

THE BASIC MOVES

JUSTIFY YOUR BEHAVIOR

When you try to *justify your behavior* to someone, roll with Face. For NPCs: On a hit, they accept your logic. On a 7-9, they have a few questions; mark a stress if you answer with anything other than total honesty. For PCs: On a 10+, both. On a 7-9, choose 1:

- ▶ if they accept your reasoning, they mark xp
- ▶ if they keep their own counsel, they mark stress

PROPOSE A DEAL

When you *propose a deal* to get what you want, roll with Face. On a hit, they choose: take the deal or mark stress. On a 7-9, they can instead choose one:

- ▶ impose a condition on your offer
- ▶ adjust the price (+/-30%) and accept
- ▶ point you at an interested party

PUSH YOUR LUCK

When you *push your luck*, roll with Grit. On a 10+, fortune favors the bold. On a 7-9, things don't work out like you hoped; the MC will tell you how you can turn things around if you act quickly, make an ugly choice, or tough it out.

GET THE TRUTH

When you try to *get the truth out of someone*, roll with Hustle. On a hit, clear one stress. On a 10+, pick 2. On a 7-9, pick 1.

- ▶ they can't mislead you with the truth
- ▶ they can't confuse you with falsehoods
- ▶ they can't stonewall you with silence

PRESSURE SOMEONE

When you *pressure someone* to go along with you, roll with Hustle. On a hit, they see your point; they have to follow your lead (for now) or mark stress. On a 7-9, you let something important slip as you bring your pressure to bear.

SIZE SOMEONE UP

When you *size someone up*, roll with Savagery. On a hit, ask their player questions. When you act on the answers, take +1. On a 10+, ask 3. On a 7-9, ask 1.

- ▶ what are your current weaknesses / strengths?
- ▶ how can I show you dominance / submission?
- ▶ what do you intend to do next?
- ▶ what do you wish I'd do right now?
- ▶ how could I get you to _____?

TURN TO VIOLENCE

When you *turn to violence*, roll with Savagery. On a hit, mark stress and trade harm as established. On a 10+, choose 3. On a 7-9, choose 2.

- ▶ you inflict terrible harm
- ▶ you suffer little harm
- ▶ you resist marking stress
- ▶ you avoid collateral damage

STRAIN YOUR FINANCES

When you *strain your finances* to get what you want, roll. Add +1 for each:

- ▶ you've recently come into a large sum of money
- ▶ you will accept something counterfeit/stolen
- ▶ you have an *amigo* with useful connections

On a 10+, you have enough cash on hand to make your purchase. On a 7-9, you scrape together enough *dinero*...but someone notices your largesse. On a miss, your purchase remains frustratingly out of reach. The GM will tell you why you find yourself unexpectedly short at the last moment.

HELP OR INTERFERE

When you help or interfere after a PC has rolled, wager stress (max+3) and roll with stress marked. On a hit, give them a +1 or -2 to their roll, your choice. On a 7-9, you mark however much stress you wagered. On a miss, mark the stress you wagered and prepare for the worst.

STRESS MOVES

All sorts of fictional situations may cause stress—getting shot at, doing something horrific, fighting with a spouse—and the only way to keep that stress in check is through **stress moves**:

VERBALLY ABUSE OR SHAME

When you **verbally abuse or shame someone** you care about, roll with Face. On a hit, your words hit hard: tell them to mark stress. On a 10+, clear your stress track. On a 7-9, clear one stress. On a miss, your cowardice is clear: take -1 ongoing to Face until you make amends.

LOSE YOURSELF IN A SUBSTANCE

When you **lose yourself in a substance**, roll with Grit. On a hit, clear your stress track. On a 7-9, the drugs take a toll: make a drug move off the list. On a miss, you're in deep. *Buena suerte, cabrón.*

CONFESS YOUR SINS

When you **confess your sins to a priest**, roll with Hustle. On a hit, you find forgiveness; clear your stress track. On a 7-9, you must perform your penance before you return to confession. On a miss, the priest sees through your false contrition; take a -1 ongoing to Hustle until you truly repent.

DISH OUT A BEATDOWN

When you **dish out a beatdown**, roll with Savagery. On a 10+, you assert your dominance: clear your stress track. On a 7-9, you hurt them, but it's not enough: clear one stress. On a miss, the violence gets out of hand. Enjoy the consequences, *pendejo.*

DRUG MOVES

If the MC tells you to make a drug move, pick one:

COCAINE

- ▶ start a fight with a mouthy *pendejo* or *puta*
- ▶ throw yourself at someone you shouldn't
- ▶ spend your money stupidly or carelessly

HEROIN

- ▶ push someone who cares about you away
- ▶ overlook a crucial deadline or event
- ▶ steal funds in preparation for your next fix

CRYSTAL METH

- ▶ accuse a loved one of theft or betrayal
- ▶ push a place you keep toward squalor
- ▶ hurt yourself to keep your *diablos* at bay

ALCOHOL

- ▶ make a scene about how you've been wronged
- ▶ let slip something to the wrong person
- ▶ wreck something meaningful, carelessly

GET FUCKING SHOT

When you get fucking shot, roll. Add +1 for each:

- ▶ it's a handgun or other small weapon.
- ▶ the shooter is an amateur or isn't trying to kill you.
- ▶ you have cover, body armor, or a bodyguard.

On a hit, you'll live. On 10+, it's a minor but heroic wound.

On a 7-9, you choose one and the shooter chooses one:

- ▶ it's bloody; you'll die without immediate aid.
- ▶ it's messy; the wound will leave an ugly scar.
- ▶ it's painful; -1 ongoing until you get some help.

On a miss, you're pretty much finished, *pendejo.* The MC will tell you when you go and how it happens.

HEAT MOVES

When you roll with Heat, the results are reversed: you want to roll low to avoid consequences.

