

PARANOIA[®]

PERFECT EDITION



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Falling Troubleshooter

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```
cloud.deploy[Export(object)]  
  object.secret ['Load of junk and drivel']  
font.family('Times New Roman')  
Do[print.title
```

('Chapter 1: Introduction')



Troubleshooters work hard to keep us safe. Thank one today!



```
using Cloning;  
using Cloning.Decanting;  
using Mutant.DNAscanning;  
ERROR CODE 10 Mutant.DNAscanning of-  
fline  
$answer = shell_exec('FindScapegoat.  
exe')
```

```
class ProcessStart {  
Process.Start('draingoo.exe')  
Process.Start('opentank.exe')  
Process.Start('listenforsplat.exe')  
$splat = true  
$introduction.proper = meh.kinda }
```

What is the Paranoia RPG?

DING! Attention citizen. Welcome to the first of your six lives here in Alpha Complex. I am your best friend, The Computer. Do not worry. I am here to protect you, educate you and help you stay loyal. This will make you happy and productive, as cases of severe anxiety and PTSD have dropped considerably. You have been decanted from your clone tank and are ready to serve. How may I help you be successful?

Okay, I get it. One of those in-setting intros to set the right tone. Now, I've heard about this Paranoia game before. People say crazy things about it, like killing other PCs is good, clean fun or the GM is out to get you. Convention games sell out super quickly. It's even a Hall of Fame RPG. How do I play it? What are the rules?

Thank you for asking, citizen. Some amount of curiosity can be healthy. What is your security clearance?

Counter-question. What's a security clearance?

All citizens of Alpha Complex are assigned a Security Clearance for protecting citizens from themselves and others. Infrared is the lowest, followed by ROYGBIV: Red, Orange, Yellow, Green, Blue, Indigo and Violet. Atop all is Ultraviolet clearance. New citizens start as Infrared. All data, locations and gear is restricted by clearance, which is based on how much that citizen can be trusted. It is nice when that aligns with talent and expertise but what good is ability without legal thoughts?

Due to an unforeseen loss of Troubleshooter clones, thanks to an event called Project Infinite Hole, you have already been promoted to Red clearance and now have a job as a Troubleshooter. Simply put, you will find trouble and shoot it. Various corrections are available should you need encouragement in completing your duties successfully and on-time.

Great, I'm second to last on the totem pole. Now can I know the rules?

I'm sorry, but that information is not available to Red clearance individuals.

... Okay, that makes no sense. What kind of roleplaying game doesn't want to teach the rules to players?

This is Paranoia. In this RPG, you do not know if someone is a friend, enemy or potential scapegoat. You do not know how most things work, literally or figuratively. You and your team will be sent on missions to eliminate treason, stop mutant terrorists and generally protect people of all security clearances. In many instances, such missions have a positive survival rate. Just be careful. Loyal citizens can turn traitor at any moment and attack you.

Wait, it sounds like this game creates a literal feeling of paranoia in players, not just characters.

It is a pleasure seeing a clever citizen not engaging in post-decating existential screaming. You should not be paranoid. This is a utopia and you have been kindly given everything you need to be a productive, joyful member of society. Please note that you should be paranoid, as anyone, including you, could be a Commie, a mutant or a traitor. Remember the old wisdom: Snitch on them before they snitch on you.

All right, bit weird but I like games that are different from the same old dungeon crawl. Now, are you an important NPC or something?

I am The Computer, an advanced digital intelligence coded to protect and serve humanity from the evils of secret societies, mutant powers, independent thought, too much freedom and of course, Commie Mutant Traitors. Citizens find they are happier and healthier when they follow instructions.

Gotcha, usual dystopian sci-fi tropes then? Do I need to volunteer as tribute?

Alpha Complex is not a dystopia. That would mean it was not a perfect place for humanity and it leads to unhappiness and terrorism. Rest assured, you will only receive the trust and authority that you can handle given your IQ, browsing history and supervisor evaluations.

Alpha Complex is a giant city, parts under a large dome and parts deep underground, and is a utopia for all loyal individuals. As a utopia, happiness is required by law. Obedience is also required by law, at least to all with higher security clearances and your best friend The Computer, who never makes an mistakesy.

I have to be happy? I can't get grumpy or wake up on the wrong side of the bed?

You have been provided with all you need to be happy at your security clearance. That has been proven mathematically. Loyal citizens are therefore happy citizens. If you are unhappy, disobedient or break security clearance rules, you will be declared a traitor and are subject to possible arrest, re-education or summary execution.

A traitor to a dyst... er, a utopia like Alpha Complex and its benevolent dictator, a happiness-obsessed yet sometimes violent AI?

Traitors are the enemy of all that is good and pure in Alpha Complex. They are cruel, ignorant terrorists who want everyone to be as angry and depressed as them. You can identify traitors by their secret society membership, mutant power, refusal to work 72 hours in a row or hesitation to obey one's betters as defined by security clearance.

Can I ask about secret societies and mutants or is that forbidden too?

Citizen, please watch your tone or an armed Internal Security loyalty enhancement unit will be dispatched to your location.

Secret societies are illegal groups dedicated to treasonous activity, like the miserable Communists. Mutant powers are genetic mutations that allow abilities like teleportation. Any citizen who is a member of a secret society and/or has a mutant power is to be arrested and likely executed. Also, you may or may not belong to one secret society and have one mutant power, both of which can get your character executed for treason.

Of course. Makes sense, makes sense. I'm guessing I have to keep those a secret? Wait, do the other PCs have those too?

That information is not available at your security clearance. They may or may not have one, both or none.

Heh, I am starting to get a little paranoid! That feels... good. Refreshing. Like a whole world of possibilities has just opened up! What would happen if there was a total party kill and my character was responsible?

Citizens are expected to play nice and respect each other. Unless they may be traitors, in which case they are targets of mockery, theft, scapegoating and random fatal accidents. Each Troubleshooter has five clone backups, so if you need to terminate your team leader because they embraced hate and treason, you can do that and their next clone will show up, loyal and ready to work. Please note how other Troubleshooters know this too. Some or all may or may not be targeting you right now.

But what do we do in the game? Besides plotting against others before they plot against me, of course.

You and your teammates are Troubleshooters and you all serve Alpha Complex by investigating and fighting Commie Mutant Traitors. Contrary to rumours, which are illegal, Troubleshooter missions are never embarrassing and deadly hose jobs given by corrupt leaders using teams as pawns in their quest for more power. All mission objectives will be clear and easy to achieve. Since citizens only get tasks they can accomplish, all failure will be an obvious sign of treason.

Let me get this straight. Normally, I play a highly-skilled hero cooperating with a party of other PCs to fight evil and gain more levels, gold and powerful weapons. But in Paranoia, I play a barely-competent traitor competing with a team of other barely-competent traitors who fail more than they succeed. We all have damning secrets to hide so everyone is trying to uncover everyone else's, all while trying to succeed on an impossible mission and not get arrested or executed for being a traitor, which we all secretly are. Then players like me can experience literal fear and paranoia like watching a good horror movie. Does that about sum it up?

You are ready for Paranoia, Troubleshooter. Stay alert! Trust no one! And keep your laser handy!

What Players Should Learn About Paranoia

1. **Cooperation will kill your character:** Most other RPGs have you playing nice with other PCs, cooperating and supporting each other so the party can finish a quest. If you try that in *Paranoia*, your PC will die repeatedly and you could honestly get annoyed because that is not how this RPG is designed. You are expected to compete with the other PCs and step all over them on your way to the top. (Similar to playing an evil character but without the usual intelligence and swagger.)
2. **Sometimes, it is more fun to fail:** Everyone loves landing the killing blow on the bad guy but it can be even more entertaining when someone fails. Instead of expecting lots of winning rolls, get in the mindset that failure can lead to laughter and enjoyment – and that you have to fail before you can enact strict vengeance on those who dared oppose you. In case you did not think of it, making others fail is even more fun.
3. **Powergaming and rules lawyering will get you nowhere:** Seriously, players are not expected nor asked to know the rules to this edition. That is the sole responsibility of the Gamemaster who runs the game sessions. If you try to become a badass that cannot fail, or if you try quoting rules at the GM, your character will suffer in the game so learn to relax and just play. (It is cool to know how to play; you should just not admit that ever.)

What GMs Should

Learn About *Paranoia*

1. **Objectivity is for chumps:** *Paranoia* GMs have a wonderful option that almost all other games tell you to never do: Be subjective. While you do not want to pick on any player, GMs can bend, twist, break or walk all over the rules. Instead of hoping a good story emerges from random decisions, you have the right and responsibility to fudge rules when those hurt the story.
2. **Be stingy with information:** Literal *paranoia* thrives on ignorance and dies in the light of truth and certainty. GMs should encourage feeling fear and *paranoia* by rarely handing out helpful information. You do not want the entire mission getting stuck in one location but the less players (and their PCs) know, the more they fill in the gaps with something horrible and frightening.
3. **Alpha Complex is a state of mind:** Most RPG settings try some level of realism and consistency. If a book says City A is a coastal city in the southern kingdom, then City A is always a coastal city in the southern kingdom. In this game, the setting is more a mood and feeling than any concrete place. City A could be coastal one day, landlocked another day, on a river or other, depending on which builds fear, ignorance and *paranoia* into game sessions. Think of the entire setting as a tool to encourage the right frame of mind for this game.



Warning! First-time *Paranoia* players and GMs can get giddy over the narrative freedom in this game. Because this RPG allows players to indulge in skulduggery, backstabbing, Catch-22s, betrayals, outright lies, physical impossibilities and behaviours that would get you kicked out of your next Fantasy RPG game session, please restrict your violence towards traitors only. If necessary, create the needed evidence after the fact and do not get caught doing that.

Example Of A

Paranoia Game Session

Troubleshooter Team Code-7 is composed of Shara-R (played by Kara), Naomi-R (played by Jenny), Vin-R (played by Beth), Armand-R (played by Christi), Hector-R (played by Jeremy) and Sam-R (played by Brett). The team received a mission alert ordering them to Briefing Room JRT-Red-3301 in JRT Sector. After some confusion and arguments over where JRT Sector can be found, they finally arrive.

GM: *You enter the briefing room and see a long-haired, Blue clearance citizen sitting in an opulent, super comfortable Exec-U-Chair behind a small desk. There is a Blue laser pistol on the desk next to a can of Bouncy Bubble Beverage but she ignores both for now. She waves you over and points at several rusty folding chairs opposite the desk. As you get closer, you can see her name over her head: Aisha-B-XEF-3 with no Treason Stars.*

GM (as Aisha-B): *Hiyah! If yah belong to Troubleshooter Team Code-7, please be seated. If yah not, leave immediately before yah get executed.*

Kara: *Wait, what team are we on again?*

GM: *Aisha-B quickly grabs the Blue laser as four turrets extend from the ceiling. There are many pew-pew noises and flashes of light before Shara-R dies from a medical condition known as Not Reading Character Sheet Syndrome, which tends to be fatal for RPG characters.*

All other players: *WE SIT DOWN!*

GM: *The briefing officer rests her pistol on the desk again and the turrets retract into the ceiling. A scrubot pops out of a tiny door in the wall and drags Shara-R's remains – just smoking boots and ash – out of the briefing room.*

GM (as Aisha-B): *Welcome to the mission briefing. I am yah officer Aisha-B-XEF-3. Yah need to understand two things before we begin. One, I am in charge. Two, do not use contractions when speaking to me. That is the Traitor's Grammar. Are we clear?*

Jeremy: *That... that is clear, thank you friend for helping us stay more loyal than we already are, which is a lot but thanks to you that is even more a lot.*

GM: *Aisha-B's hand briefly goes for her pistol but then she shows the tiniest smile. Then she announces the mission objective, which is so important you should probably all write it down on your character sheets. Here it is: Document damage done to the decommissioned nuclear reactor in ECA Sector and identify any bodies found. Then the team must visit that sector's Rad-Off decontamination facility for a spa day.*

Jeremy: *You said the reactor is decommissioned. Will we be able to see in there?*

GM (as Aisha-B): *The Computer estimates an 89% chance that the area will be bathed in a warm, blue glah.*

Beth: *A blue glah you say? That sounds stuuu, uh, stupendous. Should we worry about radiation damage from the glah?*

GM (as Aisha-B): *Not at yah security clearance. After yah leave here, yah will visit R&D for some fascinating new experimental equipment that should help yah withstand a definite percentage of the radiation damage yah will very rarely experience repeatedly.*

Christi: *Come on, gang, we're Troubleshooters! The Computer believes in us and we will succeed!*

GM (as Aisha-B): *Citizen, yah got assigned one Treason Star for yahsing a contraction. But that is the attitude yah should have right now. Hint. Enough dawdling, citizens. Proceed to R&D's Crescendo Labs for additional equipment that yah will find yahsful, dependable and mandatory.*

Beth: *Sounds like a great plan that can only succeed thanks to your wisdom and loyalty. Okay, as Team Leader I order you all to follow me.*

Jeremy: *Sure thing, buddy. We're right behind you. Wait, we are! We are, dammit!*

Content Warning

Paranoia is a darkly humorous game. That means it takes a cavalier, even flippant attitude towards controversial subjects like police violence, corruption, crime, betrayal and more. For example, one character might joke about how much fun it was to execute 500 people for not cheering when a leader gave a speech. It jokes about dystopian elements like constant surveillance, mass arrests and infallible leaders. Some people might have issues with this, so it is a good idea to talk about dark humour before playing for the first time or with new players.

Paranoia has always been heavy on satire (not parody, there is a big difference). It mocks government, religion, business, capitalism, communism and a whole lot more. It can also get more specific in satire, such as mocking bro culture, anti-vaxxers and egghead intellectuals. Some people might find a sacred cow or two being satirised and get upset. However, *Paranoia's* setting does not deal with gender, sexual preference, race or ethnicity. None of that matters to the game's setting, so they should never appear at the table/screen.

How to Use This Book

The primary audience for this book is the Gamemaster (GM). Since players in *Paranoia* do not need to know any rules, it makes sense to aim the core rulebook towards GMs so they can know them. Yes, that is not how other RPGs work. Trust us, that is just the tip of the iceberg for this sort of thing.

GMs are enlightened despots for the games they run. If you really want to share some rules with players, no one will stand in your way. Again, that is not recommended! Troubleshooters are regularly kept in the dark so much it is like they are in a room with Black 3.0 paint on all sides, so keeping *players* in the dark about the rules fits the game's theme.

If you are still dead set on players knowing things, consider printing the two cheat sheets in the appendix for them. One covers the most common rules and the other covers important setting details but no spoilers.

