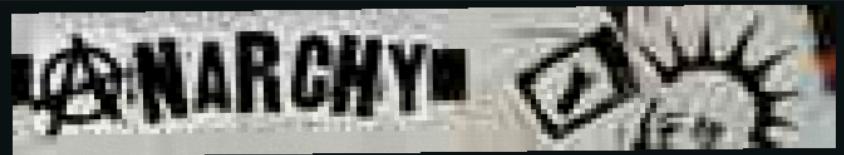


ANARCHY

The Role Playing Game set
in the No-Future of 1983



A Role Playing Game by James Carpio

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Game Design inspired by Wushu - Daniel Bayn



SOLARIAN GAMES 2021



Dedicated to Manny Rosa and Ofelia Duque-Doherty whom I would not have found Punk music without.

"Don't be told what you want.
Don't be told what you need.
There's no future, No future,
No future for you"

God Save the Queen - Sex Pistols

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THE WORLD OF ANARCHY

Oi! It's the year 1983 and the world is gone! Well sort of gone... You see, the big three (Reagan, Andropov, and Thatcher) decided that it was a great fucking idea to start poking bombs at each other and then BOOM! One day in October it all goes to shite! One day, you are tuning into the local college station to listen to some local bands, and the next, the station is interrupted by the emergency broadcasting system and a bunch of sirens going off in the sky. A couple of flashes of light and poof no more society!





It was nothing like that late night movie said it would be. The radiation brought about something people call Dark Mojo. It was worse than anything we could imagine. You think a bunch of yuppie fascists were bad when they were just swilling imported beer, try imbuing them with dark powers, then all hell breaks loose, literally! We were lucky enough to harness that power into something we like to call Anarchy. It packs one hell of a punch, but we use it, not for personal gain, but to try and return the world back to some normality. Well, a normal where the music doesn't suck and mutants are not trying to eat you.

THE DAY AFTER

Now, those who caused this mess in the first place, try to rebuild their capitalistic utopias with fanatical cults, establishment politicians, and a well-armed police force trying to oppress our freedoms.

The radiation and dark mojo has caused all kinds of weirdness. Think of mojo like the powers those space wizards had in that movie from a few years ago. The computers we played games on have taken on intelligence and created robot bodies. Animals have mutated into dangerous beasts, some as smart as humans. Even the hippies, who went underground before this had all happened, started developing mental powers. It's like something out of a bad made for TV movie. I guess we are never going to see the shiny utopia of the year 2000.



Most think we're all fucked!
Well, not if we can help it! The
underground is alive, kicking, and
fighting back.

They call us the Anarchists! Those of
us who have sworn to fight the power
in a whole new way. They may have the
armies of the damned at their side,
but we fight back with our music,
courage, and anarchy!

WILDFIRE
POWER!

CONTESTED WALL

RISE OF THE RADIATED MUTANTS

As you would guess, it did not take long for the mutants to find their place in this new world and start trying to run the show. Mind you, not all mutants are assholes. We run with some Mole People who are pretty cool, but the others... forget it. Some have managed to make themselves look like everyone else. Those are the ones who are dangerous. Trying to get their grubby hammy fists on us with their secret cabals, their suede denim secret police, or their infiltration into what is left of the government. The others are just crazy, bug-eyed cannibals. Hey, at least we know to stay clear of them. All in all, it's about fighting the power. We tend to do that really well.



CHARACTERS IN ANARCHY

At its core, Anarchy is a game about a gonzo post-apocalyptic world set in the '80s. There is definitely a bit of swords and sorcery tossed in for good measure, but the look and feel is that of modern times. Characters should reflect the time period. While being a punk rocker is the overall theme, you should not be limited to those with mohawks and cool leather jackets.

CREATING CHARACTERS IN ANARCHY

Characters are built on the following traits:

SLAM —

This is your ability to fight, run, or do anything in the physical realm. Slam is also the trait you will use during combat. A combatant character may want to have a high slam so they can take advantage of a better attack/defend pool of dice.

SKULL —

This trait represents how smart you are. Anything in the mental realm will utilize the skull trait. Skull is also used when defending against Anarchy abilities (like sorcery or psychic powers) when there is no other defense available.

STREET —

This is a generic survival trait. Street can be used to scrounge for items, fix things, pick locks, sneak around, or even talk your way out of a dangerous situation.



TALENTS —

Each of the three traits also have an assigned talent. Think of the talent as a skill specialization, something the character is good at. While we offer suggestions on your character sheet, feel free to come up with your own.

Talents are not superpowers (you have your Anarchy ability for that) and should be something that a person could normally be proficient at. While you could say that Boxing is your talent, try to add something more descriptive like, "Number one at whoop'n your ass!" It adds a bit more fun to the narrative. Talents add an additional die when used for a task roll.



ANARCHY POWER —

The radiation (or "dark mojo" as some call it) has affected everyone in a beneficial way. Some have the ability to do great feats of strength, some have learned to channel otherworldly forces in the form of sorcery, others mutated into highly evolved humanoids with odd powers. Your character has these abilities as well. Your character starts the game with one Anarchy power. Think of this as having a super power or an mystical gift. Once you have your idea, run it past your GM. If they are good with it, go forth and be badass.

Anarchy

Anarchy is the set of abilities you gained after the bomb fell. Think of these as mystical or super powers that you gained as the world changed around you. The cool thing is, you can define these however you want. Did anarchy manifest as fire breath? Awesome!

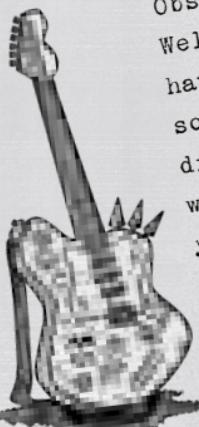
Did anarchy allow you to weave the fabric of the universe? Rad! Your punk can manifest one anarchy power during character generation with the possibility of gaining more if they live long enough.

OBSTACLE *OPTIONAL* —

Obstacles are a weakness trait, something that really gets in your way. This could be an allergy, an irrational fear, or a physical or mental disability. Obstacles can make play difficult, but if you take one, you can take an additional Anarchy Power for free. We suggest tying in the obstacle to your second "power." It adds to the narrative and makes the reason you are more powerful than others more interesting.

