



## LA CATEDRAL

### { The Cathedral }

*The jewel of the downtown district. Colonial towers toll their heavenly songs each day, calling for los fieles. Inside, the air smells of incense and burning candles, but also of wealth and communal guilt.*

## LA CATEDRAL

When you seek asylum in La Catedral, roll with Heat. Subtract 1 for each true statement:

- ☞ You're wounded or clearly in danger
- ☞ You're a true believer or willing to lie
- ☞ You brought *dinero* to "donate" to the church's cause

On a miss, you are safe here, for now.

On a 7-9, the priests welcome you, but you have to suffer through a patronizing *sermón*; mark 2 stress. On a 10+, they won't have you staining *la casa de Dios* with your shit; you're out in the cold, *cabrón*, and *los lobos* are at your heels.

# “LAS VENTANAS”

## { Restaurant }


*Power is no good if you can't show it off. At Las Ventanas, the powerful come for luxury dinners that do as much for their reputations as for their appetites. When dining here, the size of your wallet matters more than the size of your gun!*



## “LAS VENTANAS”

---

When you share a meal with someone at Las Ventanas and pick up the check, roll with Face instead of Hustle when you try to *pressure someone*.



## VETERINARIA “FIDO”

{ Vet Clinic }

*There is something shady about Fido. People have been coming and going in the cover of night, leaving trails of blood on the sidewalk. How desperate one must be to come to a vet for medical attention!*



## VETERINARIA “FIDO”

---

When you are badly wounded and go to Fido to get patched up, roll with Grit. On a hit, the vet has everything they need on hand; you'll live, but you leave the operation with a full stress track. On a 7-9, the vet's work is rough; reduce your Grit or Savagery—your choice—by 1. On a miss, the vet does their best, but it's not enough; reduce your Grit or Savagery—your choice—by 1, *güey*, and get to a real hospital before your time is up.

# CASA DE CITAS

{ Brothel }


*They say dinero can buy you almost anything in this world. At la casa de citas, this is a universal truth. But you better be careful, cabrón, a house of pleasure can very easily become a house of pain.*



## CASA DE CITAS

---

When you throw an expensive and wild party at the brothel, roll with Hustle. On a hit, you find the experience *refrescante*; clear three stress. On a 10+, you also hear some gossip or rumors about your *enemigos* from someone working at the *casa*. On a miss, your vices put you in a bad spot: someone catches you in a vulnerable position or an old debt comes due, your choice.



# “LOS HERNÁNDEZ”

## { Butcher Shop }


*Breaking bones and slicing meat both require the right tools for the job. The butcher's trade is a messy one; you better know what you are doing, culero, or the blood can end up all over your face.*



## “LOS HERNÁNDEZ”

---

When you torture and kill an NPC at Los Hernández to send a message to their friends or allies, mark three stress and roll with Savagery. On a hit, they hear you loud and clear; hold 2. Spend your hold—one for one—to take a 10+ instead of rolling when you *pressure* or *propose a deal* to one of the NPC’s friends or allies. On a 7-9, your brutality shocks everyone; permanently raise your Heat by 1. On a miss, the murder merely emboldens your *enemigos*; they strike back at you in a clever and unexpected way.



## MOTEL “LA PARADA”

{ Cheap Motel }

*Couples come to La Parada for clandestine pleasure. The motel offers discretion; pay cash and no one asks questions. What better place to hide when you are en peligro?*

## MOTEL “LA PARADA”

When you hide a wanted NPC at La Parada motel, roll with questions:

- ☞ Do they trust you completely? Take +1
- ☞ Do they understand the danger they are facing? Take +1
- ☞ Do they have a famous face or reputation? Take -1
- ☞ Do they pose a threat to a powerful *narco*? Take -1

On a hit, they stay put and safe. On a 7-9, they are too nervous; mark two stress as you reassure them or let them bolt, your choice. On a miss, they flee at the first opportunity or their enemies arrive in force, MC's choice! *Chíngale!*

## CENTRO “LOS ARCOS”

### { Shopping Mall }

*People who think Mexico is just shacks and deserts don't know ordinary life. Everyone comes to the mall here too, cabrón, even los narcos. Visit the food court, buy some sporting goods...but don't forget to watch your back.*



## CENTRO “LOS ARCOS”

---

When you *turn to violence* in the shopping mall by ambushing your enemies, roll with Hustle instead of Savagery. On a miss, your clever attack is caught on film by someone in the panicked crowd; take +1 ongoing to Heat until you find some way to throw *los federales* off your trail.

