

MEN

A MANLY RPG FOR MANLY MEN



MEN

A MANLY RPG FOR MANLY MEN

CREDITS

WRITING: DICK POUND

LAYOUT: MIGUEL RIBEIRO

ART: BRADLEY K. McDEVITT, ADOBE STOCK

**AI ART GENERATED BY STABLE DIFFUSION,
DREAMLIKE ART & PLAYGROUND AI**

CONTENT

INTRODUCTION: 5

RULES: 8

SETTING: 28

CHARACTERS: 59

VIOLENCE: 75

MONSTERS: 89

HUMANS OF HATIA: 106





You can find us at...

YouTube <https://www.youtube.com/c/TheRedRoomChannel>

Facebook <https://www.facebook.com/moordereht>

MeWe <https://mewe.com/join/theredroom9>

Website <https://moordereht.com>

Discord <https://discord.gg/K6CCbafhcu>

Praises for MEN:

"I found this work to be very inspiring."

-Ted Bundy

"This book helped me solve all my domestic problems."

-O.J. Simpson

"A game that prepares kids for the future."

-Satan

"Better than an aggravated rape AND a genocide in Africa."

-Colonel Ghadaffi

"A very honest depiction of our movement."

-Andrea Dwokin

"I masturbated from cover to cover. This might very well be the next Bible!"

-The Pope

"I was hard throughout the entire book and then I raped."

-Some dude

"I am a bear and I enjoyed this book."

-A Bear (who enjoyed this book)

"This book contains the word 'fuck' 261 times and almost as many grammatical errors. I recommend shipping it to kids in countries we do not like, for example Pakistan. Personally, I think this is shit."

- Emperor Barak Obama

"As far as fiction goes, this book is worse than the holocaust."

- Mahmoud Ahmadinejad

"This book offends every minority on the planet except for the niggers... This book offends every minority on the planet."

- Lord High Super Dragon
Wizard of the Real KKK times
9000

"A little something died in me every time I turned a page."

- Dead Tolkien

"Please do not tell anyone I played this game. If you do, I swear to God, I'll kill you."

- Andrew Summers from Buckler
st. 27, Bristol

INTRODUCTION

Introduction

MEN is a work of a satyr. A very serious satyr. If you do not like what this satyr says, he is gonna ram you in the guts with his big-ass horns and then ram you in the ass with his big-ass dick and then kill you and eat you. This is not a disclaimer.

This is a fucking death threat.

If you cannot take a joke, fuck you. Fuck your mother. Fuck your daughter. Fuck your puppies. Fuck your race. Fuck your religion. Four your horses. Fuck whatever fucking lowlife you voted for last year in the hope of your miserable fucking excuse for a life improving. Fuck your fake friends and cheating wife. Fuck your failure of a father. Fuck the rotten system that let pathetic freaks like you reach maturity.

*But most of all –
FUCK YOU!*

In MEN you play real men who kill, fuck and eat things. You are doing this to maintain your fearsome erection – the source of your power. Your enemies are emasculating Feminazi, sneak attacking Butt Pirates, exploding Boomistani and other

freaks. Kill them and have your way with their daughters.

Because real men do not sit in their cave all day long reading some stupid fiction, this book is divided into several short chapters you can read while laying turds the size of asteroids. This chapter is the **Introduction.**

MEN uses a system called BBB. BBB stands for Brains, Brawns and Balls – the three things real men are made of. Brains are used to decide what to fuck, what to kill and what to eat.

Brawns are used to fuck up anybody who stands in your way to these things. Balls keep you from becoming a mincy little wuss. This system, and some shit about how this whole RPG thing works, is described in **Rules.**

Now, do you know what also starts with a B? A boner. You get all sorts of boner, you get horny hard, murder hard, the “I am about to eat a whole fucking mammoth” hard, the “ton of dynamite” hard, the “bears riding dinosaurs” hard and so forth. Each kind of boner grants you a different superwoman (but regular for men) power.

All these different boners and the awesome powers they grant are described in **Boners**.

The world and everything in it is described in **Setting**. Real men love hearing stories from around the world because it makes their dicks hard with real manly hate. Without knowledge, all you have to kick around are your lazy wife and no-good kids. With knowledge you can go on Holy Wars and kill people you would have never otherwise even heard of.

Now that you know everything there is know about how this game works, you will probably want to make a character for yourself. It is so simple it hardly deserves a chapter but we are fully pledged to the idea of destroying as much trees and whatever the fuck they make ink from, so we included a **Characters** chapter nevertheless.

The more levels you gain, the bigger your dick gets. Women do not have dicks and so cannot gain levels. In fact, women are described in the **Inventory** chapter and are recorded in the items section of your character sheet. This is because they are things.

Good women do not speak. They only raise their hindquarters in anticipation. Bad women speak all the time.

Fortunately, the chapter **Violence** details several methods of making bad women good. The worst women are wild Amazons. They must be ploughed something fierce to become good.

Plough them to death if you have to, to death... and beyond.

Now you know how to kill. The **Monsters** chapter will tell you whom to kill. Do not let the name misguide you, this chapter includes NPCs and even cool dudes as well as proper monsters like Dickwolves and Feminazi. We called it monsters because we thought the book would sell better that way.

Now that you know how to play and who to play, you are probably wondering what to play, like what adventures to run, what broads to fuck and how to make is all really manly.

That and more is described in the aptly named chapter **Tips**.

Finished reading?
Great. Start Pounding!

RULES



Rules

"Not this time, Gal. Not this time. Not this fucking time. No. No no no no no no no no! No! No no no no no no no no no no no! No! Not this fucking time! No fucking way! No fucking way, no fucking way, no fucking way! You have made me look a right cunt!"

- Don, from "Sexy Beast" answering a player who started a sentence with, "but the rules say—"

That is how the game works. The rules are loose and leave much freedom for the GM. Do not argue with your GM because the rules are loose and leave much freedom for him in order for you not to argue with him.

Rolls

The only type of die used in **MEN** is the d12 because it is the manliest die. Barbarians roll d12 for HP, great-axes roll d12 for damage, the Lord Jesus had 12 disciples and I just pissed off 12 Feminazi while writing this paragraph. So, the d12 it is. All other dice are gay or liberal. A success is when you roll 8 or higher. A roll of 12 is always a success and grants you another roll – even the mighty GM cannot change that. A roll of 1 fails so badly it takes another success with it (also known as a fuck up).



BONUS AND PENALTY DICE

Some effects in this book grant bonus and penalty dice. This is not an increase or decrease of the dice pool, but rather a fuck-up with statistics. A bonus die means that you roll an additional die and then remove the lowest roll. A penalty die is the opposite.



Yes, you can have a roll with less than 0 successes. That's what we here like to call a clusterfuck. Your GM can increase or decrease the number you have to score to gain a success at will. There are no rules dealing with this, but he will probably increase it if you behave like a cunt. With the exception of combat, the rules are as simple as simple can get, which is pretty simple. These are not rules for mincy little faggot rules lawyers looking for anus-like holes in the law to fuck real men at court. These are rules for real men who want to play a real game! Everything, every-FUCKING-thing in **MEN** is done through opposed checks. Just like it is not fun eating things that never moved before you ended their miserable, pathetic and pointless existence by braining them with a rock the size of fucking Jupiter, it is not fun rolling against set numbers either.

Table 2.1: Roll Results

Success Count*	Degree of Success	Examples
-1 or less**	Epic fail!	Impaling yourself on a spear... anally; drowning in a soup bowl
0	Major fuck up	Breaking a weapon in an attack, antagonizing a dude you are bartering with
1	Poorly Done	Fixing something so it breaks in a day or two, finding a stinking dead rabbit after a full day of hunting
2-3	Decent Job	Drawing decent porn, farting in a way that really lightens up the place
4-5	Superb Job	Hitting a soaring eagle with a stone, causing a feminist to reconsider her views
6 or more	Epic win!	Fixing a wagon so well it becomes a galaxy-class spaceship, getting a man to lift the toilet seat

* That is how much more successes remain after the opposed roll.

** A roll is only an epic fail if you scored a negative amount of success before the opposed roll.

Set numbers are for fucking losers! The only non-opposed rolls are checks that determine the quality of things you make or think of.

Why? Because, if your GM knows his business – they will be opposed to soon enough!

Traits

Every thing in **MEN**, be it the Grand Dragon of the Aryans or something nasty you just pulled from your nose, has traits that define how many dice they roll for the opposed checks.

Actions are initiated by one trait and opposed by another trait.

He who scores the most successes wins. In case of a draw the dude with the bigger dick wins (the penis actually growing from his body, not a penis he is in possession of, we do not want you guys to start dragging elephant dicks everywhere).

The exception to this rule is Dragons. Dragons **ALWAYS** win.

Combat is slightly more complicated and is described in the chapter **Violence**.

Below is a table listing various objects and their traits. It does not include humans and monsters because they are too complex to fit into a simple table:

Table 2.2: Object Traits

Object	Traits
Bull	Brawn, Hate
Cow	Brawn
Corpse	Disgustingness, Sexiness
Door	Sturdiness, Squeakiness
Furniture	Sturdiness, Aerodynamic
Tome of Wisdom	Wisdom
Weapon	Heft, Damage, Range
Zed*	Deadiness

*He is dead.

Now, let us return to the previously mentioned dude and his nose cheese. The dude has six traits; Hunger, Hate, Horniness, Brain, Brawn and Balls. The first three represent his wellbeing; the last three represent his abilities. The bugger has two traits; Disgustingness and Vulnerability. Remember – all vulnerable things are disgusting. Except for women. A woman who is not vulnerable might be a Feminazi or an Amazon. Now that is disgusting! Anyhow, here is a simple demonstration:

Men are immune to disgustingness but women, even hairy and ballsy Feminazi, are not.

Now we have Joe, who is a swell guy. He was running after some dumb broad who did not know what is good for her, when suddenly he came upon a wild woman war party led by a Feminazi. Now Joe's a real man, but those ugly bitches are scary and have spears. All he is got is a cold.

A cold!

Smiling victoriously, he pulls a bugger from his nose. This is a Hate + Brawn check with a +2 made up bonus due to the cold, which Joe's player made up just for the occasion. His total die pool is 7 (3+2+2) and he rolls 3 successes. Extraordinary!

He pulls from his nose a three-foot abomination, more colourful than pride week in São Paulo, crawling as if it has a will of its own, dangling in the wind like some vomitous mockery of spaghetti el Dante.

Jesus fuck, there are living things moving inside, this is FUCKING disgusting! Specifically, it is an object with a disgustingness rating of 3.

Now, as stated earlier, women are easily disgusted and by God, right now, Joe is the most disgusting motherfucker in the forest. To get anywhere near him, a woman has to score 4 or more successes in a Balls check.

In case of a draw, Joe, who has a dick, wins, even though his buddy is pretty limp right now.

The women make their opposition checks and only one of them manages to score that many successes (damn bitch, look at her! She is uglier and fatter than a fucking mastodon). She sees she is alone in this and, giving in to the herd instincts that dominate womenkind, walks away with the rest of her gang. Joe will not fuck tonight, but at least he will not get fucked either.

As you can see, these rules leave a lot of space for the imagination and give the GM a lot of freedom to decide what does what and what roll should be made to do it, so do not fuck with him. Unlike other game books, you cannot use the **MEN** book as some coward shield against the GM's wrath. In **MEN**, rules lawyers get fucked. Real men get the girls, the glory and the gold!



Real Men

Brain, Brawn, Balls

WHAT REAL MEN ARE MADE OF

Brains represent how smart, cunning and, when pressed to the wall, charming you can be.

Use Brains to come up with useful trivia, outsmart an ogre or remember where you left the fucking keys!

Brawn represents how strong, healthy and quick you are.

Use Brawn to survive a club blow to the head, club the fucker who did this to you and run away before his friends catch you.

Balls represent your daring, strength of will and personality.

Use Balls to avoid staring at the boobs of the Medusa (ironic, is not it?) to sit on a hedgehog with your bare ass or to get a hoe pregnant (did not see that coming, eh?)

When you take damage you usually reduce Balls first and then Brawn.

Damage that would reduce your Brains usually kills you outright, unless it is the sort of damage suffered from attending a feminist rally and listening to their inane bullshit.

Hate, Horniness, Hunger

WHAT REAL MEN NEED

Hate is how pissed off you are right now. Hate is the source of aggression, the shield against pain, your moral compass and political motivator. A man devoid of hate is a drooling hippie vegetable. A man overflowing with hate has a brain aneurysm and dies while shitting himself.

Horniness is how strong your need to fuck right now is. It is what makes the man a master of women, it shuts out screams, kicks, and tears, it makes your dick so hard you can stab a guy through the head with it... and bloody fucking enjoy it! A man devoid of horniness begins to see flowers, the blue sky, and the pure love of the mother. Fucking faggotry. A man overflowing with horniness jerks off to poorly drawn cave pornography.

Hunger is how much you want to eat right now. It is what gives the hunter his fury, what protects from squeamishness and hygiene and what turns friends into friend-burgers. A man devoid of hunger is a fat cow lazing in the sun, just asking for a sabre-tooth to fucking stick him. A man overflowing with hunger is reduced to a weak zombie who keeps his mouth open in the hope of some even more pathetic creature crawling into it.

HHH attributes each have a **Current** and **Potential** rating. Current points represent how strong the need is at the moment, Potential points represent how strong it can get.

A single current point of hunger means you would not mind munching some. Five current points in hunger mean you are half-mad with starvation and need to utilize every iota of self-control you may have to not start eating your fellow men... now; being a man you do not have much self-control so... yeah.

To live a perfectly happy life, a man should strive to keep them all zeros all the time. A man whose current rating bypasses his potential rating dies due to high blood/sperm pressure or good old hunger.

Basically, you have to kill, fuck and eat all the time. This is your main motivation for adventuring. The more you satisfy your HHH, the sharper and more epic your need grows; at low levels it is enough to kill a peasant, rape his daughter/wife (usually same thing) and eat their freshly baked pie.

At higher levels, you must kill the fucking dragon (you can stab it to death with your boner at this stage, aka "the murder hard") rape his entire harem in a variety of positions worthy of Caligula and eat and drink until there is famine in the land.



The higher your potential rating is, the more difficult it is to satisfy, but also the more power it grants you. All great things were done for food, sex or hatred – did not you know?

Whenever you manage to come with some pathetic excuse why a certain H is relevant to a check you are about to make, you may remove a point of current H and add it to your check. For example, if you see a Butt Pirate in the forest and attack it with your bare hands and make him look you in the eyes as you choke the shit out

of him and whisper to “you are not a real woman, you are just an ugly man” you may use Hate points to supplement your Brawn checks. Unless you are a very special sort of a man, you may not use Hunger points. Using Horniness points for this is far out. **FAR FUCKING OUT!**

Now here is a catch, every time you spend a Hate point to boost an attack, you gain a Horniness Point. Every time you spend a Horniness Point on sex or a sex-like activity, you gain a Hunger point. A vicious cycle, is it not?

Oh well, you are not the fucker who is going to suffer because of it.

Use the below table to determine the rate at which each trait refills.

Table 2.3 HHH Return

Trait	Roll/ Period
Hate	1/ day
Horniness	1-6/ day
Hunger	1-2/ Hour

Unless otherwise stated, the amount of current H you can spend in a single round is as follows:

Table 2.4 Spending HHH

Potential rating	Amount
1-5	1
6-7	2
8-9	3
10+	5

Good Women

Good women traits are described in the inventory section. Why on earth did you look for them here?

You know son, sometimes I have my suspicions about you...

Alternative idea: B abilities are used as modifiers in rolls, H abilities allow re-rolls but each re-roll burns a point of H. H can be risked, like conviction in Hunter.

Also, add skills. Each player writes what he's good at, and when engaging this shit, he either gets an addition re-roll or a bonus to the roll.



Boners

"The LORD Jesus Christ gave mean dicks so they would have at least one way to shut women up."

- Matthew 7:69

One does not gain power from sporting a boner, indeed, a true man is always sporting a boner unless he sees like, I do not know, a naked 80-year-old woman with boobs hanging like two flat breads all the way to the ground and a labia like the ears of Dumbo, flapping in the fucking wind, Jesus!

No, power comes from the ability to get a boner from a certain situation other men would not get a boner of. Like, if you get a boner from strangling people, you will be a better strangler than other dudes who think women have to constantly breathe to be fun.

If you get a boner from getting stabbed you are A) a fucked up motherfucker, B) will survive injuries much better than weakling who go all, "oh I am bleeding, oh my spleen, my spleen" when poked with a spear.

How do you read boners? First, not too closely, because that is totally gay. You glimpse at them from afar in a polite manner. Your look should say, "Sir, you have quite the dick there." That is not gay. That is just polite.

Secondly, a boner has the following descriptors:

Name (price): the title and point cost of the boner. Note that these are the formal and dry names. If you want to call your pedo boner "the Expander" and your mega boner "the Dragon" and demand people worship it and sacrifice virgins to it, that is fine. In fact, it is better than fine – a particularly clever name should be rewarded by the GM!

Requirements: conditions that must be met in order for the boner to be acquired. Basic boner is always a requirement and so is not repeated every damn time... because we care about the environment... NOT!

Turn-on: a brief description of what turns the character on. If these criteria are not met the boner power cannot be used unless the character succeeds on a Balls + Potential Horniness check opposed by an arbitrary number (usually 3-5) based on how unlikely the character is to get aroused in this situation. A failed check increases Current Horniness rating by 1.

Effect: the bonuses granted by the boner. These effects do stack – a guy can (and should) be turned on by half a dozen things at any given moment.

Special: your mama!

That is all you have to know. Now, let the boner parade begin.

Ladies, this is the one part of the book you might enjoy. But please, do try not to drool...

Basic Boner (0)

Requirements: Healthy male anatomy

Turn-on: women, pictures of women, women being mentioned in conversation, women being implied in conversation, object that vaguely resemble women or parts thereof...

Effect: you can get your dick up.

Special: losing this boner makes it impossible to use any other boner.

Addictive Boner (5)

Requirements: Drug addiction

Turn-on: see below

Effect: whenever you cum inside a woman, she must succeed on opposed Brawns vs. Balls check or become addicted to your dick. Every day she spends without your magnificent arrow inside her quiver, causes her to lose a point of Brawn. A woman reduced to 0 Brawn masturbates herself to death unless forcefully held. Although this passage refers to women, this boner works equally well on all living things.. within reason!

Inhuman Boner (2)

Requirements: Animal Boner

Turn-on: Sentient non-humans

Effect: Gain a bonus die whenever you are interacting with a native Hatian or some other freak.

Animal Boner (2)

Requirements: None

Turn-on: you really put the ape in rape...

Effect: Gain a bonus die whenever you are interacting with a wild animal.

Angry Boner (5)

"Rape is always the result of bad manners."

- Father Dick Pound

Requirements: None

Turn-on: Standing in a long queue for food stamps, some idiot hitting on your girl, your favourite couch breaking

Effect: For every two hate points you spend to boost a roll, you get three additional dice instead of two. You may not combine this power with any other powers that multiply dice.



Auto-Asphyxiation Boner (2)

Requirements: None

Turn-on: Suffocating while jerking off.

Effect: You may masturbate to reduce Horniness points regardless of your Horniness levels. Afterward make Brains check opposed by the number of Horniness points you removed. If you score no successes you take three points of temporary damage. If you make an epic failure, you die and the people who find your corpse laugh hard.

Asphyxiation Boner (4)

Requirements: Auto-Asphyxiation Boner, Sadism Boner

Turn-on: Choking bitches, jerking off as cunts dance at the end of a rope, face fucking people until they are blue

Effect: You gain a bonus die whenever strangling someone. See page 82 for more information on wrestling suffocation.

When fucking a bitch you may also choke her. If you do so, roll once for each current hate point and add each success to her sexiness rating for the duration of the fuck.

Afterward make a Brains check opposed by her Handiness. If you score no successes she faints. If the check is an epic failure she dies. If she dies you gain a current Hate point and reduce one more current Horniness point.

Boom Boner (3)

It is not rape if you yell "surprise!"

- Supreme Court Decision 13/41

Requirements: Balls 3+, Fire Boner

Turn-on: Explosions, the bigger the better

Effect: Gain an extra die when using explosives. If you use explosives as part of a suicide bombing... sorry bombing, you gain three bonus dice. You do not gain any bonuses to dodging bombs (for obvious reasons.)~You automatically remove a Horniness point every time you see a girl blown up to pieces. It is cruel but c'est la vie.

Cannibalism Boner (3)

Requirements: Anger Boner, Basic Boner

Turn-on: Eating people

Effect: Your bites deal double damage. In addition, you are a sick fuck with no more rights to walk God's good earth than a homosexual weasel named Lawrence, but that is beside the point. For each point of biting damage you inflict on the woman during sex, you remove an additional Horniness point AND hunger point. Note that women usually do not have that much Brawn, so... you know.



Colossal Pervert Boner (3)

You see, I am a colossal pervert. No form of sexual depravity is too low for me. Animal, vegetable or mineral -- I'll do anything to anything.

- The Bishop, Blackadder

Requirements: Pervert Boner

Turn-on: EVERYTHING

Effect: You may treat any trait of any object as a Sexiness rate.

Needless to say, consent is optional. However, this degree of hedonism does not come without a price – your horniness points return at twice the normal rate. A minor price to pay given that you can now do anything to anything.

Construction Boner (7)

Requirements: Brains 3+, Addictive Boner

Turn-on: Women used as furniture or building blocks; whole women, not parts of them

Effect: You may construct various devices from properly tamed women, the most common being vehicles and catapults. While the latter may shoot women, it seems more advantageous to use stones or goats that go, “meehhhhh SPLASH!” Below are some common contraptions and the difficulty of their execution.