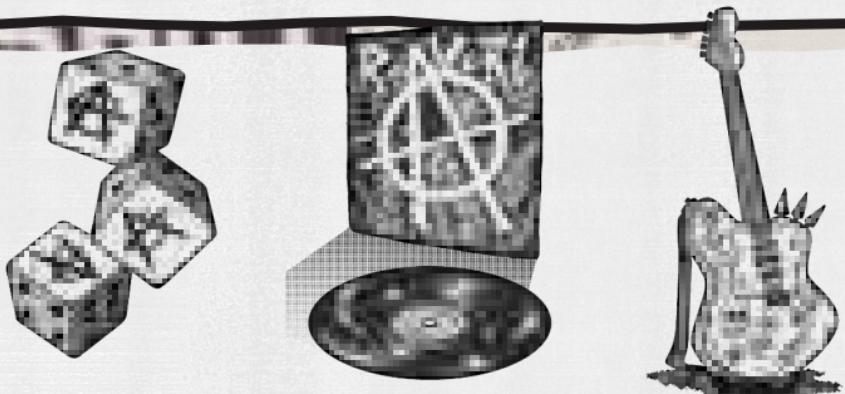
Example: I have heightened allergies and every time I sneeze I blow out acid snot.

Obstacles
Well. we all can't be perfect! Sure, we may have resolve, but there is always that something that is a weakness or a distraction. Obstacles cause situations wherein your performance is taxed. When your obstacle comes into play, all actions are performed at the rating of (1) until they remove themselves from the situation.



PARAPHERNALIA —

What's a scenester or punk without cool gear to show off? After the bomb fell it was harder to find the things one needed to make the scene. Most of the cheap stuff fell to pieces and the better stuff was stolen or is being guarded by some people who are not the friendliest. When you create your character, you will get to choose four pieces of OK grade paraphernalia. What this means is that the gear you choose allows you to add an extra die when performing a task with it. You can have extra items, but most of them are going to be cheap junk and provide no bonuses. The grade of paraphernalia gained through game play is determined by the GM.



SUBCULTURE —

This is similar to having a class in most RPGs. As Anarchy is a narrative game what you choose as your subculture, is going to determine what you can do in game.

A gearhead might be great at putting together an old car, but they are going to suck at making a cake. Try not to use too broad of strokes with your concepts and try to think about what your character is good at. It helps the GM when trying to move the game along.

How to create your character

1. Choose a subculture sheet
2. Fill it out
3. Distribute your build points
4. Give a talent to each of your attributes
5. Select your anarchy power(s)
6. Select your Obstacle
7. Your character starts with a set number of Moxie, this is increased through experience.
8. Select Gear

THRASHERS - Thrashers are the street toughs, brawlers, fighters, and soldiers of the world. They are more prone to punch their way out of a dilemma than think it through. Thrashers favor the Slam trait for most of their interactions and will usually pick an Anarchy ability to enhance their ability to mow things down. Thrashers are experts with anything that can cause damage and tend to utilize it more efficiently than others.

HEXERS - The Hexers have found the way to turn the dark mojo of anarchy into a sorcerous art or devastating psychic powers. Those with this power are better thinkers and strategists, therefore favor the skull trait. While it looks like they are using some sort of magic, they are simply altering reality to cause harm, heal, or change their environment. Hexers are always hard to detect or see coming. Sure some like to dress up like something out of a horror movie, however, most look like everyone else.

MUTANTS - Roam the radiated streets of the no-future. Mutants characters are a mix-up of different traits and abilities. When playing a mutant, think about how their body mutated and what benefits or obstacles it may have added. Mutants have adapted to the underground, so they tend to be good at moving through dark and tight spaces. You could use your Anarchy abilities and obstacle traits to create an even cooler look for a mutant character.

MIDNIGHTER - What's a role playing game without the classic thief? Midnighters are pickpockets, muggers, modern highwaymen, and rogues. Those with this subculture are great at being sneaky and getting into places with brute force or skill.

Midnighters tend to have more dice in Streetwise that help them along with their nefarious activities and life in the shadows.

THRASHER



SLAM

2

TALENT

SKULL

2

TALENT

STREET

2

TALENT

ANARCHY

POWER 1

POWER 2

OBSTACLE

MOXIE 5

PARAPHERNALIA
SELECT FOUR

- MILITARY TRENCH COAT
- BASEBALL BAT
- STEEL TOE BOOTS
- BOOM BOX
- GUITAR
- SKATEBOARD
- PISTOL
- SPIKED GLOVES

HEXERS

SLAM

TALENT

2

ANARCHY

POWER 1

SKULL

2

TALENT

STREET

2

TALENT

OBSTACLE

POWER 2

MOXIE 3

PARAPHERNALIA

SELECT FOUR

- NO-SMEAR MAKEUP
- GIANT ANKH
- LEATHER BODYSUIT
- PRETENTIOUS DAGGER
- VELVET CAPE
- SKATEBOARD
- BAG OF MAGIC TOYS
- BOOM BOX



MUTANTS

SLAM

2 TALENT

SKULL

2 TALENT

STREET

2 TALENT

MOXIE 6



ANARCHY

POWER 1

POWER 2

OBSTACLE

PARAPHERNALIA SELECT FOUR

- CROWBAR
- UTILITY JUMPSUIT
- MAGLIGHT
- OLD RIFLE
- TOOL KIT
- WEIGHTED NET
- BOOM BOX
- AVIATOR GLASSES

MIDNIGHTER

SLAM

TALENT

2

OBSTACLE

SKULL

2

TALENT

STREETS

2

TALENT

ANARCHY

POWER 1

POWER 2

MOXIE 4

PARAPHERNALIA

SELECT FOUR

- THEATRICAL MAKEUP
- VELVET FROCK COAT
- NEW WAVE OUTFIT
- JEWELED DAGGER
- LOCK PICKS
- B&E KIT
- BOOM BOX
- MINI SYNTH



CHARACTER CREATION

All traits start at 2. You have ten points to raise your traits between 3 and 5. After character generation traits can only be raised through experience and/or character development.

To raise a trait from levels 2 to 3 costs 1pt.

To raise a trait from levels 3 to 4 costs 3pts.

To raise a trait from levels 4 to 5 costs 5pts.

CHARACTER DEVELOPMENT

Characters in Anarchy begin play as competent badasses. In the streets, that which does not kill you makes you stronger (sorta), so as you continue the fight, you should reap the rewards. The players gain additional perks and abilities as they level up. To make things simple, character leveling is done by milestones. A good rule of thumb is that every two sessions is a good place to give the players a new level. If this does not work for the GM, they can choose other events in game or time frames to allow the players to gain a new level.