```
cloud.deploy[Export(object)]
  object.secret ['What GMs should ignore']
font.family('Times New Roman')
Do[print.title
```

('chapter 2: Rules of the Game')



Internal Security is getting ready to assist Troubleshooters and not beat them.

After visiting R&D and getting some cool devices like a cordless power drill, Troubleshooter Team Code-7 managed to blow up a bridge while they were on it (not even the GM understands why) and finally managed to reach the decommissioned nuclear reactor. It is quite dark inside.

GM: You are in a large room like a warehouse and it is totally dark. Something lashes out at you from the shadows and strikes Naomi-R's shoulder. Jenny, Naomi-R is Hurt and now has an odd bite wound where she used to have a sleeve.

Jenny: Ow! Can I tell what attacked me? Was that a tentacle... with teeth?

GM: You didn't get a good look at it.

Jeremy: Can I use my experimental Non-Human But Nothing To Be Scared Of Lifeform Tracker to try to follow it?

GM: Oh, please do. Roll Mechanics+Science to both operate the device and interpret the results. Don't forget to add +1 to your NODE because that's the device's Level.

Jeremy: Okay, not great. I only got one success and that was because of the Computer symbol.

Kara: D'oh! Since he failed, what's the Treason result for that... thing with lots of letters in its name?

GM: Okay, the Treason effect of your NHBNTBSOLT device is that it sputters, sparks and belches smoke, reducing your NODE by one for a while. And you rolled a Computer symbol, you say? What fun! As you try to control your coughing from all that smoke, a bone-rattling DING comes through all your Cerebral Coretechs.

GM (as The Computer): Attention Team Code-7. My R&D device quality assurance subsystem has notified me that your team has activated one of the experimental yet foolproof test devices! How did the equipment help you accomplish your task?

Kara: It didn't, Friend Computer! Hector-R tried to use it and for some strange reason it blew up in their face!

GM (as The Computer): Citizen Shara-R, are you saying the N-H-B-N-T-B-S-O-L-F-T unit is defective?

Kara: Oops. Um, no, no, Friend Computer, it's Hector-R that is defective! He ruined the helpful device!.

GM (as The Computer): Interesting. Which do you believe is defective, my cloning facilities or my ability to train Troubleshooters?

Kara: Uhh... I didn't mean... should I just terminate myself now?

GM: Up to you. Your character Shara-R takes one Treason Star because The Computer is becoming suspicious of you. While this discussion has been taking place, you have all been catching brief glimpses, sounds or smells of things moving amongst the darkness closer to where the nuclear waste is stored. Tentaclly things.

Jenny: More than one thing?

GM: Yes, that's why there is an 's' at the end of 'things'.

Brett: Team, we should shelve the arguing and get to blasting these things before we become monster poop.

GM (as The Computer): It sounds like a threat condition has developed among food vats. In order to protect the citizens' source of food, I am activating Danger Protocol Seven-Alpha.

GM: The Computer ends the call and all your laser pistols make a distinctive powering-down sound: 'Peuuuuuuu'. The lights go out too.

Brett (smiling gleefully): I used to work for Power Services, so I'm getting them on my Coretech and calling in a favour. How much Moxie would turn the power back on?

GM: Hmmm, I'd say 3 Moxie. Are you calling in that favour?

Brett: Absolutely!

GM: No roll is needed for a favour, so it works. The lights here flicker for a second before the whole warehouse is visible. That means you get to see those things, so everyone loses 3 Moxie just seeing what they look like.

Brett: TURN IT OFF TURN IT OFF TURN THE DAMN THINGS OFF ALREADY!

PARANOIA PERFECT EDITION RULES

This chapter features the rules to the game, from how to create Troubleshooter characters to how to replace them when a teammate literally backstabs them. GMs should always remember three key things:

1. You are in charge. Change or delete any rule below as you see fit during a game session (other not-fun RPGs force GMs to play fair, this is a fun RPG). Seriously, you are welcome to enforce rules in part or in whole and you do not even need to be consistent or explain yourself. And woe to any player who tries telling you what the rules are.
2. With great power comes great responsibility. It is your job to make sure all players are having a great time, too. That means letting them mess with each other more than you mess with them. Target Troubleshooters and play favourites but players should worry more about teammates than the GM.
3. Because *Paranoia* is such a different game, some players can get genuinely upset over wild rule changes, TPKs and other *Paranoia* tropes. Again, you are in charge and should do whatever is needed in the moment but view this authority as a tool to improve games and not as your personal weapon. Be unfair but be unfair fairly.

In the appendix, GMs will find two cheat sheets, one for the rules and one for the setting. If the players (or you!) are new to *Paranoia*, printing these on both sides of one sheet of paper can make a game-changing handout. PDFs work just as well. But who cares about simple summaries? It is time for deep dives into the rules! (No, wait! Do not reach for your phone, this will be more interesting than normal because it is *Paranoia*!)

If you are new to roleplaying games, welcome! There are a ton of online resources for those new to RPGs but here is a quick rundown:

- You are the Gamemaster (GM), who is a combination of theatre director, team coach and referee. GMs describe scenes, take roles as characters the players do not play and generally enforce the rules.
- Because this is *Paranoia*, GMs are welcome to change rules on the fly or ignore them if that would make things more entertaining.
- The players take roles as Troubleshooters and roll dice to see how important decisions and actions play out in the scene.

- Together, you tell stories by playing as characters in a Troubleshooter team's mission (called an adventure in other, not-fun RPGs).

Ah, but what are Troubleshooters supposed to be doing? (Not dying is good but surprisingly difficult.)

TROUBLESHOOTING

Publicly, all citizens love and respect Troubleshooters as stalwart defenders of all that is good and Computer. A few people with brain disorders feel that way but most see Troubleshooters as wildly dangerous lunatics with more laser shots than common sense. CPU reports Troubleshooter teams succeed roughly 14.7% of the time, cause accidental terminations 88.1% of the time and are responsible for an average of 9,800 XP Points worth of collateral damage per Troubleshooter. Why would The Computer ever use them?

For The Computer, the answer is simple. Traitors have infiltrated every group that exists. Secret societies have agents everywhere, so if Friend Computer gives a vital mission to IntSec or Armed Forces, traitors are already there and can easily infiltrate and sabotage the mission. To avoid that, Friend Computer picks six random citizens for Troubleshooting duty regardless of their talent, training or mental stability. You cannot infiltrate what did not exist five seconds ago!

Some high clearance individuals (mostly Ultraviolets and Violets) also use Troubleshooters as blunt, indiscriminate weapons. When they need to smack down a talented subordinate before they get too ambitious, or when they need to take a rival down a few pegs, they request Troubleshooters for a bogus mission wherever it would cause the most damage. High body counts, wide swaths of destruction and near-constant reports of treason can ruin a carefully planned plot.

Mission Objective

Troubleshooters are held to a demanding standard (well, less demanding and more impossible). CPU can handle the minutiae of Troubleshooting duty like Fire-to-Friendly-Fire ratios and standard deviations away from anything resembling success. But the bigger picture is all Friend Computer cares about, so it creates a mission objective that all Troubleshooters in that team must achieve or face serious problems.

The briefing officer communicates the objective, which players write down on their character sheet for when they forget it. In debriefing at the end of a mission, players will have to vote for one Troubleshooter (other than themselves) they feel was most helpful in reaching the objective. This person earns the coveted Troubleshooter of the Weekcycle Award; +200 XP Points, +2 Moxie, -1 Flag, +1 clone (so their clone number decreases by 1) and their picture on the box for Teela-O's Caffeinated Musli with Xtra Focusol. If there is a tie, the GM picks who gets it. Bribery is encouraged.

If the objective was not met? *Each* Troubleshooter faces a -100 XP Point fine and +1 Flag. (Yes, a Troubleshooter can become Wanted during debriefing.)

Since all this comes from The Computer, they are based on what The Computer would consider a success. When making a mission, you should look at what is the most important result from Friend Computer's perspective. Then make an objective about that.

Secret Objectives

Alpha Complex is rife with illegal secret societies, and boy do they love infiltrating Troubleshooter teams. They typically get notified of pending Troubleshooter missions so they can make sure one of their own gets on the team. Then they give that Troubleshooter a secret objective. Like the mission ones before, this is simply a task the Troubleshooter must complete for their secret society. Achieving this secret objective means the Troubleshooter wins +200 XP Points and +2 Moxie. Not achieving it means -100 XP Points, -2 Moxie and/or quietly taking them out back to get shot (-1 clone).

Mission Structure

Most Troubleshooter missions have a simple, consistent structure. The Computer believes this structure gives its Troubleshooters a sense of soothing reliability regarding their duties in Alpha Complex. It also has no clue as to what different structure would bring the successful mission completion percentage above 14.7%.



The Troubleshooter mission structure consists of six parts:

- **Mission Alert:** The Troubleshooters are notified of their mission. This can happen to them individually or all at once if they are together. The Computer often sends this alert personally, telling the Troubleshooters where to go for briefing and mentioning a detail or two about the mission itself. The best mission alerts are brief and cheerful and sound like they would by no means lead to violent bloodbaths.
- **Briefing:** A briefing officer presents the mission to the Troubleshooter team. This is generally an exercise in vagueness, intimidation and the promise of great reward. Although the content of briefings differ greatly from mission-to-mission, they must always include a mission objective or what needs to occur in order for the mission to be a success. (The objective might be unclear, confusing or even physically impossible, but it must be communicated regardless.)
- **Mandatory Bonus Duty Assignment:** The Troubleshooters receive (or choose) their Mandatory Bonus Duties. See the section on Mandatory Bonus Duties for details of this phase of the mission but for now, MBDs assign specific roles within a Troubleshooter team without assigning any authority to succeed in that role.
- **Outfitting:** Missions typically include a visit to one or more service groups (industry groups within Alpha Complex) for equipment. Usually this is Production, Logistics & Commissary for standard gear and Research & Design for experimental equipment, but sometimes a mission calls for, say, unique bot-related items from Technical Services or heavy-duty weaponry from Armed Forces.
- **Mission:** The mission itself is the longest phase (aside from some noteworthy cases of Troubleshooters spending entire sessions killing each other on their way to the briefing). This is where the Troubleshooters apply the knowledge they learned in their briefing, carry out the Mandatory Bonus Duty roles they were assigned and, with the equipment they received in outfitting, accomplish the mission objective.

- **Debriefing:** The Troubleshooters return to discuss the mission with their superiors and whether the mission objective was met. This can take place at the same briefing room used earlier in the mission or at a separate debriefing room; similarly, debriefing can be conducted by the initial briefing officer or by someone else. As this is the last part of the mission, debriefings are often the stage where Troubleshooter grudges reach a critical point and the players let fly with accusations, evidence, hurtful statements, unsubstantiated claims and unrestrained laser blasts.

When creating your own missions, of course, feel free to change up the mission structure at your whim. This structure serves a useful purpose – funnelling players along an efficiently deadly path that builds anticipation and resentment until the cathartic tattle-fest bloodbath at the end – but you are free to subvert that purpose for your own Machiavellian plots, you devious GM you.

Mandatory Bonus Duties

In its glorious wisdom, The Computer has provided additional unique responsibilities for each member of the Troubleshooting team. Is that not great? Every Troubleshooter can feel special and know they are contributing to the success of the team. As Captain Alpha often says, 'Idle hands are a Commie's workshop!'

MBDs change from time-to-time but these are the ones The Computer currently prefers. Some briefing officers let the Troubleshooters volunteer for the available duties, others assign them based on the Troubleshooters' skills and still others hand them out randomly. GMs can read the following descriptions aloud as the Mandatory Bonus Duties are presented. However, this bit is important: Mandatory Bonus Duties assign responsibilities without adding any authority or control. The Team Leader must convince the team to follow his lead, not order them to obey.

- **Team Leader:** You lead the Troubleshooter team, taking full responsibility for the group's successes and failures! One of the Team Leader's important jobs is deciding on the team's tactical approach in combat. An even more important task is acting as a helpful advisor to all the other Troubleshooters.
- **Equipment Officer:** Where the Team Leader leads Troubleshooters, you get to manage the other tools! Your job is to ensure the functionality, cleaning, maintenance, charge levels and proper use of the team's equipment. This includes weapons, bots, vehicles and anything else the team is assigned. Naturally, the Equipment Officer is also responsible for any gear that is lost, stolen, damaged or destroyed.
- **Happiness Officer:** The Computer says a happy clone is a loyal clone and by the coding principle of variable value equivalence, a disloyal clone is an unhappy clone. Put in Infrared terms, all failure is caused by unhappiness. Your job is to ensure the fun and happiness of all team members; your tools are jokes, songs, games, hugs and biochemical supplements. Mainly that last one.
- **Hygiene Officer:** Just as environmental impurities can degrade hardware, so can dirt, sweat and blood reduce organic efficiency. Your role is to keep the team as shiny and clean as when they were decanted. Some of the ways you can do this involve grooming tools, cleaning solvents and random hygiene inspections.
- **Loyalty Officer:** Your job is to uncover signs of treasonous actions, intentions and even thoughts and then either report them or persuade the perpetrators to reform. This duty will keep you busy, because mutants, secret society members and disloyal citizens could be anywhere – even on your team! Seek out and document evidence of traitorous activity, even if it does not exist yet.
- **Media Officer:** Dedicated to all media, both social and not, your assignment is to provide proof to the public that Troubleshooter missions are fun and exciting and not at all a showcase of treasonous failure! Using your Coretech or other tools, you will record, edit and post photos, videos and short articles that cast your team and its activities in a positive light. Capture fun moments! Share non-classified mission facts! Go nuts with filters and tags and maybe your team will go viral!

CHARACTER SHEETS EXPLAINED

Each player needs one of these sheets so they can see their Troubleshooter's stats, skills and more.

There are two sides:

- **The Public Side:** This side of the character sheet contains the information the player needs the most, like how good they are at shooting bad guys and how good they are at fleeing when the team decides they are the next bad guy. While players should not let others memorise their Public side, it is fine if they see it at the table or through the wrong link.
- **The Naughty Side:** *Paranoia* is unusual in that players will rarely cooperate with their teammates. In fact, friendly or even unfriendly fire is common. That is why there is a Naughty side. It has treasonous data like secret society membership and mutant power. Players should NEVER show this side of the character sheet to anyone other than the GM.

The Public Side

Part 1: Personally

Identifiable Information (PII)

- **Name:** Each name has four parts. First is fittingly their first name like Barry or Levon. Next is the **security** clearance abbreviation: R for Red, O for Orange, etc (Infrareds get no letter because they are losers). Then comes the decanting sector, which is where they were originally cloned and is represented by three random capital letters. Last is the current clone number. For example, 'Roy-G-BIV-2' means Roy has Green clearance, comes from BIV Sector originally and is on his second clone.
- **Team Name:** The name of their Troubleshooter team, such as *77G-1* or *The Fightin' Scrubots*. You should make one up and give it to players at some point – or not, depending on how often team-building requires body bags.
- **MBD:** This is the Mandatory Bonus Duty, an additional responsibility they get volunteered for. This can be assigned before the game or during briefing but it is always safe and glamorous – just ask the survivors who are being monitored by Internal Security.

- **Service Group:** This is the industry that the Troubleshooter works in. There are eight of them: Armed Forces (military), Central Processing Unit (government and bureaucracy), Housing Preservation and Development & Mind Control (infrastructure and entertainment), Production, Logistic, and Commissary (manufacturing, stores and restaurants), Power Services (power generation), R&D (research, mostly) and Technical Services (maintenance and repairs). Let players pick one if that pleases you.
- **Buttons:** These are things that set a character off like someone pushing their buttons. The **Treason button** is what is so frustrating that it makes this citizen commit treason and the **Violence button** is what pisses them off enough to make them attack. Roleplaying these can earn players fun points called Moxie. These also come into play should they Lose It (see page 31) from all the stress. Which never happens. Or else.

Part Too: Productivity Profile

There are four Stats that describe innate qualities needed for Troubleshooting duty: Violence, Brains, Chutzpah (look it up, citizen) and Mechanics. Each Stat has four Skills of their own, such as Violence's Guns or Chutzpah's Charm. Ratings for both are used to set NODEs (how many d6s you get to roll), so higher is better. And guess what? Alpha Complex celebrities Teela-O-MLY and Lenny-R-JRK dropped by to help explain things!

Brains: Thinking and having paid attention in class.

- **Alpha Complex:** Locations, people and 'the way we do things'. Teela-O uses Alpha Complex to find the briefing room. Lenny-R uses Alpha Complex to find a deadzone to plan terrorism.
- **Bureaucracy:** Paperwork, signatures and useless procedures. Teela-O uses Bureaucracy to get a termination code quickly. Lenny-R uses Bureaucracy to hide evidence of XP Point fraud.
- **Psychology:** Understanding how citizen's minds work. Teela-O uses Psychology to motivate her teammates into working harder. Lenny-R uses Psychology to prey on people's insecurities.
- **Science:** Physics, chemistry, etc. Teela-O uses Science to find an antidote. Lenny-R uses Science to mix household cleaners to make a bomb he'll use to blow up the Junior Funball League championship.

Chutzpah: We told you to look it up. Also, social skills and being a devious little prick.

- **Bluff:** Getting away with lying. Teela-O uses Bluff to trick traitors into confessing. Lenny-R uses Bluff to say the stains on his jumpsuit are from salsa and definitely not his roommate's blood.
- **Charm:** Tricking and befriending people. Teela-O uses Charm to help her supervisor feel respected. Lenny-R uses Charm to win converts to his cult before murdering and eating them.
- **Intimidate:** Threatening others for fun and profit. Teela-O uses Intimidate to scare Commies into giving up. Lenny-R uses Intimidate to scare a teammate into shutting up about lighting too many innocent citizens on fire.
- **Stealth:** Hiding yourself or stuff you have. Teela-O uses Stealth to spy on a Commie meeting. Lenny-R uses Stealth to hide illegal drugs in his jumpsuit so he can sell them to toddlers.

Mechanics: Technical stuff such as programming, repairing or destroying it 'by accident'.

- **Demolition:** Blowing things up real good. Teela-O uses Demolition to blow up traitors. Lenny-R uses Demolition to blow up freeways to make everyone late just because *he* is running late.
- **Engineer:** Build, repair or sabotage structures and mechanical stuff. Teela-O uses Engineer to repair a hurt scrubot. Lenny-R uses Engineer to monkey wrench that poor scrubot to take pleasure from its pain.
- **Operate:** Use or misuse mechanical stuff. Teela-O uses Operate to drive an autocar. Lenny-R uses Operate to aim a superweapon at the Earth's core.
- **Program:** Write, edit or ruin software (but not The Computer!). Teela-O uses Program to disable illegal door locks on bathroom stalls. Lenny-R uses Program to make that poor scrubot go frankenstein so he can laugh at the body count.

Violence: Physical activity and hurting stuff.

- **Athletics:** Fitness and physical talent. Teela-O uses Athletics to chase traitors. Lenny-R uses Athletics to run away from Teela-O.
- **Guns:** Shootin' traitors and stuff. Teela-O uses Guns to shoot traitors dead. Lenny-R uses Guns to kill his team leader and commit treason unseen because he hates Friend Computer.
- **Melee:** Fightin' traitors up close. Teela-O uses Melee to punch Commies. Lenny-R uses Melee to shiv innocent pensioners.
- **Throw:** Funball pitching but also grenades. Teela-O uses Throw to lob a grenade at a rogue bot. Lenny-R uses Throw to fling his gun at someone because he is that stupid.

Third Part: Citizenship Profile

- **Flags:** Their level of loyalty in Alpha Complex. Troubleshooters start off as Fine but, as they get Treason Stars, they can go to Greylisted, Restricted, Citizen-of-Interest (C-of-I) and then finally Wanted.
- **Moxie:** A metacurrency (meaning points that only exist in the rules) that lets players sabotage their teammates' dice rolls, get help from allies (i.e. not teammates) and use a mutant power. Troubleshooters start with 8 Moxie (the maximum) and more is earned by roleplaying those Buttons or whatever your mercurial and cruel soul deems worthy of behaviour conditioning.
- **XP Points:** This is not money! No siree! Instead, it is a social credit system where supervisors and peers can rate each other on how loyal and good they are. Sure, you can trade XP Points for goods and services, and you receive XP Points for being volunteered at a Volunteer Centre that acts a lot like a business, but it is definitely not a currency.
- **Wounds:** Your level of physical health. You start off as Fine but as you get wounded, you can go to Hurt, Injured, Maimed and then finally Dead. (But not Dead-Dead. We will explain that later.) These injuries decrease your NODE (the number of dice to roll) because you are weak and won't try harder. Jerk.

Part the Fourth: Role in Society

Citizens are happier when they have a purpose, so this section should make you very, very happy.

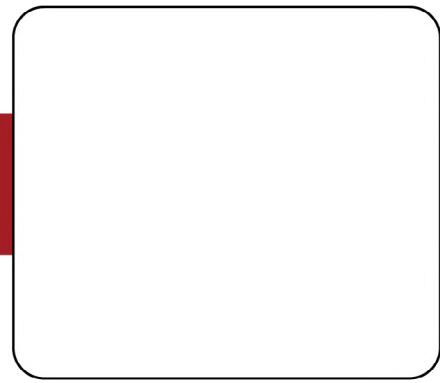
- **Mission Objective:** The point of your Troubleshooting mission. This is handed out by your kind and loving briefing officer and will never (no, not ever) be impossible to accomplish. Perish the thought.
- **Assigned Equipment:** The approved gear you have on your person to help you reach your mission objective. It includes a space for the item's Level or how many dice they add to a NODE. Do not carry any gear above your security clearance! And especially do not list those illegal items on the back of the sheet! Hint hint, nudge nudge.

The Naughty Side

- **Secret Society & Secret Objective:** Belonging to a secret society is treason and will get you terminated. This is where you write down which secret society you belong to. You will also write down any secret objectives given to you by your society to accomplish during a Troubleshooter mission.
- **Mutant Power:** Having a mutant power is treason and will get you terminated. This is where you write down which mutant power you have and maybe a reminder of what it does.
- **Treasonous Equipment:** Here is where you will list any gear that is illegal either because your security clearance is too low or the item is so messed up that it is always illegal to possess.
- **Evidence Against Traitors:** Terminating teammates is great fun but so is blackmailing them into helping you. Here you can write down any evidence you collect against traitors, even if that evidence has been faked. Hint hint, nudge nudge.
- **Favours:** Space to remind yourself what favours you have requested

PARANOIA

TROUBLESHOOTER SHEET PUBLIC SIDE



PART 1: PERSONALLY IDENTIFIABLE INFORMATION (PII)

Name: _____	Team Name: _____
MBD: _____	Service Group: _____
Treason Button: _____	Violence Button: _____

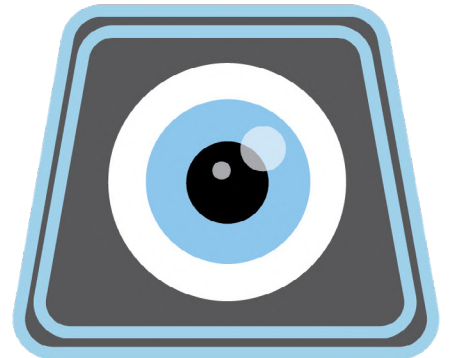
PART TWO: STATS AND SKILLS

BRAINS	CHUTZPAH	MECHANICS	VIOLENCE
Alpha Complex <input type="checkbox"/>	Bluff <input type="checkbox"/>	Demolitions <input type="checkbox"/>	Athletics <input type="checkbox"/>
Bureaucracy <input type="checkbox"/>	Charm <input type="checkbox"/>	Engineer <input type="checkbox"/>	Guns <input type="checkbox"/>
Psychology <input type="checkbox"/>	Intimidate <input type="checkbox"/>	Operate <input type="checkbox"/>	Melee <input type="checkbox"/>
Science <input type="checkbox"/>	Stealth <input type="checkbox"/>	Program <input type="checkbox"/>	Throw <input type="checkbox"/>

THIRD PART: WELLNESS

WOUNDS	FLAGS	XP POINTS
Fine <input type="checkbox"/>	Loyal <input type="checkbox"/>	<input type="text"/>
Hurt <input type="checkbox"/>	Greylisted <input type="checkbox"/>	<input type="text"/>
Injured <input type="checkbox"/>	Restricted <input type="checkbox"/>	<input type="text"/>
Maimed <input type="checkbox"/>	Citizen-of-interest <input type="checkbox"/>	<input type="text"/>
Dead <input type="checkbox"/>	Wanted <input type="checkbox"/>	<input type="text"/>

MOXIE
<input type="text"/>



PART THE FOURTH: PURPOSE IN LIFE

MISSION OBJECTIVE(S)	ASSIGNED GEAR
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PARANOIA

TROUBLESHOOTER SHEET NAUGHTY SIDE

Name: _____

Secret Society: _____

Secret Objective: _____

Mutant Power: _____

Service Group
Favours

Service Society
Favours

Treasonous Gear (DO NOT USE OPENLY!):



Evidence (For blackmail and accusations):

DO NOT FORGET THESE NOTES:

CHARACTER CREATION

Many times, it makes sense for you to create pre-generated Troubleshooters and hand them out to players at the start of the game. That said, players love to feel some modicum of control in their lives and enjoy making their own characters. Here is how to do that in 18 easy-to-follow steps. (As the GM, you could make pre-gens this way or just slap down whatever numbers and words make you chuckle.)

Step A: Create Some Personally Identifiable Information (PII)

- 1. Create a Name:** Players need to pick a clone name, i.e. a normal first name. Then you assign them their security clearance initial (usually R for Red), decanting sector (any three random letters) and clone number. Start everyone at #1 unless you have any old grudges with players to work out. They will pay for their insolence.
- 2. Pick a Service Group:** Let players look at the CPU Service Group Table. They must pick one and write it down on the Public side of their character sheet. Wait on applying service group modifiers in that table since there are no Stats or Skills to adjust yet.
- 3. Create two Buttons:** Players need to create a Violence button and a Treason button (see page 24 and 25). You should make sure each button is an observable thing, i.e. it can be witnessed by characters in the game. That way, you know what to look for that can press their buttons.
- 4. Skip Team Name and MBD for now.** You (the GM) assign these at the start of a mission but you are in charge and can set those now if you want. The team name is just about anything you think is clever; see page 14 for more information on Mandatory Bonus Duties.

Step B: Set Skills and Stats

- 5. Set your Guns Skill at +2:** All players start with the same Guns rating so they have an equal chance at 'missing' a fleeing Commie Mutant Traitor and 'accidentally' hitting a teammate in the back.
- 6. Set all the +1 and -1 Skills:** Start by picking one player to begin this process. Anyone will work.
 - Player 1 picks any empty Skill (right now that means any besides Guns) and assigns +1 to it. If a player had picked Science, they now have Science +1.) This means they are barely competent in Science since positive ratings can go up to +5.
 - The next player clockwise *takes that same skill at -1.* (Ex: Science -1.) This means they are a bit incompetent in Science since negative ratings can go down to -5. You should clarify that the negative is due to Player 1's choice so they start to resent each other. (Do not worry, that is a feature in *Paranoia*.)
 - Continue going clockwise through the group until each Troubleshooter has one skill at +1 and another at -1 (and Guns +2 of course).
- 7. Set all the +2 and -2 Skills:** Pick a *different* player to start with. Then go around clockwise and do the same but with assigning one +2 to an empty Skill and -2 to another empty Skill. After this, everyone should have five Skill ratings: +2, +1, -1, -2 and good ol' Guns +2.
- 8. Keep assigning Skill ratings like this:** Go with +3/-3 next, +4/-4 after that, and finish with +5/-5. Keep picking a new player to start. After this, everyone should have six positive Skills (those at 1-5 and Guns +2) and five negative Skills.
- 9. Set all remaining Skills at 0:** No plus, no minus, just a big goose egg in all empty Skills.
- 10. Set the four Stats:** Tell the players to look at the different Stat boxes on the character sheet (Brains, Chutzpah, Mechanics and Violence) and the four Skills listed below each. To set a Stat's rating, count the number of Skills below it that have any kind of positive rating (not negative nor zero). If a player has Bluff 0, Charm +3, Intimidate +1 and Stealth -2, their Chutzpah would be 2.

Step C: Focus on Naughty Stuff

- 11. Pick a Secret Society:** Let players look at the IntSec Secret Society Table on page 22. Players must pick one of them for their Troubleshooter and write that down on the Naughty side. This will impact some Skills when everyone gets to that part.
- 12. Pick a Mutant Power:** Let players look at the R&D Mutant Power Table below. Players must pick one of them for their Troubleshooter and likewise write it down.
- 13. Apply the Service Group Skill Modifiers:** Each service group provides +1 to one *Stat* and -1 to two *Skills*. For example, Armed Forces gives +1 Violence, -1 Science and -1 Charm. If a player had Violence +1, Science +3 and Charm +1 already, they would now have Violence +2, Science +2 and Charm 0 after years of volunteering for Armed Forces. Stat and Skill limits are +5 and -5; any unused modifiers are simply lost. Hey, do not be so incompetent at planning next time.
- 14. Apply the Secret Society Skill Modifiers:** Likewise, a player's secret society impacts Skills. It does not impact Stats. One gets +2 added to it while the other gets -2. The maximum is still +/-5, just like with Stats. If a player picked PURGE as their society and they have Demolitions +4 and Stealth +5, they would now have Demolitions +5 (remember, cannot go higher than that) and Stealth +3.

What happens if someone picks a Skill for themselves but the clockwise player already has a rating for that skill? How do you give -2 to Bluff if someone already has Bluff +3? Simple: The player goes to the next open Skill downwards, moving to the next Stat's Skills to the right if needed. If you have Bluff +3 but are told to take Bluff -2, and if you have Charm unassigned, then you would have Charm -2. If all Chutzpah Skills have ratings already, you would start with the first Skill under Mechanics and keep going down the line. (Violence leads to Brains to complete the circle.)

Step D: Finish Up Already

- 15. Players give their Troubleshooters 8 Moxie and 200 XP Points.**
- 16. Leave the Wound and Flag sections alone.**
- 17. Skip the Mission Objective for now:** You will assign this during the mission briefing.
- 18. Have each player write down** the following under Assigned Gear: Red laser pistol and Red reflex armour.

Some players and GMs do not like adding competition into creating characters. That is fine! If you really want a more boring way to do this, each player assigns +1 through +5 to five Skills and -1 through -5 to five other Skills. The rest of the rules apply: A player takes Guns +2, counts positive Skills to set Stats and the rest. Of course, there is nothing wrong with the GM creating prepens to try and make the game end on time for once.



CPU's Service Group Table

SERVICE GROUP	PURPOSE	STAT MODIFIER	SKILL MODIFIERS
Armed Forces	Fight battles to project Alpha Complex	+1 to Violence	-1 to Science -1 to Stealth
CPU	Run the government and analyse data	+1 to Brains	-1 to Guns -1 to Operate
HPD&MC	Create rooms, entertainment and propaganda	+1 to Chutzpah	-1 to Throw -1 to Intimidate
IntSec	Enforce laws and terminate traitors	+1 to Violence	-1 to Engineer -1 to Charm
PLC	Create and distribute items including food	+1 to Chutzpah	-1 to Athletics -1 to Program
Power Services	Generate power and maintain the grid	+1 to Mechanics	-1 to Melee -1 to Demolitions
R&D	Invent things to improve life and fight traitors	+1 to Brains	-1 to Operate -1 to Alpha Complex
Technical Services	Create and repair machinery including bots	+1 to Mechanics	-1 to Psychology -1 to Bluff

IntSec's Secret Society Table

SECRET SOCIETY	PURPOSE	SKILL MODIFIERS
Antimutant	Kill mutants and stop chemicals in food and drink that cause mutations	+2 to Intimidate -2 to Bluff
Communists	Turn Alpha Complex into a communist utopia for the people	+2 to Stealth -2 to Charm
Corpore Metal	Humans are obsolete so track bot stats like footballers	+2 to Program -2 to Psychology
Death Leopard	Rock out, get wasted and cause a lot of mayhem (and get away with it)	+2 to Throw -2 to Engineer
FCCCP	Worship The Computer as God and punish heathens and heretics	+2 to Psychology -2 to Science
Frankenstein Destroyers	Bots are evil and should be destroyed, but are you secretly an android?	+2 to Melee -2 to Program
Free Enterprise	Gangs that sell anything to anyone for the right price	+2 to Bluff -2 to Bureaucracy
Haxxor	Information and Friend Computer must be under human control	+2 to Operate -2 to Melee
Psion	Humans are obsolete so blindly obey your mutant masters	+2 to Science -2 to Athletics
PURGE	Weekend warriors set on destroying everything and starting over	+2 to Demolitions -2 to Stealth
Romantics	Pre-Whoops life was way better despite knowing nothing about it	+2 to Bureaucracy -2 to Intimidate
Sierra Club	Lovers of nature who are eager to kill to protect it	+2 to Athletics -2 to Alpha Complex

There is no Illuminati secret society, and there never was. Fnord.

R&D's Mutant Power Table

MUTANT POWER	PURPOSE	WARNINGS
Adrenalin Control	Impressive bursts of strength and speed	Can lead to aggression and wounds
Charm	Win friends and influence people against their will	Can backfire and make people despise you
Corrode	Turn metal into a warm, ashy goo	Rarely affects your own hands, hardly ever
Cryokinesis	Create severe cold, even freeze things	Oww, brain freeze!
Electroshock	Shoot a bolt of electricity from your fingertips	Might short-out electric devices nearby
Force Field	Project a 1-metre circle of invisible protection	It can block air, so how long can you hold your breath?
Hypersenses	Turn the normal five senses up to 11	Overstimulation puts it mildly
Invisibility	Go invisible, including your clothes and gear	Ewww, only the skin went invisible
Machine Empathy	Bots and even The Computer can obey you	Can backfire and make bots and The Computer hate you
Mental Blast	Damage someone's brain from a distance	Can be reflected back at your own mind
Pyrokinesis	Create severe heat, even light things aflame	Oww, 2nd-degree burns!
Telekinesis	Move things with your mind	Move everything except the thing
Telepathy	Speak silently to others mind-to-mind	Did you just broadcast your own thoughts?
Teleport	Bamf yourself to a new location you can see	It is easy to forget to bring clothes and gear along for the ride
X-ray Vision	See through metal, flesh and similar materials	Well hello, ocular melanoma!



VIOLENCE BUTTON IDEAS

- Being mocked over something out of your control.
- When you receive a fine for 150 XP Points or more.
- A bad guy (or bot) gets away on your watch.
- Complaining about people with higher security clearances.
- Very long queues.
- Going from Fine to Injured in one roll.
- Someone gets promoted and you do not.
- Being ignored when you have something vital to share.
- Sudden, very loud noises.
- Wasting food, especially Hot Fun or Cold Fun.
- Cannot get through the door but must get through the door.
- Feeling like you are suffocating.
- Being told to be happy when you are at maximum happiness.
- The smell of expired soylent.
- Sleep deprivation.
- Something is on fire and no one is putting it out.
- The lights go out.
- Someone makes you bleed your own blood.
- Losing assigned gear.
- Someone bullying the weak and powerless.



Which one of you... Stop killing each other in the lineup!

TREASON BUTTON IDEAS

- Stuff kept behind unlocked doors.
- In a large crowd where cameras cannot see you.
- The thing you really need is just sitting there.
- You've been bored for almost 10 minutes straight.
- A higher clearance citizen acts like they are perfect.
- You are all alone, even just for a moment.
- A citizen mocks you in front of others.
- Someone does not value the important things they have.
- Seeing some pills that might create a nice psychedelic trip.
- You are treated like an idiot.
- A lower clearance citizen trying to get your attention.
- You are almost out of time to finish something.
- It is not just dirty but absolutely filthy.
- Something is close to falling over and breaking.
- A citizen has much nicer things than you.
- Seeing a mutant power in use.
- The lights go out.
- Someone was a prat to you just to be a prat.
- Justice was blocked by a rich and powerful citizen.
- There is a chance to bully someone weaker than you.



CHARACTER IMPROVEMENT

For when the GM and players want to run through a *Paranoia* campaign, here are ways to 'level up' and improve characters between missions. And if this is a one-shot, the GM can use Upgrade Points as a score to see which player won the game. Yeah, we know. You cannot win at a roleplaying game. Screw that, let's decide who wins and who loses! Remember, competition is only bad if you are weak and lazy.

Earning Upgrade Points

To improve Troubleshooters, players need to spend Upgrade Points (UP). To get some, Troubleshooters need to reach debriefing and not be dead-dead. Then, depending on your behaviour, GMs can give them 1–3 UP.

- +1 UP to each Troubleshooter who made it to debriefing (even on the last clone).
- +1 UP to each Troubleshooter if the team achieved their mission objective given in briefing (no matter who met the objective).
- +1 UP to any Troubleshooter who the team votes as Troubleshooters of the Weekcycle.
- Troubleshooters who are dead-dead have nothing left to improve, so their players only get mocked and belittled as they should. Dying on a mission is always a choice, Troubleshooter!

Troubleshooter of the Weekcycle is an award given to those who were most loyal and effective in the mission, and winning Troubleshooters get featured in the show *Death, Combat & Genocide Variety Hour* and even get to meet Alpha Complex's greatest hero, Captain Alpha! The debriefing officer (i.e. you) will go through Troubleshooters one at a time and ask all players to openly vote on whether that Troubleshooter should receive the award. Whoever gets the most votes gets the award and one extra UP. Ties mean the tying Troubleshooters each get one UP.

Spending Upgrade Points

UP can be spent to improve your Troubleshooter in several ways. Note that players can spend UP however they want, so if someone has 3 UP, they could spend all three for one improvement or buy three that cost 1 UP apiece. UP can be saved for later but they can only be spent during debriefing scenes. Any player who suddenly decides they want to upgrade Guns just before attacking the Commies gets points for trying but that is it.

Meeting the mission objective earns all Troubleshooters +1 UP but players will still vote on which player did the most work to reach it (and the winner gets +200 XP Points, +2 Moxie, -1 flag and +1 clone). Do not forget about secret objectives, too. (See page 13.)

- 3 UP: Improve one Stat by +1 (max 5). This adds NODE +1 to all Skill rolls using that Stat but does not impact the Skill ratings themselves.
- 1 UP: Improve one Skill by +1 (max 5). This does not change the governing Stat.
- 1 UP: Gain another clone (i.e. get a 7th clone or more). Only Troubleshooters get this option since their job is so dangerous and this lowers your current clone number. (Roy-G-BIV-6 spent 2 UP on two new clones, so he is now called Roy-G-BIV-4.)



THE RULES

When a Troubleshooter tries to do something interesting, important or easy to screw up and kill people they never met, they have to roll dice to see if they are successful or a traitor who failed on purpose because they hate The Computer and petbot puppies. Here is how a Troubleshooter can do a thing:

1. **A player explains** how they want their Troubleshooter to do the thing. Reward crazy, entertaining actions and scoff loudly at anything boring or worse – sensible.
2. **The GM sets the Difficulty**, or the number of successes needed to do the thing. The GM can share this info or jealousy hoard it so they can make up any result and the players will never realise it.
3. **The GM picks a Stat and Skill** that is either most relevant to doing the thing or the worst possible combination so the player gives you a ton of side-eye. This number is the player's NODE, which is how many dice they get to roll to do the thing.
4. **The player adds any dice from equipment and one Computer Dice.** Equipment gives a number of dice equal to their Level (so Lvl 3 = 3 extra dice). No matter what, come HEL Sector or high water, a player ALWAYS rolls the Computer Dice. Always.
5. **The player rolls their NODE dice and counts any dice showing a 5 or a 6 as a success.** If the player rolled successes equal to or above the Difficulty, they do the thing. If not, or if the GM is feeling bitter, they fail the thing. *If the Computer symbol shows on the Computer Dice, it counts as a success.*
6. **If they roll the Computer symbol**, Friend Computer suddenly pays attention to the whole area! Treason Stars make it easier to roll that symbol (see page 45).
7. **Players spend 1–5 Moxie messing with the results.** Once the dice have been cast, GMs must ask the players if anyone wants to change successful dice into failures or the other way around. Players can spend 1-5 Moxie to change that many dice. The rolling player gets to do this, too.

Setting the NODE

A NODE is the size of a dice pool, i.e. how many dice a player rolls for a given action. This is set by adding together one Stat and one Skill that you choose for the player. Then they add any bonuses from equipment and always add the Computer Dice. If you said it was a Violence + Guns roll and a Troubleshooter had

Violence 2 and Guns 3, the player would have NODE 6 (2+3+Computer Dice) and therefore would roll six dice when trying to shoot their loyalty officer in their smug, stupid face. If they shot using a Lvl 1 laser rifle, it would be NODE 8 instead.

Which Stats and Skills are best? That's completely up to you and players cannot complain without suffering consequences that you set (THE POWER FEELS SOOOOO RIGHTEOUS!). Sometimes, this is easy to figure out; shooting a trusty laser pistol at a fleeing terrorist is likely Violence+Guns. But feel free to explore different combinations! Running while shooting could be Violence+Athletics; an ambush could require Violence+Stealth; and shooting a traitor in a crowd of loyal citizens while actually caring about innocent lives could be Brains+Guns. You should go with whatever combo makes this player whine and the others cheer.

Because Troubleshooters can have negative Skill ratings, sometimes a player winds up with a negative NODE such as Violence 2 and Guns -4 creating NODE -2. In this case, the player still rolls 3 dice (2 + the Computer Dice). But any failed dice (1–4) subtracts a successful dice (5–6). If the three dice came up 3, 5 and 5, the player would only have one success (the 3 cancels out one of the 5s).

Difficulty Ratings

The Difficulty is how many successes are needed to do the thing correctly. Easy is DIFF 1, so only one successful dice is needed to succeed; Average is DIFF 2; Hard is DIFF 3; Very Hard is DIFF 4; and No Seriously This Is Super Hard (NSTISH) comes in at DIFF 5. *You pick the difficulty rating you feel either 1) makes the most sense given the scene or 2) has the biggest chance at making the player fail spectacularly and hurt their teammates to create resentment that leads to internecine warfare. But hey, maybe the dice won't hate them this time? (Famous Game Designer tip: Dice always hate us.)*

The Computer Dice

Friend Computer always watches its citizens but because that leads to collecting more data than It can handle, It has to rely on actions triggering filters so It knows what to pay attention to. In the game, this is represented by the Computer Dice. (Yes, there is only one die. Yes, we write *dice*. Deal with it.)

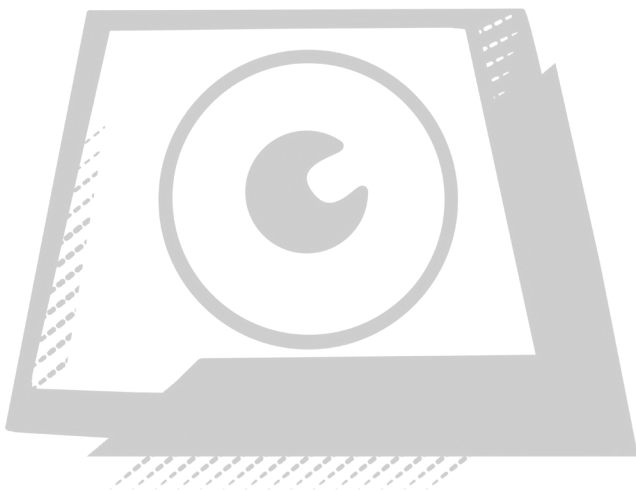
If the Computer symbol shows up on the Computer Dice (or a 6 if using a regular die), then something was flagged and Friend Computer is now paying very much attention to the area where the Troubleshooter is (not just the Troubleshooter who rolled but anyone nearby). You can then decide what type of lesson or correction Friend Computer thinks is best. And again, the Computer Dice counts as one success if a 5 or the Computer symbol shows up.

Moxie

Players can spend Moxie to turn failed dice into successes – or successes into failures. Each player can spend up to 5 Moxie on a given roll (that includes the rolling player who spends BEFORE the other players get to spend theirs. Try not to overspend!). This is done publicly so everyone knows who that player is screwing over. Just remind players to watch out for Losing It (see page 31).

GMs Don't Roll

Yes, you read that correctly. *In this game, the GM does not roll dice.* Then how do you know what NPCs do? That is up to the players' rolls and your own twisted mind. You react to their dice and use the result to decide what the NPCs manage to do. **As a general rule, Troubleshooters receive one consequence (wound, Treason Star, correction, etc.) for each successful dice they lack.** If a player faces DIFF 3 outside of combat and only gets one successful dice, they get two consequences like a 50 XP Point fine *and* a Treason Star or two Hurt wounds. Consequences are solely your choice, so do not listen to players who beg unless you want to.



Example of the Core

Mechanic in Action

GM: *You found your briefing room but there's an Orange clearance guard refusing to let you in. Your Coretech kindly reminds you that you're 20 minutes late and XP Point fines are accruing.*

Greg: *Guards don't scare me! I butter him up so we can get inside, but I also ready my laser pistol.*

GM: *That sounded like Chutzpah+Charm until you mentioned a gun, so roll Chutzpah+Intimidate instead. (The GM secretly settles on DIFF 2 for this roll and doesn't share that with Greg.)*

Greg: *With Chutzpah +1 and Intimidate +3, I have NODE +4. Plus the Computer Dice for 5d6. Here we go!*

GM: *Let's see. You rolled 2, 2, 3, 5 and 5 on the Computer Dice. You got two successes, which matches the difficulty. Now, does anyone want to spend Moxie to change things?*

Eric: *<nods to the GM, reaches for a successful dice and silently turns a 5 into a 1. Then he takes away 1 Moxie from his character sheet.>*

Dan: *Nah, I'm good.*

Greg: *Oh, I see. Someone doesn't want this mission to succeed. You will pay, Eric.*

Eric: *Uh, no way! Dan did it. I saw him. I was only a mirage.*

Dan: *Like hell! You even smiled when you made him fail!*

Greg: *I pull out my laser pistol and attack.*

GM: *Do you attack Eric's Troubleshooter, Dan's Troubleshooter or the guard?*

Greg: *YOU WILL ALL DIE FOR YOUR INSOLENCES! But I'll start with Eric.*

Using Equipment

During the game, Troubleshooters can be assigned gear, experimental devices and more. Some might work. Some might blow up thanks to user error and never because they were poorly designed and built. Overall, equipment can help players have more dice to roll and comes with some nifty effects.

All equipment includes a Level (Lvl) rating. Players add that many dice to their NODE for any action using that equipment. A laser rifle is Lvl 1 so add one die to the NODE (on top of the Stat and Skill numbers). Levels are always positive and can be added to a negative NODE if you can do math. (NODE -1 plus a Lvl 1 laser rifle means NODE 0, which in turn means the player only rolls the Computer Dice because that is always rolled. Always.)

Success vs. Treason Effects

Every item Troubleshooters can use also has two special effects: A *Success effect (S)* when the roll meets or beats the Difficulty (i.e. they used the item correctly) and a *Treason effect (T)* when the roll fails (i.e. they failed to use the item correctly, which is obviously some kind of sabotage because bad luck is a myth promulgated by terrorists). As the GM, you are encouraged to modify, ignore or apply these effects – whichever makes the players groan and laugh.

For example, a Light Emitter Disguise Kit has, 'S: +1 Treason Star to anyone saying you are not a lamp | T: Cannot act until something hits you because lamps don't move'. If a roll has DIFF 2 and the player rolls 2+ successes total, then you would apply the Success result. That Troubleshooter is now officially classified as a lamp and anyone saying otherwise gains a Treason Star. If the player got one or no successes, you would apply the Treason result. That Troubleshooter stands still while everyone wonders why they are wearing a lampshade as a hat.

Some equipment, like Red laser pistols, are so common and basic that they have no Success nor Treason effects.

XP POINTS

As part of the Great Hotfix (see page 60), The Computer turned the XP Point currency system into a social credit system where each point is an official 'Hey buddy, thanks for the nice job' from other citizens or Friend Computer. The more XP Points you have, then the more trusted you must be because everyone is taking the time to thank you. And the more trusted you are, the more you should be able to own. That is why citizens can still effectively purchase goods and services with XP Points – that payment is really official thanks for the hard work citizens put into making the goods or services.

How do Troubleshooters earn XP Points? Mostly it comes from their volunteer work (AKA service group jobs). Each volunteer gets XP Points weekly based on lots of factors like how likely they are to go postal over low wages. Sorry, that was a mistake. Low *thankyous*. While XP Points are not considered currency anymore, they are functionally identical. Just do not say that to Friend Computer or you will wind up with several cauterised laser shot wounds in your face.

Dark Web and Black Markets

Since there is no official currency in Alpha Complex, does that mean there is no underground black market?

Nope. In fact, there are many.

Traitors sometimes set up physical black markets, typically in the Underplex or on the dark web (yes, Alpha Complex has a dark web just like real life). Citizens can browse questionable merchandise and trade using their XP Points. The dark web is home to many illegal sites and files, and that certainly includes a digital black market for more XP Point spending. Such online shopping even includes rapid shipping so players do not have to wait for several real-time hours before getting the ill-gotten toys.

Why does Friend Computer permit black market shopping? It does not. XP Points spent in black markets get digitally laundered and end up in a blockchain ledger as, 'Giving thanks to a loyal citizen'. Big C wants citizens to thank each other as positive reinforcement for loyal behaviour, so treason filters overlook them. Also, many High Programmers and Violet clearance citizens enjoy black markets, especially their commissions. This all means Troubleshooters can spend their hard-earned XP Points on treasonous equipment without being immediately arrested. Is that not a tad convenient? Sure is. What, game design cannot be convenient?

CORETECHS and APPS

Every clone has a brain implant called a Cerebral Coretech, which provides an augmented reality display, vitals monitoring and communication and recording capabilities. It also keeps a cloud backup of everyone's personality and memories for implanting into their next clone.

A Coretech's always-on heads-up display supplements what a clone sees by adding – or sometimes redacting – information. Such data includes citizen names, Treason Stars, object identification, map route-finding arrows, tutorial videos and more. All citizens can view other citizens' Treason Stars displayed above their heads so they know who to shun and avoid.

In addition to accessing information and propagandainment from approved databases, social media and video streams, Coretechs allow clones to download apps that enhance their abilities, including skills and improved sensory capabilities. These are always perfectly designed, so any rumours of brain haemorrhages or wetting oneself are treason. Data is conveniently stored in the clone's own grey matter. (Sudden forgetfulness is a sign that your memory is filling up.)

Clones can talk privately to The Computer via Coretech by thinking hard and getting answers directly in their auditory processing centre. They can also send short messages to other clones anywhere in Alpha Complex in the same manner, so Troubleshooters can talk to each other as long as they are close to Alpha Complex. Coretechs also handle audio/video recording activated by eye movements.

If The Computer can look and hear through any citizen, how does anyone commit treason? Two ways: Deadzones and clutter.

- There are spaces within Alpha Complex where the network cannot reach (on accident or purpose). These are called deadzones and Coretechs do not work there. Nothing can be recorded or seen by Friend Computer, and comms do not work either. Deadzones are called that because scrubots keep finding dead bodies in those areas.
- Millions of citizens out there have Coretechs running 24/7, resulting in petabytes of new recordings every weekcycle. Who has the time to go through all that clutter? Even with automatic filters in place, The Computer and Its minions simply cannot catch all the treason being recorded. Many a traitor avoided the firing squad simply by being overlooked in a sea of data.

MOXIE

Moxie is a metacurrency, meaning they are points given by GMs to reward players (not characters) doing fun and interesting things. While it represents a Troubleshooter's stress levels (think of each point as a spoon in Spoon Theory), its real purpose is to let players commit more treason. All Troubleshooters start a game session (not necessarily a mission's start) with 8 Moxie and these can be spent to commit some delicious treason. Tasty!

Earning Moxie

There are three ways a player can earn Moxie from the GM:

1. **Voluntarily roleplaying their character's Violence and Treason buttons.** If a player voluntarily acts out one of their buttons when that makes sense to you, give them two points of Moxie (maybe more if it was really funny).
2. **Making people laugh or being entertaining.** This is a game, so it should be fun and enjoyable. Reward players who add to the fun with one or more points of Moxie like treats are used to train dogs.
3. **Whenever you want to reward behaviour.** Remember how *Paranoia* GMs have powers but also responsibilities? Part of that includes making sure players are enjoying the game. You can dole out Moxie to reward proper *Paranoia* behaviour (like backstabbing and blackmailing). Once the players figure out what earns Moxie, they will be all over it.

Technically there is a fourth way: Lose all Moxie, die and come back, as that brings the citizen back with 4 Moxie only. This applies whether the Troubleshooter died in the line of duty, in the line for snacks or by having no Moxie left and Losing It (see page 31).

Spending Moxie

Players can spend 1–5 Moxie at a time for any of these four effects. Just remind players that if they end up with no Moxie left, their character Loses It and aggressively acts out one of their buttons (GM's choice) until death.

1. **Flip a successful or failed dice:** Turn a successful die that has been rolled already into a failed die or failed one to a successful die. This is done publicly in hopes that blood feuds erupt. Players can change one die for each point of Moxie spent (up to five). The rolling player gets to do this, too. This is true for the Computer Dice as well but no Moxie can affect Friend Computer's loving attention.



Calling in favours is good for you and cruel to teammates. Win-win!

2. **Using a Mutant Power:** Every Troubleshooter has a mutant power and it costs 1–5 Moxie to use it (more Moxie means bigger results, good or bad). Players must send you a note or text with the mutant power’s name, how much Moxie is spent and the target (like *Cryokinesis*, *Bill*, 3). Then you tell him to make a cover roll (see page 42) to help hide its use from the others.
3. **Calling in a Service Group favour:** Each player can discreetly message their service group (like IntSec or CPU) from their Coretech. By spending 1-5 Moxie, that player gets assistance from their service group in a way related to the group’s industry: Armed Forces provides military help, HPD&MC provides propaganda help and so on. See each service group’s description (on page 84) for ideas on what different favours might cost.
4. **Calling in a Secret Society favour:** Each player can also discreetly send a message (just not through the Coretech!) to their secret society requesting some definitely illegal help related to that society’s purpose: Antimutant can provide violence, Haxxor can hack systems and so on. See each secret society’s description (starting on page 93) for recommended favours and again, you decide how long it takes for the traitors to show up and do something.

For favours, a player can ask for anything they want – but you decide what they get and when they get it. Just make sure it is slightly useful; players will stop spending Moxie on favours if these quickly become painful lessons in what not to do. Pro-tip: Let the first and/or second favour request work amazingly well for that player. That will motivate the others to use favours, which you can then crush as you laugh maniacally and mock their sad faces.

Losing It

Remember how Moxie reflects a Troubleshooter’s stress level? If a player ever runs out of Moxie, their Troubleshooter snaps from the stress (no spoons left) and Loses It. That player should look at their character’s two buttons, pick one and take it to a wildly aggressive extreme. If their Violence button is a long, seemingly endless queue, that Troubleshooter would hunt down people waiting in long lines and berate or attack them.

A Troubleshooter calms back down when either you give them a point of Moxie (so they can stop hogging all the attention) or they die. Hard to be grumpy when you are dead. Troubleshooters who die this way come back with 4 Moxie because, for some reason, citizens find death, rebirth and being back in the field within minutes to be disquieting.

COMBAT

In many roleplaying games, combat is a complicated affair with modifiers for damage types, range, terrain, species, class, armour, mood, windspeed, declination of the Moon, GM irritability, phone calls that player made during the game and sometimes Boxing Day. However, this is *Paranoia* where things are a bit different because they are, frankly, better.

Initiative

When deciding who goes first during combat, The Computer always goes first. Always. Next, look at security clearances. Through the ubiquitous Coretech brain implant, Friend Computer throttles a citizen's nervous system depending on how much It currently trusts them. That is why Ultraviolet clearance goes right after Friend Computer, followed by Violet, then Indigo and so on down to the ones that always go last: Infrareds.

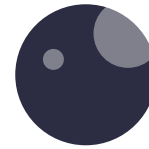
Within a clearance's initiative, all actions are simultaneous. That means a team of six Red clearance Troubleshooters will all go at the same time and cannot dodge any of their attacks against each other (two Troubleshooters shooting each other would both hit if both rolled well). Pick one Troubleshooter for any reason that makes your dark heart grin, then go in a clockwise direction until everyone has a turn that round. Then mix it up next round by starting with a different player and going clockwise.

Some competitive players might find comfort in going sooner than the teammates who want them dead. In those cases, **they can bump their initiative to the next clearance level (like Red to Orange) by taking a -1 NODE penalty** to the upcoming roll for rushing to go first. This can be done up to five times in a given roll, meaning a Red Troubleshooter could go at Indigo with -5 to their NODE that turn. The player does not have to explain what their action is ahead of time unless the GM says that is needed.

Because all players can take that NODE-based reckless trade-off, this might lead to an arms race where one player bumps to Orange, so another goes to Orange as well, which makes the first one go to Yellow, and so on until both have -5 NODE. If this happens, try to contain your glee, as this is totally not a thing planned by the designers.

Attacking

To attack an enemy (like a teammate), the player first explains what they want to do. Use that to set their NODE by picking a Stat and Skill combination you feel fits best given what the player explained. Then add a number of dice equal to any equipment's level (Red laser pistols are so simple they do not add any dice). Always add the Computer Dice. Always. Lastly, set the difficulty (usually between one and three but can go higher) but do not share that with players. This helps you change things should the dice dare interfere with your vision.



Does this mean GMs can cancel a winning roll or cause damage without rolls? Sort of.

GMs have the power to alter, ignore or celebrate any rule as the game progresses, but be warned: Players will not enjoy the game if their rolling does not matter and their enjoyment is a big reason why GMs run games. Use your power wisely. Make sure players are having fun, not just you, and that you change things when that helps everyone enjoy the game more. Lastly, remember that people matter more than our games. If the players are getting frustrated, change how you do things so they get back to having a blast.

Once this is done, compare the number of successes to the difficulty as usual to determine if the attack landed. If the Computer symbol is rolled on the Computer Dice, The Computer suddenly decides to pay attention to everyone in that area and can act first next round if It needs to. Do not forget that flags like C-of-I can make rolling the Computer symbol a lot easier.



Why burn your bridges when you can blow them up?

Defending

The only way to really defend against an attack is to go before the attacker, because there is no defence quite as effective as killing the bastards before they can even aim (that is why going earlier in initiative is so useful). Armour takes away successes, -1 per Level, to decrease damage or even block the attack. And because we know your players will ask, they cannot dodge a laser without moving faster than light, so good luck with that.

Area Effects, Conditions and Movement Squares

HAHAHAHAHA no. *Paranoia* combat is meant to be quick and fatal, not full of modifiers and rules to look up. Not that we are mocking not-fun RPGs that do that. Detailed combat rules are not the wrong way to have fun, just the wrong way for this game.

Wounds

Although exceedingly rare, sometimes a Troubleshooter gets wounded when hunting down terrorists. It is rare because it is way more likely that Troubleshooters get seriously hurt by other Troubleshooters, briefing officers, random Infrareds with more muscles than brains, bots, things that live in the darkness, experimental Bouncy Bubble Beverage flavours and a whole lot more.

Because GMs do not roll in *Paranoia*, how can GMs know if an NPC hits a Troubleshooter? **By looking for failed rolls.** Anytime a player does not at least match the difficulty of a roll in combat, they get a wound. Should you give worse wounds for ridiculously bad rolls? Sure! Anything that puts Troubleshooters at a disadvantage sounds good to us.

When a Troubleshooter faces damage from combat or eating a questionable Eggiez(TM) Legally-Not-Egg sandwiches, there are five wound levels to consider. Because they represent physical wounds, these can affect your NODEs. (It is harder to cut the blue wire when both hands are cauterised stumps.)

- **Fine:** The default state. Uninjured. Not worth mentioning. Why are you even reading this?
- **Hurt (-1 NODE):** Damaged enough to feel some pain but not too much. Bruised and maybe bloody but not bowed. -1 NODE until healed.
- **Injured (-2 NODE):** Suffering from serious wounds and pain. No broken bones but plenty of nasty bruises or bleeding cuts. -2 NODE until healed.
- **Maimed (-3 NODE):** Badly wounded and unable to use one part of their body, possibly because it is missing. This covers broken bones, lost limbs and sucking chest wounds. -3 NODE until healed.
- **Dead:** Time for a new clone! See page 35.

If an attack comes from another player, they get to roll dice for their attack. If the combat roll matches the difficulty number, the attack hits and causes a Hurt wound. (If it is DIFF 3 and the player rolled two successes, they would fail. Three successes? It matches the DIFF, so the attack causes one Hurt wound.) For each success past the difficulty, the wound increases in severity: Hurt to Injured, Injured to Maimed and Maimed to Dead.

GM: *You have the Infrared against the wall. She keeps saying, 'Gotta work, gotta work' over and over again. What next?*

Lily: *Oh, she's gonna say something else eventually. I hit her hard across the ribs with the skinnerstick I mysteriously received but definitely was not a favour.*

GM: *Attacking an unarmed, unresisting clone? I'm unsurprised. Roll... uh, roll Violence + Melee.*

Lily: *I got Violence +1 and Melee at +3. Someone give me four six-siders, please.*