Table 2.1 Constructive Femininity

Object	Qty.	Dice	Notes
Table	1	0	Dining table, not welding platform.
Sofa	3	1	For each three women, two men can sit comfortably.
Platform	5	1	Grants bonus die to speeches to manly crowds.
Pyramid	$L \times [(L+1)/2]$	$L+2$	Same as platform only higher and less stable. The check must be repeated each minute or the whole thing collapses. A pyramid grants a bonus die for every two levels until five. Afterward you just look like a buffoon.
Wagon	7	6	This offers no advantage, but a great way to remind women their place in the world. Plus it looks pretty sweet when you ride one of those into town...
Catapult	7	9	See page 100.
Giant	20+	15	See page 100.
Airplane	100	A lot	It is a joke. You cannot really make an airplane out of women.

Danger Boner (4)

Requirements: Balls 3+

Turn-on: Life threatening situations, having more adrenalin than blood in your blood

Effect: You gain an extra die when rolling initiative. Even if still fuck this up, you are not surprised.

Death Boner (5)

Requirements: None

Turn-on: Anything that would ordinarily attract you, only dead. Dead-ish is okay too. Skeletal is probably a bit too dead.

Effect: You gain +1 to checks made to withstand poison or disease. If you hit a creature with a dick move, make opposed Brawn checks. If you win the check, the enemy is now infected with a deadly corpse disease (see page 126.)

You may double the number of current Horniness points removed by killing whomever you fucked and then fucking them again. And again. And again. And again...

Discipline Boner (5)

Requirements: Being a colossal cunt

Turn-on: Telling people what to do, abusing authority

Effect: You may grant a bonus die to a single ally once per combat.

You do this by being a total asshole and bossy all the time. Sex with you feels like basic training with a sergeant from hell. Oh well, at least it is predictable.

Domination Boner (6)

Requirements: Addictive Boner or Discipline Boner, Balls 2+

Turn-on: Getting people to do dumb, dangerous or demeaning things.

Effect: When you cum inside a woman, you gain absolute control over her for a duration based on your Balls and current Horniness rating. You may attempt to gain domination by fingering her, but this is not automatic. You must succeed on opposed Balls vs. Brawn + Hate check. You may boost this roll with her Horniness.



Table 2.2 Duration of Domination

Balls+

Horniness spent	Duration
1	1d6 rounds
2	3d6 rounds
3-5	1d6 minutes
6-7	3d6x10 minutes
8-10	1d6 days
11+	Permanent

Eating Boner (4)

Requirements: Brawn 2+

Turn-on: a juicy steak, a glorious donut, a steaming stew, pita and humus, something cute with big, moist eyes

Effect: You may use Horniness points to boost checks made while hunting or negotiating for food. Every time you decrease a current Hunger point, you may also reduce a current Horniness point. This works in conjunction with the vicious cycle.

Eating Boner, Improved (3)

Requirements: Eating Boner, Brawn 3 or higher

Turn-on: stale bread, a run over cat, grass, spoiled grass, bark... any organic material really

Effect: Same as Eating Boner only you may use it in conjunction with anything even remotely edible, not just good food.

In fact, you get a bonus die when rolling against poison because frankly, you literally eat worse shit for breakfast. Oh and your morning breath... Jesus!

Fire Boner (7)

Requirements: Balls 3+

Turn-on: big fires, women on fire, dragons, arson, if you could cover the world in flame you would then quench it with sperm

Effect: You can ejaculate fire at will. This 2-meter cone that deals 2 points of damage. If you do this inside a woman's butt or cunt you automatically inflict double damage. If you do this inside her mouth you kill her outright and remove two horniness points because it is so.. hot!

Special: You can take this boner multiple times. Each time you take it, you increase the damage and range of your fire attack by 1 meter and 1 point, respectively.



Genocide Boner (4)

Requirements: Deliver the killing blow to 20 creatures of the same type

Turn-on: massacres of civilians, mass graves, planning of ethnic cleansings, starving people behind razor wire

Effect: Creatures of this type take a penalty die to any action involving you, except shitting their pants or dying. For this they gain a bonus die. If you kill more than 100 creatures of that type, then each soon-to-be-victim that sees you must succeed on an opposed Balls vs. Hate check or try to flee its inevitable historical extinction.

Holy Boner! (2)

Requirements: Faith in god LOL

Turn-on: boys

Effect: You can do to boys all the stuff normal dudes do to women, speaking words of prayer all the while, their squeals being the accompanying music. This works the same way as a normal fuck except that boys are involved and there is nothing normal about it.

Incest Boner (2)

Requirements: None

Turn-on: your family

Effect: Nothing at first. Your woman births normal daughters. They give birth to strange and wild things. Their daughters give

birth to monsters Awesome, awesome monsters. But you gotta fuck them really young or the whole process will take ages.

Inspiring Boner (7)

Requirements: Balls 2+

Turn-on: girl on girl action; literally action, not "action"

Effect: Any girl you cum inside temporarily gains a Balls rating equal to the amount of success you score on a Balls + Hate vs. Handiness check. With her newfound balls, she makes an opposed check against her original Handiness. If she wins, she is free-willed for 2d6 hours, which might spell big trouble for you. If she fails she is warlike and vicious but still under your control.

Masochist Boner (3)

Requirements: Surviving a full day of torture at the hands of enemies or losing five or more BBB points in a single encounter

Turn-on: getting the shit kicked out of you, bleeding like a cunt, being called a cunt while bleeding, the sound of you screaming, AIEEEEEEEEEEE YEAH BITCH YEAH!

Effect: You get an additional die to resist physical damage. Each point of Brawn lost due to physical damage reduces one horniness point.

Miracle Boner (6)

Requirements: Holy Boner

Turn-on: Sick, poor and miserable people on their knees begging for you to save them

Effect: Your sperm can cure the sick and wounded (1 point per horniness point), return vision to the blind and is real good for the skin too! However, you cannot just jerk off, someone must do that for you, someone miserable, on their knees, crying really hard. But you already knew that – you read the Bible, right?

Murder Boner (5)

Requirements: Balls 3+

Turn-on: murder, mayhem, malice, mm-killing

Effect: Each time you drop an opponent you remove a Horniness point. You may use up to one Horniness point per round to boost melee attacks. This stacks with any Hate points used and does not work toward the vicious cycle (see page 15).

Mega Boner (3)

Requirements: Five or more other boners

Turn-on: every fucking thing!

Effect: Your dick is so hard you could hump a tunnel through granite with it. You can stab with it as if it were a knife, make holes in doors, ram stuff... I mean, it is a serious dick!

Peeping Boner (3)

Requirements: None whatsoever, not even a basic boner

Turn-on: seeing other dudes get off, girls too; girl on girl is awesome...

Effect: Roll for each current horniness point a character you see just lost. You lose one current horniness point for each success. Additionally, you gain a bonus die for all stealth checks.

Peril Boner (3)

Requirements: Danger boner

Turn-on: Damsels in distress, not rescuing them, but them being in distress

Effect: Gain a Horniness point whenever you see a woman in trouble and do not do anything to help her. If the danger is acute, such as a woman about to fall off a cliff or being chased by a sabre-toothed tiger, you gain a bonus die to all checks, which do not involve helping her.

This bonus goes away after the situation is resolved (the woman is rescued or fucked, metaphorically or properly).

If the situation ends poorly for the woman, you may remove a Horniness point.

Pervert Boner (3)

Requirements: None

Turn-on: anything that is a turn down for normal people

Effect: Treat negative sexiness as positive sexiness. This only applies to things you are already attracted to.

Petrifying Boner (6)

Requirements:

Domination Boner

Turn-on: sculptures, people soon to become sculptures, people who would look nice like sculptures

Effect: whenever you cum inside someone, they turn into stone.

You may not retain your sperm to use it as a weapon later because it goes bad in less than a second. In addition, you are not immune to this effect – if another dude with this power fucks you, you are a brick.

Same happens if you accidentally get some of your sperm inside your... eh...let us not discuss this.

Slasher Boner (4)

Requirements: Murder boner

Turn-on: Cutting women, like doing all sorts of red shapes on them or removing parts you do not need right now

Effect: You may spend double the normal Horniness points if you cut the woman while doing it. For each three points removed that way, you may also remove a Hate point. It will not kill her, but she will wish it did.

Also, you gain a bonus die when fighting with blades. Also, you are a stone cold creepy motherfucker.



Sniping Boner (4)

Requirements: Treason Boner

Turn-on: Shooting people from a great distance, dropping object on people not aware that objects are about to be dropped on them, cumming right into a girl's eye from across the room

Effect: If gain a bonus die to ranged attacks as long as you have the initiative. You may also add an extra die if you are attacking an opponent who does not see you.

Tough Boner (8)

Requirements: Masochist Boner, Angry Boner, Peril Boner

Turn-on: Rough sex, well, it is more like wrestling or boxing really, with you losing... but it ends with some jizz

Effect: When reduced to 0 traits instead of dying, you just stand up, scream "OH YEAH!" and proceed to beat the crap out of everyone in sight. Mechanically, all your traits are returned to maximum value (including current HHH) and you must attack a creature capable of feeling pain every round for ten rounds or die from HHH overdose. Even if you survive, you still have overflowing HHH and must attend to it immediately.

Special: Note the GM may limit the use of this boner through the dreadful power of common sense.

It is possible to imagine a dude being stabbed twenty times, then standing up, tearing the head off his attacker, and fucking his brains out through his dead eyes. It is not pleasant to imagine it, but it is possible. It is impossible to imagine a dude doing the same after being run over with steamroller, run through an industrial shredder, and then eaten by a fat man who mistook him for spaghetti Bolognese.

Treason Boner (5)

Requirements: Brains 2+

Turn-on: betraying people, giving bad advice, "screwing" friends, raping women who trust you

Effect: You gain a bonus die when attempting to deceive neutral or friendly NPCs, two bonus dice when doing this to fellow PCs.



Table 3.1 Sexy Visions

Horniness spent	Vision Example
1	Congratz! You have got herpes; there a girl doing something silly outside your window.
2-3	Raiding the caravan that will pass by your lair next week is a very bad idea.
4	In a week your lair will be raided by a Feminazi re-education party assisted by butt pirate mercenaries.
5-6	A bunch of butt pirates just landed to bury a treasure in the mountains. They think nobody knows... suckers.
7+	You get to be a fly on the wall during a secret liberal-fundie conference; you see the location of an old but fixable space rocket... shaped like a giant dick!

Visionary Boner (5)

Requirements: Holy Boner

Turn-on: Drifting to pure and divine thoughts while doing it

Effect: Every time you spend at least a single Horniness point, you are granted a divine vision. The more Horniness points removed, the more meaningful is the vision. Note that while experiencing a vision you cannot do shit, so it is not a good idea to use this one during combat.



SETTING

Setting

In most books, these portions are longer than a black athlete's dick after a match. Now, I know you want to get to the hot parts as quickly as possible so let us not bear around the bush but shove it straight in!

[Editor – do you not mean beat? What is it with you and bears?!]

History

Hatia is a huge body floating through space. I do not mean body in the astronomical sense – its got hands, boobs, stomach, butt, curls – it is a gigantic girl. No one knows if she is dead, sleeping or just very slow. So far, life's been pretty stable on this huge chunk of flesh hurling through the cosmos towards an unknown destination.

Now the natives felt they had figured out how to live the right way and that the people of Earth live the wrong way what with all the sex, violence and fat food. So for the benefit of mankind they decided to take over the earth and force everyone to live just as they do because hell, what is right for a ten-foot-tall gay cat man who lives inside a colossal

anus is also right for a hard working American truck driver, right? Do not answer, it was a rhetorical question – Hatians do not give a fuck what you think about what is good for you. They know better.

However, on the eve of the invasion they discovered they do not know shit about human biology, society or mentality. So before charging in all guns blazing, all monsters roaring, they decided to kidnap some humans, settle them on Hatia and see how they behave, what they eat, can they even breathe the local air?

Of course, men being awesome and Hatians being gay, the men soon broke from their laboratories, fucked up their guards real good, making the untesticled fags realize that superior magic or not, invading earth is a poor fucking idea.

Now men live free and proud in the wilderness between the various Hatian states. Without liberals, fundamentalists, socialists, feminists, Nazis and other earth-bound shit to mess up their style, the real men of Hatia got REALLY awesome, they answer to no one but the Dude, and are always ready to fuck some shit up.

Units of Measurement

Real men on Hatia are perfectly capable of using the metric system. Indeed, when no one important is present, this is exactly what they do. This is why this book is written in the metric system. However, when they want to show how outrageous they are, they turn to a different measurement system called the fuck system. Why? Fuck you, that is why.

Time:

Fart: one second

Bad fart: thirty seconds (full three minutes in Russian tribes)

Blowjob: ten minutes

Fuck-hour: same as hour, but more awesome

Proper-fuck: three hours

Weight:

Man-Fist: about a kilogram, also used as measurement of strength

Little Annie: 50 kilograms

Brunhilde: 100 kilograms

Yokozuna: 250 kilograms

Minnoch: 500 kilograms

Yo Mama: 1 ton

Volume:

Cunload: one tenth of a litre

Buttload: quarter of a litre

Woman Brain: half a litre

Man Brain: a litre

Jew Brain: a litre and a half

Distance:

Dick: 30 centimetres

Diggler: meter

Fart-range: 30 meters (100 meters in Russian tribes)

Troll-chase: 5 kilometres

Kill-horse: 50 kilometres

Far-Enough: 500 kilometres

Example:

Dude A: "See you in a few farts plus a bad one, OK bro?"

Dude B: "Few farts?! Did Africans fuck you so much in the ass they contaminated your brain with African jizz? This is gonna take at least a blowjob to finish!"

Dude A: "What are you doing anyhow?"

Dude B: "Getting a blowjob."

Now women did not escape because they are lazy and do not care who's fucking them so over time they went native and started thinking thoughts and doing deeds and generally got fucking annoying. Some became wild Amazons controlled by Feminazi agents posing as wilderness goddesses while others joined urban feminist covens and help the Hatians fight real men. They need to be given a real good lesson in sex relations, but that is O.K.

The problem wasn't invented yet that cannot be solved by fucking some shit up!

Geography

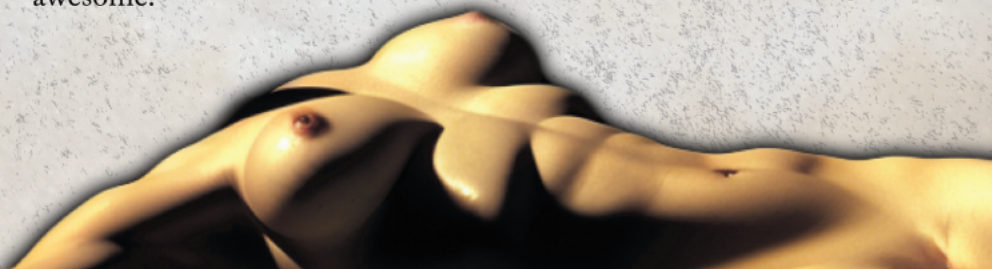
Central Hatia is a beautiful land of fat cows, naked hoes and free and wild men. It is a primordial forest where the weather is always good for a game, or genocide or a game of genocide, the fields are vast and green and full of adorable little animals that make satisfying popping sound when you step on their skulls. It is like Avatar, only it is not gay; it is awesome.

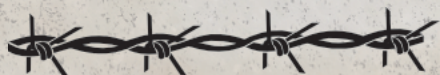
As previously stated, Hatia is not a planet but a gigantic hot chick who does not mind you guys doing whatever you want on her. The things that live on her – the vicious butt pirates, the giant crotch crabs, the mutant hair faeries – they are less cool...

Being a body and not a planet, the sun is not equally disturbed along her body; it is located somewhere between her legs, meaning that the chest and belly have heavenly climates while other parts are either too hot or too cold. Walking from boobs to slit is known as "following the sun."

Now, I suggest you that you do not tell the players they are playing on a huge chick. Let them travel from the great walls to the north, between the two warring mountains, circumvent the pit of annoying people, slide down the rumbling lands and take a warm dip in the slit river without ever getting a hard on.

However, that is just a suggestion.





OVER THE BOOBS AND FAR AWAY

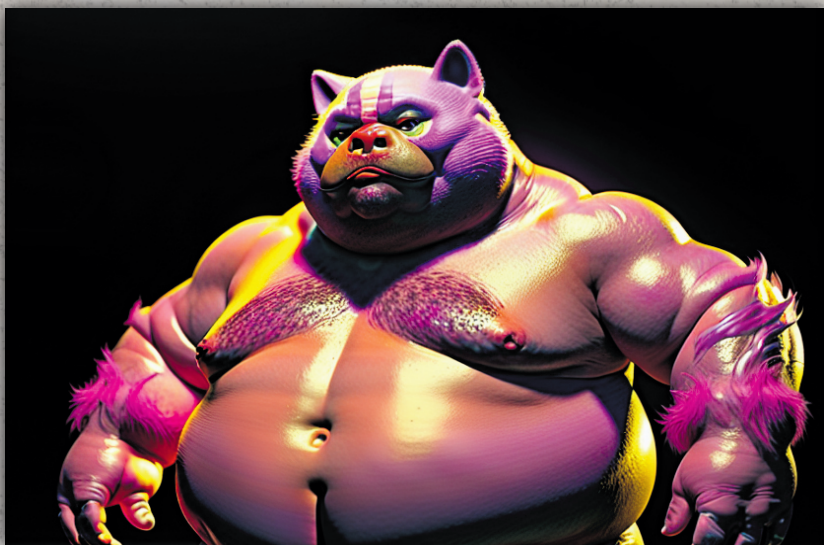
This section covers the regions readily accessible to players. While all women have heads (sadly) and legs (even sadder) and internal organs (we do not care either way) this one's are nigh inaccessible, because of either the terrible denizens or inhuman temperature. Nevertheless, some guys with balls of steel did visit these far regions and returned mad as men who vote for women candidates in national elections.

What horrors hide there? What dark powers scheme and gather in those dark and nameless lands? You will probably have to buy the next book to find out. More likely – you will never know.



Politics

The main power groups of Hatia are the Butt Pirate fleet, the Boomistani theocracy, the Oxvardridge wompublic and the escaped humans, also known as the Real Men. There are many women too, but they are not important. The Butt Pirates and the Feminazi Oxvardridge are the true masters of the world, united by the sinister agenda of spreading their ideology across the cosmos. Full scale invasions, as it turns out, is too manly for them, so they use dirty snivelling tactics, such as sending brainwashed agents to other worlds to spread their poisonous ideas or poisoning wells with boner-killers to deprive men of their potency.



Butt Pirates want to make everyone and everything gay while Feminazi want to make men slaves of women. The similar goals make them natural allies.

The two groups have extensive trade and cultural intercourse (but never real intercourse, Feminazi like girls and Butt Pirates boys). Butt Pirate airships and armoured Oxvardridge wagons constantly move along the White Road connecting the two states, occasionally raided by Real Men or blown up by Boomistani.

Boomistani also have an ideology, which they try to spread, mostly by terrorizing and being generally unpleasant to those they try to convince. Their propaganda campaign had been somewhat less successful than that of the Feminazi-Butt Pirate alliance.

Not only because of their general unpleasantness, but also because even they are not sure what exactly is this ideology they are so obsessed with sacrificing their lives for.

And real men? They just want to fuck some shit up!

Locations

The rest of the chapter is dedicated to the various regions and landmarks of Hatia. You can start your campaign anywhere you want – from a fun coming of age story beginning in the Dude's Lair (p. 42) to a nightmarish escape from a gimp camp in the Fairy Court (p. 49).

We recommend the former, but it is really your decision.

The North Wall

Man Name: The Cock Block

Biome: Tundra

Natives: Medusas

Tribes: Russians and Vikings

Landmarks: Lake Pearl

Celebrities: None

Hazard level: 4

This cold and distant land is a narrow and very long, featureless tundra, almost as bleak and deadly as the everdark. Two gigantic, near vertical mountain ranges, which are too smooth to climb, frame its north border. In between a huge lake of pearly ooze sleazes to north.

The lake is warm, which results in an eternal veil of mist blocking the view of the lands beyond.

To date, any men who tried to climb the sheer walls or braved the pearly lake and its eternal mists had disappeared.

Lake Pearl

Lake pearl is much longer than it is wide. It is framed by unscaleable cliffs thousands of meters high. They are smooth like glass and not even the nimble ape-people of the Blood Hills had ever managed to climb them.

The lake itself is uncomfortably hot and mildly acidic. Its vapours are not poisonous per se but run a small risk of making you gay if you breathe them for too long. They taste foul— so salty that they are bitter and with the texture of spoiled milk. Women seem to like them, however. It is also good for their skin. Whatever.

Tiny islands, so slippery that it is practically impossible to stand firm on them, dot this milky sea. They are inhibited by the most vicious kind of medusas. Rumour has it that this is where Medusas go to have children, although nobody knows how they do it, seeing that the Medusa species is entirely female...

Ah, one more thing.

There is a huge whale living in Lake Pearl. It is white and it eats boats so we like to call him Moby Dick, because he is kind of a dick. Perhaps if someone killed him, we could finally traverse Lake Pearl and see what is on the other side.

Left Boob

Man Name: The Boob Boom

Biome: Desert to Savannah

Natives: Boomistani

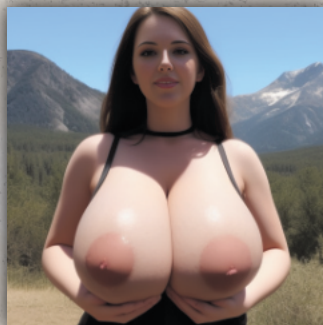
Tribes: Fundies

Landmarks: Boomistan

Celebrities: Summer Whore, Sheikaboom

Hazard level: 2 (4 inside the city)

This colossal mountain has a slightly sunken top surrounded by mild hills. Being closer to the sun, this boob is almost too hot for humans to survive on the east side and unpleasantly warm to the west. In the centre lies the most populous and worst smelling city in all of Hatia – Boomistan.



