor	50,000¢
4. VTOL	25,000¢
5. Thrusters	10,000¢
6. HEATsink	10,000¢
7. Sensor Array	25,000¢
8. Heavy Plating	20,000¢
9. Core Stabilizers	10,000¢
10. Extra Platforms	15,000¢
11. Self Destruct	10,000¢
12. Camouflage	30,000¢
13. Nuclear core	10,000¢
14. Targeting Systems	45,000¢
15. Up-link	15,000¢
16. Long Range Targeting	15,000¢
17. Defense Array	10,000¢
18. Thermal Imaging	20,000¢
19. Counter Missiles	10,000¢
20. Virus Program	20,000¢

MODELS (D6)

1. Mech w/ empty Platforms	50,000¢
2. Mech w/ random Platforms	100,000¢
3. Infantry	10,000¢
4. Ground Vehicle	30,000¢
5. Aircraft	25,000¢
6. Mech with empty Platforms	50,000¢

RANGED WEAPONS (D8)

1. Flame Thrower	10,000¢
2. Light Weapon	10,000¢
3. Medium Weapon	15,000¢
4. Heavy Weapon	25,000¢
5. RAIL Weapon	45,000¢
6. A.I. Missile System	15,000¢
7. Long Range System	25,000¢
8. Large Missile Battery	30,000¢

MELEE WEAPONS (D8)

1. Basic Combat Attachment	5,000¢
2. Close Combat Weapon	10,000¢
3. Cable Whip	15,000¢
4. Lance	20,000¢
5. Power Weapon	15,000¢
6. Electric Field	10,000¢
7. Piston Gauntlet	10,000¢
8. Energy Sword	15,000¢

SPECIALTY AMMO (D6)

1. Flechette Rounds	5,000¢
2. Hellfire Rounds	10,000¢
3. EMF Rounds	10,000¢
4. Concussive Rounds	5,000¢
5. Rapid Assault Rounds	20,000¢
6. Tracer Rounds	5,000¢

RELICS

Relics are special one-of-a-kind items that can be found on the planet. After a game each player rolls a d6. On a roll of 1 or 2, you find nothing. On a roll of 3+ you have found a Relic.

Roll a d12 to determine which Relic you have uncovered. If playing the Sumar Campaign, once a Relic is taken, it is no longer available for anyone else to obtain. Re-roll duplicates.

1 The Phantom of Sumar

A storm of gunfire erupts from the darkness. After the enemies fall, your new ally makes themselves known.

A single model joins you each game. This can be represented with a small Mech, tank or infantry. Deploy this model in your deployment zone, after both players finish deploying all models.

PILOT STATUS: ERROR	PHANTOM OF SUMAR			
	S	5	CS	4+
	AR	6+	HP	3
	HL	5	PF	2
Medium Weapon				2 DMG

2 CX Repair Droid

Abandoned in the great scrap heaps of Sumar, these old repair bots still have life - and plenty of work to do.

Equip to a model.

At the start of each round, roll a d6. On a 3+ repair d2 HP. Takes up 1 Platform.

3 Honor Bound Pilot

"Live by the blade, and die by the blade. I will continue to serve until my oath is fulfilled."

Equip to a Mech.

Increase that models CS rolls by +1. If the Mech is destroyed during a game, you have a 50% chance of losing the pilot in the wreck.

4 Experimental Thrusters of the Chosen One

It is said these were fixed to a highly advanced Mech that disappeared the year the sun went dark.

Equip to a model.

Increase Speed by +2 and gain the VTOL upgrade. Takes up 2 Platforms.

5 Ancient Cannon of Old Sumar

Old steel and endless shelling. The enemy will break apart by sheer will of steel and blunt force.

Ranged Weapon

3 Damage, AP(1).

Takes up 1 Platform.

6 Eternal Rabbits Foot

Emblazoned with gold, the white fur sways from the console of your heavy machine.

Equip to a model.

Once per game you may re-roll one dice roll made with this model.

7 Cleansing Flame XT7

A fuel that is said to be never ending. A plasma core that expels a blue flame, hotter than the great sun Orion.

Ranged Weapon

1d3 damage

Special: Generate 1d3 HEAT on target model, and remove 1 HEAT from the firing model.

Takes up 1 Platform.

Relics continued on the next page.

8 Depleted Uranium Rounds

Made by the great weapon smiths of Kaltek Manufacturing. Their shells glisten in the light. As if shifting between this realm and the next.

