

PERIPHERAL MOVES

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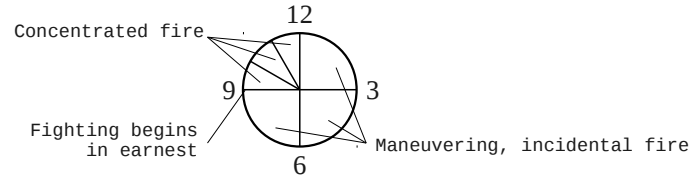
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a playbook for

APOCALYPSE WORLD

©2k+10 D. Vincent Baker

www.apocalypse-world.com

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SESSION END

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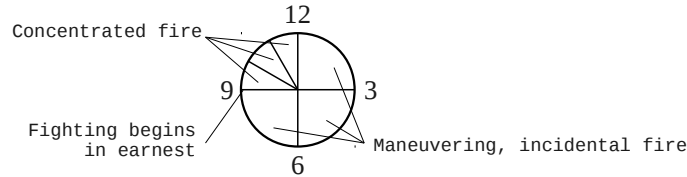
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THE MASTER OF CEREMONIES

AGENDA

- Make Apocalypse World seem real.
- Make the players' characters' lives not boring.
- Play to find out what happens.

ALWAYS SAY

- What the principles demand.
- What the rules demand.
- What your prep demands.
- What honesty demands.

THE PRINCIPLES

- Barf forth apocalyptica.
- Address yourself to the characters, not the players.
- Make your move, but misdirect.
- Make your move, but never speak its name.
- Look through crosshairs.
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with fuckery and intermittent rewards.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, disclaim decision-making.

YOUR MOVES

- Separate them.
- Capture someone.
- Put someone in a spot.
- Trade harm for harm (*as established*).
- Announce off-screen badness.
- Announce future badness.
- Inflict harm (*as established*).
- Take away their stuff.
- Make them buy.
- Activate their stuff's downside.
- Tell them the possible consequences and ask.
- Offer an opportunity, with or without a cost.
- Turn their move back on them.
- Make a threat move (*from one of your fronts*).
- After every move: “what do you do?”

A FEW MORE THINGS TO DO

- Make maps like crazy.
- Turn questions back on the asker or over to the group at large.
- Digress occasionally.
- Elide the action sometimes, and zoom in on its details other times.
- Go around the table.
- Take breaks and take your time.

Introducing THE 1ST SESSION

The players have it easy. They have these fun little books to go through and then they're ready to play. Your job is harder, you have a lot more to set up than they do. They each have one character to create, you have the whole bedamned world.

So let's be fair. You have the whole world to create, you get the whole first session to create it in. You're supposed to make their characters' lives not boring, you get a whole session to get to know them.

STARTING THE 1ST SESSION

Oversee character creation. Answer questions. Open the MC playbook to the character creation chapter but put bookmarks in the characters' moves and crap chapters.

Go around for introductions, do the Hx thing, highlight stats.

Then I'd just say it outright to your players: “your setup's easy and now you've already done it. Mine's harder so I'm going to take this whole session to do it. So no high-tension kick off from me, let's follow the characters around for a day and get to know them. Cool?”

SETTING EXPECTATIONS

While the players are making their characters, in between answering questions, you have a good opportunity to set expectations for the game to come. Here are some things I like to get out up-front:

- Your characters don't have to be *friends*, but they do have to know each other, and they should be basically allies. They might become enemies in play, but they shouldn't start out enemies.
- Your characters are unique in Apocalypse World. There are other medics, and they might even be called “angel” by their friends, but you're the only *angel*. There are other compound bosses and warlords who might be called “hardholders”, but you're the only *hardholder*.
- Some of you get to choose armor. 1-armor can be whatever, it can be bulletproof vests, bike leathers, armored corsets, whatever. 2-armor, though, is serious body armor. Riot gear. I mean, it might be low-tech, it might be made out of a car or something, but the point is that you're walking around *in armor*.
- Hey, see where it says you have “oddmints worth 3-barter” or whatever? Is there some medium of exchange you all use, or is it really one-time negotiated barter? Uncle, you're the hardholder, is there something you use for currency in the holding? Or else Wilson, you're an operator, is there some currency you like to take payment in?
- I'm not out to get you. If I were, you could just pack it in right now, right? I'd just be like “there's an earthquake. You all take 10-harm and die. The end.” No, I'm here to find out what's going to happen with all your cool, hot, fucking kick-ass characters. Same as you!



