

NOT TO BE FUCKED WITH: in battle, you count as a gang (3-harm gang small), with armor according to the circumstances.

Bloodcrazed: whenever you inflict harm, inflict +1harm.

Insano like Drano: you get +1hard (hard+3).

A secret cache of arms: whenever you have a free half hour or so and no one's watching, you can restore your weapons, ammo and armor to their starting conditions.

Battlefield instincts: when you open your brain to the world's psychic maelstrom, roll+hard instead of roll+weird, but only in battle.

Fuck this shit: name your escape route and roll+hard. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

Battle-hardened: when you act under fire, roll+hard instead of roll+cool.

Choose 3:

GUNLUGGER MOVES

Introducing

THE GUNLUGGER

Apocalypse World is a mean, ugly, violent place. Law and society have broken down completely. What's yours is yours only while you can hold it in your hands. There's no peace. There's no stability but what you carve, inch by inch, out of the concrete and dirt, and then defend with murder and blood. Sometimes the obvious move is the right one.

WARNING!

This isn't a whole roleplaying game, just a character playbook. To play, you'll need

THE APOCALYPSE WORLD MASTER OF CEREMONIES PLAYBOOK

available and more at
www.lumpley.com/apocalypse/

Backup weapons (choose 1):

- 9mm (2-harm close loud)

- ap ammo (ap) Add ap to all your guns.

- grenade tube (4-harm close area reload messy)

- magnum (3-harm close reload loud)

- smg (2-harm close area loud)

- shotgun (3-harm close messy)

- assault rifle (3-harm close/far loud)

- hunting rifle (2-harm far loud)

- **Serious guns** (choose 2):

- grenade launcher (4-harm close/far area messy)

- remove loud.

- choose any 1: 4-harm, far, area, messy, or

- tripod. At every application, you can

- low-light scope, silencer, grenade tube,

- decked-out assault rifle (3-harm close

- mg (3-harm close/far area messy)

- silenced sniper rifle (3-harm far hi-tech)

- **Fuck-off big guns** (choose 1):

- oddments worth 1-1-1-barter

- armor worth 2-armor (you detail)

- 1 backup weapon

- 2 serious guns

- 1 fuck-off big gun

- You get:

GEAR

APOCALYPSE WORLD

PLAYBOOKS

ANGEL - BATTLEBABE

BRAINER - CHOPPER

DRIVER - GUNLUGGER

HARDHOLDER - HOGUS

OPERATOR - SAWYHEAD

SKINNER

THE PLAYERS' REFBOOK

THE MASTER OF CEREMONIES PLAYBOOK

available and more at

www.lumpley.com/apocalypse/

therefore mark experience).

brings them to Hx+4, they reset to Hx+1 (and

to their Hx with you on their sheet. If this

one at your whim. Tell that player to add +1

used to. If there's more than one, choose

character who knows you better than they

At the end of every session, choose a

retribution or cost.

you also expose yourself to fire, danger,

+1 (help) or -2 (interfere) now. On a 7-9,

making a roll, roll+Hx. On a hit, they take

When you **help** or **interfere with** someone who's

MC will tell you that.

If you already know all there is to know, the

On a 7-9, the MC will give you an impression.

On a 10+, the MC will give you good detail.

interesting about the current situation, and

the MC will tell you something new and

psychic maelstrom, roll+weird. On a hit,

When you **open your brain to the world's**

• **what does your character wish to do?**

• **what does your character intend to do?**

• **what does your character really feel?**

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CREATING A GUNLUGGER

To create your gunlugger, choose name, look, stats, moves, gear, and Hx.

NAME

Vonk the Sculptor, Baty, Jonker, A.T., Rue Makeman, Navarre, Man, Kartak, Barbarossa, Keeleer, Grekkor, Crille, Doom, or Chaplaine.

Rex, Fido, Spot, Boxer, Doberman, Trey, Killer, Butch, Fifi, Fluffy, Duke, Wolf, Rover, Max, or Buddy.

LOOK

Man, woman, concealed.

