ADVENTURE HANDBOOK
PARANOIA
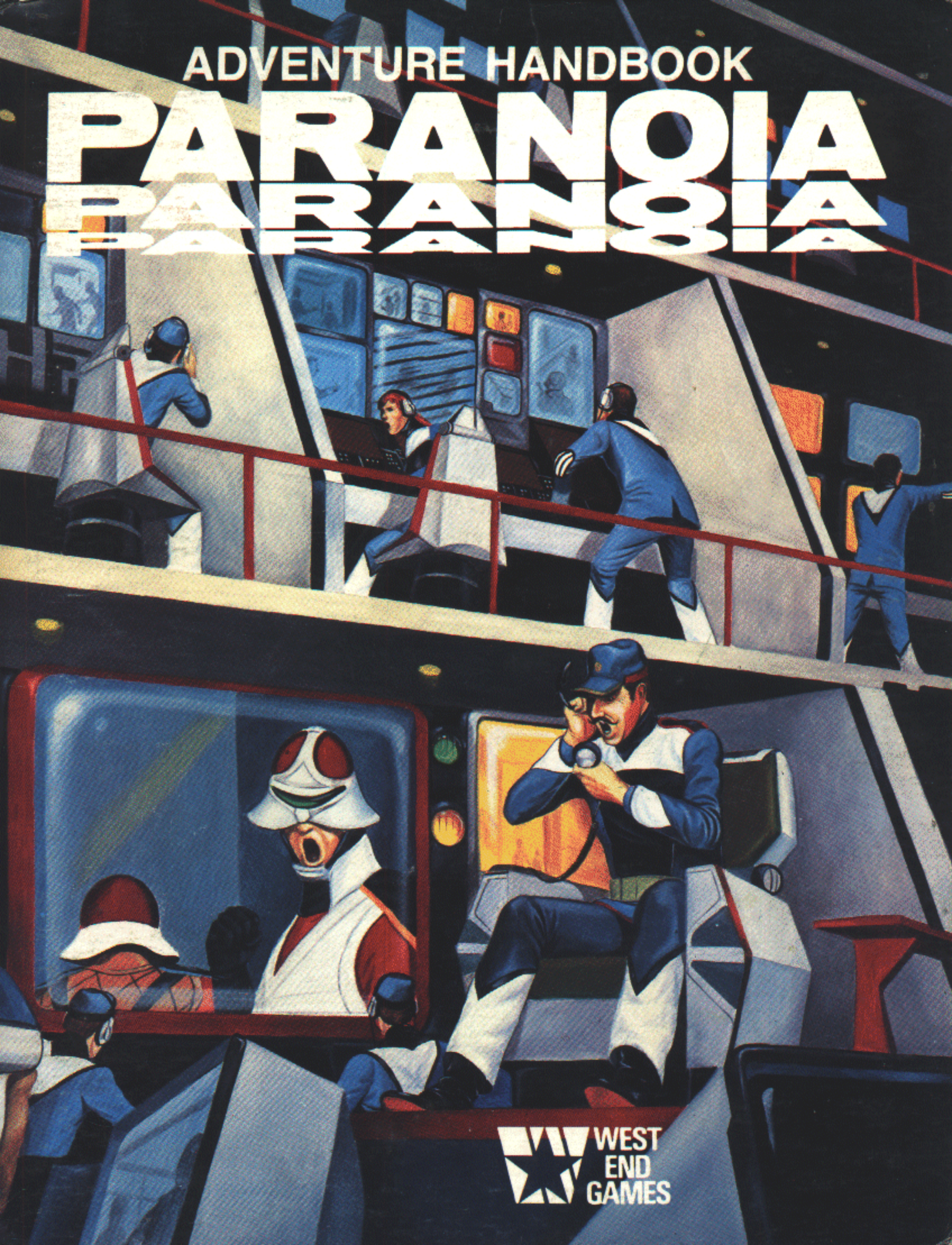PARANOIA
PARANOIA

WEST END GAMES

"Excuse me, citizen, but is a Tankbot on our requisition form?"

19. EQUIPMENT

19.1 GENERAL RULES

Distribution and possession of all equipment is carefully supervised by The Computer. Certain items are purchasable, but The Computer teaches the social irresponsibility of acquiring and hoarding personal possessions. In any event, few have any credits to spend, and regulations narrowly restrict the possession of many items to citizens of higher security clearance.

Most equipment is assigned by The Computer to citizens on a temporary or long-term basis. The citizen is responsible for the maintenance and protection of that equipment, and he may receive fines or worse for failure to fulfill that responsibility. Some citizens may manage to obtain equipment through treasonous means — theft, unauthorized salvage, black market, and so on — though there is considerable risk of discovery and execution for such crimes.

In **Paranoia** there are three categories of equipment ownership: *personal, assigned,* and *illegitimate.*

Personal equipment is fully-owned by the character. He may use and dispose of it as he wishes, and he suffers no penalty if the equipment is lost, damaged, or destroyed. Personal equipment is anything that a character purchases for his own use.

Assigned equipment is assigned to an individual by The Computer. The assignment may be short-term (perhaps only for the duration of a single mission) or long-term, for either a specific length of time or for an indefinite period (like the laser each citizen is assigned when he becomes a Troubleshooter). Assigned equipment is usually assigned to a single individual, who is responsible if the item is lost, damaged, or destroyed. Sometimes several characters will be made jointly responsible for particularly

valuable or expensive equipment, like flybots or field weapons.

If assigned equipment is lost, the responsible citizen may be fined for the cost of replacing the equipment. He may also receive punitive fines for carelessness, or treason points if there is anything suspicious about the circumstances surrounding the loss or damage. Certain types of equipment are irreplaceable — particularly high-technology items that can no longer be manufactured in the Alpha Complexes. Loss of such equipment results at least in punitive damages and possibly in execution for treason.

One special class of assigned equipment is experimental equipment. This is any item that is currently under development or being studied by the Research and Development service group. Because of the danger of testing such equipment, the assignment is theoretically voluntary, and a substantial credit bonus may be offered as a reward for accepting assignment of experimental equipment. (In fact, failure to accept assignment of experimental equipment is regarded as disloyalty to The Computer, and may result in the assignment of treason points. Serve The Computer and you will be rewarded. Fail to serve The Computer and you will be terminated.)

Just as with all assigned equipment, the citizen to whom it is assigned is responsible for its maintenance and protection, and he may face fines or charges of treason if the equipment is lost, damaged, or destroyed. However, certain allowances are made in the case of experimental equipment. If the loss, damage, or destruction can be proven to be the fault of the designers or technicians at Research and Development, the citizen may avoid fines or charges of treason. (Of course, the responsible persons at Research and Development will receive prompt attention from Internal Security.)

Illegitimate equipment may be obtained in many ways. It may be available from secret

societies. It may be undeclared items discovered on a mission. It may be stolen. It may be secretly looted from a dead colleague. All equipment that is neither personal nor assigned is illegitimate.

Failure to report and surrender all illegitimate equipment is treason. If a citizen is discovered in possession of illegitimate equipment, he receives 1 or more treason points, depending on the value of the item and how threatening it is to the security of the Alpha Complex and The Computer. Illegitimate possession of expensive shoes might earn only 1 treason point. Illegitimate possession of a tactical nuclear weapon might earn 20 or more treason points. Note, however, that the higher a citizen's security clearance, the more likely The Computer is to ignore illegitimate equipment. Rank hath privilege, and The Computer does not begrudge a few special possessions to those whose loyalty to The Computer is proven.

The sections that follow list many varieties of equipment. However, not all of these are necessarily available at all times. There are limited quantities of particular types of equipment, and other missions may have priority. Certain more sophisticated devices (like robots and computers) are no longer manufactured in the Alpha Complex. Some devices are manufactured infrequently and at great expense (most vehicles and high-technology gear). As gamemaster, you can always refuse a request for equipment because it is not currently available, and you can assign woefully inadequate or inappropriate equipment to a mission because of the current unavailability of the proper equipment. Further, you may decide that the more sophisticated equipment models are still experimental, and available only for experimental assignment (with the attendant risk of equipment failure).

Of course the list of available equipment is not expected to be exhaustive. Don't hesitate

to add or delete equipment items from those listed in the book. Don't be too fussy about prices or security clearances. If the players ask for something reasonable, be accommodating. On the other hand, don't hesitate to refuse even the most reasonable requests from time to time. It's a crazy world. Sometimes things get lost. Sometimes things get broken. Sometimes the inventory gets confused. Sometimes The Computer gets confused. Sometimes you can't even get a laser barrel. Or a case of rooms fresheners gets mistakenly labeled as grenades (if not the reverse).

That's the way it goes in the wacky world of *Paranoia*.

19.2 BOTS

The term "*bot*" is a contraction of the word "robot," and refers to any sapient, non-organic mechanism capable of relating apparently unrelated facts and drawing original conclusions — that is, capable of learning. In practice, simpler mechanisms are sometimes called "bots" for reasons of consistency. For example, certain flybot models do not have the ability to think, but because the models are very similar to other models with true intelligence, the entire series is referred to as "flybots" for convenience's sake.

A bot consists of some complicated mechanism into which a bot brain has been integrated. The bot brain operates the mechanism, and the mechanism is essentially useless without the presence of the bot brain. Bot brains are the most sophisticated and irreplaceable elements of any bot. Bot brains are enclosed in heavily-armored, removable cases to permit recovery of the brain if the rest of the mechanism is damaged or destroyed.

Bot brains are not necessarily interchangeable. One cannot remove a flybot brain and expect it to successfully operate a docbot, since a flybot brain is programmed to fly a flybot, not to repair an injured human. However, bot brains can sometimes be reconditioned by The Computer and reprogrammed for another task.

Because bot brains are no longer manufactured in the Alpha Complex, they are often in short supply, forcing The Computer to try to reprogram available bot brains to fulfill immediate requirements. The reprogramming is not always completely successful, resulting in disappointing performances from the final products. For example, when a docbot is manufactured with a reprogrammed brain from a flybot, there is always some ambiguity when it requests permission for takeoff — is an amputation necessary, or is the brain slipping off into its old programming? Reprogrammed bot brains provide numerous opportunities for entertaining yourself and your players.

19.2.1 Combat with Robots

Combat with robots is similar to combat with human beings. Robots may possess weapon skills just like humans, or be given a flat percentage chance of hitting a target with a weapon. They may have built-in weaponry similar to that available to humans, or may have human-like appendages which can employ weapons designed for humans. (If equipped with more than one weapon, all weapons may be fired in a single round.) Bots may be protected by built-in armor, which is treated in the same fashion as human armor. A warbot may be even more heavily-armored than any human could be.

Therefore a robot's combat characteristics can be summarized by three basic factors: the robot's weapons skills or percentage chance to hit with each weapon it carries, the types of weapons either built in or used in human-like appendages, and the number of shifts to the left on the Damage Table **13.4.1** produced by the robot's armor protection.
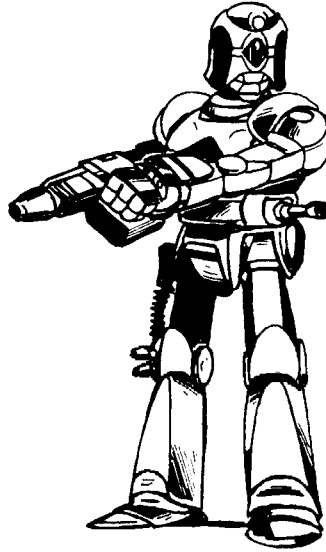
A Warbot on alert.

When reading the Damage Table for the effects on the robot, of course terms like "wounded" or "killed" are inappropriate. The following equivalents apply when the victim of a weapons attack is a robot.

19.2.2 Robot Damage Effect Equivalents

Stun: Short Circuit — Momentary short circuit; no action for one round.

Wound: Minor Damage — Damage requiring a minor repair; no action for one round; minor malfunction. (Two minor damage results equal a major damage result.)

Incapacitated: Major Damage — Serious damage resulting in severe malfunction or complete disablement (according to the gamemaster's whim); repairable only with the treasonous skill of Robot Major Repair. (Any subsequent Minor Damage or Major Damage result equals Destroyed.)

Kill: Destroyed — Completely disabled; damage unrepairable. Parts salvageable (particularly the well-protected bot brain).

Vaporized: Total Loss — No parts salvageable

If a damage result calls for minor or severe malfunction, the robot may act in unpredictable or unusual ways. Improvise freely for the amusement and discomfort of the players.

19.3 DOCBOTS

Docbots are medical robots. They range in complexity from simple first-aid to fully-automatic surgery-and-intensive-care units. Each model is rated for its medical skill, from the Docbot Model I (medical skill level 3) to the room-sized Docbot Model XII (medical skill level 15).

The docbot most familiar to Troubleshooters is the Model V. Its body is shaped like a small, powerful human dwarf, and it can travel almost anywhere a human can. In its massive torso it stores the equivalent of a small mobile medical unit, including a veritable pharmacopoeia of drugs (pain-killers, coagulants, peptides, amphetamines, emetics, etc.), medical supplies, a small chemical/biological analysis unit, an ample supply of plastiflesh, and emergency surgical gear.

Since the Model V can set limbs, staunch bleeding, and seal all but the most ghastly wounds, even a very serious injury need not lead to death if a Model V is nearby. With drugs, even a severely-wounded victim can be anesthetized and hopped-up enough to cheerfully charge back into combat. (On a mission, the authorized operator has complete authority to order the docbot to use whatever treatment is necessary to return a Troubleshooter to operational effectiveness.)

