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# TABLE OF CONTENTS

Table of Contents (this right here)	2
Erudite Introduction	4
Author's Foreword	6
Age PlayBooks	8
The Child Star	9
The Old Codger	10
Lost Scripts	11
The Comic Book Movie	12
The Disaster Movie	16
The Trucker Movie	24
The Vigilante Movie	28
Cheat Sheets	32

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# POWERED BY THE APOCALYPSE



# ERUDITE INTRODUCTION

The year 2016 was a momentous one for America.<sup>1</sup> Zika, ISIS, HB2, emails, President Donald J. Trump. And also, Vladimir Putin granted Russian citizenship to Steven Seagal.<sup>2</sup> All of that was amazing, but if you're like me, the reason you'll remember 2016 is that Jean-Claude Van Damme brought his career full circle as the grizzled old master in *Kickboxer: Vengeance*. Van Damme kicks and boxes his way into the heart and soul of a young upstart, helping him to find, not the vengeance he thinks he seeks, but rather the greatness within.

Speaking of finding the greatness within, you've clearly already done that by playing **ACTION MOVIE WORLD**. Now it's time to take that greatness in new directions. There's just so much action, one rule book couldn't contain it. That's why Flatland Games has expanded **ACTION MOVIE WORLD** to offer more archetypes and genres. You've got Child Stars outsmarting and out-wisecracking the adults—The *Karate Kid I-III + The Next Karate Kid*,<sup>3</sup> *Sidekicks*, *The Goonies*, *Indiana Jones and the Temple of Doom*.<sup>4</sup> You've got Old Codgers who are too old for this shit—*Lethal Weapon I-V*, *Armed Response*,<sup>5</sup> *The Expendables I-III*, the aforementioned *Kickboxer: Vengeance*.

There's more, much more. Interested in action while wrestling with the dark underbelly of American social problems? Try Vigilante Movies, the ultraconservative product of the post-Vietnam era that includes *Rolling Thunder*, *Taxi Driver*, *Dirty Harry*, *Death Wish*, *Cobra*, and, of course, *Vigilante*. Maybe you'd like to virtually explore the country while outsmarting hayseed sheriffs and tracking down the men who kidnapped your family. We've got Trucker Movies for you! *Black Dog*, *Smokey and the Bandit*, *Breakdown*, and *Road House*,<sup>6</sup> for starters. (Throw in a little Mad Max, and you can add a post-apocalyptic tweak!) Maybe the whole family would like to get in the action, in which case break out your early 1990s-Arnold Schwarzenegger impressions for Family Friendly Action Comedies, like *Kindergarten Cop*,<sup>7</sup> *Junior*,

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1 And sad, as action fans lost Alan “Hans Gruber” Rickman.

2 Seagal is no doubt on a secret mission to infiltrate the Russian mob, just like in *Driven to Kill*.

3 Starring future Oscar winner Hillary Swank. And don't you ever sleep on Walton Goggins!

4 Also uncomfortable racist caricatures, like Mr. Miyagi in *The Karate Kid* and Short Round in *Temple of Doom*.

5 Maybe you haven't heard of this one. David “Kill Bill” Carradine and Lee “The Bad” Van Cleef, directed by Fred Olen Ray, the cinematic force that brought us *Ghost in a Teeny Bikini*, *Genie in a String Bikini*, *Bikini Girls From the Lost Planet*, *The Girl From B.I.K.I.N.I.*, *Bikini Royale*, *Bikini Airways*, *Bikini Chain Gang*, *Bikini a Go Go*, *The Bikini Escort Company*, *Bikini Roundup*, *Bikini Pirates*, *Bikini Jones and the Temple of Eros*, *Bikini Frankenstein*, *Bikini Time Squad*, *Bikini Hoe-Down*, *Bikini Drive-In*, *Super Ninja Bikini Babes*, and *The Teeny Weenie Bikini Squad*.

6 I thought you'd be...bigger.

7 Personally, I prefer *Kindergarten Cop 2*, starring Dolph Lundgren.

or *Twins*. Maybe, as alleged climate change brings natural disasters with increasing frequency, you'd like to get a little practice on your survival strategies. If so, try Disaster Movies like *2012*, *Twister*, *San Andreas*, *Earthquake*, or *Dante's Peak*.