Equip to a model.

Ammo.

Special: Critical hits apply on a 5+. This item follows normal Ammo rules. This Relic can be found more than once.

9 A.I. Targeting System

A hard disc with something illegible written on it in black marker. When you pop it into a terminal an unnamed folder pops up. Inside; schematics for a new weapons system, along with an A.I. interface to control it.

Equip to a model.

When a Model with this PF is activated, choose a Weapon Platform. When making a CS roll with that weapon this turn, roll 2 dice and choose the better roll. Takes up 1 Platform.

10 Heavy Rain access codes

Scrawled on a data pad "HEAVY RAIN XHIV3". Typing this code into the command prompt and hitting enter, you see a bright light erupt from the sky. Orbital bombardment codes. May God have mercy on our souls.

At the start of any friendly model's turn, pick a point on the board. All models within 3" of the point take d3 damage with AP(1). Only usable once per game.

11 Forward Scouting Relay

"I've got eyes on the enemy. I'm making my move."

Equip to a model.

During Deployment, after all models have been Deployed, you may Redeploy this model anywhere outside of 12" from an enemy's deployment zone.

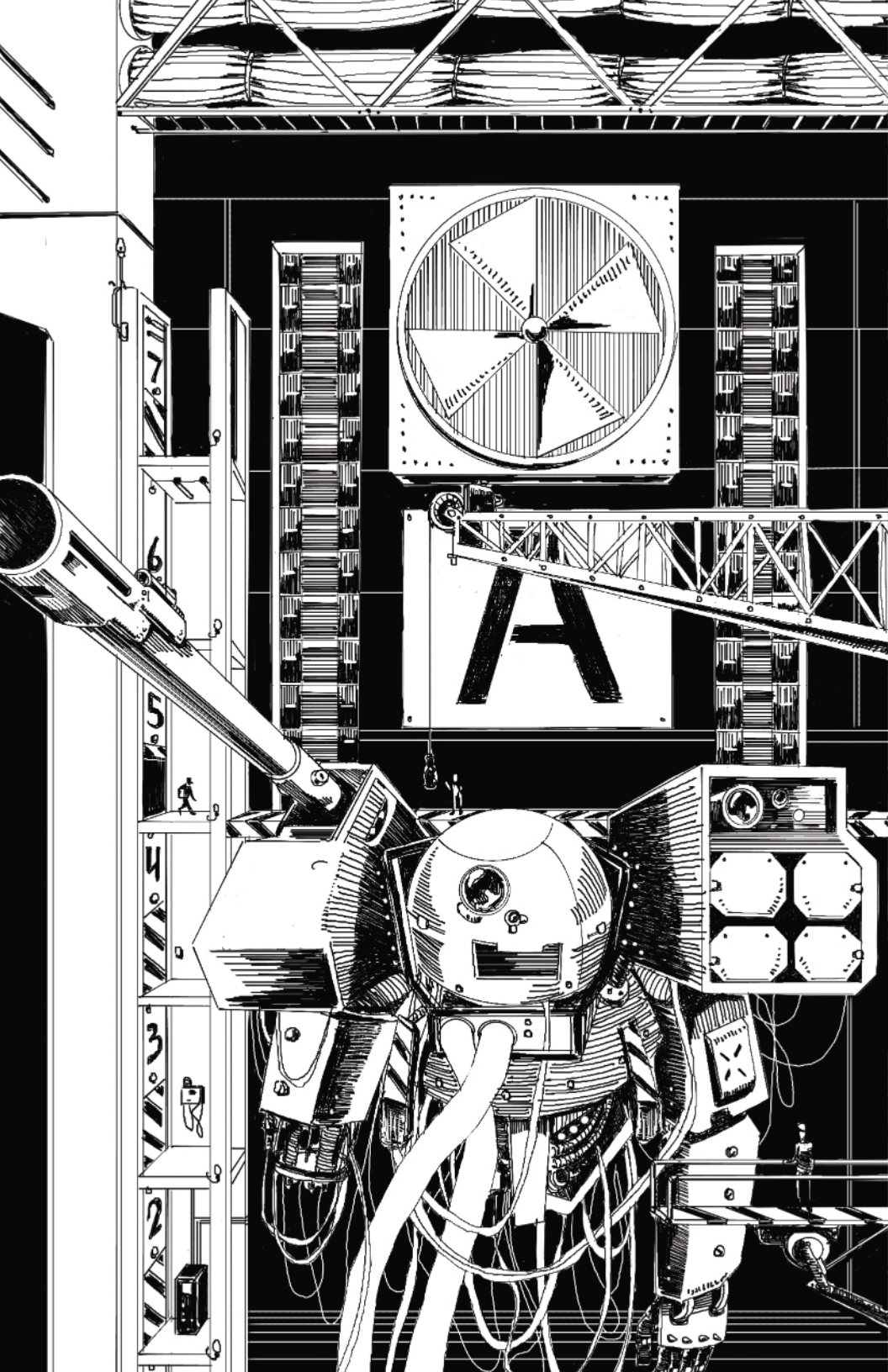
12 Quantum Vengeance Core

"QVC utilizes advanced energy conversion technology to transform kinetic impact into enhanced combat efficacy. Upon receiving damage, the core recalibrates the mech's systems, augmenting its next attack with increased strike potential."

Equip to a model.

When the equipped model takes damage, increase its CS by +1 for its next Attack Action. Takes up 1 Platform.





BUNKER

After the game your Combat Unit returns to their bunker. This is where you stash all your extra Mechs, spare Upgrades, Credits & loot between battles. You have up to 6 bays to store your models. You may store 1 Mech, or 2 ground vehicles, 2 aircraft, or 3 infantry in each bay. Keep track of your platforms, credits, and extra models in the bunker. You can find the sheets for keeping track of your bunker at:

www.underthedice.com/flamesoforion

Artwork by Nico Lucido (Left) and Ryan Walker (Below)





Above: A great battle begins in the ruins of an ancient mega city.

Right: A group of hardened mercenaries ready for a fight.

Below: Steve tells Gage he wants 2 sodas from the fridge.





Dimitri falls victim to an ambush led by Dallas. After the hard-fought battle, the two share a death stick.





ORION SYSTEM

Orion is a dying system, where humanity still clings to life. The following pages contain just some of the documented planets, moons and locations of interest in the system for you to explore.

