

MANUAL OF ROBOTIC COMBAT  
FOR USE OF AMERICAN FREEDOM

a game by EWEN CLUNEY

# INTRODUCTION

Vice President Nathan Wolf has launched a coup, bringing together traitorous soldiers, corporations, and individuals, as well as hired mercenaries to take control of our great nation. Now in America freedom is dead. Television is nothing but pro-Wolf propaganda, armed soldiers walk the streets, and the common people wonder what can be done. But all is not lost. The President and other staff members are ready to fight back, using their Executive Power Suits, armed to the teeth and ready to restore freedom to America!

This is a simple, silly game for rip-roaring action starring the President of the United States of America. I might as well come out and say that the main inspiration for it was a Japanese-only Xbox game called *Metal Wolf Chaos*, and you should at least watch some YouTube videos because you need at least some of that amazingness in your life. Layered on that is some big dumb action movie stuff, and preferably quips worthy of Arnold Schwarzenegger at his most pun-heavy. Combine action like in *Metal Wolf Chaos* or a Mounty Oum video with dialogue from *Running Man* or *Total Recall*, and you're about in the intended territory.

## PREPARING TO PLAY

To play you'll need paper, pencils, and six-sided dice.\* Music that is patriotic and/or rockin' is encouraged but not required. ("Hail to the Chief" is all but mandatory though.) One person will be the Game Master (GM for short), and the others (I suggest 2-5) will be the players. Get together for a few hours, and have fun collaborating on a story with lots of explosions. *Lots*.

## CREDITS

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Dedicated to Monty Oum (1981-2015)

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\* For the full effect, the dice should be red, white, and blue.

# HEROES GATHER

Each player creates a hero. One of you will be the President, and the rest will be various Cabinet members and others from around the White House.

First pick someone to be the President. If more than one player wants to be President, it's time to hold a miniature election. Each player who wishes to campaign for the office gives a brief (not more than a few minutes) campaign speech. When everyone's done, you simply count to three, and on three everyone points at the player they want to be President. Whoever gets the most votes is the winner, and in the case of a tie the GM pretends to be the Supreme Court and picks a winner.

## OFFICE

All of the non-President players at least get to have official positions. Below is a non-exhaustive list of possible positions. See p. 5 for a more detailed table of possible offices.

- Administrator of the EPA
- Attorney General
- First Lady (or Gentleman)
- National Security Advisor
- Postmaster General
- Secretary of Agriculture
- Secretary of Commerce
- Secretary of Defense
- Secretary of Education
- Secretary of Energy
- Secretary of Health and Human Services
- Secretary of Homeland Security
- Secretary of Housing and Urban Development
- Secretary of Labor
- Secretary of State
- Secretary of the Interior
- Secretary of the Treasury
- Secretary of Transportation
- Secretary of Veterans Affairs
- Speaker of the House
- Surgeon General
- Trade Representative
- White House Chief of Staff
- White House Dog/Cat

## NAME

Give your hero a suitable name. Today Americans come from every nationality imaginable, and politicians have kind of weird names anyway, so don't hold back!

## AGE

Pick your hero's age. Remember that you have to be at least 35 to be President.

## GENDER

Note down your hero's gender.

## RACE/ETHNICITY

Write down your hero's race/ethnicity. It shouldn't matter to whether you can get elected, but... well...

## HOME STATE

Note down which state in our great nation your hero hails from.

## BACKGROUND

Write down in a handful of words what your hero did before they got where they are today, and what law school they went to.

## POLICIES

Note down one or more of your hero's policies. Let's not be too political though; this is a really silly game.

## **THE PRESIDENT IS DEAD?!**

An alternate, darker way you can handle things is to kick off the game with the news that the President has been assassinated. The Heroes are thus all other staffers, and one of them will have to become the new President on short notice. It's up to you to decide whether they pilot the previous President's power suit or use their own.

## **UNDER SIEGE**

We open with a scene of the President and staff meeting in the White House to discuss some everyday matter.

An aide staggers into the room, and manages to gasp, "Sir, you should see the news..." before collapsing and expiring, having been shot several times.

On ANN (the American News Network), reporter Frank Howitzer is reporting from the field.

*"I'm here live from Pennsylvania Avenue, where the Army's 101<sup>st</sup> Mecha Division is closing in on the White House, to arrest the treasonous President and the cabinet. Vice President Nathan Wolf has reluctantly taken control of the United States, and has reassured us that America is in good hands."*

The party foisted Nathan on the President during the election, and he's been increasingly aloof and argumentative of late. It turns out he was up to no good! Maybe his goatee should've been a tip-off?