AVOID SUSPICION

When you try to **avoid suspicion while handling business in public**, roll with Heat. Add one for each:

- ▶ you're carrying a lot of drugs or money
- ▶ you're transporting at least one body, dead or alive
- ▶ you're equipped with military weaponry

On a miss, you don't attract any attention; most civilians know better than to get in your way. On a 7-9, only the local *policia* take an interest; make a threat or flash some *dinero* to smooth things over. On a 10+, someone dangerous has been looking for you. And here you are. *Mierda, cabrón.*

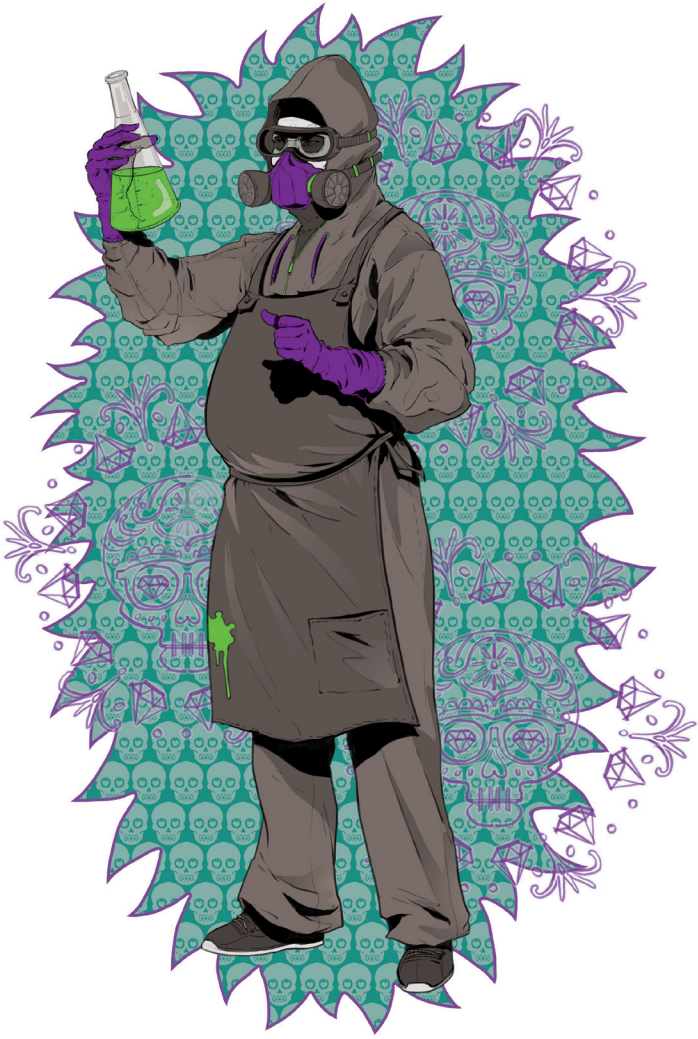
LEAVE A MESSY CRIME SCENE

When you try to **leave a messy crime scene** before the authorities arrive, roll with Heat. On a miss, you exit the scene; tell the MC what potentially incriminating evidence you've left behind. On a 7-9, the authorities respond before you can get away, but they are isolated or unprepared for what they find when they arrive. On a 10+, *la polica* arrives in force...with *los federales* or an American in tow.

FLEE FROM LOS FEDERALES

When you **flee from los federales**, roll with Heat. On a miss, you get away clean. On a 7-9, you can escape the authorities by sacrificing something; the MC will tell you what your freedom will cost you this time. On a 10+, you're fucked, *güey*: mark 3 stress, get caught, or get shot (your choice). Whatever you choose, the chase is over.

EL COCINERO



YOUR NAME

- Consuelo, Isabel, Lourdes, Magda, Rosario, Soledad, or Yolanda
- Armando, Ignacio, Joaquín, Juan, Miguel, Pedro, Ramon, or Rodrigo

YOUR LOOK

- Man, woman, ambiguous, transgressing
- Clear eyes, cunning eyes, sad eyes, wicked eyes
- Casual clothes, filthy clothes, professional clothes, work clothes

YOUR GEAR

- a stable lifestyle
- a decent car, two cell phones

YOUR STATS

Add +1 to one of your stats:

- Face -1, Grit +1, Hustle +1, Savagery +0

YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

TUS LLAVES

Choose two keys:

- Secrets:** Mark xp when you lie to someone close to you about your illicit activities. Clear this key and advance when you finally come clean to someone who trusts you about your lies and deceptions.
- Debt:** Mark xp when you take on a new loan or *strain your finances* to meet your family's needs. Clear this key and advance when you find a way—legal or illegal—out from under your obligations.
- Arrogance:** Mark xp when you use your superior knowledge or experience to *verbally shame or abuse* someone you care about. Clear this key and advance when you admit to a loved one that you're in over your head and urgently need help

LOS ENLACES

_____ is *familia*. Close family. They don't know what you do *para el cartel*, and you're not sure you can keep your secrets for long.

_____ got you into this business to help you with your financial troubles but didn't tell you the whole story. Now you're both stuck.

You and _____ have an understanding. You need each other for now, but both of you know the current situation won't last.

FACE GRIT HUSTLE SAVAGERY HEAT

				+0
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STATS

STRESS

EL COCINERO

YOUR MOVES

You get this one and two more:

- **Cocinar:** If you're fully stocked and cooking, at the start of session, roll with Grit. On a hit, you make enough to meet your commitments. On a 10+, you also make a little surplus for yourself. On a 7-9, your investment in the operation causes someone close to you to grow suspicious. On a miss, one of your lab's problems comes to bear *con todo*.
- **Ciencia, Cabrón:** When you try to juryrig something with science, roll with Grit. On a hit, you create an opportunity or buy yourself some time. On a 7-9, your efforts are messy: mark stress. On a miss, you're missing something rare and illegal or your work fills your stress track, MC's choice.
- **Chillón:** When you *justify yourself* with an upsetting emotional outburst, roll with Grit instead of Face.
- **De Calidad:** When you *propose a deal* that relies on the quality of your product or your special training and skills, roll with Grit instead of Face.
- **Afortunado:** You get +1 Grit (max+3).
- **Pozolero:** When you get rid of a body using chemicals in your lab, roll with Grit. On a 10+, all 3. On a 7-9, pick 1.
 - *you aren't forced to mark stress.*
 - *you aren't missing any supplies or equipment.*
 - *you aren't interrupted getting it done.*On a miss, you dispose of the body, but it haunts you. You can't clear any stress until you find a way to atone for what you've done.

TU LABORATORIO

By default, your lab (small fixed unstable indebted) is in a basement or warehouse, set up to make cocaine, heroin, or meth, your choice.