THE INNER CIRCLE

The planets closest to Orion; Namoria, Sumar & Jericho are the only 3 habitable planets left in the system that don't require specialized shielding.

Jericho

++++INTEL DATA CORRUPTED++++

Jericho IV A moon with almost every resource mined, siphoned & exported. The great merchant guild Cerberus holds power here. The planet is littered with ancient cities, and scrap fields. There are Aquifer and crop fields maintained under specially constructed domes to allow the Credit Lords of Jericho hold sway over the population of New Mecha, Jericho IV's last mega city. The rest of the planet is a deadly wasteland. Jericho IV is known for being a near inhabitable planet since Orion dimmed. Radiation storms, acid rain & sections of ozone that burn the smallest spark. New Mecha has remained due to its high end shielding technology, and the human condition to profit against all odds.

Namoria The planet sits in the perfect balance. Wild life roams, plants grow and the planet supports human needs. The planet is booming in vegetation post the orbital bombardment in 2458. The ruins of the old cities are now covered with massive vines and greenery. Where skyscrapers stood, it's now filled with colossal trees as far as the eye can see. The planet is said to have small groups of rebel forces that still call this planet their home, but the planet has been actively hostile towards all megacorp attempts to return for profit.

Sumar A small planet that was once a thriving technology hub. Concrete and durasteel remain where all resources have been drained. Most of the planet has been leveled from major conflicts. The new planet capital, New Salvation of Erd, is the only city left. Cobbled back to life by those who call Orion their home.
Note: Sumar Conflict.

Halycon Orbital Station A refugee camp above Sumar. Once a mega corporation work station due to its proximity to a major gas cloud. Due to major system failure it was decommissioned long ago. It has since been converted to house people from the sector that had nowhere else to go. Due to its nearly endless supply of fuel, and no official protection anymore, it has become a major stop for runners, black market exporters and bounty hunters.

THE DRIFTLESS

A sector of space encompassing the 4th planet of Orion. A great space battle happened here, leaving behind a massive debris field known as The Graveyard.

Planet OR-X-04

The Graveyard A massive floating debris field of ships from a war of the past. A powerful merchant house has claimed it as their own and operate off an asteroid known as The Crypt. Anything you could possibly need for a frame, can be found here.

Note: Scrapper War.