The Model V has a security clearance of BLUE, but it is often assigned to missions under the control of characters of lower security clearances. When a docbot is assigned to a mission group, one member of the group (not necessarily the group leader) will be assigned as its controller; it will obey only his orders. The controller may assign a second controller in the event of his untimely death; the second controller may assign a third controller in the event of his untimely death, and so forth.

19.4 JACKOBOTS

Jackobots are all-purpose robots designed to perform any task which a human can perform. They stand about 1.5 meters tall. The transport module is a flexible, articulated chassis with two sets of soft plastic treads. On this chassis is mounted a turret-like cylinder roughly corresponding to a human torso. On top of the cylinder is a cluster of sensors and communications equipment that corresponds to a human head in size and basic function. Two arms that mimic the function of human arms extend from the cylinder.

Jackobot bot brains have true intelligence, and therefore develop human-like personalities. In addition to this firmware, jackobots have a large reprogrammable memory which permits them to plug in skill modules. Thus, any jackobot has potentially any skill, if it is supplied with the proper memory cartridge. Because of the memory limitations of individual models, only a certain number of skill programs can be resident in memory at any one time. However, a jackobot can reprogram itself within three combat rounds simply by unplugging one cartridge and inserting another. (*To find the number of skill points a jackobot can store in memory at any one time, multiply the second digit of the model number by 5. For example, a Jackobot Model 350 can retain up to 25 points worth of skills in memory.*)

19.5 WEAPONS AND ARMOR

The use of weapons and armor is described in section **13.**, "Combat." The Weapons Availability Table **19.5.1** indicates costs, security clearance, and whether the weapon is available only on an experimental basis. The Shell Availability Table **19.5.2** indicates the cost, security clearance, and experimental status of the shells available for cone rifles and slug-throwers. The Armor Availability Table **19.5.3** indicates the cost, security clearance, and experimental status of various types of armor.

19.5.1 Weapons Availability Table
(see charts and tables)

19.5.2 Shell Availability Table (see charts and tables)
19.5.3 Armor Availability Table (see charts and tables)

19.6 COMMUNICATIONS EQUIPMENT

The Communications Equipment Table **19.6.3** indicates the costs, security clearances, and experimental status of a variety of communication devices. Communicators are available as independent units for the use of characters. They may also be installed in vehicles. The vehicles rules (**20.**) describe which vehicles carry communications equipment and what type of communicator each vehicle carries.

19.6.1 Communication Device Descriptions

• **Field Telephones:** These devices consist of two or more phones, a power source, and lengths of wire connecting the power source and the individual phones. Messages are transmitted along the wires, which may be strung out on the ground or buried beneath the surface (to hide the wires and to protect them from damage). Messages can be transmitted without breaking radio silence, but mobility is restricted by the wire. The wire is also easily cut. Gauss weapons also disrupt any field telephone within 500 meters.

• **Shielded Field Telephone:** These are identical to field telephones except that the wire is shielded from gauss weapon effects.

• **Com I:** These are the equivalents of walkie-talkies. They can broadcast on five channels and have a range of about 10 kilometers. If a more powerful communications device is within the range of a Com I, the Com I's signals can be relayed over the more powerful device, thus extending its effective range.

• **Com II:** These are more powerful versions of the Com I. They can broadcast anywhere on the radio spectrum and permit selection of the wavelength for broadcasting. They can also scan the spectrum for other units broadcasting at other frequencies. Com II's have a range of 100 kilometers at short wavelengths, and a range to the horizon at longer wavelengths.

• **Com III:** These are more powerful versions of the Com II. They have a virtually unlimited range. At shorter wavelengths, they can blanket the earth, while at longer wavelengths they can reach to the horizon or line of sight. Because of their weight and power they are not portable, and are usually installed in vehicles (e.g., flybots).

• **Com IV:** These are similar to Com III units, except that they can broadcast simultaneously on up to 100 different wavelengths. In addition, Com IV units have input jacks which permit various telemetry devices to be connected to the units. For example, an electronic thermometer could be connected, and the unit would then broadcast a signal indicating the current temperature on a wavelength chosen by the user. These units are most often installed in unmanned probes or in sophisticated robot units. Their transmission rate is extremely high, the equivalent of modern-day space probes.

19.6.2 Standard Communications Procedures

Characters are required to remain in communication with the Alpha Complex at all times.

Failure to do so may result in acquisition of treason points. Consequently, on long-range expeditions, each character is required to carry a Com II, unless the party is equipped with a flybot or other vehicle which is equipped with a Com II, or III, or IV. In the latter case, each party member is required to carry a Com I; transmissions from all Com I's are relayed to The Computer by the more powerful units. The coms carried by the characters transmit to The Computer at all times, allowing it to monitor what goes on during an expedition. The com units can be turned off, but a character who wishes to turn his com off during an expedition must first obtain permission from The Computer. If the com is turned off without proper authorization, the character will earn treason points.

19.6.3 Communications Equipment Table (see charts and tables)

19.7 OTHER EQUIPMENT

The cost, security clearance, and experimental status of various miscellaneous equipment items is listed on the Other Equipment Table (**19.7.1**). The function of most of these items is self-explanatory. (There are no special rules for the use of mosquito netting, for example.) However, a few types of equipment bear some explanation.

19.7.1 Other Equipment Table (see charts and tables)

19.7.2 Multicorders

Multicorders are all-purpose detection devices. Each multicorder is fitted with a variety of sensors. They are operated with the use of multicorder programs which come in the form of microchips. These programs permit the multicorders to process and display the sensor data in various useful ways. Because of the variety of different sensor arrays available on the various multicorder models, some programs are available only for certain models; some programs are available for several or all models. In the latter case, a given program may have a wider range of applications on the more powerful models, since the more powerful models are equipped with more and better sensors and with greater processing power.

MULTICORDER MODELS:
• **Multicorder Model I:** This portable device is often carried on wilderness missions or as backup on other missions. Only one program may operate at any one time.

• **Multicorder Model II:** This is available as both a vehicle installation and as a rather bulky portable model. It has a capacity for three programs at one time.

• **Multicorder Model III:** This is available only as an installed device in vehicles or large bots. Up to five programs may operate simultaneously.

• **Multicorder Model IV:** This is the most powerful multicorder, available only as an installed device in vehicles or large bots. Up to ten programs may be operating simultaneously.

MULTICORDER PROGRAMS:
• **Radar:** *Available in all models.* Displays a variety of processed radar images in various scales. The effective range of the radar varies with model number: Model I - 1 km; Model II - 10 km; Model III - 100 km; Model IV - 1000 km. (The maximum range is never greater than direct line-of-sight.)

• **Infrared:** *Available in all models.* Displays a variety of processed infrared images in various degrees of magnification with overlays interpreting temperature levels. Hot areas appear brighter than cool areas. Animals and humans will appear lighter than the surrounding terrain, while a jet's contrail would be distinctly brighter. The effective range varies with the model number: Model I - 100 m; Model II - 1 km; Model III - 10 km; Model IV - 10 km.

• **Lie Detector:** *Available for all models.* The multicorder is connected to electrodes which are attached to the subject. The multicorder then interprets the subject's responses to a series of questions indicating which of the subject's statements are true, false, or ambiguous. The test is only partly reliable. A subject's chance of lying without being detected is his believability bonus, unmodified by any skills.

• **Radio/Radar:** Displays a variety of processed images indicating the location of radio/radar emissions in the vicinity. Also serves as a radio receiver. Effective range varies with the model number: Model I - 10 km; Model II - 100 km; Model III - 1000 km; Model IV - 5000 km. *Available for all models.*

- **Visible Light:** Operates like a video camera, with a variety of enhancements like magnification, image recognition, and filtering. This is used as the visual sensor element in most robots, permitting the robot to broadcast what he "sees" directly to an operator, monitor, or The Computer. *Available for all models.* Range is line of sight.

- **X-Ray:** *Available only for Models I & II.* Allows unit to be used as a portable X-ray machine, primarily for medical purposes. Range - 3 m.

- **Radioactivity:** Displays graphic representations of radioactivity levels and types of radioactivity in the environment. *Available only for Models II through IV.*

- **Translator:** *Available for all models.* Each program permits basic translations of one language into another. The more sophisticated the Multicorder, the more refined and reliable the translation. All models translate spoken language; Model IV permits limited translation of printed material in certain languages.

- **Dead Reckoning:** *Available for all models.* Stores a variety of maps, or accesses map libraries via radio. When the program is running, the operator must input current position; thereafter, the unit will display the map on request with current position, route, and identified features on the map.

- **Psi Phenomena:** Detects and graphically displays psi activity in the environment. Experimental and unreliable. Presence of psi activity is detected with some reliability. Indication of direction of psi activity from unit is somewhat unreliable. Indication of range of psi source is extremely unreliable. (Psi activity is defined as the use of any psionic mutant power.) *Available only for Models II through IV.* Range varies with model number: Model II - 0-25 m(?); Model III - 0-100 m(?); Model IV - 0-1000 m(?).

- **Toxic Analysis:** Identifies most of the more common toxic substances. Samples are placed in a small lab unit connected to the multicorder. Rarer and more subtle toxins may not be identified. *Available for all models.*

- **Life Form Recognition:** Compares visual, X-ray, infrared and other data with library references to identify plant or animal forms. Provides a concise summary of significant facts about the lifeform and permits remote radio access to more complete reference libraries. Programs are available for various different ecological provinces; life forms not native to that province will probably not be identified properly. *Available for all models.*

- **Bot Damage Analysis:** Runs a series of tests designed for each specific type and model of robot to determine nature and extent of any damage or malfunction. Note: does not indicate alterations in software or "robot insanity." *Available for all models.*

- **Disease Analysis:** Analyzes tissue and blood samples for foreign bacteria, viri, etc., as well as chemical imbalances, genetic diseases, and so forth. Standard installation on many docbot models. *Available for all models.*

- **Recorder:** *Available for all models.* May operate like a sound or video tape recorder, and can also record data, images, and interpretations from any other multicorder program. The recorder program is routinely loaded into the portable or vehicle-installed multicorder assigned to each Troubleshooter mission. The recorder program may thus provide a complete record of a party's activities. Often the data recorded is simultaneously broadcast directly to The Computer to permit it to monitor the mission's progress. It is a treasonous act to interfere with the multicorder in such a way as to prevent it from maintaining a complete record of a mission's activities.

- **Self-Destruct:** Loading this program into a multicorder causes the unit to wipe all currently loaded or recorded tapes. The hardware is not damaged, but new program tapes will be required before the multicorder can be used again. *Available for all models.*

19.7.3 Miscellaneous Items

- **Decon Suit:** This is a plastic-and-lead suit which covers the entire body and provides its own air supply for 1 hour. (Replacement air tanks can extend the air supply.) It is used to enter areas suspected of having radioactive, chemical, or biological contamination. The suit is neither heated nor air-conditioned, and can become very uncomfortable in extreme temperatures.

- **Pocket Assay:** This device provides a chemical analysis of a given sample. A character using this device has a percentage chance to accurately interpret the pocket assay's analysis; this chance is determined by the character's chemical engineering skill.

- **Tube Tent:** A one-man emergency bivouac unit. Standard issue for wilderness missions. Provides nominal protection from precipitation and extreme temperatures.

SERVE
THE COMPUTER!
THE COMPUTER IS
YOUR FRIEND!
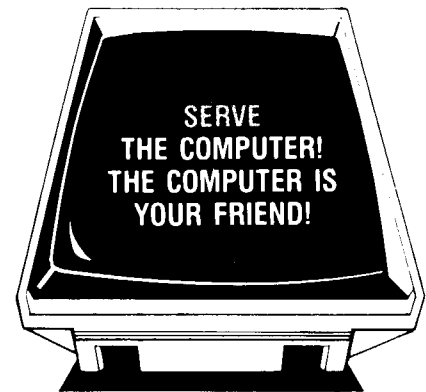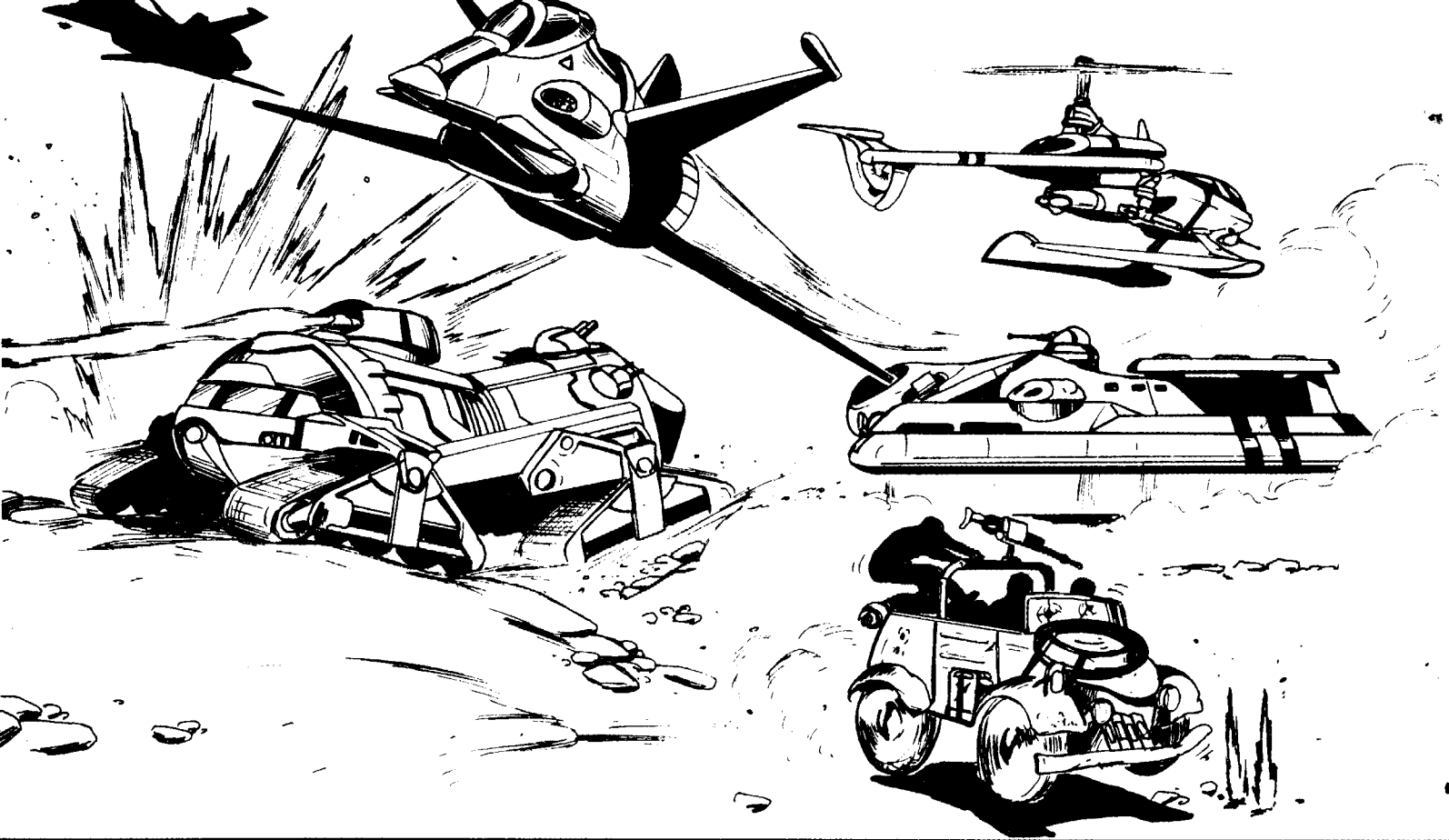
20. VEHICLES