## BAR “LA CATRINA”

{ Night Club }

*The newest hot spot in downtown, La Catrina is the place to go when you want to get un poco loco. The music thumping, the tragos flowing, and the polvo filling your nostrils will all make you forget your troubles carnal.*



## BAR “LA CATRINA”

---

When you *lose yourself* in cocaine at La Catrina bar, roll with Face instead of Grit and add these to the list of cocaine drug moves:

- ⚠️ promise someone *importante* something you can't deliver
- ⚠️ get in the face of someone powerful and *influyente*



# CRUZ ROJA

{ Red Cross }

*The Cruz Roja is a good place to get patched up. But don't be fooled, if you arrive bleeding and vulnerable, the staff will try to take advantage of you. It is every cabrón for himself out there!*




## CRUZ ROJA

---

When you are badly wounded and go to the Cruz Roja to get patched up, roll with Heat. On a miss, they'll fix you up, but they want a promise of money, protection, or favors, MC's choice.

On a 7-9, they'll provide help (as on a miss), but they demand additional cash upfront before tending to your wounds.

On a 10+, you stumble into an agent of your *enemigos* before anyone can provide medical aid.



# BANCO NACIONAL

{ National Bank }


*It's too risky to walk around with a big bag full of dinero, especially in Durango. But who said a bank is not without risks too? You know what they say: ladrón que roba a ladrón...there's no honor among thieves.*



## BANCO NACIONAL

---

When you deposit a large sum to your secret accounts at *el banco nacional*, roll with Heat. On a miss, everything goes smoothly; raise your lifestyle one level until time passes. On a 7-9, your deposit raises your lifestyle as on a miss...but you attract the attention of *los federales*; take +1 ongoing to Heat until time passes, as well. On a 10+, your deposit goes missing when a corrupt clerk seizes the opportunity to make some easy money; take -1 ongoing to *straining your finances* until you recover the cash.



# PLAZA PRINCIPAL

## { Town Square }


*The Plaza Principal is one of the most prominent downtown landmarks, the vital, beating heart of la ciudad. Each weekend, the colors and fiesta attract ordinary citizens who share in the simple joys of city life in México.*



## **PLAZA PRINCIPAL**

---

Mark xp when you hold a big social event at the plaza; advance when you lay a trap for someone at the plaza. Once you've used this location to advance, you can't use it to mark xp or advance again.



# YONKE

## { Junkyard }

*A junkyard is the perfect cover for a clandestine graveyard, a final resting place for the cartel's enemies. Just be careful you're not the next junk they bury, cabrón!*



## YONKE

---

When you bury a dead NPC at *el narco's* junkyard, roll with Heat. On a miss, nobody sees your dirty work; clear 1 stress as you lose the body for good.

On a hit, you hide the corpse, but your junkyard digging also reveals the poorly buried *cadáver* of someone you know. On a 10+, you spot some *federales* watching the junkyard right after you get the body in the ground; what do they already know, *muchacho*?

# LA SIERRA

## { Mountain Range }

*Away from everything, hard to reach, lots of places to hide. Sure, going alone to la sierra to get off the radar sounds like a great idea. Clean water, a cozy bed, internet...who needs those things!*



## LA SIERRA

---

When you flee to *la sierra* to hide, roll with Hustle. On a 10+, you find a secure spot to lay low; they lose your trail for now. On a 7-9, you can lose them, but you'll need to sacrifice any amenities or protections you planned to have...you'll be alone in the wilds, *citadino*; fill your stress track when you get back to town to reflect the harrowing experience. On a miss, you stumble onto the hideout of a dangerous enemy. *Buena suerte, cabrón!*

# BILLARES “BOLA NEGRA”

{ Billiard Bar }

*Need a gun? Well it's not that easy. This ain't los Estados Unidos, pendejo! But don't worry, I've got you covered; go to Bola Negra and say I sent you...they may even get you a special discount!*



## BILLARES “BOLA NEGRA”

---

When you go to the *Bola Negra* to buy some illegal weapons, roll with Grit. On a hit, choose any weapon off *La Sicaria*'s playbook, provided you can pay. On a 10+, the *traficante de armas* is running a special; pick something else off the list for free. On a miss, you can still buy one weapon (as on a hit), but your purchase attracts a good deal of unwanted attention; take +1 ongoing to Heat until things blow over.



