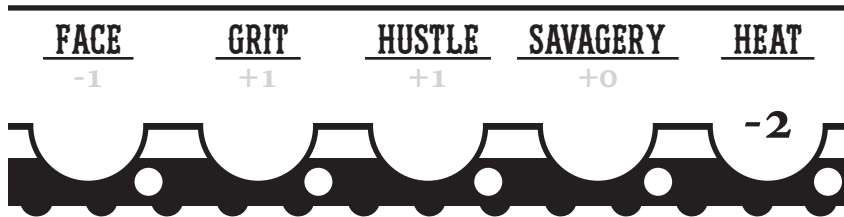


NAME

LOOK



YOUR GEAR

- \$10,000 in cash, a decent car, a cell phone
- a drug lab (detail)

LOS ENLACES

_____ is *familia*. Close family. They don't know what you do *para el cartel*, and you're not sure you can keep your secrets long.

_____ got you into this business to help you with your financial troubles but didn't tell you the whole story. Now you're both stuck.

You and _____ have an understanding. You need each other for now, but both of you know the current situation won't last.

STRESS



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Take a **Stress Move** (on the opposite side of this sheet) to reduce your current stress.

HARM

When **you get fucking shot**, roll. Add one for each true statement:

- it is a handgun or other small weapon
- the shooter is an amateur or isn't really trying to kill you
- you have cover, body armor, or a bodyguard

On a hit, you'll live. On 10+, it's a minor but heroic wound. On a 7-9, you choose one and the shooter chooses one:

- it's **bloody**; you'll die without immediate aid.
- it's **messy**; the wound will leave an impressive, ugly scar.
- it's **agonizingly painful**; -1 ongoing until you get medical attention.

On a miss, you're pretty much finished, *pendejo*. The MC will tell you when you go.

YOUR MOVES

You get this one and two more:

- Cocinar**: If you're fully stocked and regularly cooking, at the start of session, roll with Grit. On a 10+, you make enough to cover your obligations and a little surplus for yourself (+extra). On a 7-9, you cover your nut but you have to mark stress or use up the last of something vital. On a miss, something's gone wrong: one of your lab's problems comes to bear *en plena fuerza*.
- Ciencia, Cabrón**: When you try to **juryrig something with chemicals**, roll with Grit. On a hit, you create an opportunity or buy yourself some time. On a 7-9, your efforts are messy and unstable: mark stress. On a miss, your plan would work, but you're missing something illegal, rare, or expensive.
- Chillón**: When you **justify yourself** with an uncomfortable emotional outburst, roll with Grit instead of Face.
- De Calidad**: When you **make an offer** while insisting on the quality of your products, roll with Grit instead of Face.
- Afortunado**: You get +1 Grit (max+3).
- Pozolero**: When you **get rid of a body using chemicals in your lab**, roll with Grit. On a 10+, all 3. On a 7-9, pick 1.
 - you aren't forced to mark stress
 - you aren't missing any supplies or equipment
 - you aren't interrupted in the middle of the process
 On a miss, you dispose of the body, but it haunts you. You can't clear any stress until you find a way to atone for what you've done.

ADVANCEMENT

XP: ○○○○●> >advance

When you advance, select an advancement from this list:

- get +1 Grit (max+3)
- get +1 Hustle (max+3)
- get +1 Savagery (max+3)
- choose a new *laboratorio* feature
- get a new *cocinero* move
- get a new *cocinero* move
- get a move from another playbook
- get a move from another playbook

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)
- resolve a *laboratorio* trouble
- retire your character (to safety)
- change your character to a new type

“Catalytic hydrogenation. Is it protic or aprotic? Because I forget. And if our reduction is not stereospecific, then how can our product be enantiomerically pure? I mean, is 1 phenyl, 1 hydroxyl, 2 methylaminopropane containing, of course, chiral centers at carbons number 1 and 2 on the propane chain? Then reduction to methamphetamine eliminates which chiral center is it again? I forget.”

—Walter White, **BREAKING BAD**

SU LABORATORIO

You run a lab that produces drugs for the local cartels and *narcos*. Most of the product you produce is already spoken for, but you occasionally have a good cook that yields surplus (extra).

By default your lab is a basic home setup directly funded by the cartels in a basement or shed that makes cocaine, heroin, or meth, your choice: lab small fixed unstable indebted extra: 1-drug.

Choose 2 features:

- your lab is mobile or collapsible at a moment's notice. Replace fixed with mobile.
- you built your lab using your own funds. Remove indebted.
- your lab has professional grade equipment, capable of larger cooks. Add +1 drug; replace small with medium.
- your lab has equipment designed to dispose of dangerous chemicals. Remove unstable.
- your lab is set up for multiple cooks. Choose an additional drug from the list to produce.
- you have an assistant who prepares chemicals in advance for your cooks. Add +1 drug and payroll.

