

PERIPHERAL MOVES

BARTER MOVES

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- *it costs 1-barter more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

When you ***make known that you want a thing and drop jingle to speed it on its way***, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7–9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

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When you use your followers or your workspace for ***augury***, roll+weird. On a hit, you can choose 1:

- *Reach through the world's psychic maelstrom to something or someone connected to it.*
- *Isolate and protect a person or thing from the world's psychic maelstrom.*
- *Isolate and contain a fragment of the world's psychic maelstrom itself.*
- *Insert information into the world's psychic maelstrom.*
- *Open a window into the world's psychic maelstrom.*

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7–9, choose 1:

- *It'll persist (for a while) without your actively maintaining it.*
- *It reaches deep into the world's psychic maelstrom.*
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- *It's stable and contained, no bleeding.*

On a miss, whatever bad happens, your antenna takes the brunt of it.

THE MOVES

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a playbook for

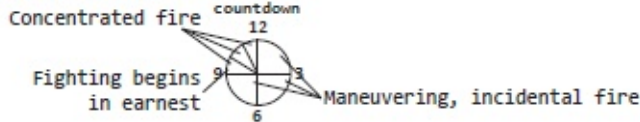
APOCALYPSE WORLD

@2k+10 D. Vincent Baker
www.apocalypse-world.com

OPTIONAL BATTLE MOVES

By default, the optional battle moves and battle countdown are not in play. The MC may decide to bring them into play.

Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). Concentrated fire means the enemy's full harm, as established by their weapons and their numbers, as normal.

When you ***provide covering fire for someone***, roll+cool. On a 10+, you keep them from coming under concentrated fire, even past 9:00. On a 7–9, their position or course is untenable, and they proceed accordingly. On a miss, they suffer concentrated fire now. (If it's before 9:00, now it's 9:00.)

When you ***maintain an untenable position or course***, roll+hard. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7–9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. (If it's before 9:00, now it's 9:00.)

When you ***stay the fuck down***, roll+sharp. On a hit, you're in a relatively safe spot for the rest of the battle. On a 10+, you come under no fire. On a 7–9, you come under only incidental fire. On a miss, you have to break position now or come under concentrated fire.

When you ***follow through on someone else's move***, roll+Hx. If it's one of the MC's characters', roll+sharp. On a 10+, the MC chooses one of the following for you, as appropriate:

- you inflict +1harm
- you dominate someone's position
- you make an untenable position or course secure
- you avoid all fire
- you create an opportunity and follow through to full effect

On a 7–9, you create an opportunity, but you haven't seized it or followed through on it yet. The MC will tell you what it is. On a miss, the MC chooses one of the above for an appropriate character of her own.



BASIC MOVES

DO SOMETHING UNDER FIRE

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.

○ ***Advanced:*** On a 12+, you transcend the danger, the pressure, the possibility of harm. You do what you set out to do, and the MC will offer you a better outcome, true beauty, or a moment of grace.

GO AGGRO

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)*

○ ***Advanced:*** On a 12+, they have to cave and do what you want. You’ve overwhelmed them; they can’t possibly bring themselves to force your hand.

SEIZE BY FORCE

When you try to ***seize something by force***, or to secure your hold on something, roll+hard. On a hit, choose options. 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*

○ ***Advanced:*** On a 12+, you get all 4, plus choose 1 for double effect.

SEDUCE OR MANIPULATE

When you try to ***seduce or manipulate someone***, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. 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.

○ ***Advanced:*** On a 12+, only if they’re an NPC, they do it, and furthermore you change their nature. Choose one of the following; tell the MC to erase their threat type altogether and write it in instead.

- *ally: friend (impulse: to back you up)*
- *ally: lover (impulse: to give you shelter & comfort)*
- *ally: right hand (impulse: to follow through on your intentions)*
- *ally: representative (impulse: to pursue your interests in your absence)*
- *ally: guardian (impulse: to intercept danger)*
- *ally: confidante (impulse: to give you advice, perspective, or absolution.)*

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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 / way in / way past?*
- *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?*

○ ***Advanced:*** On a 12+, ask any 3 questions you want, not limited to the list.

READ A PERSON

When you ***read a person*** in a charged interaction, roll+sharp. On a 10+, hold 3. On a 7–9, hold 1. While you’re interacting with them, spend your hold to ask their player questions, 1 for 1:

- *is your character telling the truth?*
- *what’s your character really feeling?*
- *what does your character intend to do?*
- *what does your character wish I’d do?*
- *how could I get your character to ___?*

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OPEN YOUR BRAIN

When you ***open your brain to the world’s psychic maelstrom***, roll+weird.

On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7–9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that.

○ ***Advanced:*** On a 12+, you reach through the world’s psychic maelstrom to what’s beyond it.