Fhari Once the bread basket of the Orion Sector, the moon of Fhari was protected by a state of the art array of orbital defensive batteries. It was the first usurping corporate mercenary force which subverted the orbital array, and turned its might loose on the sunny emerald surface. Fhari is now a place of exiles - both survivors of its fall and those cast out onto its barren surface - damned to scrape our survival by a jailer that was once their savior; the array stands, and allows nothing to pass. Now life on Fhari is measured in thimble-drams of water, balanced on a knife's edge.

Note: Emperor of the Sands.

Tannhauser A terraformed moon orbiting

++INTEL DATA CORRUPTED++

Since the great dimming, Tannhauser has become a desert. All that remains on the surface is sand, old research facilities, and one port city. Home of the Tannhauser Gate, one of the only known planet side slip space gates that is still operational in this system.

Note: Tannhauser Gate Incident.

THE OUTER SPHERE

The outer reaches of the system contain two planets and the remains of a third. This sector has become increasingly dark and cold.

Onvadus The black dwarf planet sits at the edge of the system. Most deep-space craft would pass it by but for the fact its onyx surface is a rich concentration of the volatile Petrobane compounds. Since the mining colonies settling, its giant refineries, coolant towers and pipelines engulf the northern hemisphere.

Callus A planet that has been utterly destroyed. Its carcass floats in orbit around Orion and has created a major asteroid belt with its remnants. It is a graveyard of potential to be sifted through.

Asteroid Belt Station Cavea Cygni

A deep system trading post and refugee camp. Black market trade and human exploitation is abundant. Tread lightly.

Note: End Transmission II.

Anomaly OR-049

++++INTEL DATA CORRUPTED++++

THE MERCENARIES

Here are characters of note from Orion. They can be used to quickly assemble a Combat Unit to play a game: pick 4 mercenaries from the list and get right into the action.



Call Sign: God's Will

Pilot: Elazar of Alnitak

S	6	CS	4+	AR	6+
HP	6	PF	4	HL	10

Loadout Total Cost: 50,000¢

- Heavy Weapon
- Energy Sword
- Nuclear Core
- Self Destruct

Bio: God is watching me. Intertwined within the circuitry of this divine vessel, I can feel His blood flowing into mine. The methyl-adrenaline stims that flow through my veins are His blessing to keep me ever alert, awake, and ready to cast down the lost, granting them His most pure mercy. When the ecstasy of righteous violence takes hold of me, my soul is no longer corporeal. I am blind with beatific visions and my mouth spews forth heavenly wisdoms. I am a slave to my master. I am the hand of God. I am God's Will.



Call Sign: Big Iron

Pilot: Dallas

S	6	CS	4+	AR	5+
HP	6	PF	4	HL	10

Loadout Total Cost: 60,000¢

- Medium Weapon w. Concussive Rounds
- Medium Weapon w. Concussive Rounds
- Armor MK I
- Defensive Array

Bio: Military pilot, turned space trucker, turned merc for hire. He's been all across the system. No jobs too big. Fast talking - shooting first, asking questions later.



Call Sign: Dark Spirit

Pilot: <UNKNOWN>

S	7	CS	4+	AR	6+
HP	6	PF	4	HL	6

Loadout Total Cost: 65,000¢

- Light Weapon w/ Hellfire Rounds
- Light Weapon w/ Hellfire Rounds
- Thrusters
- Long Range Targeting

Bio: Held in high regard by the locals of Orion, Dark Spirit and its concealed pilot elicits dismay from those wishing to make a quick fortune on the ruins of the system.



Call Sign: Eternal Anguish

Pilot: Dark Tyler

S	6	CS	4+	AR	5+
HP	6	PF	6	HL	10

Loadout Total Cost: 50,000¢

- Medium Weapon
- Long Range Systems
- Armor MK I
-

Bio: Mech for hire. Once a traveler of the system, he has made many enemies being a sellsword and hides out among the merc outposts across the Driftless.



Call Sign: Bogatyr

Pilot: Dmitri Tarkanov

S	7	CS	4+	AR	5+
HP	6	PF	4	HL	10

Loadout Total Cost: 55,000¢

- Lance
- Energy Sword
- Thrusters
- Armor MK I

Bio: Dmitri Tarkanov is the last surviving member of the notorious Druzhina mercenary company. The team likened themselves as knights with an honorable purpose that was often at odds with the nihilistic reality of the Orion sector. As the last of his team, Dimitri continues to take on the occasional job as he compromises his quixotic mission for honor in exchange for a paycheck.