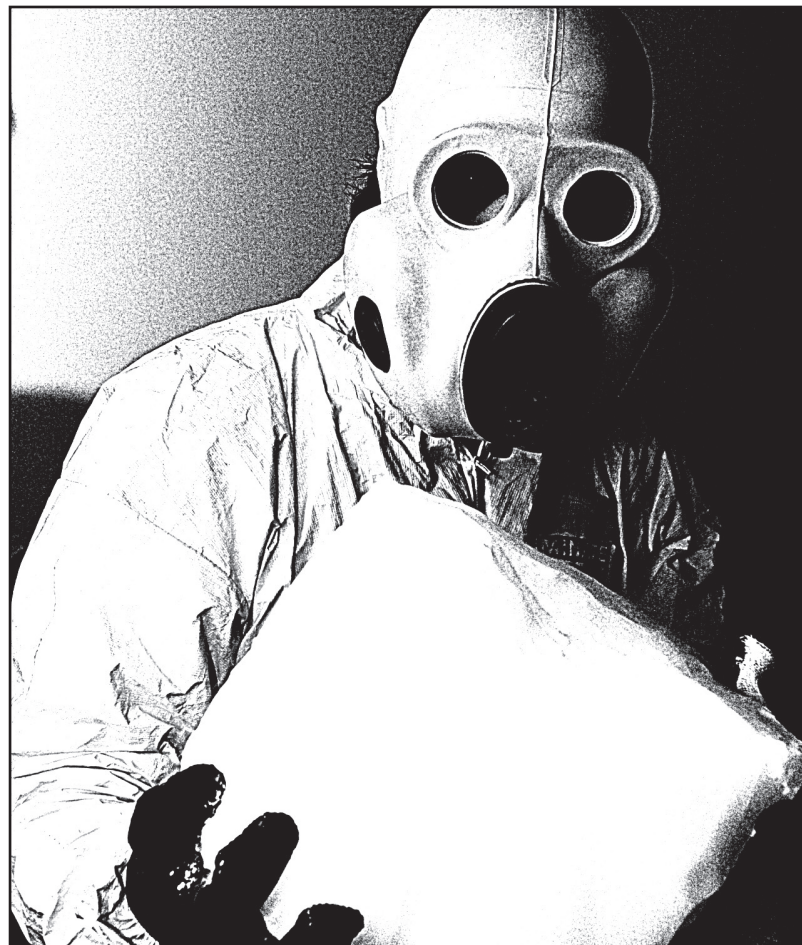
Choose 2 troubles:

- your lab is difficult to reach or sometimes inaccessible. Add inconvenient.
- your lab gives off a byproduct or odor that makes it easy to uncover and report. Add detectable.
- your lab is poorly secured or locked down against intruders and thieves. Add exposed.
- your lab has equipment that is old and bulky. Increase the size of your lab and add breakdowns.
- your lab is poorly set up to contain spills. Add toxic.
- your lab's equipment is difficult to calibrate and hard to use. Take -1 drug.

CARTEL



EL COCINERO



YOUR NAME

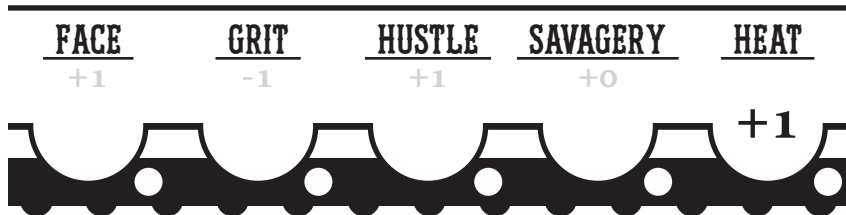
Consuelo, Isabel, Lourdes, Magda, Rosario, Soledad, or Yolanda
Armando, Ignacio, Joaquín, Juan, Miguel, Pedro, Ramon, or Rodrigo

YOUR LOOK

Man, woman, ambiguous, transgressing
Clear eyes, cunning eyes, sad eyes, weary eyes
Casual clothes, filthy clothes, professional clothes, work clothes

NAME

LOOK



YOUR GEAR

You've got:

- spending cash (\$500), a 9mm (close loud), and a shit car or truck
- a few dumb phones from your handlers

LOS ENLACES

_____ gave you some new responsibilities lately, at your request. They have their doubts, but you'll prove them wrong soon.

_____ disapproves of your cartel work, and wants to get you out. You're not a *niño*; you can handle your own business.

You and _____ have a plan to make some real money. They worry it's not going to work, but you know it's a sure thing, *cabrón*.

STRESS



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HARM

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- you have cover, body armor, or a bodyguard

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- it's **bloody**; you'll die without immediate aid.
- it's **messy**; the wound will leave an impressive, ugly scar.
- it's **agonizingly painful**; -1 ongoing until you get medical attention.

On a miss, you're pretty much finished, *pendejo*. The MC will tell you when you go.

YOUR MOVES

You get this one and two more:

- Hermanos**: when you try to **get your pandilla to follow your lead** on something dangerous, or costly, or out of the ordinary, roll with Hustle. On a 10+, all 3. On a 7-9, choose 1:
 - they *all* go along with the plan
 - they follow your instructions precisely
 - they don't ask for drugs or cash

On a miss, your *pandilla* fights amongst itself about *mierda* you thought was settled, screwing up your plan before you even start.

- Mercado**: When you **offload product on the street to junkies and lowlifes**, roll with Hustle. On a hit, convert drugs to cash at market rates, as much as you'd like. On a 7-9, you run into cops or someone tries to dine and dash, your choice. On a miss, someone makes a run at you, and it's probably not the cops.
- Bendito**: when you're completely focused on surviving or escaping, **push your luck** with Hustle instead of Grit. Add +1 to your roll if you **get fucking shot** while trying to flee.
- Vendedor**: When you **make an offer** to someone and they pick an option off the 7-9 list you don't like, mark stress to make them pick a different option off the list. You can do this multiple times, provided you can keep marking stress.
- Matador**: Fill your stress track to **turn to violence** against an unarmed, unsuspecting target as if you rolled a 10+.
- Timador**: When you **fulfill a crucial need for someone**, roll with Hustle. On a 10+, hold 3. On a 7-9, hold 1. The next time you do something obnoxious or irritating to them, spend your hold to:
 - make them mark stress
 - impose -1 on their roll (after rolling)

If they show you hospitality or kindness, that counts for your remaining hold. On a miss, what you got them is fundamentally flawed in a way that should have been obvious to you, *pendejo*.