Choose 2 features:

- *your lab is a food truck or RV. Replace fixed with mobile.*
- *your lab has professional equipment, capable of larger cooks. raise your lifestyle; change small to medium.*
- *your lab has equipment designed to dispose of dangerous chemicals. Remove unstable.*
- *you have an assistant who prepares the chemicals in advance for your cooks. Take +1 to **Cocinar**; add payroll.*

Choose 2 troubles:

- *your lab is sometimes inaccessible. Add inconvenient.*
- *your lab gives off a byproduct or odor that makes it easy to uncover and report. Add detectable.*
- *your lab is poorly secured or locked down against intruders and thieves. Add exposed.*
- *your lab relies on uncommon chemicals. Add shortages.*

TUS MISTERIOS

You've fallen on hard times. Now you must keep your work secret from the people closest to you. Choose 3:

- *an esposa or novio who asks too many questions*
- *a niño who thinks you're beyond reproach*
- *an elderly madre or tio who relies on you financially*
- *a prima who works in federal law enforcement*
- *an old coworker who feels badly about your troubles*
- *a community leader who feels responsible for you*

ADVANCEMENT □□□

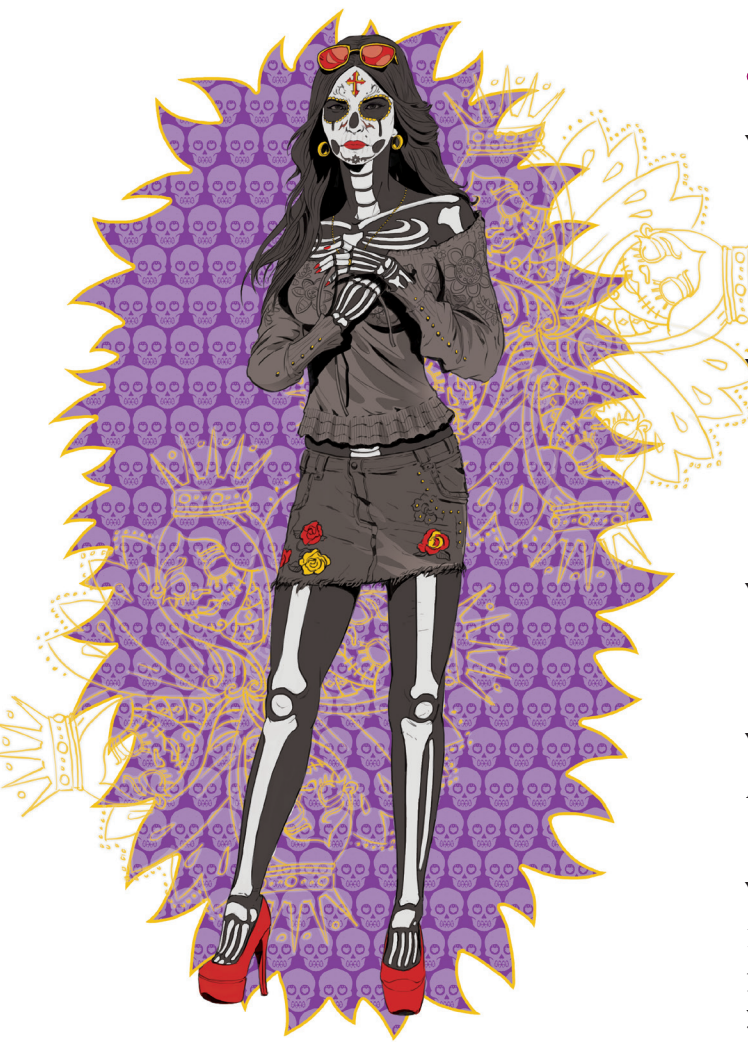
When you fill your xp track, select an advance from this list:

- *get +1 Grit (max+3)*
- *get +1 Hustle (max+3)*
- *get +1 Savagery (max+3)*
- *choose a new laboratorio feature*
- *get a new cocinero move*
- *get a new cocinero move*
- *get a move from another playbook*
- *get a move from another playbook*

After 5 advances, you can choose from this list instead:

- *get +1 to any stat (max+3)*
- *resolve a laboratorio trouble*
- *retire your character (to safety)*
- *change your character to a new type*
- *raise your lifestyle one level*

LA ESPOSA



YOUR NAME

- Andrea, Carolina, Dolores, Esperanza, Gloria, Paula, Sofia, or Victoria
- Alberto, Antonio, Carlos, Francisco, Manny, Martín, Pablo, or Rolando

YOUR LOOK

- Man, woman, ambiguous, transgressing
- Bright eyes, cold eyes, focused eyes, wide eyes
- Casual clothes, luxury clothes, hi-femme clothes, professional clothes

YOUR GEAR

- your spouse's lifestyle
- a reasonable car, a cell phone, and a cheap laptop

YOUR STATS

Add +1 to one of your stats:

- Face +1, Grit +0, Hustle +1, Savagery -1

YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

TUS LLAVES

Choose two keys:

- Loyalty:** Mark xp when you accept the lies or half-truths of a trusted friend or lover. Clear this key and advance when you confront a loved one with evidence of their betrayals and deceptions.
- Family:** Mark xp when you violate your family members' boundaries to protect them. Clear this key and advance when you allow one of them to be harmed when you could have intervened.
- Pride:** Mark xp when you claim an asset on the grounds that you or your family deserves it. Clear this key and advance when you give up something to keep yourself or a loved one safe from harm.

LOS ENLACES

_____ and your spouse spend time together, but you'd prefer it if they weren't involved in your life. Tell them what they did to anger you.

_____ *es familia*. A sibling, maybe, or a cousin. Someone close. They mean well, but you worry about them. Tell them your fears.

_____ and you were a thing back in the day, but it never went anywhere. Most people don't know about it; you were young once *también*.

FACE GRIT HUSTLE SAVAGERY HEAT

				-2
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STATS

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STRESS

LA ESPOSA

YOUR MOVES

You get this one and two more:

- **Amor y Matrimonio:** You are the only one who can be trusted to protect *la familia*. Take +1 ongoing when you try to get one of them to do the right thing.
- **Me Lo Chingué:** When you reveal that you betrayed a lover or friend, tell them to fill their stress track; you clear one stress for each stress they mark. If their stress track is already full, they must immediately make a stress move; you clear one stress.
- **Reina del Drama:** When you put on a dramatic performance to get out of a sticky situation, you can mark stress instead of rolling to **push your luck** as if you rolled a 10+.
- **Perdarse:** When you lose yourself in another person, roll with Face. On a hit, you find solace in their embrace; clear your stress track. On a 7-9, they see you truly; they can ask one question and you must answer it honestly. On a miss, your dalliance leads you to neglect a key obligation to disastrous effect.
- **Comer Algo:** When you share a meal with someone, roll with Face. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold while you're eating together to ask their player questions:
 - *What do you want from me / my family?*
 - *What threat do you pose to us / our life?*
 - *Who are you protecting / hunting?*On a miss, hold 1, but you let slip your secret fears about your family or spouse to your guest.

LA FAMILIA

Ask everyone else "Who is willing to be my spouse?" Pick whomever you like. If no one volunteers, choose an NPC.