THE 1ST SESSION

an MC playsheet for

APOCALYPSE WORLD

©2k+10 D. Vincent Baker

www.apocalypse-world.com

NAMES

Tum Tum · Gnarly · Fleece · White · Lala · Bill · Crine · Mercer · Preen · Ik · Shan · Isle · Ula · Joe's Girl · Dremmer · Balls · Amy · Rufe · Jackabacka · Ba · Mice · Dog head · Hugo · Roark · Monk · Pierre · Norvell · H · Omie Wise · Corbett · Jeanette · Rum · Peppering · Brain · Matilda · Rothschild · Wisher · Partridge · Brace Win · Bar · Krin · Parcher · Millions · Grome · Foster · Mill · Dustwich · Newton · Tao · Missed · Ill · Princy · East Harrow · Kettle · Putrid · Last · Twice · Clarion · Abondo · Mimi · Fianelly · Pellet · Li · Harridan · Rice · Do · Winkle · Fuse · Enough-to-eat · Visage · Barker · Imam · Bowdy · Daff · Exit · Chin · Look · Shazza · Fauna · Sun · Chack · Ricarra · Prim

RESOURCES

meat · salt · grain · fresh foods · preserved foods · staple foods · meat (don't ask) · shelter · liberty · leisure · fuel · heat · security · information · status · time · health · labor · skilled labor · luxury goods · specialized goods · gasoline · weaponry · medical supplies · acclaim · loyalty · blood kin · drugs · strategic position · storage space · living space · walls · work animals · livestock · raw materials · books · know-how · machinery · access · connections

THREAT TYPES

Warlords:

Slaver · Hive queen · Prophet · Dictator · Collector · Alpha wolf

Grotesques:

Cannibal · Mutant · Pain addict · Disease vector · Mindfucker · Perversion of birth

Landscapes:

Prison · Breeding pit · Furnace · Mirage · Maze · Fortress

Afflictions:

Disease · Condition · Custom · Delusion · Sacrifice · Barrier

Brutes:

Hunting pack · Sybarites · Enforcers · Cult · Mob · Family

DURING THE 1ST SESSION

- MC the game. Bring it.
- Describe. Barf forth apocalyptica.
- Springboard off character creation.
- Ask questions like crazy.
- Leave yourself things to wonder about.
- Look for where they're not in control.
- Push there.
- Nudge the players to have their characters make moves.
- Give every character good screen time with other characters.
- Leap forward with named, human NPCs.
- Hell, have a fight.
- Fill up this 1st session worksheet.

I WONDER...

HUNGER

THIRST

THE PCs
& THEIR RESOURCES

IGNORANCE

ENVY

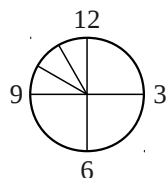
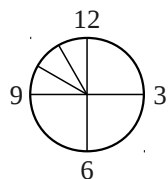
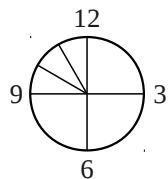
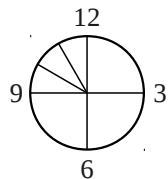
DESPAIR

FEAR

DECAY

AMBITION

OVERALL COUNTDOWNS



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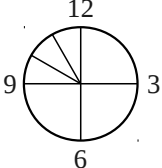