ADVANCEMENT

XP: ○○○○⊗ > advance

When you advance, select an advancement from this list:

- get +1 Face (max+3)
- get +1 Grit (max+3)
- get +1 Hustle (max+3)
- choose a new *pandilla* option
- get a new *halcón* move
- get a new *halcón* move
- get a move from another playbook
- get a move from another playbook

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)
- resolve a *pandilla* vulnerability
- retire your character (to safety)
- change your character to a new type

"I feel old. I been out there since I was 13. I ain't never fucked up a count, never stole off a package, never did some shit that I wasn't told to do. I been straight up. But what come back?"

—Preston "Bodie" Brodaus, *The Wire*

LA PANDILLA

By default, your *pandilla* has three *amigos* you've known a while. Give them names: Azul, Blanco, Calaca, Charo, Chino, Flaco, Gordo, Lola, Moco, Nacho, Paco, Raki, Torpe, Zanahoria

- Who is always there to cheer you up when *mierda* gets tough?
- Who is a real *chingado*, but you just can't cut them loose?
- Who is truly solid, ready to *vamos* when you need them?

Then choose 2:

- your crew has crews that work for you, *cabrón*. Your crew becomes a gang small untrained unequipped.
- your crew is down for a *fiesta*. Roll with Hustle instead of Grit when you get lost in a substance with them.
- your crew is down for a beatdown. Roll with Hustle instead of Savagery when you rough someone up as a crew.
- your crew is old friends and comrades from *más antes*, maybe even *familia*. It gets +loyal.
- your crew is in touch with high-level smugglers and producers from another cartel. It gets +connected.
- your crew is decently employed outside the cartel, officially or unofficially. It gets +rich.

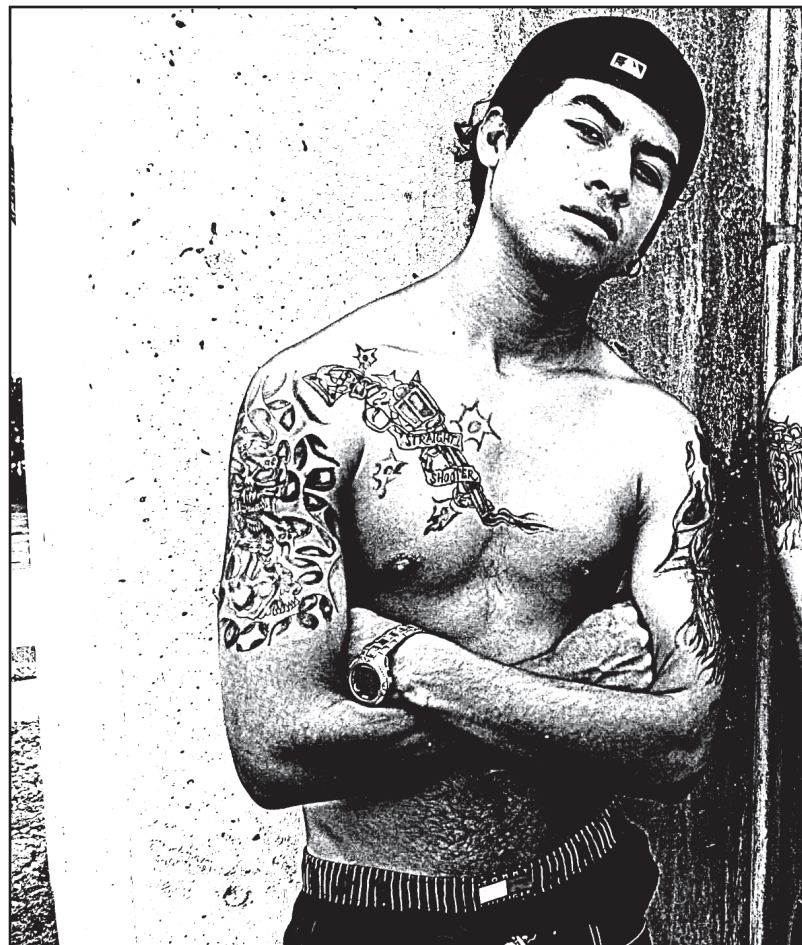
And choose 2 vulnerabilities for *la pandilla*:

- your crew is on *la policía's* radar: +known.
- your crew is into heavy stuff: +addiction.
- your crew owes money to another crew: +obligation.
- your crew has enemies, *cabrón*: +turf war
- your crew has spouses and kids and shit: +families.

CARTEL

 MAGPIE GAMES

EL HALCÓN



YOUR NAME

Ale, Carolina, Cecilia, Heura, Juanita, Lupita, Malena, or Pati
Beto, Diego, Enrique, Felipe, José, Mateo, Pepe, or Toño

YOUR LOOK

Man, woman, ambiguous, transgressing
Lazy eyes, sharp eyes, tired eyes, quick eyes
Casual clothes, gang clothes, street clothes, work clothes

NAME

LOOK

FACE +1 GRIT +0 HUSTLE -1 SAVAGERY +1 HEAT +2

STRESS

○ ○ ○ ○ ○

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HARM

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- it's **bloody**; you'll die without immediate aid.
- it's **messy**; the wound will leave an impressive, ugly scar.
- it's **agonizingly painful**; -1 ongoing until you get medical attention.