Call Sign: Heavy Hand

Pilot: Thacker

S	7	CS	4+	AR	5+
HP	6	PF	6	HL	10

Loadout Total Cost: 55,000¢

- Light Weapon
- Light Weapon
- AI Missile System w/ Flechette Rounds
- Armor MK I

Bio: One of the few survivors of the Tannhauser Gate incident, Thacker has been on a search for a way out of the system for the past few years. He will take up with whatever crew he has the best chance of that with.



Call Sign: Undertow

Pilot: Mac

S	6	CS	4+	AR	6+
HP	6	PF	4	HL	10

Loadout Total Cost: 60,000¢

► Rail Weapon w. Concussive Rounds

► Core Stabilizer

►

►

Bio: Mac comes from one of the ice moons in the Outer Sphere. A squad leader for the Maritime Defense Front, they typically deal with large ocean-dwelling amphibians, though pirates and off-world threats arise from time to time.



Call Sign: Saabe

Pilot: <REDACTED>

S	7	CS	4+	AR	6+
HP	6	PF	6	HL	10

Loadout Total Cost: 60,000¢

► Piston Gauntlet

► AI Missile System

► Thrusters

► Camouflage

Bio: Specialized for gorilla warfare on the forest world of Namoria. Saabe is wanted by every milcorp in the system for destroying a corporate-owned harvesting station, resulting in a supply chain seize and heavy resource loss.



Mech: Dark Demon

Pilot: David "Dax" Bauer

S	6	CS	4+	AR	6+
HP	6	PF	4	HL	10

Loadout Total Cost: 55,000¢

► Medium Weapon

► Medium Weapon

► Long Range Targeting

► Core Stabilizers

++++INTEL DATA CORRUPTED++++



Call Sign: Beastman

Pilot: L'pierre

S	6	CS	4+	AR	6+
HP	6	PF	4	HL	10

Loadout Total Cost: 60,000¢

- Piston Gauntlet
- Piston Gauntlet
- Energy Sword
- VTOL

Bio: The bane of corporation convoys and outer rim credit lords. He has been given the nickname Robin Hood of Orion. They say the required heavy metal escorts in the outer rim is due to the raids that he lead against ArcherTechIndustries during the Onvadus rebellion.



Call Sign: Fire Fury

Pilot: Donnegal

S	6	CS	4+	AR	6+
HP	6	PF	4	HL	10

Loadout Total Cost: 60,000¢

- Rail Weapon
- Long Range Targeting
-
-

Bio: The self proclaimed "best in the eastern sector". Donnegal has outfitted his rig for long range recon and taking out the enemy before they ever lay eyes on him.



Mech: Silent Scream

Pilot: Blaze "the Hammer" Harek

S	6	CS	4+	AR	6+
HP	6	PF	4	HL	10

Loadout Total Cost: 55,000¢

- Flamethrower
- Medium Weapon w. Hellfire Rounds
- Thermal Imaging
-

Bio: When only flames will do, there's a Blaze for hire. Famed throughout the Orion sector for bringing hellfire and brimstone to whatever jobs got his name on it. Call on Blaze if you want nothing left when he's done!



//A Green Hell...

In 2563 I signed up for the Corporation Defense Core. A mil-corp battle company whose contract goes to the highest bidding Mega Corp. "We go where the credits flow!" I was green as it gets. Freshly 17 and had to forge a parent's signature to sign up.

My family was from an agriworld within the Sol system, and we were poorer than dirt. I would sit in the cockpit of an old scrapped out crop hopper, pretending I was piloting an ARES VII. You know, the boxy ones with the missile pods? Man, I had this Machines of War magazine when I was a kid. I would stare at it all night when I would get in from working the field. Had that classic military drab camo paint job, with the shark tooth grin painted on the cockpit. I would dream of piloting that all day long.

But I refused to get stuck sat behind the wheel of a mega loader, barely scraping a life. So as soon as I could, I snuck a ride off planet to the nearest star port to enlist in a mil-corp. Within two days of being on that space station I found the CDF I lied about my age, signed the 15 year contract and I was on my way. I was gonna be a pilot.

Those first few months were harder than hell. High gravity PT. Full contact battlefield sims. Half rations until you proved your mettle. I can still taste the impact gel they'd pump you with before making orbital drops and star jumps. Eventually I made my way to front line crew making ODST runs, securing assets for major corps. The work was tough but the pay was good. I had carved a nice life out with my brothers in arms over the next few years. That all changed when we got sent to Namoria.