At this point, you may find yourself itching to put on some spandex. That can only mean one of two things. Either it's date night at my house, or you're ready for a Super Hero Movie. How about some pre-CGI *Superman*, *Batman*, *The Punisher*,<sup>8</sup> or even the never-released 1994 low budget version of *The Fantastic Four*? It's all right here. And, for you fans of that Australian song-and-dance man they have playing Wolverine, you can try the contemporary Super Hero movies too. Or, if you've gotten obsessed with the explosion of superhero television like *Arrow*,<sup>9</sup> *Supergirl*, *The Flash*, *Daredevil*, *Jessica Jones*, *Luke Cage*, and on and on, this is the expansion pack you need.

The time is now. The destiny is yours. Grab the dice. Let's roll.

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8 The 1989 version, in which Dolph Lundgren fights the Mafia and Yakuza at the same time.

9 Now featuring Dolph Lundgren.



# AUTHOR'S FOREWORD

Welcome to Deleted Scenes, the first supplement to **ACTION MOVIE WORLD: First Blood**. This is a collection of two new Actor playbooks and five new Scripts. Some of these new bits were gaps noticed by the Flatland Games team, while others were on the drawing board for the main rulebook but just never made it into the final copy.

These Actor Playbooks work a little differently from the ones in the base game, so pay attention. They're grouped under the awkward term "Age Playbooks" because they're based very much on your actor's age. The Scripts follow my simple idea that, for published scripts, broad genres are the best to deal with. As always, you're actively encouraged to drill down to whatever level of specificity you like with the Scripts as a base; make your Blob vs Army Movie moves and have a blast.

A special thanks to John Cocking, who's already done a great job with art and layout. He's an underrated genius at cooking up moves and a fair number of the new additions are directly attributable to his pulling the trigger on a brainstormed idea when I hesitated.

So, please, enjoy, and always feel free to drop by our Google+ community to share stories or leave feedback.





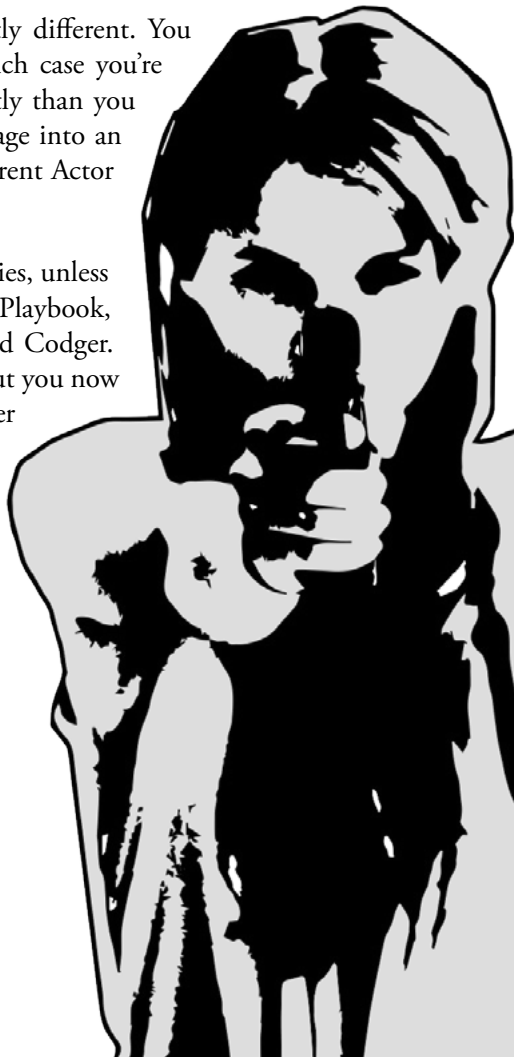
# AGE PLAYBOOKS

Here are two new Actor Playbooks, the Child Star and the Old Codger. They work a bit differently from the Actor Playbooks in the main rulebook.

The Child Star is available as a normal starting Playbook, but you eventually “grow up” and choose another one. This is covered by the “You’re Not a Kid Forever” move in a straightforward fashion, but it deserves blunt clarification so there’s no doubt: if you pick Child Star as your starting Actor Playbook, you pick a new Actor Playbook after four movies. It’s as simple as that.