# GIMNASIO CROSSFIT

## { Crossfit Gym }

*Feeling the pressure of this pinche life of yours? Nothing like sweating it out with a workout. Besides, people let their guard down in the locker room. Who knows what chisme you'll hear while you're there?*

## GIMNASIO CROSSFIT

When you hit the showers after training at the gym, roll with Grit. On a hit, you feel fantastic after your workout; clear a stress and choose one from the list below. On a 10+, choose two.

- ☞ You're approached with a business opportunity or potential investment
- ☞ You hear a rumor about something of interest to you or your allies
- ☞ You spot an *enemigo*, vulnerable and unaware of your presence

On a miss, you get into an argument with a pushy *pendejo* that ruins your workout; fill your stress track or teach them a lesson, your choice! *Putá madre!*

**“AY MAMITA!”**

**{ Strip Club }**


*A strip club may not seem like the best place for a meeting, but the ambience and the drinks are the perfect atmosphere to bring out people's true colors. But watch out: sometimes those colors are more shady than you'd think!*



## “AY MAMITA!”

---

When you *propose a deal* at the Ay Mamita! with cash in hand, roll with Grit instead of Face. On a miss, you get distracted by one of the dancers and misplace the cash you brought with you to make the deal. *Gandallas!*



# CLUB DE BOX “EL REY”

{ **Boxing Gym** }

*This world is ruled by la ley de la jungla. The survival of the fittest. Might making right. You better be prepared when you step into the ring, cabrón; only the strongest gets the crown at El Rey!*



## **CLUB DE BOX “EL REY”**

---

When you fight in an illegal match at El Rey, roll with Savagery. On a hit, you crush the opposition; you win a large sum of cash and live up to your ferocious reputation. On a 7-9, you also end up in trouble with a big fish who lost a bunch of money betting against you. On a miss, your opponent humiliates you in the ring; mark two stress and take -1 ongoing to Savagery until you get payback against them.

# CASINO “EL ARLEQUÍN”

{ Casino }


*If you want to make it big, you need to take risks. The only bad part of cheating is getting caught! Be wise, pendejo! If you try to steal from the tiburones, you better be the best cheat playing in the game!*



## CASINO “EL ARLEQUÍN”

---

When you cheat at poker in El Arlequín, roll with Grit. On a hit, you trick them all; you win a bunch of *dinero* and impress someone important. On a 7-9, you also attract some suspicion; mark 2 stress or deal with the pit boss, your choice. On a miss, someone you've previously taken for a lot of cash decides they've had enough; they ambush you as you're headed for your car after the game. *Mierda!*



# CERESO

{ Prison }

*CERESO is an acronym for Centro de Rehabilitación Social—Center for Social Rehabilitation—but that’s bullshit. No one wants to see old narcos rehabilitated; they’d rather lock them up in cages and throw away all the keys.*



## CERESO

---

When you go to an old *amigo* (NPC) in prison for information about some *narcos* or *los carteles*, roll with Face. On a hit, they are happy to see you and willing to help; they tell you everything they know. On a 10+, they know all about the issues at hand; take +1 ongoing while acting on their intel. On a miss, they have only bad news for you, *cabrón*. Only bad news...

# ESTACIÓN DE POLICÍA

{ Police Station }

*A nest of corruption and impunity. La policía are not here to serve and protect, at least not to protect you. They serve the one with baro and power. You got any? Then you better stay pinche lejos of the azules.*



## ESTACIÓN DE POLICÍA

---

When you steal incriminating evidence from a federal police station to protect yourself or another PC, roll with Grit. On a hit, you do it; name a character—even yourself—to take a -1 ongoing to Heat until time passes. On a 7-9, your heist takes a toll; fill your stress track. On a miss, a *federal* catches you handling the evidence; you better have a good explanation for your actions, *güey!*



# LABORATORIO UNIVERSITARIO

{ **University Lab** }

*Desperate times call for desperate measures. But be cautious when you play with chemicals, amigo; you can easily get burned by your own arrogance!*




## LABORATORIO UNIVERSITARIO

---

When you steal supplies from the University Lab, roll with Grit. On a hit, you get away with the goods. On a 10+, choose one. On a 7-9, choose two:

- ☹️ The supplies you stole won't last long
- ☹️ An innocent is blamed for the theft
- ☹️ You have to mark two stress

On a miss, either you're caught trying to steal the stuff or you barely escape—injuring yourself with some toxic chemicals in the process—your choice.



