

TROUBLE COMES TO TOWN

This is a scenario for Apocalypse World for an MC and 3 to 5 players.
By Max Hervieux

Apocalypse World is a dangerous place, but every so often there's enough stuff to go around that the Haves and the Have-Nots can find a balance, a status quo to cling to. The Suppliers, sitting pretty on their hoards, reluctantly sharing their treasures to the Junkies and the Dreamers (for a price) through their caught-in-the-middle Dealers. That's when Trouble rolls into town, towing chaos and blood and drama.

Your little hold that you call home found this balance, and so here comes Trouble, because in Apocalypse World, there can be no status quos.



STARTING THE SCENARIO

This scenario has a few steps to start playing.

Each player will choose one of the five Archetypes to play as. These Archetypes will adjust character creation slightly. All of these Archetypes are defined by their relationships to Stuff, the critical resource of the community.

Stuff has three critical properties: it can be expended, it can be stockpiled, and it can be transported. Everyone either has or wants it. Stuff can be anything that fits those criteria, but here are some examples.

Example Stuff: water, food, bullets, gas, drugs, batteries, money, maelstrom crystals

Feel free to make up your own Stuff.

STUFF IS:

Once you know what Stuff is, you can choose your Archetypes:

The Supplier has all the Stuff they could need, and run the Stuff racket here in town.

The Dealer sells the Supplier's Stuff, the friendly face attached to the hand that feeds.

The Junkie *needs* Stuff, and they need it *now*.

The Dreamer wants Stuff not for themselves, but for their grand designs to improve everyone's lives.

Trouble showed up, robbed the Dealer blind, and is ready to make some mischief.

THE SUPPLIER

You're the beating heart of the community, the engine driving the Stuff economy. You have a big ol' hoard of Stuff, and selling some has made you powerful. More than power, it has made you respectable, and these days respect is worth more than gold. That's why it's so unacceptable that Trouble robbed your Dealer. You can get your hands on more Stuff, but no one *disrespects* your authority like that.

The Supplier can be one of the following playbooks:

Chopper, Hardholder, Hocus, Maestro D'

Do character creation as normal, with the following exceptions.

Name: Pick a good, upstanding, respectable name, like William, Margaret, or Battleaxe. (who doesn't respect a good battleaxe?)

Hx: Instead of the usual Hx prompts, use these instead.

~ Where is your rage really directed, at Trouble or Dealer? Take Hx+2 with them.

~ Is Junkie or Dreamer the better customer? Take Hx+3 with them.

~ Take Hx+1 with everyone else.

The Hoard: Your control of the Stuff has made you rich, and you own many things.

When you need something and go into your Hoard to find it, choose:

~ Mark xp, but you'll have to go elsewhere to find what you need. And if you didn't have it, it must be hard to find.

~ You find it, but prepare for the worst; the MC will make a Move as hard as they like, maybe related, maybe not.

THE DEALER

You sell Supplier's Stuff for a modest fee. Hey, it's employment! Not many folks can say they have that.

You might not have that job for much longer though. When Trouble came to town, they beat you up and took all the Stuff you were selling, and it was a bunch. And if that wasn't bad enough, all the attention on you means your boss might notice how you've been skimming off the top to fill your own little stash full of Stuff.

The Dealer can be one of the following playbooks:

Angel, Battlebabe, Gunlugger, Hocus

Do character creation as normal, with the following exceptions.

Name: Pick a god's name, like Freya or Pandora or Set. You don't even really know what a "Greek" is though, so it doesn't need to be a particularly *relevant* god.

Hx: Instead of the usual Hx prompts, use these instead.

~ You're actually pretty good friends with one of your regulars! Choose Junkie or Dreamer, and take Hx+2 with them.

~ Ask Supplier if they're a hands-on or hands-off manager. If they're hands-on, take Hx+3 with them. If they're hands-off, take Hx-1.

~ Take Hx+1 with everyone else.

Dealer's Stash: Dealer has a Stash with 2-barter worth of Stuff in it. Roll +Sharp. On a 10 up, add all three of the following tags. On a 7, 8, or 9, pick two. On a 6 or less, you only get one tag.