Boomistan

You fend! Never have I encountered such corrupt and foul-minded perversity! Have you ever considered a career in the Church?

- The Bishop, Blackadder

This huge city is made of shrieking mobs of brainless fanatics, prayer houses that look like dicks and homes that look like shoeboxes and smell like old feet. Every Boomistani dreams of one day going to Oxvardridge and blowing up, taking as many Oxvardridgians with him as possible. Still good people of the Open City welcome them, saying that you cannot judge a whole nation by the actions of 100% of its members.

Why, some day some Boomistani who does not want to kill children might want to come to our city and we might deny him entry and this might spoil his mood for the evening and that will make us terrible savages.

Yes, I realize that this passage is supposed to be about Boomistan, but there is very little to be said about this city. It has only two building types (described above) and three types of citizens (described on page 90).

What it lacks in quality, it makes with quantity – these freaks reproduce quicker than rash on a constipated fat man's butt.

Boomistani are too primitive to make bombs so they buy them all in Oxvardridge. Oxvardridgians are happy to sell them bombs at discount prices because it makes up for historical injustices.

In addition, the Noballasi who sell them bombs live far enough from the gates to be sure that their children will never be the ones blown up by the next Boomistani to make a legitimate statement of opposition to imperialism.

Right Boob

Man Name: Point Boob

Biome: Taiga to Forest

Natives: Noballasi, Feminazi

Tribes: Fundies

Landmarks: Oxvardridge

Celebrities: Misandria, Boombama

Hazard level: 2 (1 inside the city)

The right boob is much further from the sun than its sister, which is probably the reason why its top is erect many miles into the air. Its western side is an unbearably cold land of eternal darkness and ravenous Dickwolves.

Its eastern side is milder but still sucks – it rains all the time (except when it is snowing) and the forests are so dense you need to cut your way to get to the top, unless walking up the carefully monitored and patrolled White Road.

These forests are swarming with degenerate Butt Pirates who try to rape all men they see (which is legal in this mountain, unlike, say, saying “good morning” to a woman, which is sexual harassment and is punishable by death). Wild women led by Feminazi also stalk the forests, looking for real men to re-educate.

The mountaintop is covered by the richest and gayest city in all of Hatia – Oxvardridge.



Oxvardridge

"50 years ago, women in this country were given a right to vote. Do you think that in 50 years, dogs will be able to vote too?"

– Ali G

What it lacks in population, this ancient city makes up in vast wealth, Machiavellian cunning, rabid feminism, magic, and technology that enable gay four-year-olds to fell ten-foot-tall Vikings.

There was a time when the citizens (called back then Oxari) of this city ruled Hatia with the iron fist of real manhood. They killed and fucked whomever they wanted and when the red banners of their legions showed on the horizon, dirty stinking Boomistani, 69'ing butt pirates and even Dickwolves got all soft and limp and ran for cover.

They were pretty FUCKING awesome!

Then they made the ultimate mistake and started listening to their females (called Feminazi). Within several generations, the once warlike Oxari men were reduced to castrated things afraid of their own shadow.



Their females grew in size and power and enslaved them all, first by nagging, then through re-education and finally via judicial terror.

Just about anything that annoyed the Feminazi became rape and what wasn't rape was sexual harassment.

The males, now called Noballasi had degenerated into soft and squirmy things while the females grew into powerful winged, harpy-like monsters that often snatched cowering men from the streets and did horrible things to them to promote inequality among the sexes.

A new era of terror has begun.

Now these once proud warriors are afraid of their own women. They wanted to give their women equality but instead received slavery and humiliation. Their women turned out to be cruel and petty, as soon as they were given reigns they taught the men to regard themselves as unreasonable beasts. We agree with them – any man who releases the woman's leash is unreasonable and deserves the bobbitation that soon follows.

Nevertheless, they are still the leading power in Hatia; having such wives made death lose its sting, not to mention they still have their technical and magical brilliance to empower them on the battlefield.

It will not last long. Their democratically elected Senate (“vote for us or you are a fascist rapist pig”) does everything Hatianlly possible to tear apart this once mighty empire to appease its “victims,” vicious savages who are still quite obsessed with destroying it. Madness? No. The Feminazi believe that once the city is in shambles and foreigners enslave the townsfolk, these harpies could go on and castrate their new masters. That is just how cynical those bitches are. Liberating the Noballasi from the Feminazi by razing this den of corruption to the ground is the dream of every real man. Attempting to realize this dream is the third most common cause of death on Hatia. You see, while their courts are likely to let you go for mere acts of arson or murder, their cops are pretty trigger-happy, so reaching court is not very likely. Not to mention that should you do anything manly during your trial, the charge of sexual harassment will be added to your case and then you are fucked.

Common reasons to visit this disgusting place include stealing high-tech weapons, buying shit you cannot get anywhere else and being killed while doing something dumb and manly.

Western Ridge

Man Name: Man Mountains

Biome: Cold Mountains

Natives: Dickwolves

Tribes: Vikings and Rednecks

Landmarks: None

Celebrities: The Winter Bear

Hazard level: 3

The Western Ridge is incredibly cold and always dark. The cliffs jut from the land like rotten teeth from bad French cheese.

A slip would grind you on the rough terrain like tomatoes for good ol’ American ketchup.

There are Dickwolves in these mountains, pathetic wretches exiled from the Everdark, but deadly nevertheless.

The men who live here are hard and will not suffer a stranger to walk among them unless he passes any number of painful, dangerous and humiliating tests to prove his manhood.

This is also the land of the Winter Bear and if you feel like being a major Douchebag, you can choke him some and bring about winter, fucking up all of Hatia and gaining nothing but a lot, A LOT, of man points in the process.

Otherwise, I have no idea why someone in his right mind would want to travel this harsh, bleak and super manly—

Oh.

Table 4.1: Tests of Manhood

Roll	Test
1	Fuck a troll girl*
2	1-5 Bring ten Butt Pirate heads; 6 kill a Douchebag
3	Milk the One Eyed Serpent**
4	Spend 10 HHH points in 24 hours
5	Wrestle a bear to the ground
6	Steal a girl from a Feminazi gang and fix her good

*If you do it in her mama's bedroom you gain double XP.

**Not a metaphor



Eastern Ridge

Man Name: Stoner Hills

Biome: Warm Mountains

Natives: Dickwolves

Tribes: Vikings and Indians

Landmarks: None

Celebrities: None

Hazard level: 3

As the name might imply, this is the place to get drugs. There are some wandering Dickwolves in the west and the Indians can do some pretty nasty things to you if you piss them off.

The main feature of this land is spirits. Just about every stinking puddle or every retarded abstract idea has an immortal spirit attached to it. These spirits will not let you go by without forcing you to perform some strange quest.

Now spirits of manliness are awesome and their quests man you up like no others. Sadly, the other spirits are pretty darn annoying and you cannot do shit about this because their immortal and insubstantial. Pissed of minor spirits can cause minor misadventures or curse you with a penalty die while you are in their domain. Major spirits can tear your soul apart and feed you vultures and maggots.

Table 4.2 Random Major Spirits

Roll	Spirit
1	Mountain
2	River
3	Wind
4	War
5	Manliness
6	Greed

Table 4.3 Random Minor Spirits

Roll	Spirit
1	The power to wake up in the morning and go to work
2	That tree over there, not that one, that one
3	Getting a hard on while remember your first girl
4	That muddy puddle you just stepped in
5	The sound of stepping barefoot on a dog turd
6	Womanhood



Table 4.4 Random Spirit Quests

Roll	Quest
1	1-5 Throw woman/ child/ whatever into river/ chasm/ lava/ whatever; 6 get a woman pregnant with the spirit is seed
2	Destroy all non-woman furniture in a 10-mile radius because people bump their toes against them and it hurts!
3	Do not spend HHH points for 24 hours
4	Spend 10 HHH points in 24 hours
5	1-5 Wrestle a bear to the ground while butt naked; 6 do the same with a Dickwolf
6	Sing like the one the spirit's mama used to sing to it before the creation of the world...

An Indian guide can navigate this land without getting assigned a million quests per day, but given the amount of shit they drink and smoke each day, God alone knows where exactly he will navigate you.

Northern Plains

Man Name: Underboob

Biome: Pleasantly cool plains and woods

Natives: All except crabs and Dickwolves

Tribes: All

Landmarks: None

Celebrities: The Dude, Spring Troll

Hazard level: 1

The East and West Boobs frame the northern plains to the north, the Blood Hills to the south and the Ridges to the east and west.

The wind is mild and smells kinda nice. The land is grateful – it is enough to shit on it and you will get an excellent harvest next year. Even the trolls seem less murderous around these parts. Does this mean that local men started cultivating the land and creating a simple but fair agrarian culture based on mutual respect and peace for all? Hell no! This shit is for faggots!

The men of the underboob are the fiercest and bloodiest of all real men. Because they do not fear for their life all the time, they make sure everyone else does. And since the famous White Road linking the Boobs with Darkport passes through this land, they never lack suckers

to fuck up. Plainsmen live in crude tents made from leather and old porn magazines and fashion their weapons from bone and steel (and gasoline when needed).

They bow to no authority except the “do what I say or I’ll fucking murder you!” authority and do with their prisoners as they please. They are not attached to women, exchanging them like kids exchange football cards and they certainly are not attached to Hatians, playing with them like really nasty kids play with flies.

Impaled corpses along the White Road remind everyone who’s the boss here. While not all Hatians travelling the White Road get to play with Real Men, all of them get to smell them and tremble in fear!

Note: this is the default location for new adventures and is warmly recommended as a tutorial ground. It is a safe land dotted with villages players can fall back to rest and recuperate (or betray and pillage), regular caravans they can hunt and butt pirate ships that can hunt them. Also, it is a very central location so you can easily take the campaign in any direction you want from here.

Table 4.5 White Road Encounters

Roll	Encounter
1	Boomistani pilgrims
2	Butt Pirate airship
3	Feminazi war party
4	Wild women headed to Oxvardridge
5	Noballasi patrol
6	Real men on a joy ride; 1-3 on horses, 4-5 on mammoths, 6 on an airship

The Dude's Lair

The Dude's Lair (a.k.a. "the Palace of Awesome") is the safest place for newcomers and travellers who do not suck (metaphorically, chicks who literary suck are more than welcome).

Here you can always meet new men to join your party, trade cool stuff, find out about planned raid and generally have a good time.

Very recommended.

Note to GMs: the Dude has like a million sons of all races and creeds. A group of Dude bastards who set out to prove to daddy that they are not just useless freeloaders, but real men is a good starting premise.

The Pit

The Dude's Palace of Awesome is located just on the edge of the colossal pit known as the Pit (the Dude is not very poetic you see...) and whenever fucktards from the Boobs come to negotiate safe passage with him or talk politics, he kicks them right into that pit. What with all the dead ambassadors cushioning the bottom it is really not that horrible.

It is dark, soft and those who fall down will never hunger again because of the copious amounts of meat all around. There is a lot of treasure and scrolls with secrets hidden among the corpses, but also deranged cannibals, oversexed ghouls, vengeful ghosts, an entire civilization built from corpses and no conceivable way to get out. Very recommended.

Blood Hills

Man Name: Tummyland

Biome: Warm Plains and Forests

Natives: Trolls, Feminazis, Butt Pirates

Tribes: Asians

Landmarks: Lake Tummy, Peace Island

Celebrities: Autumn Dragon

Hazard level: 4

The blood hills are soft and reddish hills covered by increasingly dense woods as one progress south. The trees that grow there are soft and downy. They provide excellent concealment but no cover and you cannot climb them unless you are like a starved Asian or something (starved Asians being the local population by the way).

There is a lot of animals to hunt there, like the slow but vicious gore balls or the melancholic but delicious dire ravens, but also way too many Feminazi heading Red Amazon gangs (communist-feminists) and rust trolls, who are called so because of their colour, not because they rust stuff. The trolls are not particularly hostile but they will be once you kill a few, and you will kill a few, because you are very hostile.

The land itself is OK I guess. The plants that grow there are not very tasty but they are eatable. The trees scream with the agony of the damned when you cut them, which is funny at first but soon gets really annoying.

The local men talk in riddles and are obsessed with an honour code that is more difficult to remember than a note from the wife asking you to buy the groceries.

Frankly, we have no idea what goes around in their head and why they keep killing each other. In any case, they look funny and talk funny but kill very seriously.

You know why? Because they are all fucking NINJAS!

Head Trees

Some trees collect heads. If you fall asleep by one of these trees, it will rip off your head and attach it as a bloody, bumbling fruit to one of its gnarled braches.

This kinda sucks because you will never fuck or eat again. However, doing this to someone else is sometimes very useful because these heads do not mind telling you everything they know. I mean, they are trees, what the fuck do they care about politics and shit.

Lake Tummy

It is a big and very cold lake. What? Every landmark has to be special and awesome? Jeez, it is just a big lake, is all.

A lake of blood haunted by man-drowning undead babies made of gore.

Come to think of it, the cute name is kind of misleading...

Peace Island

Peace Island (often spelled “piss island”) is the place where Noballasi and Feminazi send their offspring to be brainwashed into castrated, pathetic alec-sophisticates.

Although it is deep in Real Men territory, they just assume that the kids’ self-righteous, pompous and passive-aggressive rhetoric is gonna turn real men into dickless faggots just like them. Guess what – real men do not listen to liberal fucktards. Real men KILL liberal fucktards.

The problem is that the island is located almost a hundred miles into Lake Tummy and real men do not do gay ships. Now swimming a hundred miles takes a VERY real man. You are probably not THAT real. So... do not know. Something.

The Tentacle Forest

Man Name: The Wood of Many Rapes

Hentai Jungle

Natives: Crabs, Feminazi, Butt Pirates

Tribes: Sexy Librarians (see below)

Landmarks: The Library, Darkport

Celebrities: Frigida

Hazard level: 5

If you ever watched Hentai than you probably already have a pretty clear picture in your head of what this place is all about and why you should only venture into it with iron pants... or an Asian schoolgirl if the former is unavailable.

This place is called “the Wood of Many Rapes” for a good reason!



This is a luscious jungle with tentacle-like trees that are so perverted that there are tentacles growing from their tentacles. They range in size from a few inches to hundreds of feet and tend to attack passers by who show even the most minor signs of sexual arousal. This includes comments, jokes, pump-like motions and even suggestive glances; a fly landing on your dick is enough to bring about your undoing (or rather, doing). To survive a track through this forest you must have zero current Horniness and be very aware of what you say and do (hint: a sufficiently nasty GM will pay attention to what you say off-play as well).

Blood sucking crabs infest this forest, surprising unwary travellers by jumping on them from high above. See page 94 for more information on these crabs.

While there are no intelligent natives living in the Tentacle Forest, there is a tribe of frigid Amazons who “understand sex but are just not interested in it.” Instead they sit in libraries all day long, read stuff, and discuss classic Earth novels and revolutionary Hatian literature... Okay, they are not so much Amazons but cute and shy librarians.

But they are really hot and this forest fucks you if you get aroused so you can understand the danger they pose... On the plus side, they are REALLY hot. The ugliest of them has Sexiness 5. If you do manage to unfreeze them, you are in for a major prize! About a hundred miles into the forest, a colossal crevice with dangerously slippery edges begins. It is deep, dark, and mysterious and is rumoured to hold great treasures for those who brave its gooey goodness...

The Library: The library is an impressive marble structure located on a small hill on the very edge of the Slit. Its denizens are clueless girls in conservative skirts and spectacles who read books all day long and discuss them in the evening.



They worship an exiled Feminazi called Frigida (see page 121) who teaches them that sex is evil and that all men are rapists, thus turning a bunch of super hot and smart chicks into useless book worms. The man who slays this bitch and sets the poor girls free will be hailed as a hero by all mankind.

The library itself is of no value. It has just about any book written prior to 1999 both on Earth and on Hatia, but who reads this shit anyhow. That being said, if there is something you do not know, a week in this library is as good as a Wikipedia search. Even better because Wikipedia searches never get you laid. The chances of a vine finding its way into the library and nastily violating you and your fuck buddy are... not very high.



The Southern Crevice

Man Name: The Slit

Biome: Mountain River

Natives: None

Tribes: None

Landmarks: Red Button, Darkport

Celebrities: La Guide

Hazard level: 5

Despite being incredibly dangerous, the Southern Crevice is the safest way to get to the revolting realm of the Butt Pirates and to the bleak and featureless tundra that lies beyond, not that anyone in his right mind would want to go to any of those places.

The Slit his is a long and extremely narrow tunnel, hardly 10 meters wide, passing between two sheer cliffs that only Asians and Indians can climb.

The ground is smooth and except for the occasional crab or Butt Pirate vessel going to or returning from a raid, traffic is low and predators are non-existent.

However, there is the issue of floods, of which there are two kinds.

Gooflood: A few times per week, for no apparent reason, the ground and the walls suddenly secrete a sweet smelling and extremely slippery matter known as “goo.” While there is not enough of it to drown you, unless you are some kind of a retard, this slippery stuff makes walking very difficult and ruins stuff ruined by water.

It is very easy to sail, however, and some even feel it is quite fun to bask in. However, on rare occasions, the goo gets too high. It can be extremely dangerous since it is too viscous to swim in, meaning you will sink and drown in... you know what. Roll 1d6 each day. On a roll of 6 there is a minor flood. Roll again. On a roll of 6 the flooding is severe. Roll again. On yet another roll of 6 there is an avalanche as well!

Blood flood: Once per month, the crevice is rapidly flooded with millions of tons of hot red liquid with strange things floating in it. This flash flood is hot enough to cook a man, fast enough to smash a man, and the stuff that floats in it is... yikes! Even if you are on a boat, surviving it is no small feat given that you have to navigate in between rocks and stuff at amazing speed. It is like rafting down the Twins during 9/11.

The strong currents last for 1-3 days. Afterward the water is pretty calm, although occasional earthquakes accompanied by avalanches and stuff still pose a risk.

Red Button

They say there is one spot that, if touched in the correct way, will cause the walls of the crevice to close, crushing to death everyone inside and sending a terrible shock across all of Hatia, tumbling cities and hurling millions to freeze in space or burn in the sun. We pray to god this is a legend because a real man never passes and opportunity to press the big red button.

Never.

Fortunately, this button lies in an incredibly difficult to navigate labyrinth, deep underwater (yeah, let us go with water) and is guarded by a huge maw with really sharp teeth. The only way to neutralize these teeth is to massage the meaty walls really well. And no real man is going to bother with that, except maybe a Frenchmen.

Thank God there is only one Frenchmen on Hatia!

Darkport

This depressive place is the only gateway into the Gaping Swamp. Some call it “the forbidden passage” while others simply refer to it as “the taint.”

Darkport is a bleak and cheerless town on the edge of a vast abyss only crossable via an airship. It is filled with gay bars and drag clubs. Gaudy colours, loud music and sweaty joyless sex serve as feeble attempts to hide the existential futility of a Butt Pirate’s empty soullessness. Sailors and travellers stumble about, overwhelmed, belittled, emasculated – even as they fill others with semen, their souls drain. There is no police in this town. Only mob justice, only hordes of raging men eager to kill anyone who reminds them of their hollow and perverse lives, of their crimes against nature, of the urges that makes them slaves to perversity. Under dancing neon lights, surrounded by brutish men dressed like princesses and ballerinas but stinking of sin and regret, with music pounding on your head as if trying to push you under the ground forever with worms to dwell...

Jesus!

You see what this place does to people?! Try to find a captain and take off as quickly as possible. Otherwise you will become another pathetic shadow, looking for painful sex with strange men under an uncaring moon.

Fuck, I have to get out of here!

The Gaping Swamp

Man Name: Sunnoshine

Biome: Swamps and Cliffs

Natives: Butt Pirates, Trolls

Tribes: None (see below)

Landmarks: Fairy Court, the Final Cumming

Celebrities: The Evil Queen, Arnold Bitchslap

Hazard level: 6

The gaping swamp is a revolting place of depravity, perversity and senseless violence, which is exactly why you must visit it. It is a magic land you see. Anything is possible there.

Dreams take form and those blessed with vision can sculpt towers from hopes and bridges from love. Desire and tenderness are as real as hammers and nails, while hate hits hard like a sack of bricks. All these things mean that you can get laid there real good.

The Final Cumming

The first dude to realize that and open a prospering business was Arnold Bitchslap, a colossal pervert who erected a fortified establishment for gentlemen. He called it the Final Cumming since the sex there is so good many do not make it. However, those who do, are really pleased, and say it was all worth it. Imprisoned within this colossal whorehouse are whores of every species and orientation imaginable. Every perversion, every aberration, every fuckination [**editor – not a real word, you fucking retard**]. It is all there. Hell, even Testicular frequents this place. When he cums, everyone in a hundred feet radius gets incinerated, but it is O.K because he pays with chunks of molten gold the size of fried elephants.

Stealing one of the whores would be awesome, they are the best of the best, but if Arnie or his enforcers catch you... let us put it this way – there is death, there is fate worse than death and there is fate worse than fate worse than death. Then there is a fire extinguisher up your ass.

Fairy Court

The fairy court is the capital of the Butt Pirates. It is a darker and gayer version of Darkport.

Returning Butt Pirate crews proudly parade their miserable prisoners across the streets all day and night long, competing who better humiliates the poor wretches and who dresses more outrageously. Wretched slaves are made to watch and cheer these parades (woe to those who do not cheer).



Those who do not pretend to be absolutely overjoyed are raped until they do. If this does not help, they are impaled on gigantic pink dildos.

After a parade, the Commission for Healthy Sexuality tests every slave for furious masturbation. Those who fail to perform are sent to the Secret Project.

The Butt Pirates are erecting something gigantic and something tells me that if they are not stopped in time, mankind as we know it will perish.