LEVELING UP!

Characters in Anarchy proceed to level 10 before maxing out.

Level 2 - Raise an existing trait one point (Max 5)

Level 3 - Add a new Talent

Level 4 - Increase Moxie by one

Level 5 - Raise an existing trait one point (Max 5)

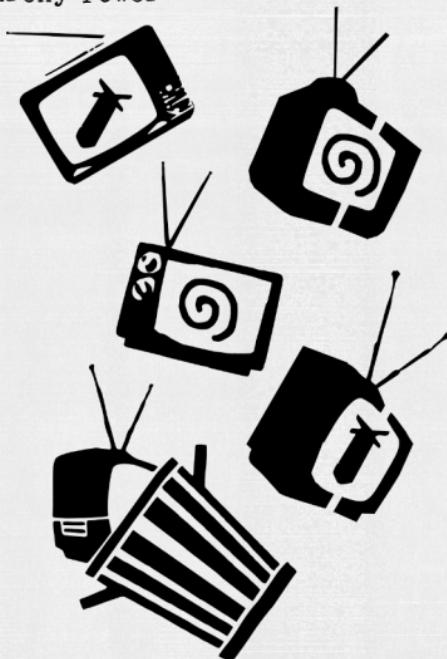
Level 6 - Add a new Talent

Level 7 - Add a new Anarchy Power

Level 8 - Increase Moxie by one

Level 9 - Add a new Talent

Level 10 - Add a new Anarchy Power





THE RULES



CONFLICT

Simple tasks need no die roll. Drinking a cup of coffee, putting on a pair of Docs, lighting a cigarette, fall into a simple task.

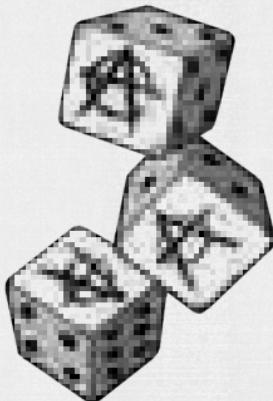
If you need to figure out success on a complex task, there are a couple of ways to do this. A complex task is something that has a chance of failure.

Drinking a cup of coffee with your feet, putting Docs on a gorilla, or lighting a cigarette with a flamethrower, these tasks would be complex.

THE SOFTCORE METHOD

Grab a number of dice equal to your relevant Trait and compare the highest die rolled to the chart.

- 6 = You fucked up.
- 5 = Failed, and you looked stupid.
- 4 = Loser.
- 3 = You did it, but still kinda sloppy.
- 2 = Not too shabby.
- 1 = Look at you!



THE HARDCORE METHOD

When you perform a task, it is defined by character traits (rated from 1-5). When your character needs to do something, choose a trait that's relevant.

Roll your trait dice, but don't add them up, count them separately. Every die that rolls a 4, 5, or 6 is a failure; those that come up 1, 2, or 3 is a success. In most cases (see difficulties) if there is no opposition to your roll, one success is all you need. If there is an opposed roll (either against another player or the GM), the most successes win the contest.

If you don't have a relevant trait, you still get to make an attempt, but the task defaults to rolling only two dice. Furthermore, when rolling without an appropriate trait, the player can only use up to half of your maximum dice pool, which is your trait $\times 2$ in dice.

The important dice to keep track of is whenever you roll a natural 1 or 6 when rolling your dice. Both generate Anarchy, but depending on what you roll, one will generate helpful mana (pg 36) and the other generate mana to work against you.

DIFFICULTIES

Isn't life always hard? For the most part, we don't need to roll the dice for mundane tasks. So brushing your teeth, opening a refreshing bottle of cheap wine, or tying your boots don't require a roll. However, when we have a chance of failure, the dice come out and let us know how well (or not so well) we performed an action. As mentioned earlier, you only need one success to make things happen, but that is not always the case.

The GM will want to make a task harder to accomplish and will do this through adding difficulty. The chart will show examples of how hard a task might be to accomplish and how many successes you will need to overcome.

DIFFICULTY

Institutionalized (Hard)	2
Pretty Vacant (Really Hard)	3
Holiday in Cambodia (Mega Hard)	4
When the shit hits the fan (No way man!)	5

TARGET SUCCESSES



PARAPHERNALIA

Paraphernalia can boost (or hinder) your dice pool. Most items scrounged up in the urban sprawls are cheap and don't really help with performing a task. Shitty items are ones that are broken or hastily used, they can actually make your task attempt even worse, but any port in a storm, right? Better items can aid the task with bonus dice, so finding a new item in an old department store, or taking a weapon or armor off of a well-armed opponent can improve your chances of performing your task.

PARAPHERNALIA CONDITION	DICE BOOST
Shitty/Improvised*	-1d6
Cheap	-0d6
Ok	+1d6
Good	+2d6
Sturdy	+3d6

*shitty or improvised paraphernalia is usually broken or in disrepair. Most items gained in the game will be of a cheap grade.

NEED MORE JUNK?

In the rubble, there is much to find. Any survivor worth their salt will eventually dig through the Aftermath.

To find some new(ish) paraphernalia. Using percentile dice (d00) roll to find out what can be found. To determine how much you can find, roll a d6 and that is how many items you can find in an hour of digging.

DIE ROLL DOO	PARAPHERNALIA FOUND
01	Doc Martens
02	black nail polish
03	sheep sheers (hair clippers)
04	denim vests
05	empty boxes of NoDoz
06	Buttons, lots of buttons
07	Mascara
08	David Byrne's over-sized suit
09	Mork and Mindy suspenders
10	Rubik's Cube
11	Safety pins
12	Converse high tops
13	Aqua Net
14	Dexatrim
15	Tab (1 can)

DIE ROLL DOO	PARAPHERNALIA FOUND
16	melted Cabbage Patch Kids
17	Max Headroom glasses
18	Mountain Dew
19	Etch A Sketch
20	Microwaveable pizza bites
21	TV dinners
22	Hi-C orange drinks
23	Bartles & Jaymes coolers
24	eyeliner
25	acid wash jeans
26	pleather vest
27	shoulder pads
28	jelly bracelet
29	jelly sandals
30	plastic dangly earrings
31	clear plastic corded phone
32	Doctor Detroit poster
33	Members Only jacket
34	Neon pants
35	VHS/Betamax
36	Atari 5200
37	rubber bracelets
38	Walkman

