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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 faces off alone against dozens of goons and gets off 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 genre, from Die Hard to True Lies, passing through James Bond, Atomic Blonde, Kingsman, Ocean's Eleven, Hot Fuzz, and 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

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 late 80s and early 2000s 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 any changes. Toward the end of this book, you'll also find special rules to play with only 2 people (Director + Hero).

What dice do we roll? To play **OUTGUNNED**, you'll need a handful of 6-sided dice. There are special Action Dice designed specifically for this game, but they are not required.

How many Sessions? The game is designed for short Cinematic Campaigns of 5-8 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.

HOW TO PLAY

To play **OUTGUNNED** you'll need a couple of friends, some paper, pencils, and a handful of 6-sided dice.

One of the Players will take on the role of Director and be tasked with describing the world and portraying all of the extras, Supporting Characters, enemies, and the terrible Villain.

The other Players will take on the role of Heroes, people ready to do everything it takes in order to carry out a dangerous Mission and save the day.

The Director stages interesting and emotional scenes, describing the obstacles and dangers of the mission, while the Heroes take turns portraying their Characters and describing their actions.

When the Heroes face something truly challenging, or when they run risks and something threatens to go really wrong, we rely on the roll of a handful of dice to determine the outcome of the Heroes' actions.

GAME TERMS

- ◆ **Turn:** During a turn, each Hero takes one action. Once everyone has acted, you move on to the next turn.
- ◆ **Scene:** A small snippet of the story, like a dinner party, a chase, or a night spent keeping watch.
- ◆ **Session:** The occasion when your group of friends comes together to play is called a game Session.
- ◆ **Shot:** An adventure that unfolds during a session.
- ◆ **Cinematic Campaign:** Connected Shots about the same adventure create a Cinematic Campaign.

CORE THEMES IN OUTGUNNED

Doing the right thing: What is the right thing to do? Who decides what is wrong or right?

Alone against all: A small group of people can truly make a difference and change the world.

Spirit of sacrifice: What are you willing to sacrifice for the greater good?

Revenge and forgiveness: The obsession for payback or redemption may lead to a spiral of violence.

Your real family: Friends are the family we choose.

The broken system: The Villain is simply the product of a corrupt system. Who is the real monster?

BEST PRACTICES

Share the responsibility: The Director isn't the only one who controls the story, everyone can contribute ideas and insights. As a Director, don't feel like you have to always know the answer. There is nothing wrong with asking other Players for input.

As the Player of a Hero, do not get complacent and leave everything in the hands of the Director. You must also do your part!

Live in the moment: Be spontaneous, improvise on the spur of the moment. As a Director, don't be afraid to go into uncharted territory and openly take in the suggestions from other Players.

As the Player of a Hero, play your character with all their flaws, don't focus constantly on how to get the best result, and be open to the prompts offered by the Director and other Players. If someone suddenly mentions that mission you all went on together 10 years ago, just play along, the details will surface later.

Leave room for others: Just like in a movie, everything that happens in play deserves its own screen time. As a Director, ration Supporting Characters carefully, and allow each Hero to have their moment in the spotlight during a session. Don't rush to reveal the plot you have designed, and allow the Heroes to make their own choices.

As the Player of a Hero, remember that you are not the lone hero of an action movie. Leave some room for your friends and try to bring them into the action. It's much more fun if we're all in this together!

ACTION DICE

Outgunned can be played with special 6-sided dice. Each face on these dice sports an original symbol to make it easier to recognize successes.

The Action Dice from Outgunned are not needed to play, but they make for a more tailored experience. Alternatively, you can use normal 6-sided dice and consider 1 as your Snake Eye.



THE PILLARS OF ACTION

When playing **OUTGUNNED**, you are practically playing through your own action movie. But not all action movies are created equal.

Yes, there are the old stories about gentlemen thieves and cops with easy one-liners, but the action genre is much more than that.

There are spy movies and heist movies, stories of heroes with great responsibilities, archaeological adventures, and martial arts movies, and they all are equally part of the cinematic action family. And they all have something in common.

ACTION NEVER STOPS

A mole has betrayed you and your mission has failed. You reconvene in a hideout near the city, but the Agency has you surrounded. You won't be safe until the traitor is found.

When action knocks on your door, there is no turning back. The life of a Hero is a race against time, it never stops, and it's always on the edge.

All action movies worthy of the name have no idle time, and the Heroes never have time to stop and ponder or to ask for help. They must always deal with things on their own, make split-second decisions with great consequences, and never stop to look back.

There's no rest for the Heroes!



LIKE AT THE MOVIES

The car smashes through the window and falls two stories, crashing to the pavement, it rolls over several times, and finally stops upside-down. The driver sighs deeply "That was close!"

To make sense of the whirlwind of action, now and then, you'll have to forget about some laws of physics and disregard most of your common sense. After all, we're at the movies!

Don't dwell on things, trying to make your adventures realistic. They just need to be vaguely believable and extremely exciting. Sometimes a fantastic explosion is worth a thousand words.

YOU DON'T KNOW EVERYTHING

"I didn't realize you were this naïve. You haven't caught on yet?" The Villain stands, closing a button on their blazer and comes close enough to whisper in your ear "How do you think we found you?"

Your mission is clear, right? Wrong! When you get into action, you're convinced everything is black or white, but there's always something you don't know.

Maybe the good guys aren't who they claim to be, or this story is actually a front for a conspiracy far greater than you could imagine. Perhaps your mentor or leader was the real Villain of the story all along. Plot twist!

If you're a Hero, you must always keep your guard up, analyze the facts, and try to find the truth kept hidden from you, because sooner or later, there will be a great revelation that will upend your plans.

SHOW DON'T TELL

The best movies don't just tell you about things, they show things with facts and actions!

You don't need long back-stories and heart-wrenching tales. What truly matters is what's written on your Sheet, and what happens in-game.

If your Hero fought in the war, you don't need to say it to the other Players while eating pizza. Instead, you could describe how your Hero sometimes plays with their old dog tags while looking out the window.

If a fellow Hero says "Your brother and I were ride or die", that's how things are. At least, that's their version of the facts.

Apparently, you have a brother now!





SECTION I

MAKING OF A HERO



A REAL HERO

Heroes are men and women of action who face great risks in order to carry out an important mission. They live their lives constantly on the edge, constantly outnumbered.

Some Heroes are barefoot police agents, forced to fight terrorists on Christmas Eve. Others are criminals in search of redemption, or fugitives forced to prove their innocence. Others still are spies working for a secret agency, or thieves planning the heist of the century. Some Heroes are even simple people, catapulted into action at a moment's notice. But they all have something in common.

There are 3 things you need to keep in mind, if you want to be a Hero:



Someone with a mission: It doesn't matter if you're trying to find your daughter, to clear out a bank vault, to save the World, or to avenge your puppy; you're on a mission, and will do anything to succeed.

You don't necessarily need to know your mission when the game begins, but once you find out, it will become your only goal. Nothing is more important than the mission.



Live dangerously: You must face dangers with courage, determination, and a pinch of recklessness. The stakes are too high for you to remain on the sidelines, and you know that it's time for you to roll up your sleeves and make a difference.

Even if yesterday you were just a nobody, you now have a mission and can't back down. Run some risks and never give up, come what may.



One of the good guys: You can be a hearth and home kind of Hero who scrunches up their face every time their companions cuss, or a real bastard who has never thought of helping others without expecting something in return.

Regardless of your character, deep down, you're one of the good guys. Even if you make mistakes and things sometimes go sideways, in the end, your heart is always in the right place.

ROLES

The Role of a Hero is a key feature that tells you what kind of person they are, what they can do, and probably also how they spent their life before the mission began. No small fry!

The first thing to do when creating your Hero, is choosing their Role:

- ◆ **The Commando**
- ◆ **The Fighter**
- ◆ **The Ace**
- ◆ **The Agent**
- ◆ **The Face**
- ◆ **The Nobody**
- ◆ **The Brain**
- ◆ **The Sleuth**
- ◆ **The Criminal**
- ◆ **The Spy**

When you choose a Role, you gain 1 point in an Attribute and 1 point each in 10 Skills. Then, you can choose 2 Feats from the list of 6 for the Role.

Additionally, your Role also gives you some starting Gear, and suggests Jobs, Catchphrases, and Flaws you can use as inspiration to fill in your Personal Data.

When choosing a Role, I recommend you think first and foremost about what you want to play, and how you want to approach your next mission. If you like to follow or break the rules and want to put your gun at the service of others, you could try playing as an Agent. On the other hand, if you like the idea of being just an everyday person who gets reluctantly pushed into the action, the Nobody could be more your style. If you want to solve all your problems with your fists, try the Fighter, and if you prefer putting your little gray cells to work, why not try the Brain. Anyway, always remember that you should never have two Heroes playing the same Role on a mission, unless it is essential.



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
- ◆ **Job:** Your job gives you access to information, to contacts, or to specific knowledge.
Police
- ◆ **Age:** Young, Adult, Old.
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.

Your **Job** can prove useful when you need to gather information or ask for help. For example, Johnny can call into play his contacts in the Police to get tips about the case he is working on, or to get access to the evidence locker.

Your **Catchphrase** is a clear indication of how you should interpret your Hero, and the Director can also use it as a benchmark for when to reward you with a **Spotlight**. For example, let's say Johnny decides to tell off his superior and hand over his gun and badge. He clearly deserves a Spotlight for that!

Your **Flaw**, on the other hand, is something you'll have to deal with or overcome on your adventure. You can reference your Flaw to guide your interpretation of your Hero, and the Director can call your Flaw into play to impose -1 to a relevant roll. Johnny, for example, is never off duty, and this could prevent him from taking a breather when the situation calls for it, or make him exceedingly suspicious toward his own allies.

We will talk more about **Age** in a dedicated chapter in upcoming pages.