~ Stocked (+3 Barter)

~ Secret

~ Secure

THE JUNKIE

You *need* Stuff. You need it so badly. You can pay, most of the time. When you can't, you'll need to figure out something else, cuz *not* getting the Stuff? That's not an option.

The Junkie can be one of the following playbooks:

Angel, Driver, Hardholder, Savvyhead

Do character creation as normal, with the following exceptions.

Name: You have a normal-ass Apocalypse World name, but you picked up a personal epithet somewhere that you *insist* on, like "The Great..." or "..., First of My Line." This is very annoying, but you're nice enough that no one has pointed out just *how* annoying.

Hx: Instead of the usual Hx prompts, use these instead.

~ Maybe they don't remember, but you know Trouble from way back. Take Hx+2 with them.

~ What frustrates you more, waste or greed? If waste, take Hx+2 with that Stuff-hoarding Dreamer. If it's greed, take Hx+2 with that price-gouging Supplier.

~ Take Hx+1 with everyone else.

Desperate: When you heedlessly, recklessly, dangerously pursue Stuff, take +1 ongoing.

When you try to resist going after an opportunity to get some Stuff, Act Under Fire.

THE DREAMER

The world sucks. Everyone else here isn't much better. But Stuff is something else. With a whole bunch of it, you know you can make the world better, and you've been working on a big project powered by Stuff to improve everyone's lives. You aren't quite there yet, but it's getting there!

If this works, if they let you do this, maybe the world won't suck so much any more.

The Dreamer can be one of the following playbooks:

Angel, Gunlugger, Savvyhead, Skinner

Do character creation as normal, with the following exceptions.

Name: Pick a pretentious hippie-dippie name, like Sunshine or Dolphin or Nimbus. (Flower names are played out though. You can pick one, but it means you're kind of a poser)

Hx: Instead of the usual Hx prompts, use these instead.

~ You know about Dealer's secret stash of stuff. Would you consider taking it? If yes, take Hx+2 with them. If no, Hx+3.

~ Junkie and Trouble are both your competition for the Stuff. Whoa re you less worried about? Take Hx+1 with them.

~ Take Hx-1 with everyone else.

Visionary: Whenever you contribute a barter's worth of Stuff into your project, mark xp. That barter's never coming back; you can't un-dream the future, man.

When you show off your project and preach its virtues to someone, you both take +1 Hx with each other.

TROUBLE

Hey there Trouble. You rolled into town and made a big ol' mess, didn't you? Beat up Dealer, robbed Supplier, and now Junkie and Dreamer can't get what they need and might even be ready to buy from you?

Why would you ever settle down? Trouble is just so much fun!

Trouble can be one of the following playbooks:

Battlebabe, Brainer, Driver, Skinner

Do character creation as normal, with the following exceptions.

Name: Your name is Trouble.

Hx: Instead of the usual Hx prompts, use these instead.

~ Who do you think hates you more, Dealer or Supplier? Why? Take Hx+3 with them.

~ Who do you think has less scruples about giving Supplier the runaround and coming to you for Stuff? Take Hx+2 with them.

~ Take Hx-1 with everyone else.

Not Your First Rodeo: Advance twice, before play even starts.

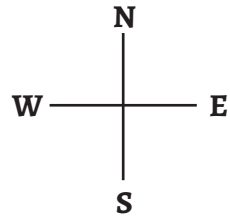
THE COMMUNITY

Together, name your community.

YOUR COMMUNITY:

Each person describes where they're sleeping, and mark it on this map box.

Each person then says one other feature on the map and marks it.



THE MC

Any Archetypes not chosen fall to you.

Pick their playbooks and fill them out, all the way through character introductions and talking about their Hx with the other Archetypes.

Then discard the playbooks. Those characters are yours, but you're the MC, not a player. Use your Archetypes as antagonists and pawns.

Pursue your Agendas and follow your Principles just like you would to MC any Apocalypse World game.

LEGAL

Apocalypse World is designed by Vincent Baker.

See more at www.apocalypse-world.com and www.lumpley.com

This Scenario is designed by Max Hervieux. (c) 2017

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