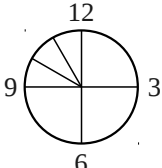
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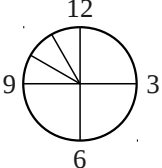
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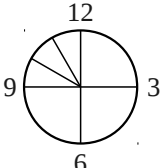
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DARK FUTURE / AGENDA

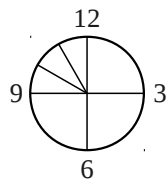
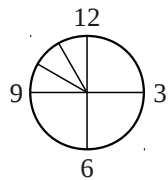
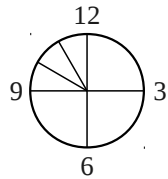
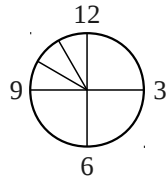
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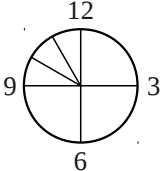


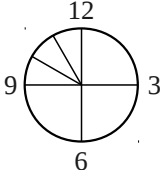
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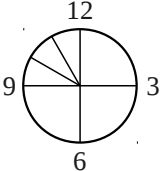
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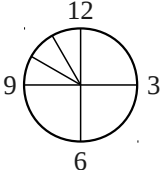
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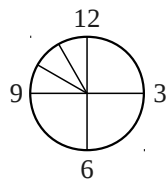
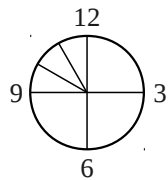
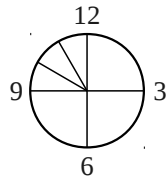
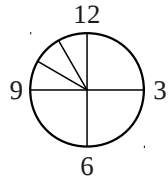
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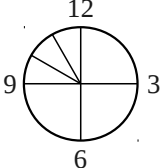


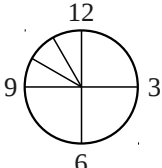
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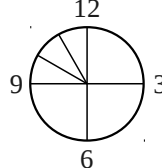
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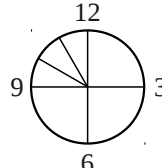
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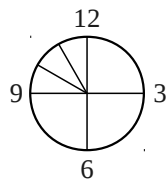
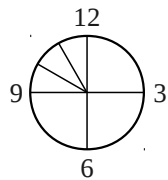
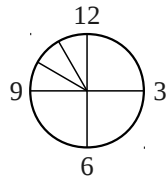
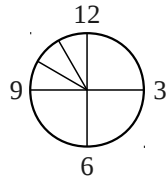
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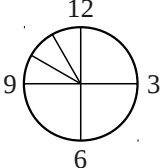
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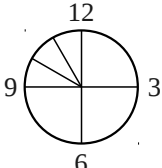
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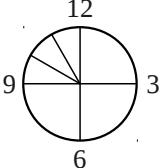
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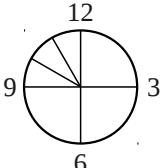
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HARM

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00, it means that the character's dead but can still be revived. Any harm past that and the character's dead for reals.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called *harm as established*.

When the character's harm countdown crosses 9:00, the player can choose to mark a debility. If she does, she gets the debility, but the harm stops sharp at 9:00 on the countdown. Once she's past 9:00, she can choose to take a debility instead of any new wound.

NPCs, GANGS, VEHICLES, & HARM

When an NPC suffers...

- 1-harm: cosmetic damage, pain, concussion, fear if the NPC's likely to be afraid of pain.
- 2-harm: wounds, unconsciousness, bad pain, broken bones, shock. Likely fatal, occasionally immediately fatal.
- 3-harm: give it 50–50 it's immediately fatal. Otherwise, terrible wounds, shock, death soon.
- 4-harm: usually immediately fatal, but sometimes the poor fuck has to wait to die, mangled and ruined.
- 5-harm and more: fatal and bodily destructive.

When a gang suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
- 2-harm: many injuries, several serious, a couple of fatalities.
- 3-harm: widespread injuries, many serious, several fatalities.
- 4-harm: widespread serious injuries, many fatalities.
- 5-harm and more: widespread fatalities, few survivors.