Choose 5 obligations you perform for *la familia*:

pregnant/finalizing adoption, new baby, preschool child, high school student, stepchild, corporate job, established home business, starting a new business, real estate license, social service job, managing family finances, elderly grandparent, troubled sibling, school association, nonprofit board, parish volunteer, dinner parties, gossip and rumors

And choose 2 secrets you keep from *la familia*:

- *+nest egg: you put away some serious cash in a secret stash (\$20,000!) for a rainy day.*
- *+addiction: some nasty drug has a hold on you.*
- *+affair: you have another love...or at least another lover you spend time with.*
- *+debt: your spending has put you in a tough place, beyond what your family currently knows.*
- *+lovechild: you have a secret child that requires attention...and money.*

Whenever there is a stretch of downtime in play (or between sessions), roll with Hustle. On a 10+, you juggle your responsibilities with grace; clear your stress track. On a 7-9, one of your obligations (your choice) becomes unmanageable; the MC will tell you who might be able to assist. On a miss, your secrets and obligations clash with disastrous (and obvious) results; tell the MC what went wrong.

ADVANCEMENT □□□

When you fill your xp track, select an advance from this list:

- *get +1 Face (max+3)*
- *get +1 Grit (max+3)*
- *get +1 Hustle (max+3)*
- *change 2 obligations de la familia*
- *get a new esposa move*
- *get a new esposa move*
- *get a move from another playbook*
- *get a move from another playbook*

After 5 advances, you can choose from this list instead:

- *get +1 to any stat (max+3)*
- *permanently resolve a secret*
- *retire your character (to safety)*
- *change your character to a new type*
- *raise your spouse's lifestyle one level*

EL HALCON



YOUR NAME

- Ale, Britany, Carolina, Cecilia, Heura, Juanita, Lupita, Malena, or Paty
- Beto, Brayan, Diego, Enrique, Felipe, José, Mateo, Pepe, or Toño

YOUR LOOK

- Man, woman, ambiguous, transgressing
- Lazy eyes, sharp eyes, tired eyes, quick eyes
- Casual clothes, gang clothes, street clothes, work clothes

YOUR GEAR

- a destitute lifestyle
- a 9mm (close loud), and a shit car or truck, a few burner phones from your handlers

YOUR STATS

Add +1 to one of your stats:

- Face +1, Grit -1, Hustle +1, Savagery +0

YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

TUS LLAVES

Choose two keys:

- Ambition:** Mark xp when you get someone important to let you handle some business on their behalf. Clear this key and advance when you seize the day and ask for forgiveness instead of permission.
- Duty:** Mark xp when you complete a task or assignment for your superiors or colleagues. Clear this key and advance when you intentionally thwart the goals of your organization or employer.
- Daring:** Mark xp when you willingly enter a perilous situation without precautions or deception. Clear this key and advance when you retreat from a messy situation instead of risking further failure.

LOS ENLACES

_____ gave you some new responsibilities lately, at your request. They have their doubts, but you'll prove them wrong soon.

_____ disapproves of your cartel work, and wants to get you out. You're not a *niño*; you can handle your own business.

You and _____ have a plan to make some real money. They worry it's not going to work, but you know it's a sure thing, *cabrón*.

FACE GRIT HUSTLE SAVAGERY HEAT

				+0
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STATS

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STRESS

EL HALCON

YOUR MOVES

You get this one and two more:

- **Hermanos:** When you try to get your *pandilla* to follow your lead on something dangerous, costly, or out of the ordinary, roll with Hustle. On a 10+, all 3. On a 7-9, choose 1:

- they all go along with the plan
- they follow your instructions precisely
- they don't demand drugs, cash, or answers

On a miss, your *pandilla* fights amongst itself about *mierda* you thought was settled, screwing up your plans before you even start.

- **Mercado:** When you sell product on the street, roll with Hustle. On a 10+, sales are brisk; clear your stress track. On a 7-9, you make some money, but someone takes issue with your crew; clear one stress. On a miss, someone takes a run at you, and it probably isn't the cops.
- **Bendito:** When you're completely focused on escaping, **push your luck** with Hustle instead of Grit. Add +1 to your roll if you **get fucking shot** while trying to flee.
- **Vendedor:** When you **propose a deal** to someone and they pick an option off the 7-9 list you don't like, mark stress to make them pick a different option off the list. You can do this multiple times, provided you can keep marking stress.
- **Matador:** Fill your stress track—marking at least one stress—to **turn to violence** against an unsuspecting target as if you rolled a 10+.

TU PANDILLA

By default, your *pandilla* has three loyal *amigos* you've known a while. Give them names:

Azul, Blanco, Calaca, Charo, Chino, Flaco, Gordo, Lola, Moco, Nacho, Paco, Raki, Torpe, Zanahoria

- Who is there to cheer you up when *mierda* gets tough?
- Who is a real *pendejo*, but you just can't cut them loose?
- Who is truly solid, ready to *entrarle* and get things done when you need them?

Choose 2 features:

- your crew has crews that work for you, *cabrón*. Your crew becomes a *gang* (small untrained unequipped).
- your crew is down for a fiesta. Roll with Hustle instead of Grit when you get all **get lost in a substance** juntos.
- your crew is down for a fight. Roll with Hustle instead of Savagery when you **dish out a beatdown** as a crew.
- your crew is in touch with high-level smugglers and producers from other cartels. It gets +connected.
- your crew is employed outside the cartel, officially or unofficially. Take +1 when you **strain your finances**.

Choose 2 vulnerabilities:

- your crew is on la policía's radar: +known.
- your crew is into heavy stuff: +addiction.
- your crew owes favors to someone: +obligation.
- your crew has enemies, *cabrón*: +turf war.