All vehicles are under the control and supervision of The Computer. No citizen (legitimately) owns a vehicle as personal equipment (though an ULTRAVIOLET clearance permits a citizen to commandeer any vehicle at will). Vehicles are temporarily assigned to Troubleshooters according to the needs of each mission and according to the availability of vehicles.

20.1 VEHICLE OPERATION

Any character with vehicle services skill can normally operate a vehicle on autopilot with the assistance of The Computer or the vehicle's bot brain. Any character with "operation and repair" skill can operate a vehicle on manual drive under normal operating conditions. Any character with a *specific* operation and repair skill (crawler, autocar, hover, flybot, copter, or vulture) can operate a vehicle on manual controls in combat.

Inadequately skilled operators always manage to get themselves into some kind of trouble — frequently *fatal* trouble. Even if they are fortunate enough to survive their mistakes, they are faced with the prospect of stiff fines for damaging valuable equipment. Of course, this encourages Troubleshooters to be very careful with their assigned vehicles. Unfortunately, being very careful isn't always enough.

The Vehicle Table **20.4.5** gives the security clearance of each type of vehicle. This is the security clearance at which a character can find out all the capabilities of a vehicle; that is, at that security clearance, he is entitled to review the vehicle's operations manual.

Often characters of a lower security clearance will be assigned as operators for a mission. These characters will be ignorant of many of the vehicle's capabilities (weapons, sensors, communications devices, maximum speed and altitude), and will have to rely on the vehicle's automatic systems. In short, the poor operator may not know everything he would like to know about the vehicle he is assigned to operate.

When a vehicle is operated by a character of a security clearance lower than normally required, the vehicle will normally not use its weapons and will only move and maneuver at slow speeds. It will only move at maximum speed when it receives a recall signal. However, a bot brain may sometimes respond to a direct order from an operator regardless of his security clearance. For instance, a bot brain may respond to a general command like "Fire main armaments!," or "Initiate evasive action," or spurious logic may convince it to comply with an operator's command.

When a vehicle is equipped with a bot brain, the operator usually does not use manual controls, but instead issues spoken orders to the bot. Manual controls are hidden in panels, bulkheads, etc. The bot can be ordered to open up the manual controls and release control of them, but will refuse such an order unless the issuer is of sufficiently high security clearance. If a bot brain is dead, the panels hiding the manual controls can be opened, assuming the person doing so can figure out where the panels are and how to open them.

Similarly, a vehicle's bot will refuse to provide information about its own capabilities unless the asker is of sufficient security clearance. As a result, the players may often be in the interesting position of knowing nothing about their vehicle and being unable to find anything out about it except by (potentially dangerous) trial and error.

20.2 VEHICLE TYPES

• **Crawler:** This is a tracked all-terrain vehicle used in missions in the Outdoors. Crawlers come in various sizes and designs. Some are specifically intended to carry personnel; some are for transporting raw materials from the Outdoors; some are armored and designed for military applications. They are relatively slow but can travel in extremely rough terrain and are capable of amphibiously crossing streams and small lakes and rivers.

• **Autocar:** This is the most common type of vehicle used in Alpha Complex, corresponding to modern personal cars, small trucks, and vans. They are "auto" cars in the sense that they may be slaved to automatic guidance systems that run beneath the surface of all the roadways in the Alpha Complex, but they may also be operated manually for unusual maneuvers or where the guidance systems are no longer properly maintained. They come in all shapes and sizes and are in relatively good supply.

• **Hover:** This is specialized variety of air-cushion vehicle that was very popular in Old Reckoning times. It is still used in the Outdoors when missions permit using the ancient roadways. Hovers can also cross lakes and large rivers. Hovers are capable of high speeds on good road surfaces and across calm waters, but they are not safe in difficult terrain or in rough water. They are also relatively light, and therefore make poor combat vehicles, since they bear little armor or armament. Hovers come in various sizes, but the four-to-six man version is most commonly used for Troubleshooter missions.

• **Copter:** These are very similar to modern helicopters, except that small, two-man models are relatively common. In addition to personnel carriers, transports, and gunships, there is also a small combat jetcopter capable of high speeds and agile maneuvers.

• **Flybot:** This is a general term for a variety of aircraft designs that have one feature in common — robot guidance systems. Less sophisticated flybots have no more than elaborate auto-pilots and computer-assisted combat capabilities. More complex flybots are guided by bot brains with true intelligence (and personalities — just like people, varied and unpredictable). For most missions flybots are assigned to low clearance Troubleshooters, since they often lack the skills and clearances to manually operate any other aircraft. The most serious problems in dealing with flybots have to do with the often quirky robot intelligence that guide them. (For details on flybots see section **20.6**.

• **Transbot:** This vehicle corresponds to the tractor-trailer/railroad transport systems of the modern world. Each transbot is guided along the transport roadways of the Alpha Complex by a built-in bot brain in cooperation with the automatic guidance and traffic systems of The Computer. Transbots can be guided manually by skilled operators along sections of roadway where the automatic guidance systems are no longer maintained or where they were never installed. Transbots can also be used on surface roads in the Outdoors (if the roads have not deteriorated significantly). Transbots are not designed to carry passengers, but ingenious Troubleshooters and traitors manage to catch rides on transbots in the same way that bums used to jump old-fashioned freight trains.

• **Vultures:** This is a general term for a variety of combat and close support aircraft used by elite units of the Armed Forces service group. They represent the acme of Alpha Complex's military strength, and are often equipped with the latest technology in weapons, sensors, and guidance systems. (For more details on Vultures, see section **20.7**.)

20.3 VEHICLE MOVEMENT AND MANEUVER

With *Paranoia's* dramatic tactical combat system, the gamemaster improvises all the details of vehicle movement and maneuver. No hexes and movement rates. No opportunity for tactical wargaming and careful rules exploitation. Just dramatic action and role-playing.
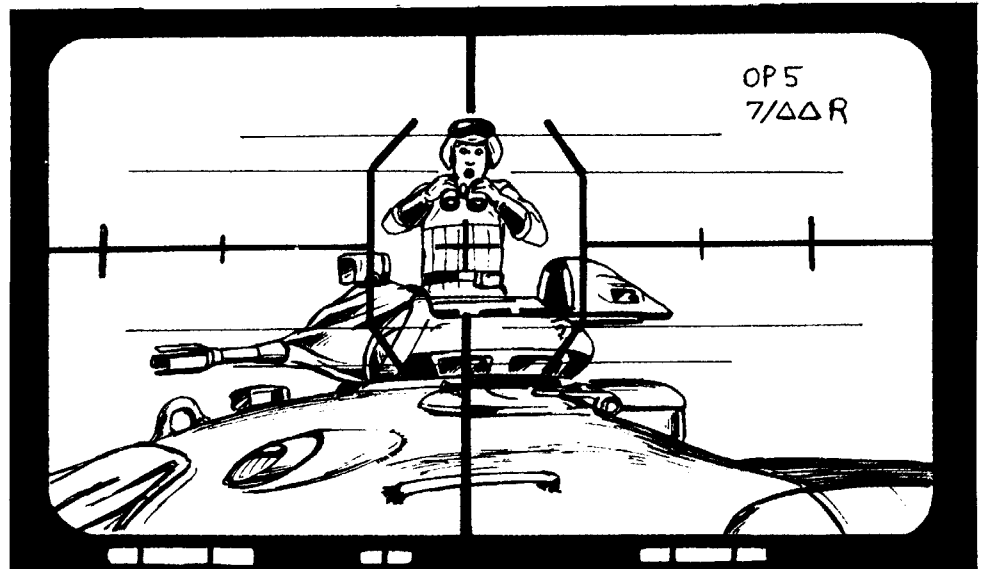
The procedure goes like this:

1. A player describes the maneuver he wants a vehicle to perform. (The logical player to do this is the player whose character is operating the vehicle.)

2. The gamemaster considers the player's request. Is it plausible? Could the vehicle perform such a maneuver? How skilled is the operator? (The gamemaster can require a skill check if the maneuver is dangerous or unusual, or if the operator is unskilled.) How does the bot brain feel about this? What other factors might affect the intended maneuver? (Is the vehicle under hostile fire? Has it been damaged? How reliable is the design, construction, and maintenance?)

3. The gamemaster makes a judgement and describes how successfully the vehicle performs the requested maneuver. Routine maneuvers should usually go without a hitch. Difficult or dangerous maneuvers with unskilled operators should often turn out very badly. The vehicle may go out of control and crash. The wheels may fall off because of slipshod maintenance or sabotage. The wings may fall off in a high-G combat maneuver. Instead of skimming over a tree, a flybot may attempt to ram and board it.

Be dramatic. Be entertaining. Scare them to death. Reward ingenuity and bravery with thrilling success (or ironic engine failure). It's your move. Just make sure your players have a sense of some ability to influence events with cleverness and audacity. Make sure the action is (usually) at least plausible, though an occasional implausibility is common fare in all adventure action. And don't over do the "Crash-you're-dead" stuff. That can be amusing once in a while, but a steady diet of it will drive your players back to watching network TV.

other result is found, the armor does provide protection. Shift left on the Damage Table (**13.4.1**) as many columns as indicated by the Vehicle Armor Table result.

Note: Vehicle armor is cumulative with personal armor. If the occupant is wearing armor, add the Armor Table (**13.4.4**) result to the Vehicle Armor Table result to find the total shift to the left on the Damage Table (**13.4.1**). Roll on the Damage Table to determine the damage effects on the occupant. Roll as usual on the Hit Location Chart (**13.4.5**) to determine where the occupant is affected.

• **OPTION 2:** *Shooting at the Vehicle*

1. Adjust the attacker's percentage to hit according to the Vehicle Combat Modifiers Table (**20.4.1**) and roll to determine if the attack is successful.

2. If the attack is successful, consult the Vehicle Armor Table (**20.4.3**). Cross-reference the weapon type and vehicle type to yield an armor result. If the result is a dash, the vehicle receives no protection from its construction or armor. If any other result is found, the vehicle's contruction or armor does provide protection. Shift left on the Damage Table (**13.4.1**) as many columns as indicated by the Vehicle Armor Table result. Roll on the Damage Table (**13.4.1**) to determine the damage effects on the vehicle.

3. Roll on the Damage Table (**13.4.1**) to determine the damage effects on the vehicle.

Supersonic, class 5 missile about to impact on clone target, leaving vehicle intact.

20.4 ATTACKING VEHICLES AND THEIR OCCUPANTS

When attacking a vehicle and/or its occupants with a weapon, the attacker has two options. He may either shoot at the occupants or the vehicle.

• **OPTION 1:** *Shooting at Occupants*

1. Adjust the attacker's hit percentage according to the Vehicle Combat Modifiers Table (**20.4.1**) and roll to determine if the attack is successful.

2. If the attack is successful, consult the Vehicle Armor Table (**20.4.3**). Cross-reference the weapon type and vehicle type to yield an armor result. If the result is a dash, the occupant receives no protection from the vehicle. If any

4. If a damage effect of Minor Damage or Major Damage is found, roll on the Vehicle Hit Location Chart **20.4.4** to determine what part of the vehicle receives the damage. (If the vehicle is Completely Destroyed or Vaporized, any interest in the location of the damage is academic.)

5. Unless the vehicle crashes as a result of damage or it is Completely Destroyed or Vaporized, the occupants are not affected.