# QUINTA “LA MISIÓN”

{ Event Center }

*“Nothing like a good fiesta to bring the family together. At La Misión, we are committed to making your social gathering an unforgettable experience. This is our mission! Venga a quinta La Misión!”*

## QUINTA “LA MISIÓN”

When you summon your *amigos y familia* to La Misión for a party, roll with Face. On a hit, any one NPC you name will attend. On a 10+, name two more; they show up too. On a miss, the NPCs that do show up bring your *enemigos* with them as well.

For PCs: On a 10+, both. On a 7-9, pick 1:

▲ If they choose to come, they mark xp

▲ If they refuse, they mark stress

On a miss, your *invitación* reeks of desperation, *patrón*; if a PC comes, they mark xp and take +1 ongoing to *pressure*, **get the truth**, or **verbally abuse or shame** you while attending the party.

# CLUB CAMPESTRE

## { Country Club }

*The snobs build crystal castles to keep away those they deem inferior. Don't roar too loud or you will crack their fragile walls and scare the small monkeys behind the glass!*



## CLUB CAMPESTRE

---


When you brag about your criminal or illicit activities at the Club Campestre, roll. Add +1 for each of the following:

▲ Your lifestyle is luxury or extravagant

▲ Your Heat is +1 or higher

▲ You recently came into some money

On a hit, a big fish comes to you with a business opportunity. On a 7-9, the club staff gets nervous about your presence; you need to do something to reassure them or they ask you to leave. On a miss, someone snitches on you to the highest bidder. *Maldita rata!*



# EL DESIERTO

## { The Desert }


*The endless wastes of the desert are perfect to break a pendejo's will. The might of the barren lands will swallow their screams and hopes; just remember the sands can swallow your plans as well.*



## EL DESIERTO

---

When you bring someone to *el desierto* and threaten them with a gun, tell them what you want and roll with Savagery. On a hit, they have to choose: force your hand and get a bullet, or cave and promise to do what you want. On a 7-9, they can instead choose to mark stress and flee into the desert! On a miss, a surprising twist of fate puts you both on equal footing. *Chíngale!*



# BARRIO BRAVO

## { Rough Neighborhood }


*If you got the goods, the local gangs and clicas got you covered, ese... but watch out, they will bite the hand that feeds them if they sense any weakness!*



## BARRIO BRAVO

---

When you go to the *barrio bravo* to hire a *pandilla* (gang), roll with Hustle. On a hit, you find a few *malandros* willing to work for you, provided you have cash or drugs for them; take *Hermanos* from El Halcón—if you don't already have it—until time passes. On a 10+, the *pandilla* is larger than expected (gang small untrained clumsy) or smarter than they look (take +1 ongoing to *Hermanos*), your choice. On a miss, the *pandilla* decides you're an easy mark and tries to take what you're offering without offering anything in return.



## “GREEN LIGHT”

### { Car Rental }


*Some say hiding in plain sight is an art.  
But it's really just a matter of common  
sense: don't drive around in your big  
troca with your narcocorridos blaring!  
Low profile is the key, pendejo!*



## “GREEN LIGHT”

---

When you rent a car at Green Light to hide your identity, roll with Face. On a hit, you are invisible; take -1 ongoing to Heat until the authorities figure you out. On a 10+, even your paperwork is *falso*; no one can tie you directly to the car if it's found in a compromising position later. On a miss, your rental car causes someone to confuse you for someone they know...



# LIENZO CHARRO

## { Rodeo Arena }

*Las charreadas in Mexico are a beautiful art, taming the horses and bulls, making them do what you want, dance to your rhythm. It's the same with an ambush, cabrón; you have to make your prey dance to your beat to have them at your mercy.*



## LIENZO CHARRO

---

When you set up a trap for an NPC in *los baños* of the *lienzo charro*, roll with stress wagered (max +3). On a hit, they stumble into your trap; you have them at your mercy, alone and vulnerable. On a 7-9, the operation gets out of control when *civiles* get in the way; mark however much stress you wagered. On a miss, mark the stress you wagered as your target sees through your trap; someone close to you must have tipped them off.