# OFFICES AND PRESIDENTIAL SUCCESSION

The table below delineates each office in the presidential line of succession, each with a brief description. Congress extended the list in 1968 and again in 1986, resulting in a much longer and sillier line of succession, and some dubious twists and turns later in the list.

d66	Office	Description
11	Speaker of the House	The head guy (or gal) of the House of Representatives
12	President pro tempore of the Senate	The head guy (or gal) of the Senate when the Vice President isn't around. With Wolf up to his shenanigans it's your time to shine!
13	Secretary of State	Heads up the Department of State, dealing with foreign affairs.
14	Secretary of the Treasury	Acts as the President's main economic advisors and heads up a bunch of money-related government agencies.
15	Secretary of Defense	Or "SecDef" for short, head of the Department of Defense and just below the President in the chain of command.
16	Attorney General	Not particularly military (except that one guy), the A.G. heads up the Department of Justice and advises the President and cabinet on matters of law.
21	Secretary of the Interior	Head of the Department of the Interior, which oversees agencies that do stuff dealing with the land, like the U.S. Geological Survey and National Park Service. Ironically not found indoors as much as you'd think.
22	Secretary of Agriculture	Head of the USDA, manages all kinds of stuff relating to forestry, farming, food safety, food stamps, etc. Good to have around if you're a fan of eating food.
23	Secretary of Commerce	In charge of the Department of Commerce, and generally deals with promoting and developing business stuff.
24	Secretary of Labor	Head of the Department of Labor, and deals with stuff concerning workers' rights, unions, etc. The Secretary of Commerce and Labor was split in two in 1913. Theodore Roosevelt ran the chainsaw himself.
25	Secretary of Health and Human Services	Runs (you guessed it) the Department of Health and Human Services, and deals with health, welfare, and income security.
26	Secretary of Housing and Urban Development	Head of the Department of Housing and Urban Development. On a mission to "to increase homeownership, support community development and increase access to affordable housing free from discrimination."
31	Secretary of Transportation	In charge of the Department of Transportation, tasked with developing transportation in the US, including running the FAA, Federal Highway Administration, and that secret underground train.
32	Secretary of Energy	Head of the Department of Energy, which deals with energy production and regulation, and only occasionally produces radioactive superpowered mutants.
33	Secretary of Education	Runs the Department of Education, which sets education policy. Also carries a branch from the Tree of Knowledge.
34	Secretary of Veterans Affairs	Heads up the VA, and is usually a veteran themselves. Handles health care, benefits, memorials, and cemeteries for veterans, some better than others.
35	Secretary of Homeland Security	The newest cabinet position (and thus subject to hazing), and head of the DHS. Runs a bunch of agencies formerly under other departments intended to keep America safe.

36	First Lady (or Gentleman)	The President's significant other, lacking official power but traditionally very active politically.
41	National Security Advisor	Advises the President on matters of national security. Some of these names are more straightforward than others.
42	White House Chief of Staff	An important assistant to the President who manages the White House's affairs and the President's schedule, negotiates with Congress, and generally does lots of important stuff.
43	Trade Representative	Helps develop trade policy, conducts trade negotiations, that kind of thing.
44	Surgeon General	Head of the Public Health Service Commissioned Corps, and an advocate for public health. Not all that militaristic (except that one guy).
45	Postmaster General	The head of the U.S. Postal Service, and keeper of Benjamin Franklin's Lightning Keys. Not at all militaristic (except that one guy, who wanted all of the General titles, but Roosevelt punched him in the face).
46	Administrator of the EPA	Head of the Environmental Protection Agency, tasked with enforcing environmental regulations so that we have clean-ish air and water.
51	Hulk Hogan	Per the Real American Act of 1993, professional wrestler Hulk Hogan has a place in the line of succession. If he is unavailable, Oprah will take his place.
52	Miss America	An amendment to that same act also added the current Miss America beauty pageant winner to the list.
53	Mr. America	A further amendment also added the Mr. America bodybuilding pageant winner to the list, to avoid discrimination.
54	Best Actor/Actress	The winner of that year's Academy Award is also in line.
55	Poet Laureate	Although poetry is not as prominent in American culture as it once was, from Robert Frost onward the Poet Laureate has been in the line of succession.
56	White House Chief Usher	After years of experience in ushering, the Chief Usher now manages the day to day affairs of the White House.
61	White House Doorkeeper	Guards the doors of the executive mansion, especially that one red door in the basement.
62	White House Gardener	In charge of maintaining the foliage around the White House, including the Rose Garden and the President's secret topiary.
63	White House Pet*	John Adams had a pet dog named Satan† who slipped the Presidential pets into the line of succession by cleverly editing the text of a trade tariff bill.
64	White House Executive Chef	In charge of planning and preparing meals for the First Family and their guests. Must be able to make the perfect crème brulee.
65	First Children	The President's children share a spot near the end of the line of succession, but only get to pilot their power suit if they finish their homework.
66	White House Chief Calligrapher	Designs and implements social and official documents for the White House. And you thought John Hancock had fancy handwriting.

\* If you play the White House Pet, you may want to say the character has some kind of device to allow them human speech.

† In real life. I am not making this part up.

# SUIT UP!

Humanoid vehicle technology has existed in various forms since Yellow Dragon suits of the Tang Dynasty in China. The U.S. military has only made limited use of them until about 10 years ago when mecha divisions became commonplace. Before that, however, was Project Icon. During World War II, the Office of Strategic Services conducted a secret military research project that unearthed Masonic technology that could artificially enhance the symbolic power of a machine, though it had to reach a certain minimum threshold of anthropomorphism. Thus Project Icon machines used the otherwise neglected humanoid vehicle technology,\* and FDR took the field personally in his Project Icon power suit, the New Death Dealer,† and ultimately defeated Hitler personally in a duel on the streets of Berlin.