DIE ROLL DOO	PARAPHERNALIA FOUND
39	Swatch watch
40	windbreaker
41	neon socks
42	ghetto blaster
43	cassette tape
44	ET doll
45	cheeseburger phone
46	Atari 2600 controller
47	Duran Duran LP
48	leg warmers
49	Tang
50	Twinkies
51	autographed Cal Ripken Jr rookie card
52	banana clips
53	scrunchies
54	Trapper Keeper
55	Caboodles box
56	ice cube trays
57	feathered roach clip
58	Mattel handheld game
59	Rambo survival knife
60	Lip Smackers
61	Speak and Spell

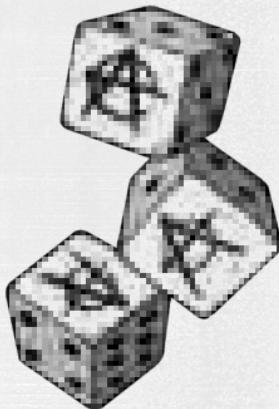
DIE ROLL DOO	PARAPHERNALIA FOUND
62	lawn darts
63	roller skates
64	answering machine
65	Commodore 64 computer
66	animal shaped plastic barrettes
67	glassware from fast food joints
68	7-11 Comic Cups
69	Atari 2600 controller
70	Duran Duran LP
71	leg warmers
72	hair dye
73	black lipstick
74	white lipstick
75	lace gloves
76	hair clippers
77	Jiffy muffin boxes
78	one sparkly glove
79	switchblade
80	collectible cards
81	bubble gum in packets
82	A Little Professor calculator
83	Wet n Wild nail polish
84	Manic Panic jars

DIE ROLL DOO	PARAPHERNALIA FOUND
85	Reagan poster
86	Mickey Mouse watch
87	Garbage Pail Kids card
88	candy cigarettes
89	D cell batteries
90	spiked dog collar
91	skateboard
92	teen magazines
93	Slinky
94	Legos
95	Kool-Aid
96	Flashdance sweatshirt
97	bangles
98	can of Spam
99	CB radio
00	Polo cologne



MANA

The radiation did a lot of weird things to people. Created mutations, brought sorcery back into the world, created top 40 music: all sorts of atrocities. Mana is a Double-edge sword, it can either help you out in the coolest of ways, or totally bend you over for a not so pleasant experience. Your dice rolls are what controls the flow of the mana in the game. Whenever your character rolls a 1 on any of their dice, they can bank that as an extra d6 to use in a scene.



MANA POOLS

The mana dice can be used to pull off all kinds of crazy stunts in the game, however, if they are not used in the scene in which they are gained, you lose some of them. You can only bank up to a maximum of six additional dice in any given scene, and you may retain $\frac{1}{2}$ of what you earned in the scene, so smoke 'em if you got 'em.

Unfortunately, you cannot share your personal mana pools. They are generated from your mutations and exploits and remain tied to you.

The downside is your GM gets to use mana as well, whenever you roll a 6 on your dice, your GM gets to add additional dice to their pool. The suck part of it, they have no limit to the amount of dice they can keep. Eh, life isn't fair.

TIME IN ANARCHY

Ok, so we know how to do things now, but how do you tie everything together? How do you constitute how long it takes to do an action? How does time pass? While those questions are meaningless in the grand scheme of things, this is a game, and as it goes, you need rules. Anarchy uses three different time frames to figure out the passage of time in the game.

TURN

A turn is the average time for each player and NPC to take an action. Roughly about six to ten seconds of time will pass during a standard turn. A collection of turns is called a scene.

SCENE

The scene is an abstract. The best way to think of a scene is that it is the framework that holds together a number of turns during the game. The scene could be used to segment out your story. For example, going to the bar to listen to music could be considered one scene, then after the club going to get beer could be another scene. Within each of those scenes, there would be a multitude of turns that happen to further the story.

DAY

Lastly is the day. In the No-Future, punks live day by day, because there may not be a tomorrow. A day is a collection of scenes that the players take part in. Again, this is an abstract and there are no set number of scenes that make up a full day. Depending on what trouble the PCs get themselves into, this could be two scenes or twenty of them. The GM could use the day as a way to end each session or their campaign.

REACTIONS

Conflict in Anarchy just happens. No one stands around and waits for someone to go first, it's the rule of the streets. For the most part, whoever wants to take the first action goes first (PC or NPC), otherwise the PC goes first. There are exceptions to this rule when facing off against a big bad, but for the most part follow the feel of the scene.

Weave the NPC actions in where it makes sense or have them spend their mana to interrupt an action. If the PCs are using their mana to enhance the scene, have them go around the table and give some details about how they are going to bend reality or use it to do something cool.



BEAT DOWNS AND MOXIE

Once you have gathered all your dice, you may split the dice into an offense and defense pool. Offense dice are used to injure, run 'em off the road, kick ass and take names, etc. Defense dice are used to defend yourself from harm. Each successful offense die negates one successful defense die. If one offense gets through, you're getting hurt! Once your defense dice are gone, they are gone till the fight is over.

However, you're Punk Rock! You don't go down that easy! Your character gets moxie to protect them. Every success that gets through your defense reduces your Moxie by one point. A character is down and out when they take a hit and no longer have Moxie to soak it up. This is why a player needs to be creative with their pools. Sure, you can put everything into slam, but they do not leave you with much to defend with, which in turn, blasts away at your Moxie.

GMs should give players back Moxie as dramatically appropriate, usually between scenes.

WHAT, NO WEAPON DAMAGE?



You'll notice that there are no lists of weapons or items in the game. Anarchy is a narrative game and combat and damage goes more with the description of actions than having any one item. Your damage is based on your successes and building up your dice pool with mana in order to add some extra punch. If you feel the need to create a list of items, feel free. Sometimes having a little list of things you can have is fun for the players. This game tends to be a bit more DIY.

MAGIC AND THE UNEXPLAINED

So you are probably asking yourself, how does magic work? I mean there is a hexer subculture, right? Magic in the game is simply changing reality. You are trying to make a change, you either do or you don't, pretty binary, huh? So like performing a task, you are going to state your intent, gather up your dice, and make your roll. Roll a success on your die, and if needed beat the difficulty given by your GM and poof, you made something happen. Now this does not mean you can change a building into a Toyota, or raise the sunken city of Atlantis, but minor magics and things that don't break the game (ask your GM about those limits) should be fine. Whenever you perform a feat of magic or whatever you are calling it, you will use your Anarchy ability that was chosen to perform such acts.

