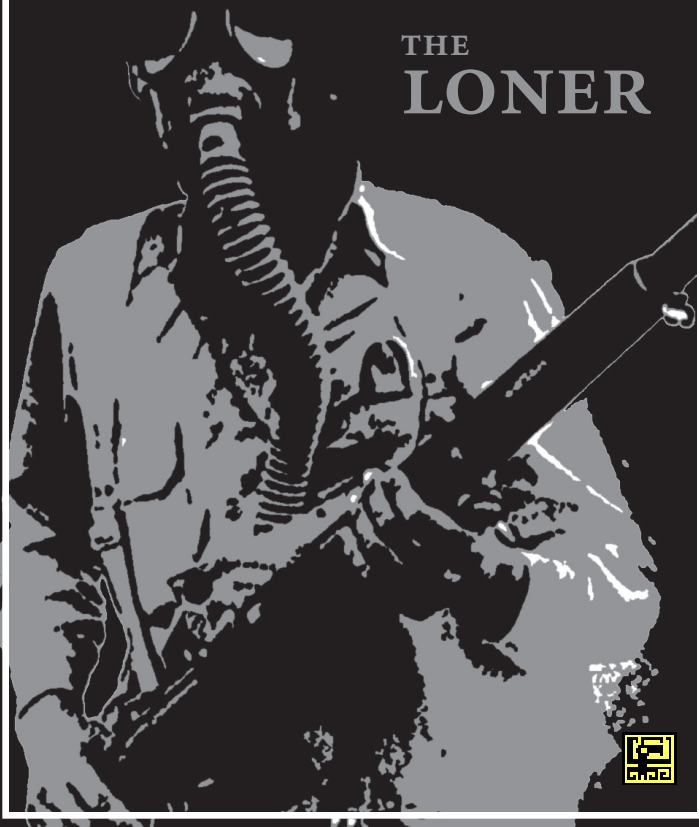


A GUNLUGGER SUPPLEMENT FOR
APOCALYPSE WORLD

THE LONER



I know I seen you somewhere before, darlin', tho' I can't quite put my finger on it. Anyhow, if you're gonna start putting bullets in me sometime today—for what I did or didn't do to you and yours—perhaps we should just settle this right now.

When you have a long, tortured history, most of which the Maelstrom has been only too happy to help you forget, **or you change from the operator to the gunlugger playbook**, you can take this move:

Things done and left undone: you get 2-baggage. Tell the MC to name a few members of your old crew. Pick at least 2 gigs that best represent the kind of work you did back in the day, whether for pleasure, profit, or out of desperation. Instead of the normal traits, give them all “(memories / blowback).” At the beginning of a session, during downtime, or whenever you *open your brain*, pick some of these old gigs and roll+baggage. On a success, the MC tells you something you remember and you take +1 forward against friends and enemies from your past. On a failure, you may be done with your past, but it ain't done with you.

Then, you can take this move as either a new gunlugger move or a move from another playbook:

This ends now: When you attempt to shut down a situation that you're currently embroiled in, roll+hard. On a 10+, you've put this matter to rest, at least for now. Take +1baggage and record the situation as an old gig (memories / blowback) that you're good and done with. On a 7-9, the same but the MC will tell you about one final score you have to settle first, in order for most folks to leave it alone. On a failure, the situation blows up in your face.

Here are some other things you might be interested in:

- **Guillotine chokehold** (s-harm hand silent).
- **Sentry gun** (2-harm remote area loud messy).