MINDSLAVE

You are a top public security officer of Freehold 08 in the year 2063, an arcology that abandoned the world around it for safety and individuality. Freehold 08 is home to the top renegade scientists and businesses, thriving in a tall tower with defenses protecting it from the lawless wasteland. You willingly had your consciousness and mind removed from your body, uploaded into a digital avatar or a mobile cloud of nanites. It's an intense existence and it's disorienting to be partly made of data now, but you must keep the citizens of Freehold 08 safe. But with the MindSlave on your side, that's all you need. The MindSlave technology is more advanced and effective than any control agent out there. And your existence makes Freehold 08 a prime target for all sorts of bad people who want to steal your people, your ideas, *you*.

WHAT YOU'LL NEED:

3-5 players, pen and paper, 6 and 10 sided dice, bennies/tokens/pennies, paper for maps.

HOW TO MAKE YOUR CHARACTER:

Pick a number between 2-9. That number represents your balance between MAN and MACHINE. Originally you were 100% human, but having your personality and soul removed from your body and uploaded has caused the balance to shift. As a result, you are no longer entirely human. **To roll for MAN**, roll under your number. **To roll for MACHINE**, roll above your number.

Roll MAN when you want to do things that a normal person can do. Shooting guns, picking locks, throwing baseballs.

Roll MACHINE when you want to do things a computer intelligence can do. Using MindSlave, hacking, expunging memes.

You have a pool of ENERGY POINTS to power your MindSlave abilities. To determine your Energy, roll 1d6 and add 3. The result is your pool of Energy.

You can also choose two TRAITS. Traits are short phrases that go beyond MAN and MACHINE and give bonuses for specific situations. Traits like "good shot" would be a -1 to MAN rolls to help you shoot, "rapid hacker" would give you +1 to MACHINE rolls for hacking. And that's it!

HOW TO PLAY

One person is the Game Master. The rest are the players. Before play, the GM and players should design Freehold 08 using pens and paper. How does it look? What's the general use of each floor? Where are the science labs? When you've created Freehold 08, play begins.

The point of the game is simple: someone has intruded on your turf and you have to protect yourself and the people around you. The objectives are to: **Neutralize** all enemies, **Rescue** any civilians in danger and **Shut down** their means of control. The GM chooses an enemy to attack and it's up to the players to react. Tokens are used to represent the PCs, enemies, friendly civilians and people under control and are placed on the map. Outside of combat, anyone can move or do things freely, just say what you're doing to the GM and roll if needed.

Combat is triggered when the PCs attack or are attacked. Whoever attacks first goes first. When everyone in the area on one side has gone, it switches to the PCs or to the Enemy. Each round you can do two of these: **move up to twenty feet, attack, dive for cover/block, use Energy, change Forms.** When behind cover, the enemy can't hit you. When using partial cover, flip a coin if you're attacked. Heads is a hit, tails a miss. To block or defend, if the enemy's attack is successful you can make a MAN or MACHINE roll to negate it. Blocking only works in melee; you need cover to hide from bullets.

Attacking is simple: roll MAN or MACHINE as appropriate. A successful roll hits. A critical roll is a 10 MACHINE or 1 MAN and it adds double damage to the weapon you're using. If you're fighting in melee, your damage is the difference between your successful roll and your MAN or your MACHINE.

Enemy actions follow the same rules but differently. They can do two things per round but only have two stats: Strength and Health. Strength is a number between 9-2 set by the GM. Rolling over the number is a success. Health represents how resistant to MindSlaving the target is and how much damage they can sustain. If below 1/4th Health, the enemy can be MindSlaved. A successful enslavement heals the target to 3/4ths and means they're under your control.

Civilians also use Strength and Health to attack and take damage. Strength depends on what kind of job the civilian has such as janitor, office worker, hacker or guard. Any people under your control can operate independently or you can give up your turn to direct all of them. Combat is over when the enemies are defeated or if the PCs are incapacitated.

DEATH AND PCs: being what you are, you can't actually die short of an EMP or nuclear blast scrambling you into nothingness. However, you can be temporarily mode-locked in nanocloud form or stuck in a containment device. As long as one PC can still inhabit a body and rescue the others from captivity, the game can continue. If all PCs are mode-locked, the enemy has won the battle and the PCs have to go find new bodies to inhabit to continue play. If the enemy completes their objective and escapes alive, it's a loss for the PCs. If all PCs are contained, game over.

FORMS: You can change between three forms: human body, machine, nanocloud. Each form has benefits and drawbacks.

Human: you can interact openly with the environment and use MindSlave on enemies to bend them to your will, attack enemies by any means. However, human bodies can die and being in a body when it dies mode-locks you in nanocloud for three turns to stabilize. When in human form, you cannot regain Energy or jump to another body.

Machine: you're stronger, more resilient and more accurate. You can also hack wirelessly. Anything you do in a Machine body counts as a MACHINE roll. However, you're limited to what the machine or computer can do. If it has guns for hands, it can only shoot people, not hold things. You regain 1 Energy per round in this form but cannot MindSlave people or jump into another body. Being in a machine when it's broken or disabled also locks you in a nanocloud for three turns.

Nanocloud: You're invincible in this form and can explore freely. You can only enter acceptable bodies in nanocloud

form. You regain 3 Energy per round in this form. However, you cannot attack or interact with the environment. You also can't MindSlave people or enter a body that's not friendly or under your control. You are also not invisible; people will notice you. Nanoclouds are not intangible and can be trapped in containment devices or rooms.