# CAPILLA PRIVADA

## { Private Chapel }


*Why risk going out to church when you can have one at home? All you need to do is talk to a bishop or cardinal, give them a big limosna, and they'll make it legit for you. A direct line to the Father above, a private space to cleanse all your sins.*



## CAPILLA PRIVADA

---

When you build a private chapel in your narcotecture mansion, roll with Face. On a hit, the Church consecrates the grounds and commits to the chapel; you can summon a priest to *confess your sins* at any time. On a 10+, take +1 ongoing to your confessions at your chapel as well, *santurrón*. On a miss, a Jesuit or nun takes a stand against your corruption; you'll have to get rid of them before the consecration can proceed.



## FUNERARIA “LOS JARDINES”

### { Funeral Parlor }


*Death comes for us all. But the tragedy of la muerte is not for those who have died, but for those who survive. That's why we face it with fiesta, tequila, and mariachi!*



## FUNERARIA “LOS JARDINES”

---

When you give a eulogy for an *amigo* or *enemigo* at their funeral, roll with Face. On a hit, your words are heartfelt and sincere; clear your stress track. On a 7-9, you are overcome with emotion; you have to break down and reveal an important secret to someone close to the dead before your stress clears. On a miss, someone present sees your true face: take -1 ongoing to Face until you ensure they won't talk about what they know.



# TEATRO “LA ATALAYA”

{ Theater }


*All the pinches ricos come to the Atalaya theater to swagger and feel superior. Like they care about art! All they want is to be seen and display their peacock tails.*



## TEATRO “LA ATALAYA”

---

When you go to *el teatro* for a night out, roll with Heat. On a miss, you have a night free from your concerns; clear your stress track. On a 7-9, someone who knows your secrets confronts you as the evening comes to an end; you only clear one stress. On a 10+, your presence attracts the attention of one of *el teatro's* board members; they ask you for a favor or shame you for your prole arrogance, MC's choice.



## PALENQUE “EL CARRISAL”

### { Cockfighting Arena }


*A flurry of knives and colorful feathers, faith put on a shiny spur. True warriors, bravos like no other. Shouts and emotions intensified to the fullest. The singers, the drinks, the money flowing. La fiesta at the palenque is a tradition like no other.*



## PALENQUE “EL CARRISAL”

---

When you bet a lot of *dinero* on a cockfight, roll with Hustle. On a hit, you pick the right birds; clear your stress track as you come into some serious cash. On a 10+, your bets impress the crowd; take +1 ongoing to *propose a deal* to anyone present. On a miss, you lose a ton of money; *strain your finances* to cover the bill or owe a debt to someone you'd rather not owe.



## ANTRO DE MODA “AZUL”

### { Trending Nightclub }


*The mood at the Azul is perfect for hooking up. But the dim lights, the drinks, and the loud music can dull your senses... things may not be what you think! De noche, todos los gatos son pardos.*



## ANTRO DE MODA “AZUL”

---

When you look for a hookup at the Azul nightclub, roll with Heat. On a hit, you and your new date have a good time; clear your stress track. On a 7-9, your new friend turns out to be someone you didn't expect the next morning. On a miss, it's a trap! Your hookup sets you up to your rivals or *los federales*. *Mierda!*



## ARENA “EL COLISEO”

### { Lucha Libre Arena }

*At the luchas, everyone lets it all out! All the shit and troubles in your life go away when you cheer your favorite técnico or insult your most hated rudo at the top of your lungs! ¡A huevo, cabrón!*



## ARENA “EL COLISEO”

---

When you have a few drinks at the *lucha libre* on Saturday night, roll with Savagery. On a hit, you let it all out at the *luchadores*; clear three stress. On a 10+, you also spot a rival or *enemigo* at the match, unaware and vulnerable. On a miss, you get into a fight with another drunk fan and things quickly spin out of control. ¡*Chíngale!*

## TALLER MECÁNICO

### { Automobile Repair Shop }

*You think we all ride burros in Mexico?  
We have cars like everyone else, pendejo.  
And some places that fix cars and bikes  
know how to help narcos get shit done.*

## TALLER MECÁNICO

When you take your car to the *taller mecánico* for modifications or repair, roll with Heat. On a miss, choose 3 from the list. On a 7-9, choose 2.