ADVANCEMENT □□□

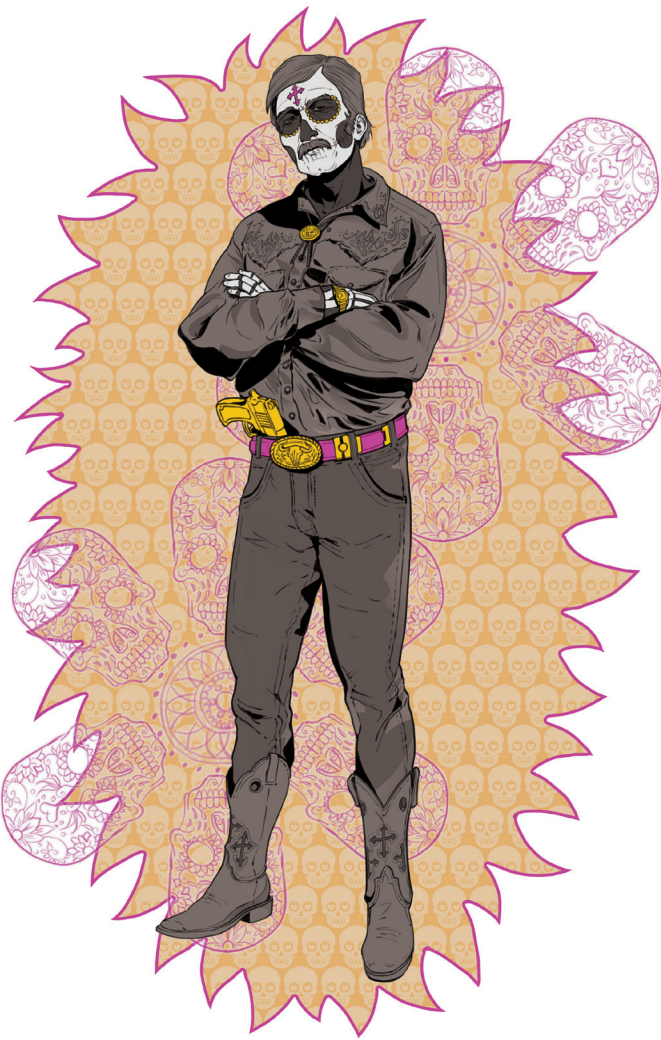
When you fill your xp track, select an advance from this list:

- get +1 Face (max+3)
- get +1 Grit (max+3)
- get +1 Hustle (max+3)
- choose a new *pandilla* feature
- get a new *halcón* move
- get a new *halcón* move
- get a move from another *playbook*
- get a move from another *playbook*

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)
- resolve a *pandilla* vulnerability
- retire your character (to safety)
- change your character to a new type
- raise your lifestyle one level.

EL NARCO



YOUR NAME

- Alejandra, Beatriz, Guadalupe, María Elena, María Luisa, or Raquel
- Alfonso, Damien, Fernando, Guillermo, Isidro, Juan Carlos, or Santiago

YOUR LOOK

- Man, woman, ambiguous, transgressing
- Angry eyes, focused eyes, skeptical eyes, warm eyes
- *Junta* clothes, luxury clothes, *buchón* clothes, *ranchero* clothes

YOUR GEAR

- a lifestyle based on your *plaza*
- an expensive sidearm (close loud), a luxury car, and a burner phone

YOUR STATS

Add +1 to one of your stats:

- Face +1, Grit +0, Hustle -1, Savagery +1

YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

TUS LLAVES

Choose two keys:

- Dirty Hands:** Mark xp when you personally tackle a messy problem instead of sending goons. Clear this key and advance when you send someone to deal with a problem you should have attended to directly.
- Family:** Mark xp when you violate your family members' boundaries to protect them. Clear this key and advance when you allow one of them to be harmed when you could have intervened.
- Paranoia:** Mark xp when you try to *get the truth* out of someone about their true loyalties. Clear this key and advance when you expose someone's betrayal to their family or employer.

LOS ENLACES

_____ is *familia*, but you've tried to shield them from the worst of the cartel. Tell them what they know about your dealings.

You're sure _____ is up to something, maybe with another cartel or *los federales*. Keep your eyes open, *cabrón*. Trust no one.

You've taken _____ under your wing. You respect their skills and talents, and you want to see them thrive. ¡*Qué generoso!*

FACE GRIT HUSTLE SAVAGERY HEAT

				+2
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STATS

STRESS

EL NARCO

YOUR MOVES

You get these two moves:

- **La Plaza:** At the beginning of the session, roll with Control. On a hit, you get an opportunity to engage one your troubles (your choice) on your terms. On a 7-9, the opportunity is short-lived and risky: act quickly or you may find that you miss your moment. On a miss, one (or more) of your troubles catches you in a vulnerable spot, *jefe*, before you can adjust.

- **Mandamás:** When you order your enforcers or agents to solve a problem on your behalf, roll with Face. On a 10+, all 3. On a 7-9, choose 1.

- they keep their wits and focus.
- they minimize incriminating evidence.
- they avoid collateral damage.

On a miss, everything goes to shit, but it wasn't your people's fault. You know how it is, *jefe*: no plan survives contact with the enemy.

EL JEFE DE JEFES

You run *la plaza*, a pathway for narcos hoping to move product across the border and a lucrative area for local drug sales. The city of Durango is yours as long as you hold it, *jefe*.

When you took control, the cartel gave you a contact who collects what you owe them, usually once a month. You only know their nickname, so you can't sell them out if you get flipped by *los federales* (pick one):

Barbie, Basura, Bruja, Chuke, Chuy, Chata, Lancha, Luchi, Mochomo, Osito, Puerca, Roco, Selena, Z-36

LA PLAZA

By default, you've got:

- a **staff of unsophisticated narcos**, coordinated via a network of burner phones (trouble: +*los federales*)
- a **mix of protection rackets and smuggling** operations (lifestyle: stable)
- **5-10 loyal enforcers** (gang small untrained impatient) and **1 or 2 corrupt cops** (greedy informed)
- a **few halcones** to keep you informed about what goes on in your city (Control = +1)

Choose 4 features:

- your plaza is profitable, bringing in substantial, obvious sums. Lifestyle: +1 level & trouble: +robberies.
- for income, add kidnapping. Lifestyle: +1 level & trouble: +vigilantes.
- your enforcers have access to military weaponry and body armor. Add armored and armed to your gang.
- you have a reputation for violence. Roll with Face instead of Hustle when you **pressure someone** by threatening their life, limbs, or loved ones.
- your enforcers have extensive military training. Drop untrained and add savage. Take +1 when you order kidnappings or ambushes.
- your enforcers recruit heavily from the local population, making them a medium gang (10-20) instead of small.
- you have halcones at all chokepoints and smuggling roads. +1 Control.
- only a few know your real name and appearance. Take -2 heat; describe the business that you use as a cover for your activities.

Choose 2 troubles:

- you are in the middle of a violent dispute with another cartel, probably Los Zetas. Trouble: +gang war.
- your plaza has been recently infiltrated by someone working for los federales or the CIA/DEA. Trouble: +mole
- the narcos you displaced to take control of la plaza remain at large. -1 Control. Trouble: +rivals.
- greedy agents of the Mexican tax authority (SHCP) are bleeding you dry with increasingly expensive demands for bribes and mordidas. -1 lifestyle.