The Magnificent

Man Name: The Magnificent.
Hatians are a bunch of fucktards, but they nailed this one.

The fucking thing is
MAGNIFICENT!

Biome: Barren rock

Natives: None

Tribes: Dragon Groupies

Landmarks: Cave of Testicular

Celebrities: Testicular
the Dragon

Hazard level: 7

The magnificent is a stone ledge hundreds of miles long jutting from a faraway cosmic body and slowly nearing south Hatia.

Real men know it is a dick and that once it reaches its destination, it is sweet apocalypse for everyone, but the gay scientists of Oxvardridge are still debating what this thing is, whether it really nears Hatia and if it does, what it would mean for the future of their glorious, humane and civilized civilization.

All these discussions are pointless. Many miles of vacuum separate the two bodies and in between rules the most badass creature in the entire fucking star system – Testicular!

The Cave of Testicular

Testicular is the most powerful and manly creature in all of Hatia and the meanest motherfucker ever mentioned in a work of fantasy, horror or illegal German-Japanese porn. You know why? Because Testicular is a fucking DRAGON, that is fucking why!

He has scales so tough no arrow can pierce them, a fire breath to cook cities, wings that raise thunderstorms and balls the size of weather balloons. When he cums in his natural form, valleys turn to lakes and entire civilizations go “eww!”

That is how fucking awesome this fucking dragon is!

Oh and he wears sunglasses.
Jesus, I jizzed in my pants just
from writing this paragraph!

**[Editor's note – this is a lie, the
author is impotent].**

Testicular is not one of them
gay dragons who protect the
realm in return for eating a
maiden once a year.

No, Testicular is a colossal
pervert whose knowledge of
sexual deviations and methods
to make you screaaaaaaam
exceed any library in the world.
He does not have to demand
maiden sacrifices, women who
want to know what real sex is
come to him.

They know they stand a good
chance to be eaten or torn to
ribbons or charred into a lump,
but it is still worth it.

Sometimes they get pregnant,
when this happens, better kill
the mother or the baby before it
gets too late.

What exactly will happen if you
do not? How the fuck should I
know; we always killed those
sluts in time.

Be careful, by the way, if they are
crazy enough to voluntarily fuck
a dragon, they are crazy enough
to do anything.

ANYTHING.



Testicular,
Space Dragon Rock Star
BBB 15/3/10
HHH 5/5/7
DB 4
Abilities:

- **Natural Attack:** Bite 15 or Claws 8 x 2.
- **Fire Breath:** The dragon can breath fire once per 3 rounds. The initial breath is a 10-meter cone that deals 6 damage. Every attack inflicts one point of damage less than the previous attack. When the damage reaches 0, the dragon cannot make fire attacks until it gets drunk and laid.
- **AWESOME!:** A mortal who sees a dragon must succeed on opposed Balls checks with the dragon or fall to his knees and scream "I am not worthy! I am not worthy!" women who fall on their knees do something else.
- **Tail whip:** The dragon may whip with his tail one creature moving behind him as a free action. Creatures hit by a tail whip are hurled 15 meters in a random direction, which may result in additional damage,

depending on what kind of crap they land on.

Dragon Groupie
BBB 1/1/3
HHH 1/1/4
DB 0

Sexiness: 5 or higher
Abilities:

- **It is OK once you get used to it:** Fire resistance 2
- **You touch me, you touch my BF!:** Shriek as a free action. There is a cumulative 1 in 12 chance that a dragon will come. The dragon appears in 6 rounds in case of a successful call. If the groupie is no longer present, there is a 50% chance the dragon will try to track her and her kidnappers/ killers.
- **You shut up! Go team Dragon!:** +1 to attack rolls against targets who speak poorly of dragons in the groupie's presence, this bonus grows to +3 if the target had attacked the dragon. This bonus lasts for 6-10 rounds after which the groupie breaks down in tears and is at your mercy for the next hour. A groupie always uses this power; no matter how uneven are the odds.

- **My poor baby... you will pay for it!:** every time a dragon takes damage, the groupie's Hate increases by one point. Every time a dragon dies, her Hate is increased by 5 points. A groupie may not die from a Hate overdose.

Equipment: Dragon T-shirts, Dragon pins, Dragon daggers, Dragon toothbrushes, Dragon sleeping bags...

The Everdark

Man Name: The Rapage

Biome: Tundra

Natives: Dickwolves, cosmic horrors

Tribes: None

Landmarks: Plenty, but we are not gonna tell you about them

Celebrities: Wow, you do not want to meet those guys...

Hazard level: 7

This land is as flat as an Asian's bosom and as vast as yo mama's ass. The wind there is strong enough to rip a dude's head off and the Dickwolves are so plenty that as soon as your fire goes out, the dick goes in.

The darkness is cosmic and soul crushing and alien temples dark and twisted like something

plagiarized from a Lovecraft story dot the land like a bad rash.

The things that live in those temples, if you can call that living (there are no girls in the Everdark, none at all) make the Dickwolves look good.

Legend has it that the remains of a cyclopean, eldritch and gibbous spaceship are located in the Everdark waiting for the right man to fix it, power it, and spray lightning on its sides and go on a badass ride across the cosmos.

Maybe you will be that man? Give it a shot. No matter how it ends, more hoes will be left for us less adventurous guys, right?

Seasons

The seasons on Hatia do not change on their own. Like everything else in life, you have to fuck some shit up in order to get things moving.

That is why winter and summer are so long and erratic in this land.

Wait, but what about spring and autumn you ask? They are very rare in Hatia, been ages since anyone saw one of these.

This half-assed shit is for pussies anyhow. It is either cold like Eskimo pussy and snows, making you wanna wear Viking helmets and pillage and rape, or it is hot like African pussy and makes you wanna run about naked and pillage and rape. Seasons for spiritual renewal or bittersweet reflection on melancholic beauty?

Pfff! Give me a FUCKING break!

That being said, should you ever be so inclined, you can bring about the gay seasons as well. Certainly will be an innovation.

The Winter Bear

The winter bear is a huge black bear that is sleeping in the winter and killing in the summer. It is immortal, but not invincible. To bring about the winter, you have to wrestle down the motherfucker, choke him until he goes into a coma and then drag him to his cave for a good season's sleep.

You have to do this stark naked, because every item you bring into this struggle, grants its bonuses to the bear as well.

And this bear is big. And he is fucking mean. And he has neck so wide you cannot even close

your arms around it... no wonder winter is so long in this shithole...

Thankfully, except for the scream the summer whore makes when she cums, nothing can wake up the winter bear.

The Winter Bear's cave is located in the Western Ridges area but the bear itself can be found in any cold climate. However, he is a lazy fuck so without a good reason he will not stray more than a few dozen miles from his cave.

Note that fucking you up is a good reason.

Winter Bear

BBB 8/1/5

HHH 3/10/2

DB 3

Abilities:

- **Natural Attacks:** Slams 3X2, Bite 9
- **Bear Hug:** If the winter bear hits a dude, the dude must succeed on opposed Brawn checks or become locked in wrestling. If the bear scores another hit before the wrestling was broken, he automatically deals three additional points of crushing damage.

The Summer Whore

The summer whore is a really voluptuous Boomistani who wears light silk dresses adorned with images of sun, savannah and safari. Her clothing does not hide shit, if anything, it makes you hornier. She lives in a tall tower, which would have been easy to climb if she was white and had long straight hair. However, being black, she is got an afro the size of Neptune, which is not helpful at all.

Now climbing the tower is not that difficult. Hell, this broad is so hot you could just lie on your belly and let your erection do the job.

The problem is the actual fucking.

She will not resist. She will not even ask for foreplay. But she is very hard to satisfy. Another problem is getting out of this ordeal alive. Her body is like a bloody dungeon crawl and her orgasm is the hidden treasure.

When she does come off, she utters a scream so loud you go deaf and then faint. She continues to sleep until she is cold again.

Bitch too lazy to pull up her blanket.

Typical.

The summer whore's tower is located on the edge of Boomistan and is always surrounded by a mob of angry fanatics, both Hatian and human, outraged by the whore's promiscuity and how men have to go through hell just to fuck her.

The summer whore does not have stats. She is immortal, so you cannot kill her, and she will not resist anything you do to her.

Consider her more of a location than a creature.

A very hot and deadly location... like a volcano.



The Autumn Dragon

The autumn dragon is a poet who writes really dark and morbid poetry that even real men can enjoy. And by enjoy we mean get really depressed and cut themselves.

Now the problem is that while this 120-ton emo wants to get all angsty and self-slicing, he just cannot. I mean he is a fucking dragon, what the fuck does he have to be sad about?!

Anyhow, to start the autumn, you have to make the bastard weep in real sorrow. I said REAL! You can put back the onions now.

How do you do that? Fuck me if I know. Tell a sad story I guess.

Wow, I do not even know what traits you use for that check...

The Autumn Dragon wonders across the Blood Hills, often on the edge of the Tentacle Forest.

It prefers cold climate, but when feeling life is not miserable enough, it can make short sojourns into warmer areas.

Of course, being a dragon, it can get to wherever the hell it wants in mere minutes.

Not that it has anywhere to go...



**Autumn,
Sensitive Forest Dragon**

BBB 12/6/3

HHH 3/3/2

DB 5

Abilities:

Natural Attack: Bite 10 or
Claws 5 x 2.

- **Fire Breath:** The dragon can breath fire once per 3 rounds. The initial breath is a 7-meter cone that deals 4 damage. Every attack inflicts one point of damage less than the previous attack. When the damage reaches 0, the dragon cannot make fire attacks until it gets drunk and laid.
- **AWESOME!:** A mortal who sees a dragon must succeed on opposed Balls checks with the dragon or fall to his knees and scream "I am not worthy! I am not worthy!" women who fall on their knees do something else.
- **Tail whip:** The dragon may whip with his tail one creature moving behind him as a free action. Creatures hit by a tail whip are hurled 15 meters in a random direction, which may result

in additional damage, depending on what kind of crap they land on.

- **Song of Forlorn Love:** As a free action, the autumn dragon can tell you about this one time he dated a girl but this did not work out. Every creatures capable of understanding him must succeed on Balls vs. Brain check or cut himself with whatever weapon he is holding at the moment (automatic hit and ignores armour.)

The Spring Troll

The spring troll is all happy and lively and goes about smelling flowers, eating cows and happily prancing across streams and meadows. She does it in the frozen winter, the charring summer, the depressing autumn – she does it all the time!

Now, what she is looking for is that one perfect meal that will make her just swoon with pleasure. She could fuck you, if you are into green things with woolly hair, or she could eat you, if you are not a very good runner, but this is not it. To make her foodgasm, you have to cook something really special for her.

Again, I have no idea how to do it; I do not even know what dice to roll for this check. All I know about food is brain it, dismember it, throw it on the fire for a blowjob span of time and then eat it.

Now this one is a real gourmand. Go figure. Not to mention, cooking for a female goes against every instinct a healthy male possesses. Coincidentally, so is bringing the spring – the gayest season of the year.

The Spring Troll wanders the underboob and the boobs. She rather loves boobs, especially the left ones, and often climbs them. However, she hates and fears cities, so she never gets past the hill circles.

Spring Troll

BBB 7/2/3

HHH 2/15/6

Sexiness: 7

DB 5

Abilities:

- **Natural Attack:** Bite 7
OR Claws 5 x 2
- **Boob Distraction!:**
replaces attacks, the troll shakes her lovely green jugs and giggles. All humanoids in 10 meter

radius must succeed on Balls – Horniness vs. 7 or lose their next action staring.

- **Animal Noises:** the troll can imitate the sound of any animal as a free action. She is a superb ventriloquist as well, making it impossible to pinpoint the source of the sound.
- **Cute:** replaces attacks, the troll does something silly and adorable. Any creature within a 10 meter radius who wasn't damage by the troll this encounter must succeed on a Hate vs. 3 check or be unable to hurt the troll for the reminder of the day.





CHARACTERS

Characters

If you are reading this chapter than this means that you have read, or pretended to read, the rules and the setting and want to create your character and start playing already. We realize the need is strong, so we streamlined the process so that you could start playing in a few minutes unless you are autistic or something.

Character Generation Chart

1. Distribute 7 points between your BBB traits. A rating of four costs five points. Every trait must have at least a rating of one. Record unused points because they can be used in boner acquisition or converted to man points (see below).
2. Distribute 9 points between your HHH traits. A rating of four costs five points. These are your potential ratings. Costs are the same as BBB traits. Record unused points.
3. Buy boners. You get 5 points plus any points you saved during the above stages.
4. Generate Current HHH ratings. How to generate them? However the fuck you want, probably by rolling a die or something...
5. Choose a tribe. Record any powers or bonuses granted by your tribe.

6. Make up a manly name.
7. Admire your manly self in the mirror, oh yeah!

Man Points

"What do an AIDS patient and the man you caught in bed with your woman have in common? They've both fucked themselves to an early death."

- Queen Elizabeth II

Now, while awesome, this character is really not the paragon of manhood. He did not eat a whole steakosarus in one sitting and then shat something that later became known as Mount Terror. He did not yet wrestle a cave bear to the ground and made it scream his name as he reared it. He did not yet leave a woman unable to move for three days due to orgasm-related injuries.

Let us face it. You still have a long way to go before reaching Godhood.

That is where man points come in.

Every time you do something right, the GM awards you a certain number of man points.

These can be used to mess around with rolls, improve your traits, get more boners or buy unique powers.

Awarding Man Points

I call it "love crime" because I fucking love hate crime!

- President George W. Bush

Every manly action should be awarded with man points. That is the whole point of this fucking game. The GM can award as many man points as he fucking wants to, but the below guide should help him to be fair. IF he wants to be fair. Whine about your awards and he will take all these man points and shove them up your ass until you start singing like a little girl.

Hate speech: If a player regularly used racist, homophobic, misogynist or otherwise offensive speech throughout the session he should be awarded 1 point. Exceptionally offensive or colourful tirades can be awarded two points.

Hate crime: If a player went out of his way to humiliate, injure, kill or degrade a minority of any sort he should be awarded 2-5 points, depending on how severe was the damage caused and how dangerous the crime was. For example, shooting a lonely lesbian is worth only 2 points because it is easy and all lesbians are dead inside anyhow. Raping a Feminazi ringleader in the ass while making her scream, "I am your thing, fuck me, fuck me, O great master, I am your fuck toy!" and then making

her lick your cock clean is worth 5 points because these bitches bite.

Sexual assault: Gain 1 point every time you remove a Horniness point because of an intercourse with a living creature not owned by you. Gain 2 points if this was really awesome.

Killing stuff: Every time you deliver a killing blow to a thing you gain 1-5 man points depending on how tough the fucker was and how personal was the kill. Breaking a rabbit's neck is worth no points. Killing a couple of fags who walk into an ambush of you and twenty friends is worth one point. Killing a gorilla king by ripping its arm off and beating it to death with it while your friends watch and hoot is worth five points.

Change season: A person who brings about a season change in Hatia gains 10 man points. FUCKING 10. See page 53 for more details.

Epic Win: Gain a man point every time you roll an epic win.

Burn!: If a player says something that really hurts another player's feelings while at the same time makes everyone laugh at the guy, he should be awarded man points. Hell, you should buy the guy a bear [Editor: is this a typo? I never know with you guys...]. Awards range from 1 point to 3 points, depending on how much laughter, tears or tears and laughter the burn produced.

Spending Man Points

Let us face it. Nobody gives a fuck about salary unless they get to waste it on weapons, alcohol and anonymous sex. That is why real men who work earn fast and spend faster. Savings accounts are for fags and Jews. Below are some cool things you can spend man points on.

Character Improvement

BBB: An increase of a BBB trait costs the new trait multiplied by two. You may only improve a trait by one point per session.

HHH: An increase of an HHH trait costs the new trait multiplied by one and a half, rounded up (yeah, we are kinda dicks around here...) you may only improve a trait by one point per session.

Boners: See page 17.

Dicking Fate: You may pay one man point to add an extra die or a bonus die to a single check. You may only do this once per round. Alternatively, you may spend a man point to make an opponent re-roll a single check. You may do this as many times per round as you like. There is nothing funnier than a PC wasting all his man points in a pathetic attempt to avoid injury.

You must declare the re-roll before the GM announces the NPC's turn is over. We really hate munchkins who go like, "hey remember that urchin who stole my wallet in that session on May 16, 2005? I wanna re-roll that check..."

Inventory: Men love to own things. The more things you own the more you are worth. This chapter is all about things you can own. We will start with the most useless and cheap things, women, and continue to awesome stuff like weapons and bears.

[Editor – there are not any bears in this chapter. I never mind...]

You will notice there are no prices in this chapter. This is because money was invented by Jews or women or... I do not know, someone who sucks. Real men just take what they want. When they cannot, they trade gifts. The monetary system is gay.



Women

"You look like a fucking pig in heat, and if you get raped by a pack of Africans, it will be your fault."

-Mel Gibson, expressing loving concern for his silly wife

The most commonly traded commodity in Hatia is women. "What possible uses are there for these dumb and slow creatures?"

You are probably asking yourself right now. A lot. They are very useful if properly applied and also look nice just lounging about the house, though it is quite a waste to let them do that.

When acquiring a woman, it is important to know to what end exactly you are purchasing her. What is excellent for one task is useless or even harmful in another. For example, one woman might be a goddess in bed, but be so weak she can hardly lift a cock, while another could have all the aspects of an ape only harrier and more prone to flinging shit, but capable of lifting immense weights. Both are useful, though one will live in gold and silk while the other is more suitable in the stables.

Boner Relief

If we have to explain that to you, then you are clearly not our target audience. Return the book to the store and hand in your man badge.

Messenger

Women are often used as messengers in instances when men just cannot be assed to deliver the message themselves. Pigeons can also perform this task, but they are harder to train.

Because women are too dumb to remember even the simplest messages unless they include some manipulation of sugar or milk or gossip, the messages have to be written on them. For example, this book was written on a woman who then ran to a publisher who washed her, scanned her, fucked and started printing this book.

You can see her picture on the cover. Right now, we are busy scraping her for a sequel.

A fatter woman has more writing space, but moves slowly and is likely to be eaten on the way. A thinner woman stands a better survival chance and makes for a much more timely delivery, but offers less writing space. Also, you have the problem of sweat – if you use paint, a long journey could render some of the text unreadable.

If you scratch the text on the woman then you cannot use her again for messaging, at least not that part.

Checking whether an errand was successful is a Handiness + Brawn check opposed by Journey Difficulty.

Table 5.1 Journey Difficulty

Journey	Dice*
Local	1
Regional	3
Epic	7

*Add the Hazard level of the most dangerous area passed.

To check whether the text was erased in the passage roll an amount of dice based on the below table opposed by journey difficulty.

Table 5.2 Ink and Sweat

Factor	Dice*
Fat	1
Obese	2
Hot Climate	3
Black	1
In a hurry	2

*These numbers are cumulative

Table 5.3 Readability after Journey

Successes*	Effect
None	Message intact
1	Minor smearing
2-3	Only basic idea
4-5	A word here and there
6+	Rorschach test

*Of the journey, not the woman.

Mobile Cover

Women provide excellent cover during combat. When fighting Noballasi, you can use their womenfolk, to whom they have an inexplicable attachment, to both demoralize them and block their line of fire. With real men or Boomistani this trick is less effective, but still, there is always a chance a spear aimed at you will hit some fat titty instead. The main problem with this application of women is that they tend to start screaming wildly and run about while flailing their hands once the shit hits the fan. Very few real men trained their women sufficiently for them to remain perfectly stationary as stones and arrows rain all around. Chains and whips offer some degree of control over the shrieking wall, but decrease your fighting capabilities since, as always, women distract you from what is really important right now.

Damn bitches.

[Editor's note: Fuck you!]



Carriers

"If a tree falls in a forest and crushes a woman, what the fuck was a forest doing in the kitchen?"

- Ancient Asian proverb

Except for his drink and his weapon, a real man should not carry anything. That is what women are for. They are not very strong or very fast, but with enough women you can move all your stuff about with no effort.

Women have 75% the carrying capacity of a man with the same Brawn. They also tend to bitch and moan all the way. Just ignore them or, if you get tired of this say, "Almost there honey," occasionally.

House Upkeep

"If your wife keeps coming out of the kitchen to nag at you, what have you done wrong? Made her chain too long."

- The Quran

Let us face it; you are a pig. Left to your own devices, you will soon reduce your home to such a state that you will either die from an avalanche of garbage or die from some exotic disease festered in unwashed dishes.

Being killed by mutated parasites who started a union and went rioting is less common but not unheard of.

A woman with Handiness 2 or higher can maintain a house in a working order without a need for rolls. A woman with handiness 1 should roll a die once per week. If she rolls a 1, some domestic mischief takes place. A man maintains a house in the same fashion but when he rolls a 1 something really terrible happens (see above for several examples).

Women traits

"Of course I have a problem with women! Everybody has a problem with women. Because women taunt, and tease, and are attractive, and punish you for being attracted."

- The Maxx, Mr. Gone

Bad women use the same traits as men, which is bad, because women are not men. Good women, on the other hand, have a great deal of traits which makes it difficult to choose from among them; for example, a fat woman is a great arrow stopper but eats a lot and is much less helpful around the house. A thin woman can be nimble and tough and relay messages to great distances but on the battlefield... well, she is pretty hot, it will be a real shame if something happened to her.

So which one is better? Depends on what you plan to do with her. Just like any other tool, you should go over the woman's features and choose the right one for the job.

For more information on the various applications of women, see page 84 in the Taming Shrews chapter.

Note that the below trait rules are only general guidelines, especially when it comes to Sexiness. Two women of the same age, race and body type can have vastly different sexiness ratings. For example, the Summer Whore and your mother; both are thousands of years old black women, but one makes men cum through brief eye contact, while the other makes men accept a life of chastity and prayer.

