

# WHEELS & WALLS

It is the unimaginably distant year of 3019. In the last millennium, everything has changed. Everything except for the two **Immutable Societies: Wheels** and **Walls**. You are Society members, followers of the ancient disciplines, but you no longer subscribe to the religious doctrine that chained you. You are **fleeing across the desert**. For the first time in centuries, a handful of Wheels and Walls control their own destiny.

## Players: Create Characters

1. Choose a style for your character: **Beautiful, Big League, Dangerous, Rebellious, Sagacious, Supportive, or Talkative**.
2. Choose a role for your character: **Guardian, Liar, Librarian, Mapmaker, Nurse, or Wrench**.
3. Choose your number, from 2 to 5. A high number means you're better at **Wheels** (speed; agility; movement; acting in the moment). A low number means you're more of a **Wall** (strength; stamina; defenses; acting with forethought).
4. Give your character an **evocative post-apocalypse name**: Brick, Cobra, Dunlap, Girder, Rocket, Slats.

**You have:** the clothing on your back, a weapon, and the tools of your role. You know best what those are.

**Character goal:** reach for something better than the world they know. Survive the journey.

## Players: Create The World

As a group, pick the two doctrines that finally pushed you to rebel: **Eugenics, Free Markets, Hierarchy, Ignorance, Isolationism, Stasis, or Violence**. You are well prepared and equipped to combat these.

Then pick the most dangerous thing about the God-King, whose forces pursue you: his **Airplanes, Army, Connections, Satellites, Spies, or Wealth**. This always threatens you.

Finally, name and describe the oasis of sanity you're running towards. The players own this aspect of the world. It's not easy to get there.

## Rolling The Dice

When you do something risky, **roll 1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (*The GM tells you how many dice to roll, based on your character and the situation.*) Roll your dice and compare each die result to your number.

If you're using **Wheels** (speed, agility), you want to roll under your number.

If you're using **Walls**, (strength, protection) you want to roll over your number.

If **none of your dice succeed**, the situation goes south. The GM says how things get worse somehow.

If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

If **two dice succeed**, you do it well. Nice job.

If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

If **you roll your number exactly**, you have a **prophetic vision**. You get a special flash of a free future. Ask the GM a question and they'll answer you honestly. Some good questions:

*What will they do if they catch us? Who is waiting for us in \_\_\_\_\_? What stands between us and our destination? What must we learn before we succeed? What's really going on here?*

You can change your action after a prophetic vision, then roll again.

**Helping:** If you want to help someone else, say how you try to help and roll. If you succeed, give them **+1d**.

## GM: Make It Challenging

The core challenge of the game is the race to utopia. Play to find out how they get there. Use the tables below to help.

Every obstacle is also a temptation. Lie: tell the players how the doctrines they rejected would get them past the challenge. You can lie blatantly, that's good, but you can also imply. *"The motorcycle gang is short on leaders; do you want to just tell them what to do?" "You could slip by the robots, leaving the town no better and no worse off." "A few bullets would solve this problem."*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes: let the chips fall where they may. Use failures to push the action forward. Situations always change after a roll, for good or ill.

Ask questions, especially about the world. *"Were any of you part of the God-King's retinue? What was it like?"*

| A Threat...          |                          |
|----------------------|--------------------------|
| 1. Brown's Bullies   | 2. Sentient Thorn Vines  |
| 3. Undead Invaders   | 4. The God-King's Minons |
| 5. The Water Raiders | 6. Death Cultists        |

| With A...             |                    |
|-----------------------|--------------------|
| 1. Telepathic Bond    | 2. One-Use Rocket  |
| 3. Heart of Gold      | 4. Superweapon     |
| 5. Rebellious Faction | 6. Subjugated Town |

| Wants To _____ The Group |               |
|--------------------------|---------------|
| 1. Destroy               | 2. Turn Back  |
| 3. Corrupt               | 4. Merge With |
| 5. Sell Off              | 6. Enslave    |

*Wheels & Walls* is by Bryant Durrell. It's based almost completely on [Lasers & Feelings](#), by John Harper.

*Wheels & Walls* is licensed under a CC BY-NC-SA 3.0 license. See <http://creativecommons.org/licenses/by-nc-sa/3.0/us/> for details.

The title typeface is [Anodyne Combined](#). The text is Frutiger.