In 1958 Project Icon was moved to DARPA,‡ which further refined the technology, and then to the State Department in 1968. Since then every U.S. President has had a distinctive personal power suit made in time for Inauguration Day, such as Reagan's Rawhide-01, Clinton's Strike Willy, and Obama's Hopechange X-8. The current President took the unique step of having the Vice President and various cabinet members also receive Project Icon power suits, in the hopes of them being better able to help with public relations and in case of terrorist attacks.

With an imminent threat, the time has come for the President and the available cabinet members to go to the secret bunker underneath the White House and suit up! Each player now defines their hero's power suit. Obviously it bears the seal of their office, but you'll need to define it from there. Pick one Main Weapon, Mobility Pack, and Special Hardware. The President also gets to pick a second of one of these. The bullet points below are examples of possibilities, but you are of course welcome to come up with your own. Leave the **Freedom Drive Power** blank for now.

## MAIN WEAPON

This is the power suit's primary weapon. You will be able to engage in hand-to-hand combat and potentially grab other weapons on the fly, but this will be your primary and most powerful offensive option.

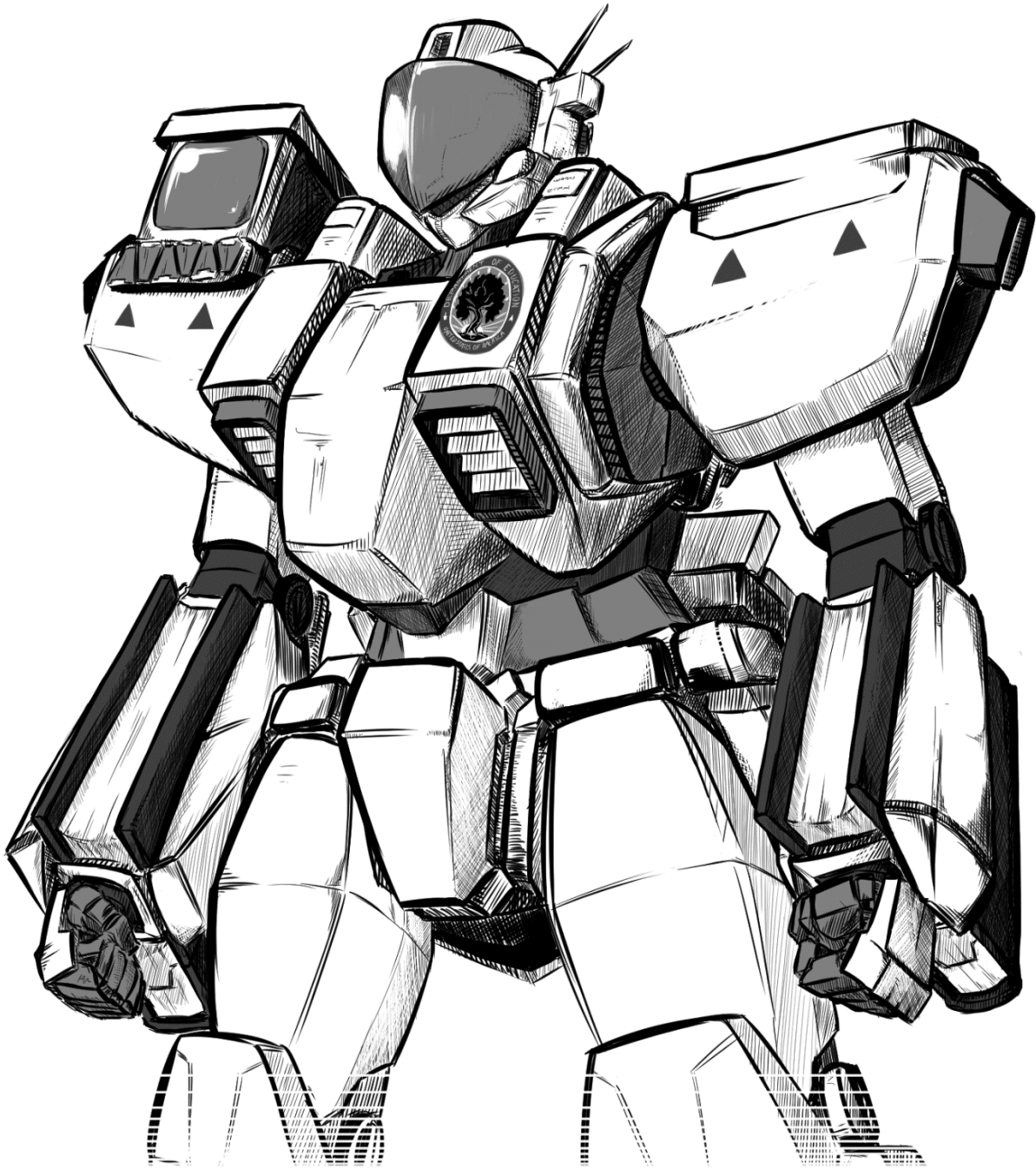
- AL-16 "Freedomizer" Assault Laser
- Delan-06 Miniguns
- F-2001 Hydraulic Fracker
- Franklin Industries M-100 "Benjamin" Money Cannon
- J-54 "Alamo" Heavy Cannon
- O-99 "Fat Man" Flak Cannon
- P-85 "Duke" Monofilament Blade
- R-9 "Equalizer" Railgun
- RL-76 "Liberator" Rocket Launcher

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\* And, although it goes without saying, cutting edge Tesla technology.