Women and Race

The race of women is usually not very important and just complicates the game. I mean, they have different colours but this does not really change anything. I mean, you will never see a real man asking about a manly axe he had just been given, “excuse me, do these come in any other colour?” It is a fucking axe – who the fuck cares what colour it is. Same goes for women – black, white or yellow – it is a gooey slit you push your dick into, who the fuck cares what colour it is as long as it smells OK? Then again, women have other uses as well, and here their race may affect the game. Here is a summary:

White: white women have light skin and hair and pink nipples. They are lithe, stealthy and more cunning than other women are.

Unless properly housebroken, a white woman can be very dangerous and even mutate into a Feminazi.

Asian: Asian women have light skin and dark hair and nipples. They also make really funny sounds when fucked. They are the most docile and obedient of females. Unless raised by ninjas, Asian women are absolutely safe. Sadly, they are weak and lack initiative, making them excellent house decorations and cum buckets, but terrible at everything else, except the occasional assassination (did not see that coming, now did you?)

Black: Black women have dark skin, hair and nipples and enormous butts. They move their heads sideways when they speak and click their fingers when giving advice to each other. While their advice is usually vicious and misandric, the women themselves rarely cause any troubles, at least not on purpose.

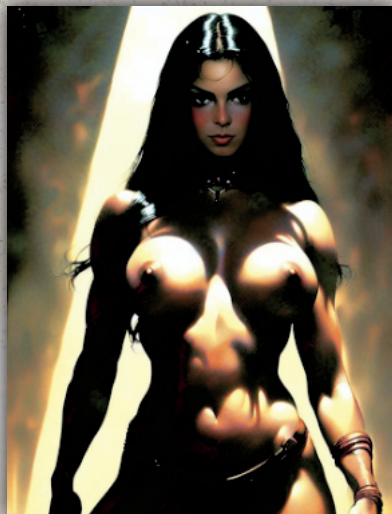


Table 5.2 Women Traits

Trait	Sexiness	Brawn	AB
Body Type			
Anorexic	-2	-3	-1 (you could as well hide behind a broom!)
Thin	+0	-1	+2
Average	+1	+0	+3
Fat	-4	+2	+5
Obese	-8	+3	+7 (a fortress of your very own!)
Race			
White	+2	-1	-1 (no one wants to shoot a white girl)
Yellow	+1	0	0
Black	-4	+2	+2 (dat ass!)
Age			
Baby	-4	NA (cannot do shit)	NA (smaller than a buckler)
Loli	-3	-3	-3
Jailbait	+1	-1	-1
Woman	+0	0	+0
MILF	-1	+1	+0
GIMLF	-3	-1	+0
Crone	-5	-2	-1

Primary Traits

Brawn: works the same as in men, or any other living creature for that matter.

A brawny woman is physically superior but also poses more danger.

Docility: Represents how easy to control the woman is.

When trying to make a woman do something she would not ordinarily do, you may add this number to your check.

A woman with docility five is easier to control than a remote control car.

A woman with docility zero will not do anything you say on general principle. She will not fight however, only women with HHH ratings can fight.

Handiness: Represent the woman's general usefulness. A woman with handiness five has the output of an industrial factory and can produce just about anything in under a day, hell she can even give a smart advice once in a while. A woman with handiness one really should not be let out of bed. She might mean well but damn... she is an epic klutz.

Secondary Traits

Armour Bonus: You may add this amount of dice to your defence pool during combat. This number is affected by body type and race. Brawn affects how much damage a woman can take until she is rendered useless, but it does not affect the armour bonus she grants. At any given moment, you may take cover only behind one woman. However, obese women can provide cover for two normally sized men.

Sexiness: Sexiness is calculated in the same manner as armour bonus, except that brawn and docility are also used. In order to remove a point of current Horniness you must have sex with a woman with sexiness equal or higher than your potential Horniness. If you have sex with a woman whose sexiness is twice or

higher than your potential Horniness, then she is considered to have fucked you and not vice versa, whatever the hell it means. When doing it with many women use the hottest woman's sexiness and add one point for each additional woman. You may not fuck concurrently more women than your Brawn + Horniness.

HHH: Women with a docility rating do not have an HHH rating. Women have sex out of duty, not because they enjoy it.

Now let us see how traits work:

You have two women Comie and Vicki.

Vicki is a cute white girl with nice tits and body, mild manner and fondness of cookies. Her abilities are as follows:

Vicki (average woman)

Brawn: 2 (fairly average for a healthy young woman)

Docility: 3 (unless you ask her to lick dog shit or eat nails or something like that she will probably comply)

Handiness: 2 (she likes cookies and cooking and is pretty good at it, but otherwise she is mostly an eye-candy)

Sexiness: 8 (unless you are some kind of a sex god she should be enough for you)

Armour Bonus: 2 (this number is not negligible but Vicki is a fine piece of ass and it would be a shame to see holes in her... more than the required minimum anyhow).



OPTIONAL RULE: FALLING IN LOVE

Falling in love with women is unmanly and yet sometimes it happens to the best of men. This condition is difficult to shrug off and even more difficult to role-play because if you bought this game, chances are you have never been in love (we hope).

Every time a PC acquires a woman, he should roll Balls + the woman Handiness or Sexiness (higher of the two) vs. Brains + Hate. If the Balls win, the PC is in love with the new woman and he should either role play it, or start losing Man Points.

Infatuation lasts one week for every point by which the Balls had exceeded the Brains.

This makes the acquisition of new women risky as few players bother to invest in Brains and Hate is the most commonly spent trait.



So Vicki, while not the brightest specimen of humanity, is great in bed and could make a good messenger as long as the way does not present her with too many challenges.

In battle she could double your survival chances but one hit and she is down.

Now let us look at the other woman – Comie.

Comie is a disgusting fat thing with acne all over her bloated face, a vile temper, BO that makes dead horses look appealing and boobs she could accidentally step on if she ever bothered to lift her ugly spotted ass from the fucking sofa.

*Possibly through eating other women, this obese freak had walked the earth for more than four decades, making her a GMILF**

**GMILF is used purely figuratively here. No one wants to fuck this disgusting brute.*



Comie (Obese white GMILF)

Brawn: 3 (there is a lot of fat on this whale but only enough muscle to chew and talk and talk and talk and fucking talk! Still with how much time she spends doing that shit, it is quite a lot of muscle...)

Docility: 1 (she will not do anything unless given a nice kick on her colossal gelatinous butt that will then wobble for hours)

Handiness: 1 (the maggots that crawl under your sink contribute more to your home economy than that thing)

Sexiness: -5 (she is so ugly she could give a young stud impotence for a few hours)

Armour Bonus: 6 (this slow moving sluggish thing gives you near total concealment during combat)

If you are smart, you will stick that thing on sight and spare some young men the sorrow of being unable to do their hot girls for days after seeing that thing ooze across the land. Fucking this thing will make you lose all boners for at least a week unless you are a COLOSSAL pervert (see page 20), giving it any kind of a job will result in a major fuck up... BUT! This thing is HUGE and SLOW! If you prod her before you as you approach the enemy, she can take half a dozen arrows before she croaks and she is not running anywhere because... well, she never runs. Being almost as wide as she is high you can keep on rolling the fat bitch in front of you after she is dead and still enjoy a decent armour bonus. It is a win-win situation!

Weapons

Killing things with your bare hands is all manly and shit, but if the other fucker has got a ten-foot-spear and the only thing you have got are your bare hands, the only thing these are gonna do is hold your spilled entrails before you croak.

So yeah, getting a weapon is a good idea. The below list covers most weapon available to real man, more sophisticated stuff in described below but should only be given as a reward for a quest.

Reading Weapon Descriptions

Name: the weapon group. Because this game was written by real men and not nerdy four-eyes who never touched a boob, we are not gonna waste time researching the difference between sabre, scimitar, gladius, katana, rapier, epee, longsword, claymore or zweihänder. It is just “sword.”

Heft: This is a penalty to initiative and attack rolls resulting from the weapon's size and clumsiness. Heft 3, for example, means you remove 3 points from your initial initiative score and 3 from each subsequent attack roll, meaning you need to roll 11 instead of 12 to score a success. Fortunately, heft is not immune to reduction itself; you subtract Brawn from Heft before applying it, thus enabling you to use weapons such uprooted trees or small hills if your Brawn is sufficiently high.



Damage: This is the number of dice you add to your damage roll in case of a success. For more information on damage, see page 79.

Range: This applies only to ranged weapons. This is the maximum distance you can shoot without suffering penalty to your dice pool. Every time you exceed this distance, you subtract one die from the attack. For example, the range of a rock is equal to Brawn X 3, so an attacker with Brawn 3 would have a range of 9 meters.

If he wanted to throw a stone at an unruly wench 10 meters away he would roll 2 dice.

If the cunt were 25 meters away he would roll one die. 30 meters than that he would roll shit because unless you are King fucking David, you do not bloody kill someone with a rock 30 fucking meters, away.

JESUS! You fucking munchkins!

Special: your mama!

Table 5.2: Manly Melee Weapons

Name	Heft	Damage	Special
Bite	0	2	Can only be used in grapple, bitches can use it to bite your dick off
Knife	0	2	Basic range 4 X Brawn meters, considered unarmed attack
Club	2	2	
Rock	1	2	Basic range 3XBrawn meters
Fist	0	1	
Spear	3	4	Has reach
Pole-weapon	4	6	Has reach
Sword	2	5	
Axe	3	6	
Chains	2	3	Missed attacks have a 1 in 12 chance to hit you
Crowbar	3	4	Cannot be parried
Epic sword	4	7	Total HHH must be 10 or higher to use
Chainsaw	5	10	Ignores normal armour, grants +2 to next attack against enemy damaged this round unless he moves back, which causes 1 point of automatic damage

Table 5.2: Manly Ranged Weapons

Name	Heft	Damage	Special
Blowgun*	0	0*	Cannot cause more than one point of damage
Bow	2	3	Basic range 20 meters
Crossbow	0	5	Takes 3 rounds to load
Portable			
Ballista	7	10	This is a fucking siege weapon
Boulder	10	12	Ordinarily, giants use that weapon

*It is traditional to poison the darts

Table 5.4: Advanced Weapons

Name	Heft	Damage (area)	Special
Grenade	1	9 (5 radius)	Basic range 4 X Brawn meters
Bazooka	3	13 (5 radius)	Basic Range 150 meters
Explosive Vest	1	15 (10 radius)	You can only use it once you realize that, yes?
Laserspear	0	7	Basic Range 100 meters
Flamethrower	2	6 (10 cone)	Everyone in 15 meter cone
Disintegrator	0	25*	Basic range 20 meters

*Let us be realistic here, if you are hit with a disintegrator, you are dead. I mean, you are literarily torn apart atom by atom; do not bother rolling damage, better roll a new character.

Bondage

Hands: You can hold a woman with your bare hands. This is the most fun kind of wrestling (see page 82). Sadly, wild women kick, scratch and bite making the whole affair rather unsafe.

Ropes: A bound woman can make an escape check (Brawn vs. rope quality + Brain) every round. Most women give up after 2-3 attempts because on a subconscious level they want to feel your real manly dick inside them. Rope quality ranges from 1 (fresh entrails) to 5 (steel chain).

Woman Carrier: Just like cats, women stop resisting if there are objects lodged in their butts, cunts and mouths.

A woman carrier is a metallic frame with three long screws that go into these orifices. While securing it requires for the woman to be immobilized (although some of them are dumb enough to just walk into it) once the device is secured there is no risk of the woman escaping or interfering with her relocation in any way. In fact, most of these dumb bitches will probably enjoy the experience.

Armour

In addition to looking cool, armour also protects your vitals. Most men only wear iron pants and spiked shoulder pads. Some also don helmets (if these are sufficiently awesome). A rare few use more armour, although this is kinda unmanly.

Defence Bonus: the number of dice you add to your opposed defence roll.

Movement Penalty: the number reduced from your movement. If this number is higher than four than you cannot run. This number is also reduced from all attempts to be stealthy. A movement penalty cannot reduce your speed to less than 1.

Combat Penalty: this number reduced from all physical rolls made during a strenuous situation.

Special: this is what I did with your sister last night. BURN!

Other Stuff

In truth, a real man does not need anything except for violence (covered by weapons and bondage), sex (covered by women... hopefully) and food (covered by combination of the former). However, some things are just too manly to pass. These range from huge posters of miss July 2032 to trained killer bears. Untrained killer bears are even manlier. However, we are not sure you are man enough to handle them.

[Editor – hey dickhead, do you not need to actually list some items in this section?]

Table 5.4: Armour

Armour	Def. Bonus	Mov. Penalty	Combat Penalty	Special
Iron Underpants	0	0	0	Immunity to nut shots
Shoulder Pad	1	0	0	
Light Armour	2	1	0	
Medium Armour	4	3	1	
Heavy Armour	7	5*	2	
Small Shield	2	0	0	Cannot use one hand
Big Shield	3	1	1	Cannot use one hand
Helmet	1	0	0	
Horned Helmet	2	0	-1**	Totally badass!

* You look like a fucking refrigerator with legs. What did you expect?!

** i.e., a bonus



VIOLENCE





Violence

"If we are going to court then it is for your murder, not for me running over your fucking cat. Get it, you stinking ponce?"

-President Bill Clinton to Queen Elizabeth II

Occasionally you are gonna have to use violence to get what you want, mostly because it is more fun that way. Also, everything on Hatia kinda wants to kill you and to be honest, you are not too hot on everything either so... yeah. You are gonna have to crack quite a few little skulls on your way to cracking bigger skulls. Ah hell, let us face it. The reason you bought this book is because violence is awesome. It is part of the holy trinity of sex-food-violence. Let us fucking celebrate it!

[Editor – you fucking cunt! You told me you were writing a children's game!]

Initiative

Roll Brawn plus Hate, do not count successes; just add all rolled numbers. You get one action for every ten points of initiative you scored. Actions are taken from highest to lowest action, but declared from lowest to highest.

So, if one dude rolled 14 and another rolled 7, the first dude would act twice before the second dude could act even once.

Actions

Basically there are two kinds of actions – movement and attack.

Movement

You can move an amount of meters equal to your Brawn multiplied by one and a half plus six. For example, a dude with a Brawn trait of two can move nine meters per action ($2 \times 1.5 + 6$). If you run, you move twice that distance but gain a penalty die to defence checks against melee and a bonus die on defence checks against ranged attacks until the beginning of your next round.

Sprints

If you are in a real hurry you can sprint. When sprinting, you move your normal distance and then make a Brawn check opposed by the number of rounds you have been sprinting. For each success you score, you move three more meters. If you score no successes, your Brawn trait is reduced by one. The lost points returns as soon as you get to lie down and share stories with your buddies (the second is not mandatory but much recommended). If reduced to zero Brawn you fall down, unable to move until you get some rest. When chasing a girl, you may boost these rolls with Horniness points. When chasing food, you may boost these rolls with Hunger points. When chasing an enemy you may boost these rolls with Hate points.

When fleeing, you may boost these rolls with Balls. If your Balls are reduced to zero this way, you just break down in tears, replacing your HHH with a Docility trait until you get a chance to do something manly.

Chases

Chases are basically opposed sprint checks. However, both parties may attempt various actions to hinder the opposition.

Note that these assume the chaser wants to catch the escapee, not kill her (realistically speaking, if you do not want to kill someone than it is probably a “her”).

If you want to kill an escapee you just shoot the fucker.



Attack

Attacks are usually opposed Brawn checks with modifiers based on the attack type. Unless otherwise stated, you can always spend Hate to boost attacks rolls.

When hunting, you may also use Hunger points to boost your attack rolls.

Melee Weapons

These are not the most effective weapons, but they are certainly the most satisfying ones. Nothing feels as good as braining a dude with a pickaxe and fucking his brains out through the hole.

But we digress.

A melee attack is an opposed check of Brawn against the target's defensive ability, usually Brawn plus Armour. Any excess successes from this check are added to the weapon's damage rating.

When flanking an enemy, you and your partner each get a bonus die to the attack roll.

When gangbanging an enemy, that is, when three or more allies flank an enemy, you gain two bonus dice.

Charging grant a bonus die both you and anyone who attacks you until the beginning of your next round.

Ranged Weapons

Distant and impersonal, ranged weapons are mostly used in hunting and in war.

If you take one of these to settle a manly score, you will earn the scorn of your neighbours and there is a good chance the GM will take away some of your man points.

On the other hand, you are alive and the other fucker has an arrow sticking from his head – so fuck everyone, you win!

Ranged attacks are not opposed by the target's trait but by a set number determined by the distance of the attack.

Armour, if any, is still applied.

Table 4.1: Ranged Attacks

Distance*	Defensive Dice
Gangsta Style	1
Short	2
Medium	4
Long	6
Very Long	8
I Can Barely See the Fucker!	11

*we realize these are subjective. Deal with it.

Cover or concealment grant 1 or 2 additional dice to the defensive rolls while poor visibility conditions may result in a penalty die for the attacker.

A target running in zigzags gains a bonus die to its defence roll.

High-Tech Weapons

You need nerdy four-eyes to produce high-tech weapons, so real men only get those when they pry them out of the cold, dead corpses (or screaming, fleeing bodies) of Hatians.

Dear GM, high tech weapons are **POWERFUL**. Do not hand them around like bloody candies. This is some next level shit, yo, treat it with respect, motherfucker.

Firearms

Unless you are Boris the Bullet Dodger, you can hardly dodge bullets, now can you? This means that if you have a big stick and the other dude has a gun, you are fucked. Now if the guy has a laser, well, start working on a crown, because you would just been royally fucked!

To represent this absurdly deadly nature of firearms, every attack made by a firearm grants the attacker a bonus die and the target a penalty die.

[Editor – Fuck you!]

Explosives

Explosives affect an area rather than a target. The closer you are to the explosion the worst off you are. This is why it is important to know where the explosive had actually landed. This also underlines the vast importance of not being seen.

When using explosive projectiles, first roll a regular ranged attack.

In case of a miss, roll again to see the distance and direction in which the explosive strayed. The distance is equal to the attack range multiplied by the amount of dice you are short of success.

The direction is determined by the below table:

Roll	Direction
1	North
2-3	North-East*
4	East
5-6	South-East*
7	South
8-9	South-West*
10	West
11-12	North-West*

Then the explosive goes boom and everyone takes damage according to their distance from the explosive focus. If the explosion is delayed (for example a grenade or a cartoon bomb) characters may try to run for cover or concealment or take any other actions that will save their sorry ass before it explodes.

For example, some butt pirate had just noticed Joe and his buddies Bob and Stan walking in the forest. They are dragging a captured hotie with them. She is resisting for the protocol; her hands are bound and she realized by now kicking the dudes is not a good idea.

Bored and disgusted by this display of vulgar masculinity, the Butt Pirate drops a frag grenade on the band from high above.

His target is poor Joe. Since his ship is high above the group, the GM deems it a long-range attack, which grants the target six defensive dice.

The butt pirate is pretty badass but he does not care enough about this attack to spend any HHH points on it. He dropped that grenade because he was bored and the people below are obviously not enlightened or culturally sensitive, so they might as well die.

Or not. He does not really care.

The butt pirate scores four successes against the range's five successes. The attack misses by six meters (1x6) to the west (10).

Joe is six meters away and stands right by a tree. He steps to cover and avoids all damage.



Wrestling

Wrestling is an attempt to pin down an opponent in order to strangle, immobilize or just hold her down until she stops kicking. Wrestling is also how a rape starts and how a great party ends.

Wrestling is made of opposed Brawn checks. Keep scores of wins. The first to score more wins than the opponent's Brawn + Balls wins, pinning the enemy to the ground.

If the struggle is broken for any reason, the count starts a new.

A pinned opponent may make Brawn checks with two penalty dice against the victor. He may not bite, strangle, stab or use any other form of attack ordinarily available during wrestling. Attacks against him, on the other hand, are automatic hits.

Intimidation

Intimidation is an attempt to make an opponent realize that messing with you is a bad idea without actually resorting to physical violence.

Most often it is used when physical violence will attract undue attention or when you just cannot be assed to kick the pathetic cunt.

Make opposed Balls check. Both parties may supplement these checks with Hate or Hunger. If the intimidator wins, the intimidated acts scared.

You may not attempt Intimidation when in an obviously inferior position. For example, intimidating a King while being dragged to the headsman's block will only result in laughter.

Dick Attack

A dick attack is not an actual attack with your dick but rather an attack, which is sneaky, dirty and really painful. A punch in the dick, for example is a dick attack.

A dick attack grants you a bonus die and potentially other benefits based on your current weapon, boners and other abilities.

For example, a punch in the dick is a dick attack. In addition to causing an additional damage die it also causes the enemy to suffer a penalty die to his next action due to having just been punched in the dick with a dick punch, which is a dick attack despite being an attack with a punch, but not with a dick.

[Editor – have you been writing drunk again? AGAIN?!]

A dick move requires two things – a suitable condition and a suitable description. If the latter is awesome enough we can skip the former.

Conditions: surprising the victim, flanking the victim, gangbanging the victim, bluffing the victim, sniping at the victim, being a close personal friend of the victim...



Description: Stabbing a guy in the back is a douche move, but it is not a dick move. A dick move is something really dirty and nasty, like a punch in the dick.

[Editor – Stop it!]

It is tapping a guy on the shoulder and when he is looking the other way, pushing a knife all the way into his liver and twisting it. It is suggesting someone looks into a bazooka to see what is wrong with it and then pushing “fire!”. A dick attack is not just an attack with a bonus die; it is the stuff LOLz are made of!

Injury, Death and Dying

As you may have noticed (unless you are a retard) that **MEN** does not have a hit point system. Instead, every time you take a

hit you lose a point of Balls. When your Balls are reduced to zero you start taking Brawn damage. When Brawn is reduced to zero you start working on a new character.