6. If the vehicle crashes as a result of damage or if it is Completely Destroyed or Vaporized, roll on the Vehicular Accidents and Falling from Great Heights Table (**14.3.1**) for each occupant of the vehicle to determine the damage effects on each occupant. Normally the determining factor is the speed of the crashing vehicle, which must be estimated by the gamemaster. However, the gamemaster may permit a

strength or agility check (or power index check, to simulate the element of pure luck) to enable a character to jump from a crashing vehicle or aircraft. In that case, the gamemaster may, at his discretion, permit rolling on a more favorable column.

Note: Normally melee, primitive melee, and primitive aimed weapons will have no effect on vehicles or their occupants. However, if a character attempts such a dramatically correct but absurd attack on a vehicle or its occupants, play it by ear. If a Troubleshooter armed with no more than a hand-made bow is standing up against traitors in a flybot, perhaps that arrow will find its mark in a jet intake or an operator's eye. When in doubt, give them a chance (05% or whatever seems appropriate.)

20.4.1 Vehicle Combat Modifiers Table (see charts and tables)
20.4.2 Vehicle Weapons Effects Table (see charts and tables)
20.4.3 Vehicle Armor Table (see charts and tables)
20.4.4 Vehicle Hit Location Table (see charts and tables)
20.4.5 Vehicle Table (see charts and tables)

20.4.6 Vehicle Damage Effects

Distraction — Near miss or insignificant damage that distracts the operators and occupants of the vehicle. No alteration in course or use of offensive or defensive weapons is possible for 1 combat round.

Minor Damage — Roll on the Vehicle Hit Location Table **20.4.4** to determine the vehicle location or system affected and the nature of the damage effect. Minor vehicle repair required to eliminate negative effects of damage.

Major Damage — Roll on the Vehicle Hit Location Table **20.4.4** to determine the vehicle location or system affected and the nature of the damage effect. Major vehicle repair required to eliminate negative effects of damage.

Completely Destroyed — Vehicle crashes or is permanently disabled. No repair is possible. Roll on the Vehicular Accidents and Falling From Great Heights Table **14.3.1** to determine the effect on the occupants (*see* **20.4, Option 2,** point **6.** for details).

Accidents will happen.

Vaporized — Materials with low melting points are vaporized. Everything else gets red hot and falls apart. You have damaged valuable equipment, and are a traitor. Turn yourself in for immediate execution. Roll on the Vehicular Accidents and Falling From Great Heights Table **14.3.1** for effect on occupants (*see* **20.4, Option 2,** point **6.** for details).

Note: Crash effects arising from this case or as a consequence of table **14.3.1** should be tailored to fit the nature of the situation, within the dictates of common sense and/or manic glee.

20.5 VEHICULAR WEAPONS

Most vehicles used on missions by Troubleshooters are equipped with one or more weapon systems.

If the vehicle is operated by a bot brain, the bot itself may fire the weapon(s). The base chance of hitting is 15% plus 5% times the first digit of the bot's model number. (For example, a Model 716 flybot has a base chance to hit of 50%.)

All vehicles also have manual controls for vehicular weapons, and a character may man these controls and use his own vehicular weapons skills to fire the weapon(s). Weapons of vehicles without bot brains can only be fired manually. Vehicles with bot brains will normally turn over their weapons to manual control only if so ordered by The Computer or by a character of the appropriate security clearance; however, in emergencies, a bot brain may decide on its own initiative to permit characters of inadequate security clearance to fire its weapons manually.

If a vehicle is equipped with more than one weapon system, the bot brain (if any) can fire all of them in each combat round. If such a vehicle's weapons are operated manually, one individual is needed to operate each weapon. It is perfectly possible for some of a vehicle's weapons to be operated manually while the bot brain fires the other weapons.

Vehicular weapons are normally mounted in the front of a vehicle and can be depressed or elevated to 70 degrees. Some vehicles have turret-mounted weapons which can fire 360 degrees around the vehicle, but can be depressed by only 20 degrees.

20.5.1 Vehicle Weapons Special Rules

• **Laser Cannon:** These are large lasers mounted on vehicles. Laser Cannon I weapons are charged from a capacitor. Recharging the weapon after firing takes 10 combat rounds. Laser Cannon II weapons have large capacitors, and can fire three times before recharging. Recharging takes 5 combat rounds. Laser Cannon III weapons have massive power systems that permit an unlimited rate of fire of one shot per combat round, but the power systems are so massive that only the largest and most powerful vehicles can carry them.

• **Sonic Blaster:** The sonic blaster delivers a sonic shock wave in a 60 degree arc to the front of the weapon. Any individual within that

arc and within the range of the weapon (50m) may suffer damage.

• **Tube Cannon:** Tube Cannon I weapons are basically vehicle-mounted cone rifles which fires shells at the same range and with the same effect as cone rifle shells. The Tube Cannon I weapons do not have automatic reloaders, so a person must be available to reload the cannon after each firing. The rate of fire is one shell per round.

Tube Cannon II weapons fire shells identical to those of the Tube Cannon I, but are equipped with very fast automatic reloaders. A Tube Cannon II can fire two shells per melee round.

• **Fire-Thrower:** This is a very large, vehicle-mounted flamethrower. It fires ten times before it needs reloading.

• **Missile Rack:** This is a mount for a missile. Each rack may hold one missile. When the missile is fired, the rack must be reloaded with a missile before it can be fired again. Missile racks can only be reloaded from the outside of the vehicle as it is resting stationary, so they cannot normally be reloaded during combat. Each missile moves at 300 m/sec, and remains live for 10 combat rounds (unless it is triggered before then). A missile consists of four parts; the warhead (identical in effect and variety to Tube Cannon I shells); the propellant (which moves the missile); a fuse (identical to the varieties available for cone rifles); and a homing device. Below are the available types of homing devices.

None: The missile continues in the direction it was fired until the fuse is triggered or the propellant is exhausted.

Heat-Seeking: Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the largest heat source. This is normally the enemy target vehicle, but may sometimes be, for example, the sun, a forest fire, or some other misleading source.

HARM: Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the greatest source of radio emissions. This is normally an enemy radar, but may sometimes be a Com unit, a broadcast station, etc. (The enemy may foil the missile by turning off his radio emission sources, if he has the wit and time to do so.)

Radar Homing: Each combat round this missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the object which presents the largest radar signal. This is usually the biggest, most metallic object in the sky, though, for example, chaff or a large metallic object on the ground could divert the missile.

Painted Radar-Homing: The vehicle which fires the missiles must continue following the target of the missile, "painting" it with a radar signal put out by the vehicle. The missile heads for the "painted" target. If the pursuing vehicle changes course and ceases to paint the target, the missile no longer homes on its target and will continue on its last course.

Painted Laser Homing: This is identical to painted radar-homing, but the painting signal is put out by laser rather than by radar.

Image Comparison: Before the missile is launched, the controller (the person manning the missile racks or the bot brain) must indicate what kind of vehicle (e.g., Model 516 flybot) is to be the missile's target. Each combat round the missile examines a 60 degree cone to the front of the missile, and heads toward the

nearest target which looks like the vehicle it is told to look for. If there is no appropriate vehicle within the cone, the missile will turn randomly until it sees such a vehicle. (It can be dangerous to tell an image-comparison-guided missile to look for the type of vehicle which originally fires the missile.)

• **Gas Thrower:** This device fills the area around the vehicle with gas of any of the types available for cone rifles or slugthrowers. Essentially, everything within 20 m of the vehicle is affected by the gas. It is usually used by stationary vehicles as a weapon to discourage uninvited aborigines. A gas thrower is normally equipped with a gas reservoir which allows the weapon to continue operation for 10 combat rounds, though large vehicles may employ larger reservoirs.

• **Anti-Missile Lasers:** This is a battery of several dozen low-power lasers which are designed to fire all in the same general direction at once. It is aimed at an in-coming missile in an attempt to destroy it before it strikes the firing vehicle. If a character or a bot operating an anti-missile laser succeeds in hitting its target, the incoming missile is destroyed. Anti-missile lasers can also be used against individual targets, such as human beings, but they do not do much damage because of their low power. (If used against human beings, the damage effect is equivalent to the effect of a laser pistol.) Anti-missile laser batteries are usually mounted at the rear of the vehicle, since missiles often pursue a fleeing vehicle.

• **Smoke Generator:** When a smoke generator is operated by a stationary vehicle, it increases the "L" (anti-laser) armor protective rating of the vehicle. The shift to the left on a damage effect chart is 1 column per point of skill of the operator. For example, a character with Smoke Generator (5) would increase the armor protection by five column shifts. If the smoke generator is operated by a bot brain, the laser protection would shift left on a damage chart by a number of columns equal to the first digit of the bot model number. For example, a Model 516 flybot with a smoke generator would produce 5 shifts to the left on a damage chart against laser fire.

When the vehicle is in motion while the smoke generator is operating, it provides no protection against laser weapons, but a painted laser homing device may lose its target and go off in a random direction. The chance of this occuring each melee round is the operator's base percentage with the Smoke Generator skill, or, if operated by a bot brain, 5% times the first digit in the vehicle's model number. (For example, a Model 816 flybot would have a 40% chance per round of misleading the missile's homing signal.)

• **Chaff Casters:** These devices may divert a radar-homing or painted radar-homing missile from its target. If the weapon operator rolls his weapons use percentage successfully, the missile is diverted. After ten uses the caster must be reloaded. **Note:** The chaff put out be chaff casters is not the same as modern chaff. Chaff in *Paranoia* consists of silicon flechettes printed with microcircuitry which generates a violent electromagnetic flux, disrupting radar and radio communication.

• **Radar Jammers:** They work in the same way as chaff casters. Radar jammers also prevent any radio communication within 10 km of the jamming device.

• **Gaussers:** Gaussers work in essentially the same way, but also affect HARM missiles.

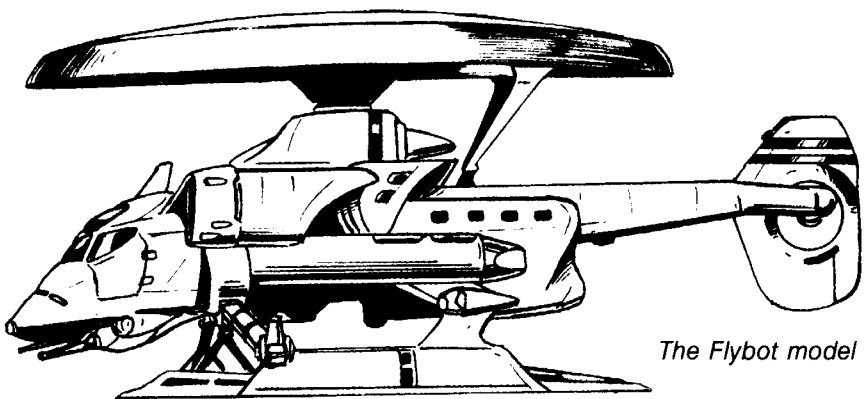• **Heat-Maskers:** These work in the same way as chaff casters, but affect heat-seeking missiles only.

• **Sonic Shields:** These work in the same way as smoke generators do on stationary vehicles, except that Sonic Shields increase a vehicle's armor protection rating against sonic weapon ("S"). Sonic Shields are also effective even when mounted on a moving vehicle.

20.6 FLYBOTS

Flybot is the generic term for military aircraft which are primarily designed as cargo and personnel transports rather than attack craft. They are armed but are generally less powerful in combat than a comparable Vulture or Assaultbot.

When Troubleshooter groups are sent on missions which take them far from the computer complex into the Outdoors, they will usually be assigned a flybot as primary transport. A Model 816 is the most suitable, but a Model 716, 616, or 516 may be assigned for low priority missions, or if there is a current scarcity of operational Model 816's. The Model 916 is reserved for missions of special importance to The Computer, or for Troubleshooters with the distinctive status of high security clearances.

Flybots of Model 616 and above are equipped with a recall mode. When such a flybot is assigned to a mission group, the leader will be told what the flybot's recall code is. The code is a single word or phrase that initiates the recall mode. In recall mode, the flybot immediately shuts all doors, windows and canopies, puts all defensive systems into operation, and takes off on automatic guidance systems for the computer complex at maximum speed. When the recall mode has been entered, the flybot's course can only be altered by a direct override from The Computer. Nothing any of the characters can do can change the flybot's course unless they can get in contact with The Computer and convince it to override the recall directive.

The Model 516 carries four persons with minimal gear. It vaguely resembles a miniature sub-compact car with oversized wheels, four doors, and more plastic than metal in its construction. Accommodations are horribly cramped. It is equipped with a Com II and a forward-mounted Laser Cannon I. The flimsy construction provides no more protection for occupants than a sturdy shower curtain, and the Model 516 has a disconcerting habit of coming apart in mid-air when coaxed into slightly challenging flight maneuvers. This is not the most popular flybot model among experienced Troubleshooters.

• **Model 616:** This model is not equipped with a bot brain, but it has a fairly sophisticated autopilot which can follow a programmed course. The Model 616 is a military version of the hover vehicle, an air-cushion vehicle equally at home on clear terrain or over calm waters. It normally travels only several feet above the land or water's surface, but on full power can rise up to ten feet in the air, though it is not designed for prolonged operation in this mode.

The Model 616 is more sturdily constructed than the Model 516 and provides more protection from hostile fire for its occupants. It seats six with adequate room for expedition gear. It is equipped with a Com III, radar and infrared sensors, and a turret-mounted Laser Cannon II on the top of the vehicle. Access is through a hatch in the top turret and through an emergency door in the bottom of the craft.

