

The Authority Agenda

In this game, the game master is called The Authority. The term The Authority is also used as a general reference to the systems of oppression on The Moon.

Here's what you should do as The Authority:

- Give the punks an enemy to fight against, but don't be their enemy. Really, you want the punks to win, even while you're making it hard for them. The Authority Figures you control are the real bad guys here.
- Bring themes of social justice and activism into the game whenever possible.
- Remember that the setting is retrofuturistic sci-fi, but don't get too bogged down in the science. Don't be a pretentious astrophysicist inserting "well, actually" into the game, and don't let your players do that either. But at the same time, if the real science is cooler than what you imagined (did you know moon dust smells like gunpowder?), it will bring your setting to life!
- Make your players angry. Not at you. At the oppression in the game and in the world. You should all be fired up after a session at the table!
- Let the players drive the story.

Authority moves

(and when to use them)

Following is a list of moves you can use as The Authority. You are not limited to just these—think of them like guidelines rather than hard and fast rules. When you use a move, you don't need to announce it to the players. Just describe to them what is happening and allow them to react

Hint at what might happen next: The new invention a Techie just created starts ticking wildly. Will it break? Explode? It's up to the punks to decide what to do to prevent something from going sideways. You can also hint at their political future. There are more cops on patrol today, or a politician floats the idea of a curfew. In a fight, you can hint what's going to happen by saying, "They're coming at you, holding the barstool over their head."

Remind them of the power of The

Authority: Change never comes without struggle, and struggle won't happen if there's nothing to struggle against. Not only does cracking down on the punks' freedom create drama, it gives them a reason to start organizing against their oppression. Instruct a curfew, ban non-approved literature, make it illegal to congregate in groups greater than 3. Watch as they fight to win their freedoms back.

Put someone in danger: Putting someone in danger immediately raises the stakes and make the oppression they face much more concrete. It also makes the punks act quickly and decisively, so it's useful when they're not sure about what to do next.

Take away one of their things: Things make revolution easier. That's why The Authority wants to control what the Punks can and cannot have. Their favorite bar could be raided and closed so they no longer have a meeting spot to talk strategy openly. The printing press they were using to spread revolutionary literature can be confiscated. They could lose weapons in a pat down. Taking away their things forces them to try new strategies and fuels their righteous anger.

Hard Moves and Soft Moves

Authority moves are used in two ways:

- Hard moves are used when players miss a roll. These are tough consequences, and the players deal with the consequences. For example:
 - On a missed Throw Down roll, the hard move you'll often take is to deal harm to them.
 - If they fail an Act Casual roll to run from the cops, a hard move could result in the cops tackling someone.
 - You can also use hard moves when the players do something that would naturally have a tough consequence.
- Soft moves give the players a chance to react. Use soft moves to set up a hard move or to help drive the story. For example:
 - A tech roll goes wrong and the Pilot's ship starts overheating. What will they do?
 - Someone runs into Possum's Joint and says the cops are about to raid the place. Where will they hide their illegal propaganda?
 - A custodian notices you're trying to lockpick a corporate thug's office door. How will the punks keep them quiet?

Introduce chaos: A powerful Authority knows how to use chaos to their advantage. Chaos is especially helpful to stall enemies of The Authority or to obfuscate inconvenient political situations. Chaos comes in all forms. A fistfight breaking out, cops moving in to crack down on a protest, or even impossible to understand press releases from the government can create chaos that the punks have to deal with, and muddying the waters makes it more difficult for them to convince others to join their cause.

Invoke TANSTAAFL: If the punks have TANSTAAFL debts, have someone come in to collect. Invoking TANSTAAFL is a good way to provide the punks with a goal and establish their connections with NPCs. It can also create drama through making the punks choose between two conflicting goals, particularly if you pit two TANSTAAFL debts against each other. You can also have an NPC come to the punks for help with something, providing them with a favor they can cash in at a later time.

Divide them: Together, the punks are a powerful force. Dividing them is a way to add drama and make them think more creatively about how to use their skills. But division doesn't have to be physical--forcing the group into emotional or political sides can have the same effect. Show them the unintended consequences of their activism. Make a beloved friend sell out and join the other side... Using this move can expose the punks to danger or lead to interesting roleplaying scenes within smaller groups.

Give them a choice and tell them the consequences: Present the punks with an opportunity to get something done, but make them work for it. If they need to get to the airlock in Dome 5, have the security guard ask for an equal favor later. If they want to print anti-government zines, let them know that doing so puts their printer in danger.

