

# HEAVY METAL ZONS

## STAR TROOPER

*"How many combat drops? Hell, I stopped counting. It's all the same anyhow - kill everything, wait for relief to come pick up the pieces, then go get a beer."*

The Star Trooper is a space warrior equipped with powered armour, heavy weapons, and the ability to cope with anything after all the shit they've survived already.

Play the Star Trooper if you want to:

- Blow lots of stuff up.
- Play a tough, hard-bitten combat veteran.
- Have a bunch of cool tech gear, like that sweet power armour.

This side of the sheet is the introduction and getting started guide. The reverse tracks what you need in play and you'll write your selections there.

### MAKING YOUR STAR TROOPER

1. Pick your name.
2. Check out your ratings and special ability (on the other side of this page).
3. Go through your asset list and make any selections. The first option is a good default if you have trouble choosing.
4. Note down how you look and any history details you've come up with.
5. Introduce yourself to the other heroes and start your quest for glory.

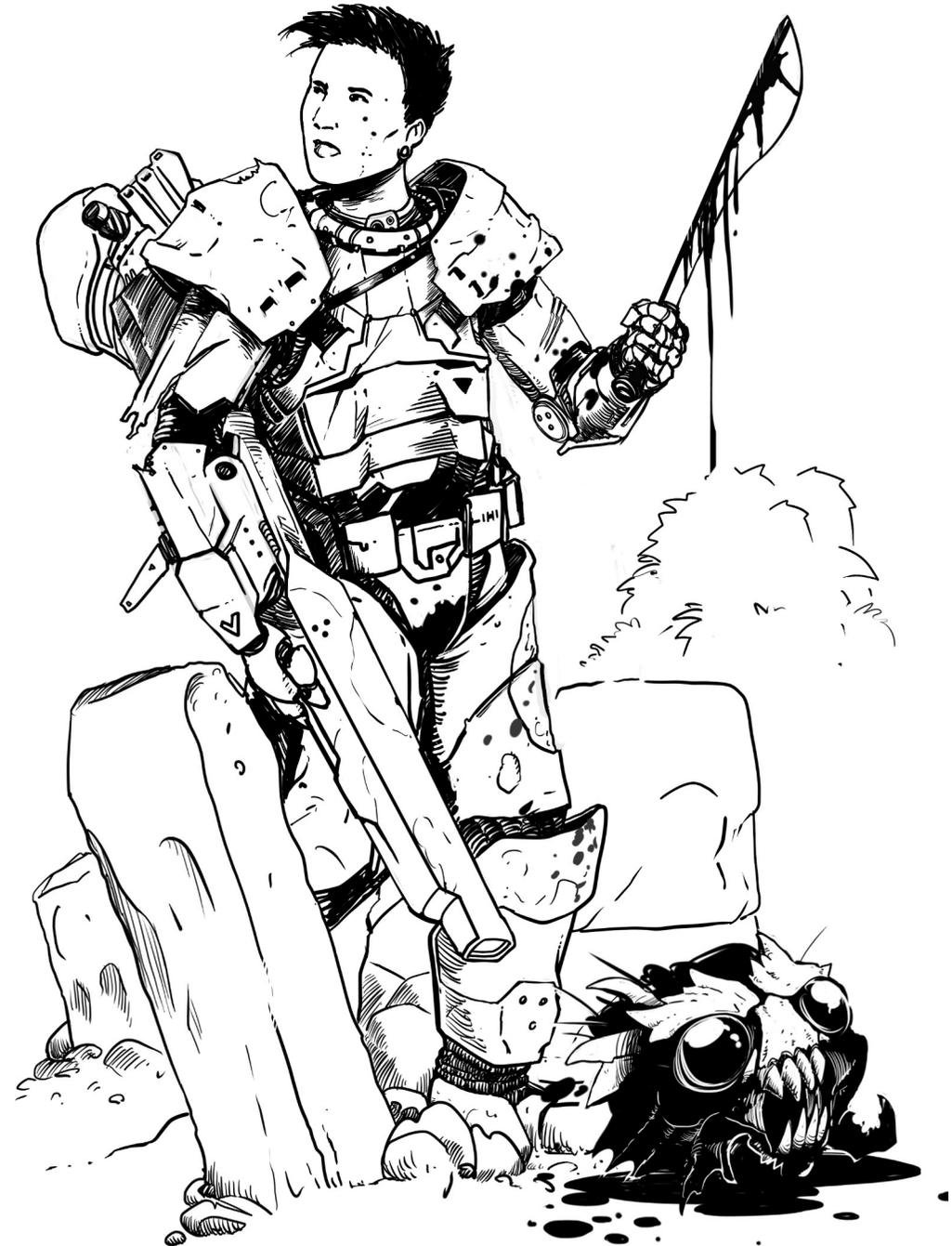
### STARTING ASSETS

You have:

- Power Suit (3 physical defence)
- Autodoc (d6 recovery)
- Recreational pharmaceuticals (d4)

Plus pick a weapon loadout:

- Heavy blaster (d10 fast attack) and power punch (d6 strong attack)
- Combat claw (d8 strong attack) and laser pistol (d8 fast attack)
- Rocket launcher (d12 fast attack)



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NAME		LOOKS		BACKGROUND	
<b>COOL</b>	MAXIMUM d8	CURRENT d	<b>POWER</b>	MAXIMUM (ELDRITCH DIE SIZE) 4	CURRENT
<b>ELDRITCH</b>	MAXIMUM d4	CURRENT d	<b>ENERGY</b>	MAXIMUM (FAST DIE SIZE) 6	CURRENT
<b>FAST</b>	MAXIMUM d6	CURRENT d	<b>HEALTH</b>	MAXIMUM (STRONG DIE SIZE X 5) 30	CURRENT
<b>STRONG</b>	MAXIMUM d6	CURRENT d			



## SPECIAL ABILITY: ARMoured VETERAN

Spend 1 power to put your suit in battle mode.

For the rest of the current fight:

- Get +1 physical defence.
- Add your cool die to all actions that use fast or strong (including attacks)

## ASSETS

Power suit 3 physical defence	MAXIMUM	CURRENT
Autodoc d6 recovery	MAXIMUM	CURRENT
Recreational pharmaceuticals d4	MAXIMUM	CURRENT
	MAXIMUM	CURRENT

## IMPORTANT RULES

- **Seize the Edge** for 2 energy to take the next turn.
- **Take a turn** when you are at the Edge of the Pit.
- **Roll action** with a rating die and any assets that apply. Roll the dice and select the highest result.
- **Overdrive** an action for 1 energy. Roll your cool die and add it to your best die. May combine with channeling.
- **Channel** for 2 power. You may spend power one-for-one to add more eldritch dice. Add together your two best dice to get your result. May combine with overdrive.
- **Critical:** When any result die shows 8+, it's a critical. The victim reduces an asset twice or a rating once.
- **Defend** from an attack by totalling defences. Spend 1 energy to roll a rating die and include in your total. Prevent that much health loss. If defence exceeds attack result, make a counter attack.
- **Recover.** Pick one: Restore health by double a strong or cool roll, power by an eldritch roll, energy by a fast roll, or a reduced die or asset one step. You may use recovery assets in the roll.
- **Amp or Gain** an asset. Amp existing asset one level, or gain new basic asset.
- **After your action,** go to the bottom of the Pit.
- **Killed?:** Get a final feat. Then return as a post-mortem hero or make a new hero.