† Presidential power suits are traditionally around 10 to 20 feet tall, LBJ's Landslide-64 (which stands 64 feet tall) being a notable exception.

‡ Originally "Design And Repair of Presidential Armor."



*Figure 1: The Secretary of Education's C-2000 Common Core Unit*



## **MOBILITY PACK**

Your power suit can of course walk, run, jump, and climb better than a human, but it also has a set of hardware that allows it another form of mobility.

- Frack-99 Tunneling System
- H-4500 “Black Hawk Up” Helicopter Flight Pack
- NASA “Challenger” Jet Flight Pack
- Owens S-22 High Speed Mode
- Seawolf P-45 Subaquatic Movement System
- Tornado Alley Wind Turbine
- UltraChief-77 Rail Riding System
- Washington-76 Eagle Wings

## **SPECIAL HARDWARE**

Finally, it has an additional special feature, which is not a weapon or method of movement, but which is beneficial in other ways.

- Backscatter Scanner
- Cold Fusion Reactor
- Insta-Crop Rapid Growth Seeder
- EMP
- Force Field
- Holographic Camouflage
- Patriotic Fireworks
- Speechifying Loudspeaker
- Veto Cannon

## **SUIT NAME**

Finally, give your power suit a name. String together some words based on your hero’s policies, campaign slogans, office, etc., and mix in some stuff that conjures up images of destruction and military hardware.

- Bell XM-1 Liberty Sentry
- C-2000 Common Core Unit
- Department of JusticeTron 5000
- E-59 “Monkeyman” Evolved Assault Mech
- Mech Force One
- Soaring Eagle
- T-9 SuperChief RailMech
- Tesla-456 Cold Fusion Mech

Each player then introduces their hero’s power suit to the rest of the group, explaining what it looks like and describing the scene of their hero getting in and heading out to fight the enemies that are gathering around the White House. Different suits have distinctive launch methods, from the military launch chute from the top of the White House to the elegant and operatic elevator in the rose garden.




# HOW TO BLOW STUFF UP

This game is based around a conversation. The GM and players talk and establish what's happening, and when it seems appropriate you roll dice to see what happens.\* The rules don't cover things like turn order, and instead characters should act in whatever order makes sense (within the game's rather silly setting).




First, decide on the heroes' overall objective. The GM sets a number of Success Points they need to achieve it. For a short scene this should be around 3-5 points per hero, and for an epic battle it can be as many as 10 per hero. When a hero takes action towards achieving their objective, they take the following steps:

1. **Assets:** Get a die for your power suit, plus a die for each aspect of your suit you are able to use in the current situation.
2. **Risks:** The GM may assign one or more Risks to your action. You will need to assign dice to the risks to keep them from coming true. You can also voluntarily risk aspects of your suit to roll additional dice.
3. **Roll and Assign Dice:** Once you've rolled the dice, keep them facing how they rolled and assign them among Objectives, Risks, Freedom, and Explosions. The table below shows what different die rolls represent for each one. If you don't assign any dice to something, we treat it as though it got the worst possible result. Also, mark down a point of Stress for each die that comes up a 1.
4. **Interpret the Situation:** Now that you've got dice set for each of the required things, it's time to figure out what actually happens. The tables below list how you interpret different dice results for each thing you can assign them to.




## OBJECTIVES

- |   |   |
|---|---|
|  | You do not make any progress towards your objective.                        |
|  | You make some progress towards your objective. Get 1 Success Point.         |
|  | You make substantial progress towards your objective. Get 2 Success Points. |




## RISKS

- |   |  |
|---|--|
|  | The risk comes true in a big way. If it's a suit aspect it takes Major damage. |
|  | The risk is mitigated. If it's a suit aspect it takes Minor damage.            |
|  | You emerge unscathed!  |

## FREEDOM

- |   |  |
|---|--|
|  | Though some people start to rise up, they are unable to help.              |
|  | There are stirrings of patriotism. America gets 1 Freedom Point.           |
|  | People rally behind you and cheer out loud! America gets 2 Freedom Points. |

## EXPLOSIONS

- |   |   |
|---|---|
|  | Some unimportant stuff explodes. But it still looks cool at least!                |
|  | You make a bunch of stuff explode and it looks awesome! Get 1 Explosion Point.    |
|  | Tons of things just plain explode for no apparent reason! Get 2 Explosion Points. |

In the rare cases when you're trying to do something other than blow stuff up, roll a die for yourself, and a die for each aspect of your hero you are able to use, and do the rest like usual.

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\* To put it another way, in that respect it's a lot like *Apocalypse World*.

## **STRESS**

Stress is a measure of a hero's accumulated damage to their suit and their psyche, and accumulating too much Stress can damage your power suit's systems.

