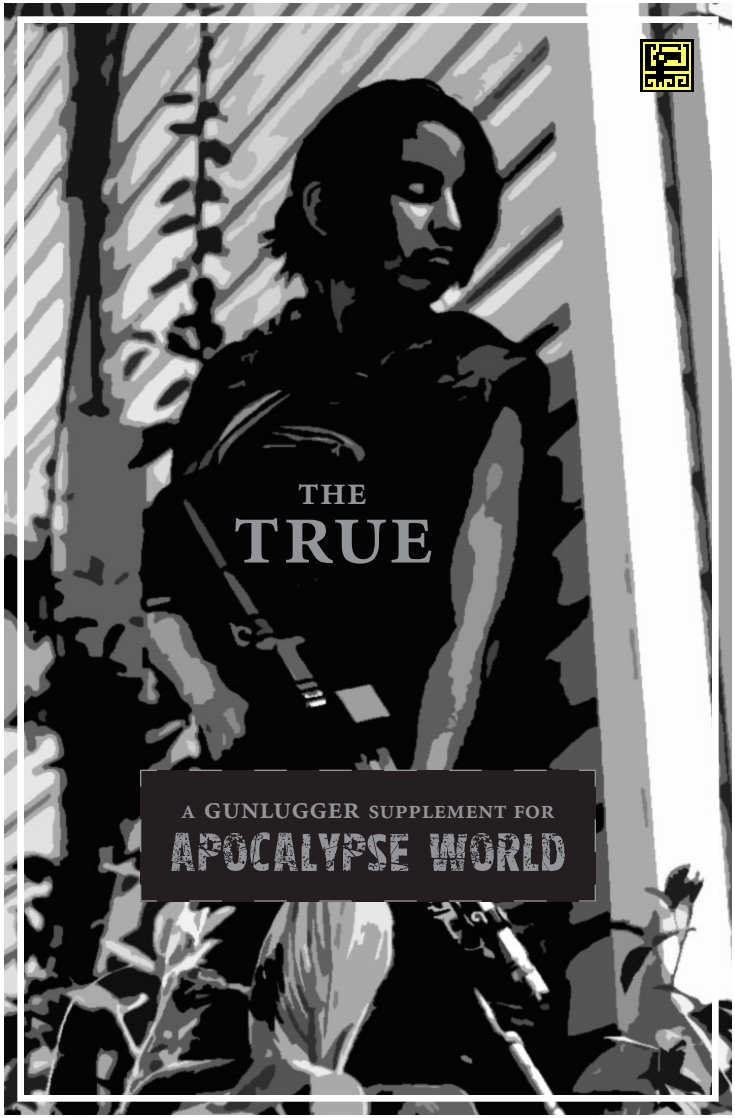
THE
TRUE
A GUNLUGGER SUPPLEMENT FOR
APOCALYPSE WORLD

Me? Goin' cuckoo over some pretty face? That'll be the day.

When you become smitten, draw a countdown clock on your sheet and label it with the name of your secret crush, filling in the first section to 3:00. At the beginning of each session, roll+cool. On a 10+, whew, you're keeping your shit together and not letting this nonsense go any further. On a 7-9, they've found a crack in your armor; fill in another section of your clock. On a miss, you're a goner; fill in two sections.

At 3:00+: Tell the GM about the thing they do that drives you crazy. When they do it, you have to *act under fire* to avoid doing something real foolish. If you act the fool, mark XP.

At 6:00+: Tell the GM why you find them beautiful. When they remove a piece of clothing or emphasize a shapely feature, choose 1:

- You can do nothing but watch
- You flee the scene as quickly as possible

At 9:00+: The frustration is getting to you. Tell the GM how much it hurts. When you inflict harm up close and personal, do +1 harm.

At 10:00+: You are beginning to grow paranoid. Tell the GM who you suspect of being rivals for their affections. When you eliminate a rival, either with a bullet or a less lethal method, mark XP.

At 11:00+: You think about them all the time. Before making any roll, tell the GM how you yearn for them and roll+cool. On a hit, the thought of them helps you. On a miss, it interferes.

At 12:00: You can't stand it anymore. Tell the GM whether they really love you or not; the truth is obvious from their eyes. Either way, one or both of you will end the next session buried in the poison'd ground. It's up to you who that'll be.

At any time: Tell the GM that you and your love have finally found contentment or that you have forsaken them forever. Erase this clock.