On a miss, you're pretty much finished, *pendejo*. The MC will tell you when you go.

YOUR MOVES

You get these moves:

- La Plaza:** At the beginning of the session, roll with Control. On a hit, your plaza yields surplus; you've got ½ in hand and the other ½ is on the way. On a 10+, one your troubles (your choice) lurks on the horizon, but you've got time. On a 7-9, one of your troubles (your choice) shows up full force, before you can adjust. On a miss, troubles abound, *jefe*, all at once.
- Estacas:** When you **order your enforcers to solve a problem on your behalf**, roll with Face. On a 10+, all 3. On a 7-9, choose 1.
 - they keep their wits and focus
 - they minimize incriminating evidence
 - they avoid collateral damage

On a miss, everything goes to shit, but it wasn't your enforcers' fault. You know how it is, *jefe*: no plan survives contact with the enemy.

- Narcofosa:** When you **pressure someone** by threatening their life, limbs, or loved ones, roll with Face instead of Hustle.

LA PLAZA

You run *la plaza*, a pathway for *narcos* hoping to move product across the border and a lucrative area for local drug sales. The city of Durango, claimed by the Sinaloa drug cartel, is yours as long as you hold it, *jefe*.

The cartel gave you a contact who collects what you owe them, usually once a month. You only know them by their nickname, so you can't sell them out if you get picked up by *la policia* or *los federales* (pick one):

Barbie, Basura, Bruja, Chuke, Chuy, Chata, Lancha, Luchi, Mateperros, Mochomo, Osito, Puerca, Roco, Selena, Z-36

By default, you've got:

- a small staff of accountants, supply managers, and couriers, coordinated via a network of burner phones
- for income, a mix of protection rackets and smuggling payments (surplus: \$25,000, trouble: *+la policia*)
- 5-10 loyal enforcers (gang small untrained impatient)
- a few *halcones* to keep you informed about what goes on in your city (+1 control)
- a palatial estate, a small staff of two or three loyal *empleados* (Carlito and Erama, maybe), and a reasonable electronic security system.

Choose 2 features for your estate:

- | | |
|--|--|
| <input type="checkbox"/> Escape tunnels under the house | <input type="checkbox"/> Enhanced video/audio surveillance |
| <input type="checkbox"/> Panic room with biometric codes | <input type="checkbox"/> Additional security staff |
| <input type="checkbox"/> Secret vault for guns and money | |

Pick 4:

- | | |
|---|---|
| <input type="checkbox"/> your <i>plaza</i> is profitable and attractive, bringing in substantial (and obvious) sums of money. Surplus: +\$25,000, trouble: +robberies | <input type="checkbox"/> your enforcers have received training in military tactics, probably from Los Zetas. Drop untrained and add savage. Take +1 ongoing when you order kidnappings or ambushes. |
| <input type="checkbox"/> the local police are on your payroll, provided you keep the cash flowing. Trouble: +payroll instead of trouble: <i>+la policia</i> . | <input type="checkbox"/> your enforcers recruit heavily from the local population, making them a medium gang (10-20) instead of small. |
| <input type="checkbox"/> for income, add kidnapping. Surplus: +\$25,000, trouble: +vigilantes. | <input type="checkbox"/> you have informants at all major choke-points and smuggling roads throughout your plaza. +1 control. |
| <input type="checkbox"/> for income, add black market. Surplus +\$25,000, trouble: +merchandise | <input type="checkbox"/> only a few know your real name and appearance. Take -2 heat and a suburban house instead of your palatial estate. |
| <input type="checkbox"/> for income, add migrant smuggling. Surplus +\$25,000, trouble: +bodies | |
| <input type="checkbox"/> your enforcers have access to military grade weaponry and body armor. Add armored and armed to your gang. | |

Pick 2:

- | | | |
|--|---|---|
| <input type="checkbox"/> you have attracted the attention of the presidential administration's anti-drug efforts. Trouble: +los federales. | <input type="checkbox"/> your staff is greedy, always skimming off the top and hoping they don't get caught. Trouble: +theft. | <input type="checkbox"/> your enforcers are just a pair of bodyguards. Remove your gang completely and take -1 heat. |
| <input type="checkbox"/> you are in the middle of a violent dispute with another cartel, probably Los Zetas. Trouble: +gang war. | <input type="checkbox"/> you are new to the area; your <i>plaza</i> belonged to someone else quite recently and you're on guard for disloyalty. -1 control. | <input type="checkbox"/> your activities have attracted the attention of the Mexican tax and revenue authorities (SHCP), forcing you underground. -1 control. |
| <input type="checkbox"/> your staff has been infiltrated by an undercover agent working for <i>la policia</i> or los federales. Trouble: +mole | | |

"Just saying gets people sent away. Just saying got me a nine year stretch in Alcatraz. You understand? Just saying...could get you buried real quick."

—Whitey Bulger, BLACK MASS

YOUR GEAR

You've got:

- \$50,000 in cash, a sidearm (close loud), a car, and a cell phone

If you need something else, *jefe*, have your enforcers pick it up.

LOS ENLACES

_____ is *familia*, but you've tried to shield them from the worst of it. Tell them what they know about your dealings.

You're sure _____ is up to something, maybe with another cartel or *la policía*. Keep your eyes open, *cabrón*. Trust no one.