ADVANCEMENT

When you fill your xp track, select an advance from this list:

- get +1 Face (max+3)
- get +1 Hustle (max+3)
- get +1 Savagery (max+3)
- get +1 Control (max +3)
- choose a new plaza feature
- choose a new plaza feature
- get a move from another playbook
- get a move from another playbook

After 5 advances, you can choose from this list instead:

- get +1 to any stat except Control (max+3)
- permanently resolve a plaza trouble
- permanently resolve a plaza trouble
- retire your character (to safety)
- change your character to a new type

LA POLIZETA



YOUR NAME

- Coco, Isabel, Luz, Marisol, Mercedes, Silvia, Tilde, or Yoli
- Bimbo, Eduardo, Gustavo, Javi, Lacho, Luis, Teto, or Vicente

YOUR LOOK

- Man, woman, ambiguous, transgressing
- Clever eyes, dead eyes, watchful eyes, young eyes
- Business clothes, plain clothes, street clothes, uniform clothes

YOUR GEAR

- a stable lifestyle
- a government vehicle, a service weapon (close loud)
- a work cellphone and two SIM cards

YOUR STATS

Add +1 to one of your stats:

- Face +0, Grit +1, Hustle +1, Savagery -1

YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

TUS LLAVES

Choose two keys:

- Schemes:** Mark xp when you take advantage of someone who believes you're working on their behalf. Clear this key and advance when you openly choose one of your loyalties over the other.
- Debt:** Mark xp when you take on a new loan or *strain your finances* to meet your family's needs. Clear this key and advance when you find a way—legal or illegal—out from under your obligations.
- Pride:** Mark xp when you claim an asset on the grounds that you or your family deserves it. Clear this key and advance when you give up something to keep yourself or a loved one safe from harm.

LOS ENLACES

You grew up with _____ on the streets of Durango. You still have a beer after work if you're both free; it's nice to know someone who isn't involved with either side of your double life.

_____ is the target of an active investigation. You're not the lead investigator, but you're regularly briefed on the case.

_____ is your main contact in the cartel. Tell them where you two go to speak directly when you need a face-to-face meeting.

FACE GRIT HUSTLE SAVAGERY HEAT

				-1
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STATS

STRESS

LA POLIZETA

YOUR MOVES

You get this one and two more:

- **Infiltrado:** At the start of session, roll with Grit. On a hit, you get wind of a development in the anti-cartel case before things get messy. On a 10+, you can take advantage of the situation: you have access to vital evidence or witnesses, your choice. On a miss, the department catches a hot lead on the cartel before you can intervene. *A la verga.*
- **Seguir:** When you follow someone through the streets, roll with Grit. On a hit, where they go, you follow. On a 7-9, you overstep; mark a stress to avoid being spotted. On a miss, you end up exposed without backup or cover. *¡Mierda!*
- **Verdadero:** When you *get the truth* from someone in during an official interrogation, pick an extra option, even on a miss.
- **En Asunto:** Mark stress to show up in a scene alongside *la policia* or *los federales*, assuming that you aren't unavailable. Mark three stress to show up instead of the authorities; you'll have a few minutes *solo* in the scene before anybody else arrives.
- **Escolta:** When you draw attention away from someone, they can roll with your Heat instead of their own. On a 10+, they suffer the consequences...but you attract *demasiada* attention: raise your Heat by 1 until the end of the next session.
- **Disciplinado:** When you *turn to violence* after declaring yourself as a *federal*, roll with Grit instead of Savagery. If you get shot as a result, take +1 forward.

ANTI-CARTEL TASK FORCE

You work for *los federales* on an anti-cartel taskforce assigned to Durango. You've been a *federal* for a while, but you were recently assigned to this region and city. Tell the MC why you've returned to your hometown.

You work closely with 5 NPCs (at least) in the unit:

Delgado, Moreno, Ortiz, Reyes, Zamora

Who is your new partner? _____

Who is suspicious of you? _____

You also end up working with a few NPCs from the cartel:

Elisa, Esteban, Gata, Tomas, Zola

Who almost gave you away? _____

Who offered to scam *el narco*? _____

Your department has some new toys—*¡gracias, Calderón!*—you can use, provided you have some “official” business (pick 2):

- *military-grade body armor (resilient bulky)*
- *full-scale surveillance van (hi-tech expensive)*
- *tracking devices or bugs (hi-tech concealable)*
- *court-approved wiretap (hi-tech persistent)*
- *network of criminal informants (informed costly)*

ADVANCEMENT □□□

When you fill your xp track, select an advance from this list:

- *get +1 Face (max+3)*
- *get +1 Grit (max+3)*
- *get +1 Hustle (max+3)*
- *choose a new department toy*
- *get a new polizeta move*
- *get a new polizeta move*
- *get a move from another playbook*
- *get a move from another playbook*

After 5 advances, you can choose from this list instead:

- *get +1 to any stat (max+3)*
- *get promoted to lieutenant*
- *retire your character (to safety)*
- *change your character to a new type*
- *raise your lifestyle one level*



LA RATA



YOUR NAME

- Adriana, Fiona, Laura, Luna, Maite, Micaela, Teresa, or Verónica
- Álvaro, Arturo, César, Jorge, Marco, Oscar, Rafael, or Ricardo,

YOUR LOOK

- Man, woman, ambiguous, transgressing
- Clear eyes, pained eyes, sad eyes, worn-out eyes
- Casual clothes, gang clothes, street clothes, uniform clothes

YOUR GEAR

- an impoverished lifestyle
- a reliable car, an old revolver (close loud), and a burner phone

YOUR STATS

Add +1 to one of your stats:

- Face +1, Grit +1, Hustle -1, Savagery +0

YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

TUS LLAVES

Choose two keys:

- Guilt:** Mark xp when you confess a recent betrayal or deception to someone you shouldn't trust. Clear this key and advance when you use a moment of intimacy to trick someone into advancing your schemes.
- Mercy:** Mark xp when you try to head off a violent encounter with negotiation or persuasion. Clear this key and advance when you greatly injure or kill someone who is defenseless or unaware.
- Paranoia:** Mark xp when you try to *get the truth* out of someone about their true loyalties. Clear this key and advance when you expose someone's betrayal to their family or employer.

LOS ENLACES

_____ knows that you're an informant. They haven't told anyone, but they've started to blackmail you to get what they want.

_____ works with you regularly on cartel business. You don't trust them, but you're confident they don't know your secrets...yet.

You and _____ started sleeping together a few weeks ago. Tell them why you haven't been able to end things, despite the dangers.

FACE GRIT HUSTLE SAVAGERY HEAT

				+1
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STATS

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STRESS



LA RATA

YOUR MOVES

You get this one and two more:

- **Conectada:** When you go looking for a cartel *güey* in *la plaza* to help with a problem, name them and roll with Face. On a hit, you track them down and they've got what you need. On a 7-9, pick 1. On a 10+, both.

