

PERIPHERAL MOVES

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- *it costs 1-barter more than you'd expect*
- *it's available, but only if you meet with a guy who knows a guy*
- *damn, I had one, I just sold it to this guy named Rolfball, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*

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- *Reach through the world's psychic maelstrom to something or someone connected to it.*
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By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7-9, choose 1:

- *It'll persist (for a while) without your actively maintaining it.*
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On a miss, whatever bad happens, your antenna takes the brunt of it.

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a playbook for

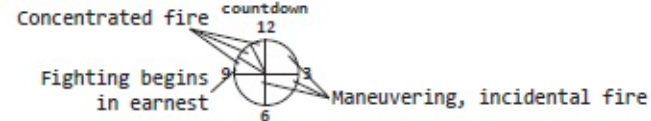
APOCALYPSE WORLD

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When you *maintain an untenable position or course*, roll+hard. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7-9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. (If it's before 9:00, now it's 9:00.)

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When you *follow through on someone else's move*, roll+Hx. If it's one of the MC's characters', roll+sharp. On a 10+, the MC chooses one of the following for you, as appropriate:

- you inflict +1harm
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- you make an untenable position or course secure
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On a 7-9, you create an opportunity, but you haven't seized it or followed through on it yet. The MC will tell you what it is. On a miss, the MC chooses one of the above for an appropriate character of her own.



BASIC MOVES

DO SOMETHING UNDER FIRE

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○ **Advanced:** On a 12+, you transcend the danger, the pressure, the possibility of harm. You do what you set out to do, and the MC will offer you a better outcome, true beauty, or a moment of grace.

GO AGGRO

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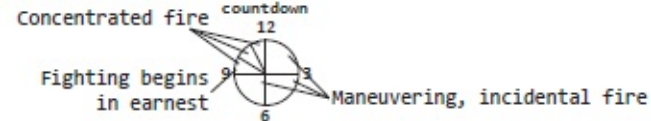
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