With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak *and* absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

If a PC is a member of a gang taking harm, how much harm the PC takes depends on her role in the gang. If she's a leader or a prominent, visible member, she suffers the same harm the gang does. If she's just someone in the gang, or if she's intentionally protecting herself from harm instead of fighting with the gang, she suffers 1-harm less.

When a vehicle suffers...

- 1-harm: cosmetic damage. 0-harm can blow through to passengers.
- 2-harm: functional damage. 1-harm can blow through to passengers.
- 3-harm: serious damage. 2-harm can blow through to passengers.
- 4-harm: breakdown. 3-harm can blow through to passengers.
- 5-harm and more: total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.

Introducing THE M.C.

That's you, the Master of Ceremonies, Apocalypse World's GM.

DECISION-MAKING

In order to play to find out what happens, you'll need to pass decision-making off sometimes. Whenever something comes up that you'd prefer not to decide by personal whim and will, don't. The game gives you four key tools you can use to disclaim responsibility: you can **put it in your NPCs' hands**, you can **put it in the players' hands**, you can **create a countdown**, or you can **make it a stakes question**.

NPCs

Tum Tum · Gnarly · Fleece · White · Lala · Bill · Crine · Mercer · Preen · Ik · Shan · Isle · Ula · Joe's Girl · Dremmer · Balls · Amy · Rufe · Jackabacka · Ba · Mice · Dog head · Hugo · Roark · Monk · Pierre · Norvell · H · Omie Wise · Corbett · Jeanette · Rum · Peppering · Brain · Matilda · Rothschild · Wisher · Partridge · Brace Win · Bar · Krin · Parcher · Millions · Grome · Foster · Mill · Dustwich · Newton · Tao · Missed · Ill · Princy · East Harrow · Kettle · Putrid · Last · Twice · Clarion · Abondo · Mimi · Fianelly · Pellet · Li · Harridan · Rice · Do · Winkle · Fuse · Visage · Enough-to-eat · Barker · Imam · Bowdy · Daff · Exit · Chin · Look · Shazza · Fauna · Sun · Chack · Ricarra · Prim

Cross them off as you use them. Scavenge unused names from the character playbooks, too.

Make your NPCs human by giving them straightforward, sensible self-interests. They're just not that complicated. They do what they want to do, when they want to do it, and if something gets in their way, well, they deal with that now. What they do in life is follow their parts around – their noses, their stomachs, their hearts, their clits & dicks, their guts, their ears, their inner children, their visions.

Then, you can make PC–NPC–PC triangles just by making sure that their uncomplicated self-interests involve the players' characters individually, not as a group. Show different sides of their personalities to the players' different characters.



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THE MASTER OF CEREMONIES

AGENDA

- Make Apocalypse World seem real.
- Make the players' characters' lives not boring.
- Play to find out what happens.

ALWAYS SAY

- What the principles demand.
- What the rules demand.
- What your prep demands.
- What honesty demands.

THE PRINCIPLES

- Barf forth apocalyptica.
- Address yourself to the characters, not the players.
- Make your move, but misdirect.
- Make your move, but never speak its name.
- Look through crosshairs.
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with fuckery and intermittent rewards.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, disclaim decision-making.

YOUR MOVES

- Separate them.
- Capture someone.
- Put someone in a spot.
- Trade harm for harm (*as established*).
- Announce off-screen badness.
- Announce future badness.
- Inflict harm (*as established*).
- Take away their stuff.
- Make them buy.
- Activate their stuff's downside.
- Tell them the possible consequences and ask.
- Offer an opportunity, with or without a cost.
- Turn their move back on them.
- Make a threat move (*from one of your fronts*).
- After every move: “what do you do?”

A FEW MORE THINGS TO DO

- Make maps like crazy.
- Turn questions back on the asker or over to the group at large.
- Digress occasionally.
- Elide the action sometimes, and zoom in on its details other times.
- Go around the table.
- Take breaks and take your time.

