

THE OUROBOROS (*A setting for Apocalypse World*)

(Prison / Relentless monstrosity)

An iron juggernaut hurtling along steel rails, seemingly home to all humanity.

- Outside is freezing (**Exposed place**); take 1-harm per hour.
- The carriage doors are guarded. Otherwise, crawl through tunnels perilously close to gnashing machinery (**Maze**).

CONTROLLER

(Dictator)

Mysterious lord of the Ouroboros.

- Controller is never seen, but has cameras and loudspeakers everywhere.

THE GUARDS

(Enforcers)

Uniformed cultists, devoted to the rail regulations.

- When you break regulations, roll +Cool. 10+, you're good. 7-9, the Guards show up.

FIRSTIES

(Sybarites / Cannibals)

Greedy, debauched and arrogant.

- When you don't show deference to a Firsty, roll +Hot. 10+, all's well. 7-9 they demand recompense.

SAMPLE COUNTDOWN CLOCK

0-3: An accident causes the meat animals to freeze to death.

3-6: Food prices soar and fighting is commonplace

6-9: The food supply is cut off outside first class.

9-10: Weak and elderly are secretly abducted, to be eaten.

10-11: The guards openly kidnap people.

11-12: The whole train descends into cannibalism.

PLAYBOOKS

- The hardholder controls one carriage. It can't be deep and mighty or mostly tents.
- Nobody gets vehicles. The chopper gets one extra option for their gang.
- You can't play the driver.