You've taken _____ under your wing. You respect their skills and talents, and you want to see them thrive. ¡*Qué generoso!*

ADVANCEMENT

XP: ○○○○● > advance

When you advance, select an advancement from this list:

- get +1 Face (max+3)
- get +1 Hustle (max+3)
- get +1 Savagery (max+3)
- get +1 control (max +3)
- choose a new *plaza* option
- choose a new *plaza* option
- get a move from another playbook
- get a move from another playbook

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)
- permanently resolve a *plaza* trouble
- retire your character (to safety)
- change your character to a new type

CARTEL

 MAGPIE GAMES

EL NARCO



YOUR NAME

Alejandra, Beatriz, Guadalupe, María Elena, María Luisa, or Raquel
Alfonso, Curro, Fernando, Guillermo, Isidro, Juan Carlos, or Santiago

YOUR LOOK

Man, woman, ambiguous, transgressing

Angry eyes, focused eyes, skeptical eyes, warm eyes

Junta clothes, luxury clothes, *narco polo* clothes, *ranchero* clothes

NAME

LOOK



YOUR GEAR

You've got:

- spending cash (\$500), a reasonable car, a cell phone, and a cheap laptop

LOS ENLACES

_____ and your spouse spend time together, but that doesn't mean you like them. In fact, you'd prefer it if they weren't involved in your life. Tell them what they did to anger you.

_____ es *familia*. A sibling, maybe, or a cousin. You know they mean well, but you worry about them. Tell them your fears.

_____ and you were a thing back in the day, but it never went anywhere. Most people don't know about it; you were young once too.

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HARM

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- it's **bloody**; you'll die without immediate aid.
- it's **messy**; the wound will leave an impressive, ugly scar.
- it's **agonizingly painful**; -1 ongoing until you get medical attention.

On a miss, you're pretty much finished, *pendejo*. The MC will tell you when you go.

YOUR MOVES

You get this one and two more:

- Amor y Matrimonio**: You are the only one who can be trusted to protect *la familia*. Take +1 ongoing when you try to get a family member to do the right thing.
- Yo Le Cogí**: When you **reveal that you betrayed a lover or friend**, tell them to fill their stress track; you clear one stress for each stress they mark. If their stress box is already full, they must immediately make a stress move, and you clear one stress.
- Osa Mamá**: When you **put the welfare of your family ahead of your own**, roll with Face. On a hit, you clear your stress track. On a 7-9, someone knows of your sacrifice; they take +1 forward against you. On a miss, your martyrdom takes its toll: your stress track fills completely and you must immediately make a stress move.
- Riena del Drama**: When you **put on an uncomfortable performance** to get out of a sticky situation, you can mark stress instead of rolling to **push your luck** as if you rolled a 10+.
- Enciende Una Vela**: When you **seek solace in religious ritual**, roll with Face. On a 10+, inspiration strikes; mark xp and get +1 forward if you follow through on your revelation. On a 7-9, your findings are strange and fearful: take +1 forward if you follow them and mark a stress if you don't. On a miss, you realize your sin and know your penance; you must confess your sins and beg for forgiveness or fill your stress track completely.
- Comer Algo**: When you **share a meal with someone**, roll with Face. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold while you're eating together to ask their player questions:
 - What do you want from me / my family?
 - What threat do you pose to us / our life?
 - Who is pulling your strings?
 - Who are you protecting?
 - Why should I trust you?
 On a miss, hold 1, but you let slip your secret fears about your spouse.

ADVANCEMENT

XP: ○○○○● > advance

When you advance, select an advancement from this list:

- get +1 Face (max+3)
- get +1 Grit (max+3)
- get +1 Hustle (max+3)
- choose a new department toy
- get a new *polizeta* move
- get a new *polizeta* move
- get a move from another playbook
- get a move from another playbook

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)
- get promoted to lieutenant
- retire your character (to safety)
- change your character to a new type

"Someone has to protect this family from the man who protects this family."

— Skyler White, **BREAKING BAD**

LA FAMILIA

La familia is everything to you; you would sooner die than let them come to harm. But they are also a burden, a constant itch that must be scratched, a gilded cage or a beautiful millstone that closes as many doors as it opens. *Así es la vida.*

Before you complete your playbook, ask everyone else "Who is willing to be my spouse?" Pick whomever you like. If no one volunteers, the MC will provide you with a suitable NPC partner.

Mi Esposa: _____

Choose 5 obligations you perform for *la familia*: pregnant/finalizing adoption, new baby, preschool child, high school student, stepchild, corporate job, established home business, starting a new business, real estate license, social service job, medical job, managing family finances, managing household grounds, elderly grandparent, damaged sibling, school association, nonprofit board, parish volunteer, dinner parties, gossip and rumors

And choose 2 secrets you keep from *la familia*:

- +nest egg: you are putting away money (\$20,000!) for a rainy day.
- +addiction: some nasty drug has a hold on you, *cabron*.
- +affair: you have another love...or at least another lover.
- +debt: your spending habits have put you in a tough place.
- +lovechild: you have another family that requires your attention.

Whenever there is a stretch of downtime in play (or between sessions), roll with Hustle. On a 10+, you juggle your responsibilities with grace; clear your stress track. On a 7-9, one of your obligations (your choice) becomes unmanageable; the MC will tell you who might be able to assist. On a miss, your secrets and obligations clash with disastrous (and obvious) results; tell the MC what went wrong.

CARTEL



LA ESPOSA



YOUR NAME

Andrea, Carolina, Dolores, Esperanza, Gloria, Paula, Sofia, or Yolanda
Alberto, Antonio, Carlos, Francisco, Manny, Martín, Pablo, or Rolando

YOUR LOOK

Man, woman, ambiguous, transgressing
Bright eyes, cold eyes, focused eyes, wide eyes
Casual clothes, luxury clothes, hi-femme clothes, professional clothes

NAME

LOOK



YOUR GEAR

You've got:

- a department vehicle, a 9mm service revolver (close loud), and a work cellphone.