The Old Codger Playbook is slightly different. You can start as an Old Codger, in which case you’re fine and don’t do anything differently than you otherwise would. But you can also age into an Old Codger, switching out your current Actor Playbook for that one.

The process is simple: after four movies, unless you are currently using the Child Star Playbook, you can decide to switch to the Old Codger. You keep all your stats and moves, but you now gain new moves from the Old Codger move list. Simple as that. You cannot switch from an Old Codger to something else, nor can you go from Child Star to Old Codger. That would be weird.





# The Child Star

**Inspiration:** Jonathan Ke Quan, Alyssa Milano

**Primary Stat:** Pick One

## Stats

Choose one set

- Agility+2 Drama-1 Muscles=0 Magnetism-1 Swagger=0
- Agility+1 Drama+1 Muscles-1 Magnetism-1 Swagger=0
- Agility-1 Drama-1 Muscles-1 Magnetism+1 Swagger+1
- Agility-1 Drama+1 Muscles=0 Magnetism-1 Swagger+1



## Child Star Moves

You get all the basic moves. Choose 2 Child Star moves.

- **You're Not a Kid Forever** - ALL Child Stars have this move. After the completion of four movies, you MUST transition to an adult Actor Playbook. Choose one Child Star move to carry over to your new role. Pick stats and moves as normal. Other Child Star moves you have are not carried over; instead, increase a Stat of your choice (max +3) for every move not carried over on a 1:1 basis. You also carry over any XP and Star Power you've earned.
- **Child Prodigy** - Add +1 to any single Stat (max +3).
- **Innocent** - When you take harm, you can inflict it on any other single character instead, dictating that someone is in the line of fire for you. If this would kill a supporting character, he or she gains XP as normal, and you gain 1 XP as well.
- **Stories of Disneyland** - If you die and your death is referenced in a Vengeance move, everyone (including you!) gains 1 XP. In addition, the group may make one extra Vengeance move this movie if you die.
- **Voice of a Generation** - Whether through low expectations or genuine talent, critics love you. +1 Star Power at the end of each film.
- **Wriggly** - You can get into tight spaces which no adult can. When you wriggle into someplace too tight (physically or socially) for an adult to follow, roll +Agility:
  - On a 10+, you get where you want and are practically invisible, even if you're in plain sight.
  - On a 7-9, you get where you want and you're unnoticed for now.
  - On a miss, you're found out and one of those big people is cranky.

# The Old Codger

**Inspiration:** Lee Van Cleef, anyone from *The Expendables*

**Primary Stat:** +Muscles



## Stats

Choose one set

- Agility=0 Drama-1 Muscles+2 Magnetism-1 Swagger+2
- Agility-1 Drama=0 Muscles+2 Magnetism+1 Swagger+1
- Agility-1 Drama+2 Muscles+1 Magnetism=0 Swagger+1
- Agility=0 Drama+1 Muscles+2 Magnetism+1 Swagger-1

## Old Codger Moves

You get all the basic moves. Choose 2 Old Codger moves.

- **Unbelievable Fighter** - When you fail a Violence or Stunt move, spend 1 Star Power to roll a 10 instead. The move works in the movie, but looks super cheesy.
- **Old Age and Treachery Beat Youth and Enthusiasm** - When you make a move against someone less than half your age, take +2.
- **Kicked Upstairs** - You are now a trainer, leader, or mentor. Whenever you need some grunt work done, roll +Magnetism:
  - On a 10+, A squad of loyal youngsters shows up to get it done.
  - On a 7-9, In order to get the help, you'll have to go find them. Skip the next scene, or forgo the assistance.
  - On a miss, a rival group has scattered your crew. You can't use this move again until you've rounded them back up.
- **Fatherly Advice** - When you sit down with another PC and dispense some serious advice, roll +Drama:
  - On a 10+, The PC holds 1, and may trade it for +2 on any move following that advice.
  - On a 7-9, The PC holds 1, and may trade it for +1 on any move directly contradicting your advice.
- **Get off my Lawn!** - Roll +Swagger to disperse a crowd.
  - On a 10+, They flee, and they fear you in the future.
  - On a 7-9, They flee, but come back to get you later.
  - On a miss, They bum rush you.