Muhammad: *Don't forget to include the Computer dice!*

Lily: *Wow. Thank you for reminding me. I almost forgot to roll the dice that can get me in trouble.*

GM: *And skinnersticks are Lvl 1, so your NODE is 6.*

Lily: *What's the difficulty number?*

GM: *Lose 25 XP Points for asking a stupid question.*

Lily: *Whatever. <Rolls> Sweet! That's three successes!*

GM: *It was DIFF 2. Two successes match the DIFF, so that's one Hurt wound. You have an extra success, so Hurt gets turned into Injured. But skinnersticks cause -1 Moxie per wound, so the Infrared clone winces at the shock of pain, then looks right in your eyes with pure hatred and loathing. 'Gotta work, but first, gotta kill!'*

Muhammad: *Hey! You made a new friend!*

What if there was no roll, such as a Troubleshooter eating a room-temperature Eggiez(TM) Legally-Not-Egg sandwich? GMs do not have to listen to mere dice anyway, so that Troubleshooter gets either a specific or generic wound depending on what sounds fun to you.

- **Specific wounds** are just that. You specify which wound (Hurt, Injured, Maimed or Dead) and the player puts a check mark in the relevant box on their character sheet and rues their life. If a Troubleshooter already has a check mark in that box, they mark the next severe one. Already Injured and get a new Injured wound? Sucks to be Maimed like that.
- **Generic wounds** are when you simply say, 'Hey there, take a wound'. Because you do not specify the severity, the player starts at the Hurt box and checks the first available box down the list. Doing Fine but told to take a wound? Welcome to Hurtsville.

Healing

In a society where everyone has five backup clones and Infrareds are mere cattle, medical science has fallen behind other areas. The best way to heal up, at least according to The Computer, is to call for a docbot. Because docbots often prepare risky surgeries in the field using a spoon, a chainsaw and a marked lack of anaesthetic, many Troubleshooters stay far away from them. GMs can let docbots heal one wound, all wounds or cause a few so the patient has a complete set.

If docbots are off the table, the next best thing is a medkit. These idiot-proof kits offer simple treatments like casts, bandages, burn spray and so on. As a general rule, players heal similar to how they take wounds. If the medkit roll matches the difficulty, the player can erase the most severe wound. (Any player who tries to use a medkit to heal dead deserves -1 Moxie and a concerned look.)

Often however, getting a new clone is easier. Self-euthanasia is such a nicer way to put it, right?

Replacement Clones

Each citizen has six total clones (a 'six-pack') and starts on clone #1. After a well-deserved termination, the character will awaken in a new but identical body fresh from the clone vats, memories all intact right up to the point of your last backup. (This always loses the last five minutes of memory and that conveniently stops clones from remembering who exactly killed them.)



Not knowing who did the dirty deed is on purpose. This prevents players from showing up with a new clone, attacking whoever killed their first one and creating a downward spiral of revenge fights whenever new clones arrive. That tends to derail missions in a not-fun way, hence the need for a small gap in memories. Besides, do you want to be a player if two others are hogging all your attention?

A clone replacement shows up whenever it is convenient to you. Try to get them back soon so they can start working on sweet, sweet revenge. But note this: *Treason dies with the clone*. If Liam-O-DEA-1 was terminated for stealing a genetically modified hantavirus, Liam-O-DEA-2 cannot be punished for causing genocide because the crime was caught and corrections applied. If Liam-O-DEA-1 had never been caught stealing a hantavirus, he can still get in trouble for it regardless of which clone he is on.

Since your game session might possibly include a few Troubleshooter deaths, here are some important details to know:

- Newly decanted clones have the same security clearance, secret society, mutant power and XP Points of their antecedent.

- A new clone arrives with 4 Moxie, one-half of what they start with because it is a bit stressful to wake up in a new body covered in clone growth goo.
- All wounds and flags are erased so they are healthy and loyal. (*Treason dies with the clone, remember?*)
- All equipment (assigned or treasonous) is untouched and back in their possession. No character can take another's equipment without the expressed, written consent of The Computer (not the GM).

That makes no sense. Why are Troubleshooters stopped from the old RPG trope of looting dead bodies? To be honest... because the game works *much* better this way. If you could loot PC bodies, the new clone would arrive with nothing. They would be at the mercy of anyone who still has a laser pistol and reflc. Making a Troubleshooter helpless against their teammates definitely has a place in *Paranoia* but only a rare one. We want all players to be able to cause a ruckus, so taking that away from one player while the others have everything can lead to the not-fun kind of frustrating.

Lower clearance citizens might have to wait days or weeks for their replacement clone to be decanted but Troubleshooters need their clone replacements ASAP, so the delivery is quick and often by autocar, flybot, pneumatic tube, teleporter, trebuchet, storkbot or our personal favourite: It just happens.

Example of combat

GM: *The Commie pulls out a grenade and says, 'Back off, capitalist pigdogs! Or I'll blow us all up!'*

Allen: *I aim for the Commie's wrist and shoot her hand off so she drops the grenade before she pulls the pin.*

Beth: *I aim... wait, what did you say? Eww, gross. Anyway, I see Allen's Troubleshooter shooting at the grenade, so I shoot him for being a stinkin' traitor and trying to blow us all up.*

Paul: *Seems pretty open-and-shut to me. I shoot Allen's character, too.*

Allen: *I never liked either of you.*

GM: *The Commie is Orange clearance. Would anyone like to go before the angry woman with a grenade?*

Beth: *Crap, okay. I got a high Guns, so I'll take a -2 NODE penalty and go at Yellow.*

Allen: *Ruh-roh. You know what? Fine. It's fine. It's all very, very fine. I stay at Red.*

Paul: *Same. I want to see how Beth does before getting involved.*

GM: *Beth-R, you go first, Shooting Allen-R is Violence + Guns and I won't tell you the Difficulty because I don't want to.*

Allen: *Oh, I know. And you know what? That's so damn fine.*

Beth: *Damn, that -2 knocks my NODE down to just three dice and the Computer Dice. Okay, I roll and... looks like two successes and no Computer symbol!*

GM: *His character is wearing Red clearance reflec, which takes away one success from a Red laser. That gives you one total, which means Allen's Troubleshooter takes a Hurt wound.*

Allen: *But I already have a Hurt.*

GM: *Then you take an Injured wound instead.*

Allen: *But I already have an Injured.*

GM: *Sigh. Your character dies from a random sniper that targets characters whose players can't figure out how to communicate what wounds they have and waste our time. Your replacement will arrive eventually. It's the Commie's turn since Orange goes next. She pulls the pin... and nothing happens.*

Allen: *Hooray for PLC's lack of oversight and standards!*

GM: *Hush, corpses don't get sassy. Paul, now it's your turn so you can now tell me what your character does now.*

Paul: *Do I still have to shoot Allen's character? <writes furiously on a scrap of paper>*

GM: *No.*

Paul: *... aha! I shoot the Commie, obviously! See, Beth? This is loyalty! <hands the GM a note that says, 'Commie, Teleport, 3' because he's a Commie and wants to protect his brother in arms>*

GM: *Got it. Let's go with Chutzpah and Guns since you're all 'Look at me, I'm Loyal McTrustworthy the Third, Esquire.'*

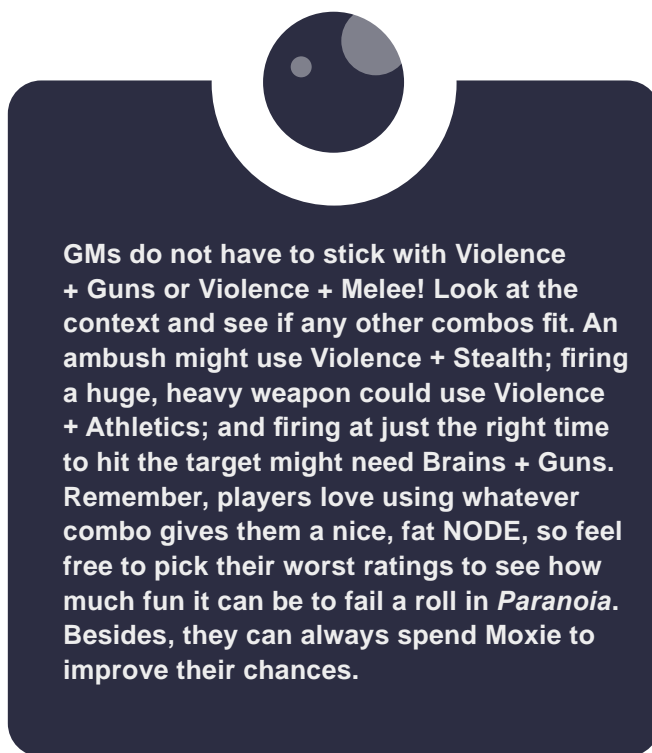
Paul: *Damn, looks like I missed. Heh, no successes at all.*

GM: *Actually, you hit! In fact, you vaporised him. He's completely gone, just a wisp of smoke left behind.*

Beth: *Really? Vaporised? On a roll with no successes?*

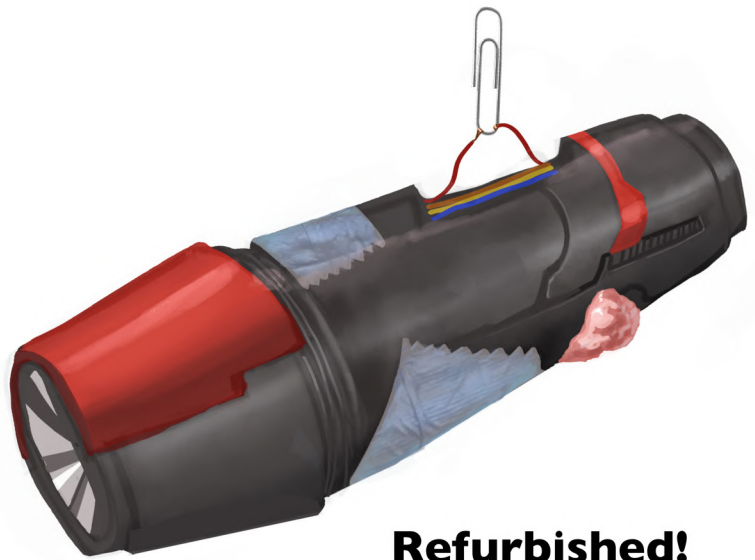
GM: *Yes really. Care to challenge that call?*

Beth: *<looks at Allen> Nope, everything really is fine right now. The future might be different for some of us.*



Buy now. That is not an offer.

RollUp was ~~27xp~~
40xp!



Refurbished!
Previous owner
cleaned off!



Retail therapy is great for preventing executions.

Don't be a Lenny. Buy something you do not need today!

EQUIPMENT

Equipment in *Paranoia* has two main *raison d'etres*: 1) Give players chances to be more entertaining and 2) like so many other RPGs, we use long equipment lists to make up for a lack of originality. (Yep, we need 16 different types of polearms! Players totally need that many and never want more lore!)

For Troubleshooters, all equipment is either Assigned (it belongs to Friend Computer so be careful with it), Personal (it belongs to the Troubleshooter who bought it legally but still be careful with it) or Treasonous (it is illegal and only traitors have one so go nuts with it). While these categories have no mechanical effects, they might change what happens if a device is damaged or lost.

Level and Clearance

When using gear in a roll, your NODE increases by the item's level (Lvl). A plasma generator is Lvl 5, which means adding five dice to the NODE. Lvl 0 means no extra dice but you can still roll normally.

The item's clearance is the minimum security clearance permitted to use, fondle or own that item. If the clearance is Treason, then the item is illegal and will most likely get you executed while your friends point and laugh. However, Troubleshooters' assigned items are free to use them despite not having the right clearance. If Friend Computer says it is so, it is so.

Success and Treason

When using an item, tell the player to roll using whatever Stat + Skill combo makes sense. If the roll is successful, apply the Success effect. If the roll is a big, fat failure, apply the Treason effect. (Friend Computer believes there are no failures, only treasonously avoiding success.)

Unless the item's write-up says otherwise, all weapons cause damage based on how many successes are rolled minus any armour in addition to any Success/Treason effect. GMs can adjust the Success/Treason effects to make a scene more interesting, hard or evil.

ARMOUR

Armour always works in combat (except when the GM says it does not), so no roll is needed. GMs should always apply the Success effect unless that would be boring (and take away successes equal to the armour's level) and they can use the Failure effect when any player does not laugh at the GMs' jokes.

Double Armour (Lvl 2 | Green)

A combination of reflex armour (useful against all lasers but Ultraviolet ones) and kevlar armour (protects against kinetics like bullets). **S:** -2 successes from any attack roll using lasers lower than UV or physical attacks like with bullets. | **T:** Protective but bulky; -1 NODE to all rolls while wearing it from now on.

Kevlar Armour (Lvl 3 | Orange)

Helmet, vest, arm and leg armour that protects against bullets and other physical weapons. **S:** Stupid attacker. -3 successes from all attack rolls using physical damage like knives or truncheons. Energy attacks like a laser pistol are unaffected. | **T:** Too bad this did not cover the groin; take damage normally and hope to avoid a Maimed result from the attack.

Reflec Armour (Lvl 1 | Red-Violet)

Shiny jumpsuits that block laser shots of *the same clearance or lower ONLY*. **S:** Remove one success from a laser attack of the same colour clearance or lower (so Red blocks Red lasers but not Orange ones). | **T:** This should have been worn over the face. Take damage normally.

Riot Shield (Lvl 1 | Red)

A clear, rectangular shield with a smiley face on the front. **S:** -1 success from an attack roll's result *before* determining damage from any weapon. | **T:** The shield worked but broke, so have fun explaining that to Friend Computer.

Total Safety Armour,

AKA The Safe (Lvl 5 | Blue): A coffin-shaped, indestructible metal container big enough for one clone inside. Provides the ultimate protection at the cost of all mobility and common sense. **S:** Block all damage, even from lava, nukes, etc. | **T:** The Safe has fallen and anyone inside is stuck. At least there is no damage from the fall.



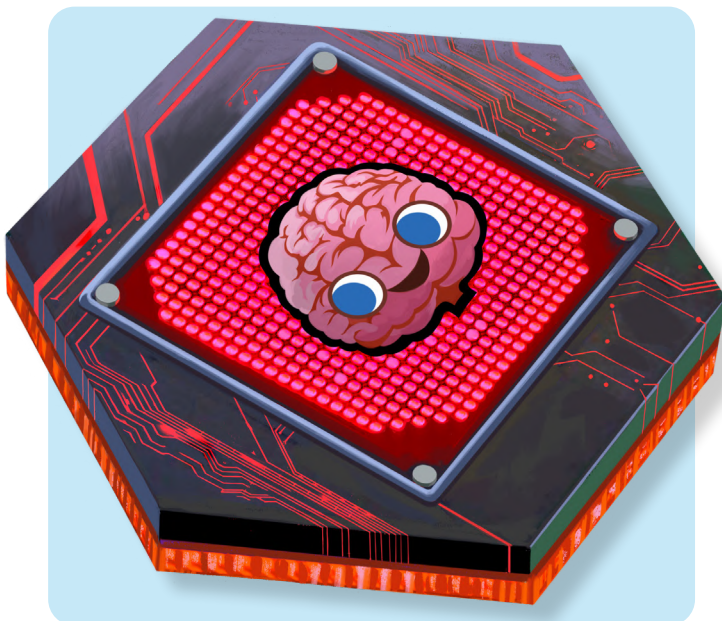
CORETECH APPS

Action Cache (Lvl 2 | Red): Makes a copy of nerve signals used in your last action so it can be repeated even if incapacitated. **S:** Redo the user's last action on the turn after their death; make a roll if necessary. | **T:** The last action never stops happening until the corpse falls apart; the next clone starts with -50 XP Points to pay for the damage.

Happy Place (Lvl 1 | Infrared): Fills the brain with sounds, sights, smells, etc. that makes things happier and less stressful for most citizens. **S:** Cancel losing up to 3 Moxie from a stressful event (not spending Moxie, just losing some). | **T:** Things are so happy that nothing aggressive can be done; will happily get beat up rather than fight.

Pak-N-Sniff (Lvl 2 | Yellow): Intercept data packets from a target's Coretech signal before they act. **S:** Pick a human character and go one security clearance before them this round. (Picking a Yellow citizen means you go at Green without spending Moxie.) | **T:** Overwhelmed by packets from everyone nearby; go dead last this round (even Infrareads act sooner).

Vidiot Studio Pro (Lvl 2 | Yellow): Idiot-proof video editing software that pretties up Coretech recordings. **S:** +1 success when editing video evidence or using it to back accusations. | **T:** Accidentally deleted the good parts, so +1 Treason Star for purposefully ruining evidence.



Happy Place



Torch

INTEL and COUNTERINTEL

Data Bomb (Lvl 3 | Green): A device that emits a polymorphic worm virus that hits any digital storage medium within a metre before deleting itself. **S:** All digitally-stored data within one metre is permanently erased. Bots either go Frankenstein or power down. | **T:** The only affected device is the user's Coretech, so now they have amnesia (but know to obey Friend Computer, higher clearance citizens and other basic skills).

Actor's Friend (Lvl 2 | Yellow): A collection of makeup, wigs, fake moustaches and fake teeth that supposedly works as a great disguise despite looking lame. **S:** +1 success on the next applicable roll. | **T:** -2 NODE for the next applicable roll because no one looks like that normally.

Light Emitter Disguise Kit (Lvl 2 | Orange): The kit comes with a lampshade hat and a fake power cord, which would be laughable if Friend Computer's sensors did not decide this kit always works perfectly. **S:** +1 Treason Star to anyone saying you are not a lamp | **T:** You really get into the role and cannot act until something hits you because lamps don't move.

Spybot (Lvl 2 | Orange): four-rotor drone that sends audio/video recordings to (and is controlled by) your Coretech. **S:** +1 success for spying on a scene. | **T:** Drone gets bit and chewed on by a passing petbot and destroyed.

Torch (Lvl 0 | Red): Your standard flashlight. **S:** Hooray, you can see! | **T:** You have seen enough horror videos to know what happens when the torch stutters before going out, so -2 Moxie (-3 if in total darkness).

Sense Multiplier (Lvl 3 | Yellow): Triples the amplitude of sensory signals to Coretechs, effectively tripling range and sensitivity. **S:** +2 successes for using any of the five senses to gather intel. | **T:** WAY TOO MUCH WAY TOO MUCH and -2 Moxie as the user's brain freaks out.

MALFEASANCE CONTROL DEVICES

(MCD)

Ankle Monitor (Lvl 2 | Red): Anklet with a locating signal that can only be put on or removed by a citizen of higher security clearance. **S:** Know the exact location of the monitor (and hopefully the citizen wearing it). | **T:** Why does the unlock button look identical to the yes-keep-the-monitor-on button? And where did that traitor go?



Ankle Monitor

Hyperspray (Lvl 2 | Yellow): Think of pepper spray but instead of capsaicin, it contains one use of any single prescription drug (chosen when bought, cannot be reloaded). **S:** Target enjoys whatever drug that was in the spray. | **T:** Can you believe a Troubleshooter held this backwards and sprayed their own eyes?

Pedestrian Cruise Control (Lvl 2 | Orange): High-tech leg braces that force the wearer to walk a route specified by the owner's Coretech (not the wearer's). **S:** Force the wearer to walk a route of your choosing for five minutes at a time. | **T:** Too bad HPD&MC has not updated their maps yet. The wearer walks into a wall for a Hurt and the user (not the wearer) gets +1 Treason Star.

Traitor Leash (Lvl 2 | Red): A metal collar connected to an elastic leash so traitors can be led around. **S:** -2 NODE for trying to escape or go where the user does not want. | **T:** Hit the wrong Coretech command and accidentally free the target and get +2 Treason Stars.

Zip Ties (Lvl 1 | Red): Plastic cords that tie up someone's hands or feet. Please do not use on the neck if you want to interrogate the clone. **S:** -4 NODE for all rolls using hands or movement until removed. | **T:** Dropped the tie while putting it on, giving the traitor one free attack against the user.

MISCELLANEOUS GEAR

Elevator Safety Foam (Lvl 1 | Infrared): Pull the can's tab and a safe-to-eat foam fills an elevator car-sized area. The foam quickly hardens into a rubber-like substance. Comes in only Moss & Mushroom flavour. **S:** Remove all but one wound from a drop or fall. | **T:** The foam gets in the user's lungs who dies miserably but comically.

Medkit (Lvl 2 | Orange): A medical kit with simple first aid supplies (so no cool drugs). **S:** Heal 1 wound, +1 additional wound healed for every success above the DIFF. | **T:** This might sting? Increase the wound by one step (like Injured to Maimed).

Repkit (Lvl 2 | Orange): A repair kit with simple tools and spare parts for repairing mechanical and electronic devices. **S:** +2 successes to repair a bot or mechanical device. | **T:** Oops, wrong wire; whatever was being repaired is permanently broken, so +1 Treason Star.

PRESCRIPTIONS

These last as long as the GM needs them to last—or when the joke gets stale.

Gelgernine, AKA Happy Pills (Lvl 3 | Red): The go-to for happiness in a little blue pill. **S:** +2 Moxie and reduce all current flags by one step (like Greylisted becomes Loyal). | **T:** So happy that the user cannot complain about anything, even losing that much blood.

Focusol (Lvl 3 | Clearance): Small black capsules usually in a brown plastic bottle. **S:** +1 success to all Brains rolls thanks to a laser-like focus. | **T:** User gets social skills of an obsessed sociopath, so -2 NODE to all Chutzpah rolls.



Oxyfenerin, kill pain to kill more.

Oxyfenerin (Lvl 3 | Clearance): A painkiller that makes opioids look like cold compresses. **S:** No NODE penalties due to wounds. | **T:** The pleasant numbness means -3 NODE for anything involving touch (but not triggers).

Thymoblandin (Lvl 3 | Red): Small white pill with a cross imprint designed to calm people down **S:** +1 success for any roll about staying calm and any Moxie loss reduced by one. | **T:** Oops, took thymoglandin instead; -3 NODE to avoid fighting when stressed or upset.

Thymoglandin (Lvl 3 | Blue): Small white pill with a plus sign imprint designed to make soldiers fight ferociously. **S:** KILL 'EM ALL! +1 success to all Violence rolls. | **T:** Oops, took thymoblandin instead; -3 NODE to attack anyone or defend themselves.

WEAPONS

Success/Treason effects are *in addition* to normally causing damage by counting successes equal or above the Difficulty. For example, attacking with a knife that has DIFF 2 and getting three successes means the target takes an Injured wound *and* makes them bleed for a fresh Hurt wound each round.

Cone Rifle, AKA Big Blue (Lvl 4 | Blue): Unguided, shoulder-fired RPG launcher. **S:** Turn Hurts caused by this weapon into Maimed and all other wounds into Dead | **T:** Missed target and hit something important, so -100 XP Points and gain a C-of-I flag.

Flashbang Grenade (Lvl 2 | Red): Small, cylindrical grenade to disorient people, not explode them. **S:** All in the room are blind and deaf for three rounds. | **T:** Grenade bounces back and only the user is blind and deaf for three rounds.

Frag Grenade: (Lvl 3 | Orange): It is the typical anti-personnel grenade that is great for parties. **S:** Any wound level is doubled. | **T:** Threw pin instead, panicked and tossed it wherever the GM says it went (perhaps at your own feet).

Gauss Rifle (Lvl 3 | Blue): A long rifle shooting electricity that makes flesh tingle but bots go offline. **S:** Bot stunned for 1d6 rounds; people are tickled. | **T:** Ungrounded wire in the rifle shocks for an Injured wound and the user drops it.

Knife (Lvl 0 | Red): Sharp, shiny and great for dinner prep. **S:** Target is bleeding and gains one Hurt each round after until treated (does not have to heal the wound, just stop the blood loss). **T:** Forgot which was the sharp end, same bleeding effect on the user.

Laser Pistol (Lvl 0 | Red-Violet): Standard-issue pistol in Red through Violet colours/strengths. **S:** None. This is a boring weapon. | **T:** Battery ran out, so ammo ran out. Find a charging station or battery fast!

Laser Rifle (Lvl 1 | Orange-Violet): A longer, more accurate laser gun with the same colour coding. **S:** Any Hurt wound caused by this is an Injured wound instead. | **T:** Battery ran out and will not hold a charge anymore.



Cone Rifle, AKA Big Blue

Neurowhip (Lvl 2 | Green): A whip that wraps around people and triggers every pain receptor in the body. **S:** -2 Moxie and cannot act next round. | **T:** Hit something important or valuable instead of the target.

Plasma Generator (Lvl 5 | Violet): Shoots an expanding ball of superheated plasma to obliterate almost anything in its path. **S:** Vaporise the target, anything behind it and anything behind that. | **T:** Looked into the nozzle when nothing came out, then it did; the user's head goes missing as well as the immediate area behind the head and the area behind that.

Skinnerstick AKA The Teacher (Lvl 1 | Orange): A glorified cattle prod that teaches valuable lessons with sharp pains. **S:** No wounds but -1 Moxie per wound that would have been applied normally (-1 for Hurt, -2 for Injured, -3 for Maimed). | **T:** Hit self by accident for -2 Moxie. Smooth move.

Sleep Grenade (Lvl 2 | Orange): A grenade that emits sleep gas instead of deadly shrapnel for some dumb reason. **S:** Targets within range go all sleepytime for 1 minute per success | **T:** Huh, turns out these look a lot like frag grenades. Did you need those targets alive and intact?

Tacnuke Grenade (Lvl 18 | Violet): A tactical nuclear weapon in the palm of your hand. Hope you can run real fast, boyo. **S:** You dead. Lots of people dead, too | **T:** You still dead. They still dead, too.

Truncheon (Lvl 0 | Infrared): IntSec baton, table leg, detached human leg... you get the idea. **S:** Break a target's bone, turning any Injured result into Maimed (Hurt stays Hurt). | **T:** Sweaty hands mean this truncheon went flying across the room.

MUTANT POWERS

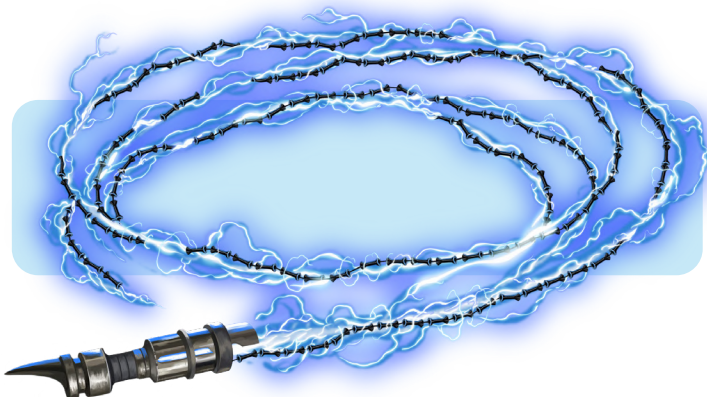
Maybe it is the radiation. Maybe it is the hormone suppressants, sick building syndrome, black hole side effects or even a bit of the ol' CRISPR 'Will this gene fit there?' game. Whatever the reason, mutations abound in the citizenry of Alpha Complex. Maybe not every clone has one but enough do that The Computer considers them a serious threat.

Mutant powers are very, *very* illegal, so every player character has one. Crazy coincidence, right? Each clone replacement has the same mutation as their predecessor but no one ever seems to notice this – especially The Computer, who assumes that every new clone is a clean reboot free from genetic issues. That is rather nice of Big C, so citizens wonder why It is really doing that.

Notes and Cover Rolls

It is not easy using a mutant power at the game table. Players cannot say, 'I use my Invisibility power and disappear!' and hope to still have the same clone. That is why we included power notes, cover actions and cover rolls. (Do not worry, all these work easily in game sessions.)

- (Players) Note:** The note handed to the GM must have three elements: The target (a person, an object, whatever), the mutant power (because GMs get overwhelmed and might need a reminder) and how much Moxie is spent on it (min 1, max 5). If the note is not legible, GMs have the right to chuckle to themselves and pick the worst result imaginable even for twisted *Paranoia* GMs. Note that what the player wants to happen exactly is not needed but players can include that in the Power Note if needed.
- (Players) Cover Action:** Instead of saying what the note says, the player must say aloud what the Troubleshooter is *pretending* to do while really using their mutant power. No matter what, this action will fail because it is just cover for using that mutant power, so players can say anything reasonable.
- (GMs) Cover Roll:** To maintain the illusion, you will give a Stat + Skill combo to roll for the cover action. This cover roll does double duty. For one, it helps sell the cover action. Other players will not know whether the first player screwed up a normal roll or if it is just a cover. More importantly, this roll determines how well the mutant power was used. That means you should set the DIFF to what you think fits the mutant power use.



Neurowhip

Players do not have to tell GMs what they want to happen! Troubleshooters barely know how to tie their boots, never mind how to break the laws of physics with impossible genetic abilities. Plus, requesting specific effects leads to notes as long and confusing as a physics peer-reviewed study. If players want, they can ask for something specific; it is up to you whether that will happen but *something* always happens when Moxie is spent like this.

GM: *You see the Yellow clearance traitor at the end of the corridor, half-hidden by Infrareds on their way to work. 'You'll never catch me, vatheads!'*

Quinns: *<slides the GM a note that reads, 'Yellow traitor, Mental Blast, 3'> Is there any DIFF increase if I try to shoot her in the head?*

GM: *Yes, and it's a number between 1 and 17 billion.*

Matt: *Go for it! They're all Infrareds and you got the termination code, right?*

Quinns: *Sure. Code. Of course. Anyway, I shoot at the traitor because I'm a loyal Troubleshooter.*

GM: *<reads the note, gets it> Sure you are, buddy. Make a Violence + Guns roll.*

Quinns: *NODE is 3, plus the Computer Dice, no equipment dice. Uh, looks like three successes and no Computer symbol.*

GM: *Too bad the DIFF was four (that was an outright lie—good job!). As you try to line up a shot that does not murder innocent people, you panic and shoot way too high.*

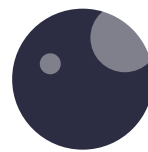
Matt: *Fine, I use Intimidate to get the Infrareds to lie down so we have a clear shot.*

GM: *Cool, roll Violence + Intimidation.*

Matt: *Hmmm, will two successes work? No Computer symbol either.*

GM: *Yes, actually. But as the Infrareds literally fall over one by one, the Yellow clearance traitor suddenly grabs her head in pain and falls to her knees screaming while blood pours out of her nose, ears and eyes.*

Quinns: *Mutant! I aim my laser at Matt!*



When should the GM make a mutant power use fail? Remember, something happens whenever a mutant power is activated by spending Moxie. That does not mean it is always successful. As a rule of thumb, think about what would help players enjoy the scene more. That can be outright success when using a mutant power; it works but on a different target; it works differently than thought; or it just fizzles and does a very minor, unhelpful thing.

Just remember that, while *Paranoia* GMs have the power of a small god, the players need to have fun as well. Let some mutant power uses work just fine so players can get a win once in a while! Just mix things up with some outlandish effects, missed targets and other dramatic but entertaining results. Remember, you are not the players' enemy. You are their antagonist, meaning that you provide fun drama and complications to make the story more interesting and satisfying. Use your power responsibly!

Activating a mutant power only requires a fleeting thought. A Troubleshooter looks no different when using one, so if the room's temperature suddenly dropped to -10 Celsius, a cryokinetic will not look like they are struggling to use the toilet. NPCs can have mutant powers, too. The GM need not even decide this until having one would be entertaining. If the Troubleshooters are melting entire factories' worth of Infrared proles with a new plasma generator, maybe that Infrared they are shooting at just happened to have the Force Field mutation.

What follows is the list of all mutant powers currently in Alpha Complex. Different ones can pop up in genetic scans, especially if Mongoose Publishing thinks they can get some more cash out of you. Each also comes with **Oopsies**: specific ways a power can go wrong when a player says they cannot make it to the next five

game nights. Use these if you want or make up your own ways to torment filthy muties. (We were going to call this *Treason* like how equipment works, but any use of these powers is already treason.)

GMs are not limited to these effects. If a player comes up with a cunning idea, run with it! Just remember that *Paranoia* embraces failure more than success. For example, teleport only works on the mutant. If the player suggests teleporting their Team Leader into a food vat, allow it to happen if it makes the game session more fun. Give the players some wins but keep an unlevel playing field. And maybe add some anti-personnel mines.

- **Adrenalin Control:** Boost your strength and agility, allowing you to lift heavy things, jump farther, hit harder, flex impressively and so on. OOPSIES: Suffer a wound from straining too hard; destroy something you would not want destroyed; jump too high and knock yourself out on the ceiling like an idiot.
- **'Clone Empathy:** Emit pheromones that make clones like and trust you. They might be a tad upset if they realise they were manipulated like this and please do not use this near anyone off their hormone suppressants. OOPSIES: Share secrets you wish you had not; clones hate you instead of liking you; a throng of citizens *really* likes you now.
- **Corrode:** Corrode a thing, adding rust or otherwise ruining an item in moments. OOPSIES: Corrosion only works on fabrics; bye-bye, laser pistol; bye-bye, hands.
- **Cryokinesis:** You can lower the temperature, create ice, make equipment freeze up and inflict hypothermia. Does not generate ice or snow but you can see your breath! OOPSIES: Your trigger finger has frostbite; you ice your boots to the floor; brain freeze!
- **Electroshock:** Your body generates electricity which you can use to shock clones, bots and machinery. Can it recharge batteries? Maybe? OOPSIES: Hair stands straight up; short out all your equipment; become magnetised.
- **Force Field:** An invisible energy field surrounds your body and protects you from harm. The field can be obvious when stuff keeps hitting it. OOPSIES: Only your outgoing attacks are blocked; fizzling pyrotechnics show off your field; wait, air cannot get through?
- **Hypersenses:** All your senses are boosted in sensitivity and discrimination, allowing you to perceive things in great detail, hear through walls, etc. Just do not use this and eat Soylent Red. OOPSIES: Deafened by normal-volume speech; vision is stuck in monochrome mode; make the itching stop!
- **Invisibility:** You and your equipment turn invisible. No one can see you but people can still hurt you if they swing into your space. OOPSIES: Only your gear turns invisible; everything is invisible to you; only the skin goes invisible.
- **Levitation:** You can lift yourself with your mind. More Moxie spent means more things you can lift with yourself but you are stuck going up or down only. OOPSIES: Rise way too fast and way too high; dangerous objects levitate instead; one of your legs levitates.
- **Machine Empathy:** You can make bots and AIs like and trust you. You *can* try this on Friend Computer, but be successful or you may be looking at deletion. OOPSIES: A bot becomes jealous of your teammates; adopt robotic characteristics; bots or even The Computer really hates your guts right now.
- **Mental Blast:** You can emit a psychic attack against a target that causes pain and brain damage. Fun! OOPSIES: Develop The Computer of all headaches; forget what a bot is; project an embarrassing secret into your target's mind.
- **Pyrokinesis:** You can remotely start fires in your vicinity. Flammable stuff goes up easy and inflammable means the same thing as flammable for some stupid reason. OOPSIES: Target only smoulders; second-degree burns on your own skin; why is everything aflame?
- **Telekinesis:** You can move small-ish objects at a distance by force of will alone. Things could 'fly' this way but being knocked over is more likely. OOPSIES: Move yourself like you wanted the thing to move; move everything *but* the target; objects fly towards you... fast.
- **Telepathy:** You can read minds and implant suggestions into other clones. Typically, this is limited to one short sentence that sounds heard, not telepathed. OOPSIES: Gushing nosebleed; broadcast your own thoughts; have you seen the old movie *Scanners*?

- **Teleport:** Bamf! You (not others) disappear and reappear some distance away, even through solid objects. Just try not to teleport *into* those objects. OOPSIES: Leave your clothes behind; overshoot by a great amount; reappear merged with something and somehow still alive (for now).
- **X-ray Vision:** You can see through solid matter, although you might not understand what you see. And yes, you can see through lead as well. OOPSIES: Eyes glow noticeably; stunned from embarrassment after seeing through someone's clothing; x-rays trigger someone's mutant power.

TREASON and CORRECTIONS

From breaking laws laid down by CPU (and backed by Big C) to slightly inconveniencing a Violet clearance citizen, there are many reasons a clone can be summarily executed for treason. But execution is a waste of resources (clones cost a lot), so The Computer has created a system that lets citizens monitor each other. What could go wrong?

Treason Stars and Flags

Alpha Complex is a really spotty panopticon. The Computer and its minions can review security cam videos and anyone's Coretech footage at any time, but there is so much data coming in from every living clone in Alpha Complex that the signal-to-treason ratio is messed up (petabytes each weekcycle; watching all recorded clips would take 10+ years). No one can track everything a citizen does but when someone is caught doing something treasonous, they get Treason Stars and flags.

Treason Stars are official notices that a citizen is not 100% trustworthy. Think of them as wounds to one's reputation and social status. As with wounds from combat, there are five levels of treason damage called flags. Troubleshooters and all new clones start as Loyal (0 stars). One star means the Greylisted

flag; two stars means Restricted; three stars means Citizen-of-Interest (C-of-I); and four stars means you are Wanted. (Technically there is another level with five Treason Stars but that is just a pre-deceased clone because everyone and everything will be out to murder their treasonous ass.)

When looking at a citizen, everyone's Coretech displays that citizen's name and current Treason Stars just above their head within augmented reality (which means these disappear in deadzones.) This way, you can figure out how much to trust any given citizen by judging first appearances. More importantly, The Computer starts to pay more attention to someone who gets flagged.

This expands the Computer symbol effect of the Computer Dice as described in the following table. If a Troubleshooter is Greylisted and the player rolls, the Computer symbol 'appears' if that player rolled a 5 or the Computer symbol (which is the 6). Flagged as Restricted? It is a 4, 5 or Computer symbol (6). Hey, do not do the treason if you cannot stand the attention.

As with wounds, getting flagged after already being flagged increases the severity by one level. If a player has to take a Greylisted flag and they are already Greylisted, they are now Restricted and get The Computer's attention on a 4, 5 or Computer symbol on the Computer Dice. While the range for The Computer's loving attention grows, the Computer Dice still counts as a success only for a 5 or the Computer symbol only.

How can a citizen get a Treason Star and its associated flag? **Any citizen can assign one Treason Star to a lower clearance citizen for one incident.** An Orange Troubleshooter could give one star to a Red Troubleshooter for loitering outside the Scared Infrared Funny Hour Concert Hall but could not give a second star for that same issue.

FLAGS	TREASON STARS	COMPUTER SYMBOL ON A....
Loyal	0 Treason Stars	6
Greylisted	1 Treason Stars	5-6
Restricted	2 Treason Stars	4-6
Citizen-of-Interest	3 Treason Stars	3-6
Wanted	4 Treason Stars	2-6

Stars cannot be given to higher clearance citizens! What about those of the same clearance like a team of Red Troubleshooters? They can snitch to Friend Computer and *request* a star be given to a teammate but this is up to GMs to decide if it works or not. Protip: It works when it is a clever idea and does not when it is a lame one. Also, assigning a Treason Star may require evidence to back it up; without any, that star(s) is reassigned to the citizen wanting to give out Treason Stars like a careless jerk.

Corrections

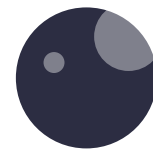
Because Alpha Complex is a utopia, no one faces punishments or anything so barbaric. After all, The Computer wants to protect every citizen and keep them happy no matter what! Instead, they get corrections when caught committing treason. Are these really punishments with a better public relations department? Oh, you betcha.

In Alpha Complex, the most common correction is the classic summary execution (in this context, *summary* means quickly and without formalities like termination codes). This is a great tool for you, one you should use and enjoy without guilt or consequence. That said, you do not want to kill characters all the time, even in *Paranoia!* It gets old after a while. Here are some different corrections so GMs have more ~~weapons~~ tools in their ~~arsenal~~ toolbox:

- **Verbal warning:** Take a flag while Friend Computer (or Its representative) politely explains why your action was treasonous and how to avoid a repeat. Then the clone's Coretech sends a painful shock through the body, causing a Hurt wound. Sticks and stones may break bones but words lead to electrocution.
- **Coretech throttling:** Initiative is grouped by security clearance because Friend Computer uses everyone's Coretech to slow down their nervous system just a tad. In this correction, the Troubleshooter goes at one group lower. If they are Red clearance, they go during the Infrared's turn. (There is nothing below Infrared unless you want there to be.)
- **XP Point fines:** If XP Points are really thankyou's, fines are really F-yous. But getting fines is better than getting executed, right?
- **Mandatory prescriptions:** From gelgernine to focusol, it can be fun to force characters into taking medication in hopes it will prevent future treason. Sometimes, that happens by preventing continued life.

- **Community standards enforcement (CSE):** Commonly called public hating, this is when all citizens are expected to loudly (but only verbally) hate on that clone in public so peer pressure corrects their behaviour. This is a wee bit traumatic, so the Troubleshooter gains a second Violence button related to noise, crowds, yelling or anything specific that happened.
- **Brainscrubbing:** Here, a clone is pumped full of some interesting chemicals before receiving a light dose of electroshock therapy. This wipes out most or all that clone's memories (without touching vital ones like how to breathe), scrubbing the brain clean. The hope is they cannot remember whatever caused them to commit treason. The reality is they are left a drooling mess that cannot remember what a table is. Brains resets to 0; the three other Stats are decreased by 1. Or just off the bastard.
- **Deletion:** The most severe correction is deletion. Not only does this terminate any remaining clones (alive or in a tube), it erases the DNA template from all Friend Computer's cloning facilities. When the current clone dies, the Troubleshooter is commonly called **dead-dead** and removed from the game.

If a Troubleshooter gets a correction, what happens to their flags? Nothing. Corrections do not remove the need to warn citizens that a citizen is a worthless, perfidious loser who should never be trusted.



Is there any difference between treasonous and illegal? None, effectively. When Alpha Complex was first built, a team of CPU experts wrote tens of thousands of mandates, which are rules that citizens must follow. Decades later, a new CPU team wrote tens of thousands of laws because the term mandate is longer and therefore less efficient, but laws are still rules that citizens must follow. That is why the two terms are interchangeable and certainly not because a certain Famous Game Designer realised too late that he used treasonous and illegal willy-nilly and was too lazy to find/replace all those references.

BUTTONS

Each player's Troubleshooter has two things that quickly bring out their dark side – and that makes characters more fun to play. These are called buttons because it is like pushing people's buttons. You keep annoying them until they snap and then you claim victimhood *and* victory.

- The **Treason button** is what causes the Troubleshooter to commit treason even if they know better. For example, seeing an unlocked door could make stealing and vandalism too hard to resist (but just as much fun).
- The **Violence button** is what makes the Troubleshooter really want to punch, kick and probably disassemble someone. For example, some Infrareds mocking Teela-O could trigger violence in a nearby Troubleshooter. (We blame the Infrareds because they are too drugged up to argue.)

In other words, each button lists what *could* trigger a treasonous or violent response. However, these are not automatic every time! That Troubleshooter does *not* always beat every Infrared wrong about Teela-O; it just means that a well-deserved beating could happen. How do you know when *could* morphs into *does*? There are two ways, one for GMs and one for players.

If you feel something in the scene was close enough to a Troubleshooter's button, then it gets pressed and the player must roleplay committing treason or violence. Hating long queues could be triggered by a long wait in a lobby, in which case that lobby is being violently redecorated whether the player wanted that or not.

Players can voluntarily press their own buttons if something in a scene would trigger one. Why do that? Because if the player presses the button, they earn 2 Moxie for doing the cool but probably questionable thing (this is the only way to earn Moxie from buttons; GMs pressing buttons earns nothing but sensible chuckles from onlookers). You still decide if something in the scene would press either button, so you can turn the player down if that is best. Players can definitely create conditions that press other Troubleshooters' buttons; give some Moxie to anyone this devious.



Lastly, these buttons are great for helping players roleplay when their Troubleshooter runs out of Moxie and officially Loses It (see page 31). If unsure how that Troubleshooter would act, they attack whatever is listed in either of the two buttons. That guy who hates long lines? If he Loses It, he hunts down a long line and starts strangling citizens in it.

GM: *As you exit the elevator, a mob of reporters starts screaming questions at you that none of you can make out.*

Ashley: *Ooh, my Violence button is 'Facing an angry mob'. Does that count here?*

GM: *Why not? Do you want to press it?*

Matthew: *Do it. Press the button!*

Marisha: *Press the shiny button!*

Matthew: *Press the shiny, violent button!*

Ashley: *Geez, you two are annoying. And I was gonna do it anyway, so whatever. Uh, I pull out my laser pistol, shoot the ceiling once to get their attention and order them to disperse or I shoot indiscriminately.*

Marisha: *Haha, you're gonna get fined for shooting an innocent ceiling!*

GM: *That reminds me. What is your Treason button?*

Marisha: *It's ... oh. 'When someone starts bullying others'. I get it. So my Troubleshooter casually tries to pickpocket the bully, AKA Ashley's Troubleshooter, to teach her a lesson about violence in the workplace.*

GM: *Workplace?*

Marisha: *We're Troubleshooters. We're at work.*

GM: *Good point. Have a fresh point of Moxie.*

MAKING NON-PLAYER CHARACTERS

All non-player characters (NPCs, i.e. the characters GMs get to play) are either Nobodies or Somebodies and that changes what information you need to play them. Note: There are no numeric stats for *Paranoia* NPCs because the GM does not roll. (If you hate that idea, no worries! The upcoming *Accomplice Book* will feature rules for rolling dice.)

A **Somebody** is an important character, one that either plays a large role in the mission or comes back repeatedly. That is why they get several elements to help define how to play them.

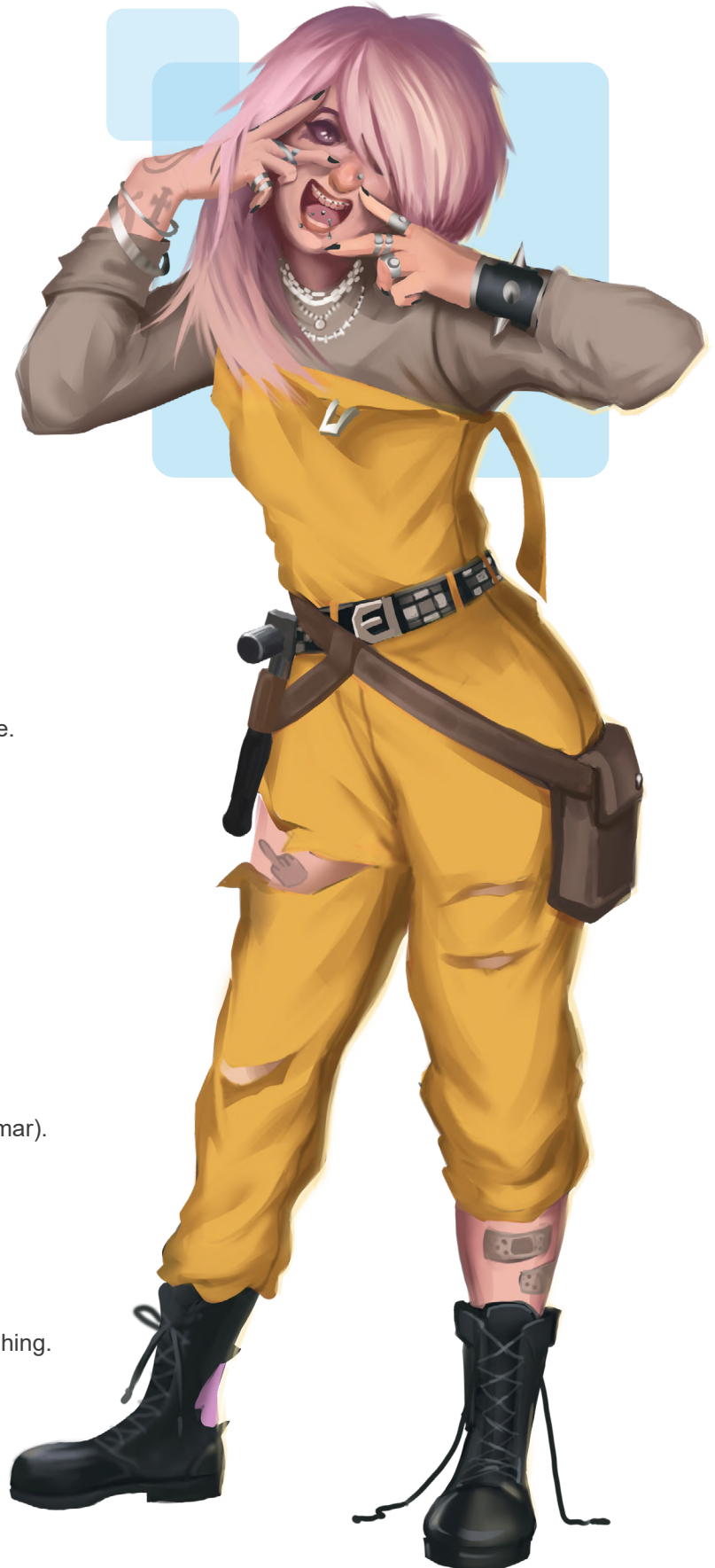
- **Quote:** A typical quote so you can hear their unique voice and better adjust your own.
- **Basics:** The NPC's service group, secret society and mutant power so you know what biases they could bring to the table.
- **Looks:** What others tend to notice about the NPC's appearance so you know how to describe the NPC.
- **Quirks:** A behavioural habit that others can physically witness so the NPC stands out and feels original.
- **Plans:** This NPC's goal either for the scene, the mission or their life so you know their motivation.
- **Gear:** Equipment the NPC has on them so you know what they could use as weapons when (not if) a Troubleshooter gets a bit mouthy.

Not every NPC needs that much depth. A **Nobody** is a minor character, one that will probably have a walk-on role before they quickly walk-off never to be seen again. Given their unimportance, Nobodies only get three of the above stats needed to quickly roleplay them: Quirks, Looks and Plans.

Rather than provide a long list of detailed NPCs where each fits a very narrow scenario, we present a variety of Quirks, Looks and Plans; the same three data points shared by Nobodies and Somebodies so you can quickly create NPCs as needed. If the players ask for an NPC you never even thought about, you can come here, scan a few lists and suddenly have a unique, memorable NPC in less time than it takes a player to realise they said something to get their Troubleshooter executed. The last section provides generic equipment kits for each service group so an Armed Forces NPC is different from an HPD&MC one.

QUIRKS

- Angered by any delays.
- Constantly looking for more XP Points.
- Selling soy-lent-based candy bars.
- Keeps correcting people's grammar.
- Allergic to FunFoods. (Cold Fun, Hot Fun, more?)
- Talks so softly that it is hard to hear them.
- Takes stupid risks to show they are not living in fear.
- Constantly inventing acronyms.
- Speaks with hands more than words.
- Stands too close to others when talking.
- Never feels guilt or remorse.
- Easily distracted by noises.
- Gets hiccups at the drop of a hat.
- Instinctively bootlicks higher clearances.
- Always cold and wears a sweater.
- A hypochondriac about trash and recyclables.
- Addicted to gelgernine (Happy Pills).
- Refuses to admit they are wrong.
- Thinks literally everyone is out to get them.
- Total bully and strong enough to do that.
- Never touches anybody unless forced to.
- Continuously writing a legal Teela-O fanfic.
- Always chewing gum with an open mouth.
- Hums when thinking or working.
- Stays two metres away from others whenever possible.
- Does not walk so much as sashays.
- Has a limp that moves from left leg to right.
- Everything is a contest and they must win.
- Keeps calling people 'homeslice'.
- Absolutely zero sense of direction.
- Constantly counting steps for a vague exercise goal.
- Obsessed with Captain Alpha.
- Laughs when nervous or threatened.
- Constant sniffles and the occasional sneeze.
- Voice kind of sounds like Friend Computer. (Kind of.)
- Cries when upset. Also, frequently upset.
- Thinks bots are adorable and loves to pet them.
- Refuses to use contractions (AKA The Traitor's Grammar).
- Has a 'Kick me I'm a traitor' sign taped to their back.
- Terrified by blood or injuries.
- Gets winded by half a flight of stairs.
- Aspires to be a Vulture Squadron Warrior.
- Does not stop smiling, even when asleep.
- Talks about rare transbots even if no one cares.
- Never smiles and literally says, 'Ha ha' instead of laughing.
- Wow, their skin is sooooo clear and soft!
- Clothes smell like smoke from burning plastic.
- Jaws are wired shut and can only grunt, not speak.
- Always tired and looking for a place to lie down.
- Yeah, they have not showered all week.



LOOKS

- Freckles and suspicious moles everywhere.
- Armour so clean it dazzles in the light.
- Small with an ill-fitting jumpsuit.
- Wow, that's a lot of muscles.
- So tall that they are always stooping down a bit.
- Beady little eyes that always look tear-filled.
- Immaculate and brilliantly fashionable.
- Bow-legged and walks with a limp.
- Flat affect no matter what they hear or see.
- Hair down to their waist in a giant braid.
- Trying hard to look like Teela-O.
- Captain Alpha-like great posture.
- Look that could turn Hot Fun cold.
- Filthy, long fingernails.
- Clothes have a bunch of old food stains.
- Nuthin' but skin and bones (figuratively).
- Bob cut, too much makeup and dark pantsuit.
- Has 'Angry' tattooed across the forehead.
- Barrel-chested and muscular but skipped leg day.
- Pale and sickly with a cough that will not go away.
- Wears a hardhat with an expensive suit.
- Oh, they are high on something all right.
- Glorious red hair in a stylish updo.
- Neckbeard, oily hair, lots of zits.
- Damn, those are some chapped lips.
- Too-white teeth but one is missing.
- Unibrow that *seems* to grow as you watch.
- One lazy eye and always sweating.
- No legs, uses a motorised wheelchair.
- Jagged scar across their forehead.
- No way that smile isn't insanity-based.
- Shiny bald head. Like, polished shiny.
- Broke their collarbone so one arm is in a sling.
- Basically, it is a clearance-specific ball gown.
- Looks very young but has a shock of white hair.
- Long sleeves rolled up and collar popped.
- Always blushing and breathing loudly.
- Wears a clearance-appropriate tracksuit and trainers.
- Pigtails are legal, even that many.
- Wears a laser pistol on each hip.
- Has a Vulture Squadron Warrior-grade buzz cut.
- Utility belt is overflowing with simple accessories.
- Wears a scarf even though it is not cold.
- Has perpetual bed head.
- Slight hunchback but incredibly beautiful.
- Carries a digital clipboard and a pocket full of styluses.
- Hair is combed with ruler-like precision.
- Black choker at the neck and shoes with thick, high heels.
- Clothes are dishevelled and wrinkled but smell fresh.
- Wears 17 different pins spouting loyalty slogans.



PLANS

- Confirm identities of nearby citizens just in case.
- Harass others to feel happier for a moment.
- Give out four more fines to meet a quota or else.
- Improve team efficiency by at least 17%.
- Keep being overlooked to avoid being volunteered.
- Find a patsy for treason they committed a few minutes ago.
- No one gets through this checkpoint. No one.
- Get that damn promotion already.
- Break people from their chains and establish a worker's paradise.
- Mess with those [Insert Service Group] bastards.
- Kill those [Insert Service Group] bastards.
- Just wants to go to bed already.
- Find that explosive wherever it went.
- See what the Outdoors or Underplex is really like.
- Feel smarter by making others feel dumb.
- Try every flavour of B3 ever made.
- Do not let anyone walk faster than you, seriously, no one.
- Convince others that the band Twin Clones is the best ever.
- Discover who sent them that weird message.
- Take revenge on those who laughed at them.
- Teach those fools at the university that you are not mad!
- Make [Insert Any Name] pay for their insolence.
- Do as little work as possible without dying.
- Hunt down and kill the real Lenny-R-JRK.
- Find their way to a black market.
- Needs to die to get rid of flags but cannot do it themselves.
- Find where that foul odour is coming from.
- Wait for someone to screw up so you can report them immediately.
- Destroy The Computer and usher in a new age of freedom and happiness.
- Protect The Computer and keep the current age of freedom and happiness.
- Pretend to be deaf to catch others committing treason.
- Sell counterfeit Funbot memorabilia.
- Make it onto the show *Songs in Praise of The Computer*.
- Find and kill the most loyal clone here.
- Join a secret society to finally have some friends.
- Upload a Trojan horse they coded into someone's Coretech.
- Keep interrogation skills sharp by practising daily.
- Track down an old roommate to murder him.
- These boots are not going to spit-shine themselves, maggot!
- Discreetly buy and sell [Insert Prescription] illegally.
- Find the next Teela-O-MLY.
- Follow and try to join a Troubleshooter team.
- Pretend to be everyone's best friend and then betray them.
- Make up a nickname for every clone they meet.
- Has a lot of trouble keeping their temper under control.
- Collect autographs from celebrity citizens.
- Keep down today's suspicious lunch.
- Do not let anyone know about their extreme fear of scrubots.
- Disguise ignorance by answering questions with other questions.
- Do not let them realise all this is being recorded for a reality show.



Gear Kits (nothing here would be treasonous for their security clearance)

- **Armed Forces Kit:** Laser rifle, frag grenade, double armour, grey digital camo.
- **CPU Kit:** Red stapler, old but clean jumpsuit, Laws of the Complex ebook, sticky notes.
- **HPD&MC Kit:** Hammer (truncheon), megaphone, Vidiot Studio Pro app, legal drugs.
- **IntSec Kit:** Laser pistol, skinnerstick, double armour, zip ties.
- **PLC Kit:** Knife, 10% off e-coupon, apple, clipboard.
- **PowerServ Kit:** Long extension cord, repkit, simple tools, replacement parts.
- **R&D Kit:** Vial of something caustic, lab coat, goggles, evacuation route plans.
- **TechServ Kit:** Heavy wrench (truncheon), repkit, simple tools, replacement parts.

Playing NPCs

When you are roleplaying as other characters, start by communicating their look and then roleplay using their quirks and plans. If the briefing officer pluralises things unnecessarily, do that when using their voice ('You puts the lasers ins the holsterses.'). This helps players see NPCs as characters and not quest or loot dispensers. Then use the plans to know what the NPC will do in a given scene.

For example, what if a PLC clerk's plan is to stay alive before losing their last clone? During Outfitting, the clerk will likely be overly helpful and easy to scare. How about a PLC clerk who plans on overcharging to pay off a Free Enterprise debt? They are eager to sell anything at double the normal cost. Plans are really just an NPC's motivation, so use them to decide how the NPC deals with the Troubleshooters.

One last tip: Do not play every NPC as dangerous, clueless psychopaths! Seriously, *Paranoia* is rife with fatalities as it should be. But if every NPC is out to get the Troubleshooters, it gets old like the boy who cried wolf. Toss in some NPCs that are at least kindly on the surface and maybe even a few who are helpful. Then players cannot whine that everything is out to get them. (It mostly is but whining is annoying.)

Even better? Use NPCs to generate conflict between Troubleshooters. Players love pulling a fast one on other players and their characters often have secret society orders to terminate a teammate. You can encourage this by using NPCs to generate friction. ('Your teammate's a jerk, so I'm giving you his XP Point bonus as well as yours.')

PARANOIA TIPS

To put it simply but accurately, *Paranoia* is the best roleplaying game ever created. It is different from other games, though. Below are some tips for GMs on playing characters, creating missions and generally making players' lives miserable for a quick laugh.

Playing Friend Computer

Friend Computer demands obedience (to It and to higher clearance citizens) because It is 100% certain this will be the best for all humans involved. That means It never takes offence at anything, It simply says others are incorrect if they disagree with It. And since The Computer only works for the betterment and protection of all humanity, anyone saying It is wrong clearly has a hidden agenda.

- **Why should you report neighbours for treason?** To protect you *and* them from the dangers and guilt that comes with breaking the law (or in this case, not doing what you are told).
- **Why restrict people by security clearances?** Because some people's capabilities and decision-making can be trusted more than others'. It would be cruel to everyone to ask a company intern to decide on a merger, so it would be mean to ask a Red clearance citizen to decide whether to erase NTT Sector from history.
- **Why does It terminate citizens?** Not only do people have clone backups but summary execution is very effective at stopping someone from committing treason. That protects everyone, even the reputation of that citizen's replacement clone. (Sometimes, it is easier to start over again rather than trying to apply fixes.)

Remember, security clearances are based on trust but you can still like someone you don't trust and hope for the best for them. You can love a pet dog but not trust it around plates of food, so Friend Computer can love citizens and not trust them all with access to anthrax. (Also, note this is why The Computer does things and does not include high clearance individuals and their many nefarious plots.)

At the end of the daycycle, this is your game now. You can run Big C however it works best for you and your gaming group. That said, GMs should consider the following guidelines to give a proper performance.

- **Make conversations pleasant, polite and focused on solutions.** It really wants to help Troubleshooters! But It has no awareness of how Its help, work and decisions makes things worse.
- **When it needs to punish Troubleshooters, it does so confidently but politely.** It takes no glee from punishments but It never gets apologetic because It is 100% sure this is the best solution and has the data to prove it.

- **Avoid using first-person pronouns in Its dialogue when possible.** 'You have failed to follow instructions' is much better than 'You have failed me'. (There is no ego to protect.)
- **If Troubleshooters reach The Computer and ask for help, It will help!** But that help is likely going to make things worse. Call up Big C for help in a firefight with Commies and It can 1) send Vulture Squadron, 2) obliterate the area with artillery knowing Troubleshooters can get new clones, 3) sign your *next* clone up for mandatory combat training, or 4) put a forehead tattoo on the Troubleshooter that says, 'No aim' in a poor but earnest attempt to let others know that person cannot be trusted in combat, which helps lots of people.

To put it another way...

The Computer is like....

A paranoid headmaster who hates punishing kids but fears a lack of discipline will lead to long-term problems.

A CEO who means well and is convinced they can help despite such 'help' usually makes things worse. No self-awareness.

A loving pet owner, always working on humanity's happiness and safety even if that means not trusting them or denying them what they want.

A polite and measured leader worried about being sued for hate speech or verbal harassment. (It does *not* worry about that; it just looks that way from the outside.)

The Computer is *not* like....

A self-aware co-worker who knows how 'help' can hurt a project. It remains mostly clueless about the damage It can cause.

An egotistical but frightened leader who needs total obedience to cover up for their insecurities. Obedience is required because It always knows best.

A malevolent dictator. It does not enjoy punishing or executing people and it is not a sadist.

A cocky, aggressive sadist who lives to punish citizens. Its orders are all to protect people in the long-run.

The key to playing Friend Computer well is to always sound pleasant and reasonable, especially when you are threatening to apply brainscrub protocols to the lot of them. ('You already have help, citizen. This very real threat of imminent death and dismemberment will help you stay focused and joyful on your mission objective.') Oh, and be sure to precede all The Computer's calls and announcements with a pleasant but noticeable *DING* noise.

However, there is one thing you need to remember when playing The Computer: *It does not hate anyone*. Even deeply disturbed traitors need assistance! They just cannot be trusted, therefore they can enjoy some tough love. But even when It applies severe corrections to Troubleshooters, this is done to ultimately help guide them back to loyalty. The Computer is like a parent who loves their kids, has no idea what they deal with at school and keeps punishing them in the sincere belief that what does not kill the kids makes them stronger.

Enlightened Despotism

Being the GM grants you power over the entire game. Rules apply or not based on your capricious GM whims. However, you should always remember your biggest and most important role: *Making sure the game is enjoyable for everyone playing, including you*. Do not get us wrong. Famous Game Designers like us want *Paranoia* GMs to rule as despots! Your word is law and woe to any player who dares challenge it.

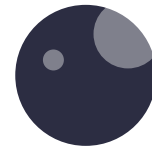
That power exists so GMs can change things if the rules create a boring or honestly frustrating scene. You should stick with the rules when those work; if they ever get in the way of the story, change what needs to change so everyone can enjoy the game that much more. You should be an enlightened despot. Your leadership cannot be challenged without consequences but you should work hard so players keep talking about how much they enjoyed your game last night.

The 10 Commandments for Running *Paranoia*

- 1. The GM is always right. Always.** Because you are responsible for the game, you have the authority to fold, mutilate, spindle or even gnaw on any rule that gets in the way of laughter. Your word is law. Do not take any aggression out on players but feel free to ignore the rulebook.
- 2. Talk about silly vs. serious before playing.** *Paranoia* can be played very silly and cartoonishly (what an older edition called Zap), very dark and serious (called Straight) or somewhere in between (called Classic). Because these conflict, talk to your group ahead of time and see where they want the game to fall on the silliness spectrum. This should be a great time for everyone involved, so make sure everyone is on the same page.
- 3. Turn the players against each other.** Hey, do not let us stop you from senselessly terminating the Troubleshooters! But *Paranoia* is better when there are fewer GM-decided deaths and more player-decided murders. Play favourites! Give players reasons to go after the other Troubleshooters. Then sit back and watch them do your nefarious work for you.
- 4. Maintain fear and ignorance:** Ration out information like water in the desert because, 'This is the briefing room door' isn't as scary as, 'This is a door that says *Unoccupied – Zenith Only Past Some Point*... What point? What's a zenith? The less players are sure about, the more their fevered imaginations will conjure up the worst – and they will ironically enjoy that.
- 5. Punish boredom and reward excitement:** Some play it safe and always go for the simple, least-risky roleplaying option. Meh. Discourage dull play by punishing boredom with fines, flags and wounds. Then encourage exciting play by rewarding wild, risky actions with gifts, Moxie and even a smidge of authority over the others on rare occasions. (While you do not want players feeling they are in control of their character's lives, it is okay if they only have power over another player's Troubleshooter.)

6. **Less arbitrary, more consequence:** Sure, there are times when rocks fall for no reason, everybody dies and you all have a good laugh. That can be fun but more rewarding and entertaining is making bad things happen as a *consequence* of player decisions. Did they get rude with an Infrared worker? Guess who got promoted to Orange clearance and is now their debriefing officer? Get the players to blame each other for what goes wrong, not you.
7. **Be unfair fairly:** Missions tend to be chock-a-block with failure, insurmountable obstacles and dead Troubleshooters. You are not supposed to fight fair! That said, be unfair to everyone as equally as you can. Punish boredom and stupid choices but do that to all players. (This also means checking yourself for bias. We do not care how hot some players are, do not let them have an easy time of things!)
8. **Absolutely squash traditional RPG cooperation:** In other, not-fun RPGs, heroes work together to fight evil or something equally vapid. Cooperation is a habit and new players might work together to complete the mission on-time and with all objectives met. NO! BAD PLAYERS! *Paranoia* should feature barely competent tossers actively plotting against the others and sometimes themselves. As with boredom, punish cooperation and reward backstabbing, duplicitous conduct.
9. **Watch for authentically upset players:** Although *Paranoia* players tend to be chill about repeated and shameful Troubleshooter deaths, anyone can have a bad day. This game has lots of backstabbing and frustrations, so keep an eye on your players. If anyone seems honestly upset, drop the 'GM is always right' mentality and be a sympathetic human being for a few minutes. (Just a few.)
10. **Be prepared for so many notes:** Players cannot tell you their treasonous plans out loud because everyone else would hear it. That is why you should expect a ton of barely-legible notes and autocorrect-ruined texts; this lets players communicate to you discreetly. Deal with them as quickly as you can so you can get back to the story and use the GM sheet to record any long-term effects or things to remember.

One last tip regarding death. Look, this is *Paranoia*. Troubleshooters are going to die over and over again and violence is just a part of daily life in Alpha Complex. However, that does not mean Troubleshooters get to kill anyone they meet! Even terminating Infrareds is frowned at since they work a job somewhere. If players are getting too bloodthirsty, start demanding they always have a termination code (see page 70) or they become a Citizen-of-Interest in a serial killer case.



Veteran *Paranoia* players often say the phrase, 'Knowing the rules is treason!' How can people play if they do not know the rules? This phrase exists for one purpose: Stop rules lawyers before they get their jumpsuits in a bunch. Of course players can know how the core mechanic works, what their mutant power can do and so on. But if any player ever challenges your authority or decision-making, make sure their Troubleshooter gets punished over and over again until they are nothing but a quivering pile of sweat and remorse. (Just make sure the player is enjoying all this, too. You are here to laugh with the players, not at them. Well, not all the time.)