ENERGY: Energy is used for the MindSlave technology and more. Energy can be spent on **MindSlaving an enemy**, **healing an ally**, **drawing a new gun,** or **reloading a weapon. If you're out of Energy, don't be afraid to switch forms and find a new body!** The battlefield is dynamic, make use of your nanocloud to change attack points. MindSlave technology can do two things.

First, it can let you occupy a friendly civilian or a machine and wield their body in combat. **Second**, it can let you mentally dominate an enemy after they've been weakened. You can use the MindSlave to have a friendly civilian join in the fight or help a civilian resist mind control. To dominate an enemy, make a MACHINE roll. A success means that the enemy is dominated and can be inhabited.

Healing automatically replenishes an ally's Health to full.

Drawing a new gun means you discard your current weapon for a new one.

WEAPONS

All citizens of Freehold 08 have special 3-D printers on their belts. They can store things inside of them and print them at will (like ID cards or credits) or draw on a public databank. As a guard you have access to high-tech munitions once you're in control of a body. All citizens occupied by PCs or fighting with them will draw weapons when they enter combat. Roll 1d10 to see what you get.

1-4: Handgun 5-7: SMG 8-10: Shotgun

However, you can **draw a new gun** at any time by feeding the old gun into the belt and using Energy to pull a new gun out. If you're not in combat, look at the gun list and select your gun. If you're in combat, either devote a full turn to drawing the gun you want or roll 1d10 to pick one at random.

1: Handgun 2-3: SMG 4-5: Shotgun 6-7: Assault rifle 8-9: Grenade launcher 10: Plasma launcher

HANDGUN: 2 damage, max range 50 feet, 8 rounds. Can empty entire clip for 5 damage at -2 to hit.

SMG: 2 damage, max range 40 feet, 35 rounds. Fires in 3 round bursts, spray-and-pray 10 bullets for 1 damage at +2 to hit up to 3 targets or empty clip for 8 damage at -3 to hit.

SHOTGUN: 5 damage within 20 feet, 3 up to 50, 10 rounds.

ASSAULT RIFLE: 4 damage, max range 80 feet, 16 rounds. Fire in 4 round bursts or single-shot, spray-and-pray 8 bullets for 2 damage at up to 5 targets or empty clip for 10 damage at -4 to hit.

GRENADE LAUNCHER: 8 damage, 4 grenades, 1 grenade can hit up to 3 targets, max range 30 feet.

PLASMA LAUNCHER: 3 damage, 6 to machines , 10 shots, max range 80 feet. Damage to humans inflicts burning: 1 damage for 3 rounds, burning does not stack.

ENEMIES AND ALLIES

Citizens have 7 Health when inhabited or assisting you. Otherwise they have 4 and tend to be wimpy.

Machines have more Health the bigger they are. Small machines have 5 Health, medium have 10, big machines have 15, giant machines have 20. The GM tells you what kind of weapons or fighting capability the machine has.

Cyborgs are people or uplifted animals with mechanical attachments. Depending on size or species, they can have anywhere between 4 and 15 Health. Cyborgs tend to have cyberweapons installed that you use with MACHINE, but anything else they can do requires MAN.

Anarchists wear no armor (6 Health) or scavenged armor (9 Health). Anarchists want to destroy Freehold 08, kill your civilians and break everything. They use handguns, SMGs and shotguns. They can use **Invasive Memes** or **Control Plagues.**

Rebels wear no armor (6 Health), light armor (8 Health) or battle armor (12 Health). Rebels want to take over Freehold 08 and use it as a base and conscript civilians. Rebels are armed with shotguns, assault rifles and handguns. They can use **Invasive Memes** or **Cyberhacking.**

Corporate Strikers wear plainclothes armor (9 Health), assault armor (12 Health) or heavy containment gear (15 Health). Corporate attackers want to steal technology, steal citizens for test subjects, attack and destroy technology or capture PCs. Corporate workers are equipped with assault rifles, SMGs, handguns and grenade launchers. They also come packing containment apparatuses to capture you and your allies. They can use **Cyberhacking** or **Psitech**.

Government Agents wear light armor (10 Health), heavy armor (13 Health), strike force armor (16 armor) or heavy tac-ops armor (20 Health). Government agents generally want to take over the Freehold, take everything and everyone and take you as a weapon. Military men and agents can come equipped with any weapon, containment machines and use any special weapon.

SPECIAL ENEMY WEAPONRY

Invasive Memes are viral mental agents that will brainwash civilians and the unshielded into helping them. They are broadcasted from a set device; destroy the device, save others from infection. If the device is destroyed, infected civilians can make rolls to break free from control. Can be cured by isolation and time or MindSlaving.

Control Plagues are artificial contagions that force the infected to ally with a set subject. They can be resisted but side effects may be severe or fatal. They wear off with time, immunization or MindSlaving.

Cyberhacking is the remote controlling of machines and cyborgs. It requires at least one person to be in control of them at all times like when a PC inhabits a machine body. Counter it with MindSlaving, MACHINE rolls, turning off the machines or counter-hacking.

Psitech is mental weaponry that turns cyborgs and humans into puppets. Puppets are very hard to control and tend to only follow simple commands. Can be negated by taking out the puppetmaster, MindSlaving or MAN rolls.