A hero takes a point of Stress any time one of their dice comes up a 1. The GM may also assign 1 to 3 points of Stress to represent the adverse effects of being under enemy fire, especially if this is happening when the player isn't rolling dice. A hero who accumulates 6 Stress takes damage and then erases all of their current Stress.

## **DAMAGE**

There are two levels of damage: Minor and Major. When a suit aspect takes Minor damage, mark the first box next to it. When it takes Major damage, mark the second box (or both boxes if something calls for a suit aspect to go straight to Major damage). Accumulating 6 Stress causes a suit aspect of the player's choice to take Minor damage, but a suit aspect that already has Minor damage that gets damaged again suffers Major damage. A damaged suit aspect is out of commission (regardless of whether it's Minor or Major), and you can't use it to get dice when you try to do things.

If a hero is rolling a die for the Risk of a suit aspect being damaged, a 1-2 causes Major damage, and a 3-4 causes Minor damage.

A suit's Freedom Drive system can take damage, but only if it's already been activated at least once and all of the other suit aspects have already taken Major damage. If there are no available suit aspects without Major damage, the next time the suit takes damage the suit itself takes the damage, and will be disabled. At that point they are suitless for the time being, and will need to figure out how to repair or replace it.

## **REPAIRS**

At the end of each scene a hero can remove either 3 points of Stress or one instance of Minor damage automatically.

Heroes can also potentially get their suits fixed—including removing Major damage—by doing something special to make it happen. If they raid a secret compound for parts or rescue a genius power suit designer and can spare some time, they can potentially remove all of their damage and Stress, but the enemy will be moving while they're idle...

## **TEAM ATTACKS**

When two or more heroes work together, they can devise a Team Attack. The heroes in question must devise some means for them to combine their efforts, and give it a cool name. In game terms, they make a single roll, pooling their Assets together, but sharing in whatever Dangers the roll involves.

## FREEDOM POINTS

As you get more Freedom Points (by assigning extra dice to Freedom), the country will swing more to your side, against Nathan Wolf. At certain thresholds of Freedom Points you'll be able tap into allies to roll additional dice and such. Freedom Points apply to America in general, so getting more of them benefits all of the heroes.

America's Freedom Level starts at zero. For each level, the heroes need to accumulate a number of additional Freedom Points based on the number of players in the game. FP that went into previous levels don't count towards this total.

*For Example:* You're playing with 3 players. To reach level 1 takes 6 Freedom Points. To reach level 2 takes another 12 FP (or 18 total).

Freedom Level	Freedom Points to Level Up	Freedom Effect
1	Players × 2	Americans are starting to show their discontent at the state of things. Once per scene the President can roll an additional Asset die from their aid.
2	Players × 4	Americans begin quietly sabotaging the enemy and helping you. Once per scene each hero can reroll one die.
3	Players × 6	Allies install one new feature in each of the heroes' power suits!
4	Players × 8	The news is finally back on your side, and ANN starts slavishly praising your team for Taking Freedom Back. Each hero can use ANN as an Asset die once per scene.
5	Players × 10	The American People are now fully behind you. You can use The American People as an asset die for every single roll you make.

## EXPLOSION POINTS

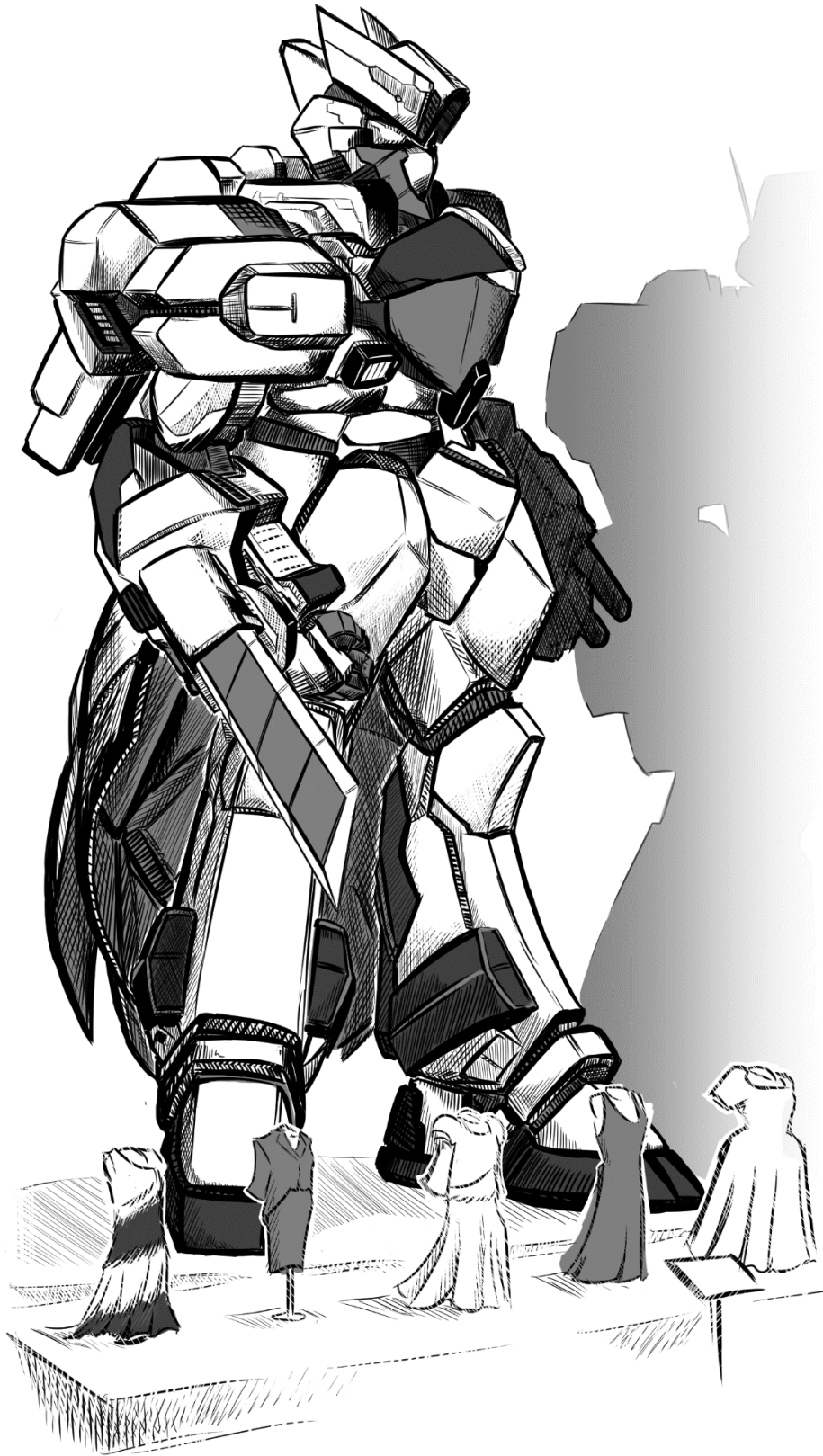
Whenever you get Explosion Points it's because things are exploding! You're causing all kinds of property damage, but it's in the name of restoring Freedom to America. Each hero tracks their Explosion Points separately, and you can't give them to someone else. Also, you can't have more than 6 at a time. You can, however, spend 6 Explosion Points to **go Full Patriot**.

