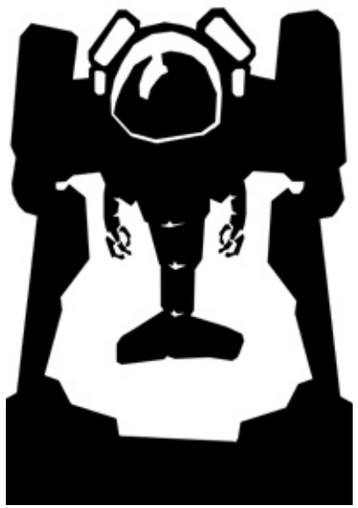
WALKINGSUIT

A walkingsuit is a vehicle. By default, your walkingsuit has power+2 agility+1 2-armor. Choose a configuration and then systems.

○ ***Assault configuration***: Panspecial comsuite, 1 armor system, 1 targeting system, 1 weapon system, 1 system of your choice.
○ ***Incursion configuration***: Panspecial comsuite, 1 flight system, 1 stealth system, 1 weapon system, 1 system of your choice.

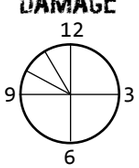


POWER

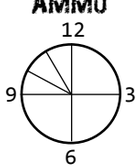
AGILITY

ARMOR

DAMAGE



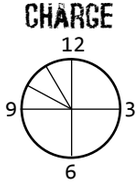
AMMO



MOVES

In baseline
Charge up
At charge 12:00
Hard shutdown
Cover ground
Force an entrance
At ammo 12:00

CHARGE



Armor systems
○ Heavy armor (+1armor)
○ Point-hardened laminate armor
Counters ap ammo.
○ Ultra-light armor (+1agility)

Communication systems
● Panspecial comsuite (loud-optional)
Allows communication with humans.
○ Surveillance array (close/far)
Allows surveillance through walls & darkness, eavesdrops on electronic comms.

Flight systems
○ Jumpjets (loud)
Add +2 to any movement move (after the roll, if you like), but mark a charge countdown segment.
○ Microresponsive parawings
Allows high, silent, slow-speed flight.

Reactor system
○ Improved Reactor (+1power)

Stealth systems
Add +1 to all rolls to avoid notice.
○ Adaptive camo surfacing
When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"
○ Contact-deflective surfacing
When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"

Targeting systems
○ Target recognition-reflex system
Add +1 to all attack and combat moves.
○ Pinpoint targeting system
Add +1harm to all weapon systems.

Weapon systems
Mark 1 ammo countdown segment for each firing.
○ Biodisruption Impulse projector (5-harm close/far area loud)
○ High-energy resonator ("tuna in a can") (3-harm close/far loud)
Target a vehicle. Vehicle takes no harm. Full harm blows through to passengers.
○ Magnefusion projector (6-harm far)
AP against vehicle armor.

Introducing

THE SPACE MARINE MAMMAL

50 years ago, the enemies of Earth unleashed a psychic weapon that destroyed all hope for the future of dolphinity. Anticipating the attack and its outcome, leaving many behind to suffer and die, your grandparents rushed to evacuate Earth. They built secret orbital stations and expanded the hidden Mars base into a functional colony. Their grandchildren — you — are all that remains of true dolphinity after this appalling apocalyptic assault.

Today, the mission to reclaim Earth begins.

a limited edition character playbook for

APOCALYPSE WORLD

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www.apocalypse-world.com

ADDITIONAL RULES

Ψ-HARM

A person suffers Ψ-harm from exposure to the world's psychic maelstrom. It might be first exposure, as in the case of a dolphin making initial landfall on the Earth's surface, or it might be some subsequent unusual exposure.

When an NPC suffers Ψ-harm, the MC creates her as a threat if necessary, and then chooses any or all:
- *She aggressively pursues her threat impulse. Make moves on her behalf as hard and as direct as you can.*
- *Her sanity shatters. She is incoherent, raving, raging or unresponsive, alive but gone.*
- *She abruptly changes threat type.*

For players' characters, when you ***suffer Ψ-harm***, roll+Ψ-harm suffered (typically, roll+1). On a 10+, the MC can choose 1:
- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *You're out of your own control. You come to yourself again a few seconds later, having done I-don't-know-what.*
- *Choose 2 from the 7–9 list below.*

On a 7–9, the MC can choose 1:
- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*
- *You take a single concrete action of the MC's choosing.*

On a miss, you keep it together and overcome the Ψ-harm with no effect.

IMPORTANT NOTE

This playbook makes some assumptions about the apocalypse and the history and denizens of Apocalypse World that may not otherwise hold. ***If this playbook is not in play, do not consider any of its ideas binding.***

CREATING A SPACE MARINE MAMMAL

To create a space marine mammal, choose interspecial designation, look, stats, moves, walkingsuit, missions, and Hx.

INTERSPECIAL DESIGNATION

Luis, Gabi, Maria, Gordon, Bob, Gina, Susan, Alan, Olivia, Linda.

Dolphins' actual names are, of course, incomprehensible to other creatures.

STATS

Choose one set:
- Cool+2, Hard+2, Hot-2, Sharp+1, Weird-2
- Cool+2, Hard+1, Hot-2, Sharp+2, Weird-2
- Cool+1, Hard+2, Hot-2, Sharp+2, Weird-2

MOVES

You get all the basic moves. You get both Space Marine Mammal moves.