- They aren't caught up in their own problems.
- You don't owe them a favor or apology.

On a miss, something has made them suspicious. Tell the MC what you did to make them *nervioso*.

- **Escapar:** When you try to exit a tense situation, roll with Face. On a 10+, you're gone! On a 7-9, you gotta leave something behind or take something with you, your choice. On a miss, you're exposed *por completo*.

- **Amante:** When you share a night of intimacy with a lover, roll with Face. On a hit, clear your stress track. On a 10+, ask 2. On a 7-9, ask 1.

- What do you know about _____?
- What do you want from _____?
- What is _____ planning to do?

On a miss, you let them get too close: they uncover a secret you were hiding before you can intervene.

- **Chimosa:** When you betray a friend or ally to the authorities, roll with Face. On a 10+, your treason is useful and valued: clear your stress track. On a 7-9, your handler is pleased...and demands more: clear one stress. On a miss, the authorities act on your info in a way that puts you in the crosshairs.

- **Mentirosa:** You get +1 Face (max+3).

EL TRABAJO SUCIO

You are one of *el narco's* trusted lieutenants...but you've decided to betray the cartel. Choose a reason:

- you're tired of the killing and death.
- you lost family or a loved one to el narco.
- you want to move up in the organization.
- you were arrested and flipped to avoid jail.
- you're an undercover cop on assignment.

You work regularly with 5 NPCs (at least) in the cartel:

Elisa, Esteban, Gata, Tomas, Zola

Who is always asking for help? _____

Who suspects your treachery? _____

You go wherever they send you, but your crew tends to a few parts of *el narco's* business in *la plaza* on the regular (pick 2):

- cutting, packaging, y preparing drug shipments
- counting money, tracking payments, y accounting
- organizing el narco's enforcers, sicarios, y halcones
- collecting protection money from businesses, los ricos, y los políticos
- protecting el narco's esposa, niños, y padres

SUPERVIVENCIA

You are a survivor, a *rata* who will not be drowned just because this sinking ship of a *plaza* is finally dragged beneath the surface of the drug war.

You can mark stress to:

- take a 10+ instead of rolling when you *interfere* with someone trying to *get the truth* out of you.
- offer a PC an xp to accept your reasoning when you *justify your behavior*, even on a miss.
- take +1 *when you get fucking shot* by another *narco* who suspects your treachery.

ADVANCEMENT □ □ □

When you fill your xp track, select an advance from this list:

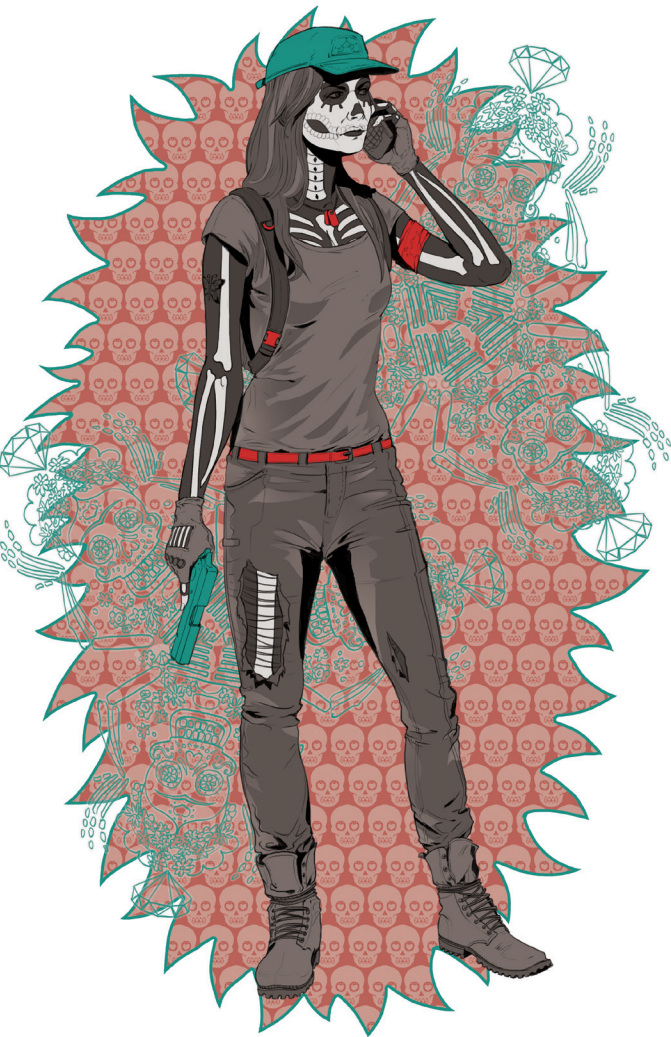
- get +1 Face (max+3)
- get +1 Grit (max+3)
- get +1 Savagery (max+3)
- get an NPC ally (detail with MC)
- get a new rata move
- get a new rata move
- get a move from another playbook
- get a move from another playbook

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)
- get 4 weapons y 4 gear (La Sicaria)
- retire your character (to safety)
- change your character to a new type
- raise your lifestyle one level



LA SICARIA



YOUR NAME

- Alma, Alicia, Josefina, Leticia, Mina, Pera, Raquel, or Rocio
- Ángel, Gabriel, Héctor, Jesús, Lorenzo, Ruy, Tiburón, or Vibora

YOUR LOOK

- Man, woman, ambiguous, transgressing
- Blank eyes, somber eyes, quiet eyes, wild eyes
- Casual clothes, luxury clothes, military clothes, street clothes

YOUR GEAR

- an impoverished lifestyle
- a reliable car or truck, and a few burner phones
- specialized weapons and gear (detail)

YOUR STATS

- Add +1 to one of your stats:
- Face -1, Grit +1, Hustle +0, Savagery +1

YOUR STRESS TRACK

Each session you start with two stress already marked, provided you didn't end the last section with more. If your stress track is ever filled, *güey*, you're in a bad spot.

TUS LLAVES

Choose two keys:

- Indomitable:** Mark xp when you go into battle significantly outgunned or outmanned. Clear this key and advance when you surrender to your enemies instead of fighting your way out of a messy situation.
- Mercy:** Mark xp when you try to head off a violent encounter with negotiation or persuasion. Clear this key and advance when you greatly injure or kill someone who is defenseless or unaware.
- Duty:** Mark xp when you complete a task or assignment for your superiors or colleagues. Clear this key and advance when you intentionally thwart the goals of your organization or employer.