When you go Full Patriot, you use your power suit's Freedom Drive\* to unleash incredible power against your foes. America immediately gains 2 Freedom Points, and you roll an additional 3 dice for the Freedom Drive's effects, but there is always a Risk of losing one of your power suit's features. Also, you cannot assign more than one die from a roll made with a Freedom Drive to Explosion Points.

The Freedom Drive is a mysterious device however, and even the suit's pilot doesn't know what it does. When you go Full Patriot for the first time, the GM and each of the other players each contribute one word to the name of the device, and you will have to figure out how to actually use it. Write it down under "Freedom Drive Power." From there on Schrodinger's Box is open and you know what it does.

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\* Which is based on designs sketched on the back of the Declaration of Independence.



*Figure 2: The First Lady's power suit is now a part of the permanent collection of the Smithsonian's National Museum of American History.*

# OPERATION EXPLOSIVE FREEDOM

The game unfolds in a series of scenes in which the President and the staff fight their way through countless obstacles before they arrive at the Fight House\* to take on Nathan Wolf. How many scenes you should have depends on the pace you set and how long you plan to play the game. You could do a shorter one-shot that lasts three scenes, or a mini-campaign spanning a dozen or more.

## ESCAPE THE WHITE HOUSE

The heroes' first objective is to escape the White House, despite the 101<sup>st</sup> Mecha Division closing in on them. They will have to decide on an escape route; I recommend looking up a map of the National Mall and the White House to get a better idea what it's like. Here are some possible escape routes:

- Protect Air Force One long enough for it to fuel up, and then fly out.
- Cross the National Mall to the Washington Monument, and activate its secret rocket functions to escape.
- Make for the Potomac River to make an aquatic escape.
- Head for the nearest DC Metro station and escape underground.
- Something else?

Accomplishing this will require a total of 4 Success Points per hero. Coming at the heroes are:

- Several M-209 Ground Assault Mecha
- Two M-800 "Roosevelt" Heavy Assault Mecha
- Several hundred foot soldiers
- A squadron of assault helicopters
- General McNaughton in her custom "Hellpig" mecha

## QUIP BONUS

At the end of each scene, the GM gives the player who had the best one-liner a bonus of 1 Explosion Point.

## NEWS REPORTS

Between each scene there is a news report. So long as ANN is still spewing Wolf's propaganda, these will be blatantly skewed, painting the President and anyone Wolf is persecuting as vile traitors, and anyone taking Wolf's side as patriotic heroes. Thanks to Wolf's arrogance these reports will reveal quite a bit of information though, and provide the heroes with the clues they need to decide where to go next. As time goes on they'll also acquire allies who can provide them with more detailed intelligence.

I recommend kicking things off with ANN reporting on the Luxor Beam (from "What Happens in Vegas Kills in Vegas"):

*"President Nathan Wolf has announced the activation of the Luxor Beam, a new energy weapon located in Las Vegas, which will allow America to defend herself against rebels and other threats to her sovereignty hiding in the desert and beyond. Even now, traitors still loyal to the former President are in the Luxor Beam's crosshairs! Let's all thank President Nathan Wolf for saving America from tyranny! Repeat after me, the loyalty oath..."*

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\* Not a typo. But you probably guessed that already.