Fainting is gay so a real man is either alive and kicking or dead. No amount of damage can make you lose consciousness, although with no Balls and one point of Brawn remaining, you may start considering playing dead.

At any point during the encounter, you may add a single Hate point to return a point of Balls. Each time you do this, you gain a bonus die to your next attack roll. At some stage you will face the dilemma of how you want to die; from too much hate or too little blood.

Both are awesome.

Taming Shrews

"SLAP! Because a man should not be asking twice."

- Turkish Proverb

So you spot this hot girl walking down the road. She appears to be single. You approach her and say something nice like, "nice ass, can I fuck it?" to your utter surprise she kicks you in the nuts and starts running away.

It is not her fault. Women are not reasonable creatures. Left to their own devices, they will be lonely and miserable their entire lives.

It is up to men to catch them, train them, and show them that the way to happiness is complete denouncement of their wretched freedom and absolute submission to blissful slavery.

In order to make her understand this divine truth, you need to assist her in following the below steps, at the end of which her HHH rating will be replaced with a Docility rating and she will know peace and harmony.

A-fucking-MEN!

Step 1: Capture

Works like a normal chase. The man may boost his checks with Horniness while the woman can boost hers with Hate. This stage ends when the man captures the woman.

Step 2: Bondage

The title of this stage is a bit of a misnomer. While it may include roping the lass, it can also be wrestling her to the ground and holding her very tight, applying a woman carrier or drugging her.

Wild women are more dangerous opponents than their size would donate because they bite and scratch, which grants them a bonus die on wrestling checks.

A man who lost a wrestling check to a woman by three or more points is paralyzed for the next round due to excoriating pain, returning the process to step 1, unless the woman takes the time to stab him several times, in which case he is the one who gets fucked.

Methods of bondage are described on page 73.



Step 3: Rape

“Women – learn the value of silence. Do not let this rape turn into a murder.”

- Buddha

First, we should stress that there is no such thing as “rape” in real life. A woman who does not want to get raped does not get raped – as simple as that. Any woman who gets “raped” wanted it. She was just playing hard to get because, well, because she is a bitch. If the female is immobilized there is no need to see whether you manage to stick it in. You will. If not, see how wrestling works, it is not much different except that you stand the risk of having your dick bitten off.

Make opposed Balls vs. Hate - Horniness check. For each success you score, reduce the woman's Hate by one.

Step 4: Some More Rape

You know what they say – if it first you do not succeed, fuck harder!

Repeat this until the woman is moaning with pleasure and knows that being the possession of a real man is the ultimate joy while all her life up to this point was one colossal mistake. Mechanically, this means that her Hate had been reduced to 0.

You may now add her to the inventory section of your character sheet.



Step 5: Release

Once a woman had been tamed, that is, her HHH rating had been replaced by a Docility rating, you may safely release her. She is now yours and will not escape.

She may be kidnapped or just wander away like a stray sheep, but there is no risk of her initiating any hostile actions.

Tap yourself on the back; you had freed yet another woman from the agony of self-reliance and brought her the blessed freedom of submission. You are a good man! A GOOD man.

Attacks of Opportunity

When you make it easy for the other guy to hurt you, he will hurt you. As simple as that.

An attack of opportunity is a basic attack with the melee weapon you are currently holding against the dude who made it easy to attack him. This attack may not be boosted by HHH or any special powers.

An attack of opportunity occurs whenever a dude does any of the following in an area the enemy can reach with a melee weapon:

- Move more than 2 meters.
- Use ranged weapon.
- Do something overly brainy.
- Sit-down or stand up.
- Take an item from a sack.
- Pick-up something from the floor.
- You get the idea



Badassry

PCs do awesome things while the players just sit there munching whatever unhealthy shit they brought to the game and making juvenile jokes at the world.

This shit will not stand.

If a player does not treat the noble quest of blowing the shit out of a Feminazi re-education centre, why should his character take it any more seriously?

Descriptions like, “I hit him with my club” should be penalized with a penalty die. If the GM is significantly bigger than the player is he should also give him a nice punch. A normal description is fierce and manly and roaaaaarious!

Now if someone comes with something really badass like, “I strip naked and tell everyone to get the fuck out of my sight. Then I attack the anaconda butt naked and make it look in my eyes so it can see the reflection of itself crushed to death by my manly-man hands” he should get a bonus die. I mean this particular description is dumb, an anaconda has a Brawn rating of like 15, but still, it is badass, which is synonymous with dumb half the time.

Reward Badassry – this makes combat more fun, players more creative, you less bored and the whole world just manlier!

Optional Rule: Non-Combat Conflict Resolution

The problem with men fighting each other over girls and other stuff is that at the end of the day there is one man less in the world, which is a shame because men is what makes this world awesome. PCs killing PCs results in bad feelings in the group (the bad sort of bad feelings) and wastes time on pointless rolling that does not advance the story.

To avoid this mess, we recommend a male hierarchy in the group. The simplest way to establish a male hierarchy is through pure manliness. No punches, taunts or backstabs – just pure, undulated manliness.

Each player makes a Balls roll, adding the results instead of counting successes. He then adds his Man Points to this number. A player with a higher score always chooses before a player with a lower score and his opinion is worth more.

The other player, being good sport, does not choose to react by stabbing him in the back 27 times with a chainsaw.

Making this roll once per session sets group dynamics for that session. Making every conflict/ every day resolves conflicts quickly but has less of a social impact.



MONSTERS

Monsters

Hatia is full of people who are not you. How can you kill them all if you do not know who they are?

This chapter will help.

Denizens of Hatia

City Hatians resemble humans although they are larger and more colourful. Unless otherwise stated, they eat, fuck, shit and die the same as humans do.

Boomistani

BBB 2/1/3

HHH 5/3/5

DB 1

Abilities:

- **I do not fight alone!:** There is no such thing as one towel head. Wherever they may be, in the bottom of the fucking ocean or in your fucking nightmares – they are a gang. Once per day, a towel head can scream some shit in his strange language that sounds like a pig trying to vomit real hard and 2-7 towel heads will come running, screaming outraged about some bullshit no one even understand. They will assist him in killing and pillaging for the remainder of the scene. Then they will erect a mosque, right on your damn backyard!

- **I do not die alone!:** Before his death, no matter how comically gruesome are his injuries, a Boomistani can make a basic attack or detonate an explosive device on his person. The most typical explosive device carried by Boomistani are explosive vests. They are practically a fashion article in Boomistan.

Equipment: Decorated dagger, unread religious texts

These dumb fucks are brown moustachioed terrorists just dying to blow themselves up and kill a whole lot of people, preferably women and children with them. They are really brave when ganging seven on one, but in fair combat they run back to their lairs like jackals in the night, which is funny because just ten minutes ago they planned to blow up and kill themselves.





Females (sacks), fertile and fat pale creatures who dress in potato sacks, have copious amounts of unrewarding sex and spawn copious amounts of offspring. They are pretty ugly but are fuckable if you are not too squeamish about it. However, one in a thousand, is super mega hot. Such a prize is worth risking your hide for.

Males (towel heads), lean and mean brown creatures with sharp ears, big eyes and sharp teeth. They dress in towels, fuck everything with a hole in it and go off to blow up as soon as anyone brings up the idea. They are not very good fighters, but there never seem to be less than a 100 of them and they are very hot headed.

Alpha males (religious scientists), obese and cunning cynics dressed in silk and gold who live inside prayer houses, fuck martyrs' widows, eat orphans' food and send off young males to die so that they could have their stuff. All Boomistani, regardless of sex, age or creed carry huge knives, which are part of their traditional and cultural heritage and are not meant for war in any way. They use these knives to kill everyone commenting on their religion, failing to dress like they do or just looking at them the wrong way. There is some book they all worship but do not bother to read. They like quoting it during arguments. Because no one had actually read it, no one can contradict them. Touch this book and you are dead meat.

Butt Pirates

BBB 5/2/3

HHH 3/2/7

DB 1

Abilities:

- **Natural Attack:** Bite 3, can be used in conjunction with a single weapon attack.
- **The Gay Disease:** a real man damaged by a butt pirate's bite must make a Brawn vs. 5 check or contract the gay condition (see page 124). Real men who ingest butt pirate blood or semen are infected automatically.
- **Outrageous fashion!:** replaces attack; a butt pirate may perform a short 5 meter catwalk in front of his enemies. Any real man who fails a Hate vs. 3 check loses 1d12 Man Points, and takes -1 to his dice pool for the remainder of the encounter. Only men who succeed in the check can use attacks of opportunity against the butt pirate.
- **Are not you a sweetheart!:** replaces attack; the butt pirate plants a quick kiss on the lips of some unfortunate male. The victim must either lose all his Horniness points or spend 1-4 rounds being violently sick (-3 to all rolls).

Equipment: club, shackles, spear, crossbow, things you do not want to know about

Turn around. Face the wall. Spread your legs. Start squealing. Butt pirates are large and hairy pink or light blue creatures who live on airships and raid heterosexuals all across Hatia. They are exclusively male, although most of them refer to each other by female names. When they see two humans of the same sex they force them to marry, using the shackles of slavery instead of rings. Their blood is bright pink and it sparkles.

Yeah, they are THAT gay.

Now keep in mind that these are not the refined, delicate cock-sucking, Alec-sophisticated fairies of the city. No, these are big and scary bear-men that will fuck you in the ass until you can shit watermelons without a stretch. They are the fairies who make men cry in the night, the rear invaders no gates can hinder, the cruel fags of the wild and OMG! Hide your children, hide your men, 'cause they are raping EVERYBODY. In the hierarchy of Horniness, the butt pirate stands above all, a supreme fucking machine that can drill holes in diamonds quicker than a woodpecker in rotten shit. If you see one, clench your butt hole real tight, 'cause if he catches you, you will no longer be a man. Remember, getting fucked by a dude is MUCH gayer than fucking a dude. Kill those fuckers on sight, better with ranged weapons. FUCKING sick perverts, anus Christ!



Crabs

BBB 6/1/3

HHH 3/6/4

DB 2

Abilities:

- **Bloodsucker:** The crab makes a normal melee attack against the victim. If it hits it inflicts 1 point of damage and onto the victim. It will not let go until it had consumed at least 3 points of Brawn or the victim is dead, whichever comes first. A bloodsucker can be removed by tearing it off through opposed Brawn checks, which inflicts 1-3 points of damage on the victim or killing it, which is the smarter thing to do.
- **Cocksucker:** A crab may elect to suck cock instead of blood. This reduces Horniness points instead of Brawn and immobilized the victim until the crab is removed. Note that its forceful removal has the most dire of consequences. A victim of such an attack may take actions with a -3 penalty if it succeeds on a Balls vs. 3 check.
- **Moneysucker:** When moving away from a target they had sucked Horniness or Brawn points from, Crabs take a random item with them.

These terrifying blood sucking land crustaceans live exclusively in the tentacle forest. They do not

need your blood for substances; they feed off various minerals found in the rich soil of this fertile land.

They suck blood just to be dicks. Ironically, all crabs are females. I have no idea how they reproduce. Frankly, I do not want to know.

To be even bigger dicks – they suck blood from your dick, using their vagina-like mouth and six sharp and powerful feet, two of which go into your butt while the rest clench you real tight.

Although the crab's mouth looks like a juicy cunt you cannot fuck it. But you know what? It can sure fuck you!

Crabs also go after your equipment and your very manliness. They do not need any of those things. They are just colossal dicks.



Dickwolves

BBB 8/1/5

HHH 3/5/12

DB 6

Abilities:

- **Creature of the Dark:** immune to cold and fire damage; destroyed by sunlight.
- **Gooley:** at any given moment, the dickwolf is either slippery or sticky. It cannot be both or neither. Changing state takes a full round and is not pleasant to look at. However, it does not provoke an attack of opportunity.
- **Slippery:** +2 to opposed checks made against bludgeoning damage; cannot be wrestled.
- **Sticky:** Any creature that hits a dickwolf with a melee weapon must succeed on a Brawn vs. 8 check or have his weapon stick to the dickwolf and yanked from his hands. If this was an unarmed attack, target is glued to the dickwolf and is considered helpless. Breaking free from a sticky situation requires at least a litre of lubricant or a successful Bran check (which inflicts 3 points of damaged on the stuck guy).

Rape happens.

- Mexican proverb

Dickwolves are land squids made of dicks. They hate the sun but also hate the cold, which makes them incredibly grumpy.

They are not vulnerable to the cold in any way, in fact they are immune to it and live only in the coldest regions of the world. .. but they bloody hate it, proving once again that God exists and that he is a horrible cunt.

They are very horny, being made of dicks, but their bodies lack any orifices and they reproduce in some weird asexual manner. The poor sods cannot even jerk off because slippery dicks are the only members they have and you cannot get any friction with those!

The result is a species of extremely pissed of creatures who rape everything that comes into sight. Looking for warmth as well as sex, they eventually tear up the poor bugger. Then they go, "ohhh..." because the dead thing will soon go cold and hard like ice and it will be ages before they get to rape again.

The best defences against Dickwolves are sex toys, which are hotter than your blood. Either that or stuffing your butt with snow but this... this is not very pleasant.

Sunrays kill them immediately. Good luck in thinking up a way to bottle up sunrays and unleash them in the Everdark.

Feminazi

BBB 6/3/6

HHH 10/3/1

DB 1

Sexiness 0

Abilities:

- **Rampant Feminism:** Feminazi constantly scream political mumbo-jumbo at their foes. Any male in a 10-meter-radius must succeed on a Balls vs. 3 check or take -1 to all rolls and lose 1 point of Balls, both effects are cumulative. The only way to counter this attack (except for slitting the cunt's throat) is to have a female with Brains 2 or higher discuss feminist theory and application with the beast.
- **Bobbitt Attack:** A Feminazi may aim for the holiest of hollies. This attack is performed with a -4 penalty but in case of success cause the victim to lose 1-3 rounds due to excoriating pain. In case of an Epic Success, the victim is also castrated.
- **Misandrist:** Feminazi believe all men should be killed or enslaved. This grants them +1 to attack rolls against straight humanoid males.
- **Emasculation:** replaces attacks; focusing her Logorrhoea on a single male, a Feminazi can totally emasculate a man with the power of her poisoned tongue

alone. The victim of such an attack must succeed on a Balls vs. 4 check or temporarily lose his HHH and boners. These return after a night of drunken debauchery.

Equipment: ropes, epic swords

We got our rights, now we want yours!

Feminazi are a degenerate form of the feminists, who were actually OK gals originally. Feminists were Oxvardridge girls who wanted to vote, work, and do all sorts of cute and harmless girly things. We fully support them, if the subhuman Noballasi who ran the city before could do it, why could not women?

Eventually they got their rights and everything should have been back to normal. Only it did not. The women who started this shit, they got a first taste of power and they wanted to keep it - accomplishment of stated goals be damned. For almost a century they were the bane of the city - men trembled in fear as those ugly and hairy cunts screamed "rape" and "sexual harassment" at anyone who failed to bow to their capricious power.

Women suffered from them too - it is natural for a woman to want to be pretty, have children and let men kill each other for the right to do her. Feminazi would not have that - they wanted women to out-man men.



Women who refused were sent to re-education camps and set right. Femininity became a crime and women had to work extra hard for a man so much as to look at them as sexual harassment laws grew to replace the witch-hunt laws of yore. Eventually, they mutated into

the scary monsters that they are today – ten-foot-tall blue freaks with the upper body part of an ugly female and the lower body part of an offensive chicken. It is not easy to recognize them as females, but trust us, they are. And they are the worst of the worst.

Noballasi

BBB 2/2/1

HHH 3/2/1

DB 3

Abilities:

- **Soldier:** A Noballasi gains +1 DB for each ally adjacent to him.
- **Slave:** A Noballasi within a Feminazi's Rampant Feminism area of effect, temporarily increases his hate to 7.

Equipment: laserspears, medium armour, progressive literature

Noballasi are the males of Oxvardridge. We are using the term “male” because calling them men would be a crime against this word. Those who fear and obey women cannot be called men. Sexual harassment laws had terrified them for so long that they had devolved into these pathetic minions just waiting to run errands for their mistresses. They have no ideas of their own, instead relying on women to tell them what to do.

That is not to say they are not deadly. They are the best soldiers in all of Hatia and their highly disciplined army can easily defeat all other forces on Hatia combined.

However, their political system is so castrated that this army is mostly occupied with showing lenience and compassion to the enemies of the state. However, if you endanger a vital interest of the state, such as silk supply or housing prices of wealthy neighbourhoods or anything else Feminazi care about – nigga, yo’s about to git got!



Medusa

BBB 7/3/6
HHH 10/5/5
DB 2

Sexiness 0
Abilities:

- **Boob Distraction!:** replaces attacks, the medusa shakes her lovely green jugs and giggles. All humanoids in 10 meter radius must succeed on Balls – Horniness vs. 5 or lose their next action staring.
- **Snake hair:** in addition to her dagger or longbow attack, the medusa can also attack adjacent creatures with her hair. This attack inflicts no damage but poisons the victim with a random poison (see page 125).
- **Petrifying:** a creature that looks at a medusa's hair turns to stone and that the end of it. Fighting a medusa without looking in her face, imposes -1 on ranged attacks and -3 on melee attacks.
- **Lesbian:** Medusas really like girls. Hurting a girl causes her to stop fighting and try to negotiate the girl's release. Undressing a girl in front of a medusa forces a Sexiness vs. Balls-Horniness check. If the medusa loses, she is boob-distracted.

Medusas are to Feminazi, what Feminazi are to women. Nothing in the whole world hates men

more than these snaky sluts. Medusa kills men on sight, even castrated men or men who like musicals. Even Butt Pirates.

On the other hand, they love girls. Not like Feminazi love girls, but like you love girls. They have excellent tastes too, so if you manage to slay a medusa you are in for a MAJOR treat.

Medusas live in houses built from petrified men in various obscene positions. The furniture, the walls, the sex toys – it is all petrified men.

These men can be freed with Asian magic... but why on earth would you want to do that? Shattering them is so much more fun.



Women Collectives

While individual human women are quite harmless, as a collective they are among the deadliest monsters Hatia had ever produced. Now we are not talking about their organizations, these are annoying and nagging at worst, we are talking about when they are connected to each other to form huge monsters like in transformers when twenty robots linked to each other to form giant killer robots that were too gay to kill. Women can do that and they are not too gay to kill. So look out – if you see more than five women in what is not a hot orgy, disconnect them immediately or you might soon face a colossal woman golem.

Woman Catapult

A catapult is made from two dozen or so strong and healthy girls that hold into each other to form a device that can hurl stuff hundreds of meters into the air just like a real catapult. While it is possible to shoot girls for dramatic effect, rocks seem to do the job somewhat better. Destroying a catapult is very easy. Take out the string-girl and the whole thing just crumbles. There are no stats for a catapult because it is a siege weapon. It is completely harmless for anyone in close range and unlikely to hit moving targets at long range. If it does hit a human target, no worries, the target is squashed like a bug and that is the end of it.

Woman Giant

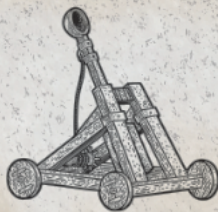
BBB 80/0/0

HHH 0/0/0

DB 0

Abilities:

- **Consume:** A female hit by a giant becomes part of it. This increases the giant's Brawn trait by one point and grants it any abilities possessed by the woman. If the attacked female has Hate, she may attempt to stay an individual by succeeding on a Hate vs. 8 check. Medusas take -3 on this check because they love naked girls and love telling people what to do.
- **Squash:** a giant may walk through an area occupied by puny humans. This provokes attacks of opportunity from all involved. Afterward each creature must succeed on a Brawn vs. 3 check or be squashed for 2-24 points of damage. Creatures with Horniness 5 or higher take a -2 penalty on this check.
- **Awkward:** Despite having Brawn 80, the giant attack with only twelve dice. Still enough to fuck you up though.



The woman giant looks like a giant woman made of women.

Their most common creators are powerful Feminazi who managed to capture many Earth women but fail to convince them to join their deranged cause.

However, unmanly men known as gynomancers can also command such freaks.

To destroy a giant woman, one must either kill enough women components to cause it to collapse or kill the Feminazi or gynomancer brain.

The latter is more recommended because in order to do this, you have to crawl through hundreds of sweaty, naked, mindless girls, which is pretty sweet.

Sadly, aware of their own mortality, many brains place booby-trapped (booby, LOL) girls and killer guards inside these colossal colossuses

[Editor – did you even open the thesaurus I bought you last year?!].

This makes the whole affair a rather risky, but very rewarding adventure.

Note: winning a giant in a straight fight is practically impossible, even dragons would find it challenging. Instead, we recommended using these lumbering behemoths as exciting adventure locales.

Trolls

Bachelor Troll

BBB 8/2/5

HHH 3/7/3

DB 2

Abilities:

- **Natural Attack:** Bite 5 or Claws 2 X 2
- **Animal Noises:** A troll can imitate the sound of any animal as a free action. They are superb ventriloquists, making it impossible to pinpoint the source of the sound.
- **Acidic Blood:** Every time a troll is hit with a melee attack, all adjacent non-trolls must roll Brawns vs. the damage dealt. Those who fail, are doused with acid and takes continuous damage equal to the damage dealt to the troll. This damage is reduced by one point each turn. Troll acid can be neutralized by milk.



Troll Mama
BBB 12/1/6
HHH 10/10/10
DB 3
Abilities:

- **Natural Attack:** Bite 6 or Claws 2 X 2
- **Acidic Blood:** Every time a troll is hit with a melee attack, all adjacent non-trolls must roll Brawns vs. the damage dealt. Those who fail, are doused with acid and takes continuous damage equal to the damage dealt to the troll. This damage is reduced by one point each turn. Troll acid can be neutralized by milk.
- **Ravenous:** Every time a troll mama inflicts damage with her bite attack, she gains one point of Brawn and her biting damage increase by 1/2 (rounded down).