THREAT MOVES

MC Moves for warlords:

- Outflank someone, corner someone, encircle someone.
- Attack someone suddenly, directly, and very hard.
- Attack someone cautiously, holding reserves.
- Seize someone or something, for leverage or information.
- Make a show of force.
- Make a show of discipline.
- Offer to negotiate. Demand concession or obedience.
- Claim territory: move into it, blockade it, assault it.
- Buy out someone's allies.
- Make a careful study of someone and attack where they're weak.

MC Moves for grotesques:

- Display the nature of the world it inhabits.
- Display the contents of its heart.
- Attack someone from behind or otherwise by stealth.
- Attack someone face-on, but without threat or warning.
- Insult, affront, offend, or provoke someone.
- Offer something to someone, or do something for someone, with strings attached.
- Put it in someone's path, part of someone's day or life.
- Threaten someone, directly or else by implication.
- Steal something from someone.
- Seize and hold someone.
- Ruin something. Befoul, rot, desecrate, corrupt, adulter it.

MC Moves for landscapes:

- Reveal something to someone.
- Display something for all to see.
- Hide something.
- Bar the way.
- Open the way.
- Provide another way.
- Shift, move, rearrange.
- Offer a guide.
- Present a guardian.
- Disgorge something.
- Take something away: lost, used up, destroyed.

MC Moves for afflictions:

- Someone neglects duties, responsibilities, obligations.
- Someone flies into a rage.
- Someone takes self-destructive, fruitless, or hopeless action.
- Someone approaches, seeking help.
- Someone approaches, seeking comfort.
- Someone withdraws and seeks isolation.
- Someone proclaims the affliction to be a just punishment.
- Someone proclaims the affliction to be, in fact, a blessing.
- Someone refuses or fails to adapt to new circumstances.
- Someone brings friends or loved ones along.

MC Moves for brutes:

- Burst out in uncoordinated, undirected violence.
- Make a coordinated attack with a coherent objective.
- Tell stories (truth, lies, allegories, homilies).
- Demand consideration or indulgence.
- Rigidly follow or defy authority.
- Cling to or defy reason.
- Make a show of solidarity and power.
- Ask for help or for someone's participation.

BASIC & PERIPHERAL MOVES

BASIC MOVES

- When you **do something under fire**, or dig in to endure fire, *roll+cool*.
- When you **go aggro on someone**, *roll+hard*.
- When you try to **seize something by force**, or to secure your hold on something, *roll+hard*.
- When you try to **seduce or manipulate someone**, tell them what you want and *roll+hot*.
- When you **read a charged situation**, *roll+sharp*.
- When you **read a person in a charged interaction**, *roll+sharp*.
- When you **open your brain to the world's psychic maelstrom**, *roll+weird*.
- When you **help or interfere with** someone who's making a roll, *roll+Hx*.
- **At the end of every session**, choose a character who knows you better than they used to.

PERIPHERAL MOVES

Harm & healing moves:

- When you **suffer harm**, *roll+harm* suffered.
- When you **inflict harm on another player's character**, the other character *gets +1 Hx with you* for every segment of harm you inflict.
- When you **heal another player's character's harm**, you *get +1 Hx with them* for every segment of harm you heal.

Barter moves:

- When you **give 1-barter to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.
- When you **go into a holding's bustling market, looking for some particular thing to buy**, *roll+sharp*.
- When you **make known that you want a thing and drop jingle to speed it on its way**, *roll+barter spent* (max roll+3).

Augury & insight:

- When you **use your followers or your workspace for augury**, *roll+weird*.
- When you **use your followers for insight**, *ask your followers what they think your best course is*, and the MC will tell you.

Optional battle moves:

- When you **provide covering fire for someone**, *roll+cool*.
- When you **maintain an untenable position or course**, *roll+hard*.
- When you **stay the fuck down**, *roll+sharp*.
- When you **follow through on someone else's move**, *roll+Hx*.