If you want to throw around generic magic, the player could just use Sorcery as the name of their Anarchy power, or wizardry, or whatever makes sense. The player could also build their obstacle into the power and have it only control one element (such as water or fire). Again, use your imagination.

When attacking using a power, treat it as you would physical combat, except substitute the Slam trait for your Anarchy ability. Same rules apply about splitting your dice pool to create a defense.



GOONS AND THE UNWASHED MASSES

First off, goons (NPC) don't have traits, they don't get moxie, and don't even get dice to roll. Goons just get in the way. When the GM needs to put trouble in the players path, they should be creative in describing the nastiest, meanest, and most annoying obstacles that the PC must overcome.

Goons are assigned a Danger score. The score depends on how many punks are in the scene, your anarchy limits, and how quickly you want the floor mopped up with them. Figure out how many offense successes your players are likely to generate and multiply that by the number of turns you want the players to waste.

Each success your players get reduces the danger score by one. When the danger reaches zero, the goons are fleeing or crumpled underneath the players. Since goons don't roll dice, they don't have anarchy to throw around.

With this said, you don't want them walking away from a fight unscathed. Players who don't roll at least one success have to use a point of moxie or be taken down by the goon squad. If the goons are supposed to be nasty, you can raise this to two or three moxie.



EXAMPLE GOONS

YUPPIES - Young Urban Professionals can be the scourge of anyone fighting for the truth. Over educated, over opinionated, and a thirst for imported beer. They will bring any party to a close with their alligator shirts, khakis, and penny loafers. Don't get me started on their music...

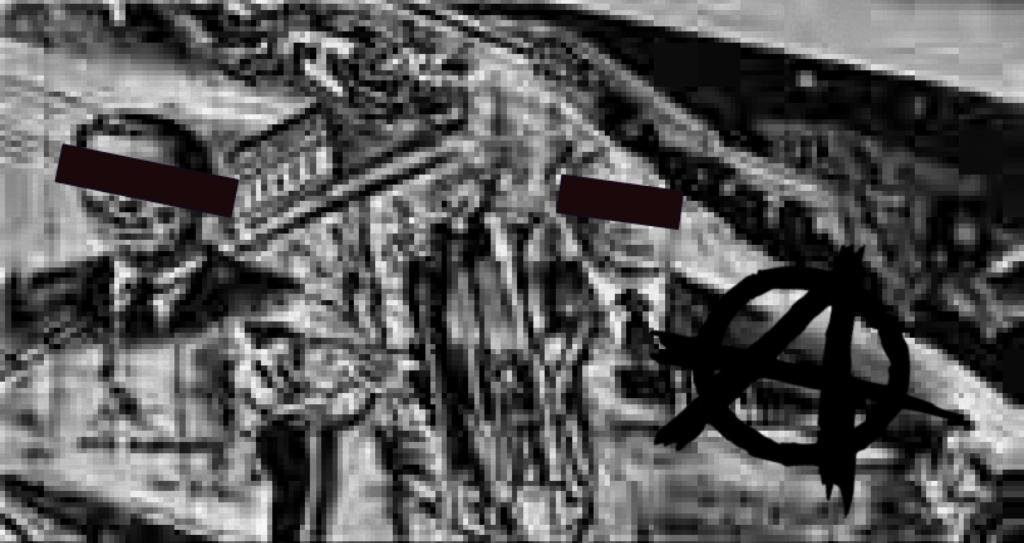
DANGER SCORE: 5

MUTANTES - Not always dangerous, but the ones that are, you stay clear. Mutations come in many forms, some just become stronger, some faster, or some even feed off the psychic energies of others. Don't let an extra set of arms fool you, they mean to be your undoing. So what defines a mutant? Pretty much anything you want. Mutants are the monsters that were born of the bomb. Be creative, from what we understand, some have grown to have godlike powers, and others are just animals from the sewers who go on to fight crime.

DANGER SCORE: 8

ROBOTS FROM THE FUTURE - Sure you laugh now, but the one thing this new reality has taught us is there is just more to this world and others. So from what we know is that some pencil necked geek in the future creates some computers that are self aware. Whether it is this reality or the next, it's pretty scary. They can look like us or take the form of animals or even giant machines. If you encounter anything like them, run. It took five heavily armed combatants to take down just a couple... all with the symbol of some sort of fruit on their white shiny frames.

DANGER SCORE: 10



BIG-BADS

Goons tend to make the players feel invulnerable, but that feeling is short lived when dealing with a Big-Bad. These dangerous fools have mana of their own, they get to roll dice, and they even have traits, just like the players. What makes them even more formidable is they have Moxie too, sometimes in the 4-5 range.

Big-Bads are meant to always fight one on one with the players. If you need to gang up on a Big-Bad, the players can take turns trading blows with them. This however allows the Big-Bad to add two additional mana dice and Moxie per additional player. Think of it as extra attacks and hit points from other games.

Big-Bads are treated just like player characters. They get to use their traits and mana to create interesting maneuvers or creative bending of reality. Players and GM should take turns building their action narrative before throwing dice. It can create over-the-top scenes that can be memorable to both.

ESTABLISHMENT POLITICIAN - If you think they made life bad before the bomb, just imagine them with more control and evil schemes to rebuild society. More like modern day warlords, the politicians of the No-Future rule with an iron fist. Using their cronies, secret police and clone like agents they monitor every aspect of the survivors though provided housing, food, and the weird watches they tell people to wear. Never trust anything that comes out of their mouths or given by their hands.

TRAITS - CON ARTIST 5 BODYGUARD 6
WEAPONS HIDDEN PISTOL 4 CRIMINAL TIES 3

MOXIE: 5

NERD LORD - Not always the enemy, but those who have sold their souls to the "Man" are the ones that need to be taken down. Their only job is to sit in secure bunkers and create the technology that watches over us, listens to our conversations, or builds the machines to wipe us out again. Everything from killer robots, brain wave hacking machines, or devices that keep track of us for the politicians. They may look skinny and weak, but it's their creations that are what you should be afraid of.