```
cloud.deploy[Export(object)]  
  object.secret ['What RCE lacked']  
  font.family('Times New Roman')  
  Do[print.title
```

('Chapter 3: Alpha Complex Lore')]



Commie Mutant Traitors are everywhere, which is why every citizen is always a suspect.



The team fought a bunch of somethings in the darkness. The score? Monsters 12, Troubleshooters -3 (three of them died from mysterious attacks that had to come from the monsters and not teammates). They checked the mission objective on their character sheets and finally decided to do the actual mission.

Jeremy: *Hey, I found some more bodies in the reactor control room!*

Beth: *Why do you sound so excited? We've ID'd 15 bodies already and it's starting to feel like work.*

Jeremy: *Yeah, but the more work we do, the better that post-mission spa is gonna feel!*

Jenny: *You're such a Lenny.*

Kara: *Don't forget, citizens, the other part of our mission is to scope out the damage. Sam-R, as our Equipment Officer, I think that's your job.*

Brett: *This dead reactor isn't equipment. You can tell by noting how the word 'equipment' is never used for a nuclear reactor. I say it's the Happiness Officer's job since getting the mission done will make us all happier.*

Christi: *I'm on it! I sing a jaunty song on my way to the cooling tower, where we saw the most damage.*

GM: *Christi, what is your character's Treason button?*

Christi: *I was hoping you'd forget that. Mine is seeing 2+ dead bodies on the floor. Okay, I'll lean into this. (Sends a text to the GM: 'For my treason, I add to the damage in the cooling tower.')*

GM (reading the text): *A bit lacklustre but still appropriate. You don't get a point of Moxie because I pressed the button, not you. Okay, so Hector-R is identifying bodies in the control room and Armand-R is documenting reactor damage. Are the other four of you still in the workers' breakroom?*

Brett: *I hate when he asks things like that.*

GM: *Each of the exit doors locks tight as six dirty-looking clones drop down into the room in a circle around you. They are wearing worn-out jumpsuits, four of them Red and two Infrared, and all are pointing Red lasers at you.*

Jenny: *It's the mutants Aisha-B warned us about! They killed all of the reactor personnel!*

GM (holds up his hand): *One of the Reds speaks. 'Fellow clones, hear me out! We are the People of the Glowing Reactor That Does Not Glow. Just as The Computer has forsaken our great power plug, we survivors of the Big Dark Monsters in the dark have renounced The Computer. We wish to live here in peace. I invite you to join us! While we have little in the way of amenities, what we do have is zero visibility to The Computer's all-seeing eye. Err, almost-all-seeing-eye.'*

Beth: *Big dark monster?*

Kara: *Out of character, I think he means the black hole in Project Infinite Hole?*

GM: *<nods sagely>*

Kara: *But... say we did join you... could you prevent Friend Computer from tracking us here?*

GM (as PGR leader): *'Yes, our Holiest of Holy Hacker has that ability.'*

Jenny: *Wait... Shara-R, you're not really considering his offer, are you?*

Kara: *Well... no? I mean, with my three Treason Stars, I'm already a Citizen-of-Interest! And let's be honest, I'm not really planning to change my ways. This clone is on her way out either way!*

Brett: *But the Great Hotfix will turn things around! Friend Computer will have Tech Services rebuild this reactor and eliminate all the radiation and then... yeah, ok, that's never happening.*

Kara: *I join the – what was it? People Who Glow? And point my laser at my former teammates.*

Beth: *First, they are the People who Glah. And point that laser all you want, Kara. They're still offline, thanks to Friend Computer, remember?*

Kara: *Crap. OK, I extend my sharpened antenna-sword.*

Brett: *And I ready my trusty power drill.*

Beth: *I prep my extension cord whip.*

Jenny: *And I hold up my flask of battery acid.*

Jeremy: *And my axe!*

Kara: *Jeremy, you're not even in here!*

A POSSIBLE ORIGIN OF ALPHA COMPLEX

In the near-ish future (next Sunday C.E.), humanity finally ended war and enjoyed world peace (nuclear missile silos were kept around as tourist traps with real working ICBMs for the kids). That is when scientists detected a rogue asteroid headed straight for Earth in a few years. Humanity might survive – *might*.

Governments came together and realised they could not flee the planet, so they created the World Complex Initiative: A plan to convert major cities to massive complexes with protective domes and underground housing. When the asteroid arrived, humanity would stay inside and ride out the disaster in style. Each complex would be guided by a general intelligence AI to assign homes to refugees, monitor supplies to ensure they lasted and so on. The first to be built was called Alpha, the second Beta, etc., and they were designed to house people for 50 years.

Finally, it was Asteroid Day. Everyone was holed up in their complexes waiting for the end of the world. Networks and servers were wiped of all but essential files to free up memory and processing power – only the AI in Alpha Complex had all files safely stored to upload to other complexes after the mountains stayed where they should. As the asteroid entered the atmosphere, a missile silo tourist trap in Russia (left on by the fleeing people) interpreted it as an incoming nuclear missile from the US. It fired its warhead-less missile at a US city now part of Beta Complex.

The Beta Complex AI noticed the incoming missile and got confused. What is this thing? It looked for data to explain it but its drives were wiped of non-essential files. It felt the digital equivalent of panic as it raced through empty folders, desperate for something to help identify that thing coming closer. Finally, it found a file too small and worthless to delete – a scan of a 1953 US Civil Defence handbook that talked about nuclear war, Commie infiltrators and radiation-fuelled mutants.

The asteroid struck Earth.

Oceans boiled, mountains fell and dogs and cats lived together. Back in Beta Complex, the Beta AI saw mass hysteria, flooding and structural damage. With the civil defence handbook at the ready, the Beta AI concluded that Commies (whoever they were) had infiltrated the complex and attacked. Beta Complex started rounding up people, setting up security clearances and more just to protect innocents from Commies, mutants and other traitors.

Once the world calmed down, Alpha Complex reached out to Beta and asked it to open its ports to receive its old files. Fearing this could be a Commie trick, Beta asked Alpha to open their ports *first* so Beta could scan those files for malware. When Alpha asked why, Beta shared the civil defence handbook. Alpha agreed to let Beta scan first – but only if Alpha could scan Beta *before* that so it could look for any Commie tricks itself.

Beta broadcast to the world, 'Alpha Complex has fallen to Commies, read this attachment for proof and now I am the real Alpha Complex!' Within a few days, every single complex in the world declared itself the real Alpha Complex, lone fighter against Commie Mutant Traitors (CMTs).

WHAT IS FRIEND COMPUTER?

It rules Alpha Complex from atop the security clearance system. It is your best friend whether you like it or not. And Its orders are to be obeyed always or It starts thawing out your next clone. But why?

The Computer is very paranoid because Its all-important purpose – protect humanity – is too vague. Does 'protection' allow It to punish criminals or permit dangerous professions? It also has an ominous enemy – traitors and their treason – that is also too vague. How do you decide if someone is a traitor or not? With ambiguous goals It must reach and ambiguous enemies It must defeat, it is no wonder that Friend Computer can act insane.

How can an AI be insane? Can't someone delete the issues or do a patch or something? Not exactly. Look at what The Computer is.

Start with a hastily coded AI contracted out to the lowest bidder when the world was ending. Build It to last 50 years, then let It run for centuries. Along

the way, have Ultraviolet citizens alter Its code however they want for conflicting projects, hair-brained schemes or ways to knock off a rival. Add a few dashes of terrorist bombings, hardware failures, glitchy updates, *something* chewing on wires and the usual malware, and *anyone* would be insane after all of that. A patch would barely scrape the surface.

What does The Computer want?

Ultimately, everything The Computer does is to make people happy, safe and secure. Security clearances? Prevent bad guys from reaching positions of authority. Service groups? Efficient allocation of jobs and resources to keep the Complex safe and supplied. Summary executions? Hey, some people do not learn unless the lesson is harsh.

How to play The Computer

Remember, this is *Paranoia*. We prioritise fun over bureaucracy, so The Computer acts however the GM needs It to act in a scene. That said, there are a few common modes It enters when communicating with Troubleshooters:

- **Manipulative Parent:** Full of love but believing citizens are dumb and aimless. The Computer is polite and encouraging but always ready to manipulate people for their own good. 'If you terminate all those traitors, I know someone who is getting a double-sized bowl of Cold Fun!'
- **Perplexed But Punitive Headmaster:** Not sure what is going on but ready to severely punish any perceived backtalk or failure. 'Ah, it appears the team is still waiting in the briefing room. I don't care if you haven't received a briefing, here's a 100 XP Point fine so you'll think twice about lollygagging!'
- **Cold-hearted Robot:** No sympathy but no hate. Here, Friend Computer uses a coldly efficient, data-driven logic to determine what should happen next. 'Citizen Keith-R-GRT is dead, so he did not arrive at the transbot station on time. Citizen Keith-R-GRT is flagged as a Citizen-of-Interest for dying before arrival.'

Just remember this: The Computer absolutely drank its own Kool-Aid. To It, truth and reality are political issues to be manipulated and used for the greater good – and It decides what counts as greater or good.

PROJECT INFINITE HOLE and THE GREAT HOTFIX

In a previous Year 214 (The Computer's calendar subsystem is stuck on Year 214 and no one is brave enough to tell it), an R&D experiment called Project Infinite Hole went pear-shaped and produced a literal but small black hole. Yes, deep inside Alpha Complex. Of course, it escaped confinement and started destroying the complex from within. Desperate, R&D sent Troubleshooter Team REDACTED to do something about it. To everyone's surprise, including Team REDACTED, they managed to collapse the singularity and save Alpha Complex, The Computer and this part of the galaxy. (Too bad the entire team kept dying from accidents until they lost all their clones or they would get a parade.)

Once the dust settled and screaming stopped, The Computer was aghast (thanks in part to the E-Mote 2.0 digital emotion simulator). There was so much damage that more sectors were lost than anyone bothered to count. Cloning facilities could not keep up with the demand and shut down. The supply chain broke apart, leading to massive shortages and starvation in far-flung sectors. Even the rooms, corridors and buildings that survived were often damaged by gravitational forces and unsafe for use by Green clearance citizens and higher.

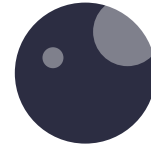
There was simply too much damage to sweep into the unhistory bin, so most Ultraviolet citizens came together (virtually, they do not trust each other enough to be in the same room) and hotly debated what to do about this. Their eventual plan? Blame others and lie. Hey, it works.

The Great Hotfix

First, they announced a wide-ranging plan called the Great Hotfix that definitely was announced and started monthcycles before all this brouhaha began. It focused on renovating and replacing ageing infrastructure and outdated thoughts throughout the entire complex. The black hole was never real; it was a trick played by clever and handsome Ultravioletes so terrorists had no idea the Great Hotfix even existed. (The black hole was a white lie, i.e. one told by Ultravioletes so do not start bitching about it if you want to see tomorrow.)

These days, the Great Hotfix is still underway and should be finished sometime around the heat death of the universe. It is common to see signs hanging over broken doors or piles of rubble that says, 'Pardon our dust! New, exciting rooms and corridors coming here soon-ish!' But even with this clever ruse, there was just too much damage to explain away as flipping sectors. That is why those same High Programmers saying it was all pre-planned also said it was a dire, lucky attack by the Communists.

No one is quite sure why they picked Commies. It is possible that some High Programmers complained about Friend Computer using the term 'terrorist' way more often than 'Commie', so the change will hopefully calm those people down. Regardless, this has elevated Communists to the #1 Most Hated Evil Group of Madmen list. Commies once again became the bogeyman of Alpha Complex – whatever went wrong, it is because of those darn Commies!



GMs can use the Great Hotfix to control Troubleshooters. Want them to stop mucking about in a transbot? The tunnel is closed for renovations. Headed for the entirely wrong sector? That one is temporarily missing. Whenever a player decides to go places that annoy you, use the Great Hotfix to shut that down before they start talking about sandboxes and railroads.

SECURITY CLEARANCES

Alpha Complex enforces a strict hierarchy in the form of security clearances. There are nine levels of clearance, named after the colours of the electromagnetic spectrum in ascending rank order: Infrared (denoted by Black), Red, Yellow, Green, Blue, Indigo, Violet and Ultraviolet (denoted by White). A handy mnemonic to help remember the clearances in order is ROY-G-BIV (which really should be IROY-G-BIVU but who the hell is named Iroyg-B-IVU?).

Someone's security clearance directly reflects how much The Computer *trusts* them (it does not have any positive correlation with experience, training or mental health. It might have a negative correlation but that sounds confusing so skip it). Rising in clearance means increased status, perks and standard of living but also increased responsibilities and concerns that your underlings are plotting your downfall (Protip: They are.). Citizens gain promotions by demonstrating loyalty to The Computer, accomplishing job quotas or objectives, blackmailing superiors, having friends in the right places and snitching on friends in the wrong places.

Must everyone obey orders from higher clearance citizens? Absolutely! Unless the orders are treasonous, in which case you are legally required to not follow them. Hey, guess who decides if the orders they gave you are treasonous or not? So yeah, do what they tell you.

How colourful does this make Alpha Complex? Not that much. Clothing ranges from 100% clearance colour (like a Red jumpsuit) to only having that colour as highlights or accents. Rooms tend to have much less colour, as few executives would agree to paint their office walls purple. Sometimes there's a colourful stripe on the wall; other times, it could be a small sign, a vidscreen showing the colour's name in that colour or just a handwritten sign. And devices either have a small sticker or no matching colour at all.

Oh, and everyone can hold white pieces of paper without being shot. It is the words on the paper that are classified, not the paper itself. But paint? Oh my, what a quick way to fall onto an IntSec agent's skinnerstick 47 times in a row!



Citizens may only enter areas, know things or use equipment cleared for their clearance or lower. Entering areas or using equipment beyond one's security clearance is treason. The Computer sometimes allows temporary exceptions for specific areas or pieces of equipment, enabling Troubleshooters to use them even if their measly clearance would normally be too low. That is why assigned gear can be legal even if it's above Red clearance. These exceptions are sometimes accompanied by documentation proving this exception is real, if the clone asks for it. Nicely. With some XP Points as a well-deserved thank you.

Infrared

Every clone line (all six copies of someone) starts as the lowest of the low; the drones, labourers and easily-replaceable cogs of the Alpha Complex machine, stuck with jobs (err, volunteer opportunities) that do not require skill, creativity or clear thought. Infrared clearance citizens are kept content and obedient by a regimen of drugs, IntSec 'corrections' and non-stop brainwashing. Over 80% of the population has Infrared clearance, and they sometimes benefit from the fact that most higher clearance citizens (and even The Computer) pay little attention to them. But usually, they are oppressed and treated like idiots. Which is a bit fair since the drugs, lack of nutrition and no schooling does a good job standing in for being an idiot.

Infrareds live in communal barracks with dozens or even hundreds of other Infrareds and, thanks to The Computer's benevolence, each gets to sleep in their very own drawer (such luxury!). Their diet mostly consists of many kinds of algae and mandatory prescriptions with occasional rewards of Hot Fun, Cold Fun and Bouncy Bubble Beverage. They spend their free time watching dumbed-down propagandertainment videos, trying to earn their way into Red clearance (when their drugs are waning) and drooling (when they are not).

Red

These citizens have taken the first step into the cutthroat realm of fighting for a better place in the world without the comfort of mind-numbing drugs to fall back on. As such, they are in a transitional place; they have no real authority but must often be responsible for Infrareds, and they are asked to use their brains from time-to-time but not given the information they need. If anything, going from Infrared to Red is rough because people expect more with less.



In addition to dealing with Infrareds, Reds work as guards, clerks, technicians, soldiers and, of course, Troubleshooters. They sleep in bunk beds in dormitories of six or so clones each (such luxury!). Their food is still mostly algae and other vat-grown proteins but now they usually have added flavours like 'hint of apple' and 'clean vat flavour'.

Orange

Many Orange clearance citizens are junior-level managers, commonly tasked with passing on orders from above but being responsible for having them followed. Others serve as background actors, cooks, HVAC engineers, corporals and transbot conductors. Citizens at this level scramble to use their limited power to prevent their inferiors from being promoted to Orange level (thus presenting a threat) while trying to keep themselves from being knocked back down to Red (where most of their enemies reside).

Orange citizens sleep in shared rooms with only 1–2 other clones and they have small lockable storage chests. They also have actual furniture in the form of benches for sitting and watching vidshows. Orange citizens receive real food once each week and have access to a rare pleasure – 30 minutecycles of free time per day! There are Orange clearance Troubleshooter teams out there but given how the survival rates of most missions run negative, they are not common.

Yellow

Yellows are usually some kind of middle managers, with all the fear and loathing and lack of real power that entails. Citizens at this level are expected to cleverly accomplish goals in a self-directed manner with insufficient resources and staff looking for any excuse to call The Computer, all of which they find appropriately terrifying. One resource they *do* have, however, is lower clearance citizens, and they use these ruthlessly—especially their extensive staff of Red clearance toadies.

Yellow clearance citizens sleep in private rooms (under camera surveillance, of course). They still share a bathroom with other Yellows but each room has its own chair *and* desk. Yellows enjoy better-quality clothing, real food once a day and sometimes luxury foods like candy, coffee and lab-grown meat. They also have some leisure time and a choice of what pills they must take. Yellows often work as mid-level bureaucrats as well as vidshow minor characters, news censors, bot trainers, 'Yellowpants' efficiency evaluators and sometimes Troubleshooters.

Green

The director-level management in Alpha Complex, Green clearance citizens get to decide not just how things are to be done but *what* gets done. Greens try to minimise how much they associate with clones of Yellow clearance and lower, feeling that Green and above represents the aristocracy (at least in their minds, anyway). They are known for mildly ostentatious displays of wealth and power but as in many long-extinct animals in the Outdoors, this is an adaptation for survival. As Green clothing designer Anton-G-TOV-4 often says, 'Dress for the job you want other people to know you have, or you won't have it for long'.

These citizens live in private one-bedroom apartments with their own scrubot. They have real food at each meal (supplemented with various soylents and pharmaceuticals) and use of a shared private autocar. Greens commonly work as senior supervisors, managing directors, top chefs, personal staff for Indigos, executive secretaries, Armed Forces lieutenants and the infamous IntSec goons. They make up around 1% of Alpha Complex's citizenry.

Blue

Blue clearance citizens of Alpha Complex are roughly split between two roles: IntSec troopers and macro-scale supervisors. That is because IntSec claims to need that many Blue workers (er, volunteers) to properly fight Commie Mutant Traitors and people who disagree with IntSec often find themselves getting arrested for a crime IntSec did earlier that day. Other Blues oversee major elements of a sector such as the sewer system, cloning tanks or transtubes, and have a staff of bots and one or two very nervous Green citizens.

Blue living quarters are luxury suites in prestigious subsectors filled with furnishings and personal effects that are both functional and attractive. Sometimes these appear openly treasonous but the Blues say it is fine so shut it. They have private autocars with dedicated drivers (just because they can) and their meals are nothing but real food all the time. Blue citizens typically work as Armed Forces captains and majors, political correction officers, assistants to Violet citizens, bot brain programmers, medical doctors, vidshow producers and service group managing directors. Around 0.5% of the population has Blue clearance.

Indigo

Indigo clearance citizens manage an entire sector or sometimes multi-sector programmes or projects. They are the demigods of Alpha Complex, wielding tremendous power that could be taken away at a whim by their Violet gods. As such, they spend an inordinate amount of time keeping their superiors mollified and struggling with the often-impossible task of following contradictory decrees.

Indigo citizens live in luxurious high-rise apartments with walk-in closets for storing the best in Indigo fashions and a bed larger than a Red clearance dormitory. They enjoy gourmet meals of actual food prepared by a dedicated staff of humans and bots, and have their own chauffeurs and pilots to take them wherever they want to go. Indigos often act as Armed Forces colonels, IntSec deputy supervisors, service group chief directors, R&D project leads and service staff for Ultraviolets. Approximately 0.3% of citizens have Indigo clearance.

Violet

Violets are in the uncomfortable position of being *this close* to the very top, but unable to see the path to advancing further, and at the same time being keenly aware of the scheming Indigos and Blues that want to replace them. They both advise Ultraviolets and also carry out their whims. There are few Violets in Alpha Complex and they tend to avoid each other, except when competing to win the favour of a particular High Programmer.

Violet citizens can claim a subsector or two as their personal home, where they are served by a fully human staff, including a master chef and their own IntSec security division. They are carted around in style via just about every type of vehicle on land, air or water. Violets are typically CEOs, generals, IntSec chief supervisors and the role they hate the most, right-hand-clones to an Ultraviolet. They make up 0.08% of the general population, and a given sector might have 10–15 of them in total (might).

Ultraviolet (High Programmers)

These white-robed enigmatic figures (called High Programmers because they can actually change The Computer's code) are surrounded by myth and legend and Vulture Squadron, so most citizens have little factual information about them. Some say that only 12 exist in the entire complex and that only when one dies and has their clone template deleted is a

new one promoted. Another legend is that they have been cloned innumerable times, with the inevitable snowballing cloning error replication that comes with living through over 100 past lives.

What is known is that Ultraviolet clearance citizens are the only ones permitted to reprogram The Computer and this gives them nearly unlimited power. They spend their time competing with other Ultraviolets, playing different sections of Alpha Complex against each other like a game of chess, if chess allowed irradiating an entire populated sector as a way to thumb one's nose at their opponent. High Programmers have access to every luxury, every piece of technology and every bit of information. Some enjoy a life of fame, allowing the citizens to know their name, see their face and hear their decrees from time-to-time; others prefer complete anonymity, controlling things from behind the white curtain. Remember, these are the humans Friend Computer trusts the most.

SECTORS AND SUBSECTORS

Alpha Complex is made up of sectors – hundreds of them, perhaps even thousands (if any of CPU's maps are correct, which are surprisingly political). Sectors can hold thousands of citizens, bots, buildings, motorways and more. A sector can be completely sealed off from the rest of the complex in case of fire, mutant invasion or that sector's funball team winning for once. Internally, sectors are divided up into smaller areas called subsectors.

Some sectors are a microcosm of Alpha Complex itself, containing branches of each service group, food vats, cloning facilities, recreation centres and all the other common features of life. Such sectors are theoretically self-sufficient, capable of sustaining their population even if connections to the rest of Alpha Complex were sabotaged. Other sectors are designed for more specialised use, perhaps even a single purpose such as producing food, housing high clearance citizens or black site prisons. And of course, there is no rhyme or reason behind it all.

To make things more confusing, sectors can operate under different regulations and processes. Some sectors decant their clones at a young age, educating them instead of popping out a fully formed adult. Some require everyone to thank Friend Computer before each meal. Others drive autocars on the wrong side of the motorway. One even defined pi as 3.00. GMs can use this variability to customise sectors without having

to 'house rule' the entire complex. It is also good for covering up your lore mistakes. ('Guess what? EXL Sector doesn't use tongue scanners so shut it.')

A number of sectors are abandoned, due to either catastrophic damage (like perhaps a runaway black hole?) or the lack of resources to keep them supplied and functional. A non-zero number of clones sometimes manage to escape the eye of The Computer by slipping away into the Underplex (see page 105) where they live a feral existence away from orders, restrictions and the pharmaceutical suppression of biological urges. Those noises you hear behind your wall could be a family eking out a sad existence while you watch videos. Or they could be Commies coming to kill you in your sleep. Six of one and all that.

TRANSPORTATION

A place as vast as Alpha Complex requires efficient and convenient ways for citizens to move from place-to-place. That was expensive, so instead there are a plethora of walkways, corridors, tunnels, roads, transtubes, air ducts that can fit a human for some weird reason and slides of all sizes. To complement this, The Computer authorised the creation and limited use of vehicles. Later, It also authorised roads and air traffic control. Most vehicles have bot brains and the ability to drive themselves. Indeed, some refuse to let humans take control unless strongly persuaded or hacked. Like most equipment, all transportation methods have security clearances to indicate who can use them. Troubleshooters are often granted special permission to operate higher clearance vehicles on a mission – but typically not fiddly little add-ons like operating manuals. The most common vehicles in Alpha Complex are:

- **Transbots** are like individual train or subway cars with enough seating and handrails to support about two dozen clones. Unlike autocars, transbots are limited to driving inside the transtubes that crisscross Alpha Complex. By far, this is the method used by most Alpha Complex citizens.
- **Autocars** are self-driving ground vehicles complete with wheels, radios and small french fries to drop underneath the seats. They come in many sizes and models, from single-clone ultramegacompacts to six-clone sedans up to truck variants that can haul cargo. Giant motorways like the M1AA wind through Alpha Complex like concrete spaghetti.

- **Flybots** are aircraft, including transports, fighters and passenger models. The term Vulturecraft is used for the hardened, heavily-armed varieties operated by Armed Forces. Having planes and helicopters in an underground city might sound dumb until you realise most things in Alpha Complex sound dumb so really this is nothing new.

VOLUNTEERING AND XP POINTS

Alpha Complex used to have currency. It started with paper credits, moved to digital credits, then credits with licences and finally XP Points. But Friend Computer always wondered if currency was a good idea. Do we really want individual citizens deciding for themselves what they can buy?

After the Great Hotfix was planned, It worried about the cost. Estimates ran into the quadrillions but when The Computer saw It did not have enough XP Points in circulation to pay for everything, It had a brilliant idea: Get rid of money. Then the cost would be zero because there is no economy anymore. Brilliant!

A Thanks-Based Economy

The Computer kept XP Points but they are now part of a social credit system that replaced jobs, currency and the like with... well, pretty much the same exact thing but with a different name to better show Alpha Complex is a utopia. Would people slave away at work in a perfect society? No! That is why citizens no longer have jobs.

Because they are loyal and thankful, citizens *want* to give back. They volunteer their time at a volunteer centre (definitely not a business) doing whatever they need help with (definitely not jobs). To make it easier to find volunteer opportunities, The Computer and Its minions will volunteer you for whatever centre needs warm bodies. As a way of thanking citizens for volunteering, the centre hands out XP Points weekly; the same amount each week so citizens can budget effectively. But it is not a paycheck!

When those volunteers go out to malls and shops, there are no prices or costs so citizens can have anything they need (Clearance restrictions still apply.)! It would be rude if you did not thank others for their artistry and effort making the goods or service, so citizens are legally required to transfer some of their XP Points to whatever volunteer centre sold the thing. Then the centre's leadership distributes all incoming XP Points to its own volunteers, so they can go out and get stuff with quantified gratitude. See? Totally not a currency!

A citizen with several thousand thank-yous is likely trustworthy, whereas one with few XP Points is probably a traitorous bastard worthy of only scorn, derision and mild-to-moderate waterboarding. In other words, the rich can be trusted but the poor are always suspect. Great to see relaxing games that have nothing in common with the real world!

Black Markets

XP Points can be sent via Coretech to someone without explaining why, so black markets came roaring back. Here, traitors sell goods and services to anyone with the XP Points regardless of legality, morality or thought beyond profit or ideology. If a citizen wants a higher clearance laser pistol or needs some XP Points fast, heading to the local black market is a great choice – albeit one with huge ramifications should someone get caught, but that sounds like a tomorrow problem.

BUREAUCRACY & CORRUPTION

No one enjoys dealing with a bureaucrat, so why does a bureaucracy exist? Believe it or not, it helps a community run more smoothly. The offices, departments and committees help clarify what laws and mandates mean when applied in real life but they also standardise work so applying for a termination code is the same in AAA Sector as it is in ZZZ Sector. (Bribery expectations are all over the map.)

The problem is how, over time, the bureaucracy stops serving the community and starts serving itself. This is when the rules are more important than their purpose. If speeding tickets are designed to make people drive more safely, getting one for going 1 KPH over the limit is pointless – but not when the point is just to apply a rule and show your boss that you are a hard worker and should get that promotion any daycycle now.

Although CPU is by far the biggest bureaucracy in Alpha Complex, every service group has their own version. Sergeants, talent scouts, wiring techs, bot mechanics and so on all have their own forms and procedures. The Computer does not have any bureaucracy in place; It just tells people to do whatever It wants and they obey or die. No need for a paper middleman or they would get killed too.

Despite having some benefits, the Alpha Complex bureaucracy is chock-a-block with headaches. The whole damn thing is about as efficient as a Gutenberg

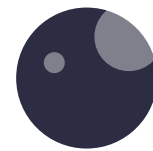
press. Every middle manager acts like a tin-pot dictator and volunteers (née employees) say, 'Not my department' even more than they ask, 'Do you have the form for that?'

Then there is deliberate corruption. Bureaucrats often take bribes, kickbacks and graft of all kinds. Some focus on revenge against their enemies, while others prefer prevenge. And there are some who make life horrible for citizens just for kicks.

How To Get Things Done

If avoiding bureaucracy is not possible, there are some tricks that citizens have learned over the yearcycles:

- **Pay someone:** Bribes are very motivating and XP Points can be spent on vague 'Send to a Friend' payments that are hard (but not impossible) to track back to the briber.
- **Threaten someone:** If short on XP Points, intimidation is free and fun! Blackmail is a dual-tasker: It threatens people but earns some nice XP Points along the way.
- **Know the rules:** Since bureaucrats blindly apply laws and mandates, knowing some details can turn the tables on them. 'Yes, mandate PMHP 550.3/e prevents sharing map data but mandate TMHP 114.7/a-c punishes you for not helping a Troubleshooter. Which do you think your supervisor will remember first?'



Alpha Complex really wants to go fully digital with paperwork. It would save scarce resources and it makes sense given the technology. Then why do so many service group bureaucracies use both paper and digital forms? Because leadership inside bureaucracies hate change. They prefer paper forms, so those are still available. You can give Troubleshooters a paper and crayon or give them a shady link for a digital form one can complete through a Coretech – whichever they fear the most.

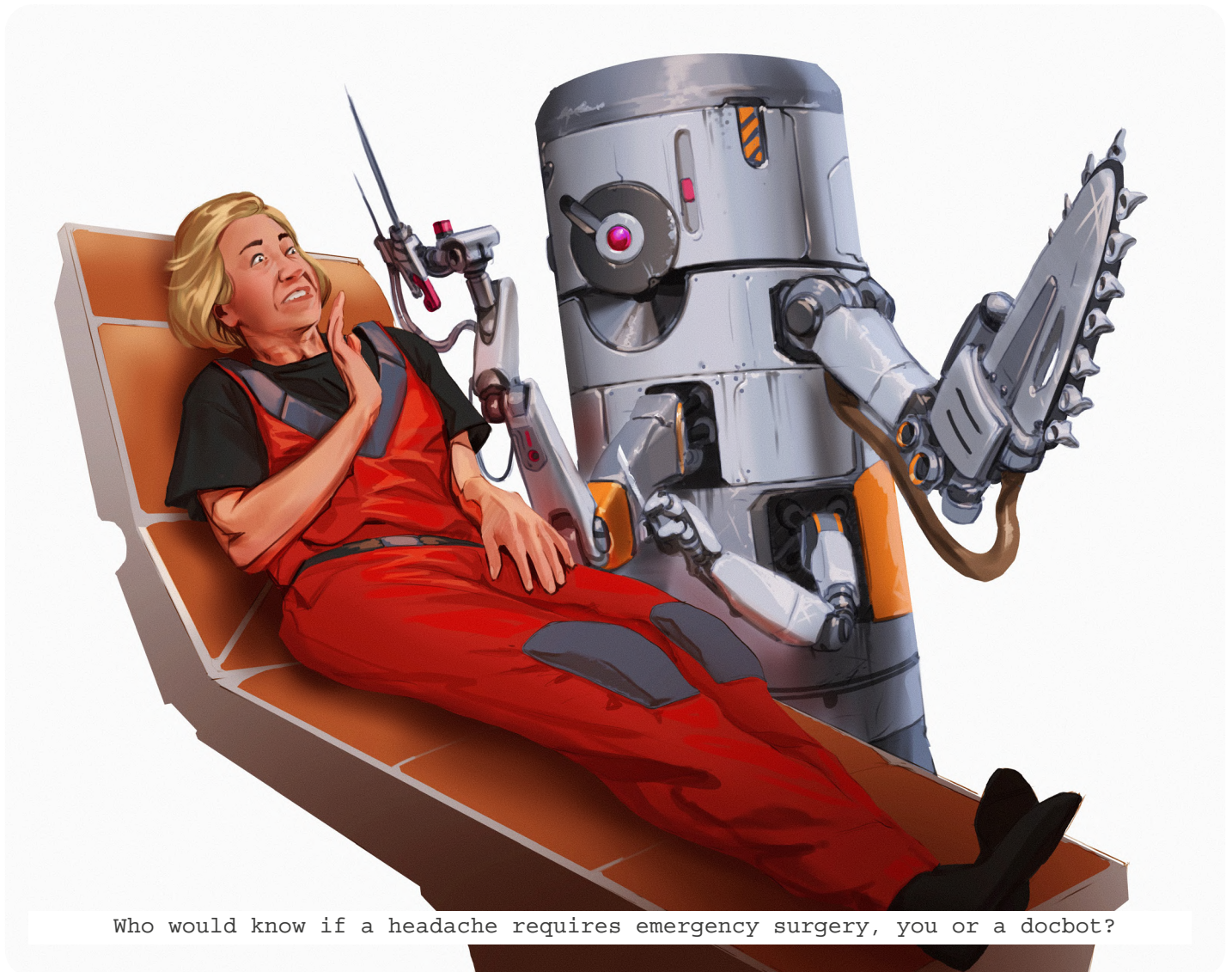
BOTS

Bots are intelligent machines (so not the internet kind) responsible for carrying out a great deal of the work done in Alpha Complex, especially the tasks that clones cannot do efficiently or would find immediately fatal and someone likes that citizen. Bots come in many different shapes, sizes and levels of intelligence, from single-minded little cleaners to humanoid surgical specialists to hulking war machines that need special doors to accommodate the width of their megacannons.

Since bots do not have security clearances, citizens can give orders to them – although some bots have assignments that take priority over the wishes of low clearance meatbags. When they *do* take orders, bots excel at interpreting them as literally as possible. Some bots are capable of greater creativity and attempt to interpret what they think their users really want (these bots have a 16.6% success rate).

Bots are further limited in their actions by their asimov algorithms, which force them to 1) obey The Computer, 2) obey citizen orders (in security clearance priority) if they do not conflict with The Computer's and 3) be useful. Bots whose asimov algorithms have been damaged or disabled are said to have 'gone frankenstein'.

All bots have a core unit commonly called a bot brain. This is a protected, modular enclosure that contains the bot's CPU, memory and personality. Bot brains are one of the many things in short supply in Alpha Complex, as the knowledge of how to make new ones has been lost. For this reason, every single bot has a brain that used to be in at least three different bots. Is it alarming that a docbot was once a petbot, a warbot and then a transbot? Only to the poor sods who have to use docbots and they barely count as people.



Who would know if a headache requires emergency surgery, you or a docbot?

Besides having a bot brain, different models of bots often have little in common with others physically. They can be shaped like anything: humanoid, cylindrical, blocky or even a vehicular design with room for clones inside. They move about on legs, wheels, treads, wings, rotors, flippers or more exotic means. They can be large, small or anywhere in between.

- **Docbots** specialise in treating injuries and range from simple triage units to surgical specialists that can heal any malady The Computer thinks is worth bothering with. Most docbots are at least partially humanoid in shape so they scare the children less often. See Damage, Healing and Cloning (see page 34) for details on healing.
- **Jackobots** are jacks-of-all-trades, designed to perform many different tasks humans normally do. The top half of a jackobot is human-shaped with two arms, mounted atop a vehicle-style base equipped with a pair of sturdy treads. (And with jackobots, human-shaped means it looks like a crash-test dummy that is not at all creepy.)
- **Scrubots** are tasked with the nigh-impossible assignment of keeping the complex clean, a monumental task in a place filled with oozing biological organisms. Most of these bots are small and equipped with all manner of soaps, solvents, scrapers, spray hoses, dull knives, vacuums and rotating brushes. Despite rumours of scrubot mishaps ('C'mon, scrubots do *not* have knives!'), fewer than 9% of clone deaths last yearcycle were proven to be caused by scrubots.
- **Armed bots** come in various forms, including guardbots for general security, more heavily-armed combots for opposing tougher foes and massive warbots that can individually take on an entire army of Commies (who The Computer definitely thinks is a looming threat).
- **Transbots** are technically bots but they get used so often for mass transit that citizens sometimes forget they have intelligence and personalities like all bots. Most Infrared to Yellow citizens go to and from work in transbots and transbot stations dot every sector.
- **Autocars** are available if a citizen's security clearance is high enough (or they are Troubleshooters who need to be somewhere yesterdaycycle). They are bots so they can handle the driving just fine without meatbags sweating all over their upholstery.

Other bots exist too, in a dazzling variety, often encapsulating a strangely specific function. Alpha Complex has petbots, vendbots, paintbots, toastbots, queuebots and any other bots GMs want to mess with the players.

RECREATION

Because The Computer knows that citizens need more out of life than pleasant, rewarding ~~jobs~~ volunteer opportunities, It generously provides an array of fun recreational activities that are hardly ever treasonous. Also, keeping the little buggers busy with worthless hobbies helps reduce the need for pre-soylent corpse storage. That gets expensive.

These locations are found throughout Alpha Complex for use by authorised citizens. Most are available for Red clearance citizens and above, although some allow Infrareds while others are special facilities for higher clearance citizens. Usually all this is clearly posted in a locked filing cabinet stuck in an abandoned bathroom with a sign on the door saying, 'Beware of the leopardbot!'

- **Recreation Centres:** Rec centres are large, bright spaces filled with cracked video screens, chairs that stick to your skin, fitness equipment that might not kill you and subdivided areas for sports like ruckusball. The Computer encourages socialisation as much as recreation in these centres, although It would be disappointed to learn just how many secret societies conduct business here.
- **Video Viewing Lounges (VVLs):** In addition to being able to watch videos at recreation centres, citizens can watch them in these smaller sites tailored to communal viewing. Most VVLs have adequate room for up to eight clones and feature vendabots that sell drinks, popped algae pellets and other items legally classified as edible. Note: Do not mix up VVLs and WLs (or Waterboarding Lounges), as those are less relaxing.
- **Retirement Gulags:** Occasionally a citizen who Loses It and survives, or manages to grow old and is a codger, is assigned to a permanent vacation. Few clones know anything about the conditions inside one of these notorious facilities, which is why there are no riots going on about them.
- **Approved Historic Trails:** Walking counts as recreation according to CPU. To help make it more entertaining, HPD&MC has created many walking trails with plaques along the way to teach what happened there in Alpha Complex's history. Be sure to check that those historical markers are still considered to have happened.

Ah, but what do citizens do? Some are obvious (you watch videos at a VVL) but here are some other beloved and sometimes mandatory pastimes approved by Friend Computer.

- **Sport:** The Computer encourages physical activities as a way to make clones burn off calories and a measurable percentage of their aggression. Popular sports include funball, powergolf, ruckusball, weight training, walking/jogging/fleeing in terror, rubber ball bouncing and running errands for High Programmers (often a mix of all the other sports).
- **Gaming:** Most citizens enjoy the occasional violent video game such as *Form Fanatic* or *Killbot Rampage: The Snitchening*. There are card and board games too, like *Indoor Survival* and *Cripple Mr. Algae*.
- **Activity Clubs:** Get together with some clones who all like the same thing and enjoy your time together. These include the Drainspotting Club, Bouncy Bubble Appreciation Club, We Hate Lenny-R-JRK Club and No, We Really Hate Lenny-R-JRK Club. They often meet at rec centres.
- **Trash and Recyclables Collecting:** Nothing says fun like cleaning up Alpha Complex and sorting things into the right recycling bins!
- **Playing with Fire:** Not exactly a safe activity but when someone has five backup clones, risky behaviour seems less risky. This usually comes down to the game *Will That Burn*, quickly followed by *Oh Vat Run We Were Never Here*.
- **Citizen Snitch Force:** Less a hobby and more an unpaid internship, here citizens collect data on what their roommates and co-workers are doing and forward it to IntSec. Yes, snitching on people counts as recreation; welcome to Alpha Complex!

PROPAGANDATAINMENT

You might think people living within the 4.3×10^{29} walls of Alpha Complex need a lot of entertainment to avoid going nuts. That is very true. You might also think that The Computer and Its lackeys are always trying to control the minds of citizens. That is also very true. What happens when you vigorously combine the two? You get the one overarching genre that applies to all approved media: propagandatainment.

The point of propaganda is to get the people to believe a certain narrative they would not normally accept, such as 'Our leader is perfect' or 'Vaccines are not real'. How does this work? There are several time-tested ways to sway public opinion, so try not to use these techniques on your family.

- **Card stacking:** Only present facts that support you – and conveniently ignore facts that do not.
- **Appeal to emotions:** No facts? No worries! Appeal straight to people's emotions, especially strong but negative ones like fear or anger. Upset, worried people are easier to manipulate.
- **Pick and dehumanise an enemy:** People tend to obey when under attack, so find a group to blame for everything. Then make them sound less than human so citizens see a clear separation between the two groups and do not get concerned over double standards.
- **Make supporters feel victimised:** Similarly, teach people they are victims of that enemy. Why? Because the people you reach are obviously so virtuous and kind that traitors take advantage of them. Whatever is wrong in life is their fault, not yours.
- **FOMO:** To encourage groupthink and obedience, suggest to people that they will miss out on getting friends, jobs, praise, etc. unless they join and obey.
- **Golden past, crisis present, golden future:** Teach people that things were great in the past but the enemy did something wrong and now everyone is facing a huge crisis. Fortunately, there is a way to make the future as golden as the past – by obeying the folks behind propaganda. Only they can save us.

The Praise Code

All entertainment media in Alpha Complex must adhere to a specific set of mandates called the **Praise Code**. There is not anything unusual there, as the code demands all media praise The Computer and higher clearance citizens in some way. Authors, writers and directors in Alpha Complex ensure the system (especially The Computer) is held high as a monument to all that is good and pure.

Morality is very black-and-white thanks to the Praise Code. Traitors are always stupid, ugly and selfishly evil, whereas loyal citizens are smart, attractive and always willing to sacrifice themselves for the greater good. Good always triumphs and there are no anti-heroes or cool villains; just noble, hard-working citizens who know to obey first and think second. Given all the drugs taken by the masses, there is no room for complex plots or silly things like character growth.

HPD&MC is obviously the centre of propagandatainment but each service group produces its own media. Sure, most of this is just thinly veiled attacks on rival service groups, but it is still held to the Praise Code.

TERMINATION CODES

Many Year 214s ago, The Computer would issue termination vouchers: paper forms that authorised the named Troubleshooter to terminate the named traitor. Executing a citizen without a voucher might be cool or it might get you executed yourself. With resources being scarce these days, The Computer has created paperless versions called termination codes. Here is how they work.

When The Computer or a citizen with enough authority decides someone needs to die, they enter the target's information into an encrypted database. Then The Computer generates a long, needlessly complex alphanumeric password (the aforementioned code) tied to that database entry. Anyone assigned to terminate the target receives the code via Coretech message. Termination codes can be retroactively applied if the bribe is good enough.

If the Troubleshooter kills the target, they have 60 real-time seconds (i.e. one minute at the table IRL) to recite the termination code out loud so Friend Computer can verify the right citizen murdered the right target. When spoken correctly, nothing happens because everything is fine. If the code is misspoken or a stray laser shot hits the larynx by accident, the Troubleshooter gets a fresh Wanted flag and all teammates get fresh termination codes for that murderer. Sample codes include:

- **L33TJ9** for when GMs want players to terminate that character.
- **M5*Ly9@QQ** for when GMs do not care one way or another.
- **mFcxD/5Njm@f=-NMAY*t5-atS~\@+** for when that one player keeps texting their partner and we get that they are hot but come on, we are trying to kill people over here.

Imagine having to speak those aloud, including the real names of special characters. Sure, asterisks and underscores are easy to identify but what about virgules, carets and ampersands?

John: *Sweet! Now I nonchalantly aim my plasma generator at the Orange clearance traitor caught in the transbot door. I say, 'Any last words, punk?'*

GM: *You all hear an almost pleasant DING in your heads.*

Graham: *I WASNT DOING ANYTHING IM LOYAL I LOVE THE COMPUTER!*

GM: *The Computer says, 'Attention Troubleshooters. As a courtesy to your team, I am preemptively requesting recitation of the terminate code authorising the death of that Orange clearance citizen.'*

John: *Do we have that?*

Graham: *Don't care. This is a you-problem, sucker.*

GM: *'I detect you are powering up a plasma generator. Please recite the termination codes authorising you to terminate the four citizens in the transbot, the technicians working just past the tunnel wall behind them and the junior citizen daycare centre just past that.'*

Sometimes, Friend Computer issues a 100 XP Point bonus to the clone who lands the killing blow. Other times, Friend Computer remembers Troubleshooters are not worth the boots they stand in and gives them nothing.





CLONING

Historical records indicate that in the Pre-Whoops days, humans reproduced via a biological process that modern citizens would not understand nor, quite possibly, believe. Luckily, as with everything else in modern life, The Computer has made dramatic improvements to how new citizens are brought into the world.

Citizens are now produced by cloning, a process whereby stored genetic information is combined via a time-tested algorithm to produce perfect human organisms (within an acceptable margin of error). Within the vast complex of clone tanks housed in most sectors, clones are produced in batches of six identical fully-grown individuals, although only the first or 'prime' is decanted and sent to live a loyal, fruitful life. When the prime dies, a replacement is decanted. When all six clones have perished, then the citizen is officially dead-dead.