# LOST SCRIPTS

Here are five Scripts to keep you going with ACTION MOVIE WORLD. These Scripts explore a few corners of the genre we haven't visited yet.

While not all of these scripts are as broad as their siblings from the core rules, they've all been used by Hollywood often enough to be spotted on sight. Reuse them just as often yourselves. Alternately, use them as guides and inspiration to create your own Scripts. When you do, be sure to share them.



# The Comic Book Movie

## Description

The Comic Book Movie as a big deal is a somewhat recent phenomenon, with Marvel and DC essentially embodying modern blockbusters. Back in the day, though, they were something else: overly earnest, sappy cheese fests about responsibility and right thinking as embodied by people in tights. Even the ones we remember fondly, like Superman, are really schlocky; toss in sequels to those well-remembered superhero movies (again, like Superman's sequels) and you're in territory every bit the equal of any VHS Rambo ripoff.

It's up to you how to play the Comic Book Movie, but my advice is to go for the old style rather than the new. New superhero movies tend to either be passably good or joylessly bad, neither of which makes for a great game of **ACTION MOVIE WORLD**, but that's also not a prohibition against it; there may be something to be said for playing a game of **AMW** with full CGI effects.

## Relationships

These relationships and the randomization method are suggestions only. Feel free to make up your own, choose from the list, roll, draw cards, or whatever else works for your group.

Starting with the Lead, each player establishes a relationship with the player to his or her left. This means that, in groups of four or more, some characters will not have relationships with one another to start with; this is intended.

- 2 romantic subplot
- 3 siblings
- 4 received your powers from the same source
- 5 discovered your powers together
- 6 members of the same neighborhood watch
- 7 common cause against the same bad guy
- 8 ex-scientists from a government lab
- 9 aliens from different worlds
- 10 aliens from the same world
- 11 exposed to the same nuclear blast
- 12 born this way

## Moves

At the start of a new movie, each player chooses one Script move. The move is yours for the duration of the movie only, unless XP is spent to make the move permanent.

Each move may only be picked by two players. If two players have picked a move, it then becomes unavailable to anyone else. There are a few exceptions to this rule; these are noted and supercede the 'two players only' rule when they occur.

As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.



**Superpowered** - The Lead must take this move; everyone else in the Superhero Movie gets this move except for Actors who choose to be sidekicks as described below under the Emotional Cannon Fodder move. This move cannot be made permanent; it lasts for the duration of this movie only. Pick two superpowers and one weakness from the lists below or make up your own (there is no limit to the number of superpowers out there, so, seriously, make some up).

### Powers:

- **Flying** - You can fly.
- **Invisibility** - You can turn invisible at will.
- **Teleportation** - You can go anywhere you've seen.
- **Mind Control** - Your +Magnetism is +5 for this movie. If this pushes any roll over 15, the effects look fake; lose one Star Power.
- **Super Speed** - Your +Agility is +5 for this movie. If this pushes any roll over 15, the effects look fake; lose one Star Power.
- **Super Strength** - Your +Muscle is +5 for this movie. If this pushes any roll over 15, the effects look fake; lose one Star Power.
- **Over-equipped** - Hold 3. Whenever you're about to make a roll, spend 1 to get a piece of equipment granting +2 to that roll only. Spend 1 to keep the equipment for use in a later scene.
- **Invulnerability** - You are impervious to all normal sources of harm.
- **Weather Control** - You can color any scene by changing the weather. Additionally, you may make the violence move with +Magnetism.
- **Laser Eyes** - You have a built-in weapon (3-harm, -far/close).
- **Claws** - You have a cooler built-in weapon (4-harm, -close, -messy).
- **Extreme Athleticism** - You can climb any surface, cling to any wall or ceiling, and gain +1 to your +Agility for this movie.

### Weaknesses:

- Your powers depend on the sun
- You are dependent on a potion/piece of equipment
- The touch of iron
- Any one color
- A special mineral
- Your true love
- You cannot kill



**Trademark Considerations Mean You Always Come Back** - Everyone with the Superpowered move above also gets this move. Superheroes never die, at least not for long. If you die in the movie, you can always come back later on. Because of this, you don't get XP for dying, but you do get a point of XP if you make it to the end and help defeat the villain.

