

HELLDIVERS TTRPG

INTRODUCTION

TOTAL INCOMING TRAINEES: 48,736
AVG. AGE (YEARS): 18.7
AVG. COMBAT READINESS: 27.1 %
AVG. PATRIOTISM RATING: 97.4 %

EXPECTED SURVIVAL RATE: 21.3 %

The Helldivers TTRPG is a combat-oriented ttrpg attempting to translate the Helldivers experience into a tabletop format. Join an elite peacekeeping force, and do your part in spreading managed democracy across the galaxy!

OUTLINE

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CHARACTER CREATION

HEALTH

Roll **4d6** to determine starting Hp. You start with, and can hold at most, **2** consumable **stims**.

Stims can be used as a **sub-action**, and instantly heal you for **4d6** hp.

PERSONALITY

OPTIONAL, CHOSE OR ROLL 1D6:

- HOT-BLOODED
- COWARDLY
- COCKY
- ADRENALINE JUNKIE
- SADISTIC
- HOPELESS

EQUIPPED WEAPON

CHOSE 1, OR ROLL 1D2:

- AR-23 LIBERATOR
- SG-8 PUNISHER

STRATEGEMS

CHOSE 2, OR ROLL 2D4

- 500 KG BOMB
- STRAFING RUN
- CORROSIVE GAS
- ORBITAL RAILCANNON STRIKE

COMBAT

INITIATIVE

At the start of combat each participant rolls a **d20** to determine their **initiative**. Participants act in order of highest to lowest **initiative**. **Helldivers** go first if the **initiative** is tied.

TURNS

At your **turn** you may take one **action**, a **sub-action**, and a **movement action**.

Actions can include: Making an attack, Calling in a strategem, Interacting with an objective, Picking up something heavy

Sub-actions include: Cooking a grenade, Using a stim, Diving away

Movement actions can include: Moving, Sneaking, Getting up from the ground

A list of all available actions, and their descriptions, can be found later in this document.

MAKING AN ATTACK

How many attacks a player can make on their **turn** is determined by the number of **damage dice** for their equipped weapon. Each **damage die** represents one attack, the damage of which is determined by rolling said die. If a friendly **Helldiver** breaks the line of sight between you and your target that **Helldiver** will instead be shot, unless they dive away.

Example: The AR-23 Liberator's **damage dice** is 3d4. With the Liberator a player can make 3 separate attacks, each dealing 1d4 damage.

Each attack can be made against any target, and players can chose what dice to assign to what target. Attacks can be made to the same target multiple times.

MOVEMENT IN COMBAT

MOVING

Helldivers can use their **movement action** to move up to **30ft** during their turn. On a standard ttrpg battle mat, one square is equal to 5ft. This can occur while performing other actions, so a **Helldiver** may chose to move just **10ft**, perform an **action**, and then move the remaining **20ft**.

DIVING

A **Helldiver** can use their **sub-action** to **dive 5ft** away. **Diving** will halve all **explosive** damage taken, negate **friendly fire**, and the **Helldiver** will be **prone**. This can be done at any time, however it will consume your **sub-action** for that **turn**.

BEING PRONE

While **prone**, movement speed is reduces to one third. This means **15ft** of movement is required to move just **5ft**. If a **Helldiver** finds themselves **prone**, **5ft** of movement can be used to stand back up. A friendly **Helldiver** cannot accidentally shoot you while **prone**, unless that other Helldiver is also themselves **prone**.

TRAVEL AND EXPLORATION

The rules for travel are made with a hex grid in mind. When traveling, each hex takes the equivalent of **2 turns** to traverse. For each new hex explored, roll two **d12** dice. The first die checks for **enemy encounters**, the second for **points of interest**. If the hex tile has already been explored only the first die is rolled.

ENEMY ENCOUNTERS

- 1:
You get spotted by an enemy patrol. Roll initiative
- 2:
You spot an enemy patrol in a random, neighbouring hex. Roll **1d6** to determine the hex, starting with the northernmost hex and going clockwise.
- 3-11:
No enemy encounters
- 12:
You find a point of interest

WEAPONS AND EQUIPMENT

AR-23 LIBERATOR

Rifle, 3d4, Two-handed

SG-8 PUNISHER

Shotgun, 2d8, Two-handed

G-12 HIGH EXPLOSIVE

Grenade, Delayed, Sub-action

As a sub-action, grenades can be thrown and after one **turn** will explode in a 4x4 area dealing **4d4 explosive** damage to everything in range. Instead of imidiately throwing the grenade, it can be cooked as a **sub-action** and thrown as another **sub-action** on a later **turn**. Cooking a grenade for two **turns** will result in the grenade exploding in the holders hand.

STRATEGEMS

During their **turn**, **helldivers** can use an **action** to call down **strategems** from their Super Destroyer. **Strategems** are delivered either from the super destroyer's **Orbital cannons**, or dropped by an **Eagle fighter jet**. There is always a delay between when a **strategem** is called down, and when the **strategem** activates. Each **Helldiver** has their own Super Destroyer and Eagle.

Orbital strategems activate at the **begining** of the players **next turn**. After activation the **strategem** is unavailable for a number of rounds, depending on the **strategem**

Eagle strategems activate at the **end** of the players **current turn**. Unlike **Orbital strategems** they have no cooldown, and instead have a limited number of uses. The **Eagle** itself has a **1** round cooldown after deploying a **strategem**, meaning a **Helldiver** can't use their **Eagle strategems** two **turns** in a row.

500 KG BOMB

Eagle, 1 use

Deals **1d100 explosive** damage to everything in range

Range: **15ft radius**, centered on the strategem beacon

STRAFING RUN

Eagle, 3 uses

Deals **3d4** damage to all creatures in range.

Range: **25ft line**, centered on the strategem beacon

CORROSIVE GAS

Orbital, 1 use per 6 turns



Deals **1d4 explosive** damage to everything in range when first called down. For **4 turns**, including the first, all creatures that come into contact with the corrosive gas will take **1d4 corrosive** damage. Creatures make contact with the corrosive gas if they move through an area within range, or by either beginning or ending a **turn** in range.

Range: **15ft radius**, centered on the strategem beacon

ORBITAL RAILCANNON STRIKE

Orbital, 1 use per 12 turns

Deals **4d12 impact** damage to the largest enemy in range

Range: **10ft radius**, centered on the strategem beacon

