

HEAVY METAL ZONS

DOG OF WAR

"Woof!" [tearing noises]

The Dog of War is a canine soldier.

Play the Dog of War if you want to:

- Be a dog.
- Brutally rip foes apart.
- Help out your pack (meaning the other heroes).

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 DOG OF WAR

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.

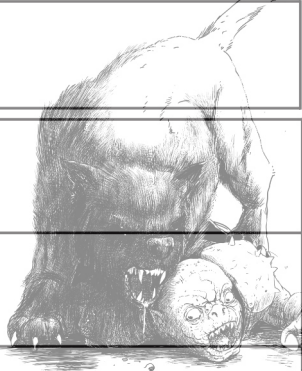
STARTING ASSETS

You have:

- Vicious bite (d12 strong attack)
- Claws (d6 strong attack)
- Bark (d8)
- Tough hide (2 physical defence)



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NAME			LOOKS		BACKGROUND	
COOL	MAXIMUM d6	CURRENT d	POWER	MAXIMUM (ELDRITCH DIE SIZE) 4	CURRENT	
ELDRITCH	MAXIMUM d4	CURRENT d	ENERGY	MAXIMUM (FAST DIE SIZE) 6	CURRENT	
FAST	MAXIMUM d6	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 40	CURRENT	
STRONG	MAXIMUM d8	CURRENT d				

SPECIAL ABILITY: PACK TACTICS

You may spend 1 **power** to aid an ally during their action. Choose a **rating** and **asset** to use and roll those dice. Your ally chooses one of your dice to add to their own roll’s result. This does not require you to move down the Pit, as a regular helping action does.

ASSETS

Vicious bite d12 strong attack	MAXIMUM	CURRENT
Claws d6 strong attack	MAXIMUM	CURRENT
Bark d8	MAXIMUM	CURRENT
Tough hide 2 physical defence	MAXIMUM	CURRENT
	MAXIMUM	CURRENT
	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.