

OUTGUNNED

Universal Mechanic

Choose an **Attribute** and a **Skill**. (This may be set by the Director.) Describe what you're trying.

Take d6 equal to the total of the two. Add or remove dice for Adrenaline, Conditions and Gear. Director may add another ± 1 for favourable or unfavourable situations. Minimum 2 dice, maximum 9.

Standard difficulty levels are **Basic**, **Critical**, **Extreme** and **Impossible**. Each can also be **Doubled** for an intermediate level.

Roll the dice.

Each set of two or more matching faces is a **Success**. 2 matching is a Basic Success, 3 Critical, 4 Extreme, 5 Impossible. If you have a Success that matches or exceeds the difficulty, you have succeeded at the task. (Doubled Difficulty needs two Successes.)

If you succeed at a higher Difficulty (bigger match), you get a situational benefit. If you get more Successes, you get extra actions (Quick, Full or Cool for Basic, Critical or Extreme), activate Feats that have an action cost, or grant a spare Success to a friend who's failing at the same task. 3 lower level Successes can become 1 of the next level up.

If you roll 6 matching faces, you become the Director for a turn.

If you have at least one Basic Success but want more, you can **Re-roll**. Take all dice that weren't part of a combination, and roll them again. If you can't make a better result than the first time, you lose one of the successes you got first time.

Some situations will give you a **Free Re-Roll**, which doesn't require that initial Success and doesn't risk losing one.

If you have Re-rolled and got a better Success, you can choose to go **All-In**. Again, roll all remaining dice that aren't part of a combination,

but if you don't get a better result you lose *all* successes.

If you have failed, you probably still did the thing, but not as effectively.

A **Dangerous** 🧠 roll costs you Grit if you fail (Basic 1, Critical 3, Extreme 9, Impossible all) A spare Basic Success can prevent 1 grit loss, a spare Critical 3.

An extremely risky action is a **Gamble**. Roll as normal, but for each 1 rolled, lose one Grit.

Adrenaline

Start with 1 point, gain 2 when you fill in the Hot Box on the Grit track, gain more for playing impressively.

- Spend 1 to gain a die on any roll.
- Spend 1 to activate a Feat's Special Ability (as noted)
- Spend 6 to gain a Spotlight.

Spotlight

Start with none, may have up to 3. Gain one from spending Adrenaline as above, or when you invoke your own Flaw or call on your Catchphrase.

Spend one to:

- get an automatic Extreme Success instead of rolling
- save a friend who has lost at Death Roulette
- remove any Condition
- save a Ride
- do something else similarly impressive

Then roll a d6: on 1-3 you get the Spotlight back. (If you saved a friend, *they* get it.)

Feats

Can be always active, or require ⚡ Adrenaline, and/or need a [Quick Action] or [Full Turn] to use.

Grit

When you fill in the Bad Box (8), you will suffer a Condition. When you fill in the Hot Box (12), you gain 2 Adrenaline.

Recover Grit for a good night's sleep, at a Break (Director's discretion), or at the end of a Shot (game session).

When you run out of Grit, play **Death Roulette**. Roll a d6: if the result is higher than your **Lethal Bullets** count, you have survived, somehow (but add one to the count). Otherwise you're Left for Dead, unless a friend saves you with a Spotlight.

Combat

Alternate Action and Reaction turns. On Action turns, all PCs do stuff (in whatever order they like). On Reaction turns, the villains attack, and the PCs roll to avoid the effects.

On an Action turn, you have a Quick Action (doesn't need a roll) and an Action Roll.


A Quick Action lets you or a friend get into Partial Cover (+1 to defensive rolls, -1 to action rolls); or Reload. A Full Turn can put you or a friend in Total Cover (auto success for defences, -3 to action rolls), or get to someone Medium Range away.

- Melee attack: usually Brawn + Fight vs enemy's Defence.
- Shooting: usually Nerves + Shoot vs enemy's Defence.

If you pass your Action roll, you do 1 Grit to the enemy per success, ×3 per higher level. (E.g. an Extreme vs Critical does 3.)

If you fail a shooting roll, you've emptied one magazine for your weapon. Also Full Auto (empty mag for +1), Covering Fire (empty mag for +1 to your allies', but not your, next Reaction).

If you shoot at enemies in melee with friends, or any time you use an Explosive weapon in Close or Melee range, this is a Gamble: each 1 rolled does a Grit to your friends (and you, if it's Explosive).

On a Reaction turn, the enemies attack, usually doing the same thing to each target. You roll  against their Attack to avoid harm (losing Grit).

Usually the Director chooses what you roll, but be inventive. Extra successes let you counterattack (enemy loses 1 Grit).

Typical enemy actions:


- attack you with fists and metal bars. Roll Brawn+Fight
- shoot at you. Roll Brawn+Stunt
- try to crush or choke you. Roll Brawn+Endure
- try to push you the ground. Roll Brawn+Force
- throw tables and chairs at you. Roll Nerves+Stealth
- try to surround you. Roll Nerves+Awareness

Chase

Works basically like combat, but you have a Need value (objective). At the end of each turn, tick off your vehicle's current Speed from the Need track. There may be a Countdown (turn limit) or Minimum Speed (if it drops low enough the chase is over).

In an Action turn, PCs can take actions to increase their Speed or reduce the enemy's. Critical +1, Extreme +2, Impossible +3, anything else -1.

At speed 5, every roll is a Gamble. At speed 6, -1 to all rolls.

In a Reaction turn, enemies do something to slow the PCs and they try to prevent this. Always , and each failure by any PC drops 1 Speed. A failure by the drive loses 1 Armor.

If a Ride runs out of Armor, it explodes, doing 6 Grit to the PCs and leaving them on foot.