• **Model 716:** This model is equipped with a bot brain. It is a military version of a light copter. It is slow, poorly maneuverable, and infamously vulnerable to attack. Nonetheless it is generally mechanically reliable and perfectly serviceable for missions not likely to encounter hostile aircraft.

The Model 716 is lightly constructed and provides little protection from hostile fire for its oc-

The Flybot model 916.

• **Model 516:** This model is not equipped with a bot brain or an autopilot. The only sense in which it is a "bot" at all is in that it has computer-assisted navigation systems capable of responding verbally to spoken requests — it is a very stupid robot indeed.

Its flight capabilities are extremely limited. It is an extremely lightly-constructed wheeled vehicle designed for travel in fairly gentle terrain. A jetcopter unit is mounted on the roof of the vehicle. The rotors are stored away during overland travel, and require about a half an hour to properly rig for helicopter flight. Flight range is very short and its flight characteristics appalling.

cupants. It seats four with minimal gear, or two with full expedition gear. It is equipped with a Com II. Its armament consists of a Laser Cannon I and a Tube Cannon I, both of which are slung beneath the aircraft and normally fired by the bot brain. Its sensors include a Multicorder II.

• **Model 816:** This workhorse of the Troubleshooters is equipped with a bot brain. It resembles a modern helicopter gunship in size, shape, and flight characteristics. It is generally mechanically reliable and is well-armed and maneuverable enough to hold its own against hostile aircraft.

The Model 816 is well-constructed and pro-

vides fair protection from hostile fire for its occupants. It seats up to 12 with minimal gear or eight with full expedition gear. It is equipped with a Com IV. The armament consists of a forward-mounted Tube Cannon II; a Laser Cannon II mounted on each side, with a field of fire

20.7 VULTURES

Vultures are designed primarily as fighter/close support aircraft. In addition to a pilot, some models require a weapons
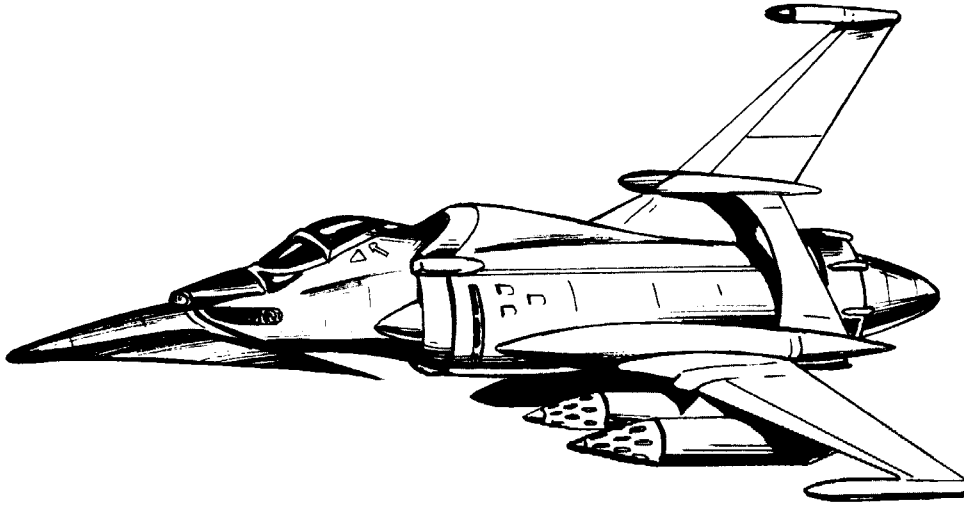
The Vulture model 920.

from front to back of the craft, and a smoke generator mounted on the top of the craft. Sensors include a Multicorder III.

• **Model 916:** This is a heavily-armed/armored version of the Model 816. It is neither swift nor maneuverable; it relies on superior firepower and armor to protect it.

The Model 916 is very sturdily constructed, well-armored, and provides good protection from hostile fire for its occupants. Because of its heavy armor and armament, it carries only eight persons with minimal gear, though it is somewhat larger than the Model 816. It is equipped with a Com IV. The armament consists of a forward-mounted Tube Cannon III, two forward-firing missile racks, a Laser Cannon III mounted on each side (with a field of fire from front to back of the craft), a smoke generator mounted on the top of the craft, and a chaff generator mounted on the belly. Sensors include a Multicorder IV.

specialist. The Vulture 040 series can also accommodate a six-man close-assault team. Fast, maneuverable, heavily-armored, and fearsomely armed, they are the most formidable of all military aircraft.

There are models of varying sizes and armament in each series. The Vehicle Table (**20.4.5**) summarizes the individual characteristics of each model within a given series. The general characteristics of each series are briefly described below.
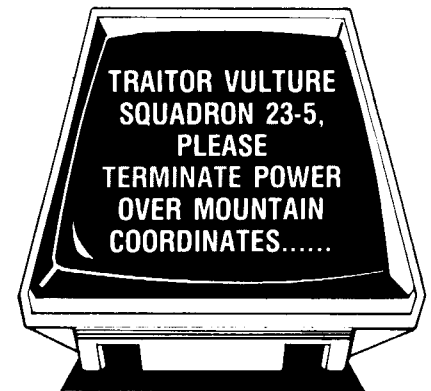
• **Vulture 020 Series:** These are single-seater, vertical-take-off-and-landing (VTOL) jet fighters. The pilot's cabin is located along the top of the fuselage and the missile racks are slung beneath the wings. The 020 series is capable of hovering for brief periods of time, and can take off and land in rough terrain.

• **Vulture 030 Series:** These are designed primarily as close-support aircraft. Although they perform acceptably in air-to-air combat,
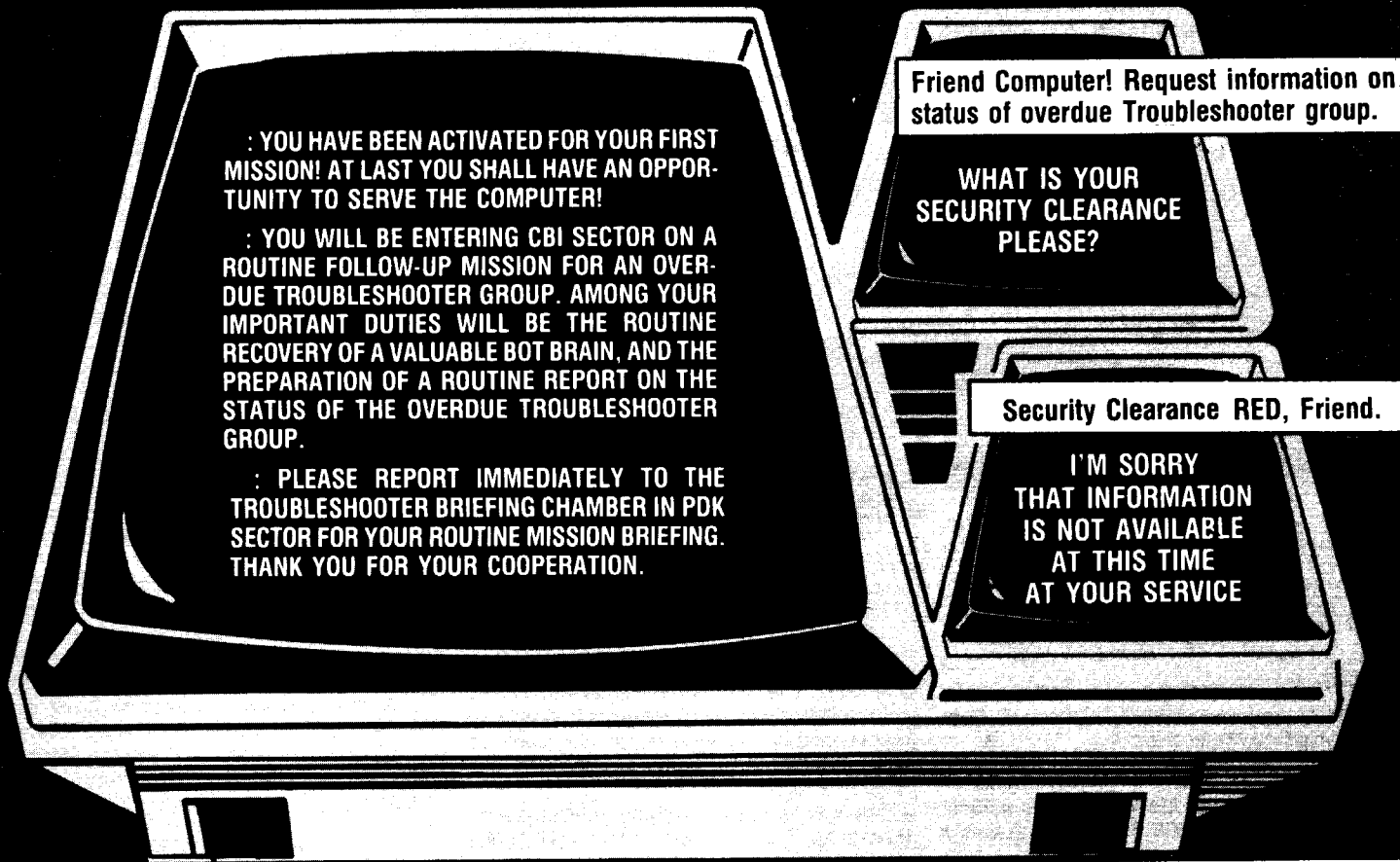
their primary purpose is to hit targets on the ground. These jet aircraft require airport facilities for takeoff and landing. The delta wings can be swung to present different angles of attack to the air (making it easier to go from subsonic to supersonic flight). The pilot and weapons specialist are housed in a pod which hangs from beneath the fuselage. This is *not* a VTOL aircraft.

• **Vulture 040 Series:** This is designed as a commando-team transport and close-support aircraft. Its primary function is to carry a small team of specialist to a remote target, then provide close-support for those specialists as they perform their mission. Because the 040 series is a VTOL design of unusually massive proportions, it is slow and poorly maneuverable — particularly vulnerable to attack during VTOL landings and take-offs. For this reason, the commando team is usually parachuted or glide-winged to the ground, and only picked up in the VTOL mode. The pilot and weapons specialist are housed in a cabin at the front of the fuselage. The transport cabin occupies most of the rest of the fuselage.

• **Vulture 050 Series:** This series serves primarily as surveillance craft. They carry only a single pilot and are loaded with sensors and electronic counter-measures. No offensive weapons are mounted. They are extremely fast and maneuverable. They also have a very limited VTOL capability, but they are infamously unstable in this mode, and only the finest pilots are assigned to missions which may require vertical take-offs or landings.

TRAITOR VULTURE SQUADRON 23-5, PLEASE TERMINATE POWER OVER MOUNTAIN COORDINATES......

: YOU HAVE BEEN ACTIVATED FOR YOUR FIRST MISSION! AT LAST YOU SHALL HAVE AN OPPORTUNITY TO SERVE THE COMPUTER!

: YOU WILL BE ENTERING CBI SECTOR ON A ROUTINE FOLLOW-UP MISSION FOR AN OVERDUE TROUBLESHOOTER GROUP. AMONG YOUR IMPORTANT DUTIES WILL BE THE ROUTINE RECOVERY OF A VALUABLE BOT BRAIN, AND THE PREPARATION OF A ROUTINE REPORT ON THE STATUS OF THE OVERDUE TROUBLESHOOTER GROUP.

: PLEASE REPORT IMMEDIATELY TO THE TROUBLESHOOTER BRIEFING CHAMBER IN PDK SECTOR FOR YOUR ROUTINE MISSION BRIEFING. THANK YOU FOR YOUR COOPERATION.

Friend Computer! Request information on status of overdue Troubleshooter group.

WHAT IS YOUR SECURITY CLEARANCE PLEASE?

Security Clearance RED, Friend.

I'M SORRY THAT INFORMATION IS NOT AVAILABLE AT THIS TIME AT YOUR SERVICE

21. DESTINATION: CBI SECTOR A *PARANOIA* ADVENTURE

21.1 INTRODUCTION

A group of brand new RED clearance Troubleshooters are summoned for their first routine mission. To assure a safe and successful initiation into the service, The Computer provides them with an experienced, veteran group leader who can show them the ropes. The mission itself is modest but intriguing — an expedition into CBI Sector, a region that has been closed to the citizens of Alpha Complex for decades.

As the raw recruits wait nervously for their initial briefing, they study each other surreptitiously, ever alert for signs of treason or disloyalty. Which one is the Internal Security plant? Which ones belong to the illegal secret societies spoken of in hushed whispers? Might one amongst them be a treasonous unregistered mutant? Could one be planning even now to sabotage the mission and frustrate the generous intentions of The Computer?

As they worry, they also dream. Will this be my opportunity to rise to ORANGE clearance? Might I serve The Computer well enough to come to its special attention? Perhaps a credit bonus or a commendation may come to me for my valor and loyalty?

And awaiting them is the unknown. CBI Sector. What lies behind the sealed access doors? Why has it been rated for ULTRAVIOLET clearance? Why is 'a group of RED level Troubleshooters being sent there? Will this really be a simple, routine mission, or is there more here than meets the eye?

Stay alert! Trust no one! Keep your laser handy!

21.1.2 A Sample *Paranoia* Adventure

This adventure is included with the rules for two primary reasons. One, it is intended as an adventure you can use with a minimum of preparation when introducing others to *Paranoia.*

Two, it is intended as a model of a *Paranoia* adventure. It will give you an idea of the tone and atmosphere of a typical *Paranoia* adventure. (*Paranoia's* special features encourage a different kind of adventure than is appropriate for most other role-playing games.) It will show what elements should be prepared before the adventure in order to ensure a smooth and dramatic game session. It will also offer a model for organizing the notes and information that must be prepared for a *Paranoia* adventure.

