

Unknown Armies 3™

An occult roleplaying game of broken people conspiring to fix the world.

Key Selling Points

- **A modern horror game in three volumes** that presents a magical world built out of crime fiction and secret histories, shaped by those with the will to change it.
- **A reborn and revised cult favorite**, now slicker, sharper, and more surreal than ever.
- *Book One: Play* is for everyone, *Book Two: Run* is for gamemasters, and *Book Three: Reveal* is a compendium of the disturbing and weird in the *Unknown Armies* world.
- Created by award-winning designers Greg Stolze (*Godlike*, *Better Angels*) and John Tynes (*Delta Green*, *Puppetland*).

What It's About

On the surface, the world of *Unknown Armies* looks like our own, but at every turn the player cabal faces hidden cults, crazed revolutionaries, the remnants of discarded beliefs, and the dark promise of a new age. Armed with post-modern magic that relies on strict taboos and dangerous rituals, **the PCs must strive to create the world they want, rather than the one they inherited.**

The cabal's struggles are deeply personal but potentially monumental. They might range from advancing fringe interests in local politics to claiming the power of ley lines to triggering global financial crisis. They could seize powerful artifacts, reshape their environment, or walk the sacred path of a cosmic archetype to attain mystic enlightenment.

Gameplay Basics

- **Players collaborate with the gamemaster and each other** to create interconnected characters in a setting of places and people that are dramatically and thematically compelling.
- Every character is built around five shock meters, game tracks that reflect their psychological stresses. **Abilities and skills are directly based on both the characters' hardening against trauma and the identities they create for themselves.**
- **Extensive gamemaster guidance** includes explicit rules for creating relentless opposition to the PCs' aims.

Vital Stats

Available two ways: As three individual books, or as a thee-volume deluxe set whose magnetic slipcase unfolds into a GM screen. All books are 8.376" x 11.875" full-color casebound hardbacks. GM screen is 38" x 8.625".

Deluxe Set (all three books plus GM screen)

Stock AG6030, ISBN 978-1-58978-165-8, MSRP \$124.95, Case Count: 4.

Book One: Play (192 pages)

Stock AG6031, ISBN 978-1-58978-166-5, MSRP \$39.95, Case Count: 12.

Book Two: Run (136 pages)

Stock AG6032, ISBN 978-1-58978-167-2, MSRP \$34.95, Case Count: 12.

Book Three: Reveal (112 pages)

Stock AG6033, ISBN 978-1-58978-168-9, MSRP \$29.95, Case Count: 20.

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UNKNOWN ARMIES



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