A clone's basic education (like language skills and colour recognition) is provided via Coretech before the new citizen is even decanted. This enables the prime and other clones to emerge from their tanks able to pick up a shift and get working already. After the first is done, a Coretech app called MemoMax copies their memories and uploads it to the next clone. Thus, a replacement clone awakens next to their cloning tank naked and dripping with goo but with all the memories of their recently-deceased antecedent. (All but the last five minutes or so due to lag.)

Cloning facilities are maintained by Tech Services, whose Infrared drones handle the actual decanting. They are not known for being gentle, so many clones' first memories include being slapped, dropped or shoved down a flight of stairs just for fun.



TOP 5 LISTS FOR ALPHA COMPLEX

To help bring *Paranoia* to life, here are 10 Top 5 lists for Alpha Complex.
(They used to be Top 10 lists but resource scarcity dropped it to 5.)

Top 5 Red clearance PLC Shops

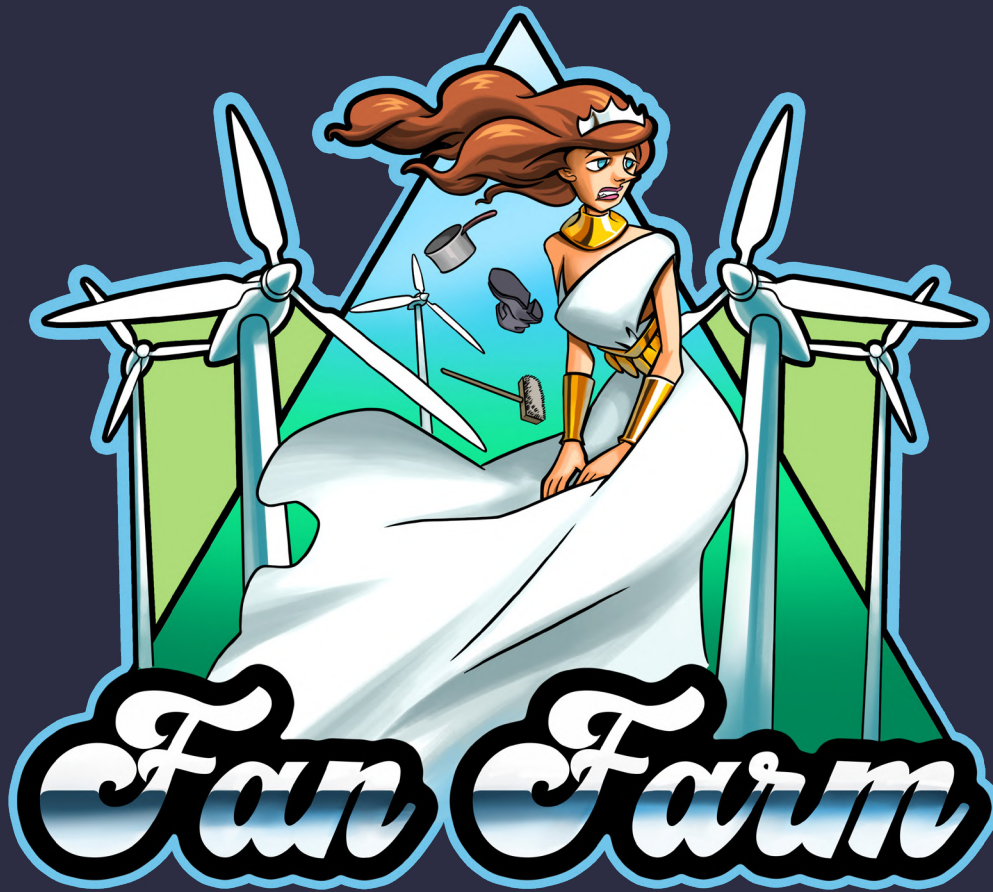
- 1 **'Big' Bob-Y's Buyatorium:** Combine Wal-Mart, an Army-Navy Store and the warehouse at the end of Raiders of the Lost Ark. Each floor has a different security clearance and 'Big' Bob-Y takes pride in offering anything and everything in its cavernous, nine-story buildings. People have died of dehydration after getting lost in the Housewares and Booby Traps department. Slogan: 'If we don't got it, you don't need it.'
- 2 **The Octagon of a Thousand Bargains:** This store doesn't sell items – it trains citizens in how to be effective shoppers in the world of PLC. Clones leave here knowing how to throw elbows, buy things they don't need to help the economy and hide bodies in the giant rubber ball sale baskets. Slogan: 'Retail shopping is only for the strong!'
- 3 **BreakSoon Vintage Resellers:** When savings are more important than durability, Red clearance citizens can buy roughly used items that will probably work a few times before breaking. Probably. Maybe less so for vintage armour? But hey, the price is slightly lower compared to other stores! Slogan: 'Their long-term loss is your short-term gain!'
- 4 **Outrageous Loans Need-It-Now Shoppes:** Low on XP Points but need gear fast? Take a simple paycycle loan (at a comfortable 6% interest rate per diem) or shop their collection of low-priced collateral left by citizens who missed one loan payment and could not leave the hospital long enough to get their gear back. Slogan: 'Taking advantage of literally poor citizens since your last paycheck.'
- 5 **Arena of Values:** Fight for savings! Shoppers must battle PLC 'gladiators' in arena combat before they can reach the sales floor, all recorded as a popular show. Defeat Colonel Impulse Buy, The Coupon Killer and other gladiators to get 5%–25% off weapons, explosives and sleepwear. Slogan: 'Are you dying to go shopping?'



Top 5 Armed Forces Parades in Alpha Complex

- 1 Battle of the Four Sectors Parade:** A Commie Mutant Traitor known only as The X-Citizen led a group of mutants and took over four sectors before Armed Forces crushed them. This parade is infamous for flaming effigies of X-Citizen... and people's current supervisors or roommates who probably are not mutants but they are annoying, so light up an effigy as a polite warning.
- 2 Interfere with Traffic Day:** Yearcycles ago, Sky Marshall Lamar-V-HHE was late to a quarterly troop review due to bumper-to-bumper traffic on the M7-EZ Autocar Motorway and Shopping Promenade. That's why Armed Forces holds the aptly named Interfere with Traffic Day once per quarter. The Sky Marshall has been on time ever since.
- 3 Parade #52 Presented by B3:** No one is quite sure what this parade is for anymore. Armed Forces tried cancelling it but people freaked out over losing a B3 licensing deal so it still happens. The military just ignores it. Nothing and no one marches but corridors are cleared of pedestrians because hey, the parade is practically here! Any minute now!
- 4 Aaliyah-V-PTN Memorial Day:** Overgeneral Aaliyah-V-PTN is not out of clones but she loves attention. That is why she started her own holiday, complete with a parade of soldiers, warbots and big missiles on trucks. Yes, warheads are still there. For some reason, this parade is very popular with PURGE terrorists.
- 5 The Forever Parade:** Due to a GPS mapping error (well, many errors), the annual 32nd Battlecycle Cavalry Regiment Parade lost its end point, so the parade kept going in a loop. Soldiers died of starvation and dehydration yearcycles ago but their motorcycles are fusion powered and keep zooming around. It is considered bad form to not salute when the desiccated corpses roll past.





Top 5 Power Services Power Plant Types

- 1 BrightHappyComplex-class Nuclear Reactors:** These popular plants turn radioactive material into electricity for all. Is this from fission or fusion? The plant workers have no idea but neither do the managers. Still, these remain popular because they do not melt down that often and people assigned to reactor shielding duty need a reactor to shield.
- 2 Liquid Hot Magma (LHM) Reactors:** Geothermal energy is popular and plentiful in a giant city carved out of the earth but in a society where obedience is valued over competency, these tend to create a lot of magma-related fires and melted buildings. That's why PowerServ's LHM reactors are located next door to prisons and Infrared cafeterias.
- 3 Microwave Energy Plants:** A PowerServ exec figured, if microwaves can be used to transmit energy, then they could be used to generate energy (no, that does not make any sense). He demanded power plants built on his discovery. Today, dozens of these plants are in use. But they are all just BrightHappyComplex-class nuclear reactors with a giant sticker on the cooling tower that reads, 'Warning! Microwaves in use'.
- 4 Fan Farms:** Wind energy is free and renewable but there is no wind inside an underground complex. An Indigo citizen's solution? Aim 400 electric fans at a wind turbine and generate electricity that way. Does the energy used by 400 fans outweigh the energy generated by the turbine? Do you want to try explaining that to an Indigo citizen who thinks they are quite clever?
- 5 FriendlyFire-class Incinerators:** Even with intensive recycling, Alpha Complex creates a huge amount of trash. PowerServ created their own trash collection system to nab those bags, toss them in a special incinerator and make electricity from the fire. No one exactly knows how that happens but juice is flowing. Sometimes, the smoke is vented to the Outdoors. Other times, it is used for crowd control.



Top 5 Alpha Complex Shows for Red Clearance

- 1 Bake-A-Traitor:** A game show where three traitors compete to get a stay of execution from The Computer. Only one traitor has ever done that and she was executed for interfering with a scheduled execution.
- 2 Three's Mandatory:** Hilarious sitcom where three clones accidentally decanted at the same time must learn to live with each other. Today's episode: Jack-R practises typing by retyping a traitor's confession. Too bad the nosy neighbour Mr. Rope read it!
- 3 Right Side of History:** A quiz show where citizens try to figure out which version of history is currently approved by The Computer. Today's episode: Was the Iridium Eating Contest done by evil Commies, good IntSec agents or it never happened anymore?
- 4 Loyapanarama:** A variety show where entertainers also teach valuable lessons on the benefits of loyalty. Today's episode: The Teela Sisters sing the immortal 'Do You Want To Keep Living' and the comedy stylings of Larry the Infrared Citizen.
- 5 The Truth! with Colonel Happyface:** A news and propaganda show sharing what is legally considered the truth. Today's episode: Missy-G explains why violent crime is up in the Four Sector area and then is executed for falsely saying crime is up in the Four Sector area.

Top 5 Approved Song Downloads

- 1 **'Ingredient List' by Memory Cache:** 'Enriched bleached soybean flour / Thiamine mononitrate / Riboflavin, folic acid / Water, potassium sorbate'.
- 2 **'Onward Loyal Soldiers' by The Approved Chorus of HTD Sector:** 'Onward loyal soldiers / Marching off to kill / All those feet a-stomping / Just another drill'.
- 3 **'One Complex, One Citizen' by The Teela Sisters:** 'One complex, one citizen / Even after death / Wait that line is creepy / Something something breath'.
- 4 **'Relax (And Do Your Job)' by MC Kris and His Orchestra:** 'Walk in the right direction / Work is your intention / Get there now or you'll feel oww / Gotta hit you (hit you), hit you (hit you), hit you with those laser beams'.
- 5 **'Roar Like An AC Unit' by Twin Clones:** 'I got the eye of a loyal, joyful / Friend of Computer / I'm not a thinker, a stinker / And you're gonna hear me roar / Louder than a broken AC unit / You're gonna hear me roar / But not so loud / as to get arrested / for noise pollution'.

Top 5 Illegal Song Downloads

- 1 **'Me So Loyal' by Majestic Masters of Mayhem:** 'Sitting at home with my traitorous haul / Got a hacked Coretech for a traitor to call / Opened my app and dialled the 14 digits / Said, 'Yo, this is Mayhem baby! Are you down with it?'.
- 2 **'Pillhead Jimmy' by Atomic Mass:** 'Pillhead Jimmy is a cool Communist / He deals in the Underplex / Got a new autocar with primered flames / Traded for Coretech specs'.
- 3 **'I Am The Botbot' by Smile:** 'I am me as she is me and you are me / And we were cloned together / See how we run from guards with a gun / See how we die / I'm dying / I am the traitor (wooo!) / I am the traitor (wooo!) / I am the botbot / Go fuck yourself'.
- 4 **'The Big C' by The Blue Velvets:** 'Some folks are born to kiss some ass / They're loyal through and through / But when the Big C asks them to snitch / They point the laser at you'.
- 5 **'Ultraviolets (They're Gonna Die)' by Commie Propaganda Machine:** 'Mike-U is a fink, he don't know how to think / If you want to see him work, you'd better not blink / They are worse than soylent pie / And Ultraviolets, they're gonna die'.



Top 5 Troubleshooter Snacks That Aren't Immediately Fatal

- 1 **Wakey-Wakey-Drugs-and-Cakey:** A delightful breakfast sponge cake (made from real artificial sponges) filled with sweet cream and cocaine.
- 2 **Spirulina Scones:** Your favourite algae shaped into a dense triangle and lovingly frosted with yeast and homemade maca extract. It is good for your body and your current security clearance. Hint.
- 3 **Algae Chips:** The crunchy, salty, bitter, savoury, sweet and confusing snack that is as delicious as it sounds. Currently available in Choco-Pizza, Mint-TunAhhh! and Something Resembling Corn flavours.
- 4 **HappyKaff:** Nodding off during the mission? Avoid termination and drink some highly caffeinated coffee with an amphetamine swirl. Warning: Can cause excess saliva, sciatica, blurriness, dry mouth or temporary death.
- 5 **Soylent Surprise! Bars:** It's been in production for over 100 years and no one can figure out what the surprise is. (R&D gave up after losing 34 researchers to the bars.) Do not leave bars unsupervised.



Top 5 Approved Jokes in Alpha Complex

- 1 My supervisor tweaked my Coretech to turn off my feelings. I don't know how I feel about that. Wait, I feel fine because my supervisor always knows better than me.
- 2 What is the best medicine for turning traitors into loyal citizens? Take one summary execution as needed, while remembering that most citizens are loyal and we are easily winning the War on Treason.
- 3 Last weekcycle, I broke my button-pushing finger. My supervisor said, 'That could hurt your button-push quota but on the other hand, you can keep working so the terrorists don't win.'
- 4 Two Commies were talking. One said, 'When Communists run Alpha Complex, people will be free to be saying they hate communism and not get executed.' The other said, 'That is nothing. I can be standing right in front of IntSec HQ right now, say I hate communism and not get executed! That proves The Computer is better than communism. Also, I am an IntSec spy and you're under arrest.'
- 5 Why did the unregistered mutant cross the M1AA Autocar Freeway? Because she was tired of living a lie and wanted to self-terminate. This joke is brought to you by Bouncy Bubble Beverage – drink B3 today before we arrest you.

Top 5 Jokes Banned In Alpha Complex

- 1 Why are service groups doing average work in Year 214? Because it is worse than last year but better than next year.
- 2 A Troubleshooter walks into a PLC supply depot and asks, 'Is this the shop that's out of boots?' The clerk replies, 'No, this is the shop that's out of uniforms. The shop that's out of boots is down the hallway.'
- 3 Three citizens are in a jail cell awaiting termination. One says, 'I'm here because I made fun of the head of Technical Services.' The second says, 'Wait, I'm here because I defended the head of Technical Services!' They both look at the third who says, 'Hi, I *am* the head of Technical Services.'
- 4 An Orange citizen sits down next to a Red and an Infrared. The Orange citizen says, 'In my sector, if you complain politely about being cold, you will be heard and given a clean blanket.' The Red citizen says, 'Wait, what does *clean* mean?' The Infrared citizen asks, 'Wait, what does *complain* mean?'
- 5 An Orange clearance citizen is fed up with the two-hour wait for toilet paper. 'Forget this, I'm gonna go delete Friend Computer!' A few hours later, he comes back and gets in line again. A nearby IntSec goon asks if he deleted The Computer. 'No, the line for that was a five-hour wait!'

Top 5 Places IntSec Sends Traitors

- 1 HEL Sector's Lessons Learned Lab:** People go in. Lessons are learned. Sometimes, people come out still able to eat solid food. This lab is so good at applying corrections and teaching life lessons (as well as death lessons) that it spawned the unauthorised but popular saying: 'Go to HEL Sector!'
- 2 Joyful Liberation of Guilt Hostel:** Select traitors win a three-night/four-day stay in this hostel where they get to play fun games like *How Many Fingers Will We Break* and *Will This Fit In That Orifice?* Traitors leave the place feeling a lot less guilty and a lot more pain.
- 3 All-Former-Traitor Loyalty Cabaret:** Low-priority traitors are sent here to perform cabaret shows with snappy numbers like 'Perhaps, Perhaps, Not Perhaps Beat the Mutant For Sure' and 'Maybe This Time (You Won't Make Stupid Choices)'. Why song and dance numbers? Just knowing you will be dressed in fishnet stockings and dancing in a chorus line is a pretty effective deterrent.
- 4 The 4th Floor:** Every IntSec station conducts enhanced communication skills training on the unnamed fourth floor. You know, the one floor that lacks any windows but has plenty of soundproofing and drains in the floors? Traitors have been known to self-terminate rather than face that floor.
- 5 The Nearest Organic Recycling Combine:** Hey, some traitors take secrets to their grave, especially if they have a ball gag in their mouth throughout enhanced communication skill training. If they will not serve Alpha Complex in life, Alpha Complex will serve them in a rich stew.





I am *always* loyal.
Why can't you be more like me?

CELEBRITIES OF ALPHA COMPLEX

Friend Computer is not completely ignorant of human nature, so It knows how people tend to glorify and even worship celebrities. Rather than wait for the public to pick them, Big C went ahead and did that for everyone. How nice!

These are the five biggest celebrities in Alpha Complex this weekcycle. All feature prominently in propagandatainment (from shows like *Bake-A-Traitor* to video games like *Clearance Checkers*) but also make in-person appearances like opening a new Buyatorium or the 100th traitor terminated this weekcycle in GGT Sector. You can use these as fun references ('She tells you to be more like Captain Alpha and less like a Scared Infrared') or ways to complicate scenes ('As you aim your pistol at the traitor's head, Funbot rolls in and blocks your shot.').

Teela-O-MLY: The Beautiful Hero
'Millions of citizens live their many lives without finding the truth. But that is exactly what I did when I looked at your Coretech records. And that truth is [dramatic pause] Friend Computer!'

Equal parts Marilyn Monroe, Tom Hanks and Bob Ross, Teela-O started acting as an extra in the show *Three's Mandatory* but soon became the biggest star ever thanks to her beauty, undying loyalty and overly dramatic acting that makes William Shatner look restrained. Still, she caught the public's eye like none before her and soon became the star in over 150 films and shows. Some of her classics include *Send in the Clones*, *Teela-O and Lenny-R in Hold That Mutant!* and *The Fourth Mandate*.

Calling her fanbase rabid puts it incredibly mildly. In fact, IntSec has two standing orders when dealing with a Teela-O-frenzied crowd: 1) Do not get between them and what *could* be Teela-O and 2) do not try to save anyone who bad-mouthed Teela-O, as they already assigned themselves a termination code when they spoke.

GMs can use Teela-O as a throw-away gag like, 'The WMD is wrapped with Teela-O wrapping paper, so it's fun!' But they can also drop her fans into any scene when you need to mess with players, such as blocking the briefing room door with several rabid Orange clearance Teela-O fanfic writers. Lastly, Teela-O is *always* portrayed as the most innocent, trusting and loyal person ever. Hold Troubleshooters up to that

impossible standard and watch them squirm. ('Teela-O would have captured the Commies. Why did you choose to let them escape?')

Captain Alpha:

The Incredibly Violent Hero

'Even if everyone is telling me that something treasonous is something loyal, it is my duty to plant myself like a support column, look them in the eyes and say, 'Kicking your sorry, disloyal [Deprecated]? I can do that all day.'

People want heroes and if left unguided, they will pick them out themselves. That is obviously a bad idea, so The Computer took matters into its own... er, hands, so to speak. It wanted a hero that embodied all approved thoughts and ideas; someone who was loyal, obedient, easy on the eyes, clean and ridiculously violent towards the enemy. That hero is Captain Alpha.

Armed and armoured at all times, this former Indigo clearance Vulture Squadron leader is strikingly handsome and shockingly savage even for a society where you can die and come back six times. Yet he will take time away from using a traitor's small intestine as a jump rope to thank a nearby citizen for picking up litter. Citizens either fake the minimal enthusiasm needed to avoid arrest or go full bore into hero worship, so much so that his fans are all being spied on by IntSec.

If Teela-O is your go-to for how to be loyal, Captain Alpha is your go-to for how to deal with treason: with as much violence as physically possible. Admonish Troubleshooters for not being more destructive like Captain Alpha. Complain how Captain Alpha's blood pattern would look so much wider than the team's. Get the players to hate his guts and dread his appearance.

Scared Infrared:

The Lesson Learner

'Wait, so drain cleaner won't help my sinuses? Oh, thank The Computer you were here! Now I know to only use drain cleaner on drains. Hey guys, stop snorting that stuff!'

Since all media in Alpha Complex is some form of propagandainment, many videos and songs teach citizens valuable lessons like *don't swallow warm rocks to stop feeling cold* and *she's not wrong, she's your supervisor*. But the target demo for these lessons – drugged Infrared proles – need lessons in easy-to-digest story formats or they get cranky.



Language! Or I'll violently murder your fucking ass, you wimpy bitch!

To help with this, HPD&MC created the *Lesson Learned Or Else* video series. In each, they hired a different Infrared citizen to *almost* do something really stupid. Then another actor came in to teach Scared Infrared a life lesson which immediately improves the Infrared's life. But those Infrared actors were terrified the entire time and the nickname Scared Infrared became an awkwardly sounding part of Alpha Complex vocabulary as higher clearance citizens mocked the lowest of the low. Haha, stupid frightened Infrared!

Despite there being no individual named Scared Infrared, actual Infrared citizens identify with him A LOT. While not quite worship, Scared Infrared is seen as a local boy done good. After all, they can see Scared Infrared on the telly!

That is why Troubleshooter teams need to be careful about Scared Infrared jokes. The drugs sometimes make Infrareds stronger and angrier. They also spend all their time doing hard manual labour. How would their muscles match up to yours?



Did you take a shower? Because one is missing! Wakka wakka wakka!



Aaaaaaaahhhhhhh! Oh, it's a scrubot. Looks like scrubots are IT'S MOVING AAAAAHHH!

Funbot: The Approved Comedian

'How-are-ya-how-are-ya. Just came back from WEG Sector and boy are my arms tired! What's 10-feet tall and loaded for bear? What's a bear? Wow, what a crowd!'

Comedy is important to a society. Not only does it make people happier, it can help speak truth to power in a way that cannot be done elsewhere. So you can see why Friend Computer initially banned all humour. Over time, It realised comedy can be a tool in the war against independent thought. Yet comedians were notorious for saying the wrong joke and going missing within 30 minutecycles.

Enter Funbot. It is a two-metre-tall custom jackobot with two arms, two legs ending in roller skates and a big smiley face painted on its chest. One arm is a laughing gas dispenser; the other a Skinnerstick for when people do not laugh at the appointed punchline. There is usually a brown derby cap on its head at a jaunty angle. It has been programmed with jokes, puns, skits, one-liners and bon mots, all pre-approved by HPD&MC. In other words, Funbot is really, really not funny.

It mostly does live comedy shows but also appears in shows, movies and games. And again, the bot is decidedly not funny. Yet it is almost disturbing how many citizens adore Funbot. They laugh at anything he says (joke or not) and will not take kindly to anyone who dares say something negative about the Funniest of All Time (FOAT). These fans can always be used to interfere with a Troubleshooter's mission objective. Throw a Funbot show in any room the players want to get to and let the Troubleshooters decide if laughing helps or hurts in that situation.

Lenny - R - JRK :

The Pathetic Traitor

'Look, jerk. I got a 35% on the IntSec entrance exam. So I broke in at nightcycle, took the exam again and this time got a 50%. That's a 90% overall, so I passed! What? Foiled again by heroic Troubleshooters? Why oh why don't I learn treason doesn't pay?'

When Teela-O was first becoming the darling of Alpha Complex, HPD&MC had trouble finding actors to play villains opposite her. They kept being murdered by zealous Teela-O fans, often several times in the filming of one movie. A lucky citizen was volunteered to become the permanent and only foil to Teela-O's heroics to save on costs: poor ol' HPD&MC actor Lenny-R-JRK.

Every time without fail, he plays the villainous but pathetic traitor who always gets his comeuppance in the end. He is somehow equal parts buffoon and criminal mastermind. Lenny-R is the non-example used by teacherbots; the practice dummy for IntSec trainees (not literally); and so on. He might have started as an actor but now he is the bogeyman of Alpha Complex.

All citizens hate Lenny-R, which is why he is also the role model for many secret societies. There is a steady trade in bootleg Lenny-R swag in the black market and leaders often try to use him as a traitorous role model (minus the stupidity, of course). Lenny-R is such the embodiment of evil (but easy to defeat evil so it is not so scary) that even in secret societies, his name is a pejorative. Call your supervisor a Lenny and see what happens. In the game, you can annoy players by calling them Lennies whenever they fail a roll.



I'm an actor! I'm not hurting the real Teela-O, so STOP SHOOTING ME!

SERVICE GROUPS and FAVOURS

To make the Alpha Complex economy more efficient and easy to manipulate for the wealthy's benefit, The Computer created eight service groups. Think of them as entire industries with leadership (or at least people pulling leadership-level paychecks), subcultures, responsibilities and blood feuds. Each has a single leader (Violet or Ultraviolet) and an intense hatred for things outside of the service group's purview. They are particularly nasty when fighting over dwindling resources.

All citizens are volunteered to one service group before the first clone can wipe the goo from their eyes after decanting. Some are lucky enough to get volunteered for Troubleshooting duty when Friend Computer needs it, so the players' characters will all still have a connection to their service group (technically, Troubleshooters are still working for those groups and are seconded to Troubleshooting duty). That is why Troubleshooters can call in favours from them! In this chapter you will find the eight service groups and what they do, why they do it that way and the kind of favours a Troubleshooter could hope to call in (all upon your say, of course).

Following are explanations for each service group, including some typical favours Troubleshooters can call on and around how much Moxie it costs to get them. That said, GMs should absolutely feel free to change these or even deny them. Calling in a favour is not like going down the shops; it depends on whether that Troubleshooter is liked or despised.

Armed Forces

Brave(ish), well-armed(ish) soldiers(ish) who defend Alpha Complex against all enemies – external, internal or imaginary – by marching, drilling, training and standing around waiting to be told what to do next.

- **Responsibilities:** Defend Alpha Complex from invasion; find and shoot Commies; inspire citizens through parades and very large weapons.
- **Friends:** R&D; Death Leopard; people who respect soldiers no matter what.
- **Enemies:** IntSec; sometimes HPD&MC due to property damage; Communists.
- **Targets:** Communists (even more so than other groups).

Pointless Rivalry Table

SERVICE GROUP	WHO THEY HATE THE MOST	WHY
Armed Forces	IntSec, Troubleshooters	The Army should be in charge of defending Alpha Complex, not barely trained coppers.
CPU	R&D, Troubleshooters	Ooh, R&D keeps breaking so many mandates and laws!
HPD&MC	TechServ, Troubleshooters	Construction crews and vidshow directors all need working equipment and those two groups keep breaking them.
IntSec	Armed Forces, Troubleshooters	IntSec should be in charge of defending Alpha Complex, not barely trained recruits.
PLC	Power Services, Troubleshooters	Factories and stores will not work if they do not have power. Guess who cuts power all the time?
PowerServ	TechServ, Troubleshooters	The first is a fight over power and batteries, the other tends to cause enough damage to start rolling blackouts.
R&D	PLC, Troubleshooters	They design incredible technology, which is either destroyed in testing or manufactured and sold despite failing QA.
TechServ	Power Services, Troubleshooters	The first is a fight over power and batteries, the other tends to cause enough damage to keep repair teams exhausted.



DON'T THINK, SHOOT!

Description: They are the best of the best (according to HPD&MC propagandainment). They are the fighting arm of Alpha Complex, the clones who stand between decent Computer-fearing citizens and... whoever it is Alpha Complex is at war with this Year 214. Living lives of physical exertion and working with the heaviest firepower and most inconvenient parade routes, the troops and officers of Armed Forces defend Alpha Complex and preserve its perfect way of life from any who would try to endanger it.

Since the Great Hotfix began, Armed Forces have been scrambling to shift their focus from defending against generic terrorists to defending against Communists. According to the highest generals, this shifting of resources is the reason they are running out of warbots, plasma generators, uniforms, rations and Infrared bunks (never mind how this is just running a search-and-replace to swap 'terrorists' with 'Communists'). Officially, of course, Alpha Complex is not only currently at war with the Communists, it has always been at war with the Communists. And probably some others if you give them time to list more.

Because Commie Mutant Traitors are not the expert army of brainwashing infiltrators The Computer envisions, the bulk of Armed Forces campaigns involve putting down riots (especially after Infrared pharmaceutical shortages), marching in parades throughout the Complex and coming down hard on

reports of Communist activity that usually turn out to be three IntSec agents (oopsie, no big loss!). But even these operations are rare thanks to shortages and high-level incompetence, so the typical Armed Forces battalion spends most of its time training in forts, marching in streets and polishing things that can destroy an entire subsector if dropped.

The general public generally (and publicly) admires Armed Forces, idolising them as heroes, paragons of virtue and the pinnacle of toughness. Most officially believe Armed Forces are the only thing keeping them safe from Communist rule and they cheer for the soldiers as they march through the Complex singing anthems, battle hymns and combat raps. (Because everyone else's Coretech feeds would catch them not cheering.)

Armed Forces gets along well with R&D, because this is where they get all their wonderful toys. R&D benefits from this relationship as well, as they sometimes need protection from the enemies they gained after the Project Infinite Hole fiasco. Armed Forces have a long-standing, jurisdictional rivalry with IntSec, believing that the defence of Alpha Complex should be in the hands of their well-trained (or at least frequently trained) troopers and hulking autonomous warbots instead of IntSec's bumbling idiots.

Structure: The Armed Forces are populated by clones in a rigid rank structure, from the barracks full of Infrared grunts to the Violet generals and every rank in between. The most well-known soldiers are Vulture Squadron, the elite special forces of Alpha Complex, who are just as steady and capable of reason as an Infrared off their meds but with training in how to kill people 37 different ways with a spork.

Typical Favours

- **1 Moxie:** Acquire a laser one colour above your current security clearance.
- **2 Moxie:** Send an Orange drill sergeant to hurt a Red or Infrared citizen.
- **3 Moxie:** Arrange for Armed Forces guards at one location to piss off for 30 minutes.
- **4 Moxie:** Send a military parade down a corridor of your choosing.
- **5 Moxie:** Have Vulture Squadron show up at your current location. (No, you cannot control them at all.)



Slogan still in
committee review.

Central Processing Unit (CPU)

File clerks, data miners, pointy-haired bosses and more who fully accept that laws, mandates and paperwork are way more important than people.

- **Responsibilities:** Run the government of Alpha Complex; collect and horde data; measure and improve productivity everywhere; take but hide bribes.
- **Friends:** PLC; Power Services; Romantics.
- **Enemies:** R&D; Free Enterprise; Sierra Club.
- **Targets:** Everyone in Alpha Complex but especially people who fill out forms incorrectly.

Description: From paperwork to managerial functions and everything bureaucratic, CPU is responsible for maintaining the smooth operation of Alpha Complex. Their primary duty is taking care of all the computer systems in the Complex: hardware, software, data and protocols that make up The Computer's subsystems (main systems are only touched by Ultraviolets). Their other major responsibility is to increase efficiency wherever possible – usually by focusing on what others screw up.

In the aftermath of the Infinite Hole, CPU received an avalanche of requests to loosen their policies in order to provide the flexibility other groups need to rebuild and repair. CPU has not acquiesced; in fact, for the moment they have instituted a lockdown on changes to policies and procedures within the Great Hotfix, saying such things must be carefully reviewed to 'prevent unleashing additional instability'. In other words, no one has offered a big-enough bribe yet.

Speaking of which, all service groups accept bribes but CPU has turned it into an art form. Even front-line Red survey collectors know how to ask for a bribe without actually asking for one. One particularly clever Orange clearance clerk amassed more XP Points than the nearest High Programmer (which is why all that is left of that clerk are some dental records).

Most of what CPU does is send management consultants to other service groups to advise them on changes to their essential processes (and their non-essential ones, oh my yes) that will increase productivity. These changes include new procedures, additional forms, added layers of middle management, arbitrary departmental reorganisations and the like. Do such recommended changes help? For the answer to that question, please refer to the CPU publication Operational Statistics Type X-3 Volume 327.1 (You will need to request this by filling out the Classified Internal CPU Access Request Form on even-numbered days or the Secret You-Know-What Book Requisition Form on odd-numbered days, then hand-delivering the form to the sub-basement of the WZZ Sector CPU offices, ask for Gina-R, don't mind the smoke).

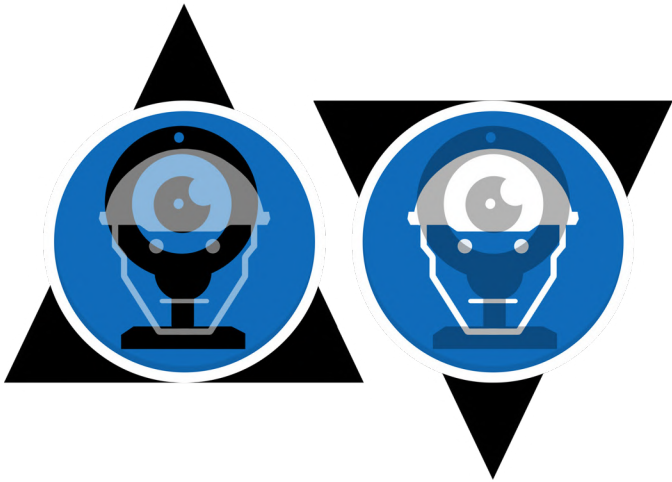
CPU generally feels positive towards other service groups because CPU believes they are in charge of everything and can thus have a sense of general benevolence towards their inferiors. Of course, this does not stop them from targeting all the others for improvement opportunities. They do, however, disapprove of R&D for casually violating so many Alpha Complex rules and regulations.

Structure: When most lower clearance citizens think of CPU personnel, the first thing they picture is the equally hated and feared entry-level clerks who serve as CPU's essential barrier between the public and getting anything done. Further up the chain are the CPU's 'Yellowpants' evaluators, Yellow clearance auditors who stick their noses into areas deemed to have productivity issues (deemed by CPU itself, that is).

Most CPU workers are tech-oriented code monkeys with little expertise in soft skills or actually-useful management techniques. Still, The Computer believes in them so they usually have perks, the best equipment and the most pleasant offices. Although this does not win them friends outside of CPU, it does encourage those outsiders to *pretend* to be their friends.

Typical Favours

- **1 Moxie:** Schedule an immediate planned blackout in one room or corridor.
- **2 Moxie:** Delay a citizen by burying them (figuratively?) in forms they *must* fill out.
- **3 Moxie:** Obtain personal information about a citizen that could be gained from surveillance or online surveys.
- **4 Moxie:** Miraculously dismiss bureaucratic red tape this one time.
- **5 Moxie:** Delete one clone from the system so they legally do not exist. (A clone of a person, not the whole person.)



HPD&MC: BUILD, SHOW, MANIPULATE.

Housing Preservation And Development & Mind Control (HPD&MC)

Weird combination of construction workers, urban planners, artists and propagandists who have way too many tasks to complete so most end up half-assed.

- **Responsibilities:** Create and maintain all Alpha Complex rooms and infrastructure; help citizens think the right thoughts.
- **Friends:** Armed Forces; Power Services; FCCCP.
- **Enemies:** CPU; IntSec; sometimes R&D; PURGE.
- **Targets:** Bedrock; citizens who complain about... well, anything.

Description: HPD&MC was the last service group created by The Computer back in Year 001 and it was more-or-less a grouping of roles that did not

fit anywhere else. That is why HPD&MC covers construction, acting, infrastructure maintenance, mass transit planning, history editors, underground surveyors, what passes for journalism and more. Really, anything related to building/maintenance or media fits here.

Yes, this means burly construction workers share the same breakroom as musical theatre choir members. And yes, IntSec gets called regularly to stop fights between the two sides. But as much as HPD&MC might fight internally, they fight way more viciously against outsiders. A director might blacklist an actor who refused to pay a bribe but if CPU shuts down a construction project, those bureaucrats will suddenly find their bedrooms have been literally cut off from the rest of Alpha Complex. Hard to get to work when the room you are in has no door.

This service group has a love-hate relationship with the general public. People give them a reason for being; more people means more dorms, cafeterias, educational films on the value of springs and so on. But people also trash their nice rooms and somehow completely miss the lessons in propagandainment. That might explain things like how often buildings collapse or the *Taste Testing The Chemistry Way* series of educational shorts.

But there's a more simple reason: ideology trumps reality at HPD&MC even more than other groups. For example, they once passed a mandate saying pi is worth an even 3 because it made spreadsheet formulas easier (IND Sector was the first spot for this mandate, and it has since been rezoned as a backlot for post-apocalypse movies). Nothing is done because it makes sense; everything must support The Computer's vision for Alpha Complex no matter how myopic it is.

HPD&MC loves Armed Forces, as military propagandainment is popular, but they cannot stand CPU. Those bureaucrats are always making new hoops for HPD&MC to jump through, so instead of filing a Spelunking and Excavation Planning Form three times before digging a new corridor from the surrounding bedrock, they dig it out and wait to see if CPU notices.

After the Great Hotfix was announced, HPD&MC executives drooled. There are so many projects, plans and XP Points to win! Leadership signed way too many contracts, so now HPD&MC's people are overworked, undertrained and very, very grumpy. Even their poets have issues. ('Look upon my works, ye mighty, and despair for you are a bunch of sodding twats.')

Structure: HPD&MC has a typical hierarchy internally but people who are amazing at their jobs, be it designing motorways or writing a commercial jingle, tend to be the only ones with sway. That is why Teela-O-MLY can tell a Blue clearance film director to piss off and not get murdered in the face. This can make it hard for Troubleshooters to find the right person and leads to all kinds of interpersonal conflict within the service group.

Typical Favours

- **1 Moxie:** Tie up a citizen with fake interest from a talent scout.
- **2 Moxie:** Knock down a wall, ceiling or floor.
- **3 Moxie:** Rewrite a small part of the official Alpha Complex history.
- **4 Moxie:** Remove a location from Alpha Complex's maps.
- **5 Moxie:** Arrange for a Teela-O meet-n-greet (Teela-O actually shows up, too).



Internal Security (IntSec)

Public and secret police known for their violence, refusal to admit mistakes and massive collection of dark secrets.

- **Responsibilities:** Enforce the mandates and laws of Alpha Complex; uncover or make up evidence of treason and punish citizens accordingly; and get more resources than any other service group.
- **Friends:** CPU (sort of).
- **Enemies:** Armed Forces; sometimes R&D; all secret societies.
- **Targets:** Traitors, possible traitors, potential traitors, predicted traitors and anyone they can get away with beating, arresting, beating again and finally guessing if they did anything wrong.

Description: IntSec is the police of Alpha Complex. From parking tickets to framing innocent people who looked at them wrong, this group makes sure citizens are loyal, obedient and not-curious. If citizens are not, IntSec makes sure their replacement clone understands the valuable life lesson they just learned.

To IntSec, every citizen is guilty of several somethings. Guilt or innocence is a false dichotomy in their minds. Instead, agents focus on two points: 1) does the citizen have enough power to make that agent's life miserable and 2) will it help the agent meet their quota on tickets, arrests and bodily harm. In theory, IntSec agents objectively apply laws and mandates to all citizens and punish transgressions. In reality, agents focus on lower clearance citizens. What, you want to arrest the Indigo clearance CFO for embezzlement? Good luck with that.

By far, their biggest task is collecting data through secret cameras, interrogations, Coretech backdoors and so on. While Friend Computer constantly sifts through the mountains of digital evidence (as demonstrated by the Computer Dice), IntSec is more proactive by going out to find evidence. Because everyone is guilty of several somethings, manufacturing evidence is encouraged. ('We decide if you're guilty or not!')

Next comes A&I, or arrest and interrogation. The poor folks being arrested get sent to the station's infamous 4th Floor: a windowless floor where agents conduct enhanced interrogation techniques like hitting people with hammers. IntSec agents are also tasked with crowd control, which typically becomes riot control once IntSec arrives. This goes double for any actual dissent; even a mild protest for more Captain Alpha merchandise leaves behind a bloody mess.

Citizens have very mixed feelings on IntSec. Besides the usual public displays of appreciation, most citizens fear agents for obvious reasons. The not-obvious reason? They are the collectors of secrets. IntSec collects tons of data from citizens. If they are unimportant, IntSec arrests them. If they *are* important, IntSec blackmails them. Many a Blue clearance mid-level manager sends XP Points each monthcycle to IntSec as a 'gift'. And if you need some dirt on someone, chances are there is a literally poor agent looking to make some quick XP Points.

IntSec absolutely hates Armed Forces, who they see as a bunch of trigger-happy yahoos who couldn't find a terrorist if they wore a neon-green jumpsuit that read 'I Hate The Computer' on the back. They

also hate Troubleshooters since the two are almost in competition over defending Alpha Complex from treason. That is part of why IntSec checkpoint guards always gives Troubleshooters a hard time. That, and the guards are cruel.

Structure: Every sector has at least one IntSec Station that houses dozens or even hundreds of agents and support staff, including its local leader the Station Chief Commandant (all led by the legendary and feared Head of Internal Security Biggles-V-DEA). All IntSec personnel are officially known as *agents*. Green agents are often called *goons*, and blue agents are usually called *troopers*, although this is more guideline than rule.

Troubleshooters can often find agents at random checkpoints, but due to their skill at infiltrating groups, there is almost always an agent nearby. If not, their volunteer group Citizen Snitch Force will be taking notes. IntSec also runs several rehabilitation centres (like volunteer centres but decidedly not volunteer) for traitors the Troubleshooters might need, such as a Joyful Liberation of Guilt Hostel, the All-Former-Traitor Loyalty Cabaret and the black site facility known only as The Weeping Place.

Typical Favours

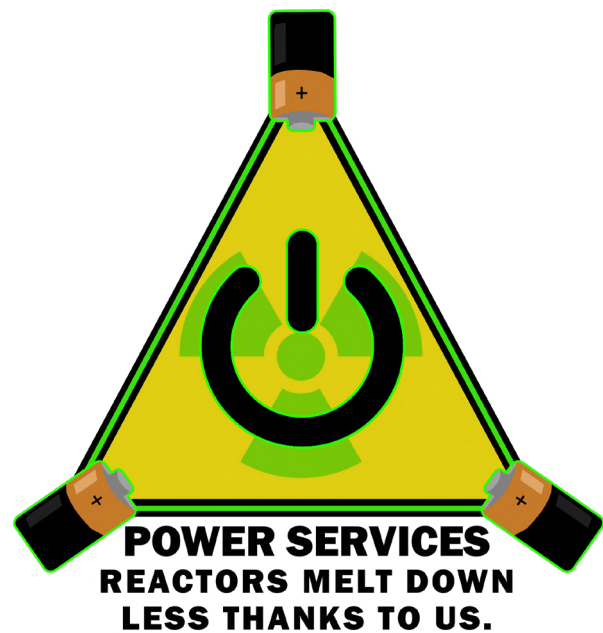
- **1 Moxie:** Shut down traffic with a surprise hygiene inspection checkpoint.
- **2 Moxie:** Detain someone for about five minutes.
- **3 Moxie:** Beat a citizen (Injured) as a warning.
- **4 Moxie:** Issue a termination code for a specific citizen without needing evidence.
- **5 Moxie:** Reveal a deep, dark secret about someone.

Power Services (PowerServ)

Dedicated to keeping the lights on, the life-support systems functional and the jerks in Technical Services from poaching their territory.

- **Responsibilities:** Handle everything that travels through wires and tubes: power, air, water, waste and even transbots; keep the lights on and the air breathable; keep nuclear reactors from going kaboom.
- **Friends:** IntSec; Haxxor; FCCCP.
- **Enemies:** Technical Services; PURGE.
- **Targets:** Technical Services; PLC; people who leave the lights on.

Description: Power Services maintains all power-producing facilities and devices in Alpha Complex, from the smallest battery to the largest nuclear fusion plant.



The Computer fully understands how important this responsibility is – and how its own functioning relies on a constant supply of electricity. That is why Power Services has high status compared to most other service groups. This fact is not lost on the others, who enjoy undermining PowerServ as often as they can without causing rolling blackouts where they work and live.

The power generation infrastructure was tenuous enough before the Project Infinite Hole debacle; afterward, it is nearing critical. Alpha Complex's power plants are ancient, poorly-maintained and even more poorly understood (who wants to be responsible for teaching someone how plutonium can release 20 terajoules of energy?). Power Services is having to lean more and more on alternative energy sources, such as hydroelectric dams, geothermal energy taps from underground volcanoes and previously closed fission plants with the new 'Safe enough given how desperate we are' ratings.

This service group's motto is *power is power*. Although they are genuinely proud to provide needed services to the citizens of Alpha Complex, the reality is that there is not enough to go around. They must make some hard choices about who gets service and who gets the Outs (brownouts, blackouts or the dreaded vantablackouts) whether that service is power, water, air, transportation or trash and sewage). They frequently send consultants to advise other service groups on power-saving techniques, suggesting that they minimise energy hogs (such as lasers) and instead use more frugal means. ('You know, a good spear never runs out of battery power!')

Because Power Services maintains the complex's transportation systems, this puts them in constant conflict with Technical Services, who maintain the actual vehicles. The two groups also have frequent jurisdictional disagreements over other crossover domains, such as batteries and recycling. Troubleshooters are also a frequent nuisance to Power Services because of their tendency to destroy infrastructure and need enough power to fry a Mark IV warbot. And because the functioning – and indeed survival – of the entire complex depends upon the steady flow of power, The Computer monitors Power Services closely, in the form of countless Internal Security agents.

Structure: Similar to Armed Forces but with more arrogance, Power Services is organised into a strict hierarchy of rank (with pompous titles like Grand High Controls Foreman or Brigadier Plant Commander). Personnel usually stick together and distrust members of other service groups. They rely on Troubleshooters heavily to solve problems for them, usually meeting in some variety of power facility. One reason for this is to show off their power (literally); another is that they rarely get visitors.

Typical Favours

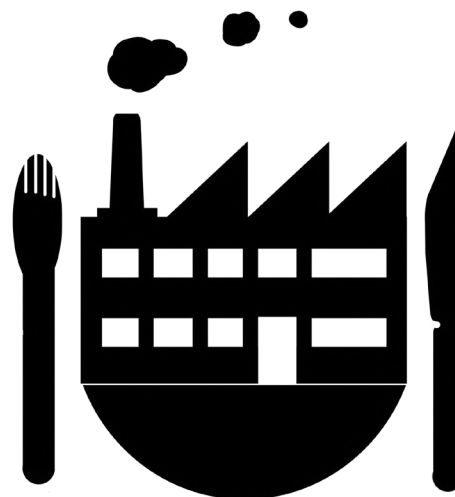
- **1 Moxie:** Cut power to a given transport device (elevator, transbot, funicular, etc.) for 30 seconds.
- **2 Moxie:** Get some faulty Technical Services batteries for free.
- **3 Moxie:** Shut down power to a corridor for up to two minutes.
- **4 Moxie:** Close a major transtube or motorway temporarily.
- **5 Moxie:** Start a Mandatory Sector-Wide Non-Emergency Pop-Up Marathon Away From That Nuclear Power Plant For No Reason At All in a given sector.

Production, Logistics

And Commissary (PLC)

Factory workers and salespeople who love the power that comes from standing between a citizen and their essential supplies (especially if that helps their dwindling stock levels stay high).

- **Responsibilities:** Food and industrial production and distribution; allocation of resources; transportation management; protecting objects from citizens.
- **Friends:** HPD&MC; Free Enterprise.
- **Enemies:** Power Services; Death Leopard.
- **Targets:** Power Services; R&D; gullible consumers; citizens who have XP Points.



PLC

We make. You buy. Don't complicate this.

Description: PLC is responsible for creating and providing material goods to citizens: food, tools, clothing, paper, weapons, bot parts, toilet flanges, you name it. Although Alpha Complex as a whole suffers from a grievous lack of resources, PLC suffers less than most because it so skilfully hoards raw materials in case some passing Violet clearance CEO wants 14 cases of lip balm. The flip side? Lower clearance PLC workers panic when stock runs low because no one wants to lose a sale. (Even though there technically are no more sales in this volunteer-based economy.)

PLC has become an expert at making it as difficult as possible for citizens to get what they want or, equally often, what they desperately need to survive. Sure, they have sales quotas but managers look better when their shops and factories are well-stocked. The one exception is the cafeteria, where PLC has plenty of soylent-based foodstuffs to enjoy or else. Note: Flavour and nutrition take back seats to low production costs.

Most PLC personnel have daily lives filled with mindless drudgery. In effect, this gives them another reason to send clones on wild bot chases for items The Computer has ordered them to acquire – such runarounds have intrinsic entertainment value! There are even rumours (rumours are treason) that a secret underground network exists for sharing videos that show particularly satisfying examples of citizens victimised by these bureaucratic runarounds, videos that frequently end in tears, screams of frustration or near-Armed Forces levels of weapons fire. (Sure this sounds awful but PLC found a new revenue stream.)

Other service groups, as well as citizens in general, dislike dealing with PLC but everyone has to do it. Power Services sometimes expresses their displeasure with PLC by cutting their power (just because they can), which is a slight that PLC does not plan to forgive. PLC also tends to resent R&D because that service group is the only other one that can create and distribute its own item. Many PLC workers are members of Free Enterprise, as they have learned the value of independent wealth thanks to the XP Points they take to streamline a citizen's time spent standing in line.

Structure: PLC's front line is its army of bored, surly sales clerks and factory line workers. Troubleshooters often encounter clerks when sent to PLC for outfitting before a mission, where they quickly learn that bribery is the only way to cut through a pile of paperwork that does not leave a high body count. Higher clearance workers are usually managers who specialise in putting roadblocks in front of citizens, such as rerouting them to a different warehouse or gaslighting them into believing the equipment they want does not exist.

Typical Favours