Namoria was.... 2571? At this point I had just gotten my Pilot III. I was running an ARES IX. The newest model of the same machine I used to obsess over when I was kid, only bigger, badder and more weapon platforms than you could count. I even painted the shark smile on the chassis. I daubed it "HEADHUNTER" along one of the long range barrels of the gauss cannon. By the end of its service it had 14 tally marks engraved next to the name. Camo netting obscuring the weapon systems and top of the central chassis. It was my Mech, there were many like it but that one was mine. And on the forest world of Namo, it was our savior.

Namoria - Namo is what we got to calling it - was a world located close to Orion. One of the few planets that was able to still support life without sanctuary fields or iron domes. You see, after the first wars for Orion, the planet got glassed and hadn't been touched for almost a century. HMMR had an old decommissioned low orbit space station that we repurposed into our operations base. The plan was to do one week shift rotations. One crew would go planetside, the other would be on R&R in the station. I was a part of the first drop crew. It was meant to be an easy job. Drop in, get forward operating base set up planet side for HMMR Industries so they could establish their resource gathering facilities. Then a simple guard duty until they got their private military into orbit.



I knew that plan was fucked the moment our dropship broke the cloud layer and I saw that jungle. I'd never seen forest like that before. Green so thick we couldn't even land the dropship without clearing a landing zone with ordnance. When we finally landed and the doors opened, the humidity hit like a brick wall. The trees were impossibly high. You'd never guess this planet was orbiting a dying star.

That first 72 hours the build crews worked clearing the brush back with some converted heavy frames fitted with industrial saws and flame throwers. The undergrowth we were standing on was 20 feet worth of roots. We burned until we hit the old concrete and were able to start laying foundations for bunk houses and equipment bays. Each day we'd notice the machines would be layered in a coat of what looked like pollen. We'd wipe 'em down and get back to work.

Some of the guys started getting sick soon after the clearing started. A hard cough. They'd be spitting up blood and getting black boils all over their skin. My best friend Shaw, he got it. He always had this gold cross he's wear on his neck. Said his pa gave it to him when he died and that it had been in his family a long time but didn't know what it meant. One day he started coughing. The next day he went to medbay. I never saw him again.

Not long after, the suits determined the pollen was toxic. Something they missed on their initial survey of the planet. Mandatory respirators 24/7 after that. All bodies black-bagged & burned. They gave me Shaw's gold cross with his tags.

//END TRANSMISSION





FAQ

If you Bolster an Attack Action, do all the attacks resolve at once?

Yes. All the effects from a Bolstered Attack Action happen at the same time. Any benefits provided from attacks do not apply until after all the attacks from the Bolstered Action are resolved.

Does the Flamethrower apply HEAT on damage or hit?

HEAT is applied after a successful Ranged Attack CS roll, before AR saves are made.

Do Ground Forces Explode?

Yes, but Infantry do not.

If an Explode result puts another model Out of Action, does it count towards enemies killed?

Yes, if a unit Explodes then any damage is treated as if it were caused by the Exploding unit.

Do the secondary targets from Large Missile Battery get cover saves?

Cover only applies if there is cover between the original target and the secondary model.

Is the Rail Gun affected by Long Range?

Yes. The Rail Gun checks for Long Range modifier on each to hit roll.

Do Ground Forces receive scars?

Yes. And to repair these units, the same Repair rules apply. Some of the scars do not apply, if they don't; re-roll.

Does the Rail Weapon require LOS?

Only on an initial target model or Destructible Terrain. All other models not in LOS gain a Cover Bonus.

Can I fire ranged weapons while in Melee?

No. You are Engaged and must use the Disengage action before making a Ranged Attack.

Does Target Uplink require Line of Sight?

Yes.

Can I target Infantry models when they Garrison Terrain?

No.

Does Position Compromised stack?

No.

If attacked by a Whip Cable, and outside of the standard 1" Engagement range, do I have to Disengage to be able to shoot and move again?

Yes. Also, you Move closer to the model with the Whip Cable without Disengaging at the cost of an Action.

RIGHTS & CREDITS

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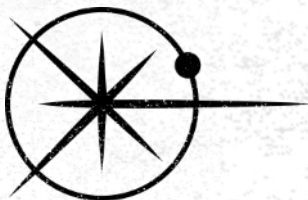
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QUICK REFERENCE

SETUP

1. Pick a scenario.
2. Set up the board.
3. Designate Terrain.
4. Roll for Deployment.
5. Place Loot Tokens (if using).
6. Deploy models. Alternating between players. 3" from edge.
7. First Round begins.