Trolls are not evil per se; they are just very hungry. Coupled with immense strength, acidic blood and claws that can shear steel, trolls are quite dangerous.

However, a troll is not very smart and can usually be fooled or bribed. Hell, you can even befriend one, under all this façade of green killing and eating machines hides well, exactly that, but are not you a killing and eating machine as well?

Trolls and real men could make great allies.

The problem is the trolls' mothers.

Every troll household has a monster mama (the source of all yo mama jokes) that constantly demands more wood for the fire, more man flesh for the caldron, more girl slaves to massage her fat ass, more furniture to throw at the ungrateful brats she gave away everything to raise, expensive furniture or you do not really love me!

Why trolls are willing to suffer this shit is beyond us. We would have kicked the fat bitches out as soon as they stopped bringing us breakfast to bed every morning. In any case, when yo mama gets so big she actually threatens the structural integrity of your house, this should kinda ring an alarm bell.

But not for trolls.

Trolls mamas are so fat they cannot move. They are considered dying and so are free to abuse their families as much as they please because every minute can be their last. Troll mamas can be dying like this for many decades. When they do die, it is usually because they eat until they burst.

When this happens, everyone sighs with relief, cleans up, goes through a hasty funeral service and repaints the bedroom. Finally, the family can have guests again. At least the ones the fat mama did not eat...

Dragons

There are only two real dragons on Hatia – Testicular (page 52) and the Autumn Dragon (page 56). Of course, since dragons can traverse space, nothing guarantees half a dozen dragons will not hop in for a visit tomorrow afternoon and ask all your women as a snack to go along with their tea.

Also, you cannot ride dragons. Get that gay thought from your gay head! You can ride just about anything, but not a damn dragon!

Each Dragon is unique so no stats are provided in this section. For examples of dragons, see pages 56 and 57.

Undead

Priests and cannibals, prehistoric animals

Everybody happy as the dead come home

Big black nemesis, parthenogenesis

No-one move a muscle as the dead come home

- Shriekback, Nemesis

Ever heard about rigor mortis, angel lust, and death ejaculation? The dead are HORNY. Most undead, when not commanded by evil necromancers, they are out there to do unspeakable things to your women.

When necromancers command them, they are out there to kidnap your women, so that he could do unspeakable things to them.

Undead are not creatures, but rather highly objectionable lifestyles. Because of this, when creating an undead monster, take any other creature from this book.

Vampires are heavily into BDSM, which is why they dress in black leather and have the power of domination.

Traits: +1 to all B's and H's. Vampires are just plain better than anyone else. Whiter too. Make more fuss of it too.

Vampires are annoying.

Blood Drain: A vampire that hits with a bite attack inflicts 1 extra Brawn damage and gains that much temporary Brawn.

Bat/ Wolf Form: What it says.

Romanian Vulnerabilities: You probably know these by heart by now, but let us go over these again in case you read Twilight (although if you did read Twilight, it is not clear why you bought this book...): sun deals vampires 3 points of Brawn damage per round, a vampire cannot enter a living place without being invited, a vampire is repelled by garlic (just like everyone else) and a vampire is "positively divine" in bed.

Romanian Accent: All vampires speak with Romanian accent. This is the surest way to recognize them.

Whips n' Leather: vampires gain a bonus die when using whips either for pain or for pleasure.

Domination: replaces attack; a vampire stares meaningfully into its victims eyes and says something seductive. Then a check of Balls vs. Brains is made. The vampire can boost his check with Horniness and Hunger, the victim can boost his check with Hate. If the vampire wins, he can control the victim for a round. If the vampire loses, the victim takes -1 on all checks. Ghouls are into cannibalism; they start inside you but end with you inside them.

Traits: +1 Brawm, +2 Hunger and Hate, Brains reduced to 1

Rabid: A ghoul's bite may infect the victim with rabies. See page 125.

Ravenous: Every time a ghoul inflicts damage with his bite attack, he gains one point of Brawn and his biting damage increase by 1/2 (rounded down).

Foul: Ghouls stink something awful. All live creatures in 3-meter-radius must succeed on a Balls vs. 3 check or take a -1 penalty on their next action.

An Epic Fail on this check results in the victim losing his next action due to violent vomiting.



Zombies are dumb fuckers who cannot reach orgasm but keep on fucking with endless vigour nevertheless. Be afraid.

Traits: +2 Brawn and Horniness, all other traits are zero

Slow n' dumb: Zombies move at half the normal speed and always take the shortest route to their victims regardless the consequences. For example, a zombie can walk into a lava stream if crossing it is the shortest route to a plump and juicy girl.

Like in the movies: Zombies can only be killed by fucking up their head. However, a zombie reduced to 0 Brawn is immobile and unless you are an utter idiot, pretty harmless. Skeletons are celibate. In fact, they are opposed to sex altogether; this is why having sex in a cemetery is a sure death warrant, which in turn is why you are not going to tell your players about this aspect of skeletonhood.

Traits: +1 Brawn, all other traits are zero

Like in the movies: Skeletons can surprise people by throwing their hands from under the ground and grabbing people's ankles. When attacking this way, they automatically gain surprise and trip their opponents.

You naughty boy!: A skeleton can supplement its attacks with its victim's Horniness rating.

Other

Every fantasy or science fiction monster you feel like plagiarizing can find its way to Hatia.

Want to have mind f^{***}ers tentacle raping chicks – go ahead. Satyrs chasing nymphs in the woods, transformers struggling Godzilla, yo mamma crushing cities... be my guest.

Let us face it; the rules of this game are really simple. Plus, you are the fucking GM, if you say a creature can do something then it fucking can.

End of discussion.

The only thing we ask you not to use is Orcs. We have special plans for them...



HUMANS OF HATIA

Humans of Hatia

Real Men

All men were created equal; women were created equal less.

- George Orwell, Feminine Farm

Real men are divided into tribes based on their race. Not all men are equal, some races are obviously superior, but any man is better than a woman is. Even if he is black.

The tribes are described below in order of quality from worst to best. Some tribes are divided into groups called clans, castes, brotherhoods or whatnot. You have to choose a sub-group in such a case, there are no "generic" tribesmen.

[Editor's note: Look up list of racial slurs in the Wikipedia. I think some of those words are made up...]

African

Africans are so full of manliness they cannot do anything except being manly. Back on Earth, it really stood in their way to success in business and relationships. Hell, except for being manly, they failed at absolutely everything. On Hatia, however, they are THE shit.

On Earth, they lived in the wild and spent their time hunting, drumming or executing ethnic genocides to promote the interests of major oil corporations.

Here they do the same, only it is what everyone does so they do not stand out at all.

Except by being Black. Pitch black. The blacker the better.

Advantage: When occupied in any of the above-mentioned vocations, Africans gain a bonus die to their rolls. Note that since there is no major oil corporations on Hatia, Africans born on Hatia do a very poor job at ethnic genocides.

Disadvantage: Because they are too busy being manly (that is, dumber than the chair you sit on), Africans cannot be bothered by understanding how technology actually works. When using advanced weapons, Africans take a penalty die.

Latinos

These folks are the result of Spaniards who are Almost White (see below) welcoming some Indian gals into civilization the manly way. So they are not really a race, but more like a side effect of a real fun weekend in South America. Now these people can make decent workers or fighters, but they cannot plan ahead for shit.

Therefore, a place where they rule is a shithole but a place where they serve prospers.

Their women though, they are something. They are so good we did not include them in this book because we wanted to keep them all for ourselves.

Deal with it.

Advantage: Bonus die when resisting fire, poison or border inspection.

Disadvantage: Due to a diet consisting mostly of beans, Latinos fart at random intervals. Hmmm... I am not sure it is a disadvantage really...

Knifers

A Knifer is an angry brown guy that speaks too quickly for anyone to understand what the fuck is he trying to say and then stabs you. He is actually pretty good at it.

Colourful tattoos cover the upper body of the knifer and tell his greatest hits for all to see. This is the only way to communicate with them because, fuck me if I did not try; you just cannot understand what they are saying!

It's as if they're speaking some language which is not English...

Advantage: When making the first attack roll of the round, the knifer gets a bonus die on his attack and damage rolls.

Knifers use the butt holes of beaners for transportation and storage of valuables. A knifer without a beaner may only carry weapons and jewellery.

Beaners

Beaners are pathetic and timid things forever dressed in dirty white clothing and smelling of yesterday's fart. They move from place to place in large masses and try to get any degrading job imaginable because... fuck knows why. Beaners have huge anal cavities to transport drugs and illegal wares. The typical beaner can store up to two litres of shit (figuratively speaking) up his butt for an indefinite period of time.

Playing one of those is really not a good idea...

Asians

Asians are an interesting tribe. On the one hand, they have really small penises and cannot drive even an ox-wagon, but on the other hand, they are all deadly martial artists.

Every single one of them, even a geeky four-eye with a suitcase, can suddenly scream like an eager little monkey, assume a gay-looking position and administer a beating that will leave you feeling as if you were just been violated by a swarm of angry chipmunks.

Except for their small penises and martial arts, there is really nothing more that can be said about the Asians' culture. It is just "small dick, big kick" and that is it. Oh wait. They also drink green tea.

Also – they are NINJAS!

Advantage: A Asian can spend a round screaming and doing wild and pointless motions in the air before assuming something gay sounding like "the stance of the crane" or the "pose of the two wheels and a pillar." For the reminder of the encounter, he can make two melee attacks per round.

However, every time he drops an opponent, he must spend a turn frozen in a martial arts pose and emit a long monotonous shriek.

Disadvantage: Due to their very small dicks and inability to drive impressive vehicles, Asians take a penalty roll on all checks involving horniness or activities supposed to affect their horniness rating.

Almost White

Technically, they are white, but you know what? Fuck them. They are not VIKINGS!

Advantage: +1 to any one B at character creation.

Disadvantage: -1 to any one H at character creation.

Armenian

Armenians have fur, which can come up helpful in cold weather, but makes them vulnerable to fire.

Also, while they are not gay, they do fuck men in the ass.

Of course, if someone gets raped by an Armenian it is the fucked person's fault.

I mean you saw an Armenian walking toward you, what the hell did you think was going to happen? A game of backgammon?

Armenian women are utterly hideous. They have more hair than a mammoth and are gentle and loving to the same degree.

But man... they are strong!

They cook very well too and they are loyal and handy but dear Lord, they are HIDEOUS! No wonder the poor Armenians rape everything that moves EXCEPT their ugly-ass wives.

Advantage: An Armenian gains a bonus die when attempting to force sex upon a living creature (hell, even sheep are better than Armenian women are).

When moving away from an Armenian woman, an Armenian man moves at double speed and adds a bonus die to all attack or tumbling rolls targeting creatures that block his frantic escape.

Irish

Tales about the luck of the Irish are exaggerated. In fact, an Irishman who did not drink himself to death or was shot by Oxvardridgian soldiers during yet another hopeless mutiny (note the Irish are not occupied by anyone, they are just addicted to hopeless mutiny) can be considered very lucky indeed. Irish are in a state of constant war and carefully pick their battles so as to be unwinnable each time. When no such enemy is present, they start civil wars and make sure their best and brightest die as ingloriously as possible.

When even this is impossible, they are killed in knife fights against hopelessly superior foes for the love of women who would happily be theirs without all the blood and the pain. They then make very sad ballads about it and stab you if you do not cry with them.

Advantage: The Irish are dumb but very persistent. They gain a bonus die whenever they repeat an action that just failed in the exact same manner that originally led to its failure.

Italian

Italians are cunning, brutal and have horrible, terrible, awful fashion sense. This is because every single Italian is a Mafioso. A low-ranking Italian looks very much like a cock adored with

incredibly gaudy clothes, ten kilos of gold that looks fake even when real, hair with so much gel it can trap small animals and a stiletto so sharp it can pierce a rhino's forehead. It is difficult to understand what he says but you had better pay attention or you will get the crap kicked out of you.

Italians are no heroes; they fight dirty and can always summon a few similar dudes to help them administer a vicious beating. If you dishonour an Italian (i.e. cross his line of sight) he will first cry to the sky invoking God and his saint mother, and then declare a vendetta against you. Fortunately, Italians are so occupied with internal vendettas that by the time they reach your name in the list, you would probably be long since dead from ripe old ages.

However, no worries – your grandchildren will do just fine!

Higher-ranking Italians consume copious amounts of spaghetti and rarely leave their lairs. They have scary amounts of killers in their disposal and do not really have a reason to leave (but plenty of reason to live). In time they grow into huge, obese monsters resembling Jabba the Hut. Well, they would have grown into such monsters if they were not murdered on a daily basis.

Declaring yourself a capo di tutti capi, the Boss of Bosses, has a higher fatality rating than trying to massage a dragon's anus.

Funerals of such pretenders are so common that different funeral processions sometimes create traffic jams as fat mobsters are being thrown into the pit (see page 42) where they form a huge pile of rotting flesh and glittering jewels. Strangely enough, it does not deter other mobsters from assuming the title...

Advantage: +1 to Intimidate and Bluff checks.

Greek

A Greek is a Turk who thinks he is Italian. Regardless of sexual orientation, all Greeks like to anally penetrate things. ALL things. A bear who so happens to run into a horny Greek better hold his butt hole real tight or something real bad will happen to it. Because of this habit, Greeks always carry olive oil with them. You should be thankful for it – this is for your own good.

Greeks live on islands in Lake Pearl and sail up and down the lake. Well, mostly down really, because the colossal dick known as Moby eats those who sail up (see page 34... if you dare.)

We would write more about them, but in truth, they are just a non-Muslim version of Turks. There is really not much that can be said about them.

Advantage: +1 to defence when fighting shoulder to shoulder with men holding... spears.

Jews

Many believe that unlike real men, Jews get their power from their colossal noses instead of their puny dicks. This is in fact not true. Jews do not have small dicks, they just need big money to get them up. Even more than they enjoy fucking women, Jews like fucking YOU. ^They fuck you in the bank, and they fuck you in court, and they fuck you in —

you know what? They fuck you in every way conceivable, except the one that can lead to conception.

While they fight for gold, like real men fight for pussy, when it comes to literal fucking, Jews rate very low, only slightly above Asians. After all, what is sex if not a waste of time that could be used to make money.

Advantage: The Jew's huge nose allows him to follow any scent, just like a dog would. Unlike a dog though, you have to pay him to follow a trail and if he smells money, he will run for it instead. Greedy fucking bastard!

Russian

First thing you should know about the Russians is that they can drink you under the table. The second thing you should know about them is they have a special relationship with bears. The third thing is that they are communists. Now let us see where this takes us.

Russians are powerfully, but gracelessly built and are practically immune to cold. They live in wooden cabins and start each morning by running naked through the snow and the frost, which is not a pretty sight.

Should they meet a bear during their morning run, they high-five it and get drunk together, waking up in the evening in a bathhouse, sleeping on a mountain of empty vodka bottles. Russians do not drink water, just vodka. Same goes for Russian bears.

If you piss off a Russian you are imperially fucked. Riding his bear drinking-buddy to war, brandishing an axe bigger than yo fat mama and screaming things you will never understand, one mad Russian can take on an army of non-Russians and fucking chop them to pieces. Even real white men are afraid of mad Russians. And let me tell you this – a Russian can either be very sad, bemoaning the lost glory of the motherland (they had been doing it since forever because it is much easier to bemoan lost glory than to earn present glory) or MAD.

The transition between the two states is an absolute enigma. For example, just the other day I saw a Noballasi businessman call a Russian village primitive and outdated, get everyone evicted from their homes, build a factory instead of the village and ban alcohol consumption because alcohol is bad for your health.

The next moment the man's head was impaled on a razed factory smokestack as all around him, Russians were getting drunk and dancing with bears while singing about how much they miss their motherland.

I mean, the man had created job places, this is absolutely inexplicable!

Advantage: A Russian can expend all his Hate on a single check, after which he spends 2-24 hours crying bitterly and punching the ground as violin music plays in the background.

Also, Bears never attack Russians unless attacked first.

Also, violin music is surprisingly loud and enemies can hear it from afar.



WHITE!

The ancient empires fall, the dark-skinned peoples fade and even the demons of antiquity gasp their last, but over all stands the Aryan barbarian, white-skinned, cold-eyed, dominant, the supreme fighting man of the earth.

- Robert E. Howard, "Wings in the Night"

White men rule. There is nothing more to be said about them.

Advantages: Once per session, you can add a bonus die to any one check.

Disadvantages: None. White people are just plain better than other people are. They make a point of stating this to everyone they meet, as explicitly as possible, time and again, and again... It actually gives them a penalty die when interacting with non-White men or Hatians, but this is not the white men's disadvantage, but everyone else's.

Rednecks

"Fuck me? No. FUCK YOU!"

- President Bush during his inauguration speech

Rednecks are dumb as fuck but they start the game with a chainsaw. Do not ask where they find them or how they power them, just run away screaming

because that is what you do when you see a redneck with a fucking chainsaw.

Rednecks do not have a society per se. They just sit on the porch dressed like idiots and pick on strangers. Sometimes they gang up and go to hang Hatians, fuck bitches and eat buffalos. When they are having themselves a party, whole species go extinct, drowning in a sea of BBQ sauce and saturated fat.

As long as a redneck has facial hair, he gains +1 Brawn and Balls but -1 Brains. A shaved redneck loses his Brains and Balls but does not get any more Brains.

Vikings

Vikings are the manliest men in all of manhood. They are so manly that you get manlier just by thinking about them. Try it, it is fun!

All Vikings start the game with the murder boner and the slasher boner AND they can use any amount of Hate points they want per round. On top of that... ah fuck it! You cannot top that. Vikings wear horned helmets (fuck you! Do not you dare to contradict me you little nerdy history wimp!) and live to get drunk, rape, kill, pillage and get drunk again.

This is it.

Kill, eat, fuck.

This is like the perfect character. I really cannot imagine why anyone would want to play anything else. Seriously, I just cannot.

Note to GMs: The Vikings are obviously unbalanced. We do not recommend allowing players to play them.

[Editor – you’re such a douchebag!]

Tribes That Suck

Some men are real, but suck at major levels. Any man with ideas that do not stem from his biology should die because he is already under the Hatian spell.

Leftists and Rightists suck because they had betrayed manhood. Nazis and Douchebags just generally suck. Wild women do not suck.

That is exactly what is wrong with them.

Pacifist Far Left

Shut your mouth up before I fucking break your neck. Only tolerant and pluralist people have the right of free speech, you backwater, sub-human, bumbling, fascist primitive cunt!

-Martin Luther King, 1969

Pacifists are even more violent than real men are. They burn farms to free animals, throw stones to end wars and get drunk

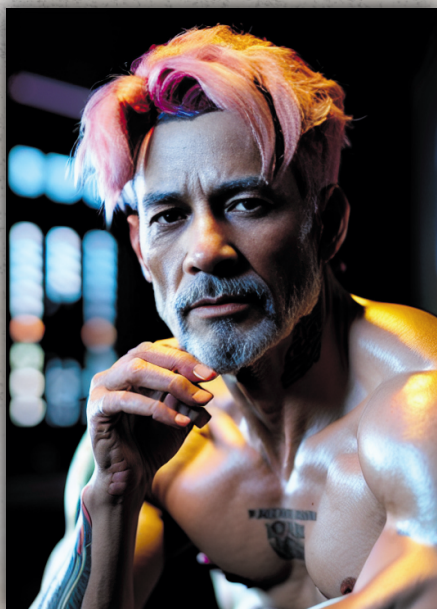
and riot to promote a brighter future. Their Hate is so insanely high that it eclipses anything else. They do not love humanity; they hate everything they think is wrong with it. In truth, there is nothing wrong with humanity except for violent pacifists and Amazonian feminists.

Pacifists live in Oxvardridge... if you can call this life. They are happy to serve their Hatian masters in their quest to make the universe a bright pink happy matriarchy.

Fuck them.

Advantages: Every time a Pacifist loses in opposed rolls he gains a point of Hate.

Disadvantages: Every time a Pacifist loses in opposed rolls he gains a point of Hate.



Religious Far Right

*We will behead all those who say
our religion is violent!*

- Prime Directive of Islam, Star
Date 23859.7

The “religious” far right is practically the same shit as the “pacifist” far left, except that the little voices in their heads that make them kill and maim come from a different source. The Leftists’ voices are drug and smart-alec induced, the fanatics are just plain dumb. God, they are so incredibly FUCKING dumb! They can use their dumbness as a blunt weapon and bludgeon you to death with it. Just like the leftists, they will burn you to save your soul, behead you to convince you of their peaceful intentions, rape a woman to protect her chastity and blow up a school full of children to... hell, do they even need a reason?!

Most of these psychos live in the huge city of Boomistan. As long as they have a reason to hate other people, they do not care what the dominant religion is. Hell, most of them do not even know what religion they belong to!

Advantages: Fundies take Balls damage, then Brain damage and only then Brawn damage. Once their Brains are reduced to zero all they can do is Hate and kill, but truth be told, they do not do much of anything else anyhow.

Disadvantages: Every time a Far Leftist loses in opposed rolls he gains a point of hate.

[Editor – Oh, for the love of!]

Nazis

Oh hi buddy. Listen, I hope you are not mad, but I ate all the cookies your mamma baked for you, finished the hot water in the shower, dropped your magazine in the toilet and had sex with your wife and uploaded this on YouTube. But we are cool, right?

- Adolf Hitler II

Clean, orderly, polite and genocidal, the Nazis want to kill everyone. They all dress the same, look the same and talk the same. Nazis resemble clockwork soldiers more than people until they reach the highest ranks of leadership. Then they start resembling clowns.

Nobody knows where the Nazis live. Most people do not even know if any exist on Hatia. But com'on, you seriously think we would publish a game like this without Nazis in it? So look out, some day, if not today, then in the next published product, they will come.