WALKINGSUIT

You get a walkingsuit. Choose assault configuration or incursion configuration.

MISSIONS & RESUPPLY

At the beginning of each session, mark off one ***Food*** countdown segment. If your food countdown is at 12:00, mark hunger. Hunger is -1ongoing, cumulative.

Because you're an ***agent/combatant***, you get all the Space Marine Mammal missions.

During play, you can voluntarily abandon your missions, one by one. When you choose to abandon a mission:
- Scratch the mission out. You no longer have it.
- Your superiors know, whether you tell them or not, that you have abandoned it. Disciplinary action is up to them.
- You no longer receive resupply for completing it, even if you go on to do so.
- Mark experience.

Note: *these rules for abandoning missions apply only to the Space Marine Mammal. They are not part of the* ***agent/combatant*** *move and do not apply to other characters who take* ***agent/combatant*** *as a move from this playbook.*

LOOK

Common dolphin, bottlenose dolphin, beaked dolphin, spotted dolphin, striped dolphin, cephalorhynchus dolphin, humpback dolphin, right whale dolphin, dusky dolphin, river dolphin, snubfin dolphin.

Intimidating walkingsuit.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Do not participate in the normal Hx go-round. Instead, tell everyone to take Hx-2 with you, and give yourself Hx-2 with everyone, no modifiers allowed. No one else's Hx decisions or options can apply to you.

At the end, highlight your sharp and your choice of hot or weird. Look ahead at your improvement options before you choose.

Do not change your highlighted stats until somebody's Hx on your sheet improves to Hx=0 or better.

IMPROVEMENT

Whenever you roll a highlighted stat, whenever you reset your Hx with someone, and whenever you abandon and scratch out one of your missions, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME –

LOOK

STATS — MOVES

COOL	◯ highlight	***do something under fire***
HARD	◯ highlight	***go aggro; seize by force***
HOT	◯ highlight	***seduce or manipulate***
SHARP	◯ highlight	***read a sitch; read a person***
WEIRD	◯ highlight	***open your brain***

HARM

countdown

12 / 3 / 6 / 9

◯ stabilized

◯ shattered (-1cool)
◯ crippled (-1hard)
◯ disfigured (-1hot)
◯ broken (-1sharp)

HX

help or interfere; session end

SMM SPECIAL

If you and another character have sex, you both mark experience.

In addition, you're vulnerable to Ψ-harm. Each time you exit your walkingsuit on the earth's surface, suffer Ψ-harm.

In accition, you're vulnerable to hunger. At the beginning of each session, mark off one Food countdown segment. If your food countdown is at 12:00, mark hunger. Hunger is -1ongoing, cumulative.

IMPROVEMENT

experience ◯◯◯◯ ◯ ***>>improve***

__ get +1hot (max hot+3)
__ get +1weird (max weird+3)
__ get +1weird (max weird+3)
__ you can talk directly with humans
__ you're no longer vulnerable to Ψ-harm
__ you can live on local human food and are no longer vulnerable to hunger
__ you're growing arms and legs
__ get a move from another playbook
__ get a move from another playbook
__ get a move from another playbook

__ get +1 to any stat (max stat+3)
__ you wake up human
__ create a second character to play
__ change your character to a new type
__ choose 3 basic moves and advance them.
__ advance the other 4 basic moves.

SPACE MARINE MAMMAL MOVES

◉ ***Agent/combatant***: you get all the Space Marine Mammal missions. You have contact with a dolphin orbital echo/drop platform. Each time you complete a mission, you can call for resupply. During play, the MC may have your superiors contact you with information relevant to your missions.

◉ ***Walkingsuit calibration***: when you charge up a walkingsuit, roll+power instead of roll+weird.

OTHER MOVES

SPACE MARINE MAMMAL MISSIONS

- ***Infiltration***: when you destabilize and disarm an armed population without direct combat, seizing its position and resources, receive resupply.
- ***Information & control***: when you parlay with the leader of an armed population, representing dolphin interests, and win concessions or collaboration, receive resupply.
- ***Reconaissance***: when you identify and accurately report an armed population's position, strength, numbers, and resources, receive resupply.
- ***Reoceanification***: when you identify and report an area of the landscape suitable for excavatory bombardment and reoceanification, receive resupply.
- ***Scout/survey***: when you identify and accurately report a feature of the landscape with strategic significance, receive resupply.
- ***Relief & recovery***: when you come to the aid of a dolphin in duress, or recover dolphin matériel, receive resupply.
- ***Spearhead***: when you defeat an armed population in direct combat, seizing its position and resources, receive resupply.

RESUPPLY

When you receive resupply, choose 1 of the following:
- ***Ammo***: erase all of your walkingsuit's ammo countdown segments.
- ***Bombardment***. for the rest of this session, you may use bombardment as a weapon. 8-harm far area messy.
- ***Food***: erase all of your marked hunger and food countdown segments.
- **Reinforcement**: the MC brings an NPC Space Marine Mammal into play. Tell her to create it as a threat as normal, perhaps as a hunting pack. She'll know what you mean. Tell her to give it a walkingsuit too.
- ***Repair***: erase all of your walkingsuit's damage countdown segments.
- ***Retroconfiguration***: exchange one of your walkingsuit's systems for another of your choice.

FOOD

12 / 3 / 6 / 9

◯ hunger
◯ hunger
◯ hunger

-1ongoing, cumulative