## **FURTHER SCENES**

After each news report, the heroes will decide what course of action they're going to take towards liberating America. Let the players role-play their heroes confronting the situation, and have them start rolling, bringing in whatever Objectives and Dangers seem appropriate. The following are some suggestions for possible scenes. You probably can't use all of them, so use what flows naturally from the heroes' actions and what seems fun to play out.

### **What Happens in Vegas Kills in Vegas**

Continuing a general trend of diabolical mad science, the coup forces have taken over a pyramid-shaped casino in Las Vegas, converting it into a terrible fortress topped with the Luxor Beam, an incredibly powerful beam weapon capable of spreading destruction for hundreds of miles around.

### **Remember the *Victory***

Sailors aboard the USS *Victory*, currently docked at the coast, have managed to get a message to the President that they are ready to stage a mutiny against their traitorous captain, but they need backup to keep the other coup forces from closing in and wiping them out. It will be a race against time to take down the enemy battleship before it can sink the friendly aircraft carrier!

### **The Golden Gate Cannon**

Wolf has put the city of San Francisco, a hotbed of political rebellion, under siege. The heart of his iron-fisted control is the Megatank that currently sits on the Golden Gate Bridge, ready to use its laser-guided cannon to annihilate whole city blocks wherever the opposition becomes known. Your task will be to get to the bridge and destroy the cannon before it can smash the city!

### **Death Sun: The Sun That Kills**

One of the few things that Wolf did that some people legitimately liked was his drastic increase to NASA's funding. Those sentiments quickly faded when it turned out that under his rule, NASA has constructed and will soon launch a massive orbital weapon, the Death Sun.\* You must stop this monstrous weapon before it becomes operational, even if it means riding the rocket and fighting in outer space!

### **Tomb of the Known Soldier**

There's trouble at Grant's Tomb in Manhattan! Wolf is making an example of the mega-popular rock band The Rocking Stones for their musical tribute to the rightful President. His men will be burying the band alive underneath the resting place of Ulysses S. Grant, and if they die countless Americans will be devastated. Save the band, and bring hope to America! But what's this? It seems Grant left a treasure in his tomb as well, something for a future President to use in a time of great need!

### **Operation Liberty**

One of America's best-kept secrets is that the Statue of Liberty is a humanoid weapon, created with technology that Napoleon's forces recovered from the Vatican. Wolf's right-hand man, Colonel Hawk, is on his way with the Cortana blade needed to activate this relic, with the intent to use it to smash New York!

### **Hack the Planet**

The coup forces captured the reformed hacker and computer security expert known only as Digital Raven. If they can make him crack, they'll get access to the nuclear launch codes and who knows what other national secrets, so it's time for a jail break!

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\* Even the tyrannical Nathan Wolf knows better than to mess with LucasFilm's lawyers.

## **Chemical Warfare**

To make an example of the city of Indianapolis, Wolf is planning to unleash a chemical weapons attack. To save the innocent people, you will have to rush around the city, destroying the four machines dispensing the gas, while fighting off Wolf's hand-picked Wolf Pack unit of power-suited commandos.

## **Assassination Staycation**

Wolf is getting tired of the President foiling his plans again and again, so he decides to be proactive and send a team to assassinate the head of state and his cohorts. The Czolgosz Squad attacks the President on his own home turf, equipped with special stealth power suits with holographic camouflage!

## **Philadelphia Death Crawl**

To deal with Wolf means penetrating into his stronghold at the Fight House (see below), and that means braving the area now known as the Philadelphia Death Zone. The City of Brotherly Love has become the City of Brotherly Death, full of robotic death squads, automated gun turrets, and genetically engineered War Wolves. It's going to be a rough battle, especially since Wolf has put countless prisoners all over the city!

## **BATTLE AT THE FIGHT HOUSE**

Nathan Wolf has moved the U.S. capital back to Philadelphia, and established a new presidential residence/battlefortress there, the Fight House. This will be your final challenge!

The Fight House is a mockery of the White House, a building in the same shape, made of gray metal and bristling with weapons. Surrounding it are upgraded versions of some of the machines that the heroes have had to fight before, plus a massive number of regular tanks and foot soldiers on the ground and helicopters overhead.

The first part will be the heroes' battle to fight their way into the Fight House. Once they get inside, they can fight Nathan Wolf himself. However, he has a new power suit ready to go: Wolf Renegade II. This suit is twice the size of the rightful President's suit, and equipped with an Arc Lance that can cut through the best armor like melted butter, a holographic camouflage system, and a Tyrant Drive system that can briefly take control of other power suits that use Project Icon technology. Even so, he sits at the heart of the Fight House, and the heroes will have to either destroy it or make their way inside in order to confront him.

For this battle, although Wolf's weapons will also threaten Philadelphia and America, Dangers can routinely include damage to the heroes' suits. If things start to look truly bleak for our heroes, have some unexpected allies come to lend a hand, such as a team of Supreme Court Justices in their own power suits, other world leaders swinging by to lend a hand, or other folks from the White House making a fashionably late foray into battle.