- Repair any major damage
- Clean all incriminating evidence
- Add a secret compartment
- Alter the vehicle's look or profile

On a 10+, they'll do one thing off the list, but they charge too much; pay the bill, mark two stress to haggle them back down, or find someone else to do the job more cheaply, *cabrón*.

## LA DE PAGA

### { Toll Highway }

*The toll highway is fast and secure, güey, a good place to move product as long as you are connected to the right people and willing to pay the right price. ¿Entiendes?*



## LA DE PAGA

---

When you try to arrange for a secret shipment of drugs from an out-of-town supplier at the tollbooth, roll with Grit. On a hit, your contact comes through with exactly what you asked for *sin ningún pedo*. On a 10+, the deal goes so smoothly that the supplier offers you more drugs or more work, your choice. On a miss, you get the drugs, but a few new toll employees who are not in the loop get suspicious, demanding answers about the shipment and your business.

## VÍAS DEL TREN

### { Railway }

*Trenes in Mexico stopped carrying passengers long ago. Now they only move products, goods, and raw materials. That doesn't mean you can't smuggle people from time to time. In these savage days, people and goods mingle seamlessly.*



## VÍAS DEL TREN

---

When you smuggle an NPC out of town on a cargo train, roll with Hustle. On a 10+, they are gone for good, and they let you know. On a 7-9, they stay away long enough for things to blow over, but you know you'll see them around Durango sooner or later. On a miss, either they get caught or you get caught, your choice.



## LA LIBRE

### { Freeway }


*La libre is free—unlike the privately owned toll roads—and the government does as little as it can to keep it working. But sometimes you have no choice but to take el camino difícil to get where you're going...*



## LA LIBRE

---

When you crash onto the freeway to get away from someone chasing you, roll with Savagery. On a hit, *te les pelas*; you're gone! On a 7-9, your car is seriously damaged or you leave some evidence indicating where you are going, your choice. On a miss, your pursuers aren't dissuaded; fill your stress track as they close in on you.



# PRESIDENCIA MUNICIPAL

{ City Hall }

*The seat of power in la ciudad, and the seat of corruption. Dos caras de la misma moneda. The few honorable people that truly want to do good are quickly turned...or eaten by the hyenas.*




## PRESIDENCIA MUNICIPAL

---

When you go to look up official records at City Hall, roll with Hustle. On a hit, you found whatever official documents—blueprints, tax records, etc.—you were seeking. On a 7-9, you found some of what you needed, but choose one:

- ☰ It took you longer than expected
- ☰ You owe a city clerk a favor or bribe
- ☰ The search was *difícil*; mark stress

On a miss, whatever you were looking for in the official records tips off your *enemigos* to your search. *Mala suerte!*



## LA TIENDITA

### { Barrio House Store }

*At first, abuelita opened the store in her garage to sell candies, snacks, and sodas. But there wasn't much profit in that, and medical bills kept piling up. When the cartel came, it was a no brainer...after all, drogas are just another type of candy.*



## LA TIENDITA

---

When you buy drugs from *abuelita's tiendita*, roll with Hustle. On a hit, you get the goods; she'll sell you meth, cocaine, or heroin if you've got cash. On a 7-9, *abuelita* has raised the price, *vieja méndiga!* You'll have to mark two stress to get her to drop the price back to normal or pay what she's asking. On a miss, this shit *está adulterada!* The effect is stronger than usual; choose an additional drug move off the list when you lose yourself in them, even on a 10+.

