

FURIOSA EDITION RULES

1. Show, don't tell. Describe action, minimize dialog.
2. Everything is in motion all the time. Don't stop moving. Edit aggressively. If it can be done while driving, do it while driving.
3. Everyone drives, everyone fights. Playbooks that can't support this are out, as is Driver. Everyone can have their own ride if they want. Everyone can advance into Driver moves. EVERYONE DRIVES.
4. The psychic maelstrom is luck and intuition. When you look into it you see an ominous cloud of dust heading your way, plus whatever.
5. Ask players for 4 things like water, time, ammo and guzzoline and make clocks for them. Mark a public clock every time you as GM make another hard move. Clock runs out, be merciless. Refill them as the fiction demands. Time works really well as a clock, just pre-fill this one.
6. Use cutouts for fictional positioning and setting up cool stunts. Think Furiosa. What Would George Miler Do?

SETUP QUESTIONS

Adjust to taste.

As a group, what do you have in abundance?

As a group, what is scarce and desperately needed?

Water

Food

Guzzoline

Ammo

Parts, rides, tools

Health and rest

Faith, Hope, Charity

Skill and expertise

Warm Bodies

Reputation

Who do you care about? Who cares about you? July Snake, Quitter, Bubble Man, Tearsheet, Turton?

What do you personally have in abundance?

What do you personally lack?

Why have you banded together in the wasteland? Are you just another shitty Picaroon road gang on the hunt for fuel, water and slaves?

(Specific questions from my game, use them or make your own. I printed out color maps of a shitty desert:)

Where is Suncatcher Valley? And the Fortress of the Sun?

What happens to people who make war on the Fortress of the Sun?

Where is Longreach? How far out do Gipper and her Varangians control the surrounding wasteland?

Do you believe the stories about Gipper making the Bone Zone?

Why are you not welcome in Longreach?

In what rough country is the valley containing Canteen Creek? How far out do the Gorbachevs control the surrounding mountains and wasteland?

Why do the Gorbachevs have a bounty on your head?

Where is Cossack Point? What's there?

Where is Windora? What's there?

Where is the very center of the Bone Zone? Draw a tight circle where it will kill you in an hour, and a wider circle where it will kill you in a day.

WASTELAND VEHICLE GENERATOR

Pre-make about fifty and just pour it on.

Roll one die for vehicle body, then use modifiers and roll for mod, weapon and crew.

VEHICLE BODY

- 1: Bike/trike (-2 mod, -1 weapon, -2 crew)
- 2: Compact/sedan (-1 mod, -1 weapon, -1 crew)
- 3: Muscle car
- 4: Truck
- 5: Monster truck (+1 mod, +1 weapon, +1 crew)
- 6: Big rig (+1 mod, +1 weapon, +2 crew)

VEHICLE MOD

- 0-: None
- 1: Cosmetic (themed or immaculate)
- 2: Tuned (speed / handling / reliability - choose two)
- 3: Armor (body / windows / tires - choose two)
- 4: Roll twice on weapon
- 5: Roll twice on crew
- 6: Roll again on body, weld them together, additional +1 weapon and +1 crew
- 7+: Platform (pageantry or cargo)

VEHICLE WEAPON

- 0-: Driver's ranged weapon only
- 1: Passenger with personal ranged weapon
- 2: Swivel gun and gunner (Machine gun or crossbow - choose one)
- 3: Lobber and gunner (Harpoon or grenade or molotov launcher - choose one)
- 4: Flamethrower and gunner
- 5: Bricolage (Ram plate or tire shredders or spikes - choose one)
- 6: Infernal Machine and operator (Saw arm or claw or ripper - choose one)
- 7+: War Beast of Before (Crew-served chain gun or anti-tank guided missile - choose one)

VEHICLE CREW

- 0-: None
- 1: Hostage
- 2: Spare (Can replace driver or gunner as needed)
- 3: Specialist (Mechanic or medic or tactician - choose one)
- 4: Suicidal marauder (With agility or explosive vest - choose one)
- 5: Smegma crazies
- 6: Polecat party
- 7+: Champion

CUSTOM MOVES

Use **Paul Taliesin's harm moves**, which are brutal:

<http://ihousenews.pbworks.com/w/file/fetch/63408904/Apocalypse%20harm.pdf>

IMPORTANT! This move helps emulate the gritty clambering violence of Furiosa's world. Shooting people from a distance is pretty rare.

When you shoot a gun, any gun, roll +Weird

On a 10+ BOOM

On a 7-9 BOOM, but: The gun then jams, or is out of bullets, or the boom is weak

On a miss NO BOOM, and YOU MIGHT AS WELL THROW THE GUN AWAY AS IT IS BROKE

(From AW; have somebody who was in the thickest of it roll this after a fight)

After you go into battle with your vehicles, guns, and gear, roll+sharp.

On a 10+, you conserved your resources. Good job.

On a 7-9, choose 1:

- You're running dangerously low on fuel
- You're running dangerously low on ammo
- Your gear needs maintenance and repair

On a miss, the MC makes a hard move as usual (or says it's all three, or says you're flat out of one thing).

YOUR CAR

PROFILE:

- Power+2 looks+1 1-armor weakness+1
- Power+2 looks+2 0-armor weakness+1
- Power+1 looks+2 1-armor weakness+1
- Power+2 looks+1 2-armor weakness+2

FRAME:

Coupe, compact, sedan, jeep, pickup, van, semi, bus, ambulance, 4x4, construction/utility, trike.

STRENGTHS:

Fast, rugged, aggressive, tight, huge, off-road, responsive, uncomplaining, capacious, workhorse, easily repaired.
Choose as many as its power.

LOOKS:

Sleek, vintage, pristine, powerful, luxe, flashy, muscular, quirky, pretty, low profile, handcrafted, spikes & plates, garish.
Choose as many as its looks.

WEAKNESSES:

Slow, fragile, sloppy, lazy, cramped, picky, guzzler, unreliable, loud, rabbit.
Choose as many as its weakness.

DRAW IT:

MORE MOVES

❑ A NO SHIT DRIVER: WHEN BEHIND THE WHEEL...

- ...if you do something under fire, add your car's power to your roll.
- ...if you try to seize something by force, add your car's power to your roll.
- ...if you go aggro, add your car's power to your roll.
- ...if you try to seduce or manipulate someone, add your car's looks to your roll.
- ...if you help or interfere with someone, add your car's power to your roll.
- ...if someone interferes with you, add your car's weakness to their roll.

❑ BLOOD RAGE

whenever you take harm, roll+harm taken.

On a 10+, take +1 ongoing until you heal any harm.

On a 7-9, take +1 forward.

On a miss, take 1-harm or take -1 ongoing until you heal any harm, your choice.

■ THE COST OF DOING BUSINESS

After you go into battle with your vehicles, guns, and gear, roll+sharp. On a 10+, you conserved your resources. Good job.

On a 7-9, choose 1:

- Low on fuel. Advance the guzzoline countdown clock
 - Low on bullets. Advance the ammo countdown clock
 - Your gear needs maintenance and repair. Advance the time countdown clock
- On a miss, the MC makes a hard move as usual (or says it's all three, or says you're flat out of one thing).

■ WHEN YOU SHOOT A GUN, ANY GUN, roll +Weird

On a 10+ BOOM

On a 7-9 BOOM, but: The gun then jams, or is out of bullets, or the boom is weak

On a miss NO BOOM, and YOU MIGHT AS WELL THROW THE GUN AWAY AS IT IS BROKE