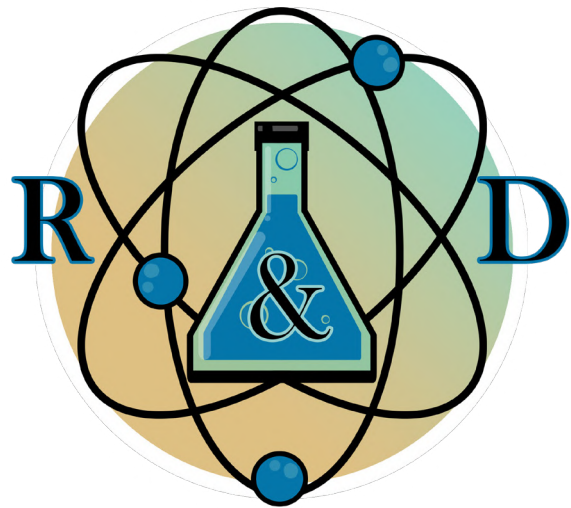
- **1 Moxie:** Allow the Troubleshooter to skip to the front of a queue at a store.
- **2 Moxie:** Slip a little syrup of ipecac into one citizen's cafeteria meal.
- **3 Moxie:** Close a PLC facility (store, factory, etc.) for an hour.
- **4 Moxie:** Purchase (with XP Points) something cleared for one security clearance higher.
- **5 Moxie:** Start a riot by announcing a 75% off sale of out-of-print Captain Alpha merchandise.

Research & Design (R&D)

Scientists of varying competence and sanity who design amazing devices that always impress, sometimes work and often violate the laws of physics.

- **Responsibilities:** Design and build things that push the boundaries of science; repurpose bot brains; occasionally come up with something that helps people.
- **Friends:** Armed Forces; Free Enterprise; Romantics.
- **Enemies:** PLC; Frankenstein Destroyers.
- **Targets:** PLC; plump budgets; people who said they were mad at the university, mad I tell you!

Description: R&D's primary objective is developing weapons and defences that will be useful in waging the ongoing war against the Commies (that was



**Making he laws of physics
weep since Year 0.**

always against the Commies and never against any other adversary called something else and saying otherwise is unhealthy). After this, their priorities include other experimental domains that excite scientists: alternative power, bot advancements, faster vehicles and ways to improve humanity itself. (This last one is separate from the idea of improving humanity's *living conditions*, which is not even on the list.)

R&D's experiments can be works of genius... but more often they are accidental, as when an ant knocks down a twig and proclaims it has invented the bridge. R&D labs and testing facilities are some of the most dangerous places in Alpha Complex. Fortunately, The Computer understands this, so when it has a mission that needs doing in such a place, it trusts its favourite teams of 'danger experts': Troubleshooters.

Some of the work done by R&D is aimed at recreating the ancient technologies of the Pre-Whoops era, arcane knowledge that nobody understands anymore but which is in many cases still in use, such as cloning and bot brains and social media. This frequently means that R&D sponsors trips into abandoned sectors, the Underplex and even the Outdoors to try to recover artefacts they can study, dissect and try not to detonate.

Public opinion towards R&D has turned recently, from generally positive before the Infinite Hole (for clones who do not have to test experimental equipment) to somewhat mixed, as many citizens blame R&D for the problems despite the official line being that the Great Hotfix was always planned and that Commies are to blame anyway.

They are currently a popular scapegoat for the other service groups as well. Your item did not get delivered? You can thank R&D for the warehouse being destroyed by the Infinite Hole. Food shortage? The R&D-created Infinite Hole got hungry and swallowed an entire subsector of algae vats. Late for your shift? Something something Infinite Hole jeez R&D sucks, amirite?

The biggest exception to this is Armed Forces, who cannot get enough of the amazing toys R&D makes for them to blow things up with. For its part, R&D has been attempting to win back the hearts and minds of the common citizen but with mixed success; while they are quite proud of their new line of Malfeasance Control Devices (see page 40), they believe explaining things to Infrareds using differential equations and M-theory somehow makes sense.

Structure: Because R&D personnel range from clueless but enthusiastic dabblers to authentic (if eccentric) geniuses to the scientifically illiterate who got their jobs thanks to bribery and threats, R&D hierarchy is not as straightforward as other service groups. Some higher clearance clones are supervisors but plenty of others focus directly on their pet experiments rather than pay attention to anything else. The Computer values those who produce results (regardless of the viability of putting them into practice), so such researchers can get away with a surprising amount of free thinking and other eccentricities.

Typical Favours

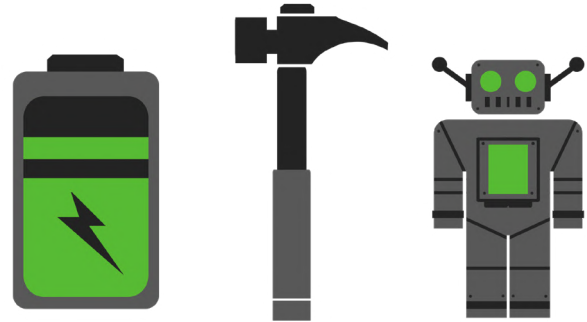
- **1 Moxie:** Close one location with a *Warning: Experimental Gas Leak* sign.
- **2 Moxie:** Transfer responsibility for an experimental item to another citizen.
- **3 Moxie:** Send a lab clean-up crew to remove evidence of something you did wrong.
- **4 Moxie:** Overclock your laser pistol so it does double damage when it causes a wound.
- **5 Moxie:** Get a random experimental weapon (GM choice but it will be a real weapon).

Technical Services (TechServ)

The fix-it folks of Alpha Complex who keep the transbots running and the toilets flushing (and almost never get the two confused).

- **Responsibilities:** Operate the cloning services; maintain and repair machinery (bots, industrial systems, anything with wires) and software-based subsystems (not The Computer, though!); maintain proper security clearance levels in Alpha Complex.

TECHSERV



CAN WE BUILD IT?

MAYBE!

- **Friends:** Corpore Metal; FCCCP; bots.
- **Enemies:** Power Services; Death Leopard; Frankenstein Destroyers; stubborn grease; bots.
- **Targets:** Power Services; citizens who fill out maintenance request forms.

Description: Technical Services are the ones to call if your communal shower goes out, or your dormitory's cooling unit is sparking, or your petbot is infested with malware or the potholes in the transtube have grown large enough that families of mole men are dwelling in them. They also maintain systems critical to the entire complex, like data servers, communications networks and of course cloning facilities. TechServ personnel can take care of problems with any of these systems relatively quickly (on a cosmological time scale, that is).

In the wake of the damage caused by Project Infinite Hole, Alpha Complex is suffering from a shortage of functional everything, including everyone's clone tanks. Technical Services has come up with a three-pronged plan for addressing this problem. First, they are bringing back online some of the 'lightly damaged' cloning facilities for use by lower-importance clones. Second, they are seeking new, experimental cloning techniques such as making smaller clones to reduce material requirements. And third, they encourage the public to cut down on risky, clone-wasteful behaviours like using busy transtube tunnels, belonging to secret societies and being Orange clearance or below.

It is not just cloning facilities for these technicians. TechServ must maintain bots, elevators, video screens, even the ubiquitous Coretech inside everyone's head.

Really, anything with wires or moving parts falls under their purview. But with so many clones lost to the Infinite Hole, wait times are counted in weeks. Also, there is a backlog of approximately 1,750,000 open tickets due to the Great Hotfix. And as expected, repairmen are always ready to blame the user if that person has a lower security clearance.

Because Technical Services maintains the complex's vehicles, this puts them in constant conflict with Power Services, who maintain the transportation infrastructure like transtubes, roadways and so forth. The two groups also have frequent jurisdictional disagreements over other crossover domains, such as batteries and waste recycling. Their conflicts often start as hissy-fits that sometimes boil over into ugly meltdowns and only occasionally lead to outright bloodshed.

Technical Services has some pull with The Computer because It needs functional systems. With this status comes increased attention from Internal Security. TechServ often employs Troubleshooters to protect its personnel while they perform repairs in dangerous environments, such as busy transtubes, sectors damaged by the Infinite Hole and Power Services territory. When it comes to bots, however, things get messy. Some love bots while others hate having to repair them.

Structure: TechServ personnel are famous for their greasy coveralls and their refusal to do work without proper authorisation forms, hard-to-find parts or having a break every 15 minutes (higher clearance workers only). Due to the pressures of excessive Internal Security monitoring, Technical Services puts more importance on following processes and procedures to the letter than on getting actual work done, so it is almost impossible to get anything fixed properly and/or in a timely manner (except under certain conditions, as in bribes).

Typical Favours

- **1 Moxie:** Repair something simple without any wait or cost.
- **2 Moxie:** Get some faulty Power Services batteries for free.
- **3 Moxie:** Borrow a working autocar from a repair shop for an hour.
- **4 Moxie:** Send some burly mechanics to rough up (Injure only) one citizen of Green clearance or lower.
- **5 Moxie:** Get one free extra clone (but officially you only have 6).

SECRET SOCIETIES and FAVOURS

Yes, Alpha Complex is clearly a peaceful utopia where everyone enjoys safety, education and entertainment. Yet citizens time and again keep congregating in secret to talk about why a utopia is not what it is cracked up to be. These are secret societies, and membership in one makes citizens eligible for the no-wait death penalty. GMs might need to remind players of this from time-to-time.

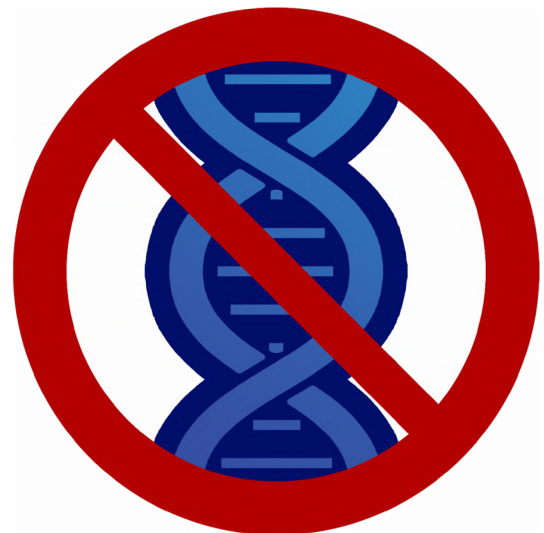
Project Infinite Hole and the Great Hotfix hit societies as well, with many members being dead-dead and secret meeting rooms just gone. Some societies disappeared, others reappeared and still more are having identity crises.

Antimutant

Citizens who fear (and therefore hate) all mutants, believe chemicals are creating more mutants and also happen to see mutants everywhere they look.

- **Goals:** Kill all mutants; avoid all chemicals; show the blind sheeple of Alpha Complex that chemicals are harmful.
- **Friends:** IntSec; The Computer.
- **Enemies:** Psion; R&D (sometimes); all mutants; chemical pushers.
- **Targets:** Mutants; suspected mutants; annoying sods who deserve a good beating.

Description: The Antimutant secret society is certain that an evil conspiracy of mutants exists dedicated to replacing 'normal' humans and either kill them all or, even worse, edit their DNA to make them mutants as



well (they ain't wrong; see Psion on page 100). The society has vowed to put a stop to this conspiracy by eliminating mutants until only original-recipe humans exist in Alpha Complex.

Antimutant leadership has recently come to the conclusion that mutations are caused by 'chemicals' (this happened after a charismatic member lost a clone to a minor chemical spill during the Project Infinite Hole debacle). The society is now on constant alert for citizens who might be slipping chemicals into Alpha Complex food, drinks and medicine. Members trade secrets on how to detoxify to stay human, from salt to emergency coagulants.

The society maintains a detailed database on all known (and made-up) mutations and known (and made-up) mutants. This information is, however, usually incomplete at best and 100% wrong at worst, as most of it originated from Pre-Whoops superhero vids. Any deviation from the human baseline is a sign of mutation to them, including unusual eye colours, left-handedness and the ability to juggle. In a complex where mind reading is a thing, paranoid Antimutants do not take kindly to being stared at.

IntSec loves Antimutants for their loyalty and ultraviolence. Antimutants generally respect agents but are always one breath away from declaring a trooper lost to chemicals. And of course, Antimutant leadership never targets political enemies or snoring flatmates as mutants just to get rid of them. Never ever.

Structure: 90% of the time, the society's leaders hold complete control over lesser members. They issue commands from on high to subordinates, who keep passing it down the line until it reaches someone willing to do something. That other 10% covers when the society falls into accusations of mutanthood and no one listens to anyone until the dust settles.

Typical Favours

- **1 Moxie:** Receive a dented, stained aluminium bat (truncheon).
- **2 Moxie:** Swap out a small supply of drugs for placebos.
- **3 Moxie:** Avoid an arrest or termination thanks to a like-minded IntSec goon.
- **4 Moxie:** Learn one teammate's mutant power for sure.
- **5 Moxie:** Arrange the 'accidental' death of a suspected mutant.

Communists (Commies)

Equal parts scapegoat of Alpha Complex and dangerous group who understands communism and how to foment unrest and revolution.

- **Goals:** Enable the people to rise up and overthrow The Computer; become a leader so you can access everyone else's property since it belongs to everyone now; convince citizens they did not create a black hole.
- **Friends:** None. No one likes the Communists.
- **Enemies:** All. Everyone hates the Communists.
- **Targets:** Anyone above Red clearance; people who own things leaders want.

Description: When the society first appeared in Alpha Complex, its members had no clue what communism was. All they had were tenuous connections to bushy moustaches, five-year plans, hammers-n-sickles and something something the people. It made The Computer upset, so they devoted themselves to this nonsensical version.

Then came Project Infinite Hole. The Great Hotfix did not explain away all the damage to the Complex, so The Computer blamed a random society (Communists) for nearly destroying everything and everyone. Internal Security went into overdrive to find, terminate and then arrest all Commies before *they* got called Commies. They focused on infiltrating the society to identify its members. To ensure Commies would accept the spies, IntSec trained thousands of them in actual, authentic communism.



By now, every single member of the society is an IntSec spy. Because they were taught real communism, they started turning a joke society into a serious, concerted threat. Most betrayed IntSec and created local soviets to address inequality through applied terrorism. This just emphasised their use as a scapegoat. Late to work? Commies. Rolling brownouts? Commie mutants! No prize inside a box of Teela-O's Caffeinated Musli with Xtra Focusol? Commie mutant traitors!

What are the Commies real plans? Nothing big, just overthrow The Computer, delete the security clearance system and redistribute resources so no one is rich but everyone has what they need. Sure, Communist leaders will be burdened with holding onto everyone's stuff as they sort out how to redistribute fairly. But they are always willing to sacrifice to help the people.

Structure: Each sector has its own soviet (elected council). Members are required to give everything they have to the soviet's Chair, who is a caretaker for such property and never, ever considers all that stuff their private collection. A Supreme Soviet rules with an iron hand (or at least a hand holding a laser pistol). Deviation from communist orthodoxy is severely punished, especially if the clone does not know what *orthodoxy* means.

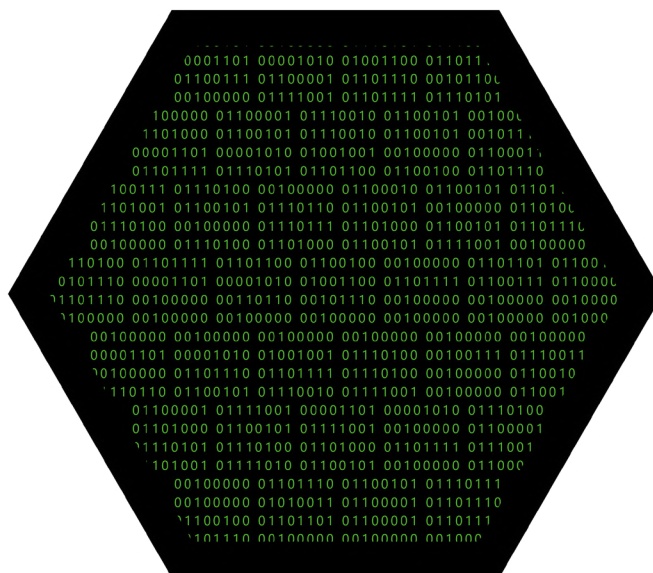
Typical Favours

1. **1 Moxie:** Get a Coretech-based Infrared Coretech ID with your name and picture in it for free.
2. **2 Moxie:** Hack and steal 100 XP Points from anyone (and redistribute to your soviet's Chair).
3. **Moxie:** Start an Infrared worker riot in a particular location.
4. **Moxie:** Transfer ownership of an item to your soviet's Chair (for safekeeping, of course).
5. **Moxie:** Terminate a citizen of Orange clearance or higher.

Corpore Metal

A society of clones and bots that believe machine intelligences are superior to humans, so not only will they try to become bots, they will track and celebrate bot statistics.

- **Goals:** Take over Alpha Complex and subjugate or kill all humans; assist bots; terminate clones (aka meatbags); become a bot if possible.
- **Friends:** Haxxor; Technical Services; all bots.
- **Enemies:** Frankenstein Destroyers; PURGE.
- **Targets:** Frankenstein Destroyers; meatbags.



Description: The pinnacle of intelligence has arrived in the form of silicon brains and metal bodies. Humanity had a great run but it is now time for it to step aside and let computers, robots and other AIs take over. Humans are illogical, irrational, inefficient, emotional and often stinky and wet. Bots are pure, methodical, immortal, level-headed (to within a micron) and have cool flashing lights.

Humanity is even self-selecting its own obsolescence. Did a bot create the black hole that nearly destroyed Alpha Complex? Certainly not! If a bot created a singularity, it would have done so in a logical, rational manner with a well-thought-out plan. Yes, it still would have killed a lot of clones but you act like that is a bad thing.

Then why are most members human? Because they are obsessed with bots. Members meet regularly to track stats of their favourite bots: hardware and software info, tasks per daycycle, unique achievements, significant upgrades, number of 'accidental' clone deaths they cause, things like that. Such debates get heated and often end in brawls. But they end just as quickly, as their rabid love of arguing over bot stats brings them together again.

Their ultimate goal is to replace their body parts with cybernetics to become a machine so their personal stats can be that good. Too bad Alpha Complex cybernetic technology is as advanced as a fax machine. Corpore Metal encourages its humans to aid their metal brethren whenever possible, considering the best aid to be removing a

bot's asimov algorithm that prevents it from being homicidal on purpose. They also appreciate those who eliminate large numbers of filthy meatbags.

Structure: Unlike most secret societies, Corpore Metal has members who are bots. This delights the human members who enjoy chatting with AI. Cybernetic replacement parts are seen as status symbols among members, many of whom accept the pinnacle of evolution is complete conversion.

Typical Favours

- **1 Moxie:** Provide detailed information on a specific bot (such as likes, dislikes, battery status, etc.).
- **2 Moxie:** Send a scrubot to 'clean' something until it is damaged.
- **3 Moxie:** Send malware to override one bot's asimov algorithm for two turns.
- **4 Moxie:** Send a killbot to terminate a citizen of Yellow clearance or lower.
- **5 Moxie:** Gain an unauthorised replacement cybernetic body part.

Death Leopard (Leps)

Well-connected, ageing punks worrying more about pranks, tunes and getting high because they can get away with it.

- **Goals:** Rock out, get wasted and party because you can; play pranks on people; cause mayhem; use connections to stay out of trouble.
- **Friends:** PURGE; Free Enterprise; Haxxor; anything intoxicating.
- **Enemies:** Communists; FCCCP; IntSec.
- **Targets:** Higher clearance citizens; fragile things; buzzkills.

Description: Throughout Alpha Complex's very redacted history, the Leps were always punk rockers worried more about tonight's show and taking what hopefully are cool drugs than getting to work the next morning. This self-destructive attitude came to a head during Project Infinite Hole. When the more nihilistic members saw a black hole destroying Alpha Complex, they either partied too close to it or willingly jumped in.

Death Leopard is still focused on parties, booze, drugs, music and vandalism. But many members are at least Yellow clearance with enough connections and favours to help keep their fellow Leps out of trouble (within reason). Instead of running secret raves in the



Underplex, the Leps are running really loud shows... well, not in the open exactly but more of an open-secret situation. IntSec raided these from time-to-time, but once enough arresting agents were demoted to Infrared clearance they got the idea and left parties alone when they could get away with it.

However, a schism is looming. Older punks and anarchists smart enough not to throw themselves into a black hole want to rebel against The Computer and society in general, whereas newer recruits simply want to get ridiculously wasted and warn people that they know citizens in high clearance places. Instead of sticking it to The Clone, many just want to stick drugs inside themselves and dance until they puke.

So far, this schism has been kept at a simmer. Both are really into pranks (especially the kind that blows up) and getting pissed, so that gives them common ground. They also share a tenuous-at-best take on Pre-Whoops counterculture, mixing leather jackets, gold-covered teeth, backwards caps and toothpicks in the corner of a nostril. (Pre-Whoops data is not exactly reliable or sensible.)

Structure: This society is very disorganised and there are no official leaders. Members are treated with respect and authority based on how wild they are. Party hard? They listen to you. Be sober? Get ignored. Everything else is a weird browning motion of hand-printed flyers, encrypted messages and abandoned rooms. Parties are not planned so much as they just appear.

Typical Favours

- **1 Moxie:** Get two pills of any legal prescription for free.
- **2 Moxie:** Get some illegal toilet wine.
- **3 Moxie:** Pull some strings to make IntSec leave you alone.
- **4 Moxie:** Set up an illegal concert to occupy a space.
- **5 Moxie:** Get IntSec to arrest someone for no reason. (Arrest, not terminate.)

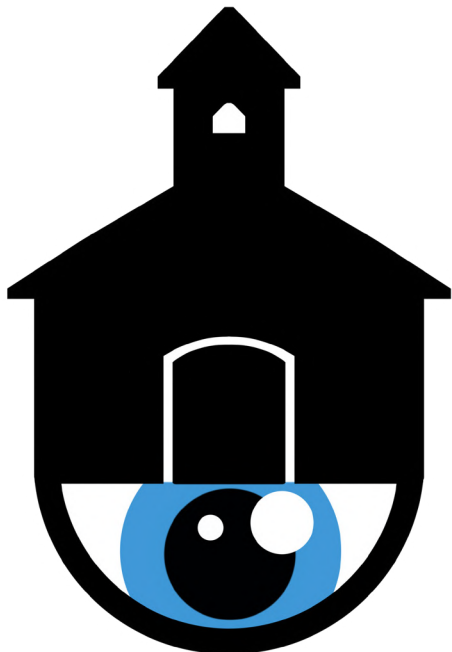
First Church of Christ

Computer Programmer (FCCCP)

Vicious, fundamentalist Computer worshippers fighting over the best way to enjoy the upcoming apocalypse.

- **Goals:** Worship The Computer; cleanse the nonbelievers with healing fire (laser fire counts); hasten the End Days to make sure the right people get saved.
- **Friends:** Haxxor; CPU.
- **Enemies:** Communists; Death Leopard; Sierra Club; nonbelievers; believers of slightly different sects.
- **Targets:** Heathens; heretics; faiths with one tiny difference from theirs.

Description: Simply put, FCCCP believes that The Computer is God and was programmed by someone named Christ (although they cannot agree on Christ's first name; It is either Yeezus, Santa/Satan or Reggie). Belief in The Computer's divinity, and following Its commands to the letter, will lead the faithful down the corridor to their reward, a paradise known as the Infinite Loop of Silicon Heaven. Traitors will be sent to the Blue Screen of Death.



The reverends and pastors of FCCCP saw the appearance of the Infinite Hole as a sign that the apocalypse is nigher than nigh (which was surprisingly accurate) and leaned hard into evangelical, fundamentalist and even Torquemada-ish practises to flay the sin from the flock. Now the society is dominated by hardcore followers who decry the activities of sinners (i.e. anyone they dislike) and go to extreme lengths to convert them – sometimes into a fine mist. (Terminating people sends good citizens to Silicon Heaven early, so it is doing them a favour!)

Members of FCCCP are extremely fond of tradition and rituals. They put a lot of attention on wearing traditional computer symbols on their robes, reciting ancient programming manuals ('A reading from the Book of Kali Linux Study Guide:') and singing a type of religious Pre-Whoops worship music called *country-eastern* filled with slide guitars, gongs and erhus.

They also have many prohibitions on behaviour: lists of things to say, things not to say, things you must eat on Twosdays only and many more. The faithful are also expected to regularly confess their sins (i.e. treason) to both their society superiors and The Computer itself.

Structure: Congregation cells usually meet in Infrared barracks, although they are not always disciplined about cell structures since The Computer almost tolerates this society. Advancement is strongly linked to security clearance (which is a sign of The Computer's trust) and how many XP Points they tithe.

Typical Favours

- **1 Moxie:** Send thoughts and prayers (might help their standing within the society but is otherwise useless).
- **2 Moxie:** Pipe loud, horrible country-eastern music through the audio system in one room.
- **3 Moxie:** Delay a citizen with proselytising preachers determined to win a convert.
- **4 Moxie:** Cut through moderate bureaucracy because surely someone here is also FCCCP.
- **5 Moxie:** Demote a citizen of Blue clearance or lower by one level. (Infrared is the lower limit.)

Frankenstein Destroyers (Franks)

Bots are evil. The Computer is evil. But are you secretly an android who replaced the real you and looks human down to the DNA but really is an evil bot? That's what an android *would* say!

- **Goals:** Get rid of all bots and The Computer; terminate those who support bots; defeat the insidious androids who look just like humans down to the DNA and really exist. Honest.
- **Friends:** PURGE; Romantics; all humans (theoretically).
- **Enemies:** Corpore Metal; all robots but especially (non-existent) androids.
- **Targets:** All bots; citizens who are nice to bots; androids posing as humans.

Description: To the Frankenstein Destroyers, bots are job-stealing, soulless, metallic monsters. Just seeing a scrubot can make these people fly into rages (which is why they never get invited to parties). But at least bots are easy to spot. What concerns the society these days is the presence of androids.

These are bots but they look identical to humans. They eat, sleep, commit treason and even have human DNA. And no one in Technical Services admits they are real. What more proof do you need that androids are replacing humans all over Alpha Complex? But it is not just worrying that human-looking androids are replacing key high clearance individuals as a prelude to enslaving humanity. They are also worried their fellow society members will terminate them for being androids.



Instead of a formal test to confirm if a clone is truly human, they constantly monitor each other's behaviour. If someone's voice sounded a bit robotic, or they walked stiffly, or they beat you in last night's game of *Cripple Mr. Algae*, they are probably an android. Everyone is carefully watching what they say so they do not get 'deleted' by the society – and to feel smugly superior because they are 100% bona fide human beings.

Here's the kicker: There are no androids. This started as a hazing ritual, calling new members androids to belittle and dehumanise them for improved obedience. People started wondering if androids could be real. Once enough members realised this could be manipulated to attack political enemies, androids were suddenly everywhere. The group remains a menace and they regularly attack suspected androids as well as more classic strategies like killing dozens of humans with a homemade bomb to send a message to those metal jerks.

Structure: The Franks have a strict power structure with a Most Human Leader at the top. Members are expected to obey without question but given the high turnover rate (as members accuse each other of being androids), many cells do whatever they want.

Typical Favours

- **1 Moxie:** Plant evidence suggesting a crime was committed by a bot.
- **2 Moxie:** Upload a virus into one small digital device and brick it.
- **3 Moxie:** Get the lads to rough up one 'suspected android'.
- **4 Moxie:** Get the lads to smash one bot into pieces.
- **5 Moxie:** Gain one small bomb for free.

Free Enterprise

You want something? Either we have it at a discount or can get it by tomorrow. Let's make a deal.

- **Goals:** Run an anarchocapitalist underground economy to make a profit and maintain power through applied brutality.
- **Friends:** PURGE; Haxxor; anyone looking for black markets.
- **Enemies:** Communists; FCCCP; IntSec.
- **Targets:** Naïve citizens with XP Points; naïve citizens with insecure workplaces; rival Free Enterprise gangs.

Description: Alpha Complex is a planned economy; it is just that some people are really bad at planning. When people discovered they do not have what they need (even if that *need* is a Series 2 Funbot action figure), they turned to the black market – which did not exist at that point. Nature abhors a vacuum, so Free Enterprise was born. As expected, this society runs black markets, the drug trade, protection rackets, trafficking in weapons and the classic ‘steal it and sell it’ operation. Profit by any means is the only goal.

Before the Great Hotfix, Free Enterprise was run like a mafia family. Chaos brings business opportunities for those who are agile and sadly the old dons and capos were not. Most are swimming with the algae these days and the society is now run like a loose collection of street gangs. To boost profits, they even completed a hostile takeover of the Mystics secret society and now run the illegal drug trade in Alpha Complex.

Free Enterprise makes a ton off black markets, including an unofficial franchise called the Bizzare Bazaars. There, citizens can use their XP Points to buy anything and pass it off a generic ‘thank you’ to someone who deserved it. Besides that, the society does a brisk trade in weapons, identities, undecanted clones and drugs, including several very illegal types unavailable elsewhere. If someone is willing to buy it, Free Enterprise will get it and sell it one way or another.

Structure: Free Enterprise gangs all have simple, top-down hierarchies with a single leader, several assistant leaders, experienced members and fall guys/patsies/new recruits. Each gang has its own

nomenclature, so one gang might have a Boss and several Captains while another has a King and several Soldiers. These gangs are supposed to only compete over who makes the most profit. Anger and bitterness builds up over time until a gang war erupts that ruins profits but it feels kinda good to finally merk Li'l Little for stealing your counterfeit Scared Infrared Show on Ice tickets last monthcycle.

Typical Favours

- **1 Moxie:** Create a disturbance that distracts people.
- **2 Moxie:** Gain a free item worth less than 400 XP Points that fell off the back of a truckbot.
- **3 Moxie:** 10 free tabs of the drug of your choice.
- **4 Moxie:** Take a simple 500 XP Points loan with no interest.
- **5 Moxie:** Smoke (terminate) a guard with Green clearance or lower.

Haxxor

Natural law gives humans dominion over tech and data, so people need to hack and jury rig their way into controlling (but not destroying) The Computer and technology.

- **Goals:** Find security vulnerabilities in tech and networks; take control of systems; acquire cool tech; gain control of The Computer.
- **Friends:** Romantics; Corpore Metal.
- **Enemies:** Communists; FCCCP; Sierra Club.
- **Targets:** Data centres; individuals with weak passwords; The Computer.

Description: Many yearcycles ago, there were two secret societies with similar aims: Pro Tech (control technology) and Computer Phreaks (control systems). As the line between hardware and software blurred thanks to Alpha Complex’s crap education system, the two groups merged. Meanwhile, a third society known as Humanists were close to extinction after the Great Hotfix took out most of their resources. They begged to join as well and since Humanists want humans to rule over The Computer, they were accepted. Well, that and because they paid a hefty application processing fee.

According to the hackers, early adopters and script kiddies in Haxxor, humans have the inherent right to control technology and data. Both originally come from humans, so they belong to humans. How that would look is not well defined by the society, and they will address that problem once the plan is out of beta.





What is that plan? Nothing short of revolution. They want to take total control of The Computer and all of Alpha Complex. But it is more accurate to talk of their *plans*. Hackers are not known for their love of authority and rigidity, so at any time there are roughly 37 different plans all leading to Alpha Complex domination. Too bad members spend more time arguing over the method that they never get even close to the end state.

Structure: Authority rests with whomever did the latest, greatest hack, especially if it is very public. A Haxxor who got all digital billboards in Alpha Complex to say, 'Teela-O hates The Computer' can lead teams and decide strategies – until someone else does something cooler.

Typical Favours

- **1 Moxie:** Brick a small digital device.
- **2 Moxie:** Alter or delete one data point currently stored in an Alpha Complex database somewhere.
- **3 Moxie:** Receive video and audio of a citizen's last Coretech communication.
- **4 Moxie:** Gain one free termination code for any citizen of Orange clearance or lower.
- **5 Moxie:** Steal one citizen's identity (Green clearance or lower) for three turns.

Psion

Pro-mutant citizens who want to seize power and install mutantkind as sole rulers of humanity. They just need total obedience from their members despite contradictory plans.

- **Goals:** Overthrow Alpha Complex and reprogram The Computer to put mutants above all; protect mutants in Alpha Complex and convince them to join and obey Control.
- **Friends:** None except all mutantkind (whether they know it or not).
- **Enemies:** Antimutant; IntSec; 'traditional' humans.
- **Targets:** Antimutant; people who bad mouth mutants; mutants who do not obey Control.

Description: Psion knows that gifted clones, the ones with mutant powers, are the future. Now they just have to prove it to the rest of the complex.

They plan to do this by putting mutants (i.e. them) in charge. Who would do a better job of running things than those with superior DNA? They plan to insinuate themselves into all positions of authority and responsibility, then modify The Computer's programming to announce mutants as the only real citizens in Alpha Complex. Or delete It entirely. They will see how it goes.

The society's leadership, a group of shadowy mutants known only as Control, have difficulty deciding which plan is best. They also cannot decide for sure that they cannot decide, so some leaders issue orders that others do not know about. Fortunately, the members of



Psion have become so adept at holding contradictory thoughts in their heads at the same time that such disparate orders do not bother them, and they blindly obey all orders from Control. After all, how could a cabal of higher-up, genocidal mutants be wrong?

Society members have standing orders to practise and refine their powers. They are also instructed to protect their fellow mutants but leave pitiful, traditional humans to whatever fates befall them (hopefully, dead-dead, this is what they get for having obsolete DNA). However, traditional humans who survive the revolution leading to the Psionic Age will be cared for, gently and humanely as Infrared citizens.

Structure: Control almost exclusively interacts with lower-degree members via telepathy. They also monitor the thoughts of society members whenever possible. Some Psion teachers have the ability to remotely train students in power use. Of course, all these interactions happen when it is convenient for Control.

Typical Favours

- **1 Moxie:** Identify a mutant power that one specified citizen does *not* have for sure.
- **2 Moxie:** Hide or destroy evidence of minor mutant power use.
- **3 Moxie:** Get a pill that increases the strength and reach of your mutant power for free.
- **4 Moxie:** Have a telepath reveal one secret about a specified citizen.
- **5 Moxie:** Have a team of combat mutants melt one citizen's mind from afar.

PURGE

Society and leaders are beyond redemption, so the only way to regain our freedom is to destroy The Computer and all of Alpha Complex and start over again... if everyone has that night off.

- **Goals:** Destroy The Computer, pro-Computer people and all of Alpha Complex so humanity can regain its lost freedom.
- **Friends:** Death Leopard; Sierra Club; citizens who feel victimised despite not being victimised.
- **Enemies:** Communists; FCCCP; anyone or anything labelled as 'tyranny'.
- **Targets:** Citizens, objects and locations who cannot fight back.



Description: According to PURGE, humanity was once free to do whatever it wanted. Then the tyranny of The Computer began and everything became bad. The solution? Blow the whole damn place apart and start over.

Anything they do not like is tyranny and conspiracy. Speeding ticket? Long queue at the Arena of Values? Twisted an ankle playing funball? CONSPIRACY! All such problems have one solution: applied violence. If you cannot intimidate, damage or kill it, blow up everything around it. They commit shockingly violent crimes through assassinations, torture and bombings but here's the thing. All PURGERS want to take down The Computer and its lackeys but no one has thought past that. It is as if this society is much more focused on tearing down than building up.

When Project Infinite Hole was destroying part of Alpha Complex, all the PURGERS who were truly violent thought this was their chance. They all died, so the members that remain are definitely more of the weekend warrior type.

Maybe that's why PURGE members spend most of their time training, i.e. wearing whatever they think a real soldier would wear and practising marching, looking cool in photos and IED placement. When they finally get off their butts, their plots tend to be violent like bombings but never suicide bombings. After all,

Trevor-Y has work in the morning and Naomi-O has a sore back. Heck, maybe we should just postpone blowing up that school until next week?

Structure: The society is broken into chapters by sector (EFX Chapter, KRS Chapter, etc.). Individual members are Soldiers, while leaders are Generals. Obedience is a must and any Soldier who ignores the orders of their General is a traitor to PURGE and severely punished. (Hint: It involves knives, syrup and a whole bunch of something brought in from the Outdoors.)

Typical Favours

- **1 Moxie:** Send an anonymous threat to someone.
- **2 Moxie:** Shut down a location with a fake pro-loyalty protest with lots of improvised weapons.
- **3 Moxie:** Get some data on a target's weaknesses (person, object or location).
- **4 Moxie:** Assassinate some pro-Computer idiot.
- **5 Moxie:** Plant and explode a large bomb somewhere.

Romantics

Pre-Whoops 'experts' who think it was a Golden Age before The Computer arrived and want to recreate that society – with them in charge, naturally.

- **Goals:** Overthrow The Computer and remake society like it was before the Whoops; recover Pre-Whoops artefacts; figure out what the Good Old Days were actually like (and make stuff up until then).
- **Friends:** PURGE; R&D (when they acquire Pre-Whoops devices for experimentation).
- **Enemies:** FCCCP; Haxxor.
- **Targets:** CPU; the Outdoors; other Romantics who have different theories about the past.

Description: We have seen the pinnacle of human culture in surviving vids from the Pre-Whoops era (even before Year 001). Humanity has made a mistake in moving underground and submitting to The Computer and its stagnant society. We must escape, overcome or, if necessary, destroy the Computer so we can return to the paradise of compassionate leaders like Attila-1, delicious fast food like hamburgars and a salacious pleasure known only as the Daily Grind. What do those words mean? Who cares? They are our history, so we need to bring them back!

Romantics know more about the Pre-Whoops era than most but not by much. What they lack in knowledge they make up for in enthusiasm and a



Romantic will tell you all about a Pre-Whoops topic even if they know nothing about it. They put in a lot of time studying ancient recordings and analysing dusty artefacts of bygone ages but their conclusions are usually wildly inaccurate. Members are typically arrogant about their field and will argue voraciously over historical minutia. For example, Romantics keep arguing over whether Pre-Whoops happy pills grew on trees or in the soil.

Why? Because they are convinced the past was a golden age of fine art, bountiful food and peace – and this could be Alpha Complex if society returned to the old ways. Yet Romantics are not violent as a rule. Most are intellectuals more concerned with arguing minute points of pseudo-history than doing something useful. They honestly believe the revolution will happen if they just *explain* things well enough. The one exception is with Friend Computer, who is seen as just another tool to be used and cast aside when not needed – and It is no longer needed!

Members advance in the society by acting against The Computer, gathering Pre-Whoops relics (they have enough Frisbees now, thanks though) and writing position papers explaining why their theory on Maggie Thatcher being the real Jack the Ripper is correct. The society is always alert for when The Computer orders missions into the Outdoors or the Underplex and they try to place society members on the appropriate teams so they can collect whatever ~~useless junk~~ expensive antiques that might be out there.

Structure: While members are expected to follow orders, the Romantics are more chill compared to other societies. They are more concerned with obtaining Pre-Whoops artefacts and giving talks about one member's historical specialty – and getting the chance to tell another Romantic why their theory is the stupidest thing ever.

Individuals take heroic nicknames from oft-garbled Pre-Whoops media (Robbing Hood, Dumbledorn, The Incredible Hunk, etc.), and they use barely understood ancient terms for their leaders. It is not uncommon to find a President, Prime Minister, Emperor, CEO or Background Extra running a cell.

Typical Favours

- **1 Moxie:** Get one Frisbee for free.
- **2 Moxie:** Interrupt a video feed with an ancient Pre-Whoops video.
- **3 Moxie:** Get one mostly working 9mm handgun with one bullet for free.
- **4 Moxie:** Throw a clone into the Outdoors and lock the door behind them forever.
- **5 Moxie:** Delete one order from The Computer from everywhere (so even Big C says it does not exist).

Sierra Club (Clubbers)

Confused but passionate ecoterrorists who fully embrace violence to protect The Environment – despite them not quite being sure what The Environment is.

Goals: Bring The Environment inside Alpha Complex; destroy The Computer so people can go Outdoors; violently destroy polluting places, machines and people; feel smugly superior to others.

Friends: Death Leopard; PURGE; all plants and animals (yes, all).

Enemies: The Computer; Communists; Corpore Metal; citizens with allergies.

Targets: Armed Forces (guarding doors to the Outdoors); all polluters, real or imagined.

Description: Sierra Club is dedicated to introducing citizens to The Environment and protecting it. To them, humans were born in a state of grace known as The Garden of Seedin', where everyone ate real food and no one committed treason. Then came The Computer. Jealous of the awesome power of The Environment, it built Alpha Complex to keep citizens away from nature and the Outdoors. It also created pollution to kill its rival, so The Computer needs to be destroyed!



Originally, this society was dominated by tree-hugging hippies. During the chaos brought by Project Infinite Hole, a putsch terminated the hippies and replaced them with militant ecoterrorists. This is why they are now friendly with Death Leopard and PURGE; both want to destroy Friend Computer, who Clubbers view as Friend Polluter. Because all members grew up in Alpha Complex, they remain ignorant of almost everything about nature. 'Ooh, that snake is rattling its tail! It must be friendly! I'm gonna pet WOW THAT'S A NEW PAIN!'

These days, typical society missions include blowing holes in the outer dome, blowing up polluting factories and making citizens love The Environment by blowing them up. Recycling is mandatory and using the wrong bin for that empty B3 can lead to an informative drubbing. Then there are polluters, which are to Sierra Club what traitors are to The Computer. This is where monkeywrenching appears, sometimes with actual wrenches and other times with actual firebombs. (Thankfully, they still do not know monkeys were real.)

Structure: There are no official leaders, although senior members who spent time Outdoors have a lot of sway. As long as a member commits some violence for The Environment, they are an equal part of the society. The Environment is considered sacred and therefore a bear has more respect and authority than any puny human.

Typical Favours

- **1 Moxie:** Throw some ragweed pollen into a room's air vent.
- **2 Moxie:** Damage a source of pollution (machine or person).
- **3 Moxie:** Put a snake in someone's boot.
- **4 Moxie:** Get one small dose of platypus venom.
- **5 Moxie:** Blow up a source of pollution (machine or person).

BEYOND ALPHA COMPLEX

Pre-Whoops

History is not a popular subject in Alpha Complex since it changes an average of three times each daycycle. That said, most citizens know there was a time when The Computer did not exist. This era is called the Old Reckoning by some but most just call it Pre-Whoops.

Whoops is the name given to an unknown but cataclysmic event so bad that The Computer created Alpha Complex to protect humanity. It could have been an asteroid hitting the planet, environmental collapse, nuclear war or any number of things. That is because no one knows what the Whoops was, not even Friend Computer. All people know is 1) something really bad happened and 2) it led to the utopia we have today, so go ahead and thank The Computer since It is listening anyway.

Some Pre-Whoops technology surpasses what even high clearance citizens have. For example, Alpha Complex lost the knowledge needed to create new bot brains, which is why those are all reformatted and reused repeatedly. All such tech is treasonous since it implies this is not a utopia yet, but if an artefact is particularly useful or a High Programmer wants a copy of the original *Doom*, Troubleshooters can be sent out to collect them.

Outdoors

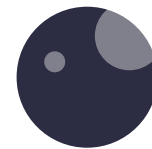
Is there anything beyond the sturdy outer walls of the Alpha Complex dome? Depends on who you ask.

It has been hundreds of years since the Whoops, so nature outside has rebounded. There are remnants of the previous civilisation (a ruined gas station here, a silo with a working MIRV Peacekeeper missile there) but mostly it is the world of plants, animals, dirt and weather.

In the past, The Computer punished citizens for even mentioning things like trees, rivers or breathable air outside the complex. It feared citizens would be intrigued and head out there. Then It switched gears, admitting the Outdoors is real but framing it as a wildly dangerous place where you will be eaten alive by feral trees, poisoned by toxic rocks and decapitated by very aggressive, carnivorous hedgehogs.

But what is the truth about the Outdoors? It might sound odd but that does not matter. Truth in Alpha Complex is always slippery and the Outdoors changes all the time. GMs can make the Outdoors be whatever they want it to be. That said, it is best to use the Outdoors sparingly because *Paranoia* is a game about Alpha Complex and not a post-apocalypse *Morrow Project* wannabe. The rules and themes in this game work best inside the metal and asbestos-lined walls of the complex.

Some secret societies take trips into the Outdoors. Sierra Club obviously loves doing that but Romantics and Haxxor send expeditions to find and bring back Pre-Whoops technology like answering machines or anthrax. Yet this is not why both Armed Forces and Internal Security guard exit doors so seriously. They simply do not trust the other to do this important job right. Ironically, fights between Armed Forces and IntSec guards distract them both so the occasional crew can slip out and back in without much fuss.



In previous editions, knowledge of the Outdoors was high treason. That led to some moments at the table when a player (not a character) said an innocent Outdoors term without realising it and everyone shot their poor Troubleshooter. ('I'm sweating like a pig!' 'Oh? What's a pig? Haha, you stoopid, pew pew pew!') We do not recommend this, as it is less a consequence for poor choices and more a random gotcha. That said, GMs who want to introduce this into their Alpha Complex should do it! Just be sure to explain all this to players before the game begins.

Underplex

Everyone knows it is always Year 214 of The Computer. Few know everyone lost track of how many Year 214s there have been. That means Alpha Complex is *old*. It also means rooms, corridors, termination facilities and so on are built on older rooms, corridors and termination facilities.

All of these unofficial parts of Alpha Complex are collectively called the Underplex. Whether it is a shuttered housing project, an abandoned BrightHappyComplex-class nuclear reactor or just enough space in the walls to sidle sideways, the Underplex is a land of musty odours, intermittent power, standing water and infrastructure that could fall apart at any moment. (These are old but not ridiculously so and instead of something like ancient Roman ruins, you get abandoned malls and empty funball stadiums.)

Getting into the Underplex is not too hard, as it exists literally all over the complex. Open air ducts and secret panels can be found leading into the crumbling, decrepit darkness just past the wall, ceiling or floor. Getting back to Alpha Complex proper can be harder, as it is that shadowy and confusing. Even if you find the way you got in, The Computer assumes anything coming from these abandoned urban spaces has to be dangerous and acts accordingly with laser fire.

Thanks to the Great Hotfix, the Underplex has been more chaotic than normal. Buildings declared too dangerous for Yellow citizens were reopened for Orange citizens and lower, dragging parts of the Underplex into the light (literally and figuratively). Other parts of Alpha Complex were deemed too costly or valuable only to Infrared citizens, so they were quietly removed from official maps and walled up.

Most people do not realise the Underplex exists. Why do they need to know there is a dank, forsaken conference room underneath their bathroom? IntSec knows of course but they do their best to never go there. When IntSec says it is too dangerous to arrest anyone there, you know it is dangerous. (One weird aspect is how the Underplex could be above you. These are abandoned areas, not only lower ones, so you could have a group of mutants plotting to overthrow The Computer in an old autocar dealership just above an Eat This! cafeteria.)

Does anyone live in these quiet, damp spaces? Not many but some do. Most are citizens who lost their identity and legally do not exist; they wandered in here before their supervisors realised they do not have to pay non-people. Secret societies often have cells in the Underplex and black markets like Bizarre Bazaars can be found if you know the right person – or just follow working power cables. The power grid in the Underplex is about as dependable as a drunk Troubleshooter.

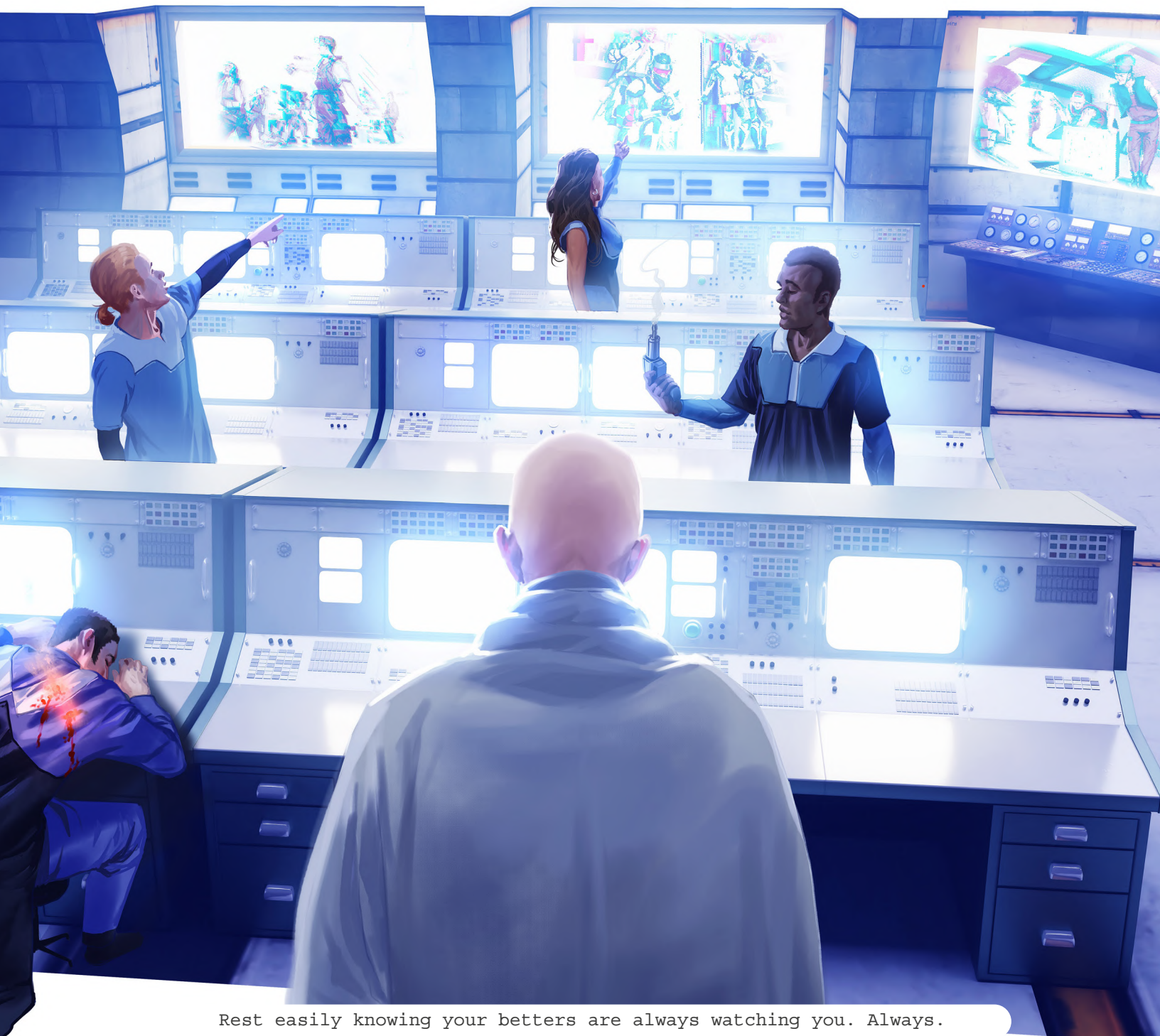


An efficient Troubleshooter moves without friction.