Scrounged mismatched armor, battered old armor, or custom homemade armor.

Scarred face, blunt face, bony face, dull face, worn face, or blasted face.

Mad eyes, ragged eyes, wise eyes, sad eyes, little piggy eyes, or cunning eyes.

Hard body, stocky body, stringy body, battered body, overbuilt body, compact body, or huge body.

NAME -

LOOK

highlights <> ○

STATS - MOVES - HARM

| | |
|--------------|------------------------------------|
| COOL | do something under fire (p2) |
| HARD | seize by force, go aggro (p2-3) |
| HOT | seduce or manipulate (p3) |
| SHARP | read a sitch, read a person (p3-4) |
| WEIRD | open your brain (p4) |

countdown
12
9 3
6
○ shattered
-1cool
○ crippled
-1hard
○ disfigured
-1hot
○ broken
-1sharp

GUNLUGGER MOVES

if you have sex see p11.

GEAR

GUNLUGGER

Experience (P11) ○○○○○○ >>>improve

HX help, interfere, session end (p4)



LANGUAGE
SEX
R
VIOLENCE

10 - HX

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

- Everyone else, whatever number they tell you, write it next to their character's name.

Tell everyone else Hx=0.
On the others' turns:
• Choose which character you think is smartest. Whatever number that player tells you, add 1 to it and write it next to the character's name.

- Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.
Go around again for Hx. On your turn, choose 1, 2 or all 3:
• One of them has fought shoulder to shoulder with you. Tell that player Hx+2.
• One of them once left you bleeding and did nothing for you. Tell that player Hx-2.
• Choose which one of them you think is prettiest. Tell that player Hx+2.

GUNLUGGER SPECIAL

If you and another character have sex, you take +1 forward. At your option, they take +1 forward too.

GUNLUGGER IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

- Each time you improve, choose one of the following. Check it off; you can't choose it again.
- get +1cool (max 2)
 - get +1sharp (max 2)
 - get +1weird (max 2)
 - get a new gunlugger move
 - get a new gunlugger move
 - get 2 gigs (detail) and moonlighting
 - get a holding (detail) and wealth
 - get a gang (detail) and pack alpha
 - get a move from another playbook
 - get a move from another playbook

BASIC MOVES - 3

When you go toe to toe with someone to seize something by force, or to secure your hold on something, roll+hard. On a 10+, choose 3. On a 7-9, choose 2:

- you take definite hold of it
- you suffer little harm
- you inflict terrible harm
- you impress, dismay or frighten your enemy

When you try to seduce or manipulate someone, tell them what you want and roll+hot. For NPCs: on a 10+, they do it. On a 7-9, they ask you to promise something first, and do it if you promise. (Whether you keep your promise is up to you later.) For PCs: on a 10+, both. On a 7-9, choose 1:

- if they do it, they mark experience
- if they refuse, it's acting under fire
- what they do then is up to them.

When you read a charged situation, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7-9, ask 1:

- where's my best escape route?
- which enemy is most vulnerable to me?
- which enemy is the biggest threat?
- what should I be on the lookout for?
- what's my enemy's true position?
- who's in control here?

STATS

- Choose one set:
- Cool+1 Hard+2 Hot-1 Sharp+1 Weird=0
 - Cool-1 Hard+2 Hot-2 Sharp+1 Weird+2
 - Cool+1 Hard+2 Hot-2 Sharp+2 Weird-1
 - Cool+2 Hard+2 Hot-2 Sharp=0 Weird=0

BASIC MOVES

You get them all:
When you do something under fire, or dig in to endure fire, roll+cool. On a 10+, you do it. On a 7-9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.
When you go aggro on someone, roll+hard. On a 10+, they have to choose: force your hand and suck it up, or cave and do what you want. On a 7-9, they can instead choose 1:
• get the hell out of your way
• barricade themselves securely in
• give you something they think you want
• back off calmly, hands where you can see
• tell you what you want to know (or what you want to hear)

2 - - STATS - BASIC MOVES

SPECIAL - IMPROVEMENT - 11