

SCARCITY MAP

HUNGER

NAMES

Tum Tum, Gnarly, Fleece, White, Lala, Bill, Crine, Mercer, Preen, Ik, Shan, Isle, Ula, Joe's Girl, Dremmer, Balls, Amy, Rufe, Jackabacka, Ba, Mice, Dog head, Hugo, Roark, Monk, Pierre, Norvell, H, Omie Wise, Corbett, Jeanette, Rum, Peppering, Brain, Matilda, Rothschild, Wisher, Partridge, Brace Win, Bar, Krin, Parcher, Millions, Grome, Foster, Mill, Dustwich, Newton, Tao, Missed, III, Princy, East Harrow, Kettle, Putrid, Last, Twice, Clarion, Abondo, Mimi, Fianelly, Pellet, Li, Harridan, Rice, Do, Winkle, Fuse, Visage, Enough-to-eat, Barker, Imam, Bowdy, Daff, Exit, Chin, Look, Shazza, Fauna, Sun, Chack, Ricarra, Prim

AMBITION

THIRST

RESOURCES

meat, salt, grain, fresh foods, staple foods, preserved foods, meat (don't ask), drinking water, hot water, shelter, liberty, leisure, fuel, heat, security, time, health, medical supplies, information, status, specialized goods, luxury goods, gasoline, weaponry, labor, skilled labor, acclaim, loyalty, blood kin, strategic position, drugs, work animals, livestock, know-how, walls, living space, storage space, machinery, connections, access, raw materials, books

THE PCS
& HOME FRONT

ENVY

IGNORANCE

I WONDER...

DESPAIR

FEAR

DECAY

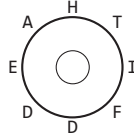
FRONTS IN PLAY

A FRONT

IS CALLED:

EXPRESSES:

NOTES:

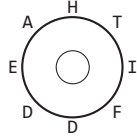


A FRONT

IS CALLED:

EXPRESSES:

NOTES:

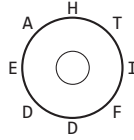


A FRONT

IS CALLED:

EXPRESSES:

NOTES:

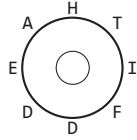


A FRONT

IS CALLED:

EXPRESSES:

NOTES:

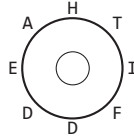


A FRONT

IS CALLED:

EXPRESSES:

NOTES:

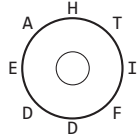


A FRONT

IS CALLED:

EXPRESSES:

NOTES:



A FRONT

IS CALLED:

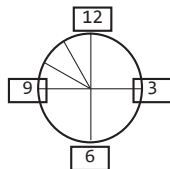
EXPRESSES:

HELLISH FUTURE / AGENDA:

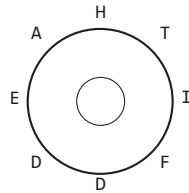
DESCRIPTION & CAST:

STAKES QUESTIONS:

OVERALL COUNTDOWN:



SCARCITY MAP



CREATING A FRONT

To create a front, start by choosing a fundamental scarcity, then name the front and choose the hellish future or agenda it pursues. Create at least one threat for it, and write at least one stakes question.

Create an overall countdown for it now, or wait to add it during play. In play, you can also add stakes questions, custom moves, countdowns, and new threats as they develop.

FUNDAMENTAL SCARCITY

Choose 1: hunger, thirst, ignorance, fear, decay, despair, envy, ambition.

Mark its position on the scarcity map.

WHAT IT'S CALLED

Give it a direct, descriptive name.

HELLISH FUTURE / AGENDA

Write a sentence or two about the hell it'll create if nobody does anything to stop it.

DESCRIPTION & CAST

Create at least 1 threat that expresses the fundamental scarcity and drives toward the hellish future / agenda, and as many as 3 or 4. List them.

STAKES QUESTIONS

Write the questions you have about how this front might play out. Follow the usual rules for threats' stakes, p115 in the MC book, but think of the characters at the front line here.

OVERALL COUNTDOWN

Use this clock to reflect the progress of the front toward its dark future / agenda.

CREATING A THREAT

To create a threat, choose its kind, name it, and copy over its impulse. Describe it. List its cast, its stakes question(s), and if it calls for a custom move or a countdown, create it.

THREAT TYPES

Warlords: Slaver, Hive queen, Prophet, Dictator, Collector, Alpha wolf.

Grotesques: Cannibal, Mutant, Pain addict, Disease vector, Mindfucker, Perversion of birth.

Afflictions: Disease, Condition, Custom, Delusion, Sacrifice, Barrier.

Brutes: Hunting pack, Sybarites, Enforcers, Cult, Mob, Family.

Landscapes: Prison, Breeding pit, Furnace, Mirage, Maze, Fortress.

Terrain: Precipice, Wall, Overhang, Exposed Place, Shifting Ground, Broken Ground.

Vehicle: Relentless __, Cagy __, Wild __, Ferocious __, Vicious __, Bold __, *Bastard, bitch, devil, fucker, beast.*

HOME FRONT

Where the PCs are, create as a landscape.

For any PC's gang, create as brutes.

For any PC's other NPCs, create as brutes, plus a grotesque and/or a wannabe warlord.

For any PCs' vehicles, create as vehicles.

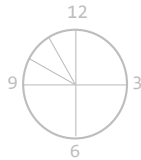
In any local populations, create an affliction.

THREAT#1

IS CALLED:
KIND:
IMPULSE:
DESCRIPTION & CAST:

STAKES:

CUSTOM MOVE / COUNTDOWN:



THREAT#3

IS CALLED:
KIND:
IMPULSE:
DESCRIPTION & CAST:

STAKES:

CUSTOM MOVE / COUNTDOWN:



THREAT#2

IS CALLED:
KIND:
IMPULSE:
DESCRIPTION & CAST:

STAKES:

CUSTOM MOVE / COUNTDOWN:



THREAT#4

IS CALLED:
KIND:
IMPULSE:
DESCRIPTION & CAST:

STAKES:

CUSTOM MOVE / COUNTDOWN:

