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WELCOME BACK

It's been a while.

The world out there is full of unexplored jungles, lost pyramids, and cursed temples that are just waiting for an unprepared explorer to slip up. Collapsing floors, creaky bridges, poisoned darts, fire jets, and rolling boulders... You can expect all that, and even more.

But if I know you, and I've seen my fair share of people like you, a few obstacles and a handful of deadly traps won't be enough to stop you. Of course they won't, you have your eyes set on the treasure. Wherever this journey may lead you, you will rise to the challenge.

So get up now, on your feet.
Pack your bag and grab your hat.
Gather your maps, and take your pistol too, for good measure.
There's no turning back now.

GENRE BOOK

OG ADVENTURE is the first Genre Book in the **OUTGUNNED** Line, and you can play it either standalone or as an expansion for **OUTGUNNED**.

OG ADVENTURE is a pulp adventure game inspired by the classics of the genre, from the immortal Indiana Jones, to The Mummy (1999). In **Outgunned Adventure**, the Players take on the role of brave Adventurers in search for an invaluable treasure.

DIRECTOR'S CUT

OG ADVENTURE features a game system called Director's Cut, a set of mechanics that uses 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 make a real Adventurer out of you, we better start with the basics.

Do I need *OUTGUNNED* to play? No. You can play *OG ADVENTURE* as a stand-alone game, without any other rulebook. But if you also have the *Outgunned Corebook*, you can enrich the gaming experience with additional mechanics, Roles, and game options.

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 interpreting the supporting characters, extras, and enemies. The others will play as Adventurers, people determined to find their treasure.

Where are we? The game is set somewhere in a cooler version of our World.

When are we? The game is set sometime between 1920 and 1940, when the World was still wide, different, and unpredictable. Depending on the needs of your story, you can set a specific date, or settle for a vague "between the two Wars".

What's the goal? To find your treasure. Whether it's cash money or eternal life, real or metaphorical, the most important thing for you is the treasure, not the journey!

How many Players do we need? Beside the Director, the game is designed for a group of 3-4 Adventurers, but can be easily played with two or five Adventurers without needing any changes.

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 Indiana Jones 1, 2, 3, etc.

GENRE BOOK

OG ADVENTURE is the first Genre Book for the cinematic action roleplaying game **OUTGUNNED**. This book is a brand-new format, different from both World of Killers and Action Flicks, and it's not your typical expansion but an example of what you can expect from **OUTGUNNED** in the future.

But before looking at the details, let me ask you a question: do you already own the **OUTGUNNED** corebook??



Yes, I have the **OUTGUNNED corebook.**

You can consider **OG ADVENTURE** like a mega-expansion, a rulebook that changes some of the standard **OUTGUNNED** mechanics and enriches your gaming experience with an unprecedented number of new options, even more than in World of Killers. Everything you need to bring grandiose pulp adventures to **OUTGUNNED** is contained in this book, including a rich chapter dedicated to the supernatural.

But there's more! **OG ADVENTURE** offers simplified rules for combat and chase scenes, while also adding new concepts such as traps, getaways, and multiple dangers. You will be able to choose which elements to use for your sessions, picking either from classic **OUTGUNNED** or the new **OG ADVENTURE**. All fully compatible. Customize your gaming experience!



No, I do not own **OUTGUNNED.**

The good news is that **OG ADVENTURE** is completely standalone. You don't need any other book to play, not even the **OUTGUNNED** corebook. In **OG ADVENTURE**, you will find everything you need to create Adventurers and set off on your search for the treasure.

But if you want to make use of the detailed tools to manage adrenaline-paced action scenes, consider that the **OUTGUNNED** corebook contains all advanced mechanics to manage chases, enemies, firearms, and ranges. Not to mention 10 unique Roles, such as the Sleuth, the Agent, or the Spy, 18 Tropes, and a slew of Traits for both Adventurers and their Enemies. All perfectly compatible with **OG ADVENTURE**.



HERO AND ADVENTURER

In **Outgunned Adventure**, the main characters are called Adventurers, while in **Outgunned**, they are called Heroes.

As far as the rules are concerned, "Heroes" and "Adventurers" are interchangeable terms, so all rules and Traits that concern Heroes, work just as well for Adventurers, and vice versa.

THE OUTGUNNED LINE

OUTGUNNED ADVENTURE

OG ADVENTURE is a genre book that contains all the basic rules needed to play Pulp Adventures with **OUTGUNNED**.

The good news is that this book is fully standalone. You don't need any other book to play!

But if you wish to enrich your gaming experience, you can find additional mechanics and options in the **OUTGUNNED** Corebook.



OUTGUNNED (COREBOOK)

All the **basic rules needed** to play **OUTGUNNED** in the classic Cinematic Action style.

In this **book you will find everything you need to play as Heroes ready to save the day. Just like in the movies!** Includes **advanced rules to manage ranges, firearms, enemies, and chases.**



WORLD OF KILLER

World of Killers takes you to a dark world full of ruthless assassins and hired hitmen. In this John Wick-inspired **expansion you will find the setting for World of Killers, new rules, new lethal Roles, and an entire campaign ready to be played.**

To play World of Killers you need the **OUTGUNNED Corebook.**



ACTION FLICKS

Action Flicks is a collection of mini-expansions for **OUTGUNNED**. It's a video store of ideas, mechanics, tips, Roles, and tools to get into the action in ever-changing and surprising contexts.

Do you want to bring Magic in your sessions? With Action Flicks, you can. Do you want to bring dangerous Predator Aliens on the scene, or go Ghost hunting? With Action Flicks, you can. Do you prefer Superpowers and Multidimensional Travel? You get that too!

To play Action Flicks you need the **OUTGUNNED Corebook or **OG ADVENTURE****



ACTION FLICKS VOL. 2

Since you can never have enough Action Flicks, coming soon: Action Flicks Vol. 2.

New mini-expansions to add even more variety to your **OUTGUNNED** and **OG ADVENTURE** gaming experience!

Follow the **OG ADVENTURE** crowd-funding campaign to learn more about the new Action Flicks.

MISSION DOSSIER

Project Medusa and **Fall of Atlantis** are both Mission Dossiers, short introductory campaigns you can play in 3/4 Sessions.

Each Mission Dossier contains everything you need to play, like pre-generated Characters, Enemies, and many useful tips for Directors.



Supernatural

There are many stories going around.

Travelers who return from Africa speaking of immortal warriors and shamans who can control the raging elements. Drunken sailors with horror in their voice as they tell stories about a crew of undead, sailing the sea on a ghost ship to search for a forgotten treasure.

A French lodge of alchemists who allegedly discovered the secret to eternal life, and rumors about an abominable hairy creature as tall as two men spreading throughout Nepal. Some claim that an ancient emperor of China was struck by a curse that turned his entire army into terracotta statues. Soldiers who were lost among the dunes in Egypt and brought back a thousand-year-old prophecy about a mummy.

But what is the truth behind these legends?

In **Outgunned Adventure**, you will find all the rules needed to bring supernatural enemies and dangers to your Sessions. It's up to you to choose whether magic actually exists in your world, or if these are all absurd fabrications.



Thousand-year-old
mummy:
Do not awaken!

The Perfect Enemy

To be worthy of their title, a researcher or an adventurer must always look at history with an open mind and an open heart, analyzing the data at their disposal with no prejudice or bias. That is the only way for them to make great discoveries that change the course of history.

Unlike the Nazis who, since the very beginning, have tried to re-write history by manipulating the data at their disposal to validate truths that align with their agenda.

And it's exactly their eagerness to exploit history to their advantage, and their habit of appropriating cultural heritage from different people, that make Nazis the perfect enemy to stand against you in Outgunned Adventure.

That, and the fact that they are huge assholes who deserve a lesson.

Ahnenerbe

Allegedly, the Führer is obsessed with the supernatural, and some claim that he sent agents all over the world to search for legendary weapons, lost technologies, and divine artifacts to help him conquer the world.

The **Ahnenerbe** (the association for research and preservation of ancestral heritage) is a special department of the Nazi SS dedicated to historical, scientific, and pseudo-scientific research. It's an even more appropriate enemy for the Outgunned Adventure Cinematic Campaigns with supernatural themes.