## ZONA RESIDENCIAL

### { Wealthy Neighborhood }


*If thieves steal from thieves, who is to say they have to suffer? Take what you want; it's all stolen. But beware...these cabrones can bite, and some have really big teeth!*



## ZONA RESIDENCIAL

---

When you break into an upscale house while the owners are away, roll with Savagery. On a hit, you find plenty of valuable stuff, ripe for the taking. On a 7-9, there's a worrying amount of cash and drugs inside; you're playing with fire, *cabrón*, to steal from these kinds of people. On a miss, the house isn't as empty as you thought. *Chíngale!*



# HOSPITAL “SAN GABRIEL”

## { Private Hospital }

*Health is just another commodity. You got the baro to pay; you don't have to worry about a thing. And as long as you don't scare other customers, these doctors don't care where you got your money. They are mercenaries, same as everyone...*

## HOSPITAL “SAN GABRIEL”

---

When you are badly wounded and seek medical attention at San Gabriel hospital, roll with questions:

- ▲ Do you (or your patron) have at least a luxury lifestyle? Take +2
- ▲ Is anyone looking for you? Take -1
- ▲ Are you heavily armed? Take -1

On a hit, they patch you up with top-notch treatment. On a 7-9, your presence causes a minor panic; take +1 ongoing to Heat until time passes. On a miss, they get you stable...and sedated; they plan to call *los federales* before you wake up.

# CENTRO HISTÓRICO

## { Downtown }

*Downtown is bustling with activity, and now is the best time to invest there.*

*You don't know how? No te apures! I can hook you up with some friends that are doing real good with bars and cafes around the plaza. Easy dinero, cabrón!*

## CENTRO HISTÓRICO

When you invest a large sum of dirty money with downtown real estate developers, roll with questions:

▲ Are they *amigos* or *familia*? Take +1

▲ Are they afraid of you? Take +1

▲ Are *los federales* watching you? Take -1

▲ Do they know you are a *narco*? Take -1

On a hit, the investment is a success; raise your lifestyle one level. On a 7-9, the property they purchase on your behalf is in need of repairs; replace one of your *llaves* with the Debt key. On a miss, the whole thing is a scam; mark your lifestyle down one level until you get your money back, *cabrón*.

## CONVENTO “SANTA MARÍA”

### { Nun Convent }

*You think you're so tough, cabrón,  
but the nun life is no stroll in the park.  
Disciplines, prayers, and stern rules? No  
es fácil! Will you shut up and endure  
your torment or whine like a baby?*



## CONVENTO “SANTA MARÍA”

---

When you seek refuge at the convent, roll with stress wagered (max +3). On a hit, you'll be safely hidden for as long as you need. On a 7-9, the nuns prove to be frustrating; mark the stress you wagered. On a miss, the people you are fleeing find you; mark the stress you wagered as their attempts to get at you put the nuns' lives at risk.



## LAS AFUERAS

### { Outskirts }

*Nobody comes to these areas; it's the edge between civilization and the salvaje desert. What a fantastic place to hide the goods! Just don't step too close to that edge, or you may slip into that savagery.*



## LAS AFUERAS

---

When you try to bury something on the outskirts of town to keep it hidden, wager stress (max +3) and roll. On a hit, you find just the spot; it's hidden until you come looking for it again. On a 7-9, the burial takes longer than you planned; mark the stress you wagered. On a miss, you realize too late that you'll have a hard time finding what you buried; mark the stress you wagered now...and mark it again when you want to dig up what you hid.

## FONDA “DOÑA LUPE”

### { Homestyle Kitchen }


*Nothing like el sason of Doña Lupe. The sopas, the chilaquiles, the chicharrón prensado, the chiles rellenos... even the simplest of dishes, like frijoles de olla, can take you to heaven and make you forget the fucking hell of everyday life.*



## FONDA “DOÑA LUPE”

---

When you *justify your behavior* while buying someone brunch, roll with Grit instead of Face. On a miss, your bribery is obvious; take -1 ongoing to deal with them until you provide some evidence that reinforces the story you provided.



## CINE “PARAÍSO”

### { Movie Theater }

*After a few years of abandonment, the old cine Paraíso has been restored as one of the most beautiful cinemas downtown.*


*Everyone goes there now to see their favorite films, even your enemies.*



## CINE “PARAÍSO”

---

When you follow someone to the movies in disguise and *size them up*, roll with Hustle instead of Savagery. On a miss, you give yourself away; mark two stress or get caught by your prey, your choice.



## MIRADOR “LAS LOMAS”

{ City Outlook }


*A beautiful view of the city at night, el mirador is the preferred place for young couples looking for intimacy...and secrecy.*



## MIRADOR “LAS LOMAS”

---

When you take someone to the *mirador* to *get the truth* out of them, roll with Savagery instead of Hustle. On a miss, your attempts at interrogation attract unwanted attention from some civilians.