Advantages and Disadvantages: Nazis. They could summon zombies, build secret bases on the moon, have death rays or ride dinosaurs. You know the drill. BE AFRAID.

Douchebags

They are the worst of the bunch. They are the people who shout “shotgun” when the car is still a mile away. They are the people who tell jokes about your dead father... at his funeral. They are the people who downloaded this book. And you know what the worst part about them is? They do not have a tribe of their own. They are everywhere.

Advantages: A douchebag always has initiative, even when he is surprised. One per combat a douchebag can kick the table, thus alerting the results of a single check.

Disadvantages: Everyone hates douchebags. An enemy or a harmful event will always target the douchebag of the group when given equal chances. That is right, harmful events. Diseases, snake bites, insect swarms... even bugs hate douchebags!



Wild Women

“If a woman says she is wrong, is she still wrong?”

- Plato

Wild women are women who do not want to live under men (not even literary) and try to make it out in the wild. They believe they came up with this idea themselves, but this is not true – women never think of anything on their own.

Feminazi planted this idea in their pretty, little heads. In fact, the Earth ideology known as Feminism is one of the secret weapons employed by Hatians to overthrow mankind.

Women who make decisions outside “what’s for dinner?” are bound to destroy civilization in the end, and it is up to real men to teach them a fucking lesson (pardon the pun) they will never forget!

Advantages: Wild women have HHH and BBB ratings and are immune to nut shots. That is advantageous enough for these annoying loudmouths.

Disadvantages: They are women. It is enough of a disadvantage for anyone! Remember, any woman, no matter how tough, can be made a fucksheep. Of course, in this case, it is much easier to just cut her head off which may or may not turn you on, depending on your personal preferences.

Men of Note

These are the men who reached the pinnacle of manhood. When you meet them, show respect or learn the meaning of pain.

Note to GMs: these NPCs are meant to be patrons who host PCs between adventures and provide them with missions that serve the greater male community, not as antagonists. If the players are so stupid as to fuck with those dudes, assume they have enough bodyguards, cool gear and personal potency to fuck the PCs up real good.

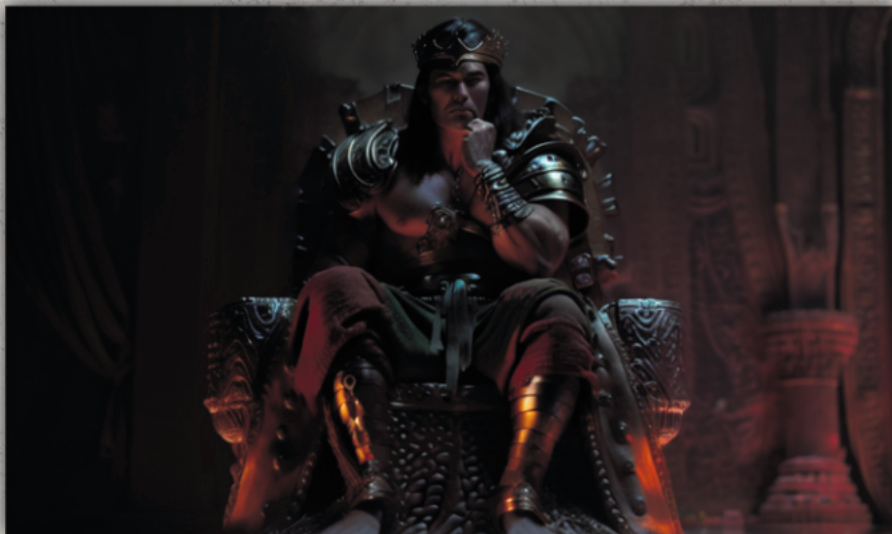
The Dude

The Dude is the Emperor of Manly-Man Men, the Patriarch of Cool, The Dictator of bad puns, The Tsar of Awesome, the Defender of Manliness, the Father of many,

MANY Children, the Kicker of Gay Butts, the... Fuck it! He is the fucking dude! He shot Noballasi on the island of peace and love, fucked Feminazi in the wood of many rapes (and then raped the woods!), wiped his butt with bibles as Fundies watched and then made them eat it, made Boomistani eat pork and then ask for a second serving... anally. He did the summer whore and never called back, he did it with a medusa and she still writes (but he never answers), he played ball with a dragon and afterward invited him for a beer; he organized a BBQ that pleased the spring troll, ran with Dickwolves across the Everdark tundra and completed the extended rainbow.

HE IS THE DUDE!

Presently he enjoys retirement in his lair (see page 42) and advises young men on how to become older men. They better fucking listen!



Duck MacFuck

Duck is so awesome he has the word “fuck” as part of his name. He is the current King of all the Irish and the fiercest reaver in all of Northern Hatia. His war band, called the “Green Dicks” goes to war naked save for green war paint, cool medieval weapons and copious amounts of beer.

When they encounter real men they ask them a series of questions concerning politics, sport and religion. In case of divergence of opinion, the encountered men are beaten to death. Convergence of opinion leads to a proposition of cooperation in capitalization of domination of transportation of ammunition and nutrition from the coalition to the eh... ah... fuck it mate, let us just rob some greedy pigs, aye?



White Milk-Spiller

White is the leader of a small redneck war band that managed to take over a Butt Pirate ship, impale the entire crew and go on a holy war against the Butt Pirates because he, like, REALLY hates them. His ship, The Straight Razor, can be easily recognized as a Real Men ship because it is not pink and gay. It is white with huge black spots, it has horns in front, and huge chainsaws sticking from its sides and it even has an authentic Texas license plate nailed to its hull. White believes there are two kinds of men in the world. Steers and queers, so all male crewmembers have to wear big hats with horns. Females can wear whatever the hell they want as long as it is nothing. White dreams of killing Moby Dick, but he feels he does not have the crew for it. Meanwhile, he kills Butt Pirates and Boomistani all day and parties hard all night.

Yeeee-Ha!

La Guide

La Guide's true name is well known, but I do not remember it because it is French. The only Frenchman in all of Hatia, this revolting snail eating, garlic breathing, lovemaking, poem-reading, romantic freak wanders the deadly lands between the Gaping Swamps and the Slit (psss! It is a metaphor on his sexuality...)

In fact, we are not quite sure on whose side is he anyway – one day he is partying with Butt Pirates like the fairy godmother, the other, he is yelling “merde” and stabbing people in the face with broken wine bottle. He loves women. He does not care if they love him back, but he makes a point of having long and tedious romantic displays before having his way with them. It is almost painful to watch.

However, his in-between status makes him an invaluable ally for any traveller in Hatia. He is the only Real Man who knows how the slit works, what rocks one should avoid touching and which rocks can make the whole place go boom.

He can safely navigate its labyrinthine crevices, survive the depressing passage through the taint and safely bring you to the very depths of the gaping swamps. He will not do it for free and his chatter is likely to drive you mad along the way, but without him your survival chances are slim at best.

Finding him – now there is a challenge for you!

Women of Note

LOL, just kidding. There are none. Moving on...

Hatians of Note

Evil Queen, The

BBB 7/3/6

HHH 6/3/11

DB 2

Abilities:

- **Natural Attack:** Bite 3, can be used in conjunction with a single weapon attack.
- **The Gay Disease:** a real man damaged by the Evil Queen's bite must make a Brawn vs. 7 check or contract the gay condition (see page 124). Real men who ingest the Evil Queen's blood or semen are infected automatically.
- **Outrageous fashion!:** replaces attack; the Evil Queen may perform a short 5-meter-catwalk in front of his enemies. Any real man who fails a Hate vs. 6 check loses 1d12 Man Points, and takes -2 to his dice pool for the remainder of the encounter. Only men who succeed in the check can use attacks of opportunity against the Evil Queen.
- **Aren't you a sweetheart!:** replaces attack; the Evil Queen plants a quick kiss on the lips of some unfortunate male.

The victim must either lose all his Horniness points or spend 1-4 rounds being violently sick (-3 to all rolls).

- **Magic Mirror:** as long as the Evil Queen has access to a mirror, he can shapeshift into any creature shorter than the mirror. This does not bestow supernatural powers on him, but can make him very sexy or powerful, within the size limit.
- **Gender Bender:** Replaces attack; the Evil Queen may use his sword to perform super quick surgery on any creature twice his size or smaller. This attack is performed with a -4 penalty, but in case of success the victim takes five points of damage and his or her gender is switched. Using this attack provokes an attack of opportunity.

Equipment: He is the queen of the second most powerful state on Hatia. He can have whatever the hell he wants. His preferred weapons are the crossbow and the sword.

The Evil Queen is an ugly and brutish man with visible stubble and outrageous make-up. He wears a blond wig that often slips to reveal his shaved scalp. Despite being manlier than most Real Men, this pirate king brutally rapes and murders everyone who refers to him as a male.

In fact, when it comes to gender, his opinion is the only one that matters. If he says that you are a girl than you had better start growing boobs.

The Evil Queen is the undisputed ruler of the butt pirates.

From his immense ship, the Pretty Princess, a grotesque pink, magenta and indigo affair of death and agony that plays atrocious music and shoots sticky colours in all directions, he makes sure everyone is gay the right way.

This is not limited to people – buildings, bridges, trolls, trees, even rocks – everything must be properly gay. Things that are not properly gay are given a complete, none-voluntary makeover.

His crew consists entirely of rough butt pirates dressed like ballerinas with blowjobs and butt sex replacing the more traditional military salute.

They are more oversexed than rap singers in heat, so every crewmember has a little room where naked boys are chained to the wall to be used and abused at will. Boys under 12 can be saved. Older boys had been fucked into faggotry and must be put down.

His magic mirror enables him to assume the shape of a beautiful woman, his preferred form when interacting with strangers.

Frigida

BBB 10/2/8
HHH 11/3/0
DB 2
Sexiness 4
Abilities:

Rampant Feminism: Frigida constantly screams political mumbo-jumbo at her foes. Any male in a 10-meter-radius must succeed on a Balls vs. 4 or take -1 to all rolls and lose 1 point of Balls, both effects are cumulative. The only way to counter this attack (except for slitting her throat) is to have a female with Brains 4 or higher discuss feminist theory with the beast.

Bobbitt Attack: Frigida may aim for the holiest of hollies. This attack is performed with a -4 penalty but in case of success cause the victim to lose 1-3 rounds due to excoriating pain. An Epic Success castrates the victim.

Extreme Misandrist: Frigida believes all men should be killed or enslaved. This grants her +2 to attack rolls against straight humanoid males.

Emasculation: replaces attacks; focusing her Logorrhoea on a single male, Frigida can totally emasculate a man with the power of her poisoned tongue alone. The victim of such an attack must succeed on a Balls vs. 5 check or temporarily lose his HHH and boners. These return after a night of drunken debauchery.

Boob protest!: replaces attacks, Frigida shakes her massive blue jugs, her face is still sour enough to spoil milk but chances are you will not be looking at her face. Blues of such size immediately bestow 1-3 points of Horniness on the viewer. In the Wood of Many Rapes, this can be quite disastrous.

Equipment: Maul, Wagnerian opera armour

Frigida is a radical Feminazi who organized a band of earth women to go on a crusade to kill all women. No, it is not a typo; the most radical Feminazi on Hatia is out there to kill all women. It has some ideological explanation but nobody really cares. If you see her, tell her “hi” before braining her with a big-ass club. Not that it will be easy. The bitch is the size of a mammoth, immune to the dangers of the tentacle forest while being surrounded by hot librarians (see page 45) and wields a mean maul.

Oh, and she is stark, raving mad.



Misandria

Misandria is the most powerful leader in all of Hatia and the mind behind the Earth Exchange Program. She pulls the strings behind the feminists, the liberals, the terrorists, the Nazis. Behind any retarded ideology really. She is very old and powerful and can cast spells that suggest an even darker patron. I do not want to start a

panic here but she might well be the freaking antichrist. No one knows her true age and no one had checked the contents of her pants for many, many decades. What lies there just might be one of the most terrible sighs in all of Hatia. Stats for Misandria are not presented for the same reason no game has stats for Satan.

Think about it.



TIPS

Tips

AM said it with the sliding cold horror of a razor blade slicing my eyeball. AM said it with the bubbling thickness of my lungs filling with phlegm, drowning me from within. AM said it with the shriek of babies being ground beneath blue-hot rollers. AM said it with the taste of maggots pork. AM touched me in every way I had ever been touched, and devised new ways, at his leisure, there inside my mind.

- Harlan Ellison, misspelling GM for some reason

You bought this book, which means that you are already a pretty awesome dude. You already ate your share of cows, fucked your share of wailing wenches and brained your share of liberal-ass faggots. However, I wrote the fucking thing, so I am like magnitudes of manhood manlier. So you better shut your fucking trap and listen before I dick kick you so hard you die from a self-induced brain ejaculation, you pathetic fuck!

Abilities and Conditions

Continuous Effects

Continuous effects always do what they do in the beginning of the victim's round. If removed, they remain in effect until the end of the victim's round. For example, if a dude is a paralyzed, he makes the rolls against paralysis at the beginning of each round, but in case of a successful roll, the effect is lifted only in the end of the round, that is, he only gets to act in the next round.

Disease

Disease work in the same manner as poison except that they have an incubation period and the rolls are made per day, not per round.

Gay Disease

Incubation: immediate

Strength: 2

Effect: each time you fail a check you move one row down the table, each point you succeed on a check you move one row up. When you reach either end, the condition is over.



Table 8.1: Gay Disease

Stage	Effect
Good End	You give a mighty belch and are cured! Hallelujah!
Onset	Body hair begins to fall off, you can tell the difference between various shades of pink
Progression	Every boner has 50% chance to fail when used, all body and facial hair falls off
Deterioration	You may no longer use any boner powers, your skin becomes bright pink and you become taller and thinner
Bad End	You become a full-fledged butt pirate with no memory of past life. Create a new character

Rabies

Incubation: immediate

Strength: 2

Effect: -1 Brawn, -1 Brain, +2 Hate

Secondary Effect: +1 Hate

Common Cold

Incubation: immediate

Strength: 2

Effect: check fuck wiki

Secondary Effect: none

Religion

Incubation: immediate

Strength: 2

Effect: -1 Brain (one time), +1 Hate

Secondary Effect: annoying preachiness

Poison

Poison is a continuous effect opposed by Brawn. Its primary effect persists until the victim makes a successful opposed check against its strength, then the secondary effect kicks in. These checks may not be boosted by HHH. Below are some of the more common poisons on Hatia:

Rohypnol

Strength: 2

Effect: sleep

Secondary Effect: -1 to all rolls

Cyanide

Strength: 3

Effect: death

Secondary Effect: none

Medusa Blood

Strength: 3

Effect: petrification

Secondary Effect: priapism (-1 on GM discretion)

Corpse Juice

Strength: 2

Effect: ravenous (see page 102) and uncontrollable desire to eat people, after three failures you become a ghoul.

Secondary Effect: Hunger increased to maximum, need to eat at least a kilo of meat every hour or lose 1 Brawn and Brain.

French Perfume

Strength: 3

Effect: lose all boners

Secondary Effect: smell gay

Resistance

Resistance reduced damage of said type by said amount. In case the damage type is unclear or mixed, the resistance does not apply.

Resistance applies to both normal attacks and special abilities.

Unarmed Attacks vs. Natural Attacks

Unarmed attacks provoke an attack of opportunity from opponents armed with melee weapons.

In addition, they may not be used to make attacks of opportunity.

Adventure Ideas

Adventures in Hatia deal with food, sex and violence.

Everything else is for fucking sissies. Now these things are not just little bonuses that sprout out like dicks after a massacre. They are the main fucking motivation of HHH players.

Your HHH ratings grow by the round. If you do not do anything about it you die; go kill a mammoth or you will starve, go kill a butt pirate or your hate will poison you, go fuck a hot chick or masturbate to death.

In the beginning to the campaign, the sessions will pretty much write themselves; kill a peasant, rape his daughter/wife (usually the same person) and eat their freshly baked pie.



Later this is not enough for your epic needs; you need to kill the fucking dragon (which you can by now stab to death with your mighty boner, a.k.a “the murder hard”) rape his entire harem one by one in a fashion worthy of Caligula and eat and drink until there is a famine in the land.

So, to cup, an adventure includes killing someone who keeps your from fucking and/or eating something and/or someone.

Here are some ideas how to make it more diverse;

Starting Quests

Raid a village: Your party is only 3-5 men, 8 tops. A village has hundreds of people.

But com'on, you are REAL men and they are just a bunch of pansies who cannot please their wives. How hard can it be?!

(Very hard, if we're talking about dicks...)

Rescue women from Feminazi:

The monstrous Feminazi kidnap human girls and raise them to be miserable hateful monsters.

Releasing these girls from the clutches of feminism into happy servitude is the only moral thing to do. Plus, you get to kill Feminazi, which is awesome!

Complete the Rainbow: This one has two levels; the first one is fuck one female of each tribe. It is not easy because you have to travel a lot but fucking these broads is pretty easy (at least after you kill their owners...).

Now the second level is a real challenge; fuck one woman of each species.

This includes a medusa, a troll and, oh yes, a Feminazi.

You will not enjoy it, they will not enjoy it but damn... it is SOOOOO manly!

Advanced Quests

Seduce a monster: Did you ever fuck a medusa? Do you know how hard one of these snaky women can make you?

Well, too hard if you are not careful but, wow, you should try it. It is... it is something.

Massacre Peace Island: Kill at least 100 Oxvardridgians on Peace Island.

They are only kids so it is not that hard to kill them and because they are a bunch of pacifist wusses no one is gonna be protecting them.

However, getting to that island... now there is a challenge!

Turn a Mosque into a Whorehouse:

It already looks like a huge dick, so why not?

Take over a Butt Pirate ship:

Having your own ship is awesome but killing everyone on top, releasing the captives and learning to pilot and navigate it is one hell of a challenge!

Epic Quests

Change the season:

see page 53.

Do the Harem of Testicular:

They would love a change of pace from a dragon with a dick the size of minaret and as hot as a welding torch to a proper fleshy dick, so they would love to have sex with you (because it will not kill them). Testicular, who's the most powerful creature on Hatia however, is kinda jealous. Not very smart, but VERY jealous.

Raze a city: Cities lead to faggotry, feminism, Noballasism, fundamentalism, communism, Nazism, Jihadism, pacifism, Puritanism and, worse of all, "strong men who are not afraid to cry."

Burn them, burn them, burn them to the fucking ground and then stomp it into shit and sprinkle salt into it and make the whores eat it before loping their heads off and fucking them in their only uncontaminated, newly-created holes.

Ethnic Cleansing: Some groups are just too damn dumb to exist. It takes a while to kill all of them, but once you can sit on your armchair, getting a blowjob, chugging bear and eating a whole mastodon ham without any butt pirates gaying up the view, you will find out it is well worth it. However, killing the dumb fucks one by one will take ages, so you must work out some more systematic method to do it.

Leave Hatia: Never forget that you are playing an earthman and that your true home world is mother earth with her luscious green hills and savage blue oceans.

There are many ways to leave Hatia – flying on a dragon, fixing the spaceship that crashed in the Everdark, whatever the hell Feminazi use to infiltrate earth.

Just one small favour, once you return to earth, help them reclaim their manhood. They would lived under the yoke of ass hats for way too long.

GMing Tips

Writer Dude: *The word fuck appears 260 times in my game and I did not even finish yet.*

Reader Dude: MEN?

Writer Dude: fuck yeah!

Reader Dude: 261!

Use the word "fuck" a lot. Scream it. When GMing, always scream. If a girl walks in, lower your voice. Then scream:

FUUUUUUUUUCK!

That is it. Anyone who tells you there is more to the art of GMing is fucking fucker of fucking fucked up fucking pieces of fucking shit, fucking A and fucking Z!

You see? Now that is GOOD fucking GMing! Anything else? Fuck no!



Tribal Campaigns

Some games do not cover the few days or weeks it takes to go from point A to point B and kill Mr. Z. They span many years and cover the boring time spans between adventures as well. This adds the fascinating aspect of woman-management to the game. You see, as time passes, some women grow old and useless, some children blossom into womanhood or manhood, some allies become weak and ripe for pillage and so forth.

By keeping track of the age of the party members and their women and offspring, you can make HHH a very cool tribal game in which you take the role of entire clans. You get to rule them for many generations, from a scrawny dude who keeps picking his nose while ogling the chubby girl washing in the river, to a glorious empire like the one you see in the end of Conan.

Just make sure to keep track in an orderly table. Also, for simplicity's sake, assume a woman deliver 1d6-4 babies per year (minimum 1) unless measures are taken to prevent this. She can deliver her first child at 12 and her last child at 45.

Unless met with a violent end, humans live to be $60+6d6$ years old. Roll this number in secret so that death would forever catch the player by surprise. Just like in real life.



START PLAYING YOU LAZY BASTARD, YOU PAID FOR THE DAMN THING, MIGHT AS WELL ENJOY IT.



MEN is a work of a satyr.

A very serious satyr. If you do not like what this satyr says, he is gonna ram you in the guts with his big-ass horns and then ram you in the ass with his big-ass dick and then kill you and eat you. This is not a disclaimer.

This is a fucking death threat.

If you cannot take a joke, fuck you. Fuck your mother. Fuck your daughter. Fuck your puppies. Fuck your race. Fuck your religion. Fuck your horses. Fuck whatever fucking lowlife you voted for last year in the hope of your miserable fucking excuse for a life improving. Fuck your fake friends and cheating wife. Fuck your failure of a father. Fuck the rotten system that let pathetic freaks like you reach maturity.

But most of all -

FUCK YOU!

In MEN you play real men who kill, fuck and eat things. You are doing this to maintain your fearsome erection – the source of your power. Your enemies are emasculating Feminazi, sneak attacking Butt Pirates, exploding Boomistani and other freaks. Kill them and have your way with their daughters.