Once Wolf is at last defeated, Freedom returns to America, and it's time for fireworks and speeches before we fade to black and roll credits.



## SEQUELS

So now that you've liberated America from Nathan Wolf's tyranny, what's next? It's time for a sequel of course! Bring in new threats to Freedom and let the President and his allies blow more stuff up!\*

For sequels, Freedom starts at zero, representing the wrongness of the current situation. The mechanical effects of gaining more Freedom points are the same, but you can change the flavor text to fit the situation. Also, you can introduce a new Vice President who isn't the main villain of the piece.†

### **Fullmetal President: Invasion America**

Aliens have come to conquer the world, but they're about to find out that this President can fight back!

### **Fullmetal President: Red White and Blue Dawn**

The commies are trying to take over (it's a movie don't question it!), but the President is ready for them!

### **Fullmetal President vs. Fullmetal Prime Minister**

World leaders duke it out to prove which side of the Atlantic (or Pacific?) is the STRONGEST! But what's this? The actual Prime Minister is innocent! The real culprit is the shadowy figure known only as the CRIME MINISTER!

### **Fullmetal President vs. Zombie Cyborg Theodore Roosevelt**

TR is back from the grave, to conquer America AND Cuba! (And maybe the Philippines if he has time.)

### **Fullmetal President vs. Nuclear Kaiser**

An evil Albert Einstein from a parallel universe has arrived in our world intent on conquest, and it's up to the American President to stop him!

### **Fullmetal President: Legion of Presidents**

Time Nazis are trying to go back in time and make America lose the Revolutionary War! This time around it's going to take more than one President to keep America safe! Presidents from different eras join forces on an adventure through time to save the day!

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\* I didn't mean to write quite so many of these, but I just kept coming up with ideas.

† Though it might be funnier to have a succession of VPs turning out to be bad guys.

## DESIGN NOTES

*Fullmetal President* is a concept I've been wanting to do pretty much since I learned of the existence of *Metal Wolf Chaos*, which I think was around 2007 or so. I'm going to make you jealous by mentioning that I've actually played *Metal Wolf Chaos*, and it's legitimately a really fun game on top of the amazing premise. I had originally viewed it as a scenario for some kind of mecha game, but when I revived the concept I wanted more of a freewheeling game where you narrate lots of explosions. It is emphatically not a game about American politics (which are just depressing these days), though I guess you could play it that way if you hate yourself.



The extra humor that I tried to put into the text is in the general style I developed in writing *I Want to be an Awesome Robot*, which in turn drew on John Hodgman's Complete World Knowledge trilogy, among other things. Finding the right balance to be absurd without slipping into incoherence is a challenge, but this kind of bizarre mythologizing of American history is also just really fun.\* The President is about as epic a figure as our history furnishes, and it's fun to juxtapose the supposed dignity of the office with frantic, ridiculous action, whether putting him in a power suit or just handing him a pair of presidential nunchucks. Anyway, other inspirations include *Black Dynamite*, *FDR: American Badass*, *Full Metal Panic!*, *Idiocracy*, *Independence Day*, *Iron Sky*, *Metal Gear Solid*, *Pacific Rim*, *RoboCop*, *Starship Troopers*, the *Thrilling Adventure Hour*, and *Welcome to Night Vale*.

In terms of how character creation works, this game builds on what I did with *Magical Fury*, which in turn derives from *Magical Burst*, which has elements that go back to *Don't Rest Your Head* and *Maid RPG*. The dice mechanics come from Otherkind Dice and //GHOST/ECHO, with some important tweaks to fit the game's theme.

The text is in Garamond, because that's the font the White House uses.

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\* Let me tell you about the *Wushu* campaign where I played a bibliomancer trained by Mark Twain and entrusted with the Californomicon.

# FULLMETAL PRESIDENT

<b>HERO</b> Office  Name  Age  Gender  Race/Ethnicity  Home State  Policies	<b>POWER SUIT</b> <input type="checkbox"/> <input type="checkbox"/> Name  <input type="checkbox"/> <input type="checkbox"/> Main Weapon  <input type="checkbox"/> <input type="checkbox"/> Mobility Pack  <input type="checkbox"/> <input type="checkbox"/> Special Hardware  <input type="checkbox"/> <input type="checkbox"/> Freedom Drive Power
<b>STRESS</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>EXPLOSION POINTS</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## NOTES

## OBJECTIVES

- You do not make any progress towards your objective.
- You make some progress towards your objective. Get 1 Success Point.
- You make substantial progress towards your objective. Get 2 Success Points.

## RISKS

- The risk comes true in a big way. If it's a suit aspect it takes Major damage.
- The risk is mitigated. If it's a suit aspect it takes Minor damage.
- You emerge unscathed!

## FREEDOM

- Though some people start to rise up, they are unable to help.
- There are stirrings of patriotism. America gets 1 Freedom Point.
- People rally behind you and cheer out loud! America gets 2 Freedom Points.

## EXPLOSIONS

- Some unimportant stuff explodes. But it still looks cool at least!
- You make a bunch of stuff explode and it looks awesome! Get 1 Explosion Point.
- Tons of things just plain explode for no apparent reason! Get 2 Explosion Points.