

Barbarossa

Worn, scarred face with sad eyes and a wry smile. Wiry body.

Scrounged, mismatched armor

cool

hard

hot

sharp

weird

do something
under fire

go aggro
sucker someone
do battle

seduce or
manipulate

read a sitch
read a person

open your brain

Gunlugger Special

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

2

highlight

3

highlight

=2

highlight

2

highlight

0

highlight

v4

Hx

highlight

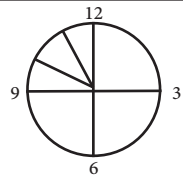
Carl -
Hike -
Inga -
Tendahl -

Improvement

experience ○○○○○○○○○○○○

- X get +1cool (max cool+2)
 - X get +1sharp (max sharp+2)
 - get +1weird (max weird+2)
 - choose a new gunlugger move
 - choose a new gunlugger move
 - get a vehicle (you detail)
 - X get a holding (you detail) and *wealth*
 - get a gang (you detail) and *pack alpha*
 - get a move from another playbook
 - get a move from another playbook
-
- get +1 to any stat (max stat+3)
 - retire your character (to safety)
 - create a second character to play
 - change your character to a new playbook
 - choose 3 basic moves and advance them
 - advance the other 3 basic moves

Harm



- stabilized
- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

Gunlugger Moves

- Battle-hardened:** when you act under fire, or when you stand overwatch, roll+hard instead of roll+cool.
- 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.
- **Insano like Drano:** you get +1hard (hard+3)
- **Prepared for the inevitable:** you have a well-stocked and high-quality first aid kit. It counts as an angel kit (cf) with a capacity of 2-stock.
- **Battlefield instincts:** when you open your brain to the world's psychic maelstrom, roll+hard instead of roll+weird, but only in battle.
- Bloodcrazed:** whenever you inflict harm, inflict +1harm.
- NOT TO BE FUCKED WITH:** in battle, you count as a small gang, with harm and armor according to your gear.

Weapons / Gear

Barter

Holding

many pistols (2 harm/close)
shotgun (3harm close messy AP)
hand crossbow (3harm close reload)
broad sword (3harm hand)
2armor

- 60-80 souls
- A small compound (Nachtburg)
- Gigs:
- scavenging, crude farming, some minor trade (S: 1 barter W: anxiety)
- manufactory, the mill. (S: 1 barter W: idle)
- Eager, enthusiastic and successful recruiters (S: growth)
- Decadent and perverse population (S: -1 barter W: savagery)

SURPLUS 1

WANT

anxiety
idle
savagery

Other Moves

- **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.
- **Leadership:** when you have to order your gang to advance, regroup, hold position, hold discipline, or put their damn backs into it, roll+hard. On a hit, they do it. On a 10+, they snap to; take +1forward. On a miss, they do it, but you'll hear about it later.

Barbarossa

Harm

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

When you *suffer harm*, roll+harm suffered (after armor, if you're wearing any).

On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7-9 list below.*

On a 7-9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

When you *inflict harm on another player's character*, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly.

Using a Vehicle As a Weapon

When you're behind the wheel, you can sucker someone, go aggro on them, or make a battle move, using your vehicle as a weapon. When you do, you roll the dice and make your choices, but it's your vehicle that inflicts and suffers harm, not you yourself.

Against a person:

- A glancing hit from a moving vehicle inflicts 2-harm (ap).
- A direct hit from a moving vehicle inflicts 3-harm (ap) plus its massive.

Against another vehicle:

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm plus its massive, minus the target vehicle's massive and armor. Treat 0-harm and less as v-harm.
- When you're able to ram or T-bone another vehicle, you inflict the harm of a direct hit (3-harm +massive, minus your target's armor +massive) and suffer the harm of a glancing hit (v-harm).

Against a building or structure:

- A glancing hit from a moving vehicle inflicts 2-harm.

Barter

At the beginning of the session, spend 1- or 2-barter for your lifestyle.

If you can't or won't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- Extort, raid or rob a wealthy population
- Serve a wealthy NPC as a bodyguard
- Execute a murder on behalf of a wealthy NPC
- Others, as you negotiate them.

As a one-time expenditure, and very subject to availability, 1-barter might count for:

a night in high luxury & company;

any weapon, gear or fashion not valuable or hi-tech;

repair of a piece of hi-tech gear;

a session's hire of a violent individual as bodyguard;

the material costs for crash resuscitation by a medic;

a few sessions' tribute to a warlord;

a few sessions' maintenance and repairs for a hi-performance vehicle well-used;

bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to and hi-tech or luxe eternal.

When A Vehicle Suffers Harm

Vehicles can suffer regular harm, from bullets, explosions, and direct hits from other vehicles, or v-harm, from glancing hits.

When a vehicle suffers regular harm, there are two considerations: how much damage the vehicle itself suffers, and how much harm blows through to the people inside.

1-harm: cosmetic damage. Bullet holes, broken glass, smoke. **0-harm can blow through** to passengers.

2-harm: functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. **1-harm can blow through** to passengers.

3-harm: serious damage. Functional damage affecting multiple functions, but can be field-patched. **2-harm can blow through** to passengers.

4-harm: breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. **3-harm can blow through** to passengers.

5-harm and more: total destruction. **Full harm can blow through** to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.

Whether harm blows through to a vehicle's driver and passengers, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgement of the circumstances and the vehicle.