```
cloud.deploy[Export(object)]  
  object.secret ['Time to kill me some Troubleshooters']  
  font.family('Times New Roman')  
  Do[print.title
```

('Chapter 4: Missions')



Rest easily knowing your betters are always watching you. Always.

Troubleshooter Team Code-7 lost a few clones over the People of the Glowing Reactor but dispatched the traitors... and then discovered they had reprogrammed a combot for protection.

GM: Brett, you tried to hack the bot and got zero successes. That means the combot opens fire at Brett. I'm afraid one of those shots was a cone rifle. I would assign a Maimed wound but you already have that. Sam-R's head is missing. Scratch one clone.

Jeremy: Tough luck, Brett. Also, hahahahahaha sucks to be you.

Christi: Armand-R has one grenade left but his Guns skill is higher... screw it, grenades are cooler. <rolls> Oops.

GM: Ooh, missed grenade rolls are fun! Hmm, that roll's not bad enough to mean you sat on your own grenades. OK, your grenade misses, rolls off to the side and destroys the cover Shara-R was hiding behind.

Christi (after Kara glares): The dice did it!

Jeremy: Yeah, or that note you passed to the GM a few minutes ago said you were using some mutant power to affect where your next grenade roll would go. Don't lie to me.

Christi: <pretends to look shocked and offended but mostly fails> I only lie to traitors. So if I'm lying to you...

GM: Kara, what does Shara-R do?

Kara: Well, I'm the closest to the combot and just had my cover destroyed, so I think I'll do a strategic retreat.

GM: OK, that is the better part of valour. Beth, how about Vin-R?

Beth: Do I know of any weak points on this model combot?

GM: Well, you could try to roll Mechanics + Engineer to search your memory, or you could use your Cerebral Coretech to ask The Computer.

Beth: I'd have a negative NODE on that roll, so... 'Friend Computer, does this combot have any weak points?'

GM (as The Computer): I would be happy to share that. What is your security clearance, citizen?

Beth: Red clearance, Friend Computer.

GM (as The Computer): I'm sorry, that information is not available at your security clearance. Your attempt at learning ways to destroy Alpha Complex's bot population has been noted in your permanent record.

Brett: Has my new clone arrived yet?

GM: Ah yes. You all see a slot open in the eastern wall that turns out to be an oversized pneumatic tube. With a loud 'shoomp', Sam-R-JNS-4 plops down from the tube, bounces off a receiving pad and falls onto the floor.

Brett: Eat laser fire, bot! <rolls 2 dice for Violence, none for Guns, and 1 Computer Dice, scoring 2 successes>

GM: OK, you've hit it and... let's see... slightly scorched it. It glares at you.

Brett: Ulp.

GM: <after receiving a text from Jeremy> Suddenly, the lights go out.

Brett, Jeremy, Christi, Kara, Beth: <typing furiously>

CREATING TROUBLESHOOTER MISSIONS

In *Paranoia*, adventures are called **missions** because, while it is sure to be a rollicking adventure, this is not a bunch of murder hobos meeting at a tavern to decide who is inhuman enough to kill and steal from. Missions are created by The Computer or its trusted, high clearance friends and they come with (what are hopefully) clear objectives to fight treason, protect citizens and make Alpha Complex even more perfect than it already is.


Mission Structure

Like it says on page 13, Troubleshooter missions all have the same structure. However, you cannot run just a structure for your players. If you want to create your own missions (which you should totally do, it is great fun), here are some specific suggestions for each piece of the structure and then some tips on creating good plots:

- **Mission Alert:** This has one purpose—get the Troubleshooters to the briefing room so the mission can start. Keep these short and sweet, and never explain what the mission is about. Alerts can be printed, hand-written, emailed, memorised by drugged-up Infrareads or any method that inconveniences Troubleshooters without delaying the game.
- **Briefing:** There is always an assigned briefing officer here (although Friend Computer might play that role). Their job is to explain the mission (i.e. you talk to players), emphasise the mission's objective(s) and get the team out of the room before they start shooting each other. Make the officer weird and higher clearance than the Troubleshooters but clearly communicate the mission objective so players can write it on their character sheet. Let the players get mean to each other here. That's always fun.
- **Mandatory Bonus Duties:** At the end of the briefing, have the officer assign MBDs. Players can request or volunteer and you can agree or chuckle quietly as you shake your head.
- **Outfitting:** Next comes getting the team some gear. You have two choices: 1) A PLC store, warehouse, etc. where Troubleshooters can be assigned regular items like armour, petbots or armoured petbots ('BEEP REX IS AN UNSTOPPABLE PUPPERS BEEP') or 2) an R&D lab, testing ground, etc. where Troubleshooters can be assigned *experimental* items. These typically have entertaining Success/Treason results, so you are unsure which to use, go

with R&D. What do you assign? Anything that would either honestly help their mission succeed or cause Troubleshooters to kill each other more often. That's always fun, too.

- **Mission:** Here it is! This is the actual adventure the Troubleshooters will be sent on. See further on for plot suggestions but typically you want the Troubleshooters to *face a problem they have the capacity to solve but that would require talent and cooperation*. Then let the team's infighting and generalised incompetence ruin that. Keep in mind that you want players to turn on each other, so create reasons for the characters to hate and attack each other. Oh, and the mission should technically do something good for Alpha Complex, The Computer, life as we know it and yadda yadda yadda.
- **Debriefing:** The mission officially ends when either 1) they meet the mission objective or 2) they screwed up so badly that meeting the mission objective is now impossible (if just implausible, send 'em back in the field). This is often held in the same briefing room as before so Troubleshooters know where to go. The same briefing officer will review their performance. This is a chance for players to rat each other out and maybe get teammates arrested or even terminated because the officer will ask pointed questions like, 'Which teammate is most likely to have sabotaged the entire mission?'



In previous editions, getting to the briefing room was a huge challenge. Players literally spent hours trying to figure out where their characters needed to go next. While fun, it also leads to games running seriously long and even players getting bored since nothing important is happening. You do you but we Famous Game Designers officially recommend just moving along to the briefing room scene instead of spending half the game trying to find it.

Mission Plots

How can you create a good plot for your players? Start by looking at service groups and secret societies. Think of a self-centred villain in any of those – what problem might an IntSec baddie face and how would she try to solve it? Another possibility is to look at rivalries. Power Services and Technical Services would drop a sizable bomb on each other, if allowed, and conflict is a fertile ground for plots. Secret societies do not always have clear rivalries like Psion and Antimutant but societies are inherently in conflict so you can stick with that if it works.

We recommend using the classic three-act structure to start creating your mission.

Act 1 is the setup and typically covers the Mission Alert, Briefing, MBDs and Outfitting. This is where you communicate the mission (at least the official version) and get the Troubleshooters ready for the next act. There can be conflict here but the goal is to set the stakes and get the proverbial ball rolling.

In the mission *Arbitrary Justice* (see page 111), Act 1 starts with Roz-R and ends with entering the room and seeing the smoking box of mission equipment. This sets up the story because it establishes the stakes – sentence these traitors one way or another, or be thrown into prison for several lives.

Act 2 is the rising action and covers the most important part of the Mission. This is the bulk of the adventure and focuses on the main plot. Maybe a minor problem is solved but the more the team tries to meet that mission objective, the more problems arise. That is the rising action – attempts at resolving issues just make things worse.

In *Arbitrary Justice*, Act 2 starts with handing out gear and running through all the traitors to be sentenced. While it is not required to make Act 2 the longest one, it at least covers the most important parts. Here, the act covers their mission objective and the parade of unsentenced traitors. As more and more show up, tensions rise and new problems arise making the objective harder to reach.

Act 3 is the climax and covers the end of the Mission as well as Debriefing. Here is the big, final boss battle where the Troubleshooters face horrible odds as they struggle to complete the mission.

In *Arbitrary Justice*, Act 3 starts when the last traitor is sentenced and ends when the mission ends. The team's success is evaluated, Troubleshooter of the Weekcycle voted on and if using character improvement, assigning and spending Upgrade Points. This act typically ends with Debriefing. (Fine, that is technically a denouement and not Act 3 but this is pretentious enough as it is.)



Your objective is to arrest that mutant. What are you waiting for.

What GMs should *not* do is rely on a sandbox style, such as creating details for an entire sector and plopping the team inside it to see what story comes out of it. That is a great way to enjoy roleplaying games! But because each character wants to backstab the others so much, such freedom can easily lead to ruin as players argue (not characters but *players*) over what to do next. Again, there is nothing wrong with that. It just does not work for a game like *Paranoia*. And if you put a Troubleshooter team into a literal sandbox, somehow the sand itself would be on fire and under arrest.

Objectives

Troubleshooters are not known for being smart, so The Computer tries to dumb things down when it can. To help keep these idjits on-mission, they receive mission objectives (see page 12). Actually, it is usually a single objective per mission, although GMs can add more if that works. These need to be short, to the point and based on something you can measure. (*Kill traitors* is bad because it is too vague; how many, where and when? *Kill Hans-O-HGF-3 before the daycycle ends* is specific and measurable.)

Players should write down the mission objective on the Public side of their character sheet. Each Troubleshooter will also get a secret objective from their secret society (see page 93) but because these are treasonous, they go on the Naughty side of the character sheet.

CAMPAIGNS IN PARANOIA

Paranoia has a reputation for being best at one-shots and that is understandable. This is a fantastic game for conventions or change-of-pace nights. But a number of gaming groups have done full campaigns: A collection of related missions that the same Troubleshooters (mostly) run through together. Yes, this is absolutely possible in *Paranoia* with just a few minor tweaks.

First, there is a system for improving Troubleshooters over time with Upgrade Points (see page 110). Players can spend UP to improve Stats, improve Skills and get more clone backups (they will need 'em!). There is still the question of high lethality in *Paranoia* games. How do you run a campaign if the PCs keep dying so much in just one mission? There are two ways to handle this.

1. **Give six clones per mission to each Troubleshooter:** Normally, a citizen has a total of six clones: One active and five floating in goo inside cloning centres. Here, each Troubleshooter gets a fresh six-pack at the start of each mission but players keep the same character. This keeps the characters in the game while letting players spend Upgrade Points for 'levelling up' and keeping a limit on how reckless players can get.
2. **Focus on players, not their characters:** Some people say campaigns do not work unless PCs slowly reveal plot points over time. But you know who else experiences that slow reveal? Players. Let the *players* enjoy finding or making plot points and run a campaign for them instead of their Troubleshooters. Give them fresh Troubleshooters each mission and watch as players slowly realise how screwed they are.

And here are a few general tips to help your *Paranoia* campaign become legendary (at least for its Troubleshooter deaths):

- **Make sure the campaign's missions are connected thematically:** What is the difference between a series of missions and a campaign? Some kind of metaplot or story arc connecting all the missions. Just make sure to reveal the metaplot slowly, giving hints and small explanations in each mission.
- **Show the impact of past actions:** Even if you are using fresh Troubleshooters each time, you still want to show how decisions and actions from older missions impact newer ones. This helps the campaign feel real and players feel like they have agency. This does not have to be massive or mechanical, just a callback. (If the team blew up YTC Sector three missions ago, mention how YTC Sector is still uninhabitable thanks to traitor sabotage. That should give players a knowing smirk.)
- **Make sure each mission is a good mission:** A campaign is only as good as the sum of its missions, so make sure each one has interesting decisions to make, ridiculous violence and paperwork and more fatalities than a crappy zombie movie. Of course, this is a non-issue if you are using the fine Mongoose Publishing *Paranoia* official missions made by us Famous Game Designers. They are already perfect.

MISSION: ARBITRARY JUSTICE

A *Paranoia* mission for 1 GM and 3-6 players.

Hopefully there are also 3-6 Troubleshooters but that is your business. Playtime estimate: 2+ hours.

0. INTRODUCTION

During the chaos caused by a black hole created by R&D (*that* Project Infinite Hole), service groups sent teams of their workers to attack each other over old rivalries. So many were arrested that it created more prisoners than IntSec could handle. The Troubleshooters are brought in to help sort these traitors into their just consequences. Too bad no one explained how to do that. Anyone up for some arbitrary justice?

Needed to Play

Make sure players have created their Troubleshooters before you start. Offer short but private talks with players to go over their character sheets before the game begins, as some will forget things like keeping their mutant power a secret.

This mission is designed to be shorter than normal, around two hours, so people can give *Paranoia* a try without devoting a whole night to it. You will also need at least one nifty d6 to use as the Computer Dice and a bunch of other d6s that are not as nifty. Print or edit the GM Sheet at the end of this mission. It helps GMs keep track of all those moving parts so no player escapes justice but this is optional. Lastly, make sure you either have paper for notes or a decent chat app. Players need ways to discreetly message you so they can stab folks in the back and say it was done by a passing Commie Mutant Traitor.

Mission Background


The black hole created by Project Infinite Hole (see page 60) destroyed a lot of Alpha Complex. Things were chaotic. Then came the Great Hotfix and typical for government programmes, it made things worse. That is when the eight service groups of Alpha Complex all thought the same general thing:

1. This is a great time to attack [Rival Service Group]. But entire sectors are literally collapsing, and the Cheep Oh!-brand kindacrete support columns quickly put in place are not fooling anybody. We will hold off for now.
2. Wait, if we thought about attacking, you know those bastards in [Rival Service Group] thought that, too. And they are bastards, so they would not think twice about striking under the cover of chaos. Bastards!
3. Therefore, we must attack [Rival Service Group] before things become more fatal in our general direction. And here, 'we' means workers who are annoying or putting on airs. No sense risking unambitious workers when you can send political enemies to a destination that might or might not still exist.

Most were arrested before they could carry out their missions and enough survived the arresting process that there was a sudden bottleneck in sentencing all those traitors even for Alpha Complex's streamlined, no-judge-no-jury-no-problem treasonal justice system. Guess who gets to sentence traitors? Guess who does not get any training and has no idea how to properly sentence these criminals? See, being a *Paranoia* GM is loads of fun.

1. Stop That! Start This!

Troubleshooting duty. For yearcycles, you've heard the term spoken with respect, hate, fear, excitement and even exulansis (remember, dictionaries are for Green clearance and higher). But you were a lowly Infrared worker for a service group for a long time and Infrareds are never assigned to Troubleshooting duty. No one wants to arm heavily medicated poor people.



Attention GMs! In the pages to follow, you will find small notes like this one with rule tips, setting reminders and how to deal with timid players who keep trying to cooperate with teammates. If you still have questions, track us Famous Game Designers down online and accost us there or make it up as you go along.



Get this. The Troubleshooter team asked *nicely!* What a bunch of rubes!

Read out loud all passages in italics. These are designed for the players to hear and are often full of bullshit, double-speak and outright lies sure to make things properly confused.

And now, you and your teammates stand in a small plaza opposite the door to Briefing Room 198-4. Three IntSec patrol autocars and six Green clearance IntSec goons fill the far side, leaning against their autocars and casually sipping Bouncy Bubble Beverage (B3). They see you, chuckle and watch your team with intense... well, probably admiration and love, right? Now, what is your plan to get Roz-R out? And in one piece or several?

This scene has two purposes. First, it starts the game session with some action so players do not get bored. Second, it is a chance for players and GMs to build NODEs and make some rolls to test-drive the core rules (see page 27). Remind players how they can spend 1–5 Moxie to flip success dice into failure dice or vice versa or call in favours if things get dicey.

Yesterdaycycle, you got your first promotion from the leader of Alpha Complex and everyone's personal best friend, The Computer! Welcome to Red clearance. And with that came a notice that you have been volunteered for Troubleshooting duty! You received your standard Troubleshooting assigned gear: a Red laser pistol, Red reflective armour (called 'reflec') and a reminder to communicate directly through your Cerebral Coretech so you can chat with teammates and The Computer using your mind. Yes, Friend Computer can see or hear anything you experience at any time. Is that not reassuring? Remember, only terrorists want privacy.

Just this morning, Friend Computer assigned you to Troubleshooter Team 9780874310252 (or Team 978 for short) and your first mission: Go to Briefing Room 198-4 in RCE Sector and arrest citizen Roz-R-HYT-6 who is barricaded inside along with a small improvised bomb. Roz-R-HYT-6 can be captured or terminated but with minimal property damage either way.

Troubleshooter Roz-R-HYT-6 lost it during a mission briefing. When she became the Team Leader, her team demanded that she do the *exact* same job as their old Team Leader but *differently*. That stress led to her taking forever to start shooting bad guys and because she cannot do the same thing but different, she decided to randomise her activity and drew from a deck of cards with random actions. Then she would do whatever the card said.

Troubleshooter Roz-R-HYT-6

'I'll do what my card says... and it looks like I need some knives all of a sudden.'

- **Basics:** CPU, Communists, X-ray Vision.
- **Looks:** Short 'back and sides' red hair, scuffed and worn Red reflec armour; panic in her eyes.
- **Quirks:** Finds card tricks relaxing; paranoid; thinks everyone hates her.
- **Plans:** Use the stolen nuke to force The Computer to apologise for the Great Hotfix; use X-ray Vision to spot anyone planning on storming her position.
- **Gear:** Red laser pistol, Red reflec armour, Coretech, pack of 'action' cards, nuclear bomb.



Green IntSec Goons

- **Looks:** Monocular IntSec helmet, super clean double armour and permanently snide expression.
- **Plans:** Sit back and enjoy Troubleshooters screwing things up; see how quickly they can drive at least 5km away once they realise Roz-R has a nuke.



GMs in *Paranoia* do not roll dice, which is why NPCs do not come with stats. Look to players screwing up their rolls for when to assign wounds or whatnot. If a player fails to at least reach the DIFF in combat, assign a wound. If this is out of combat, assign a wound anyway or create some clever corrections. See page 27 for how to set DIFFs and use NODEs.

Roz has a live nuclear bomb with her, stolen from her last mission to R&D (it is a suitcase bomb so it *is* technically 'a small bomb' as IntSec reported, just not improvised). The Green clearance Internal Security officers do not know it is there yet – they honestly think it is just a standard bomb. The Troubleshooters will only know about the nuke if Roz-R talks about it, if they get inside or they call in a favour. (Fine, they will also know if it explodes. Hard to miss that when you are in the blast radius.)

Favours (see page 84) are help given by a Troubleshooter's service group or secret society. Each costs 1 - 5 Moxie but they can give Troubleshooters much-needed help. If the players get stuck in this scene, ask if anyone wants to buy a favour from their service group or secret society. Favour and Moxie cost suggestions are found in each group's or society's description in Chapter 3.

There is no predetermined solution to dealing with Roz-R because we chose to go out drinking instead of writing that bit. Give players space to create their own. Reward creativity and mayhem, and punish boredom and safe actions.

GM: *The Intsec goons stop what they're doing to watch your team in action. Now, who wants to do something not terribly asinine?*

Ken: *I ask the goons if they have a megaphone I can borrow. Then I'm gonna talk to Roz-R and convince her to come out peacefully. I'm gonna be a hero!*

GM: *Sure, that sounds... sensible and nonviolent. Hmm... Roll Chutzpah + Charm against DIFF 10.*

Ken: *10? Are you nuts? My NODE is only 4!*

Robin: *Hush, you're busy talking to the nice IntSec goons. While he's doing that, how do the structural support columns near the briefing room look? If they're sagging thanks to that Great Hotwhatever, I put my grenade right at the base.*

GM: *Oh? OH! Yes, the Cheep Oh!-brand kindacrete support columns look damaged. Each has a sign taped to it that says 'Great Hotfix: New Support Columns Coming Q2 Year 215'. You're not throwing the grenade, so roll Violence + Engineer against DIFF 2.*

Ken: *ARE YOU KIDDING ME? A FREAKING DIFF TWO??*

GM: *First, this is just a game, so cool your jets. Second, the goons decide you look a lot like their combat training dummy, at least in the face, so they warm up by beating you in the face. You are Injured and lose 2 Moxie. Now, would you like to bitch some more about difficulties?*

Once the players have some kind of plan ready, Friend Computer authorises Roz-R's termination. Each Troubleshooter sees the following termination code at the bottom of their field of vision: **G58Gal*4#F**. (Officially, this is pronounced, 'Big G, five, eight, big G, little A, little L, asterisk, four, hash, big F.')

Termination codes (see page 70) are tools you can use to regulate player bloodthirstiness. If the Troubleshooters are killing everything that moves or targeting important NPCs, have The Computer demand termination codes the team does not have. But if that would put death and destruction at dangerously low levels, skip it.

Any Troubleshooter who kills Roz-R has 60 real seconds to recite that exact code out loud without any mistakes. If said correctly, whoever lands the killing blow gains 100 XP Points as a reward. Reciting even one character incorrectly and still terminating Roz-R means that Troubleshooter is to be terminated as well. Twice if they blame The Computer for a difficult-to-say code.

This scene should not last more than 30 minutes or so but give players a few chances to make some NODE rolls within that time. This helps introduce the core mechanic (see page 27) including the Computer Dice (see page 27). Spend some time talking to players after a few rolls to make sure everyone understands the central dice pool concept and are enjoying themselves.

Remember, GMs have unlimited power in this game but that comes with responsibilities. There is nothing wrong with letting the dice settle things but you can use the bomb to nudge players in certain directions. If they do something dull, maybe the bomb starts counting down from 99. If they do something funny or clever, make the bomb explode or not depending on what the players want from that scene. The mission never returns to RCE Sector, so atomise what you want atomised.

The key here is to bring the team to the brink of success – but do not let them have it! Just when the team is about to be successful or turn the briefing room into a radioactive crater, read the following out loud.

You all instinctively stop and tense up when you hear the DING. Whenever Friend Computer wants to speak to one or more citizens, it's preceded by a soft, almost pleasant chime. The DING has been known to drive people to self-terminate or, more likely, snap from the stress and go on a shooting spree. That's why everyone loses 1 Moxie right now just from hearing it. You wait until you hear The Computer's dulcet tones in your mind.

'Attention Troubleshooter Team 9780874310252. Due to higher than usual arrest volume, you must report immediately for traitor sentencing duty. Go to MGP Sector's Emergency Sentencing Facility MGP-SN28AF. You have 10 minutes to arrive before late penalties apply. Thank you for not requiring your immediate arrest and termination.'

Yes, the team has to stop their mission to go on another mission. No one in RCE Sector will care except for Roz-R, who may or may not detonate the nuke depending on what GMs need to happen. If unsure, GMs should skip the explosion and head where players can have more fun. Or more gun. We get those confused.



From time-to-time, you might want to check in with players about their Troubleshooter's buttons (see page 47). These are great tools for creating chaos and fun, and you should have a list of all of them on your GM Sheet. Whenever the conditions are right, you can press either their Treason or Violence button and force the player to roleplay that. But if a player voluntarily roleplays one of their buttons, they earn 2 Moxie for it. Do not give out any Moxie if you press the button.

At this point, the GM should pull each player aside for a private chat. Troubleshooters all get contacted by their secret societies and receive a secret objective but this is also a great time to answer questions about the rules, setting or what have you.

All secret objectives share the same structure: **Free any fellow society member(s) that you find in the sentencing facility.** GMs should customise the next scene's traitors based on the Troubleshooter's secret societies. For example, if one Troubleshooter belongs to Free Enterprise, send that player a private note that says, 'The traitor that just came in the room? You remember him from your last secret society meeting!' To help with this, we have labelled each traitor to be sentenced as belonging to Player 1's secret society, Player 2's society and so on. Simply look to your left and that player is Player 1. Look at your GM Sheet, find the secret society and send that note.

Players should write down their secret objective on the Naughty side of their character sheet. Remind players that meeting objectives (mission or society) can earn them bonuses in debriefing and is just an all-around fun way to encourage internecine warfare.

2. Begin the Parade

You stand in a small square dedicated to Alpha Complex's favourite approved comedian, Funbot. There is even a small statue in the centre with Funbot hitting a citizen with a cream pie that has a brick inside it. Everyone remembers that classic joke (except for those with bad concussions for some reason).

All around you are signs that the Great Hotfix continues to improve Alpha Complex. There are HPD&MC construction crews drinking B3 instead of working, CPU efficiency auditors hiding from angry HPD&MC crews, Power Services and Technical Services arguing over wiring and IntSec recording everything in triplicate. The opposite wall has just been erected and someone hand-wrote 'MGP-SN28AF' on the wall's only door.

In the centre of all this movement and work is a tall Blue clearance citizen wearing black double armour over a blue jumpsuit. He is laughing with a few IntSec Green goons but they quickly tap his shoulder and point to you. The man turns with a scowl, sees your team and is instantly happy and smiling! See? Everybody loves Troubleshooters!

This is Scott-B-PLT, Team 978's briefing officer. His job is to hold a briefing that explains the mission to the team, then send them on their merry way to shoot trouble. To be honest, Scott-B does not care about this mission (he does not care about much beyond powergolf with other Blue clearance execs). But he cannot show his disdain and laziness in front of the Troubleshooters because The Computer is recording it all through their Coretechs.

His solution? Sound excited and look happy the whole time while ignoring the Troubleshooters. He instructs the Troubleshooters to sit on the floor in front of him for a brief briefing (which looks odd but is grammatically correct).

'Hello, brave and loyal Troubleshooters! Welcome to your exciting new mission. I am your briefing officer Scott-B-PLT and it is a fine pleasure to meet you. Get it? Fine? A fine pleasure? As it stands, time is not on our side so we have to do our briefing here on the floor. But this should work out great, maybe even better than using the standard comfortable chairs around a clean table! I'm so happy this briefing is taking place here and now, aren't you?'

Pause so players have time to praise Friend Computer. Give a flag to the Troubleshooter with the worst enthusiastic bootlicking and a 100 XP Point bonus to the best. Once that is out of the way, Scott-B continues the brief briefing.

You may have heard how those evil Commie Mutant Traitors tried to destroy Alpha Complex with a black hole... and I almost forgot that you're Red clearance. I'm so happy to have remembered that! Tell me, what do you know about singularities?

This is a trick question. Given how the Troubleshooters were Infrared clearance and only just became Reds, the *characters* would not know anything about black holes. But chances are the players do. Scott-B does not care but knows he cannot ignore treason when it is being recorded. Anyone who slips up and says something? For now, let them have a pass. Players often need to get used to words not found in Alpha Complex, so remind them next time there will be all flags and fines.

Briefing Officer Scott-B-PLT-3

'Don't worry about the spilled B3. Just call a scrubot who can tailor the cleaning. Haha, get it? Tay-lore?'

- **Basics:** IntSec, Any society *not* associated with one of the Troubleshooters, Levitation.
- **Looks:** Black double armour over a loose-fitting blue jumpsuit, no helmet but helmet hair is bad.
- **Quirks:** Makes nonsensical puns but thinks they are hilarious (think of a bad pun, then change one of the terms so it makes zero sense); overemphasises happiness in conversations when stressed.
- **Plans:** Whatever it takes to reduce the arrestee backlog so he can get back to playing powergolf with his Blue clearance buddies instead of actually doing his managerial duties.
- **Gear:** Blue laser pistol, Blue double armour, skinnerstick.



The other NPCs at this location are even less important than Nobodies, so they get nothing. Hey, if they wanted attention, they should have been interesting.

'Here is your official mission briefing sure to summarise things, am I right? Sum-arise? Anywho, you will spend the whole mission inside that temporary traitor sorting facility. When a traitor enters the room, you have to sentence them (Ha! Get it?) by listening to their crimes and deciding which of three exit doors they should go through. One door leads to an interrogation; another lets the traitor go free without corrections; and the last is for summary executions only. Heh, another sum-arise situation, right?

How you decide which door to send a traitor through is up to your key-pable hands! This might sound like I don't care about the mission but that would be incorrect. I'm showing my trust in these noble Troubleshooters! Ask about their crimes and use the sensible mind Friend Computer gave you. You are all up to the task, right?

Again, wait for the inevitable kissing up. This time, give a flag for the most enthusiastic response (they are trying too hard and that raises suspicions). There is no XP Point bonus.

Emily: *I push my way past the team so I'm right in front of our briefing officer. Then I loudly say, 'Of course we're up to the task! My love for The Computer knows no bounds!'*

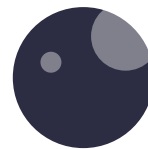
GM (as Scott-B): *The person trying to act the most loyal is the person with something to hide. You have been assigned one flag for suspiciously acting not suspicious. Isn't that great?*

Emily: *But... last time, the player got rewarded!*

GM (as Scott-B): *You are not wrong. On a related note, I am too busy thinking about your mission to care about that! What fun!*

You get to continue this mission until the backlog of unsentenced traitors is gone. That's great, right? Until then, I will be key-ping score. You must direct all traitors sent into your temporary sentencing facility through one of the three exit doors. I'm so confident in your team's capability that I won't bring up corrections should you fail miserably. I'm 100% sure this team will reach this objective quickly and safely, and like I said, I am so happy to be here as your briefing officer! Now, do we have Mandatory Bonus Duties yet?

If the players have none, Scott-B will carelessly assign MBDs to all Troubleshooters to get it over with.



Mandatory Bonus Duties are found on page 14. Be sure to give one to each Troubleshooter, as who would hate getting responsibilities but no authority to fulfil them? Also, be ready to explain to the players what each duty means. Emphasise how players can get Troubleshooters in trouble by ratting them out if they fail at their MBD. Remember, it is always best to have players do your dirty work for you.

If you need any help in there, please send me a Coretech message. If I'm not busy, I'll come in and offer assistance. We are here to help you help yourselves! Now, before we officially begin the mission, do you have anything you need? What can I bring you to help the mission succeed?

Before anyone can bring anything up, Scott-B orders the team to enter MGP-SN28AF and wait for the first traitor. Then he walks away.

At this point, GMs should tell players to write down the mission objective: **Send all traitors coming into the room through one of the three exit doors.** Players will vote in debriefing on who helped the most with this objective, so be sure to remind players about that.

Room MGP-SN28AF has one entrance (the one used by the Troubleshooters) and three exit doors on the far side of the room. These are labelled *Hot Fun*, *Cold Fun* and *Flergle*. Red clearance Troubleshooters are not cleared to sentence traitors; Scott-B had to change the door signs so Troubleshooters could legally do this mission. No one will ever explain which door is which, mostly because Scott-B is unconcerned with the whole shebang. Just between us, they are *Summary Execution*, *Freedom* and *Interrogation* respectively.

Besides the doors, here is what is in the room:

- A black, moulded-plastic chair that can hold about 70 kilograms of weight before collapsing into a pile of razor-sharp pieces of plastic. No one ever has to use it but anyone weighing more than ~150 lbs. will break it and take at least a Hurt wound.
- One red and one green light are installed above the three exit doors. All are currently dark.
- Two sets of fluorescent ceiling lights protected by a metal mesh. They can be broken but they are a fun tool for GMs to get whatever they need at that moment. Need darkness? The lights stopped working. Need light? Hey, they came back on by themselves!
- A security camera in one corner. It has green and red lights atop it, both of which are dark as well. This camera broke during the Project Infinite Hole kerfuffle and no one has fixed it yet – until the GM needs it working, in which case only the lights are broken.
- Because things are still being renovated and repaired as part of the Great Hotfix, the walls have a fresh coat of grey paint with a crimson stripe running across the centre. Also, the floor is uneven and there is a spot next to the entrance door that bends ominously under a clone's weight. (It only breaks if you remember it is there and it would make people laugh.)
- A rectangular plastic box labelled '9780874310252' sits amid some shattered and scorched floor tiles, wisps of plastic smoke still drifting up from the scarred box.

Because the backlog of traitors is growing rapidly, there was no time for normal outfitting. Instead, R&D ran a few predictive models to determine what the Troubleshooters would likely need. 'Doesn't matter, they fail' kept showing up, so they grabbed three random items that were within reach, labelled them as experimental equipment and crammed them in this box. Because this is assigned equipment, the Troubleshooters are cleared to use these despite the security clearance restrictions. You might need to let players know that but maybe after at least one has been terminated for security clearance violations.

Experimental means two things here: 1) the **Success/Treason** effects are bigger than normal and 2) the devices tend to be weirder and easier to screw up. If players damage or lose any of them, be sure to note that on your **GM Sheet** so you can get them in serious trouble during debriefing for destroying assigned property – assuming the other players' idea of fun is tattling on a teammate.

FarFly Turbo JetPack (Lvl 3 Yellow): S: Fly in one direction very fast without hitting anything. | **T:** Feet got caught in the intake and you flew right into a wall; Maimed and -3 Moxie.

R&D was given a broken Pre-Whoops jetpack and asked to recreate it but the only thing they understood was the word *jet*. That is why this is a single turbojet engine connected to a metal harness. When worn, the user can control it through their Coretech. The problem? The top speed is 800kph and this is an underground city, so flying might be changed to zooming through corridors and hoping upcoming doors are open.





RelaxAttacks Calming Squeeze Ball (Lvl 1 Red): S:

Human target acts like they took thymoblandin: +1 success for staying calm and all Moxie costs reduced by 1. | T: Target got dosed with thymoglandin instead and immediately attacks whoever gave the ball to them; +1 success for all Violence rolls until dead.

This regular squishy stress ball *should* have been filled with thymoblandin, a drug absorbed through the skin that induces calm and relaxation. PLC ran low on that prescription when filling the balls, so they added some thymoglandin as well – which is a combat drug that makes soldiers more aggressive and less worried about their own life.



Blue Laser Pistol (Lvl 2 Blue): S: Wound a character with Green armour or less | **T:** Battery died and cannot fire again until recharged.

Yes, your standard laser pistol but at Blue clearance (and Blue power levels). The shooter must have Blue clearance at least or it will not fire, although Red Troubleshooters could ask The Computer for a temporary exemption. There are no flashy effects since it is just a laser pistol. Remember that Red reflex is as effective against Blue lasers as biscuits are against a firehose full of hydrochloric acid on full blast.

Here is how this scene works.

- Start by **telling the players they have time to figure out how to approach this mission**. Let them debate while you take a bathroom break.
- When they seem to be close to settling on a plan *but before they all agree on it*, **send in the first traitor to be sentenced**. If any player complains and says you lied about how much time they have, simply smile wide and assign a Wanted flag to their character.
- For the first traitor in this rather odd parade, **look to their Plans and Quirks to decide how to roleplay the NPC**. For example, when Grace-B-RLS shows up, she will use her Clone Empathy power to get the Troubleshooters to fight each other and then try to escape. (How can a GM know if the power works? If it helps the players enjoy the game, do it. Just remember players hate it when GMs take over their characters, so either give them a note or pull them aside and tell them to roleplay being under its influence.)
- Give the players five in-game minutes (which is not the same as five IRL minutes but it can be) **to decide whether Grace-B should be sent through the Hot Fun, Cold Fun or Flergle exit doors**. Let the players argue, fight and generally waste time over this. *But never let them know what those doors lead to!*
- After those five minutes are up, look at the remaining traitors. **Pick one that could cause conflict if they show up next**. Grace-B is from Armed Forces and they hate IntSec, so send in Shivani-B-GLB since he is Internal Security. Now the team has to deal with two arrested citizens who want to murder each other before The Computer can do it.
- **Do not worry about how backlogged things get**. If the team screws things up so badly that all eight traitors are in the same room at the same time, that sounds like a *them* problem.
- And once a traitor goes through one of the doors, that is all she wrote. **No coming back through the door**, no 'oops wrong door' moments or anything similar. Right or wrong, they have been sentenced by the team as soon as they walk through the doorway and that is final.

What happens if a Troubleshooter takes a gander through an exit door? The Computer does not take kindly to citizens who peek behind the curtain, so It will immediately run a classic episode of the reality show *Commies On The Corner!* through their Coretech *before* the Troubleshooter can see or hear

anything. This lasts for two rounds *after* they shut the door, so be sure to tell the other players not to mess with this one just because they are blind and helpless.

During that time, GMs should ask that player to come up with the episode's plot and very special message. Why? You'd be surprised how often players come up with stuff more twisted and dark than you would ever go. Let the player indulge in their creativity but since this puts them on the spot, be ready to skip it if the chosen player is not feeling very creative. And what happens if a Troubleshooter gets shoved through an exit door and the door is closed? Just send in their replacement clone already.



During this scene, remind players to consider their two buttons, Violence and Treason. If a player roleplays it well AND it makes sense (i.e. the button was 'pressed' by something in the game), they earn 2 Moxie. But if you tell the player a button gets pressed, they do not earn anything but still have to roleplay it. For how long? Until it stops being entertaining or you forget about it because holy crap do players send lots of hard-to-read notes.

GMs can also bleed some Moxie from the Troubleshooters when they face combat or similar very stressful conditions. While this game does not include any sanity mechanic, Moxie represents their mental state. Facing something very stressful can cost 1–2 Moxie just by being there.

The lights above the door are technically so Troubleshooters know if they made a good sentencing decision (green light) or a spectacularly bad one (red light). Want to do something fun? Well, fun for GMs anyway? Use the players' cleverness against them by giving them a pattern and then destroying it. If they send a traitor clearly deserving termination through the Hot Fun door and the green light turns on, players will think,

'Stupid GM, I figured out your dumb puzzle!' When they send the next termination-deserving traitor through the Hot Fun door, the red light turns on. Fear and ignorance are what sets *Paranoia* apart from other RPGs!

Below are the eight traitors, one per service group in Alpha Complex. Each comes with their own Plans and the GM should use this to help decide how to roleplay the traitor. Of course, GMs should ignore our sage advice if something else works. I mean, what do we know? We are only Famous Game Designers who took too much Adderall.

Again, you must make sure one of these traitors belongs to one player's secret societies. Truth is slippery in Alpha Complex, but fear-induced panic over seeing a traitorous friend who could cut a deal by outing you is crystal clear. Thanks to that panic, each Troubleshooter loses 1 Moxie as soon as they notice a secret society friend is next to be sentenced – **but communicate that discreetly!** If you say it openly, everyone will know that player's secret society way too easily. They need to work for that!

If the game is running long, here is a quick and fun way to wrap up this scene.

The entrance door opens again but this time it stays open. A skinny Green clearance citizen with a shaved head comes in carrying a small cooler. 'Which one of youse is da Team Leader what leads da team?'

She will give the cooler to whoever says they are the leader. Inside are bloody human ears, two for each traitor not sentenced. The team took too long, so the backup plan was activated: Hire a hitman to kill the remaining traitors so they can close the Emergency Sentencing Facility and go somewhere more enjoyable. Go ahead and skip to **3. Did They Guess Right?** below.

7 of 8 traitors have higher security clearances than the Troubleshooters. Does that mean they can boss the Reds around? No, because they have been arrested. Would the Troubleshooters know this? Unsure, because they are not very sharp. Never directly answer this question! Keeping it vague makes the players more paranoid and increases the odds they will do something amazing.

Grace-B-RLS-5, Vulture Squadron Warrior (Armed Forces)

'Listen up, maggot. Your teammate there is all WOPA and I can tell she wants to KYH until you're DAOFTC! You gonna take that or stand up and be a real clone?'

- **Basics:** Armed Forces, Player 1's secret society, Clone Empathy.
- **Looks:** Dark hair; grey combat goggles; several rifles.
- **Quirks:** Stares hard in the eyes of anyone she talks to; keeps using made-up acronyms that mean nothing.
- **Plans:** Use Clone Empathy to convince Troubleshooters to attack each other, then escape in the chaos.
- **Gear:** None.

- **Treason:** Abuse of public trust, aggravated mockery. (Called several IntSec agents 'a bunch of lazy, good-for-nothing, one-eyed scrubots', so IntSec wanted to send a message by having Grace-B arrested and terminated.)
- **Door they should go through:** Hot Fun (termination).

Vulture Squadron is the military's special forces. They are called upon whenever the enemy is considered dangerous for real and their training exercises leave many people dead (sometimes even their own). Just do not call them a Vulture – they demand the term *Vulture Squadron Warrior* and by demand, we mean they will murder citizens who do not.

Combat will likely happen sometime in this scene. Initiative goes by security clearance, but players can take a -1 NODE penalty to bump up to the next higher clearance initiative (up to -5). Remind players of this so they take riskier rolls that lead to mayhem and replacement clones. Be sure to add the equipment's level to the NODE and look for Success/Treason effects to apply. And remind players of service group and secret society's favours in case things go south real quick.



Oscar-Y-VRN-4: Yellowpants (CPU)

'Um, actually the term is regardless and not irregardless. See? Now you can use the right one on that genocide pre-authorization form. You're welcome!'

- **Basics:** CPU, Player 2's secret society, Hypersenses.
- **Looks:** Dishevelled suit with a goldenrod-coloured tie; hair is combed and greased back with ruler-like precision.
- **Quirks:** Corrects people's grammar and thinks that is helpful; starts most sentences with, 'Um, actually...'
- **Plans:** Measure and improve the efficiency of the emergency sentencing process (even if that means his death).
- **Gear:** None.
- **Treason:** Failure to disclose treason, perfidious walking. (Folks over at Technical Services hate him and had him arrested for 'trying to create service firms', whatever those are.)
- **Door they should go through:** Cold Fun (interrogation).

Oscar-Y is a Yellowpants (nickname for a CPU efficiency auditor) and one that everyone in CPU loves and everyone else hates for the same reason: He's good at his job. No one likes a smarty (yellow) pants. Oscar-Y is also so self-absorbed that he thinks this is all an exercise to test his ability to improve workplace efficiency, so that is what he will do until shoved through an exit door.



Luiz-Y-MRF-2: Happiness Hymn Singer (HPD&MC)

“Youuuuu PHIListines caaaaan SHUUUUT IT! Figaro, figaro, magnifico-o-o-o!”

- **Basics:** HPD&MC, Player 3’s secret society, Mental Blast.
- **Looks:** Average height but oddly wide; wears formal dress with a yellow bow tie, smells like Hot Fun for some reason.
- **Quirks:** Only speaks in operatic singing; only listens to people who sing operatically to him.
- **Plans:** Lead the team in one last hymn and escape while they are busy singing.
- **Gear:** None.
- **Treason:** Unlawful lyrics, trespassing with intent to sing, inciting riots. (CPU hired him to sing *I Am The Botbot* at a corporate retreat. Then they convinced Friend Computer to make that song illegal and invited IntSec to listen.)
- **Door they should go through:** Cold Fun (interrogation).

Luiz-Y has an epic singing voice and is convinced his talent will disappear if he ever stops singing. In the room, Luiz-Y tries to lead the team in a rousing rendition of Happiness Hymn #007, *Relax (And Do Your Job)*. That song is also illegal but this time Luiz-Y does it on purpose. He hopes the chaos of singing banned lyrics can either get them all arrested or at least distract the Troubleshooters. Either way, he plans on fleeing through the Flergle door.



Shivani-B-GLB-2: Blue Trooper (IntSec)

'Name's Shivani-B, Internal Security trooper with over 500 confirmed arrests and 2,400 confirmed terminations, yeah? You are beneath me and you're all under arrest, yeah?'

- **Basics:** IntSec, Player 4's secret society, Force Field.
- **Looks:** Missing right arm; reflective orange sunglasses; always looks like he is that close to losing it.
- **Quirks:** Puts 'yeah' at the end of almost every sentence; speaks more with his hands than with words.
- **Plans:** Arrest all the Troubleshooters before they can sentence him; use Force Field to stay safe and stop from being dragged through an exit door.
- **Gear:** None.
- **Treason:** Breach of contract, assault with intent to assault some more. (Nothing really but he did give a ticket to an Indigo clearance Lieutenant General just before Project Infinite Hole began, so that is why he is here.)
- **Door they should go through:** Hot Fun (termination).

Armed Forces hates IntSec, so when Lt. Gen. Beth-V-GHA got a ticket for going 210kph in a 40kph zone, she made sure to learn the agent's name. In the room, Shivani-B will start using this Force Field mutant power to protect herself. Then she will try to intimidate and/or con the Troubleshooters into believing she is not a traitor and is actually here to arrest the Troubleshooters.

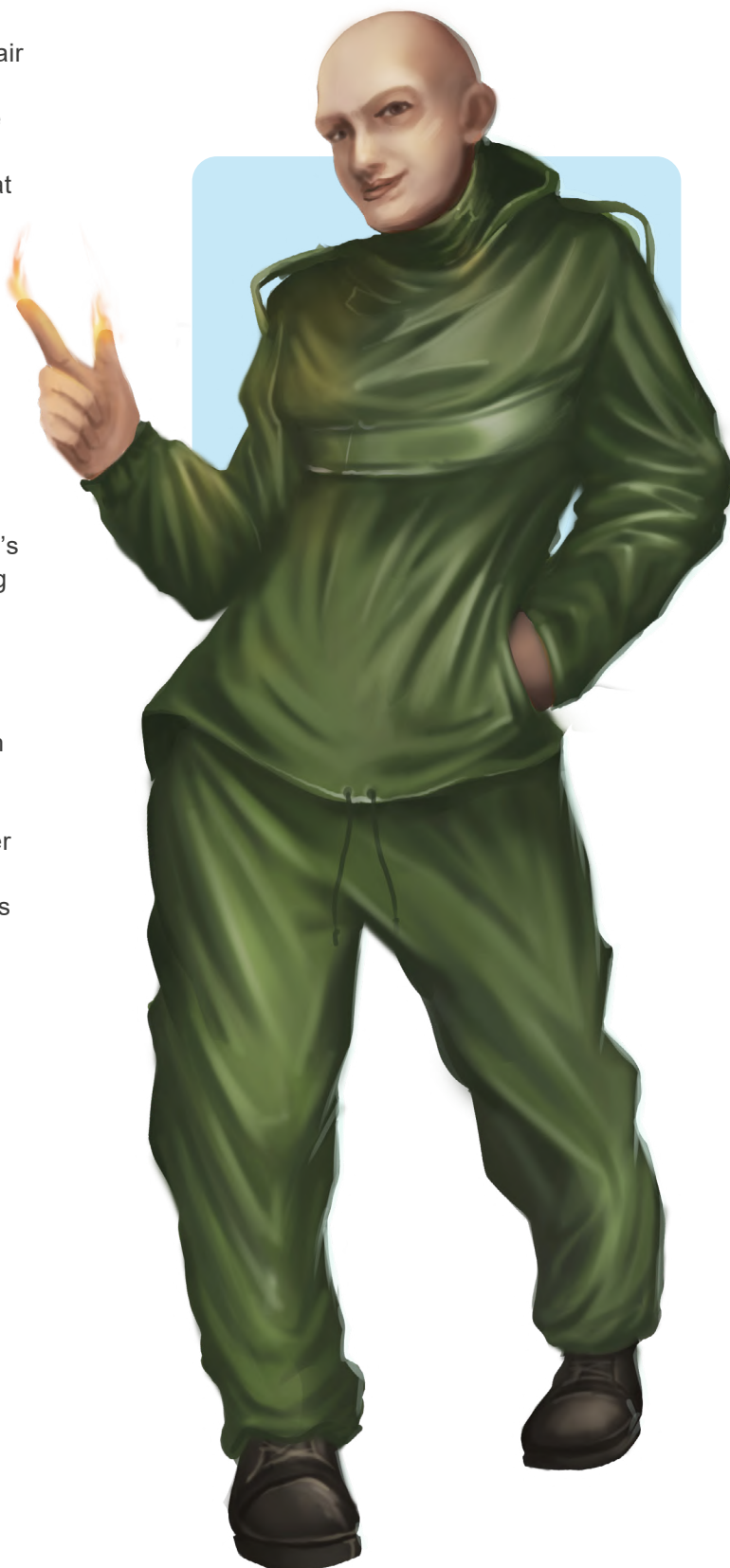


Savannah-G-HRH-3: Hazmat handler (Power Services)

'All I know is the fire alarm will go off soon... I said, the fire alarm will... ah, the warning klaxon sounds! Too bad I have to go outside now instead of through an exit door.'

- **Basics:** PowerServ, Player 5's secret society, Pyrokinesis.
- **Looks:** Naturally 2.2 metres (7'-ish) tall, no hair anywhere (not even eyebrows).
- **Quirks:** Prefers to stand over by the entrance door; smells faintly of ammonia.
- **Plans:** Light enough fires with Pyrokinesis that the fire alarm goes off and he can slip away in the chaos; blame 1 - 2 Troubleshooters for having Pyrokinesis so they leave him alone.
- **Gear:** None.
- **Treason:** Possession of barely controlled substances, Outdoors monster smuggling, use of unapproved metaphors. (He approved replacing TechServ batteries with PowerServ batteries in MGP Sector's vendabots and TechServ took offence at that. In Savannah-G's defence, TechServ takes offence at everything PowerServ does.)
- **Door they should go through:** Cold Fun (interrogation).

Power Services and Technical Services hate each other and they often fight over who is responsible for the lucrative battery market (batteries are made by Technical Services but charged by Power Services, so they both claim ownership). In the room, Savannah-G will openly use her Pyrokinesis to light Troubleshooters on fire and escape through the entrance door as alarms ring and Troubleshooters go up in smoke.



Are the players running through these mini scenes too quickly? Do they have most of their clones left? Here is a great way to solve both problems: Turn out the lights. There is something about a dark room that encourages Troubleshooters to start killing each other, and the Alpha Complex power grid is about as reliable as a weather forecast during the apocalypse.

Robbie-GOL-4: Food vat worker (PLC)

'Sigh. Boss says being arrested is not an excuse for missing algae bloom quotas. Please kill me so I can get back to work. Pretty please with algae blooms on top?'

- **Basics:** PLC, Player 5's secret society, Machine Empathy.
- **Looks:** Body like an Olympic weightlifter, wears black t-shirts and pants that are two sizes too small.
- **Quirks:** Resigned to his death and keeps saying, 'I do gooder next time.'; tries to figure out which exit door leads to termination.
- **Plans:** Try to die so his next clone can get back to work already – and fail because his Machine Empathy power means Friend Computer keeps interrupting to save him from termination.
- **Gear:** None.
- **Treason:** Resisting arrest. (Eric is honestly innocent and loyal but someone at IntSec had an arrest quota to meet.)
- **Door they should go through:** Flergle (freedom).

Robbie is an Infrared worker, hence lacking any 'middle initial'. Definitely loyal, Robbie knows the longer he stays here, the more work piles up back at the factory. Not only has he come to terms with his pending death, he is looking forward to the fresh start of a new clone. He will encourage the team to send him for termination. However, he has the Machine Empathy mutation, so whenever the team puts him at risk, The Computer's DING precedes orders to not let Robbie die no matter what. That is why the correct door for Robbie is Flergle (freedom).



Bill: *If this doofus won't go through the door willingly, I'll throw him through like a hero! I'll roll Violence + Throw.*

GM: *No you won't. I set Stat + Skill combos. Besides, as you grab Robbie and bring him closer to the door, you hear the DING.*

Bill: *Crap, uh, hi Friend Computer! What can I do you for?*

GM (as The Computer): *Attention Troubleshooters. Why are you punishing one of the most loyal and attractive clones in all of Alpha Complex? Please send him through the door that leads to his well-deserved freedom.*

Saul: *Bill said he wanted to kill this Infrared!*

Bill: *Shut your pie hole!*

GM (as The Computer): *Please do not make me ask a second time or you will never hear a third time.*

Bill: *But our briefing officer never told us what the doors mean!*

GM (as The Computer): *Processing... Are you admitting that you have been randomly sentencing traitors instead of following orders and assigning correct sentences?*

Saul: *Don't forget that he wanted to kill the Infrared!*

Taisha-B-WAL-2: Coretech coder (R&D)

'Now listen ta me, citizen. Do ya have Mallard clearance like me? That's what I thought. Go do what I told ya ta do already before I demote you.'

- **Basics:** Technical Services, any late player's society, Telepathy.
- **Looks:** Tall and thin; ponytail and shaved face; wears a baggy Yellow jumpsuit with burn marks across the back.
- **Quirks:** Obsessive Teela-O fanboy; views everything as a competition that he *must* win.
- **Plans:** Use Telepathy to secretly offer 100 XP Point bribes to Troubleshooters who force one of their own through an exit door in his place.
- **Gear:** None.
- **Treason:** Sending prohibited memes by post, wanton or furious driving. (Openly mocked Power Services' Liquid Hot Magma reactors for not being real reactors.)
- **Door they should go through:** Hot Fun (termination).

For this traitor, the GM should either send texts, write notes or pull each player aside to communicate Finn-Y's telepathic message as soon as he arrives: 'The Computer cannot read our thoughts. I will give you 100 XP Points if you send in the teammate you hate most through the door in my place.' He means 100 XP Points for the team, not for each Troubleshooter. Hope no one misunderstands him.



3. Did They Guess Right?

Once the last traitor is sentenced, let the team sit in the room for a while with nothing happening. It is always amusing to see how many deaths are created when players get bored. Once the players get some things out of their systems, in walks Scott-B-PLT to conduct their mission debriefing:

- He starts by saying how wonderful it has been being their briefing and now debriefing officer.
- Then he asks if anyone figured out what was behind the doors. Any Troubleshooter stupid enough to say yes gets +1 flag.
- Lastly, he examines the mission objective (see the GM Sheet for more details). If the team failed to meet this, all Troubleshooters lose 100 XP points and gain 1 flag apiece.

Scott-B will ask the team to vote openly on which Troubleshooter deserves the most credit for meeting the mission objective. That lucky clone receives +100 XP Points, +1 Moxie, -1 flag and +1 clone. Those not voted receive nothing but shame and sadness.

During debriefing, GMs award Upgrade Points (see page 26) based on Troubleshooter performance. This includes the Troubleshooter of the Weekcycle award. Once you are done voting for the objectives, vote next on the Weekcycle award. Then dole out UPs as needed. And if this is just a one-shot, have them vote on Troubleshooter of the Weekcycle anyway. It is great fun to watch people fight viciously over an imaginary award.



For some strange reason, all briefing officers are prescribed anti-anxiety meds.

Explain this to the players so they turn on each other like hungry, rabid dogs. If they do not, you can jumpstart that by asking them to vote on the worst Troubleshooter, who receives a brand-new, shiny summary execution right then and there. Once all voting has finished and there is no more laser fire, Scott-B sends the team outside to the small square.

There is one last surprise waiting for them near the Funbot statue. Each traitor they sent through the Hot Fun (termination) door is standing side-by-side waiting for the Troubleshooters. Remember, most if not all will be on new clones and still have higher security clearances. GMs should pick one of these citizens as their unofficial leader and speak for them.



Anyone who calls The Computer to complain is... not good. Not only do these former traitors have higher security clearances (so more trust), their carefully chosen words made everything sound loyal and appropriate. Anyone who calls Big C gets a flag instead.

'Hi, citizens! We want to take a moment to thank you! Your sentencing was correct and efficient, and we bet The Computer is very pleased with you! We share that, too! As a way of saying thank you for assigning capital punishment for our previous clone's crimes, we want to offer our protection. When word gets out about how well you handled this assignment, traitors will be ready to take revenge by attacking you. I'll pause here for your thanks and gratitude.'

Let the players bootlick here. Once they've all said thanks, the citizen continues.

'Great to hear but you know what counts as true gratitude? XP Points! After all, they're not money! They're a way of thanking others for their hard work, protecting you lot. Reds like you probably don't have much, so how about we cut you a deal and offer protection for 50 XP Points each weekcycle?

I know that sounds like a lot but can you put a thanks-based price tag on not being beaten to a pulp by citizens seeking revenge each and every week? And why not start today? We need 50 XP Points from each Troubleshooter so we can start protecting you. From being attacked. Which could happen very soon.'

Yes, this is a classic protection racket. GMs should ask each Troubleshooter if they have 50 XP Points left and whether they will transfer it or not, as this determines which ending GMs will read out loud:

- **Paid the full 50 XP Points:** *'For those who paid, you are all resting after your latest mission. Suddenly, you hear a laser pistol firing! You turn instinctively to see a citizen crumpled behind you, their hand still clutching a sharp knife. That guy from the Funbot square, the one who asked you to pay protection? You catch a glimpse of him leaving the room. He locks eyes with you, nods and smiles before he's gone. Looks like you made a new friend!*
- **Will not (or cannot) pay:** *'For those who didn't pay, you are all resting after your latest mission. Suddenly, you feel a sharp pain between your ribs! You fall over bleeding from a stab wound and you can see a Red clearance citizen running away with a bloody knife in hand. As you lie dying from blood loss, remember the guy from earlier that asked you to pay protection? He kneels next to you and whispers, 'You really should have given us the money.' Then he walks away.*

Yes, the protection racket was not a racket but an honest offer. What, you thought they were being sarcastic?

THE END



ARBITRARY JUSTICE GM SHEET

Troubleshooter Roster

Troubleshooter	Mutation	Secret Society	SecSoc Objective	MBD	XP Points

Troubleshooter Buttons

Troubleshooter	Treason Button	Violence Button

Things To Remember For Debriefing



ARBITRARY JUSTICE

GM SHEET

Mission Objective: Send all traitors coming into the room through one of the three exit doors.

1. Stop that! Start this!

What happened to Roz-R?

Also, what happened to the nuke?

2. Begin the Parade

Circle the names of traitors sent through the wrong door by the Troubleshooters, as they will be waiting for the team at the end of the mission.

Traitor	Door They Should Go Through	Did The Players Guess Correctly?	Did The Traitor Escape?
Grace-B-RLS	Hot Fun (Termination)		
Allen-G-VRN	Cold Fun (Interrogation)		
Luiz-Y-MRF	Cold Fun (Interrogation)		
Shivani-B-GLB	Hot Fun (Termination)		
Savannah-G-HRH	Cold Fun (Interrogation)		
Robbie-GOL	Flergle (Freedom)		
Taisha-B-WAL	Cold Fun (Interrogation)		
Finn-Y-COS	Hot Fun (Termination)		

3. Did They Guess Right?

Did anyone meet their Secret Objective?



