

HEAVY METAL ZONS

ROAD WARRIOR

"My road to freedom and redemption is a long one, but you're welcome to ride along for a while."

The Road Warrior is a post-apocalyptic driver who has been through hell and worse.

Play the Road Warrior if you want to:

- Race around in cars or other vehicles.
- Fight on, from, or jumping between moving vehicles.
- Spend time thinking about everything that you have lost.

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 ROAD WARRIOR

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:

- Gun: _____ (d6 fast attack)
- Hand weapon: _____ (d6 strong attack)
- Biker jacket (1 physical defence)
- Unlabelled cans (d6 recovery)
- Binoculars (d4)

Plus pick a vehicle (each has a speed, rugged, and attack die: use the one most appropriate for a roll):

- ☐ Interceptor (d10 speed, d8 rugged, d6 danger)
- ☐ Bike (d12 speed, d6 rugged, d6 danger)
- ☐ Raider (d8 speed, d6 rugged, d10 danger)
- ☐ Technical (d6 speed, d10 rugged, d8 danger)
- ☐ War rig (d4 speed, d10 rugged, d10 danger)
- ☐ Flyer (d12 speed, d4 rugged, d8 danger)

VEHICLE RATINGS

Vehicles have **speed**, **rugged**, and **danger** ratings. Speed covers performance and handling, rugged is mass and toughness, and danger is deadliness (firing weapons or smashing). Use the most appropriate for your **action rolls**.

Other heroes riding may use a vehicle die as an **asset die** in a roll.



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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: SPEED FREAK

While you are driving a vehicle, you get 2 **universal defence** and add an appropriate vehicle die to every roll.

Spend 1 power to **amp** and *duplicate* the vehicle die for an action roll.

If you want a new vehicle, you may select one when you get a new asset. It starts with d4 **speed**, d4 **rugged**, and d4 **danger**.

VEHICLE	SPEED	RUGGED	DANGER

ASSETS

Gun: _____ d6 fast attack	MAXIMUM	CURRENT
Hand weapon: _____ d6 strong attack	MAXIMUM	CURRENT
Unlabelled cans d6 recovery	MAXIMUM	CURRENT
Binoculars d4	MAXIMUM	CURRENT
Biker jacket 1 physical defence	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.