

surplus and want depend on your holding, as follows.

**Wealth:** If your hold is secure and your rule unchallenged, at the beginning of the session, roll+hard. On a 10+, you have surplus at hand and available for the needs of the session. On a 7-9, you have surplus, but choose 1 want. On a miss, or if your hold is compromised or your rule contested, your hold is in want. The precise values of your surplus and want depend on your holding, as follows.

On a miss, your gang turns on you or tries to hand you over to your enemy.

- fight and die to the last
- show mercy to their defeated enemies
- stand strong against a hard advance
- make an organized retreat
- make a hard advance
- stand strong against a hard advance

You get both:

## MOVES

Introducing

# THE HARDHOLDER

There is no government, no society, in Apocalypse World. When hardholders ruled the whole continents, when they waged war on the other side of the world instead of with the hold across the burn-flat, when their armies numbered in the hundreds of thousands and they had fucking boats to hold their fucking airplanes on, that was the golden age of legend. Now, anyone with a concrete compound and a gang of gunluggers can claim the title. You, you got something to say about it?

## 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/

your gang is large instead of medium, 60 violent people or so.

for gigs, add a bustling, widely-known market commons. Surplus: +barter, want: +idle.

for gigs, add a manufactory. Surplus: +barter, want: +idle.

for gigs, add protection tribute. Surplus: +barter, want: +obligation.

for gigs, add lucrative raiding. Surplus: +barter, want: +reprisals.

want: anxiety instead of want: hungry. Your population is small, 50-60 souls.

Surplus: +barter, want: +disease. Your population is large, 200-300 souls.

Choose 4:

a gang of about 40 violent people (3-harm gang medium unruly 1-armor).

an armory of scavenged and makeshift weapons.

when fighting in its defense. Your gang gets +1armor metal and rebar.

a makeshift compound of concrete, sheet metal and rebar. Your gang gets +1armor 1-barter, want: hungry).

for gigs, a mix of hunting, crude farming, and scavenging (surplus: 1-barter, want: hungry).

By default, your holding has:

## ENJOY

## 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/

Also detail your personal fashion. You can have, for your personal use, with the MC's approval, a few pieces of non-specialized gear or weapons from any character playbook.

bonus when fighting to defend it. Your compound is mostly tents, lean-tos and wooden walls. Your gang gets no armor

-1armor. Your armory is for shit. Your gang gets

want: savagery. Your gang is a pack of fucking hyenas.

only 10-20 violent people. Your gang is small instead of medium,

Surplus: -1barter, want: +reprisals. Your holding owes protection tribute.

Surplus: -1barter, want: savagery. Your population is decadent and perverse.

stupid. Want: +famine. Your population is filthy and and

And choose 2:

Your population is ill and unwell. Want: +disease.

extensive. Your gang gets +1armor. Your compound is tall, deep and mighty,

when fighting in its defense. Your gang gets +2armor of stone and iron.

unruly. Your armory is sophisticated and

Drop. Your gang is ill and unwell.

## BARTER

Your holding provides for your day-to-day living, so while you're there governing it there's no need for you to concern yourself with that.

When you give gifts, here's what might count as a gift worth 1-barter: a month's hospitality, including a place to live and meals in common with others; a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by your fave sawyhead; a week's bestowal of the protective companionship of one of your bottlebobs or gunluggers; a month's maintenance and repairs for a hi-performance vehicle well-used; a half-hour's worth of your undivided attention, in private audience; or, of course, oddments worth 1-barter.

In times of abundance, you holding's surplus is yours to spend personally as you see fit. (Suppose that your citizen's lives are the more abundant too, in proportion.) You can see what 1-barter is worth, from the above. For better stuff, be prepared to make unique arrangements, probably by treating with another hardholder nearby.

At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience).

you also expose yourself to fire, danger, retribution or cost. making a roll, roll+Hx. On a hit, they take +1 (help(d) or -2 (interfere) now. On a 7-9, you also expose yourself to fire, danger, retribution or cost.

MC will tell you that. If you already know all there is to know, the MC will give you an impression.

On a 7-9, the MC will give you good detail. On a 10+, the MC will give you a question or two; answer them.

interesting about the current situation, and the MC will tell you something new and

the MC will tell you something new and interesting about the current situation, and

psychic maelstrom. On a hit, the MC will tell you something new and

what character really feeling? What character intend to do?

is is your character ready to do? What character intend to do?

questions, 1 for 1: What character intend to do?

interaction, roll+sharp. On a 10+, you ask them, spend 1

## CREATING A HARDHOLDER

To create your hardholder, choose name, look, stats, moves, holding, and Hx.

### NAME

Nbeke, Allison, Kobe, Kreider, Tranh, Marco, Sadiq, Vega, Lang, Lin, or Jackson.

Madame, Barbecue, Grandma, Uncle, Parson, Barnum, Colonel, or Mother Superior.

### LOOK

Man or woman.

Luxe wear, display wear, fetish wear, casual wear, or junta wear.


Strong face, stern face, cruel face, soft face, aristocratic face, or gorgeous face.

Cool eyes, commanding eyes, languid eyes, sharp eyes, forgiving eyes, or generous eyes.

Massive body, soft body, wiry body, fat body, tall spare body, or sensual body.

NAME -  
LOOK

STATS - MOVES - HARM

COOL	do something under fire (p2)	countdown 12  shattered -1cool  crippled -1hard  disfigured -1hot  broken -1sharp
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)	

Experience (P11)      >>improve

HARDHOLDER MOVES

if you have sex see p11.

HOLDING

HARDHOLDER

HX help, interfere, session end (p4)

HX



LANGUAGE  
SEX  
VIOLENCE  
  
R



Apocalypse World: the Handholder  
 made in 2k+10 by D. Vincent Baker  
 distribute like crazy

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 whether you are by nature generous with your trust and resources, or reserved. If the former, then tell everyone Hx+1. If the latter, then tell everyone Hx=0.

On the others' turns, choose 1 or both:

- One of them has been with you since before. Whatever number that player tells you, give it +1 and write it next to the character's name.
- One of them once betrayed you or stole from you. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

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

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

**HARDHOLDER SPECIAL**

If you and another character have sex, you can give the other character gifts worth 1-barter, at no cost to you.

**HARDHOLDER 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 hard+3 instead of hard+2
  - get +1weird (max weird+2)
  - get +1cool (max cool+2)
  - get +1hot(max hot+2)
  - get +1sharp (max sharp+2)
  - choose a new option for your holding
  - choose a new option for your holding
  - erase an option from your holding
  - get a move from another playbook
  - get a move from another playbook

**BASIC MOVES**

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?

**HOLDING**

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.

**STATS**

Choose one set:

- Cool-1 Hard+2 Hot+1 Sharp+1 Weird=0
- Cool+1 Hard+1 Hot+1 Sharp+1 Weird-2
- Cool-2 Hard+2 Hot=0 Sharp+2 Weird=0
- Cool=0 Hard+2 Hot+1 Sharp-1 Weird+1

**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)