LOS ENLACES

You grew up with _____ on the streets of Durango. You still have a beer after work if you're both free; it's nice to know someone who isn't involved with either side of your double life.

_____ is the target of an active investigation. You're not the lead investigator, but you're regularly briefed on the case.

_____ is your main contact in the cartel. Tell them how you two make contact when you need more direct instruction.

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On a miss, you're pretty much finished, *pendejo*. The MC will tell you when you go.

YOUR MOVES

You get this one and two more:

- Hermano del Interior:** At the start of session, roll with Grit. On a hit, you get wind of a cartel investigation before things get messy. On a 10+, you're positioned to take advantage of the situation: you have access to vital evidence, witnesses, or police personnel, your choice. On a miss, the department catches a hot lead on the cartel before you can intervene. *A la verga*.
- Seguir:** When you **follow someone through the streets**, roll with Grit. On a 10+, where they go, you follow. On a 7-9, you lose them at the last moment; you were probably spotted. On a miss, you end up exposed without backup or cover. *¡Mierda!*
- Verdadero Detective:** When you **get the truth out of someone** in an official interrogation, pick an extra option, even on a miss.
- Armario de Pruebas:** When you **take something from the department evidence locker** (cash, evidence, weapons), roll with Grit. On a 10+, you take the goods without a paper trail. On a 7-9, you get the stuff, but you must fill out the proper forms. On a miss, someone watching catches you in the act. *Buena suerte*.
- Trusted Source:** When you **put out an all-points bulletin**, roll with Grit. For NPCs: on a hit, the department gets you information, a witness, or a body (your choice). For PCs: on a hit, they take +1 Heat until the end of the session. For both: On a 7-9, you impede an ongoing investigation. On a miss, you overstep your authority and someone starts to ask about your illegal dealings.
- Disciplinado:** When you **turn to violence** after formally declaring yourself as *la policía*, roll with Grit instead of Savagery. If you **get fucking shot** as a result, add +1 to your roll.

ADVANCEMENT

XP: ○○○○● > advance

When you advance, select an advancement from this list:

- get +1 Face (max+3)
- get +1 Grit (max+3)
- get +1 Hustle (max+3)
- choose a new department toy
- get a new *polizeta* move
- get a new *polizeta* move
- get a move from another playbook
- get a move from another playbook

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)
- get promoted to lieutenant
- retire your character (to safety)
- change your character to a new type

“When I was your age they would say we can become cops or criminals. Today, what I’m saying to you is this: when you’re facing a loaded gun, what’s the difference?”

—Frank Costello, *THE DEPARTED*

DEPARTAMENTO DE POLICÍA DE DURANGO

You work for *la policía* in an area vital to the cartel’s major interests (pick one): narcotics, homicide, intelligence, major crimes, or anti-cartel taskforce.

You work closely with 5 NPCs (at least) in the department:
Delgado, Moreno, Ortiz, Reyes, Zamora

Who is your new partner? _____

Who is suspicious of you? _____

You also end up working with a few NPCs from the cartel:
Elisa, Estaban, Gata, Tomas, Zola

Who almost gave you away? _____

Who offered to scam *el narco*? _____

Your department has some new toys—*¡gracias, Calderón!*—that you can use, provided you’ve got some “official” business (pick 2):

- military-grade body armor (resilient bulky)
- full-scale surveillance van (hi-tech expensive)
- tracking devices or bugs (hi-tech concealable)
- court-approved wiretap (hi-tech persistent)
- network of criminal informants (informed costly)

CARTEL



LA POLIZETA



YOUR NAME

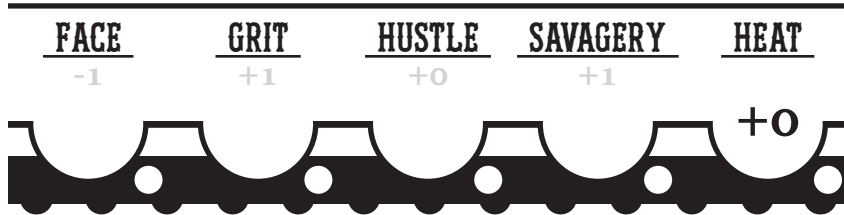
Coco, Isabel, Luz, Marisol, Mercedes, Silvia, Tilde, or Yoli
Bimbo, Eduardo, Gustavo, Javi, Lacho, Luis, Teto, or Vicente

YOUR LOOK

Man, woman, ambiguous, transgressing
Clever eyes, dead eyes, watchful eyes, young eyes
Business clothes, plain clothes, street clothes, uniform clothes

NAME

LOOK



YOUR GEAR

You've got:

- spending cash (\$2,000), a reliable car or truck, and a few burner phones
- four weapons (detail) and four pieces of gear (detail)

LOS ENLACES

You owe _____ for getting you out of a tight spot. You won't die for them, but you both know you need to settle up soon.

_____ got you back in the business, after you had retired. Tell them how you feel about your return to the game, and don't be shy.

_____ fucked up something crucial; you had to clean up the mess before things got messy with *la policía* or a rival drug cartel.

STRESS



Each session you start with at least two stress already marked, provided you didn't end the last section with more than two marked, and you can mark up to five stress total. You can never mark more than five stress: if you've already got five stress marked, you can ignore any move that tells you to mark stress, and you also can't choose to mark stress to avoid trouble or help/interfere, even if a move gives you the option to do so.