TRAITS - BIG BRAINS 5 KILLER TOY ROBOTS 4
WEAPONS SUPER-DUPER COMPUTER 6 SHARP PENCIL AND PROTRACTOR 3

MOXIE: 4



RAY-GUNS (SECRET POLICE) - While the politicians try and run the show, it's their black-suit-wearing jack-booted thugs who enforce their rules and laws. These men and women are ruthless killers whose job is to keep you in line. Most look like they were cloned out of a factory, with their blonde hair, stern complexions, and big black shades they wear on their faces. They are armed with top-of-the-line technology (and we are not talking Radio Shack here) and a mean-spirited view of you and everyone around you. When they come knocking, it's best to run!

**ERAIRES - BIG SCARY GUN 6 BIG SCARY MIND CONTROL GUN 4
GOVERNMENT RESOURCES 3 KARATE CHOP 5**

MOXIE: 6

MUTANT HILLBILLY - You might be thinking, well if many survived in the cities where the bombs hit, those in the countryside must have come out ok, right? Wrong on all Accounts. The cities got hit with neutron bombs, they wanted to keep the property intact and were not expecting the majority to survive. Outside the major cities, they got the full nukes. Their mutations were much worse. The Mutant Hillbilly is the stuff nightmares are made of.

Most are cannibals living on what's left of their ranches and compounds, which are fortified with weapons, mutant animals, and traps for those stupid or unlucky enough to stray onto their land. They are stronger and meaner than the mutants in the cities. Some are the sizes of the trucks they haul around in. If they come into the city, it's usually to hunt for food. Your best chance is to shoot them in the head. It might stop them for a minute or two.

**ERAIRES - NEVER-EMPTY SHOEGUN 5 MUTANT HILLBILLY
SUPER PUNCH 6 BEAT UP PICKUP 3 GIANT MUTANT
HOUND DOG 4**

MOXIE: 7

DEATH IN ANARCHY

Yup, as with any game, death is the end of the road. Since this game is meant to be dramatic, there should never be a final death. Villains should tend to fall off a cliff or their bodies are found missing two days later. Players should somehow find their way back to the mortal realm, but this is solely up to the player and GM. Death or unconsciousness happens when the player runs out of Moxie. This can be narrated as the GM and player see fit. Take it for what it's worth, this is the No-future, remember?



"Let's have a war!
We need the space!
Let's have a war!
Clean out this place!"

Let's Have a War - Fear



THE END OF THE WORLD

If we go by the old calendar, the world as we knew it ended on October 30th, 1983. Ironic that it happened the day before Halloween, but it adds to the weirdness of what happened. The US and the UK had been dealing with a lot of BS over the past decade. Iranian conflicts, the Cold War, European terrorists, and infighting in our own countries. We had some close calls in the past, like the Bay of Pigs, but for the most part, we all told ourselves it would never happen, that the bombs were just a deterrent. Sure the hippies protested, then lost interest as the hedonistic disco kids came around.

The Punks were more interested in tearing down the system that was making the bombs. We protested in our own way through music and actions, but in the end, it wasn't enough. People are still trying to figure out what happened, why some areas were hit with good old-fashion nukes, while some cities were targeted with the neutron bomb. Either way the impact of the bombs, the massive cries of people dying, opened up some sort of rift. A tear in the fabric of reality. There was a flash and some of us were still here, like nothing happened, while in other places there was destruction, death, and off-black ash rained from the skies. Most figured Reagan, Thatcher, the Ayatolla, and Andropov double-check timeline finally had enough. War never quite has the effect you want.

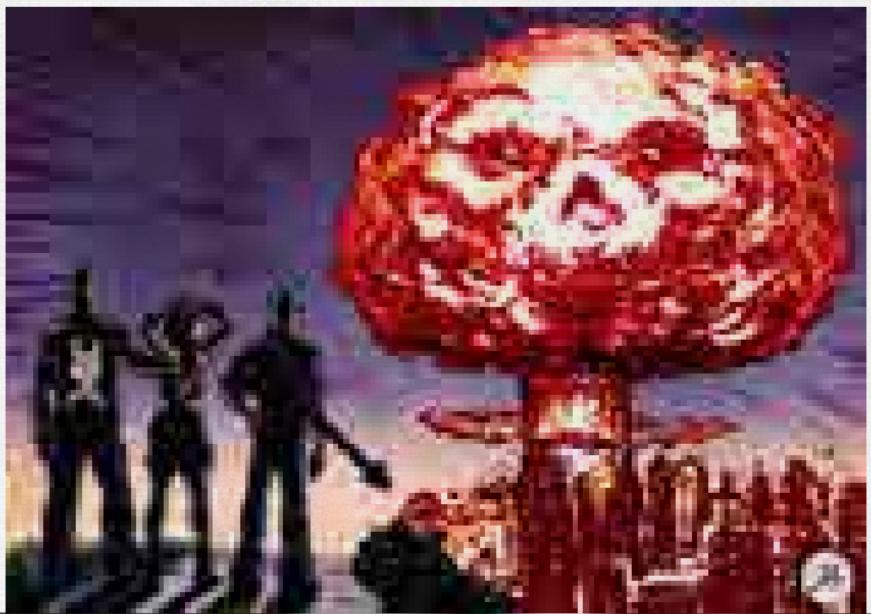
"Efficiency and progress is ours once more
Now that we have the neutron bomb
It's nice and quick and clean and gets things
Done away with excess enemy but no less value
to property No sense in war but perfect
sense at home"

