

Tranzistor Zenith RPG is played with 2 six-sided dice, some pencils, 1 copy of this character sheet per player, and a chess set.

1) To play this game, at least 2 players and at most 12 players make 1 Giant Robot each. To make a Giant Robot, a player writes in the Giant Robot's Name, then fills in a Color and Piece that has not been chosen yet to represent the Giant Robot.

Giant Robot Name: Color: Black White Piece: Pawn Rook Knight Bishop Queen King

2) The next step in making a Giant Robot is spending Body Points (BP) to build the Giant Robot's Body. Each Giant Robot Body consists of 6 Parts: Head, Torso, Left Arm, Right Arm, Left Leg, and Right Leg. Each Part is defined by 2 Factors: Armor and Structure. Each Part has 10 BP that must be spent on it by the player. For each Part, Armor starts at Level 1 and Structure Starts at Level 2. An increase of 1 Armor Level costs 2 BP and an increase of 2 Structure Levels costs 1 BP.

Head-	Armor Level: 1 2 3 4 5 6	Structure Level: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22
Torso-	Armor Level: 1 2 3 4 5 6	Structure Level: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22
Left Arm-	Armor Level: 1 2 3 4 5 6	Structure Level: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22
Right Arm-	Armor Level: 1 2 3 4 5 6	Structure Level: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22
Left Leg-	Armor Level: 1 2 3 4 5 6	Structure Level: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22
Right Leg-	Armor Level: 1 2 3 4 5 6	Structure Level: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22

3) The last step in making a Giant Robot is spending Weapon Points (WP) to build the Giant Robot's Weapons. The player has 20 WP that must be spent on Weapons. No more than 5 Weapons can be made. Each Weapon costs 2 WP to make initially, but additional WP may be spent on Properties for a Weapon. Each Weapon Property costs 1 additional WP. The Properties are:

'Rapid Fire' = When rolling for Initiative, roll 2 dice instead of 1 die, using the higher of the 2 die rolls as the die roll.

'Turbo Boost' = When rolling for Move, roll 2 dice instead of 1 die, using the higher of the 2 die rolls as the die roll.

'Long Range' = When rolling for Range, roll 2 dice instead of 1 die, using the higher of the 2 die rolls as the die roll.

'Heat Seeking' = When rolling for Offense, roll 2 dice instead of 1 die, using the higher of the 2 die rolls as the die roll.

'Deflective' = When rolling for Defense, roll 2 dice instead of 1 die, using the higher of the 2 die rolls as the die roll.

'Targeting' = When rolling for Part Hit, roll 2 dice instead of 1 die, choosing 1 of the 2 die rolls to use as the die roll.

'Armor Piercing' = When rolling for Impact, roll 2 dice instead of 1 die, using the higher of the 2 die rolls as the die roll.

'Explosive' = When rolling for Damage, roll 2 dice instead of 1 die, using the higher of the 2 die rolls as the die roll.

'Disruptive' = When rolling for Disarm, roll 2 dice instead of 1 die, using the higher of the 2 die rolls as the die roll.

When a Weapon is made, write in it's Location (1 Body Part must be chosen as such) and write in any Properties it may have.

Weapon- Location:	Properties:
Weapon- Location:	Properties:
Weapon- Location:	Properties:
Weapon- Location:	Properties:
Weapon- Location:	Properties:

4) Once all Giant Robots in the game have been made, a Battle commences. A Battle starts by each player putting their chess piece on any space on the chess board. No pieces can ever share the same space. Once every piece is placed, a Battle Round occurs. Each Round begins with each player choosing one of their Robot's Weapons to use. Each Property of a chosen Weapon will then effect the rolls made for that Robot that Round. Initiative is then rolled for each Robot, with the Robots taking action in order of high roll to low roll, with all tie rolls being simultaneous actions. When a Robot takes action, roll a die for Move, divide the Move die roll by 2 (round up), then move the Robot up to that many spaces in any direction. Next, roll a die for Range, then choose to attack 1 Robot within a number of spaces in any direction equal to the Range die roll. To attack, roll a die for Offense, then the player of the attacked Robot rolls a die for Defense. If the Offense die roll is equal to or greater than the Defense die roll, the attack hits. When an attack hits, roll a die for Part Hit: 1=Head, 2=Left Arm, 3=Right Arm, 4=Left Leg, 5=Right Leg, 6=Torso. Once Part Hit is determined, roll a die for Impact. If the Impact die roll is equal to or greater than the Part's Armor Level, roll a die for Damage. Subtract the Damage die roll from the Part's Structure Level, then roll a die for Disarm if the Part has a Weapon located on it. If the Disarm die roll is 6, choose 1 of the Weapons on the Part to be destroyed. If a Part's Structure Level is reduced to 0 or less, that Part is destroyed. When a Robot's Part is destroyed, the player it belongs to rolls a die. If that die roll is equal to or less than the number of Parts destroyed on that Robot, that Robot is destroyed. Anything destroyed can no longer be used in the Battle. Once all Robots have taken action in a Battle Round, another Round begins, unless there is only 1 Robot left, in which case that Robot is declared Battle Victor.