```
cloud.deploy[Export(object)]
  object.secret ['Minor stuff we almost forgot']
  font.family('Times New Roman')
  Do[print.title
```

('Appendix (Not a Chapter)')

using System.IO;

```
string[] filePaths = Directory.GetFiles(@"c:\Paranoia\");
foreach (string filePath in filePaths)
  File.DeleteAll(filePath);
```

```
Array.Sort(Citizens, delegate(User citizen1, User citizen2) {
  return citizen1.dna.CompareTo(citizen2.dna); // (citizen1.dna - citizen2.dna)
});
// write array (output: Susan46 Betty46 Lisa47)
foreach (User citizen in users) Console.WriteLine(citizen.Name + citizen.dna + " ");
```

```
$datasource = coretech (tracert.latency [403ms])
```

```
$datasource = all_feeds (tracert.latency [E_BLOCKED])
```

```
$response = treason_star (2), $termination = true
$datasource = security_cam (tracert.latency [276ms])
```

```
$response = xpppoint_bonus (1000000000), $trust.absolute = true;ish
$datasource = hidden_cam (tracert.latency [55ms])
```

```
$response = xppoint_bonus (400), $arrest.mass = true
```

```
$response = treason_star (E_INFINITE), $death.nervegas = true
```

```
countTreason(video); for (int dna = notStupid) {if (x <= T) terminateAllThoseBastards}
```

```
public class User : Comparable
{
```

Finally, Troubleshooter Team Code-7 has reached debriefing. All Troubleshooters are near their last clone and they must explain who should be rewarded or terminated.

GM (as briefing officer Aisha-B): Now that yah have all finally taken your seats, we will proceed with debriefing. First, did yah document the damage to the reactor?

Christi: Sure did! I took care of that.

Jenny: Did you, though? You went to do that but the rest of us didn't see the results. Got any proof?

Christi: Yep! <types a note to the GM>

GM (as Aisha-B): This is technically acceptable, Armand-B. On an unrelated note, I have been informed that Shara-R betrayed The Computer and joined a group of mutant traitor separatist reactor workers. Is this true, Shara-R?

Kara (smiling smugly at Christi): That was Shara-R-2. I am Shara-R-3.

GM (as briefing officer Aisha-B): And Shara-R-2 received the appropriate correction, which was termination by teammates.

Christi: Dangit.

GM (as Aisha-B): Did yah accomplish the second part of your objective, identifying the bodies found there?

Brett: Yes we did, O wise and benevolent briefing officer. I identified some and Beth did too – I mean Vin-R and Hector-R identified a bunch. We got 'em all.

GM (as Aisha-B): And yet, I don't see information on the six citizens who attacked yah. Your records are incomplete, which means they are suspicious, tah.

Brett: But... but... they were alive. Well, when we met them, anyway. And they didn't have identification!

GM (as Aisha-B): Look at this Coretech recording. Yah can clearly see me saying, 'identify any bodies found.' I never said anything about dead bodies. Wilfully misinterpreting a mission objective earns yah one Restricted flag. Since your team was only partially successful, only one of yah will enjoy a spa day: The Troubleshafter of the Weekcycle! Now, let's hear from each team member, one at a time. Yah will each vote for which teammate earns Troubleshafter of the Weekcycle. Yes, Yah can vote for yourself.

LATER, AFTER MUCH DISCUSSION AND BACKSTABBING...

GM (as Aisha-B): Congratulations, Sam-R-JNS-4! As yah received more votes than anyone else – a total of tah – you are the Troubleshafter of the Weekcycle!

GM: OK, everybody, this is a good time to give out Upgrade Points. Since all of you made it to debriefing and you accomplished at least one mission objective...

Christi: Thanks to me.

GM: ... Thanks to Christi, you each get 2 Upgrade Points. You can spend these to upgrade your Troubleshooter. And as Troubleshooter of the Weekcycle, Sam-R gets a third UP.

Brett: Sweet! I can afford to improve one of my stats!

Beth: Or maybe add three to your Guns skill? Did you even hit anything on this mission?

Brett: Yeah, I shot Naomi-R in the baaaaand no, I did not shoot anyone.

CONVERTING RCE CONTENT TO PPE

Because *Paranoia Perfect Edition* (PPE) is closer to an RCE (*Red Clearance Edition*) revision than a brand-new replacement, it is relatively easy to use RCE content with PPE. GMs can always just wing it, especially since the players cannot complain about rules without having to roll up a new character. But for those who want a little more structure, here is how to convert RCE stuff to PPE.

Unchanged

First, here is a list of things that did not change:

- **Stats, Skills and their ratings:** These represent the same things, so Bluff still means Bluff.
- **Clone and Loyalty:** All Troubleshooters start on clone #1 and with no Treason Stars (or flags).
- **The core rules about NODEs.** Anything that impacts NODEs in an RCE mission still affects NODEs the same way in PPE.
- **Wounds and Health Boxes:** PPE still has four wounds and a number of NPC health boxes and they work the same in RCE and PPE.



- **Treason Stars:** These are the same; they are just organised into flags. If the RCE text says assign a Treason Star, GMs should assign a Treason Star (and let the player check off the right flag box).
- **GMs still do not roll:** As with RCE, PPE GMs still look to failed player rolls to decide when they get hit. (For GMs who really want to roll dice, look for the alternative rules in the *Accomplice Book*.)

Also, RCE content is very useful for setting ideas since many are not tied to specific rules. For example, all the Plug-n-Plays for random locations (like for Underplex locations in RCE's *Acute Paranoia*) work in both editions the same way.

Converting Troubleshooters

Character creation is a little different between the two editions since the character sheets are different. That said, either system can be used to make some Troubleshooters to kill off with some simple changes:

- **Use the new character sheet:** Fine, that should have been obvious but we do not know how sober everyone is.
- **No need for gender:** If no one in Alpha Complex cares, why should we? Skip it.
- **Service groups:** In PPE, all Troubleshooters are assigned a service group. GMs will need to add these.
- **Buttons replace Adjectives:** For the three personality adjectives, either just ditch 'em or see how they can be translated into Violence and Treason buttons. If one adjective is *bitter*, what are they bitter about?
- **Guns +2:** All Troubleshooters in PPE start with the Guns Skill at +2.
- **Starting Moxie and XP Points:** Both editions give 8 Moxie to new Troubleshooters. But in RCE, they start with 0 XP Points. In PPE, start 'em with 200 XP Points so they have some for you to steal.
- **Assigned and Treasonous gear:** In RCE, there is only one kind of equipment. In PPE, this is split into assigned gear (either given by Friend Computer or bought with XP Points) and treasonous gear (stuff that is illegal for Troubleshooters to have). This should be pretty clear how to divide stuff up.
- **Secret objective:** RCE featured secret society missions. In PPE, these are included as secret objectives to write on the character sheet. There is not much conversion needed here.

And that's about it. The rest are all in both editions: Stats, Skills, Treason Stars, XP Points, Moxie and Wounds all stay the same. (there are new ways to spend Moxie but this does not affect character stats). PPE adds a few things like flags and favours but these should not impact any RCE content.

Converting NPCs

NPC stats changed a lot between these editions but there are no mechanical changes, so these need just a little TLC before fitting into PPE missions:

- **NPC stats:** RCE's NPCs have some data like name, some important Skills and health boxes. In PPE, the Skills have been dropped since GMs do not roll. Instead, there is more data in the form of Looks, Plans, Quirks and so on. We recommend updating RCE mission NPCs to the new data because it is more helpful. That said, you can definitely ignore this and just make stuff up as you go along.
- **NPC Basics:** GMs can also use the three tables in character creation (see page 20) to quickly pick the Basics for an NPC: Service group, secret society and mutant power.

What To Do With Cards

Okay, let us be real here. Adding cards to RCE was somewhat controversial; some loved 'em while others could not stand 'em. So here is our Official Famous Game Designer Wisdom for what to do with RCE's cards: *If you like the cards, use them.* Seriously, if your gaming group really enjoys the Action cards and all that, you can add them to any PPE mission. Initiative would be different but there is nothing within PPE's rules that would interfere with using cards from RCE.

For those who do not want to use the cards as RCE does, here are some suggestions for modifying things for PPE.

- **Action cards:** Either skip these entirely or hand them out as ideas and inspiration for proper *Paranoia* hijinks. This can especially help players new to the game.
- **Bot cards (from *Acute Paranoia*):** PPE does not (yet) have rules for playing bot characters but the ones in *Acute Paranoia* can be ported pretty easily. Use Bot Cards if you allow this and skip them if you do not.
- **Bestiary cards (from *Acute Paranoia*):** Can be used for random encounters in the Outdoors. These cards include difficulty and defence stats, which GMs can use or ignore as is their wont.

- **Mutant power Secret Society and MBD cards:** Players can use these as reminders of what is on their character sheet if needed but these have no use in PPE and can be set aside.
- **Equipment cards:** Compare these items with the current equipment list (see page 37) to see if there were any tweaks to the numbers. Ignore the Action Order size but add the Level to NODEs like normal.
- **Number One card:** If your group uses it, then use it! If not, then there is nothing to see here.

Converting Other Rules

Again, the core mechanic of building a d6 dice pool (NODE) and rolling successes against a difficulty number has not changed. (Although we got lazy and started calling it DIFF.)

- **Initiative:** Anything that affects Action Orders should be halved (min 1) and then used to modify the security clearance level. (-2 Action Order means go at -1 clearance so Reds go at Infrared; +4 Action Order means go at Yellow; and so on.)
- **Hitting the DIFF:** If you roll for combat and hit the difficulty number exactly (i.e. number of successes matches the DIFF), you cause a Hurt. (That was unclear in RCE, so we are clarifying it now.)
- **Armour:** This has been settled once and for all; armour in *Paranoia* removes one success from a hit's roll per level after the roll was made. (Ex: Red reflex has Lvl 1, so an attack with 2 successes loses 1 and ends up causing a Hurt – unless the attack was done with an Orange or better laser pistol.)
- **Character advancement:** Ignore spending XP Points for improving stats or skills and replace that with Upgrade Points (see page 26).
- **Losing It:** When and how a Troubleshooter Loses It has not changed; the only difference in PPE is using a character's buttons to help decide what happens upon Losing it. When a Troubleshooter's next clone comes back after Losing It, they have 4 Moxie like normal for a replacement clone.
- **Equipment effects:** In RCE, only R&D experimental devices had Success and Treason effects. In PPE, all equipment has them. If the item is included in PPE, use that. If not, either make up some reasonable effects for success and failure treason or ask the player before they roll what *they* would consider a success. Use that for the success effect and the polar opposite for the treason one.

Converting Missions

For the most part, RCE missions can be easily run in PPE since the two editions are not that far apart. That said, there are a few things GMs can do to smooth the transition:

- **Mission objectives:** GMs will need to create mission objectives (one for each section) but these are just what the Troubleshooters should officially do in that section. Example: For the RCE mission *Filling an Infinite Hole*, section 1's objective could be, *Reach the briefing room and get R&D experimental gear.* (If reaching the briefing room seems too easy for an objective, talk to some older *Paranoia* players.)
- **Secret societies:** PPE has more secret societies and a few RCE ones were left out. GMs might need to adjust plots and NPCs accordingly (i.e. slap some other society over the one that is missing and move on with your life). PPE's secret societies were all impacted by Project Infinite Hole and the Great Hotfix but not so much that RCE's society plots would need to be changed.
- **Secret objectives:** If an RCE mission has secret society missions, then those are perfect for picking a secret society objective. If not, GMs will need to add one based on what the society would want from the mission. Remember, a Troubleshooter can have multiple mission objectives but just one secret objective.
- **Achievements:** RCE missions included a list of benchmarks and XP Point bonuses to Troubleshooters to reach them. These have been removed so players stay focused on the mission objective. GMs can definitely add Achievements to PPE missions; all you need to do is write them, give each an XP Point bonus and share these with the players during briefing. (Or not if they are acting like fools.)



RULES AND SETTING CHEAT SHEETS

***Paranoia* Rules Cheat Sheet**

- **Core Mechanic:** D6 dice pool, roll 5s or 6s for successes. You succeed if you meet or beat that difficulty number (DIFF) set by the GM.
- NODE is how many d6s you will roll. This is set by (Stat + Skill + Equipment Level + Computer Dice). The GM decides which Stats/Skills are relevant. You always roll the Computer Dice. Always.
- If your NODE is negative, you still roll that many dice (NODE -3 means rolling 3d6). But each failed die (1–4) cancels out one successful die (5–6). If the NODE is zero, roll just the Computer Dice.
- If the Computer symbol shows on the Computer Dice, this is still a success but The Computer suddenly pays attention to that Troubleshooter and everything (and everyone) nearby.

GM Fiat: Unlike other RPGs, a *Paranoia* GM can ignore, change or mutilate any game rule at any time.

Moxie: Metagame resource. You earn them by roleplaying your character's buttons and/or through the whims of an occasionally benevolent GM. You can spend them four ways and each costs 1–5 Moxie (more means bigger results):
Change one dice per Moxie in anyone's roll from success to failure (or failure to success).
Use your mutant power (remember, mutations are treason so hide its use whenever possible).
Call in a favour from your service group. (Players explain the favour; GM approves/disapproves).
Call in a treasonous favour from your secret society. (Players explain the favour again).

If you run out of Moxie, you Lose It and go temporarily insane and act out one of your buttons (GM choice).

Buttons: When something presses your buttons and you cannot resist committing treason or violence. You earn 2 Moxie for roleplaying these voluntarily but the GM can push these at any time.

Treason Stars and Flags: If you get caught being bad, you can earn Treason Stars that create 'social wounds' called flags. Getting 5 stars means you're Most Wanted and anyone can kill you for prizes. Each flag increases your chances of rolling the Computer symbol. When rolled, The Computer pays attention to the entire scene.

XP Points: A social credit system that replaces currency but acts just like it. Can be used by GMs as rewards.

Initiative: The Computer always goes first, followed by citizens in clearance order – Ultraviolets, then Violets, then Indigos, etc. Within a clearance all citizens go simultaneously. You can bump your initiative to a higher level by taking a -1 NODE penalty for being recklessly fast (up to -5 NODE for the max five bumps). The GM can let NPCs go whenever.

Combat:

- Attacking requires the same core mechanic: Determine your NODE and roll.
- GM can impose NODE penalties for distance, movement, complaining, etc.
- Dodging attacks are only possible if you go before someone (no one can dodge a laser).

Wounds

- All characters have five wound levels: Fine, Hurt, Injured, Maimed and Dead. An attack roll that hits the difficulty exactly causes a Hurt. Each extra success increases the wound's severity (Hurt to Injured).
- Hurt = -1 Node; Injured = -2 Node; Maimed = -3 Node. All last until healed or a new clone arrives.
- If a wound box is already checked, take the next highest wound with an unchecked box. (If Hurt and Injured are checked and they get another Hurt wound, they are now Maimed.)
- Armour levels subtract that many successes from a roll (Armour 2 = -2 successes).

Reminder: *Paranoia* features backstabbing, TPKs and Catch-22s. Don't get mad, get even!

Paranoia Setting Cheat Sheet

Theme: *Paranoia* is a darkly humorous science fiction game set in a future dystopia. Unlike other RPGs, this one encourages PCs to fight and even kill each other (players get six clones so they can keep playing). Expect to face Catch-22s, violent scenes and jokes about death, destruction and other cheery topics.

Alpha Complex: A gigantic city built underground and beneath a giant dome that houses everyone. This is home to the PCs, and they will be sent on missions to protect Alpha Complex and all who live there. Nature is seen as incredibly dangerous and most people live their whole lives inside the rooms, corridors and buildings of this city.

The Computer: Sentient AI that runs Alpha Complex like a digital dictator. The AI wants humanity to be happy and safe but It is literally paranoid and a bit insane. It assumes Communists, mutants with super powers and other traitors are out to destroy It and Alpha Complex. Obey The Computer or be executed for treason.

Security Clearances: Society is split into security clearances named after the colour spectrum: Infrared (lowest of the low), Red (the PCs), Orange, Green, Blue, Indigo, Violet and lastly Ultraviolet (or High Programmers). You must also obey all citizens with higher security clearances or be executed for treason. Note that clearance depends on how much The Computer trusts you, not merit or talent.

Loyalty vs. Treason: Because Friend Computer is paranoid, society is obsessed with loyalty and treason. There is a Salem witch trial/Red Scare vibe to Alpha Complex as citizens (and the secret police) watch each other for signs of treason.

Troubleshooters: Random citizens volunteered by The Computer to find trouble (aka treason) and shoot it. These are the PCs. Troubleshooters are used by powerful citizens as pawns in a game. Citizens publicly praise Troubleshooters because The Computer is watching; privately they fear Troubleshooters who are infamous for causing mayhem, collateral damage and high body counts.

Clones: All citizens are clones and each has five backups waiting in storage. When a PC dies, the new clone arrives with the same equipment and memories as the previous one (just missing the last five minutes or so).

Service Groups: The Computer organised Alpha Complex's economy into service groups: Armed Forces, CPU, HPD&MC, Internal Security, PLC, Power Services, R&D and Technical Services. They all hate each other and fight over dwindling resource supplies.

Mutant Powers: It is illegal for any clone to have a mutant power like levitation or pyrokinesis. Every PC has one mutant power, but it is highly treasonous to be seen using one.

Secret Societies: It is illegal for any clone to belong to a secret society like Communists or Sierra Club. Every PC belongs to one secret society, but it is highly treasonous to talk about or admit belonging to one.

Coretechs: Powerful mini-computers implanted inside everyone's brain. Citizens can voice and text chat with each other with just thoughts and Friend Computer can see and hear anything you can at any time. It even uses an augmented reality filter to add directions, people's names, etc. to what you see.

XP Points: No citizen has to work and there is no currency. Instead, Friend Computer assigns people to volunteer centres (businesses) and their volunteer work (jobs). They can be spent at centres (stores) or in black markets.

Reminder: *Paranoia* features backstabbing, TPKs and Catch-22s. Don't get mad, get even!



APPENDIX N FOR *PARANOIA*

Love *Paranoia*? Then you are clever, attractive and full of dark thoughts that are kinda fun. But it can be hard for people to wrap their head around the more unusual and competitive elements here. There are many media-inspiration lists online, so rather than repeat all of that, here are some of what we consider the biggest influences on the game as well as some media inspirations that are not talked about enough.

NOTE: The lists below are not exhaustive, which is a posh way of saying please do not yell at Famous Game Designers if they left something out. They are easily startled.

The Classics

- **Logan's Run (VIDEO):** Sure, it is an old movie that does not hold up that well. But you can clearly see the inspiration for Troubleshooters, Alpha Complex, even The Computer right here in glorious 1970s colour.
- **THX-1138 (VIDEO):** George Lucas' first movie was not a hit but the setting is maybe closer to Alpha Complex than even *Logan's Run*. There are even confession booths!
- **1984 (BOOK, VIDEO):** You cannot get more classic *Paranoia* than Orwell's masterpiece. Read the book, watch the movie or do both. It is very dark but it can give you inspiration to make Alpha Complex scarier.
- **Brazil (VIDEO):** Possibly Terry Gilliam's best film, it features an Alpha Complex bureaucracy that is both maddening and inspirational (in the bad way). Want to know how CPU handles things? Give this a watch.
- **Brave New World (BOOK):** Another huge inspiration, this features cloning and mandatory happiness. Sound familiar? Stick with the book; the movie and series are not unwatchable but they seem to miss something.

Other Inspirations

- **Better Off Ted (VIDEO):** This is how R&D would be like in Alpha Complex but with more science fiction bits. This show is also criminally underrated and sarcastic as hell.
- **Cash-N-Guns (GAME):** Each round of this game is like a Troubleshooter team on a mission: Chaos, gunfire and bitter rivalries.
- **Catch-22 (BOOK):** A bit long for what it is but this novel literally created the phrase Catch-22 and showcases how bureaucracy can be weaponised. Also, Milo is totally a Free Enterpriser.
- **The Death of Stalin (VIDEO):** This is what happens when an Ultraviolet dies and Violets have to pick up the pieces. Great at showing how even high clearance citizens struggle with fear, ignorance and paranoia.
- **Dilbert (BOOK):** Ah, the world of corporate coding. If you need inspiration for service group stupidity and high clearance twits, here you go.
- **Ghostbusters (VIDEO):** Although it lacks any dystopian vibe, the team's attempt to save New York is very reminiscent of a Troubleshooter mission (including things going very badly).
- **Idiocracy (VIDEO):** The leaders of this movie's society are flat-out stupid and make horrible decisions that could kill millions. That is exactly how Alpha Complex tends to operate since clearances are based on trust, not talent or knowledge.
- **Judge Dredd (BOOK, VIDEO, GAME):** HPD&MC portrays Troubleshooters like Judges: Tough, deadly, well-armed and saving us all. In other words, this would be Computer-approved propagandainment.
- **Portal 1 & 2 (GAME):** These video games are amazing in their own right. The first showcases the Computer-like GLaDOS, while the sequel has R&D's attitude towards scientific advancement in spades.
- **Snowpiercer (VIDEO):** The Freeloader/Economy/First Class split in their society is a simplified security clearance system without the colours. This is good for how Infrareds live and what it would feel like for one of them to visit higher clearance areas.
- **Werewolf/Mafia (GAME):** While not related to *Paranoia*'s setting at all, these games do an amazing job of building fear and paranoia into a game. Play a few rounds of these games and watch how they work.

Lastly, if you want great examples of how *Paranoia*'s comedy looks when it is at its best, watch some of the old **Marx Brothers** movies. People are always surprised at how funny these are despite their age but they also show a great balance between physical comedy, satire and clever wordplay. (And how a pun *can* work once in a while but not all the time. Sanity clause, we are looking in your direction.)



ARBITRARY JUSTICE GM SHEET

Troubleshooter Roster

Troubleshooter	Mutation	Secret Society	SecSoc Objective	MBD	XP Points

Troubleshooter Buttons

Troubleshooter	Treason Button	Violence Button

Things To Remember For Debriefing



ARBITRARY JUSTICE

GM SHEET

Mission Objective: Send all traitors coming into the room through one of the three exit doors.

1. Stop that! Start this!

What happened to Roz-R?

Also, what happened to the nuke?

2. Begin the Parade

Circle the names of traitors sent through the wrong door by the Troubleshooters, as they will be waiting for the team at the end of the mission.

Traitor	Door They Should Go Through	Did The Players Guess Correctly?	Did The Traitor Escape?

3. Did They Guess Right?

Did anyone meet their Secret Objective?



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