EACH ROUND

1. **Initiative Phase**
Roll for Initiative. (+1 to the roll if you finished activating first last round.)
2. **Activation Phase**
Players alternate activation of single models.
3. **HEAT Phase**
Players alternate making HEAT Checks for each of their models.

ACTIVATING

Pick a model.

It may perform up to 2 Actions:

- **Move up to 5".**
- **Ranged Attack**
- **Melee Attack**
- **Purge d3 HEAT, Gain PC.**
- **Disengage 1/2 5".**

Actions may be Bolstered (p.14-15).

HEAT & ACTIONS

You gain HEAT any time you...

- Perform a second Action (+1)
- Perform a Bolstered Action (+1)
- Roll HEAT Checks:

HEAT Check Roll	1	2-4	5-6
HEAT Generated	+2	+1	0

EXPLODE

Make an **Explode Check** when:

- A model reaches/exceeds their HEAT Limit, AFTER performing the Action.
- A model is reduced to 0HP.

Explode Check

Roll a d6.

1-2: Out of Action	3-6: Explode!
--------------------	---------------

Explode

- Damage from Exploding is equal to your half your current HEAT rounded down, to a minimum of 1.
- The range of the explosion is equal to your current HEAT in inches.
- Terrain blocks Explosion Damage.
- Destructible Terrain (p.20) takes damage from Explosions as normal.
- After exploding, the model is Out of Action.

COMBAT

- Models within 1" of each other are Engaged.
- Engaged models cannot use Ranged Attacks.
- Ranged attacks have unlimited range, unless otherwise stated in their profile.
- Long Range - models firing further than 10" suffer -1 to their CS rolls.
- Cover provides a +1 to AR rolls.
- AP causes a -1 to AR rolls.
- Position Compromised provides +1 to CS when targeting an affected model. Remove PC after the attack resolves.

RESOLVING

1. Check for Long Range. (Outside 10" -1 to CS rolls.)
2. Check if the model is in cover. (+1 to targets AR)
3. Roll equal to or over your CS.
4. If successful, apply weapon damage.
5. Target makes one AR save per point of damage.
6. If a model is reduced to 0HP, make an Explode Check. Then it is Out of Action.

OTHER MECHANICS

- All models within 2" of Destructible Terrain when destroyed take 1 damage.
- A roll of a 6 is always a Critical Hit.
- Critical Hits apply +1 Damage & test for Catastrophic Damage (p.17).
- AR always prevents damage on a 6+, regardless of AP.
- Falling deals 1 damage.

BOLSTERED ACTIONS

Choose one:

BOLSTERED MOVE

- **Charge**
Move, make a free Melee Action.
- **Run**
Move an additional 3".
- **Snap Shot**
Shoot one ranged weapon at any point during the Move at -1 to CS.

BOLSTERED RANGED ATTACK

- **Unleash Hell**
Shoot all Ranged weapons equipped to the model that have not previously fired this turn.
- **Focused Fire**
Make an attack with a Ranged weapon. Improve your CS roll by +1 for the attack.

BOLSTERED MELEE ATTACK

- **Fury**
Attack with all Melee Weapons not previously used this turn.
- **Focused Strike**
Make an attack with a Melee weapon. Improve your CS roll by +1 for the attack.
- **Ram**
Deal 1d3 Damage to yourself, and 1d3 Damage to a target within 1".

BOLSTERED DISENGAGE

- **Dodge**
You may Move out of combat at $\frac{1}{2}$ Speed. The enemy model may not make a free Melee attack with a Melee Weapon.


BOLSTERED HEAT PURGE

- **Reboot**
Remove 2d3 HEAT. This must be the models only Action for the turn. You do not gain any HEAT for this Action, nor do you gain Position Compromised.



IF A RULE IS UNCLEAR, ROLL A D6 TO DECIDE





Flames of Orion is a fast paced and deadly mech skirmish game. Balanced by your mechs overheating engines, the game will keep you on your toes as you fight over scraps of a fading system. Pushing it too far means your systems could overheat, resulting in an explosion that devastates everything in its wake. Will the gamble be worth it?

With 100's of possible loadouts, the game offers diverse options for gearing your Combat Unit. Mix and match across different weapon platforms, utility upgrades & ammo.