Take a **Stress Move** (on the opposite side of this sheet) to reduce your current stress.

HARM

When **you get fucking shot**, roll. Add one for each true statement:

- it is a handgun or other small weapon
- the shooter is an amateur or isn't really trying to kill you
- you have cover, body armor, or a bodyguard

On a hit, you'll live. On 10+, it's a minor but heroic wound. On a 7-9, you choose one and the shooter chooses one:

- it's **bloody**; you'll die without immediate aid.
- it's **messy**; the wound will leave an impressive, ugly scar.
- it's **agonizingly painful**; -1 ongoing until you get medical attention.

On a miss, you're pretty much finished, *pendejo*. The MC will tell you when you go.

YOUR MOVES

Choose three:

- Mirar:** When you **read a charged situation**, roll with Savagery. On a hit, ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7-9, ask 1:
 - where's my escape route / way in / way past?
 - which enemy is most vulnerable to me?
 - which enemy is the biggest threat?
 - what should I be on the lookout for?
 - what's my enemy's true position?
- Nacrocorrido:** When you **meet someone important** (your call), roll with Savagery. On a hit, they've heard of you. Say what they've heard, and they will act accordingly. On a 10+, you take +1 forward to dealing with them as well. On a miss, your *corrido* convinces them that you're something you're not. ¡A huevo!
- Levantón:** When you **pick up a civilian off the streets**, roll with Savagery. On a 10+, you catch them alone, exposed, or vulnerable. On a 7-9, you find them, but they have backup or it's public. On a miss, someone you're avoiding finds you first.
- Rematar:** You get +1 Savagery (max +3).
- Encobijado:** When you **try to get rid of a body**, roll with Savagery. On a 10+, it stays put. On a 7-9, the body surfaces, but without any obvious ties to you or your crew. On a miss, *la policía* finds the corpse and starts tracking it back to you.
- Duro:** When you **get fucking shot**, add +1 to your roll. On a miss, you always have time to for a single act of vengeance or kindness before you succumb to your wounds.

ADVANCEMENT

XP: ○○○○● > advance

When you advance, select an advancement from this list:

- get +1 Grit (max+3)
- get +1 Hustle (max+3)
- get +1 Savagery (max+3)
- choose 2 new weapons
- get a new sicaria move
- get a new sicaria move
- get a move from another playbook
- get a move from another playbook

After 5 advances, you can choose from this list instead:

- get +1 to any stat (max+3)
- choose 2 new pieces of gear
- retire your character (to safety)
- change your character to a new type

"I fucking know you. I know your family. You make one more drug deal with that idiot fucking cop—magnet of a cousin of yours and I'll forget your grandmother was so nice to me. I'll cut your fucking nuts off. You understand that?"

—Mr. French, *THE DEPARTED*

WEAPONS AND GEAR

Choose 4:

- | | |
|--|---|
| <input type="checkbox"/> sniper rifle (far hi-tech loud) | <input type="checkbox"/> .38 revolver (close loud reload) |
| <input type="checkbox"/> assault rifle (close loud autofire) | <input type="checkbox"/> 9mm (close loud) |
| <input type="checkbox"/> grenade launcher (close area messy) | <input type="checkbox"/> stun gun (close reload) |
| <input type="checkbox"/> hunting rifle (far loud) | <input type="checkbox"/> fireman's axe (close messy) |
| <input type="checkbox"/> shotgun (close messy) | <input type="checkbox"/> machete (hand messy) |
| <input type="checkbox"/> submachine gun (close area loud) | <input type="checkbox"/> garrote (hand grapple) |
| <input type="checkbox"/> magnum (close reload loud) | <input type="checkbox"/> knives (hand infinite) |

Choose 4:

- | | |
|--|--|
| <input type="checkbox"/> Armor Piercing Ammo (+ap to all weapons): Sometimes <i>chingados</i> wear vests. Gotta be ready. | <input type="checkbox"/> Silencer (remove +loud from any weapon): Quiet as a mouse. Dead as a doornail. Eh, <i>cabrón</i> ? |
| <input type="checkbox"/> Body Amor (+armored when appropriate): You want to live, right? Put on the fucking vest, <i>puta</i> . | <input type="checkbox"/> Surveillance Gear (hi-tech close concealable): You can install microphones and cameras into one location at a time and listen/watch all you want. |
| <input type="checkbox"/> Explosives Kit (close loud area reload): You can create improvised explosive devices (IEDs) if you've got time and supplies. | <input type="checkbox"/> Police Uniform (official wearable stolen): Who is who anymore? You look like them and they look like you. You've even got a badge. |
| <input type="checkbox"/> Tracking Device (hi-tech far concealable): They can't run. They can't hide. So long as you can plant it somewhere on them or their vehicle. | <input type="checkbox"/> Voice Mod (hi-tech hand): You can mask your voice and number when you call, but you're traceable with time. |
| <input type="checkbox"/> Secure Police Scanner (hi-tech hand): You can listen in even when they try to keep you out. | |

CARTEL



LA SICARIA



YOUR NAME

Alma, Alicia, Josefina, Leticia, Mina, Pera, Raquel, or Rocío
Ángel, Gabriel, Héctor, Jesús, Lorenzo, Ruy, Tiburón, or Vibora

YOUR LOOK

Man, woman, ambiguous, transgressing
Blank eyes, somber eyes, quiet eyes, wild eyes
Casual clothes, luxury clothes, military clothes, street clothes