21.1.3 How to Use This Adventure

This adventure is designed with inexperienced gamemasters in mind. The initial sections are the most explicit and detailed, attempting to take the gamemaster step-by-step through the procedure of running a *Paranoia* game session. The later sections leave more to the imagination of the GM.

Experienced gamemasters (or inexperienced gamemasters who feel confident in their own vision of how a *Paranoia* adventure should be run) may adapt the materials here to their own needs, perhaps using only the basic story idea and the main NPC's to create an adventure of their own. Admittedly it is a lot of fun to make up your own adventures, but if you've never gamemastered a role-playing game before, we suggest you take advantage of the detail and structure that this adventure offers.

Read through the adventure materials in the following order. *First,* read this introductory material (sections *21.1.1-21.1.6*), just like you're doing. *Second,* read the player character materials (sections, *21.13.1* to *21.13.6*) *Third,* read the pre-adventure briefing materials (section *21.2. Finally,* read through the episode descriptions (sections *21.3-21.12*).

After this first reading, you will probably want to go back and study each section before you use it in an adventure session. (Or, if you feel like it, just wing it after a first reading. Improvise. This is kind of risky for a rookie GM, but we don't want you to get the impression that we game designers expect you to study our creations like homework assignments.)

Your first decision is whether to use the prepared characters provided with the adventure, or to create new ones for your players using the Player Handbook. The advantage of using the prepared characters is that it saves the time and trouble of teaching a group of players how to make up characters. Instead of struggling with rules and procedures, the players can be introduced to the game through action and

drama — more fun for everyone. Then, after they are hooked on the game, they'll take the time to read the *Player Handbook* carefully and create their own characters for future adventures.

However, if your players are experienced with role-playing games, and if they prefer to spend the time necessary to read and understand the character generation rules and to make up their own characters, don't disappoint them. Just remember to study the prepared character sheets and background sheet so you, the gamemaster, will know the types of information you will have to prepare for each character.

21.1.4 Organization

The Introduction (section 21.1) provides an overview of the adventure and offers suggestions for using the materials provided.

The Pre-Adventure Briefings (section 21.2) describes how the gamemaster should prepare the players for the adventure.

The Episodes (sections 21.3-21.12) describe the details of the adventure as the player character will experience them.

The Player Character Materials (section 21.13) are six handouts designed to be given to the players to ease the burden of gamemaster preparation and presentation. The six handouts each include the following:

• *The Mission Alert:* Gives a rough idea of the nature of the mission and establishes the atmosphere of vagueness and mystery common to most *Paranoia* assignments.

• *Prepared Player Character Sheets:* Ready-to-play character sheets.

• *Player Character Background:* Gives a thumbnail personality sketch, a brief description of the character's secret society's objectives and doctrines, an account of private information, requests or warnings a player character might have received through secret society channels, and a brief, vague description of the player character's mutant power as a player character might understand it. (Remember: in a society where possession of a mutant power is treason, a character may not know much about his mutant power or how to use it.)

Note on Player Character Materials: Don't get the idea that you ought to prepare such materials for your players whenever you run a *Paranoia* adventure. More power to you if you have the time to manage such onerous tasks, but it is not standard procedure.

Normally the GM would read aloud or improvise something like "The Mission Alert" to kick off an adventure session. We gave you a handout to keep the players busy while you get yourself organized for the pre-adventure briefing (and because West End Games likes to go first class).

The player character sheets would have been prepared by the players, and they would also be responsible for creating their own little thumbnail personality sketches. The other information on the Player Character Background sheets (secret society objectives, mutant power description, and special information from the secret society) would be casually prepared in note form (or improvised) by the gamemaster, then verbally imparted to the player during the pre-adventure private conferences. Maps would probably be scribbled casually by the gamemaster as part of his preparation, and then casually scribbled on scrap paper when the players were entitled to such information during the adventure.

In short, don't expect to do all this work in preparing for your own adventures. You ought to have these kinds of information in mind as you prepare an adventure, but you don't have to be nearly so elaborate in presenting it to the players. We just thought you'd benefit from seeing how professionals would prepare for a *Paranoia* session if they weren't so lazy.

21.1.5 GM Adventure Summary

A routine mission to retrieve a robot in an abandoned industrial CBI Sector will be complicated by the discovery that the sector is not actually abandoned, but populated by a strange society in which primitive humans appear to worship robots as the ideal of human development, and where robots appear not as servants of humans, but as the dominant force in the sector.

To further complicate matters, the group leader, Winch-G, is a ruthless traitor who will betray or abandon the new Troubleshooters at the first opportunity. Suddenly they may discover themselves hunting their former leader in an attempt to bring him to The Computer's justice. At very least, they will have to protect themselves against the threat of his attack.

As the Troubleshooters penetrate deeper into CBI sector, they will discover the hostile behavior of the robots and the savage treachery of the primitives. Inevitably they will run into something too difficult for them to handle. They will either withdraw, be captured (and forever lost to Alpha Complex society), or be slain.

If any are fortunate enough to survive and escape, they must return and make their reports. They will be judged by their superiors. If they have been loyal and effective, they will be rewarded; if they have been disloyal and ineffective, they will be reprimanded, fined, demoted, or executed as traitors.

21.1.6 GM Background Notes on CBI Sector

The Story Behind CBI Sector

CBI Sector has been shut off from Alpha Complex for 50 years. The only reference available through a computer information search is the listing of CBI Sector as "Aban-

doned; malfunction of life support; maintenance canceled; citizens relocated; clearance access - ULTRAVIOLET".

The isolation of CBI Sector was in fact a clandestine political maneuver by a splinter group of the Corpore Metal secret society and a High Programmer named Menlo. Menlo discovered that this sector had once (before the Big War) housed aerospace/high tech industries, but had been either retooled or abandoned as needs for other products took precedence in the deteriorating production economy of Alpha Complex. However, due to the efforts of foresighted technicians and engineers who supervised the sector, the industrial facilities were still in relatively good condition.

Menlo, exploiting the considerable power and privilege of a High Programmer, and with the aid of his Programs Group and the uneasy cooperation of the Corpore Metal and Pro Tech secret societies, took over control of CBI Sector sub-systems and staged the apparent malfunction of the life support systems that forced the original abandoning of CBI Sector. Once the sector was abandoned and sealed off, he established a secret research facility there.

The relationship between Menlo and the two secret societies was never characterized by trust or compromise. Menlo secretly set about transforming his own Programs Group into a new secret society which he called the Bionic Society. After several fierce wrangles with the co-conspirators from the two secret societies over experimental policies and the direction of research there, Menlo finally broke with both Pro Tech and Corpore Metal, establishing himself as sole sovereign in CBI Sector on the strength of the resources available to him as High Programmer. His own secret society provided the mass of willing settlers who moved to take residence in the abandoned residential areas of CBI Sector. (Pro Tech and Corpore Metal are now the bitterest enemies of the Bionic Society, though only very high status members would even know of the existence of the Bionic Society.)

Recent Rediscovery of CBI Sector

Recently Borron-I-EVC-6, a Troubleshooter

Cyborg associates of the arch-traitor, Menlo.

assigned to R&D, discovered old references and access codes for CBI Sector. (Many codes were never changed by Menlo, since he had every reason to believe them classified and secure.) Borron-I accompanied a mission which entered the sector, then lost contact with Mission Control and disappeared. No trace of him or his mission was ever found.

Several factions in Alpha Complex have long been eager to gain access and control of CBI Sector. Various rumor sources have suggested the kinds of resources that might be available there. Among the treasures might be:

> microcomputers
> robot design and test facilities
> a variety of test and prototype robots
> labs and other facilities
> an independent atomic power unit

Borron-I knew nothing of CBI Sector's real history. The files had apparently been destroyed in a secret society terrorist attack on The Computer (a suicide attack by Menlo's Programs Group secret society flunkies). The only sources where the player characters might obtain hints or accounts of the real background of CBI Sector would be Menlo or his close associates, who are not likely to be cooperative, or a venerable member of the tribe of primitives (the Chosen People) descended from the Bionic Society settlers who moved to CBI Sector 50 years ago. (The PCs may be fortunate enough to find a senile elder who can give them a partly-factual, partly-fanciful account of the real story of CBI Sector.)

Menlo

Menlo, now the ruler/god of CBI Sector, is completely cyborged. He is the incarnation of the man-in-the-machine. He believes that this is man's destiny, and that he is the fulfillment of that destiny.

Menlo is a genius of computer and robotic design and engineering. He is also a cynic, unbeliever, and contemptuous critic of human nature. He views the world as a toy designed for his amusement. He has never met a man he would call his equal. He believes himself not to be human, but more than human, better than human. He identifies with the perfection of the machines he creates, and he has struggled to transform himself into one of these perfect machines.

Menlo and approximately 20 close associates from the upper levels of the Bionic Society have cyborged themselves (that is, replaced their organic body parts with mechanical and electronic parts). Each of the twenty associates is still identifiable with an individual robot body, and all of them still have some remaining biological elements. Menlo, on the other hand, simultaneously inhabits more than a hundred different robot bodies scattered throughout CBI Sector. His nervous system is buried deep in a vault beneath the research labs, but it is networked with so many pieces of computer hardware that it is hard to say whether his consciousness might not survive even the destruction of his brain. This nervous system and its network of computer enhancements communicate with the various robot bodies in a variety of different communications media. For Menlo it is literally possible to be in many places at once, and to simultaneously process and react in response to what is perceived in those places.

Though Menlo is clearly not a god, he is certainly something greater than a man. He is not power-hungry; he has no desire to rule the world, or even a larger part of it. He is jealous of his privacy, and he will deal ruthlessly with anything or anyone that promises to interfere with his isolation in CBI Sector. He is not unreasonable; despite his abnormal personality, he is a super-genius of considerable insight and wisdom. If the PCs could just speak with him, he might cheerfully enlighten them about the true state of affairs in CBI Sector, then escort them out with the warning that no one is ever to return to CBI Sector again. On the other hand, he might as cheerfully execute the PCs on the spot, confident that if The Computer loses enough Troubleshooters here, it will eventually get the message and leave him alone.

TREASON DOES NOT PAY. SERVE THE COMPUTER.
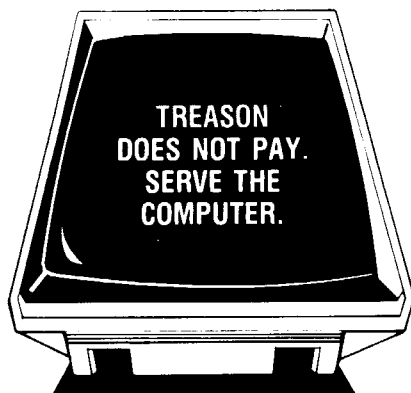
21.2 PRE-ADVENTURE BRIEFINGS

21.2.1 Pre-Adventure Group Briefing

(In the discussion that follows, we assume you are using the player characters provided with the adventure. If you aren't, the first thing you have to do is to help the players create their characters.

Note that if you let the players create their own characters, you can't anticipate ahead of time what secret societies they'll belong to. Therefore you can't prepare the briefings on secret society special missions, information, or aid ahead of time. You'll either have to improvise, or prepare briefings for each of the 19 established secret societies. See? We told you it would be easier to start with our prepared characters.)

To begin the session, read the Mission Alert from one of the character sheets (**21.13.1-21.13.6**) to the players (identical copies are to be found on all of these sheets, as well as on the large monitor at the beginning of this chapter). Next distribute the Player Character Background sheets (one to each player).

If your players have never played any role-playing game before, or if they've played other role-playing games, but not **Paranoia,** *briefly review the following details with the players before the adventure begins.* Do this even if the people have read the Player Handbook.

1. *Review the character sheets.* Explain the basic rules that relate to the information found on the character sheet. Ask for questions.

2. *Review the skill tree with them.* Explain the skill tree concept and how to figure percentage abilities both with skills listed on the character sheet and with skills implied by being under the umbrella of a more basic skill listed on the sheet. (This is important; the skill tree is unique to **Paranoia** and may take some time for the players to get used to, even if they are experienced gamers.) Ask for questions.

3. Since nobody likes to read anymore, verbally *review the following topics* from the **Player Handbook:**

> Alpha Complex
> Security Ratings
> Service Groups
> Troubleshooters
> Secret Societies
> Mutant Powers
> Traitors
> The Computer

4. *Ask for questions.* (Don't overdo the asking for questions bit, however. Keep things moving toward action. They'll catch on real fast after they lose their first clone.)

21.2.2 Pre-Adventure Private Conference

Before play begins, *the GM should take each player in turn for a private conference.* (Other players should take this opportunity to read or review the player handouts and the Player Handbook.)

These are the objectives you want to achieve in your individual briefings:

• *Make sure the player understands his secret society, secret society information, and mutant power.*

• *Distribute rumors.* These rumors are strictly for atmosphere. The player will project deep significance onto them because you went to such trouble as to explain them individually and in private. Prime their imaginations with these essentially irrevelant details and they will figure out some way to make them seem meaningful and dramatic.

Rumors: *(to be distributed at random among the characters during GM briefings):*

Sector AAR and MFX experienced serious power failure over the last four days.

The increasing frequency of Power Service traitors unmasked during episodes of the popular Teela O'Malley video serials suggests that Housing Preservation and Development and Mind Control has been requested to build public opinion against Power Services, and that a purge of Power Services may occur in the near future.