Invoke, add, or change a [tag]: People, places, and items can all have tags attached to them. You can invoke any of these tags when the punks interact with them. For any listed tag, you may invoke a +1 or -1 ongoing involving the tag. The exception is certain injury tags. You may also add or change tags when appropriate.

Tags: An Illuminating Example

In order to identify protesters later, the cops spray a demonstration with phosphorescent dust. Janie gets caught up in it and The Authority gives her the [tag] "glowing."

While Janie tries to hide in an alley to evade arrest, The Authority invokes her "glowing" [tag] and gives her a -1 ongoing to her Act Casual rolls.

An NPC sympathetic to the protests sees Janie. The Authority invokes the "glowing" [tag] to give Janie a +1 forward on her Presence roll to ask zir for help.

Deal harm (as established): When the punks put themselves into dangerous situations, which they'll inevitably do, it's possible that they'll get hurt. This is especially true when they're attempting to throw down. It's also possible that NPCs, objects, and even places will take damage. Deal harm that's appropriate for the situation. For example, a solid punch might break someone's nose or even knock them out, but it's not going to result in a broken leg.

Make them get backing: Not everything can be done by the punks alone. They'll need help. Maybe they need people in the streets for a demonstration or maybe they need a special part for a new invention--make them reach out to NPCs and the world around them to accomplish their goal.

Describe how their moves backfire: When the punks miss a roll, describe how they've made the situation worse. You can use any of the other authority moves in tandem with this move.

Control the narrative: The Authority often has the backing of powerful people and systems that can act as spokespeople for them. If the punks engage in direct action, have the Authority Figure release a message about the "thugs throwing bricks at cafe windows." **Keep them on their toes:** Direct action can have personal, legal, and professional repercussions for activists. Demonstrating how the narrative can be turned against them requires them to be careful with their planning and who they let into their inner circle.

Ask them what they're going to do now: After a player makes a move, describe the consequences and ask them what they're going to do next. This is a great way to put the spotlight on the players... and it helps to give yourself time to think and react to any big surprises they throw at you.

Sell Out: Authority Figures

Authority Figures are all of the people who uphold the systems of oppression on The Moon. Just like the Punks, Authority Figures have an ethos which they abide to. They also have goals. When creating an Authority Figure, decide on three to five things they will do to oppress the citizens of The Moon and one thing the Punks can do to help bring them down.

The Punks will follow a basic few steps to take down Authority Figures (see: Direct Action), as such you should create Authority figures that mirror this progression

1. Hide the truth, and obfuscate the corruption of The Authority Figure.
2. Enlist goons and divide the people.
3. Protect and ensure your own power and the root of your power.
4. Find the weak points in society and abuse them for personal gain.

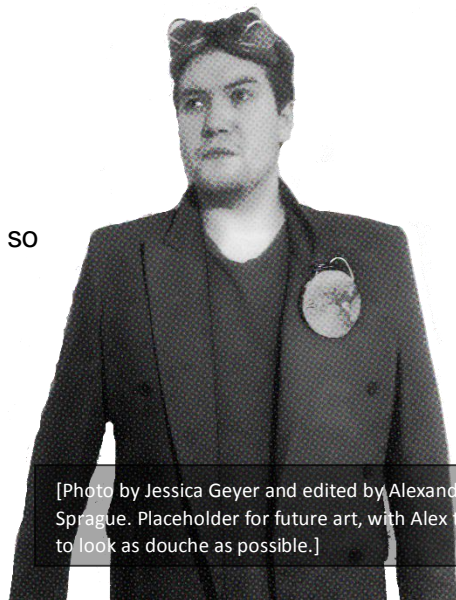
Here's an example Authority Figure to get you started:

Corporate Mine Boss

Ethos: Money is power, and I've got the money.

Goal: Stop paying workers real wages and make them so indebted to the company that they can't quit.

1. Promote corporate propaganda about bettering your life through corporate credit.
2. Start paying his miner employees scrips instead of real wages.
3. Raise food prices in the company stores where scrips are used.
4. Throw anyone who tries to quit without paying off their balance to the company into debtors' prison.
5. Send in thugs to beat up any workers who strike.



[Photo by Jessica Geyer and edited by Alexander Sprague. Placeholder for future art, with Alex trying to look as douche as possible.]