

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.

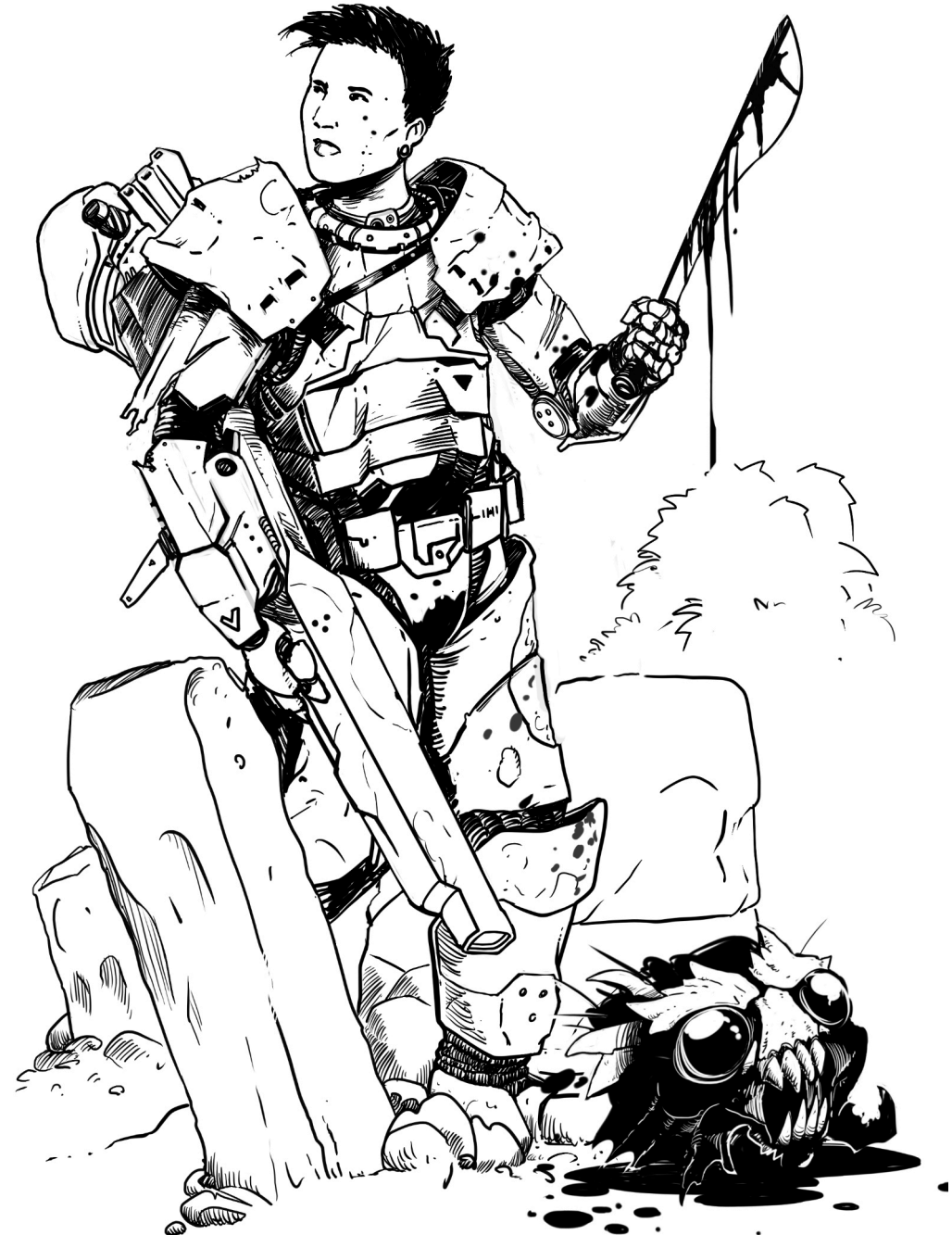
STARTING ASSETS

You have:

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

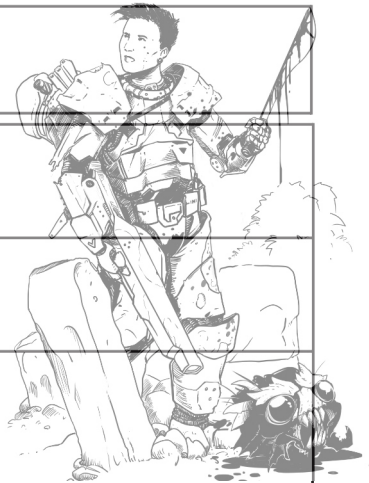
Plus pick a weapon loadout:

- ☐ 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	
COOL	MAXIMUM d8	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) 30	CURRENT
STRONG	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
	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.