HELP OR INTERFERE

When you ***help*** or ***interfere with*** someone who’s making a roll, roll+Hx. On a hit, they take +1 (help) or -2 (interfere) now. On a 7–9, you also expose yourself to fire, danger, retribution or cost.

SESSION END

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).

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HARM & HEALING MOVES

By default, the harm & healing moves are in play. The MC might decide to forego them, case by case.

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00 , it means that the character’s dead but can still be revived. Any harm past that and the character’s dead for reals.

This move is unusual in that a hit is bad for the player and a miss is good:

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.*
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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.

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When you hurt someone, they see you more clearly. When you heal someone, you see them more clearly.

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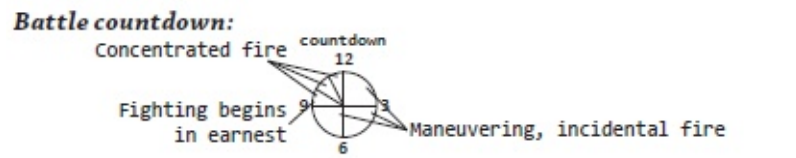
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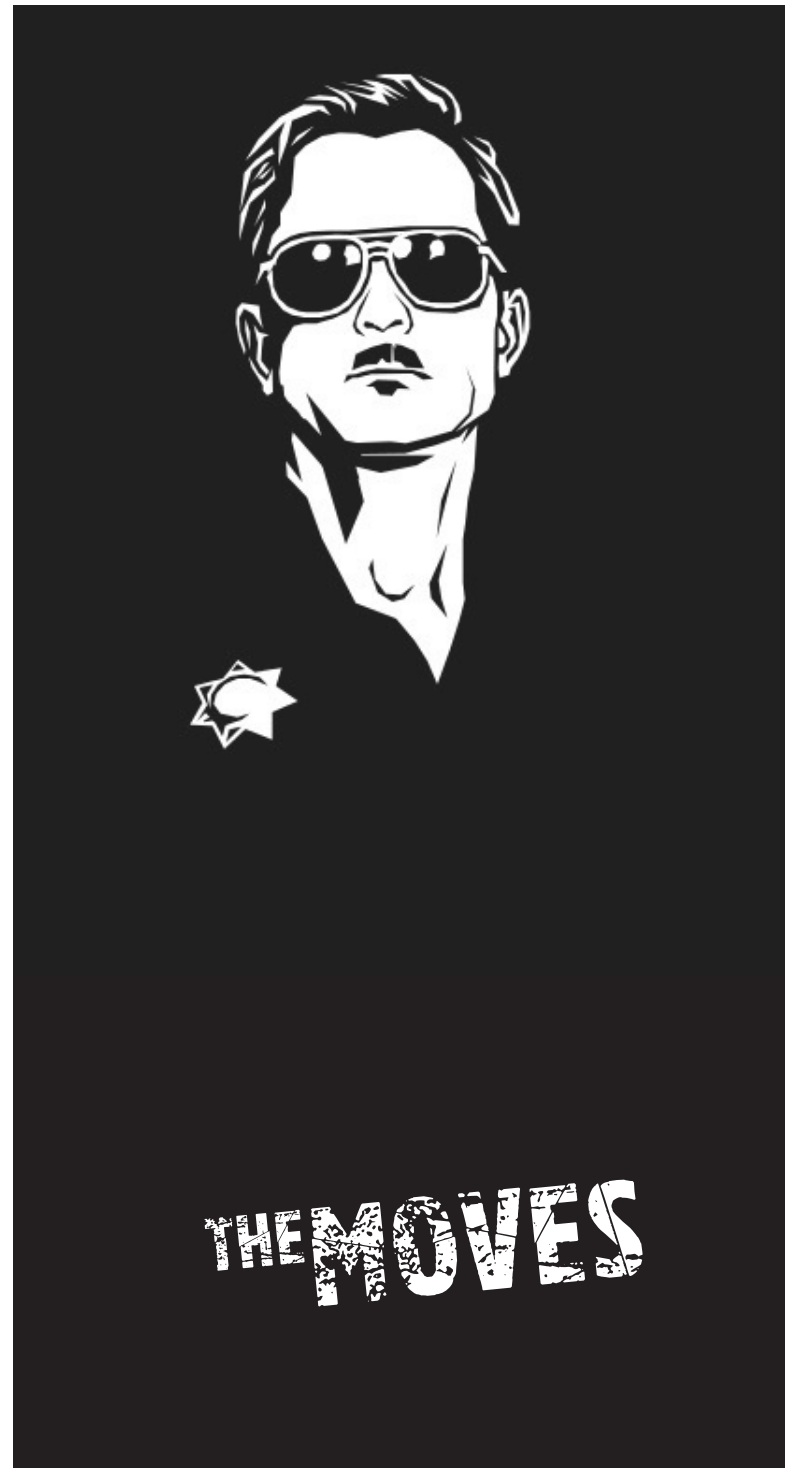
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