

ATTACK OF THE 412 CLONES: RAID ON THE LUNAR BASE!

A mini-RPG by Côme Martin and Lisa Banana, written in May 2021. For one-hour sessions with 3 to 10 players. Thanks to Erwik, Marc, Milouch and Saega for playtesting and ideas!

This is it: you're facing the Big Bad's lair. Between them and you stands only his lunar base, full of deadly traps and weapons... Luckily for you, you're not going in alone. Or rather, you are, but there's 412 of you.

During a session, each player controls one clone in particular, who is a little more talented than the others and can help their associates advancing; if this clone dies, the player takes control of another, as long as there are enough in the list below.

<input type="checkbox"/> Always carries something useful	<input type="checkbox"/> Invisible as long as they don't move	<input type="checkbox"/> Can make their cut limbs grow again	<input type="checkbox"/> Can double their mass by eating another clone	<input type="checkbox"/> Can divide themselves into 2 clones (their mass is also divided)	<input type="checkbox"/> Has an evil-looking goatee
<input type="checkbox"/> Talented improviser	<input type="checkbox"/> Has tentacles	<input type="checkbox"/> Has a hat and glasses	<input type="checkbox"/> Has elastic limbs	<input type="checkbox"/> Has sharp claws	<input type="checkbox"/> Extremely flexible
<input type="checkbox"/> Very small	<input type="checkbox"/> Has rollerblades	<input type="checkbox"/> Very strong	<input type="checkbox"/> Seasoned strategist	<input type="checkbox"/> Eagle eye	<input type="checkbox"/> Ambidextrous
<input type="checkbox"/> Very fast	<input type="checkbox"/> Immensely rich	<input type="checkbox"/> Is a robot	<input type="checkbox"/> Gigantic	<input type="checkbox"/> Never tires	<input type="checkbox"/> Spits acid
<input type="checkbox"/> Has perfect balance	<input type="checkbox"/> As calm as a zen master	<input type="checkbox"/> Very observing	<input type="checkbox"/> Doesn't need to breathe	<input type="checkbox"/> Explodes when they die	<input type="checkbox"/> Comes from the future
<input type="checkbox"/> Covered with fur	<input type="checkbox"/> Talks to insects	<input type="checkbox"/> Fount of knowledge	<input type="checkbox"/> Very charismatic	<input type="checkbox"/> Can imitate any voice	<input type="checkbox"/> Skin made of strong leather

The clones are all similar; the players decide as a group who they are, why they are fighting the Big Bad and what stuff each clone has. The Big Bad himself is a clone; the players decide which in the list above. The clones selected in the list above count towards the total of 412!

The clones start the session aboard their spaceship as they land on the moon. In turn, each player tries to overcome an obstacle, then suggests one to the next player (they can invent it or take inspiration from the tables on the next page). An obstacle that hasn't been overcome can be suggested again or not, according to the suggesting player's wishes.

To get face to face with the Big Bad, the clones must overcome 10 obstacles + the number of players (so if there are 4 players, the clones will have to overcome 14 obstacles). If the Big Bad is then defeated, the raid is a victory!

If, on the contrary, the 412 clones die during the raid or if all the boxes of individual clones are ticked, the mission is a failure.

To face an obstacle, a player can choose to massively send clones against it or confront only their personal clone, which is riskier but potentially less costly in terms of numbers. They describe how they do it, roll a certain number of six-sided dice, then describe their success or failure.

If the player massively sends clones against the obstacle, they choose how many they use; each full group of ten allows them to roll 1d6 (thus 51 clones sent against an obstacle allow for 5d6, not 6). If at least one of these dice shows a 6, the action succeeds and the obstacle is overcome! Furthermore, each die showing a 6 means that 10 clones have survived the action (the others are sacrificed).

If the player confronts a lone clone to the obstacle, they roll 1d6: the action succeeds and the clone survives if the die shows a 6. If the clone doing the action is particularly suited for it, the action succeeds if the die shows a 5 or a 6. In case of failure, the clone dies and the player can choose another in the list above.

OBSTACLES OVERCOME:	/
CLONES USED:	/ 412

(this total increases by 1 for each clone selected in the list above!)

The players should invent their own obstacles; the more futuristic and the funnier the better. If they lack inspiration, they can roll 2d6 and consult the tables below. They choose which die represents the tens and which the units, and to which table they refer.

11A \ A time vortex	21A \ A path full of land mines	31A \ A tentacled monster	41A \ A mecha-dragon	51A \ A swarm of space medusas	61A \ Laser cannons
12A \ An abandoned area of the lair now covered in sentient moss	22A \ A trap you can only disarm from the outside of the room	32A \ A room full of giant poisonous mushrooms	42A \ A room in total darkness, covered in sharp things	52A \ Giant balls of metals awaiting their release to crush everything in their way	62A \ A passage with so hot a temperature it melts all equipment
13A \ Hungry space ghosts	23A \ A pool full of bloodthirsty mutant fishes	33A \ A maze made of extremely thin glass walls	43A \ A broken gravity reverser	53A \ A squadron of space ninjas	63A \ The underground den of a giant mole
14A \ A sas in zero gravity, defended by torpedoes	24A \ A passage through huge hydraulic pumps	34A \ Giant slugs with a keen sense of smell	44A \ Walls slowly closing in on the clones	54A \ A vast acid vat in the middle of the way	64A \ A giant wind tunnel, so loud it blows one's eardrums off
15A \ Countless guards with laser swords	25A \ Cyber-zombies	35A \ Lasers invisible to the naked eye everywhere in a passage	45A \ An artificial garden full of carnivorous plants	55A \ Long conveyor belts leading to a certain death	65A \ A melting of failed clones
16A \ Tall, impassable walls	26A \ Faulty elevators	36A \ A bottomless pit	46A \ A huge fighting robot	56A \ A pack of mutant rats	66A \ Toxic gas released everywhere

11B \ Endless stairs, full of tricks	21B \ A killer sphere tracking the DNA trace of one of the clones in particular	31B \ An alien with psionic powers	41B \ A fake Big Bad leading clones to a trapped throne room	51B \ A button restarting the countdown of a bomb	61B \ A parasitic worm causing hallucinations
12B \ A twisted maze leading away from the Big Bad's lair	22B \ A button in an unreachable place	32B \ A series of narrow passages that only allow for one person to go through	42B \ A monster imitating the appearance of another clone	52B \ A robot programmed to kill those who lie to it	62B \ A small, fierce creature escaping all attempts to capture it
13B \ An overtrained mutant guard	23B \ A door locked by an optic scanner	33B \ A determined bounty hunter	43B \ A room full of alien eggs you really shouldn't crush	53B \ A door protected by a password only one person knows	63B \ Moon specters only pacified by a sacrifice
14B \ A sharpshooter	24B \ A series of footbridges all more fragile than the previous one	34B \ A thought controlling mineral creature	44B \ A saboteur, clone of a clone, infiltrated among the clones' ranks	54B \ A runaway to catch in hyperspeeder before they sound the alarm	64B \ A super cute stellar cat which grows when they rub against someone
15B \ An abomination which escaped from a lab	25B \ A passage where temperature is -50°C	35B \ A nanobot cloud	45B \ A ray that horribly mutates what it touches	55B \ A space vampire haunting the lair	65B \ A defective, enraged clone
16B \ A riddle that must be solved in limited time	26B \ A solidantium net pinning the clones to a wall	36B \ An impassable door that needs to be hacked	46B \ A passage protected by a sound detector	56B \ A robot sent from an alternate universe where the clones were defeated	66B \ A one-seat lumiwagon propelled down a long corridor