CARTEL



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BASIC MOVES

MAKE AN OFFER

When you **make an offer** to someone to get what you want, name a price and roll with Face. On a 10+, they have to choose: take the deal as it stands or mark stress to shut it down. On a 7-9, they can instead choose one:

- declaim authority for accepting such an offer
- adjust the price (+/-20%) and accept your terms
- point you at someone else they know to be interested
- counter with something of comparable cost or value

JUSTIFY YOUR BEHAVIOR

When you try to **justify your behavior**, roll with Face. For NPCs: On a 10+, they accept your logic but might have clarifying questions. On a 7-9, they have doubts, but they'll let it slide for now. For PCs: On a 10+, both. On a 7-9, choose 1:

- if they accept your reasoning, they mark xp
- if they keep their own counsel, they mark one stress

PUSH YOUR LUCK

When you **push your luck**, roll with Grit. On a 10+, fortune favors the bold. On a 7-9, things don't work out like you hoped; the MC will tell you how you can turn things around if you act quickly, make an ugly choice, or tough it out.

GET THE TRUTH

When you try to **get the truth** out of someone, roll with Hustle. On a hit, clear one stress. On a 10+, pick 2. On a 7-9, pick 1.

- they can't mislead you with the truth
- they can't confuse you with falsehoods
- they can't stonewall you with silence

PRESSURE SOMEONE

When you **pressure someone** to go along with you, roll with Hustle. On a hit, they see your point; they have to go along with you (for now) or mark stress. On a 7-9, you're both caught up in it; you mark stress no matter their choice.

SIZE SOMEONE UP

When you **size someone up**, roll with Savagery. On a hit, you can ask their player questions. Whenever you act on the answers in this scene, take a +1 to your roll. On a 10+, ask 3. On a 7-9, ask 1.

- what are your character's immediate weaknesses / strengths?
- how can I show your character dominance / submission?
- what does your character intend to do next?
- what does your character wish I'd do?
- how could I get your character to _____?

TURN TO VIOLENCE

When you **turn to violence**, roll with Savagery. On a 10+, choose 3. On a 7-9, choose 2.

- you inflict terrible harm
- you suffer little harm
- you resist marking stress
- you avoid collateral damage

HELP OR INTERFERE

When you **help or interfere** after a PC has rolled, roll with stress wagered (max +3). On a hit, give them a +1 or -2 to their roll, your choice. On a 7-9, you mark however much stress you wagered on the roll.

STRESS MOVES

VERBALLY ABUSE OR SHAME

When you **verbally abuse or shame someone** you care about, roll with Face. On a hit, your words hit hard: tell them to mark stress. On a 10+, clear your stress track. On a 7-9, clear one stress. On a miss, your cowardice is clear: take -1 ongoing against them until you make amends.

LOSE YOURSELF IN A SUBSTANCE

When you **lose yourself in a substance**, roll with Grit. On a hit, you get what you need: clear your stress track. On a 7-9, the drugs take a toll: make a drug move off the appropriate list. On a miss, you're in deep. *Buena suerte, cabrón.*

LOSE YOURSELF IN A PERSON

When you **lose yourself in a person**, roll with Hustle. On a hit, you find solace at their expense; clear your stress track. On a 7-9, it's a two-way street; they get their hooks in you too. On a miss, you find out too late that they were using you the whole time, *chingado*. Gotta stay alert.

DISH OUT A BEATDOWN

When you **dish out a beatdown to someone**, roll with Savagery. On a 10+, you assert your dominance: clear your stress track. On a 7-9, you hurt them, but it's not enough: clear one stress. On a miss, the violence gets out of hand *en un manera fea*, and you're stuck with the consequences, *pendejo*.

DRUG MOVES

COCAINE

- start a fight with a mouthy *chingado* or *puta*
- throw yourself at someone you shouldn't
- spend your money stupidly or carelessly

HEROIN

- push someone who cares about you away, unexpectedly
- attract attention by missing a crucial deadline or event
- steal or embezzle funds in preparation for your next fix

CRYSTAL METH

- accuse someone of theft or betrayal
- push a place you keep toward squalor
- hurt yourself to keep your *diablos* at bay

ALCOHOL

- make a scene to let someone know what you think
- let slip something you shouldn't to the wrong person
- wreck something meaningful or expensive, carelessly

LA POLICIA MOVES

RUN INTO LA POLICÍA

When you **run into la policía**, roll with Heat. Add one for each true statement:

- you're carrying at least \$50,000 or 1 unit of drugs;
- you're transporting a body, dead or alive;
- you're equipped with military-grade weaponry.

On a miss, they let you pass, unprovoked and without a search. On a 7-9, they ask a few questions, but you'll be okay provided you can keep your cool. On a 10+, they were looking for you. And here you are. *Mierda.*

LA POLICÍA SEARCH YOUR PLACE

When **la policía search your place**, roll with Heat. Add a +1 (for each) if:

- you've stashed at least \$50,000 or 1 unit of drugs
- you recently killed or tortured someone there
- you keep a large or dangerous weapon at the location

On a miss, they toss your place, but find nothing of consequence. On a 7-9, they find some trace evidence, but it's not enough to convict you alone. On a 10+, they find some stupid thing you overlooked when you were cleaning up the place, securing your stash, or hiding your goods. *¡No Mames!*

RUN FROM LA POLICÍA

When you **run from la policía**, roll with Heat. On a miss, you get away clean. On a 7-9, you escape by sacrificing something illegal or valuable. On a 10+ you're fucked, *cabrón*: mark 3 stress, get caught, or get shot (your choice).

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