**Emotional Cannon Fodder** - Actors who do not take the Superpowered move above must take this move instead and are designated as sidekicks. The Lead may not take this move and must take the Superpowered move listed above. A character with this move is the superheroes' sidekick and is meant to die in an even more heart wrenching fashion than normal. You must die in this movie. When you die, gain 1 XP as normal and roll +Drama.

On a 10+, the heroes gain 1 XP immediately as they learn about themselves through your sacrifice.

On a 7-9, the heroes gain 1 XP but are grief-stricken; they take -1 forward.

On a miss, the grief is unbearable. No Vengeance move is allowed for this death.

## Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

- Spandex suit
- Spandex suit with cape

## Villain

**Supervillain** - Wants to conquer the world. Wants to make people pay.

- Taunt people
- Threaten violence
- Destroy a big chunk of land
- Escape in a blaze of light and/or sulfur
- Reveal elaborate plans
- Blot out the sun
- Summon a comet
- Create a deathray
- Use your weakness against you
- Punch your lights out



# The Disaster Movie

## Description

It's not man versus nature. It's nature versus man!

This is not about the preparation or the aftermath. The Disaster Movie is set DURING the apocalyptic disaster. This movie really traffics in stunts and tense, emotive scenes between people in impossibly bad situations. The stars don't stop the disaster, but they either escape it or survive it by using the Lead's "Move Towards Safety" move.

It's really important to remember: you are supposed to run. You can't beat nature; you can only survive. It's like keeping Steph Curry from scoring. It won't happen. So everyone, Lead or otherwise, must take smaller victories where they can be found, culminating in an eventual escape for at least some of the protagonists.

## Relationships

- 2 romantic subplot
- 3 went to the same college
- 4 lab partners
- 5 play sports together
- 6 live in the same neighborhood
- 7 work together
- 8 family
- 9 race cars together
- 10 boss and employee
- 11 in a club together
- 12 fly planes together





# Moves

At the start of a new movie, each player chooses one Script move. The move is yours for the duration of the movie only. XP may be spent at the end of the movie to make it permanent and usable in any type of movie.

Each move may only be picked by two players. If two players have picked a move, it then becomes unavailable to anyone else. There are a few exceptions to this rule; these are noted and supercede the two players only rule when they occur.

As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**Move Towards Safety** - The Lead must take this move, and only the Lead may take this move; it cannot be made permanent. When you get a moment of peace, or when someone close to you dies, roll +your highlighted stat for this movie. Friends can give you bonuses via Emote, Read the Situation, Stunts.

On a 10+, hold 1. Spend 5 to get to safety and end the movie.

On a 7-9, choose another PC to suffer 2 harm.

On a miss, all the PCs suffer 2 harm.

**Ridiculously Prolonged Escape** - When another PC is about to take harm from a disaster, roll +Drama:

On a 10+, choose two:

On a 7-9, choose one:

- You save them.
- The Lead takes +1 to the next Move Towards Safety.
- You don't take 2 harm.

**Rescue the Herd** - When you direct a crowd away from danger, roll +Magnetism.

On a 10+, choose two:

On a 7-9, choose one:

- A guy you save shows up later to save you.
- Gain 1 Star Power in a dramatic moment with an NPC.

**Into the Eye of the Storm** - When you throw yourself suicidally into the heart of a disaster to help a friend, roll +Swagger:

On a 10+, choose two:

On a 7-9, choose one:

- You don't die.
- Each PC holds 2. Spend 1 for 1 to get +1 to any roll.
- Another PC is immune to harm from the Disaster for the rest of the movie.

**Master of Disaster** - For some reason, you know a lot about dealing with bad things. Hold 3. Spend 1 to use your expertise to get out of a bad situation.