A surprising number of Power Service Troubleshooters have been unavailable for service in the last week.

Rumors indicate that Internal Security is under pressure to provide a scapegoat for recent embarrassments in Sectors AAR and MFX.

A High Programmer is said to have died in peculiar circumstances while attending a sick friend in the AAR Medical Center.

HPD & Mind Control has been heavily infiltrated by Commies and is in the process of being carefully investigated by Internal Security and special agents from the Troubleshooters.

• *Sow seeds of distrust among the individual characters.* Give each player the appropriate tasty tidbit below. Make the players paranoid. It is great fun to watch everyone giving each other the fisheye after they come back from the individual briefings.

PC #1 is warned that Green mission leader may be a traitor. He is also told to keep an eye on Puck-R — FCCCP suspects he may have an unregistered and dangerous mutant power.

PC #2 is told by PL&C to keep an eye on Tois-R. There is suspicion that he is not what he pretends to be.

PC #3 is told by the Illuminati that Ronnie-R, Tois-R, and Phred-R are suspected to be Internal Security plants.

PC #4 is told by the Armed Forces that Ronnie-R of CPU may have been assigned to keep an eye on him. Capper-R of Power Services is also under suspicion (as are all Power Services personnel in light of the recent rumors).

PC #5 is told by Power Services that this mission is being set up to embarrass Power Services and that he is likely to be the pigeon/scapegoat if anything goes wrong. "Watch your back."

PC #6 is told by Internal Security to watch out for Mem-R who is suspected of being a member of a dangerous secret society.

(Note that the above paragraphs contain vague *general* rumors meant to complement those of the various Secret Society Missions Aid sections of **21.13**. The GM may add or delete rumors as he so desires, tailoring the mix to achieve the desired effect: *fear and ignorance, ignorance and fear).*

Once you've completed the group and individual briefings, you're ready to begin the adventure.

TEELA-O-MLY WILL NOT BE SEEN TONIGHT DUE TO POWER SHORTAGES.
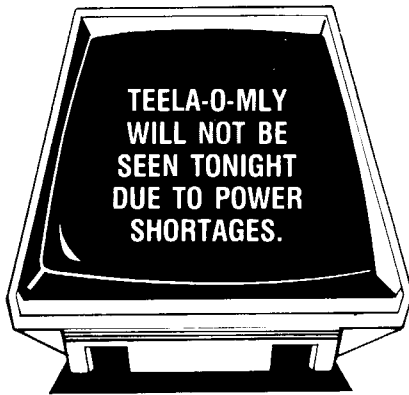
21.3 THE BRIEFING

Episode Focus: *The dialogue between the PCs and their superiors. Establish the oppressive atmosphere of authority in Alpha Complex. Players should stammer in response to tricky questions that seem to be intended to trap them into making treasonous statements.*

21.3.1 The Briefing Room

The mission personnel meet for the first time in the hallway outside the briefing room. Two INDIGO Armed Forces Vulture Squadron men with exotic-looking weapons guard the briefing room access. The guards indicate that the Troubleshooters will have to stand and wait here until they are summoned.

(The players should be left alone to introduce themselves in character or not, as they wish. Don't let it go on too long. A buzzer will sound in the hall and the guards will usher the PCs into the briefing room after first carefully searching them for concealed weapons. Their lasers and armor are taken from them.)

The briefing room is wide and shallow. A long, high bench (like a British courtroom) runs from one side of the room to the other. The PCs are expected to stand before this bench and look up to their superiors. In the room are four more Vulture Squadron guards with deadly-looking experimental weapons — two at the door where

the PCs enter, two at a side door, presumably meant for the briefing personnel.

21.3.2 The Briefing Personnel

These non-player characters will play an important part in setting the tone at the beginning of the adventure and in bringing the adventure to a close at the de-briefing session. The most important NPC, Winch-G, will be the group leader, accompanying the group on the mission, serving as the GM's mouthpiece during the beginning of the adventure, and turning into an antagonist before the end. Winch-G's character is described in more detail in section **21.4.1**.

Peter-I: An INDIGO superior (Peter-I) is in charge of the briefing. He wears the insignia of the CPU Service Group. He explains the mission and answers a very few questions. (See below for Peter-I's initial presentation to the PCs.) Most of the time his tone indicates that the PCs are not significant enough to take seriously.

Peter-I is a stereotypical top-level bureaucrat — consumed with his own self-importance and casually offended that he must deal with common laborers of insignificant status. He is pleasant and well-spoken, even when directing your execution for your careless, treasonous words suggesting a hint of inadequacy in the preparation and wisdom of The Computer.

Winch-G: The mission leader (Winch-G: GREEN clearance) sits to Peter-I's left. He says nothing when he is introduced. He will only answer a direct question, and he will purposely be unhelpful if he can.

Ness-Y: The Internal Security representative (Ness-Y: YELLOW clearance) doesn't say very much initially, but is an ominous presence. He makes a lot of notes as Peter-I outlines the mission.

Once Peter-I is finished, Ness-Y will start grilling the players on their loyalties, using trick questions and baiting techniques. He seems to know a lot about everyone's background. His technique is to ask the same question of all six characters in turn, encouraging each character to try to outdo the other in fawning and sycophantic behavior. *Some typical questions:*

• What is your duty to The Computer?

• What resources do you need that The Computer has not provided? (The PCs must walk a thin line between being brave and self-assured enough to ask for what they need, and cautious enough to avoid implying that The Computer may have forgotten something important. If the PCs are all cowardly and submissive, Ness-Y's contempt for them will increase, and he will work harder to bait them.)

• What should you do if you discover treason? (Hesitation or uncertainty is interpreted as a sign of weak loyalty.)

• Suppose you should discover evidence that I, Ness-Y, am a traitor? (Again, the PCs should answer without hesitation, but Ness-Y will respond indignantly if the PCs find it possible to imagine him as a traitor.)

Dr. Num-O: The R&D specialist (Dr. Num-O: ORANGE clearance) is just a file clerk. He doesn't really know what's going on. R&D sent him to the briefing not because he might be useful, but because they wanted to get him out of their hair for a while, and somebody had to be sent. He tries to sound important and wise, but he has nothing but dumb ideas.

Rolly-O: The Tech Services advisor (Rolly-O: ORANGE clearance) is an expert on robots. He will not offer any help to the players. He must either be asked questions or ordered to brief

the players by Peter-I. (Bootlicking skill may improve his attitude.) Rolly-O is disgusted and disappointed that a better-trained party (with at least some robot skills) isn't going. He thinks he would be just the man to do the job. He expects the PCs to bollix the whole job and destroy valuable robots in the process.

The Computer: The Computer is also an important NPC, since it is always listening in and may interrupt the briefing at any time with some pertinent comments. Peter-I is the only NPC who might speak to The Computer and expect a direct response, but any question may be relayed to The Computer through the terminals at each NPC's position on the bench. When The Computer responds, it does so through loudspeakers in the ceiling of the briefing room, with the effect that the Voice of God is heard as from on high.

The Computer has a broad range of personalities and voices that it adopts, seemingly at random. (This can be revealing evidence for the PCs of The Computer's psychosis, but it must be subtle and understated, or The Computer will become comic rather than menacing.)

21.3.3 Peter-I's Presentation of the Mission

(This may be read aloud to the PCs.)

"Welcome, Troubleshooters. I know you are all eager to serve The Computer and Alpha Complex. I am pleased to offer you such an opportunity.

"The Computer understands that you are all raw, inexperienced Troubleshooters. In its wisdom, it has selected a routine mission of considerable importance. Further, it has selected an experienced Troubleshooter as your leader and guide. Under such fortunate circumstances, we are sure you will successfully compete the mission". (Long pause. Look each PC in the eye with menace.)

YOUR SERVICE TO THE COMPUTER SHALL BE REWARDED

"This mission will take you to... what sector, citizen?" (Direct the question suddenly without warning to one of the players. If the answer isn't instantaneous, the question is sharply directed to another player, and so on, until Peter-I gets the correct answer. Develop a shotgun, aggressive delivery for this and other questions; make the PCs stammer and twitch with fear as they try to prove their worthiness to their superiors.)

"And the mission objectives are... Well, perhaps you recall the objectives from the Mission Alert, citizen?" (Again, aggressively challenge players at random until a satisfactory answer is given.)

"Here are a few more details on the objectives of your assignment.

"First, concerning the robot retrieval. There is a specific robot in CBI Sector that must be

located and delivered to Research and Development. A device has been designed to provide a directional fix on this robot once you are within about a kilometer of it. This device will be provided to you by Research and Development."

"Second, there is some inventory unaccounted for after a previous mission to CBI Sector. You will be provided with a list of the items that are missing. You will of course locate these items during your visit to CBI Sector and make every effort to return them to us."

"Third, there are several Troubleshooters unaccounted for after a previous mission to CBI Sector. You will be provided with descriptions and identifying marks for each of these Troubleshooters. You will of course locate these missing citizens and return them to us."

"Fourth, you will each prepare a report on the current state of affairs in CBI Sector. Since the unfortunate life support malfunction and subsequent abandoning of occupation and maintenance in CBI Sector, we fear there may have been some deterioration. There is a move afoot to re-occupy CBI Sector; your expedition will give us an idea of what must be done to make it suitable for resettlement."

"One additional note about the robot. As Citizen Rolly-O wil tell you, bot brains are very valuable. It would be very unfortunate if you were to damage the brain of the robot we are sending you to find. Even if the robot is no longer functional, you must bring the bot brain to us intact. You are to consider yourselves expendable in this matter. The bot brain is of paramount importance."

"Before you are sent on this mission, you will be taken to a Production, Logistics, and Commissary unit for outfitting. You will also be taken to R&D to pick up the bot location device and to receive some experimental equipment R&D is eager to test."

"We are certain that your loyalty and dedication will inspire you to make this mission successful. We confidently await your return and your mission reports. Serve The Computer, and you will be rewarded."

"If you have any questions, your fellow citizens Ness-Y, Dr. Num-O, and Rolly-O will be pleased to assist you. They may also have a few comments or questions for you. I trust you will give them your full cooperation. Thank you."
(Sits down, and looks at Ness-Y, who will continue with his own questions (see 21.3.2, above description of Ness-Y.)

21.3.4 Briefing Objectives

1. *The PCs should get the basic information about the mission and its objectives from the NPCs.* Players will be told about Borron's party and its failure to return. No details or speculation are made on Borron's mission or ultimate fate. Every attempt is made to suggest that this is just a routine mission, with little danger and a very capable and experienced group leader.

2. *The PCs have to figure out what kinds of questions they can ask without causing suspicion of treason.* The art of weaseling out information without earning treason points is critical. If they're clever, they'll get some practice in using NPC communication skills (bootlicking, psychescan) to assess the quality of the information they're getting and to wheedle little bits of information without falling afoul of treason.

Important Note: *Higher security types are very sensitive about challenges to their authority or veracity.* This is an excellent opportunity to kill the first PC and activate a clone replacement. It will set the tone of fear and ignorance

right away and will serve notice on everyone that PC death is a common and casual occurence. *The event might go like this:*

Tois-R might innocently note a statement by Peter-I as having been of dubious loyalty to The Computer. Peter-I might just as innocently insist that Tois-R must have misremembered the statement. Tois-R suggests reviewing the Multicorder tape to see if Peter had really made the mistake. Peter-I looks thoughtful, then he suggests that all the other NPCs be sent back to their quarters while Tois-R and Peter-I review the Multicorder tapes.

(What really happens is that Tois-R is summarily executed for treason, the Multicorder tape is destroyed, and Tois-R-USS-2 is activated.)

The next day when the PCs are again summoned to the briefing room, Tois-R is slightly different than he seemed yeterday, and Peter-I announces that the slanderous, treasonous lies of traitor Tois-R-USS-1 have been punished with execution. Peter-I then congratulates the group on its good fortune to have Tois-R-USS-2 — a Troubleshooter with unquestionable loyalties — join them on this mission.

21.3.5 Closing the Briefing

Don't let the PCs talk themselves to death, even if they seem to be enjoying it. Sooner or later Peter-I will tire of the talk and will become impatient to leave. When Peter-I gets up to leave, everyone should know that they're dismissed. Winch-G will be morose and grumpy as he takes the PCs in tow, heading for Production, Logistics, and Commissary.

Gamemaster Note: *Incidentally, the PCs will never get near the robot they are supposed to retrieve.* Don't be surprised when no further mention of this robot is made in the adventure notes that follow. This is referred to in the vernacular as a "hose job." It is a common feature of well-designed **Paranoia** adventures, and one that the players will eventually develop a healthy skepticism about.

21.4 PRODUCTION, LOGISTICS, AND COMMISSARY (OUTFITTING)

Episode Focus: *Winch-G establishes his authority over and contempt for the greenhorns. PCs get accustomed to casual abuse. PCs are outfitted and have an opportunity to request additional equipment, or purchase it out of their own funds. PL&C personnel snidely remind PCs of fines for loss or damage of assigned equipment.*

21.4.1 NPC Mission Leader: Winch-G-ASO-2

(See the player character sheet 21.4.2 for Winch-G'-s attributes skills, and possessions.)

Winch-G is a superior Troubleshooter — ruthless, opportunistic, devious, and skillful at covering his trail. However, during his career he has accumulated a lot of treason points. He is not aware that he has been identified to The Computer as a Frankenstein Destroyers secret society member. His solid record of commendation points has kept him alive so far but *1 more treason point and he will be declared for execution.* Even though he has no certain knowledge, his intuition tells him that his luck may be about to run out.

