

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.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get both hardholder moves.

GEAR

You can use all the battle moves, and probably will, but you gotta start somewhere. When you get the chance, look up ***seize by force*** and the rules for how gangs inflict and suffer harm.

GEAR

In addition to your holding, 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.

GEAR

If you’d like to start play with a vehicle or a prosthetic, get with the MC.

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.

IMPROVEMENT

Each time you improve, choose one of the options. Check it off; you can't choose it again.

LOOK

Man, woman, ambiguous, or transgressing.

LOOK

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

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

LOOK

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

LOOK

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

HX

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

HX

List the other characters’ names.

HX

Go around again for Hx. On your turn, ask either or both:

- *Which one of you has been with me since before?*
For that character, write Hx+2.
- *Which one of you has betrayed or stolen from me?*
For that character, write Hx+3.

HX

For everyone else, write Hx+1. It’s in your interests to know everyone’s business.

HX

On the others’ turns, answer their questions as you like.

HX

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.

Introducing

THE HARDHOLDER

There is no government, no society, in Apocalypse World. When hardholders ruled 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. What other authority is there?

a character playbook for

APOCALYPSE WORLD

HARDHOLDER ver 2.0

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BARTER

Your holding provides for your day-to-day living, so while you’re there governing it, you need not spend barter for your lifestyle at the beginning of the session.

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 savvyhead or techso; a week’s bestowal of the protective companionship of one of your battlebabes, gunluggers, or gang members; 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, your 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.A



HOLDING

- By default, your holding has:
- 75-150 souls.
 - for gigs, a mix of hunting, crude farming, and scavenging (surplus: 1-barter, want: hungry).
 - a makeshift compound of concrete, sheet metal and rebar. Your gang gets +1armor when fighting in its defense.
 - an armory of scavenged and makeshift weapons.
 - a garage of 4 utility vehicles and 4 specialized battle vehicles (detail with the MC).
 - a gang of about 40 violent bastards (2-harm gang medium unruly 1-armor).

- Choose 4:
- your population is large, 200-300 souls. Surplus: +1barter, want: +disease.
 - your population is small, 50-60 souls. Want: anxiety instead of want: hungry.
 - for gigs, add lucrative raiding. Surplus: +1barter, want: +reprisals.
 - for gigs, add protection tribute. Surplus: +1barter, want: +obligation.
 - for gigs, add a manufactory. Surplus: +1barter, want: +idle.
 - for gigs, add a bustling, widely-known market commons. Surplus: +1barter, want: +strangers.
 - your gang is large instead of medium, 60 violent bastards or so.
 - your gang is well-disciplined. Drop unruly.
 - your armory is sophisticated and extensive. Your gang gets +1harm.
 - your garage includes 7 battle vehicles, plus a couple more utility vehicles if you want them.
 - your compound is tall, deep and mighty, of stone and iron. Your gang gets +2armor when fighting in its defense.

- And choose 2:
- your population is filthy and unwell. Want: +disease.
 - your population is lazy and drug-stupored. Want: +famine.
 - your population is decadent and perverse. Surplus: -1barter, want: +savagery.
 - your holding owes protection tribute. Surplus: -1barter, want: +reprisals.
 - your gang is small instead of medium, only 10-20 violent bastards.
 - your gang is a pack of fucking hyenas. Want: +savagery.
 - your armory is for shit. Your gang gets -1harm.
 - your garage is for shit. It has only 4 vehicles, and only 2 of them are suitable for battle.
 - your compound is mostly tents, lean-tos and wooden walls. Your gang gets no armor bonus when fighting to defend it.

GEAR & BARTER

NAME -

LOOK

STATS MOVES

	do something under fire	
COOL	☐ highlight	
	go aggro; sucker someone; do battle	
HARD	☐ highlight	
	seduce or maniuulate	
HOT	☐ highlight	
	read a sitch; read a person	
SHARP	☐ highlight	
	open your brain	
WEIRD	☐ highlight	

HARM

countdown

12

9

3

6

☐ stabilized

when life becomes unteneable:

☐ come back with -1hard

☐ come back with +1weird (max+3)

☐ change to a new playbook

☐ die

HX

help or interfere; session end

HARDHOLDER SPECIAL

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

IMPROVEMENT

experience ○○○○○>>>improve

☐ get +1hard (max hard+3)

☐ 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

☐ 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 type

☐ choose 3 basic moves and advance them

☐ advance the other 4 basic moves

HARDHOLDER MOVES

● **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.

● **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.

HOLDING	
SIZE	SURPLUS
BARTER	
GIGS	WANT

GANG	
SIZE	TAGS
HARM	ARMOR
+1harm vs smaller gangs, -1harm vs larger, per 1-size difference.	

OTHER MOVES