## Gear

Everyone has the clothes on their backs, a little money, and their ID. Also choose one:

- A reliable vehicle, inconveniently off-camera
- Enough food for almost everyone
- A friend with a way out of town
- A gun and some ammo.
- Enough water for almost everyone
- First aid supplies

## Villain

**Earthquake** - Wants to raze. Wants to consume.

- shake in warning
- demolish a building
- take the ground out from under someone
- separate two people cause a panic
- corporate sleazeball tries a cover-up

**Tidal Wave or Flood** - Wants to submerge. Wants to chase.

- drag someone under
- collapse a building
- toss vehicles or debris
- take away possessions
- cause a panic

**Tornado** - Wants to spin. Wants to throw things around.

- darken the sky
- rip something up and throw it
- wreck a building
- deposit someone or something miles away
- attack storm chasers
- cause a panic
- deny access to a storm cellar

**Volcano** - Wants to burn. Wants to relieve pressure.

- rumble ominously
- cause a tremor
- extend a river of lava
- blot out the sun with smoke
- choke people with fumes
- cause a panic
- friend or colleague steals your car

**Doomsday Apocalypse** - Wants to destroy the world.

- cause storms, floods, and hurricanes
- cause an earthquake
- cause a tidal wave
- cause volcanic eruptions
- cause forest fires
- send the world into a panic
- government soldiers block your escape



# The Family Friendly Comedy

## Description

Action hero in the wrong genre. You're probably employed in an improbable place, like a school, family restaurant, or babysitting agency; you're also probably deep undercover. You want to solve your problems through violence, but some social obligation usually gets in the way. Grab this script for a change of pace, or to rejuvenate a flagging career. (Kindergarten Cop, Junior, Twins)

## Relationships

These relationships and the randomization method are suggestions only. Feel free to make up your own, choose from the list, roll, draw cards, or whatever else works for your group.

Starting with the Lead, each player establishes a relationship with the player to his or her left. This means that, in groups of four or more, some characters will not have relationships with one another to start with; this is intended.

- 2 teacher and student
- 3 romantic subplot
- 4 witnesses to a crime
- 5 neighbors
- 6 sports buddies (or rivals)
- 7 ex-partners from a previous job
- 8 siblings
- 9 long lost relative
- 10 work for rival agencies
- 11 partners who have to hide it
- 12 boss and employee



## Moves

At the start of a new movie, each player chooses one Script move. The move is yours for the duration of the movie only. XP may be spent at the end of the movie to make it permanent and usable in any type of movie.

Each move may only be picked by two players. If two players have picked a move, it then becomes unavailable to anyone else. There are a few exceptions to this rule; these are noted and supercede the two players only rule when they occur.

As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**Poor Fit** - You are so incompetent that you luck into just the right situation. Whenever you have an opportunity to embarrass yourself in front of important characters, or to make a bad first impression, roll +Drama:

On a 10+, you are so hilariously inappropriate that the audience loves you as much as the NPCs pity you. Hold +2.

On a 7-9, you manage to put your foot in your mouth or break something valuable. Offend another character and Hold +1.

Spend a hold to slip up, trip up, or otherwise embarrassingly end up in just the right place to avoid the consequences of a Director's Move.



**Burdened With Responsibilities** - You are responsible for another person, and will do anything to keep that person safe. The dependant has plot immunity, and will survive to the end of the movie. If you also survive, gain +1 XP. During the movie, hold 2. Spend 1 for 1 to:

- Have your dependant help you out in a surprising way, giving you an automatic 10+ on a single roll.
- In a scene where you would normally take harm, instead you narrowly escape, but the dependent is captured.
- Learn a vital fact, or make an important connection, through your dependent.

**Sudden Friendship** - You make a meaningful emotional connection with someone from your new station: a gardener, the other kindergarten teachers, the butler. Roll +Magnetism:

**On a 10+**, choose two:

**On a 7-9**, choose only one:

- +1 to all moves when you protect or help your new friend for the rest of the film
- You're suddenly full of new insights. Take +1 forward.
- Your new friend will show up during a moment of danger to provide critical aid.
- Your new friend introduces you to someone who reveals almost everything you need to know.
- You found a new audience. Your actor gains +2 Star Power and a wild new fan club.