Kill the Poor - Dead Kennedys

WHAT THE THINGS LOOK LIKE NOW

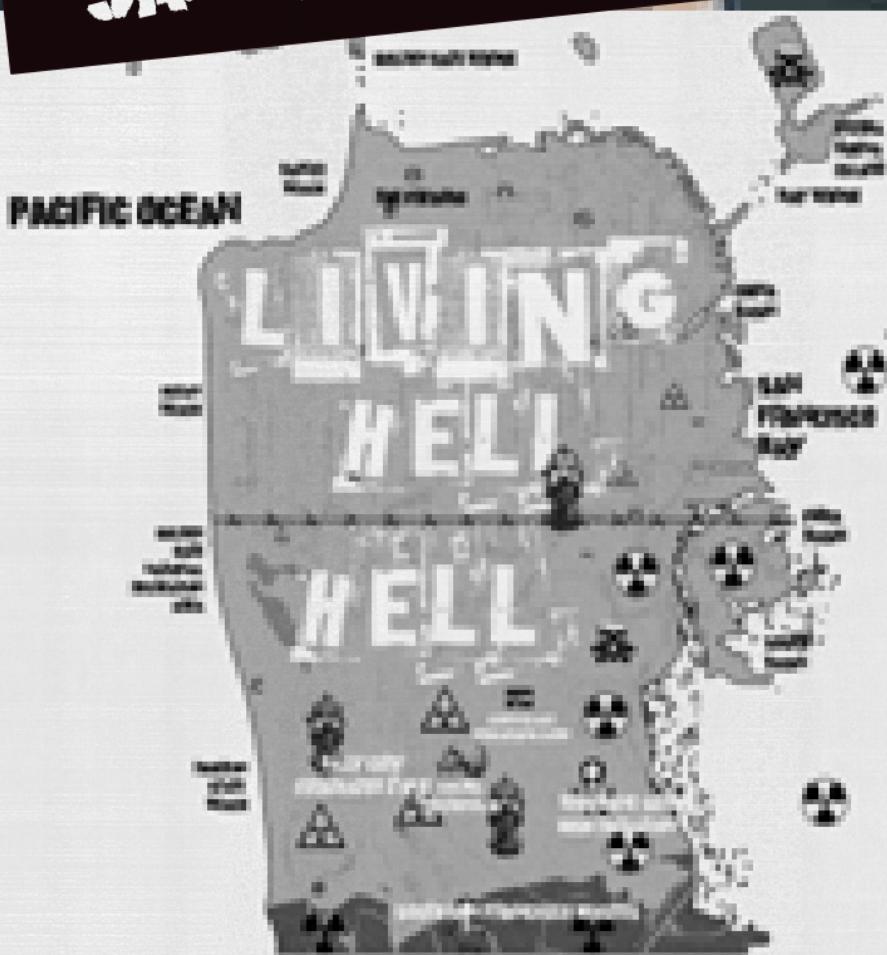
The inner city changed the least. The bombs that targeted the cities left most things intact, sure, radiation vaporized the poor suckers that were at ground zero, but the rest of us came out with a few scratches. At least that's what most thought. The radiation changed a lot of people. For some, like your humble narrator, we manifested the radiation as sort of a superpower. It drove some of us mad, but others were able to focus it to do cool shite. There were those that were less fortunate. The radiation mutated their bodies and turned them into hideous freaks. The kind of freaks that drag you into the tunnels and feed off your flesh kind of freaks. We know how to fight them off nowadays, but it was a tough couple of months after the bombs fell.

The "establishment" has tried to come in and set up their police states, so has anything really changed? We went from fighting the pigs to fighting zombies, mutants, and super-powered government agents. The air is still shitty, the streets continue to smell like piss, the skies rain black ash, and we're still unemployed. I would like to say it's no longer "us vs. them", that after the bombs we all got together, held hands, and sang fucking kumbaya. Nah, the war is still on, it just got a bit more interesting.



Cold and hungry? Don't worry, the establishment is there to save the day! Not so much of the rural wastelands, but in the inner cities housing has been set up and provided for you. Large subsidized housing projects can be found everywhere. It was an OK idea for the first couple of months, then the areas just fell under the control of gangs and mutants. It's an option if you want to play nice with the "Man", but there are too many other concessions that go along with it for it to be viable. Pre-packaged processed food is always ready to consume. It comes in dull silver packaging with the name of the food stenciled on the front. So you can eat "cheese," but not knowing what kind of cheese it is. It's orange and melts, so it has to be cheese, right? Other food comes in wonderful kibble or strange powders. For now money is handled with coupons, there are some that still use the good old-fashion American dollar as currency, but that's mostly for black market items. Worst of all, the coupons all have fucking Ronny Ray-Guns on the front. Talk about an ego.

SAN FRANCISCO 1983



"We just get by
However we can
We all have to duck
When the shit hits the fan"

When the Shit hits the Fan - Circle Jerks

THINGS TO DO IN ANARCHY

Life is always a struggle. Trying to find a good place to squat, keeping it hidden from the cops, scrounging for food, booze, and finding a place for bands to play. Music is a big challenge. With the establishment stepping in to offer us all free cheese and shelter, it gave them the perfect reason to become the authoritarian jack-asses they always wanted to be. Music has to be "approved" to be played on the AM and FM or at a "club." This means that we have to go underground still to have our voices heard. Forming a band puts you on the "most wanted" list if you are not slinging the government swill they want you to spread to the masses. The thing is, music is one of the last methods of free speech in this hellhole. You can see why it's important that we keep the word in the streets. Perhaps someday we'll tear down the "new" system and return things to normal.

As mentioned, we stay clear of the underground. All those subways that corporate drudges used to scurry about the city are now home to the nastiest mutants. Some are ok, some will BBQ you quicker than you can run away. It's best to avoid the areas and if one of your crew is dragged under, find a new member for your crew. If you can get past the mutants, there are other things that can attract you to those dark tunnels. Access to the power grids, computer banks, stores of food, and weapons left around after the bombs fell.

If you have a big enough group to venture down into the dark, it could be worth your while, or your skin... those are the breaks.

Outside the cities, there is full bomb destruction. Most of the landscape is irradiated and not suitable to sustain life for long. The mutants there are ten times worse than the inner-city ones. Imagine hillbillies with the strength and size of that famous green superhero, yea, not messing around with those guys. Further out there are stores of hippie communes that survived, but even the stories of those people are pretty scary. It's a bad scene all around. My advice, form a band, fight the system, and spread the word.

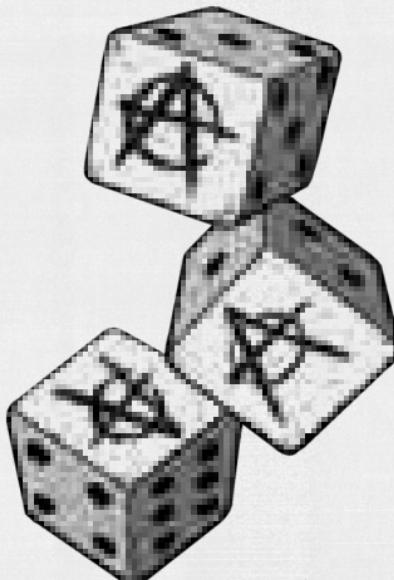
SCENARIO

RE

LYNCH
MR. LANDLORD

The scenario is meant for 2-4 anarchists of low to mid-level. It is meant to be a starter scenario for the Anarchy RPG.