# PANTEÓN MUNICIPAL

{ City Graveyard }

*The día de muertos is a festivity for everyone in Mexico. After all, la muerte comes for every single one of us: rich, poor, good, or bad. Sin excepciones.*

## PANTEÓN MUNICIPAL

---

When you go to pay your respects to a friend or loved one at the *panteón municipal*, mark stress and roll with Face. On a hit, you feel the guidance of their *alma*; ask them for advice about a situation that troubles you. Take +1 ongoing to address the situation, provided you follow the advice in *todo*. On a 10+, you feel the weight of their passing lift; clear two stress as well. On a miss, you feel only their disappointment; take -1 ongoing to Hustle until you find a way to honor their memory.

## CANTINA “CARLITO’S”

### { Old Style Cantina }


*Carlito’s cantina smells of old days past: the furniture, the decorations, the piano on one corner, even the guests. It’s like time traveling to the 50s! Time is frozen in there. And that’s the way the guests like it.*



## CANTINA “CARLITO’S”

---

When you hide out at Carlito’s for a week or two, roll with Grit. On a hit, keeping your head down pays off; take -2 ongoing to Heat until you end up on *los federales* radar. On a 7-9, you owe someone at Carlito’s for keeping you hidden. On a miss, take -1 ongoing to Heat, but your absence has made everyone forget why you matter; take -1 ongoing to Face as well until you remind them.



## PARROQUIA “SAN JOSÉ”

### { Small Church }


*Of course we narcos pray! Chingao, we may even be more religious than many of you. Ours is a dangerous trade, cabrón, and our patron saint Malverde looks out for those humble enough to pray on their knees for his favor and protection.*



## PARROQUIA “SAN JOSÉ”

---

When you take your weapons to be blessed at *parroquia San José*, roll with Savagery. On a hit, Jesus Malverde will be looking out for you; choose an extra option—even on a miss—the next time you **turn to violence**. On a 7-9, the priests at the church have a messy favor to ask of you; you’ll have to agree before they perform the blessing. On a miss, a priest takes a foolish stand against whatever brought you to the church.



# HOTEL “CONTINENTAL”

## { Big Hotel }

*The Continental dominates downtown, a majestic castle in the middle of the realm.*

*The high-end service houses first-class guests, meeting and scheming in its halls.*

*Get the keys to the castle, and you may find the keys to many secrets.*

## HOTEL “CONTINENTAL”

---

When you follow an NPC *federal* or *político* into the Continental to spy on them, roll with stress wagered (max +3). On a hit, you manage to sneak in close to get some juicy intel. On a 7-9, you spend a long time before learning anything useful; mark the amount of stress you wagered. On a miss, a clumsy accident closes off your escape route; mark the stress you wagered and prepare for a rough exit.

# TELEFÉRICO

## { Cable Car }

*The cable car ride from downtown to el mirador offers a beautiful view and a dangerous moment of intimacy. Perfect for secrecy...and other murderous things.*



## TELEFÉRICO

---

Mark xp when you hold a secret meeting in the cable car; advance when you kill someone unsuspecting while riding in the cable car together. Once you've used this location to advance, you can't use it to mark xp or advance again.

# MERCADO MUNICIPAL

## { City Market }

*The mercado municipal is a carnival of colors and smells. Commodities, produce, healing herbs, food, and fayuca. All cheap for the thin pockets of the commoners.*



## MERCADO MUNICIPAL

---

Mark xp when you lose your enemies in the market; advance when you set up a confrontation with an old foe in the market instead of running. Once you've used this location to advance, you can't use it to mark xp or advance again.

# TAQUERÍA “LA MALINCHE”

## { Taco Joint }

*A local tradition, La Malinche started as a small taco joint in the 50s. Today it's a full-fledged restaurant, with other Mexican dishes and drinks galore. Eso sí, the best food at La Malinche is still the tacos...*



## TAQUERÍA “LA MALINCHE”

---

When you *lose yourself in alcohol* at the taquería La Malinche, roll with Savagery instead of Grit and add these to the list of alcohol drug moves:

- ⚠️ attract unwanted *atención* by embarrassing yourself in public
- ⚠️ leave something *importante* behind when you head out