LOS ENLACES

You owe _____ for getting you out of a tight spot. You won't die for them, but you both know you need to settle up soon.

_____ got you back in the business, after you had retired. Tell them how you feel about your return to the game, and don't be shy.

_____ fucked up something crucial; you had to clean up the mess before things got messy with *los federales* or a rival drug cartel.

FACE GRIT HUSTLE SAVAGERY HEAT

				+1
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STATS

STRESS



LA SICARIA

YOUR MOVES

Choose three moves:

- Mirar:** When you read a charged situation, roll with Savagery. On a hit, ask the MC questions; take +1 when you act on the answers. On a 10+, ask 2. On a 7-9, ask 1:
 - *where's my escape route / way in / way past?*
 - *which enemy is most vulnerable to me?*
 - *what should I be on the lookout for?*
 - *what's my enemy's true position?*On a miss, ask one...but you reveal your position.
- Narcocorrido:** When you meet someone *importante* (your call), roll with Savagery. On a hit, they've heard of you. Say what they've heard, and they will act accordingly. On a 10+, you also take +1 forward to dealing with them. On a miss, your reputation convinces them that you're something you're not.
- Levantón:** When you track down an NPC, roll with Savagery. On a hit, you catch them exposed or vulnerable. On a 7-9, they have backup or it's public. On a miss, someone you're avoiding finds you first.
- Rematar:** You get +1 Savagery (max +3).
- Encobijado:** When you ditch a body somewhere, roll with Savagery. On a hit, you lose the corpse, and it stays lost; clear one stress. On a 10+, dust to dust; clear your stress track. On a miss, the body surfaces, but without any obvious ties to you or your crew.
- Duro:** When you *get fucking shot*, add +1 to your roll. On a miss, you have time for an act of vengeance or kindness before you fall to your wounds.

WEAPONS (CHOOSE 4)

- sniper rifle (far hi-tech loud)*
- assault rifle (close loud autofire)*
- grenade launcher (close area messy)*
- shotgun (close messy)*
- submachine gun (close area loud)*
- magnum (close reload loud)*
- 9mm (close loud)*
- stun gun (close reload)*
- fireman's axe (close messy)*
- machete (hand messy)*
- garrote (hand grapple)*
- knives (hand infinite)*

GEAR (CHOOSE 4)

- Armor Piercing Ammo (+ap to all weapons): Sometimes putos wear vests. Gotta be ready.*
- Body Armor (+armored): You want to live, right? Put on the fucking vest, pendeja.*
- Explosives Kit (close loud area reload): You can create improvised explosive devices (IEDs) if you've got time.*
- Tracking Device (hi-tech far concealable): They can't hide if you plant this somewhere on them.*
- Secure Police Scanner (hi-tech hand): You can listen in even when they try to keep you out.*
- Silencer (remove +loud from any weapon): Quiet as a mouse. Dead as a doornail. Eh, cabrona?*
- Surveillance Gear (hi-tech close concealable): You can install cameras somewhere and watch all you want.*
- Police Uniform (official wearable stolen): Who is who anymore? You look like them and they look like you.*

ADVANCEMENT

When you fill your xp track, select an advance from this list:

- get +1 Grit (max+3)*
- get +1 Hustle (max+3)*
- get +1 Savagery (max+3)*
- choose 2 new weapons*
- get a new sicaria move*
- get a new sicaria move*
- get a move from another playbook*
- get a move from another playbook*

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)*
- choose 2 new pieces of gear or 2 new weapons*
- retire your character (to safety)*
- change your character to a new type*
- raise your lifestyle one level*

THE MASTER OF CEREMONIES

AGENDAS

- ▶ Make the drug war seem real
- ▶ Keep the players' characters' lives exciting
- ▶ Play to find out what happens

PRINCIPLES

- ▶ Ground the story in Durango, Mexico
- ▶ Speak to the characters, not the players
- ▶ Make your move, but never speak its name
- ▶ Name everyone, give them drives and instincts
- ▶ Treat everyone as expendable and suspicious
- ▶ Fill the characters' lives with secrets
- ▶ Make the authorities a persistent presence
- ▶ Be a fan of players' characters and schemes
- ▶ Embrace the language of *la guerra antidrogas*
- ▶ Sometimes, declaim decision making

MOVES

- ▶ Inflict stress (as established)
- ▶ Escalate a situation to violence
- ▶ Shoot someone
- ▶ Award an advantage
- ▶ Threaten someone's interests
- ▶ Disrupt someone's routine
- ▶ Offer a difficult compromise
- ▶ Turn their move back on them
- ▶ Lean on a secret
- ▶ Announce future danger
- ▶ Demand someone play their part
- ▶ Always ask, "what do you do?"

LAST NAMES

Álvarez, Arias, Ávila, Balderas, Banderas, Bautista, Castillo, Chávez, De La Rosa, Díaz, Domínguez, Éscobar, Fernández, Flores, Gallegos, García, Garza, Gómez, González, Guerrero, Gutiérrez, Hernández, Herrera, Iglesias, Jiménez, Juárez, López, Martínez, Molina, Morales, Navarro, Oliveira, Peralta, Perez, Ramírez, Ramos, Reyes, Rivera, Rodríguez, Rojas, Ruiz, Sánchez, Sandoval, Soriano, Taveras, Tejada, Tijerina, Torres, Valencia

BUSINESSES

laundromat, car wash, beauty salon, bakery, auto parts store, taqueria, dry cleaners, watch repair, head shop, computer repair, paper supply, tortilla factory, pawn shop, office supply store, piñata factory, taco truck, payday lender, corporate fast food, car dealership, local bank, coffeeshop

IF YOU GET STUCK...

- ▶ Create chaos by introducing a rival faction, gang, or leader. The PCs think the world revolves around them, but the drug war is infinite, sprawling, and mysterious.
- ▶ Involve the CIA or DEA on active investigations. They can't be bought (usually), but they are rarely honest about their true intentions.
- ▶ Focus on PC-NPC-PC triangles. If *El Narco* wants Flaco dead because he screwed something up, is *El Halcón* really going to save his friend if it costs him his life too?

STRESS FOR NPCs

NPCs can only mark one or two stress before they start falling apart or making terrible decisions:

- ▶ **1-stress:** visibly shaken, angry, paranoid, maybe afraid of/angry at whatever caused the stress.
- ▶ **2-stress:** exhausted and forlorn, unwilling to confront opposition, quick to turn to escape.
- ▶ **3-stress:** complete breakdown, willing to violate social norms to get away or get what they want.
- ▶ **4-stress:** catatonic, unresponsive, or lost. Ready to break rules/laws/norms with little warning.

NOTES