**On a miss**, the Director uses the character against you in a surprising and cruel way.

## Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

- Cop gear: pistol, handcuffs, a police radio at home
- Nanny gear: minivan with child seats, a box full of snacks, some stuffed animals
- Office worker gear: business casual outfit, briefcase, a healthy savings account
- Karate Instructor: Gi, nun-chucks, and a small dojo in a strip mall

## Villain

**Capitalist Greed-hound** - Wants to shut down the characters' place of employment. Wants to build things and make money.

- Use the courts to harass the characters with impunity
- Buy off characters' friends
- Make false promises
- Threaten violence
- Reveal secrets
- Hire some muscle
- Buy the election

**Criminal Element** - Wants to get rich easy. Wants to indulge.

- Call in a favor from another organization
- Send out a hit
- Schedule the Big Deal
- Get out of legal trouble
- Start a fight
- Move contraband through a character's area of responsibility
- Reveal character's secrets

**Social Rival** - Wants to ruin the Lead's life. Wants to show up the Lead.

- Steal the Lead's spouse
- Steal the Lead's friends
- Use the neighborhood association to ruin plans
- Succeed where the Lead fails
- Ruin a business
- Turn out to be a terrorist, alien, or kung fu master
- Get the Lead in trouble at work



# The Trucker Movie

## Description

Sometime in the 1970s, truckers became objects of cool. A combination of free wanderer and entrepreneur, truckers had songs sung about them, books written about them, and (most importantly) movies made about them.

Trucker action movies place the trucker as the ultimate expression of the American ideal. They wisecrack, they kick ass, they make money, they drive. The word “trucker” should be read expansively; *Black Dog* is the obvious trucker action movie, but *Road House* qualifies even if the truckers are mostly in bars, and *Smokey and the Bandit* also probably qualifies because it’s about trucker culture at heart. *Over The Top* is both a trucker movie and a fighting tournament movie.

When playing this script, concentrate on ideas of freedom, particularly as they relate to American ideas of the small business owner as national hero. You’re not just a truck drivin’, punch throwin’, freedom lovin’ ruler of the road - you’re also a businessperson.





## Relationships

These relationships and the randomization method are suggestions only. Feel free to make up your own, choose from the list, roll, draw cards, or whatever else works for your group.

Starting with the Lead, each player establishes a relationship with the player to his or her left. This means that, in groups of four or more, some characters will not have relationships with one another to start with; this is intended.

- 2 parent and child
- 3 romantic subplot
- 4 witnesses to a crime
- 5 boss and employee
- 6 colleagues in the same trucking company
- 7 veterans of the same war
- 8 siblings
- 9 in a country band together
- 10 participants in a dirty job way back when
- 11 you both used to race stock cars
- 12 went to the same dojo (you're both secret martial arts badasses)

## Moves

At the start of a new movie, each player chooses one Script move. The move is yours for the duration of the movie only, unless XP is spent to make the move permanent.

Each move may only be picked by two players. If two players have picked a move, it then becomes unavailable to anyone else. There are a few exceptions to this rule; these are noted and supercede the two players only rule when they occur.

As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**10-4, this is Sloppy Bear** - You're a master of CB radio nonsense talk. Take +1 to any +Drama, +Magnetism, or +Swagger moves if you're spouting bullshit into a radio while doing them.

**This is a Weapon** - Add +1 harm to any improvised weapons you use, like pool cues, bottles, chairs, etc.

**Brotherhood of the Road** - Truckers are a tight-knit family of travellers. Whenever you call on your fellow truckers for help, send out a call and roll +Magnetism.

**On a 10+**, a posse of truckers (the Director decides how big a posse is) come to your aid, no strings attached.

**On a 7-9**, a lone trucker comes to lend a hand, but he or she is going to want something and you'd better pay it.

**On a miss**, all families have tensions and truckers are no different. None of your trucker siblings show, but a rival trucker sure did.

**Where everybody knows your name** - You've made contacts all over the place. When you enter a bar or hotel, name someone you know there. That person is your ally and will provide information or help so long as you remain in that building.

