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OUTGUNNED

In a World

*where ruthless Villains plot in the shadows to steal nuclear launch codes
and bring entire nations to their knees.*

*Where crooks in suits hire personal armies to amass wealth
greater than anyone can imagine.*

*Where absolute madmen laugh while playing with human lives,
or blackmail the White House with outlandish demands.*

*And where someone decided to kill the wrong dog.
Only a Hero can save the day.*

*And I'm not talking about a Hero in shining armor. No, we need a real tough guy here.
A Hero with lead running through their veins. A Hero who crawls in the air ducts.
A Hero who speeds on a city bus, doing 50 miles per hour at every hour of the day.
A Hero who fights alone against dozens of goons and walks away with a dashing
cut on their cheek as they look to the camera.*

The type of Hero who walks in slow-mo while everything behind them explodes.

*Are you a Hero worthy of an action movie? Probably not. I mean, you just look like
someone who is two days away from retirement.*

But we still have many pages to get through.

Before we're done with this guide, I'll take you from zero to Hero.

DIRECTOR'S CUT

OUTGUNNED is a cinematic action rpg inspired by the classics of the action and heist genre, from Die Hard to True Lies, passing through James Bond, Lethal Weapon, Kingsman, Ocean's Eleven, Hot Fuzz, and the latest John Wick.

In **OUTGUNNED**, Players take on the role of action Heroes facing terrible odds. They will be constantly surrounded by enemies while trying to carry out their mission, be it robbing a casino or saving the day.

OUTGUNNED features a game system called Director's Cut, a set of mechanics using small pools of six-sided dice to determine the outcome of the Heroes' actions. When rolling dice, your goal is not to score the highest or lowest possible number, but to roll two-, three-, and four-of-a-kind.



EVERYTHING YOU NEED TO KNOW

Okay, seeing as I have very little time to take you from zero to Hero, we better start with the basics.

Who are we? One of the Players will be the Director of the game, they will be tasked with setting the scene of the world and playing supporting characters, extras, enemies, and even the Villain. The others will play as Heroes, people ready to get down to business and save the day.

Where are we? **OUTGUNNED** is set somewhere in a cooler version of our World. Maybe New York, Hong Kong, or London. Truly any city featured in the action genre can become the perfect backdrop for adrenaline-filled adventures. What if the President of the United States is three-time Oscar winner Meryl Streep, I don't see anything wrong with that!

When are we? Where we are going, we don't need dates! **OUTGUNNED** is set in a time teetering between the 80s and 90s where everything is exactly as we remember. But way cooler.

Mobile phones? Why not. Smartphones? Absolutely not. Internet? Sure, how else are you supposed to hack the system. Social media? Oh, hell to the no!

What's the goal? Carrying out the mission. Someone might be trying to find their daughter, someone else to clear out a bank vault. Are you here to avenge your dog? Fine by me.

How many Players do we need? Beside the Director, the game is designed for a group of 3-4 Heroes, but can be easily played with two or five Heroes without needing many changes. In the corebook, you'll also find special rules to play in 2 (Director + Hero) or with more than 5 Heroes.

How many Sessions? The game is designed for short **Cinematic Campaigns** of 6-8 Sessions and, given its quick and easily accessible nature, is perfect for **one-shots**. For longer campaigns, I recommend you string together several shorter stories to create a **Cinematic Saga** of sorts. Like Die Hard 1, 2, 3, etc.

I'd say that's it for now. Over the next chapters, we'll go over the **Hero Sheet**, how to roll the dice, and how to deal with **enemies and chases**. Finally, I'll also give you a **one-shot ready to be played**, so that you can spring into action and prove what you're made of.





SECTION I

MAKING OF A HERO



HERO SHEET

The first step to becoming a true Hero is filling in your **Hero Sheet**. It's a red and white piece of paper with everything you need to get into the action.

The left side of your Sheet describes who you are and what you can do. Here you'll find your **Personal Data**, your **Attributes and Skills**, your **Grit**, and your **Feats**. That's everything you need to know when rolling dice.

Then on the right, you have three sections. The top part shows all your **resources** and the **Experiences** you will accumulate on your adventure. The middle section allows you to keep track of your current **conditions**.

Finally, the lower part is for all the **items** you carry around, your **cash**, and your **ride**, if you have one.

PERSONAL DATA

This is everything you know about your Hero. Anything else, you'll have to live through or learn during the game. We don't take lengthy backstories here, only facts, actions, and surprising plot-twists.

- ◆ **Name:** Your name.

Johnny Reed

- ◆ **Role and Trope:** In **OUTGUNNED** there are 10 Roles and 18 Tropes to choose from. When creating your Hero, choose a Role and Trope to determine your starting Skills.

Role: Agent - Trope: Last Boy Scout

- ◆ **Job:** Your job gives you access to information, to contacts, or to specific knowledge.

Police Officer

- ◆ **Age:** Teenager, Adult, Oldtimer. In this QuickStart we'll only look at adult Heroes.

Adult

- ◆ **Catchphrase:** Your tag line, your creed, the words that guide you when it's time for action. Basically, your entire identity summed up in a sentence.

With all due respect, to hell with the rules.

- ◆ **Flaw:** Not even Heroes can be perfect. Your flaw is the thing that keeps tripping you up throughout your adventures.

I'm never off the clock.

THE AGENT

A police officer, a special agent from the FBI, a firefighter, a secret agent, or an undercover cop.

Agents are Heroes with a badge who work for a government agency of some kind.

Some of them are by-the-book and uphold law and order, others are hotheads in search of justice. Many of them wear mirrored sunglasses and threadbare shirts. All of them have nerves of steel and are always ready to step in when duty calls.

Job:

Police Officer, Secret Agent, Double Agent

Catchphrase:

"I'm not a hero, I'm just doing my job"

"Not in my city"

"Give it here, I'll do it"

Flaw:

"I'm too arrogant and overconfident"

"I always trust the wrong people"

"I never accept help and don't work well with others"

Attribute:

Nerves

Feats:

Choose two among:

Gunslinger,
Die Hard,
Get Down!,
Leader,
Sixth Sense,
or Selfless

Skills:

Endure
Fight
Stunt
Cool
Drive
Shoot
Leadership
Detect
Heal
Awareness

