

NAME -

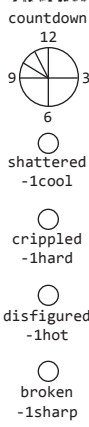
LOOK

Empty box for character name and look.

highlights <> ○

STATS - MOVES - HARM

COOL	do something under fire (p2)
HARD	seize by force, go aggro (p2-3)
HOT	seduce or manipulate (p3)
SHARP	read a sitch, read a person (p3-4)
WEIRD	open your brain (p4)



GUNLUGGER MOVES

Empty box for Gunlugger Moves.

if you have sex see p11.

GEAR

Empty box for GEAR.

Experience (P11) ○ ○ ○ ○ ○ >>improve

HX help, interfere, session end (p4)

Empty box for HX.

GUNLUGGER

APCALYPS
WORLD

THE
GUNLUGGER
HUB

LANGUAGE
SEX
VIOLENCE
R



Apocalypse World: the Gunlugger made in 2k+10 by D. Vincent Baker distribute like crazy

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.

- Everyone else, whatever number they tell you, write it next to their character's name.

Tell everyone else Hx=0.

On the others' turns:

- Choose which character you think is smartest. Whatever number that player tells you, add 1 to it and write it next to the character's name.

- Everyone else, whatever number they tell you, write it next to their character's name.

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.

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, choose 1, 2 or all 3:

- One of them has fought shoulder to shoulder with you. Tell that player Hx+2.
- One of them once left you bleeding and did nothing for you. Tell that player Hx-2.
- Choose which one of them you think is prettiest. Tell that player Hx+2.

GUNLUGGER SPECIAL

If you and another character have sex, you take +1 forward. At your option, they take +1 forward too.

GUNLUGGER 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 following. Check it off; you can't choose it again.

- get +1cool (max 2)
- Get +1sharp (max 2)
- get +1weird (max 2)
- get a new gunlugger move
- get a new gunlugger move
- get 2 gigs (detail) and moonlighting
- Get a holding (detail) and wealth
- get a gang (detail) and pack alpha
- get a move from another playbook
- get a move from another playbook

- when you go to toe with someone to seize something by force, or to secure your hold on something, roll+hard. 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

When you try to seduce or manipulate someone, tell them what you want and roll+hot. For NPCs: on a 10+, they do it. On a 7-9, they ask you to promise something first, and do it if you promise. (Whether you keep your promise is up to you later.) 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.
- 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?
 - 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?

STATS

Choose one set:

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

BASIC MOVES

You get them all:

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.

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)