

CREATING A LANDFALL MARINE

To create your landfall marine, choose name, look, stats, moves, vulnerabilities, walkingsuit, gear, missions, and Hx.

NAME

LT [LAST NAME], [FIRST NAME] [MI] or LCDR [LAST NAME], [FIRST NAME] [MI].

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get *agent/combatant* and *walkingsuit calibration*. In your walkingsuit, you get all the walkingsuit moves.

VULNERABILITIES

You are vulnerable to hunger, Ψ-harm, and reflexive isolation.

WALKINGSUIT

See *supplemental:walkingsuit*.

GEAR

In addition to your walkingsuit, your fatigues, and your flight suit, you get a 9mm sidearm (2-harm close loud).

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.

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

IMPORTANT NOTE

If this playbook is not in play, do not consider any of its ideas binding.

LOOK

Man, woman, ambiguous, or concealed.

Fatigues, flight suit.

Disciplined face, expressive face, kind face, open face, resigned face, weird unlined face.

Guarded eyes, inquisitive eyes, lively eyes, piercing eyes, sharp eyes, wary eyes.

Compact body, muscular body, shrunkn body, spare body, wiry body.

MISSIONS

Because you're an *agent/combatant*, you get all of the landfall marine missions.

During play, you can voluntarily *abandon your missions*, one by one. When you choose to abandon a mission:

- Cross the mission out. You no longer have it.
- Your superiors know, whether you tell them or not, that you have abandoned it. Disciplinary action is up to them.
- You no longer receive resupply for completing it, even if you go on to do so.
- Mark experience.

Note: these rules for abandoning missions apply only to the landfall marine. They are not part of the *agent/combatant* move and do not apply to other characters who take *agent/combatant* as a move from this playbook.

HX

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

List the other characters' names.

Go around again for Hx. On your turn, write Hx-2 for everyone. You have only limited intelligence about any of them.

On the others' turns, answer their questions as you like. Likely you'll answer none of them.

At the end, choose one of the other characters by whim (since they all have the same 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 LANDFALL MARINE

50 years ago, the enemies of humanity unleashed a psychic weapon that destroyed all hope for the future. Anticipating the attack and its outcome, and leaving billions to suffer and die, a clandestine military project rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren - you - grew up dreaming of blue skies and blue seas that no longer exist.

Today, the mission to reclaim Earth begins.

a character playbook for

APOCALYPSE WORLD

LANDFALL MARINE

@2k+10 D. Vincent Baker

www.apocalypse-world.com

BARTER

While you're vulnerable to hunger, you depend on your supply and resupply of rations to survive, not on barter. If or when you've removed your vulnerability to hunger, from then on, 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, rob, or raid a wealthy NPC or population.
- Hire to a wealthy NPC as a mercenary.
- Serve a wealthy NPC as a bodyguard or enforcer.
- Others, as you negotiate them.

As a one-time expenditure, and very subject to availability, 1-barter might count for: 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 find hi-tech or luxe eternal.

LANDFALL MARINE MISSIONS

- **Infiltration:** when you destabilize and disarm an armed population, without direct combat, seizing its position and resources, receive resupply.
- **Information & control:** when you parlay with the leader of an armed population, representing reclamation interests, and win material concessions or collaboration, receive resupply.
- **Reclamation:** when you identify and accurately report an area of the landscape suitable for excavatory bombardment and reclamation, receive resupply.
- **Reconnaissance:** when you identify and accurately report an armed population’s position, strength, numbers, and resources, receive resupply.
- **Relief & recovery:** when you come to the aid of a fellow landfall marine or other reclamation personnel in duress, or recover reclamation matériel, receive resupply.
- **Scout / survey:** when you identify and accurately report an area of the landscape with strategic value, receive resupply.
- **Spearhead:** when you defeat an armed population in direct combat, seizing its position and resources, receive resupply.

RESUPPLY

- When you receive resupply, choose 1 of the following:
- **Ammo:** erase all of your walkingsuit's ammo countdown segments.
 - **Bombardment:** for the rest of the session, you can use bombardment as a weapon. 8-harm far area messy.
 - **Medical:** erase all of your harm countdown segments.
 - **Rations:** erase all your marked hunger and food countdown segments.
 - **Reinforcement:** the MC brings an NPC landfall marine into play as your reinforcement. Tell her to create them as a threat and to give them a walkingsuit.
 - **Repair:** erase all of your walkingsuit's damage countdown segments.
 - **Retrofiture:** exchange one of your walkingsuit's systems for another of your choice.

GEAR & BARTER

NAME -

LOOK

STATS

MOVES

COOL

do something under fire

highlight

HARD

go aggro; sucker someone; do battle

highlight

HOT

seduce or maniuulate

highlight

HX

help or interfere; session end

LANDFALL MARINE SPECIAL

If you and another character have sex, you both mark experience.

IMPROVEMENT

experience ○○○○>>tmprove

get +1cool (max cool+3)

get +1hard (max hard+3)

get +1sharp (max sharp+3)

get +1hot (max hot+2)

you develop tolerance to surface food and are no longer vulnerable to hunger

you're no longer vulnerable to Ψ-harm

you're no longer vulnerable to reflexive isolation.

get a move from another playbook

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 3 basic moves

HARM

countdown

12

9

6

3

stabilized

when life becomes unteneable:

come back with -1hard

come back with +1weird (max+3)

change to a new playbook

die

LANDFALL MARINE MOVES

- **Agent/combatant:** you get all of the landfall marine missions. You have contact with an orbital drop/echo platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with orders or with information relevant to your missions.
- **Walkingsuit calibration:** when you charge up a walkingsuit, roll+its power instead of roll+weird.

OTHER MOVES

YOUR VULNERABILITIES

- **You're vulnerable to hunger:** you're unable to eat the contaminated food of the Earth's surface, and survive strictly on reclamation-provided rations.
- **You're vulnerable to Ψ-harm:** each time you exit your walkingsuit on the Earth's surface, you suffer Ψ-harm.
- **You're vulnerable to reflexive isolation:** you're unable to voluntarily open your brain to the world's psychic maelstrom.