**I'm buying** - When you buy a round for the whole bar, roll +Swagger

**On a 10+**, take 1 forward and make a new best pal who will follow you anywhere.

**On a 7-9**, take 1 forward. You feel good as hell.

**On a miss**, someone was drunk and thinks you're calling them cheap. A fight's in the cards.

## Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

- Your own rig (with or without a trailer), your fists
- A bar or flophouse, a pistol (2-harm, -close, -loud)
- A high powered rifle (3-harm, -far, -deadly, -reload, -loud), three crates of something valuable
- A moonshine still, a shotgun (3-harm, -close, -reload, -messy)
- Bulletproof vest (2-armor), a submachine gun (2-harm, -close, -autofire, -loud)

## Villain

**Rival Trucking Company** - Wants to embarrass the characters. Wants to shut down their business.

- Call in evil truckers
- Threaten violence
- Beat up a loved one
- Trash a communal hangout
- Work with the cops
- Sabotage a rig
- Set a road ambush

**Local Sheriff** - Wants to be a big fish in a small pond. Wants to enforce his or her own laws.

- Frame a player character
- Start a high speed chase
- Use a legal loophole to get out of trouble
- Use a legal loophole to get a character into trouble
- Set a road ambush
- Arrest someone



# The Vigilante Movie

## Description

The vigilante movie is a staple of the action genre, but it spans several subgenres, some of them really uncomfortable to watch. The uncomfortable ones are usually 1970s and 1980s fare like *Death Wish*: visions of a middle class America under siege by crazed youth, minorities, and working class thugs, a world that can only be navigated by an angry guy with a gun and the will to use it.

On the flip side, the lighter knockoffs from the 80s and 90s tend to scale back the meanness in favor of over the top violence, thinking that the appeal was just action movie fun and not to see one's worst fantasies on the screen.

## Relationships

Starting with the Lead, each player establishes a relationship with the player to his or her left. This means that, in groups of four or more, some characters will not have relationships with one another to start with; this is intended.

- 2 romantic subplot
- 3 veterans of the same war
- 4 witnesses to a crime
- 5 someone you both loved died
- 6 members of the same neighborhood watch
- 7 neighbors
- 8 siblings
- 9 co-workers
- 10 gun nut pals
- 11 boss and employee
- 12 ex-cops from the same precinct

These relationships and the randomization method are suggestions only. Feel free to make up your own, choose from the list, roll, draw cards, or whatever else works for your group.

## Moves

At the start of a new movie, each player chooses one Script move. The move is yours for the duration of the movie only, unless XP is spent to make the move permanent.

Each move may only be picked by two players. If two players have picked a move, it then becomes unavailable to anyone else. There are a few exceptions to this rule; these are noted and supercede the two players only rule when they occur.

As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.



**I'm So Angry** - When you tell a punk crook how angry you are, roll +Swagger.

On a 10+, any crooks who can hear you run like hell. Take +1 forward.

On a 7-9, the crooks are unnerved, but ready to fight; you can take advantage of their hesitation.

On a miss, you get laughed at and feel humiliated. Take -1 forward and prepare for a beating.

**Justice Comes from a Gun** - Add +1 harm to any guns you use.

**This City is MY City** - You know how to work the fine people of your city. When in your home turf, take +1 to any +Magnetism moves you make.

**Not til the Streets are Clean** - So long as filth populates the streets of the city, you won't stop. Any time you take more than 3 harm in a scene, take +1 forward.



## Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

- A big-ass pistol (3-harm, -close, -messy)
- A really big car, a pistol (2-harm, -close, -loud)
- A machete (2-harm, -hand, deadly)
- A shotgun (3-harm, -close, -reload, -messy)

## Villain

**Mister Big** – Wants to be on top. Wants to stay in control.

- Bring big money and influence to bear
- Disappear into his or her fortress
- Whip out military hardware
- Call on his or her bodyguards for help
- Show off his or her secret fighting skills
- Change the rules of the game
- Assassinate an NPC

**Evil Gang of Rowdy Teens** - Wants to embarrass the Lead. Wants to rule the neighborhood.

- Taunt people
- Threaten violence
- Rob someone
- Trash the streets
- Dance and holler
- Get drugs and booze
- Grab baseball bats and scrap

**Mafia** - Wants to consolidate power. Wants to rule the city.

- Frame the characters
- Ambush a character
- Use a legal loophole to get out of trouble
- Threaten violence
- Hire someone to betray the characters
- Grab local power
- Bring in thugs from elsewhere