The Army St. tenement was a nice place when they first opened it. FEMA put together housing plans pretty quickly after the bombs fell. Since the neutron bomb keeps structures in good shape, a fresh coat of paint and washing away the carbon residue of the victims was all you needed. Presto! Insta-apartment. As with anything, nothing stays nice for long. The overcrowding caused waves of crime, rats, roaches, and other creepy mutated things that only a nuclear war could bring. The PCs can either be an established group of friends, an underground band, or just a bunch of punks who have been thrown together through the government lottery for housing. Either way, they will need to work together to complete the scenario and come out of it without too many missing limbs.



It's your average Thursday in the housing tenement, trash is piled outside about a mile high, the sweltering heat is causing everything to decay rapidly and the vermin have come out en masse. There has been some talk about the basement as of late. A basement is usually a place no one likes to venture unless there is a circuit that needed to be flipped or a pipe that needed to be patched, it was simply off-limits. A few weeks ago, some of the tenants heard cries and screams coming from the basement. Most of the time, this is from a bad drug deal gone wrong, or someone's personal grievance being handled the old-fashioned way. The screams of terror had become more frequent with a tinge more suffering added to the usual whimpers of pain and anguish.

Yea, I mentioned it was Thursday. Today we have the Housing Authority Inspectors coming out to follow up on the noise complaints. They can't even call it for what it is. Screams of agony equal noise, yea. OK. All this means is a pack of suits will come out, look around our apartment for contraband, smash some skulls, and drag off some poor fool to take the fall for causing the problems.

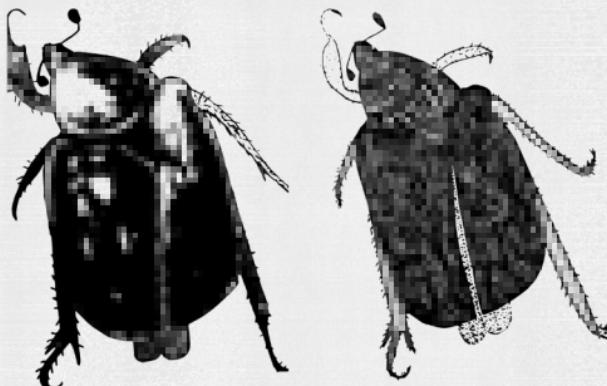
A normal Thursday in this neck of the woods.



Unbeknownst to the tenants and the housing inspectors, a very sapient mutant cockroach named "Lard" has made his home in the basement of the tenement the PCs live in. At first, Lard started off having his roach minions stealing food and other things he needed from the various units in the buildings. Then he found that random kibble and shiny baubles was not enough to keep his large and grubby body fed and happy (everyone deserves a little happiness, even mutant roaches).

As the months rolled on, Lard started stealing bigger items from the units, then started extorting tenants in order to keep their living spaces free of his nasty minions. Ultimately, Lard had a full crime racket running out of the basement of the Army St. buildings.

Also, unbeknownst to the tenants, the inspectors are well informed of Lard's antics and plan to take him out in a raid during Thursday's inspection. If some of the tenants happen to get in the way, well, that just opens up new opportunities for those who need an apartment and a few less citizens to take care of.

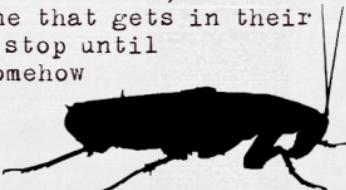


PART ONE - DAY OF THE ROACHES

The first thing the PCs will need to overcome is a massive attack of swarms of cockroaches that will hit their apartment. Knowing that there is a fight coming, Lard is setting up his minions to fortify the building before the inspectors arrive. The PCs will notice the massive numbers of bugs raids storming up from the basement. They have been sent to form a perimeter to attack the agents as they arrive but to also use this as an opportunity to steal anything they can in the process.

ATTACK ROACHES/INSECTS

While simply common roaches and insects, these little buggers (pun intended) have learned to use pack tactics against anyone that gets in their way. They are ruthless and won't stop until crushed under boot, burned, or somehow pushed back.



DANGER SCORE: 6

PART TWO - THE CAVALRY ARRIVES

Just as the PCs manage to fight off the armies of creepy bugs, the next problem comes through the door. Like clockwork, the Government Agents come crashing through the door, each armed with sizable hand-cannons and odd-looking rad meters being waved about. They will immediately get into the faces of anyone who stands in their way. If the PCs let the agents pass through, have a few stay behind to harass and start going through their possessions.

One of the goals of the team is to put the blame on somebody. The agents will try and plant evidence to make this problem look like the fault of the PCs. If the PCs refuse to fight back, then off to the gulag, game over.

Use the stats for the Ray-Guns under the Big-Bads section.



PART THREE - LARD'S REVENGE

The climax is taking down Lard once and for all. This mutant roach has not only stolen from them, but he has most likely killed a friend or neighbor. Letting him get away would just set him up with a new set of troubles of others. If this is not enough motivation to attack him, Lard has the PCs' possessions in a sack tied around his body. Unless the PCs were helping the agents (unlikely), Lard has wiped out all of the agents and is making his escape. Consider any gear carried by the agents (guns especially) to be OK grade paraphernalia. Lard will fight to the death and will not be reasoned with.

LARD (PERIPLANETA AMERICANA MUTATUS)

Lard was one of the unfortunate roaches to get caught in the radioactive goop of the sewers. Unlike his millions of brothers and sisters, Lard learned he could comprehend the language of the surface-dwelling humans. Over time he grew to the size of a giant, and using his ability to communicate with other roaches and insects, he set off on his life of crime.

**TRAITS - AGGREGATION PHEROMONE/ ACID SPRAY 6 SPINED LEGS 4
STREET SMARTS 3 MUTANT SPEED 5**

MOXIE: 8



Oi! It's the year 1983 and the world is gone! Well, sort of gone... You see, the big three (Reagan, Andropov, and Thatcher) decided that it was a great fucking idea to start poking bombs at each other, and then BOOM! One day in October it all goes to shite! One day, you are tuning in to the local college station to listen to some local bands, and the next, the station is interrupted by the emergency broadcasting system and a bunch of sirens going off in the sky. A couple of flashes of light and poof, no more society!

Anarchy is Role-playing game of the No-Future where you take on the role of an 1980s era Punk Rocker caught in the aftermath of humanity's destruction.