Though the clandestine channels of the

Frankenstein Destroyers, through contacts in his Armed Forces Service Group, and through his superior security clearance, Winch-G has some information about the real state of affairs in CBI Sector and the political intrigue that surrounds the mission.

From an information search request:

The following information is cleared for GREEN level Troubleshooters:

1. Robots do not respond to normal commands in CBI Sector.

2. Many typically safe robots have concealed menaces in CBI Sector.

3. Many Troubleshooters have died here over the years.

4. Normal robot and mechanical systems are often booby-trapped.

From Frankenstein Destroyers:

Corpore Metal and Pro-Tech have displayed an unusual interest in CBI sector for several decades. Frankenstein Destroyers have deduced that there may be valuable high-tech resources available in CBI Sector, and consequently, that it may be a potentially dangerous source of unnatural monsters — intelligences without souls — which must be destroyed before Corpore Metal and Pro-Tech have an opportunity to exploit it.

From the Armed Forces:

A significant amount of political leverage has been spent to keep the Armed Forces out of CBI Sector. When the Armed Forces originally offered to go in and make sure the sector was really uninhabited (with the implication that if it wasn't uninhabited, that could easily be arranged), they were denied access, and have been steadfastly refused access ever since.

Winch has also heard rumors that The Computer has been trying unsuccessfully to get into this area for years.

RUMORS ARE TREASON. PLEASE REPORT ALL RUMORS IMMEDIATELY.

Winch-G's Motivations:

Winch is very uneasy about this mission. He is certain that he is being sent on a suicide mission with a group of hopeless incompetents. His only motivation is to get out of this mission alive. For example, the sudden death of everyone else on the mission might look suspicious, but it would certainly warrant his aborting the mission. This thought is constantly on his mind. He is fairly sure he can frame the rookie RED levels with the responsibility for the failure of the mission. If it looks like he can hang the blame on the REDs, he'll sneak away from the group and watch them self-destruct — and perhaps even contribute to their difficulties.

If Winch-G gets as far as the Inner Terminal of CBI Sector without a better opportunity presenting itself, he'll abandon the group and

begin to stalk them, with the plan of eliminating all of them, then returning with a convincing cover story about discovered traitors.

GM Note: Use Winch-G as a tool to goad the PCs into shooting each other. He may suggest that one character might frame another for an alleged theft. Alternatively he may plant suspicions in gullible minds.

21.4.2 Winch-G NPC Sheet (see charts and tables)

21.4.3 Winch-G Introduces Himself

Before Winch-G goes to PL&C or picks up the three INFRARED laborers, he will drag the PCs aside in a vacant corridor and impress on them his contempt and disappointment at being saddled with them:

Winch-G chooses a volunteer.

"Okay. Listen up, jerks, and listen up good. I've been around a long time, and I ain't gonna let no wet-behind-the-ears jerks get me killed. I'll drill the first one of you that steps out of line.

"Now I'm in charge here. Follow orders or I'll roast you. If something happens to me, and it don't kill me, but you cut and run without rescuing me, you can be sure I'll survive. And I'll come looking for you.

"Not one of you here is smart or fast enough to double-cross me. Don't try it.

"Now, I need a volunteer. *(Pause and waits for a volunteer. The first person to speak up is the second-in-command.)* Okay, you. I want to talk to you in private."

Winch-G takes the volunteer aside and gives him the secret access code to the doors to CBI Sector. He then tells his second-in-command not to reveal his second-in-command status or the secret access code to anyone, or he'll personally poke the volunteer's eyeballs out. After this pleasant speech, Winch-G will grow a little more sly and conspiratorial. He'll suggest that the second-in-command pick out the weediest, most obnoxious member of the party to be used as a scapegoat if things go wrong. "Drill him if he looks cross-eyed at you. We'll set him up as a traitor, a perfect excuse for mission failure, and maybe an excuse to go home instead of wandering around waiting to get killed in CBI Sector."

Once the group has been abused and the second-in-command chosen, the group proceeds to pick up the INFRARED laborers and visit PL&C for equipment.

21.4.4 The INFRARED Drones

Winch-G stops by an office and emerges with three INFRARED citizens in tow:

Lubi-GSV-2: A big dull lug. Conan the Dim.

Paul-GSV-1: Tiny little shrimp. Whiney voice. Drags his feet and fumbles and fidgets. Seems to fall asleep if left alone for more than a few minutes.

Mani-GSV-3: Average guy. Blends into surroundings. Seems thoughtful and attentive (dead giveaway — *no* INFRAREDS are thoughtful and attentive — actually an Internal Security plant. Will play no part in the adventure's action, but is a further distracting focus for properly paranoid PCs. If he survives, he can serve as a reliable witness in the briefing, when he will reveal himself.)

Throughout the rest of the adventure, treat the three INFRARED laborers as if they were Winch-G's robots. They do whatever he tells them. If he tells them to follow another group member's orders, they will do so. They will bring no enthusiasm or ingenuity to any task. They are vaguely aware of the danger they are in, and they would gladly run away if they could avoid being executed for treason. If things get violent, they may run away anyway.

The Internal Security plant will act just like the other two INFRAREDs as long as they remain with the group. However, if the IN-FRAREDs run away, he will pretend to join them, but will circle back and trail the party to observe. He will not interfere in any case. His job is to observe and survive to report.

21.4.5 INFRARED Drones NPC Sheet (see charts and tables)

21.4.6 A Visit to Production, Logistics, and Commissary

Here the group is assigned the necessary equipment for the mission. Regular gear is available as usual from the PL&C quarter-

masters. Special gear is to be obtained later from R&D.

PL&C Personnel: PL&C personnel have all the charm of surly, irritable postal employees in an unair-conditioned room in the middle of a heat wave. They always take about thirty seconds to respond to a direct question. During this period they stare as blankly at the questioner as cows gaze uncomprehendingly on passing trains. When they do respond, it is often to ask that the question be repeated. They would be grumpy if they had the will or energy.

Equipment and Materials Provided: Here the PCs receive the out-of-date diagrams of CBI Sector. They are crude copies drawn from memory several decades ago, right after the mysterious terrorist attack that destroyed the data bank storing records concerning CBI Sector. There is nothing more reliable available for RED clearance Troubleshooters.

The PCs also receive detailed physical descriptions and identification information concerning the members of Borron-I's missing mission group. The PCs are also given a list of the equipment, weapons, and classified experimental devices assigned to Borron-I's group (complete with model and serial numbers.)

Winch-G is assigned a 10-man autocar for transportation of the group and its gear to the Outer Terminal of the CBI Sector Transitway. This will also presumably be used to carry the retrieved robot (if it is recovered). The autocar cannot be used inside CBI Sector. The main cargo level (the only section of transitway large enough to handle such traffic) has been permanently sealed. Winch-G has been briefed that small autocars may be available within the sector that may be adapted to carrying the robot. Otherwise, the group will have to improvise transportation for the robot, which is estimated to weigh about 200 kg.

Each PC is given an automatic requisition of the equivalent of 50 credits worth of stuff from the standard equipment and weapon lists. They should also be able to obtain almost anything that could be found in a normal sporting goods store. Figure a credit is worth roughly a dollar in estimating prices for unlisted items.

The following ordnance is to be assigned to group members:
2 slugthrowers, 2 laser rifles, 200 rounds of solid ammo, 50 rounds of HE ammo, 2 boxes of 20 grenades each.

Winch-G will preside over the distribution of these items. PCs are permitted to state a preference, but Winch-G will finally decide what weapons are taken and who shall use them. To decide, Winch will thoroughly interrogate each PC to find out about his skills and abilities. He will make sure that anyone who volunteers for assignment of a special weapon is at least adequately skilled in its use (though he values willingness almost as much as skill).

The PCs may make written requisitions for any additional equipment they want. The PL&C personnel smugly hint how bad it would be to have a record of being greedy or careless with The Computer's scarce resources. They pointedly mention fines for damage or loss of equipment. All but the most sensible requests are refused, and a great show is made of filing the refused requisitions.

All requests for armor are denied. "What a waste! You're not going into combat! This is just a routine expedition into an abandoned industrial sector."

(Make sure the PCs feel like they have made a serious mistake if they put in writing a request

for tac nuke cone rifle ammo or power combat suits.)

The group is assigned two robots: a Docbot model V (standard issue for most missions), and a Jackobot Model 360 with a supply of Tech Services memory cartridges. Winch-G is assigned as the sole operator of the docbot, but he entrusts the operation of the jackobot to a suitably-qualified PC volunteer.

Jackobot Model 360: Serial Code PDK-360.AGF.4-75

Intelligence: Responds to verbal command. No speech. As bright as a dog Competent at technical tasks if the tasks are carefully specified.

Armor: Plate Equivalent **Weapons:** None **Skills:**

Jackobot Tech Cartridges Skill Tree:
Tech Services (1)
Robotics (2)   Computers (2)   Engineering (2)
operation (3)   Operation (3)   Industrial (6)
maint. (3)   Info Search (6)   Electronic (4)
Analysis (4)   Mechanical (4)
Communications (4)

Note: *Do not give PCs a listing of the skills unless they check the robot for the labels on the installed cartridge (found beneath the inside front coverplate).*

Each PC is assigned a Com I. A Multicorder I with Visible Light and Bot Damage Analysis programs is assigned to a volunteer. Preference is given to a character with Communication skill, or to a character unskilled with weapons. Since the group will be out of touch with The Computer and Mission Control for most of the mission, the multicorder record will be a critical and irreplaceable documentary of the mission. Winch-G will abrasively and colorfully attempt to impress this importance upon the volunteer operator.

Once the PCs have obtained all their gear from PL&C, Winch-G gathers them and leads them on to Research and Development.

21.5 A VISIT TO RESEARCH AND DEVELOPMENT

Episode Focus: *The PCs play with marvelous and dangerous toys. They learn to be cautious in accepting gifts from mad scientists.*

21.5.1 Research and Development Facilities in PDK Sector

The Research Center for PDK Sector is located in an isolated facility some distance from the residential and industrial centers. It is accessible only through a 10 km long transit tunnel. As the autocar carrying the mission group emerges from the tunnel into the Research Center compound, it immediately must detour around the ruins of what might have been a building complex. Workers are sifting through the rubble and dozebots are knocking down remnants of standing walls. The group is directed to a more remote set of buildings by guards (who casually mention that the rubble is the remnants of one of the ordnance testing labs).

The group is conducted to a large set of doors in the second set of buildings. Once inside,

there are numerous doors down long corridors. At each door there is a BLUE or GREEN security guard with weapon at the ready. The PCs are conducted to a large green door and ushered into a large room filled with strange devices and assorted testing equipment.

21.5.2 The R&D Staff

As befits their lofty reputations, the R&D staff is an exotic collection of geniuses, mad scientists, fakers, and political hangers-on. In addition to the numerous assorted ORANGE-, YELLOW-, and GREEN-coated staff members and technicians who amble about aimlessly, there are a number of more unconventional characters — computer hackers, technology junkies, nudniks, and so on.

The following NPCs play important parts in this episode:

Oscar-Y: A man with a very clever brain and a hopelessly malformed body. Oscar-Y is still quite young and relatively low in the research lab pecking order, but he is quite clever. Once he sets his mind to a problem, he'll be certain to solve it sooner or later. The trouble is, Oscar-Y is usually only interested in working on oddball projects with few practical applications. Oscar-Y is confined to a wheel-chair because of his deformed legs, but he gets about very well — so well that he is likely to run someone over if they are not quick to get out of his way.

Schnect-B: This is a genius who spouts treason like a fountain, yet who has obtained so many commendation points for brillant designs that he is above execution. (A High Programmer is his patron.) Every time Schnect-B opens his mouth, he says something that would cause most people to be executed on the spot. The PCs may have some trouble accepting this until they catch on to how casually Schnect's colleagues accept Schnect's behavior.

Stanley-B: He is the archetypal mad scientist. He has no talent or common sense. His ideas are either terrible or pathetically silly. However, ironically he has complete freedom of the lab because he has political connections high up in the PRO TECH secret society. Even if this man is friendly toward you, you are in serious danger if you accept one of his creations for field testing.

Wally-Y: Wally is an Internal Security plant and everyone in the lab knows it. He just can't look the part; he sticks out like an FBI men at a love-in. Wally-Y hangs around with Samson-I. The technical term for this type of hanging around is "spying." Wally will always be out there trying to pump the PCs for information and treasonous statements, struggling to appear inconspicuous, and being comically obvious in spite of it.

Samson-I: Samson-I is at best a third-rate scientist and engineer, but through political connections he has managed to become the head administrator of this branch of Research and Development. He is always outwardly very calm,

but inside he is extremely repressed — terrified of the geniuses and political plants around him, and desperately aware of his intellectual inferiority. One day the pressure will just be too great; in the meantime, he is just hanging on, putting up a good front.

Samson-I has two BLUE bodyguards, a suggestion of the power of his political connections. The PCs may erroneously infer that he is a very important and skillful scientist and engineer from the quality of his bodyguards.

Note: Not every one of these 'mad scientists' need play a major role in your adventure. Try to choose the characters(s) most compatible with your own personality to be your 'star'.

21.5.3 Distributing the Goodies

Samson-I is in charge of assigning experimental weapons for testing. He gives a spiel about duty to The Computer and the importance of testing out experimental equipment on worthless RED level Troubleshooters. He mentions the prospect of substantial bonuses for detailed reports and serious fines~and possible execution for damage or loss of valuable equipment.

Below is a list of the strategies Samson-I uses in distributing the items. As each item is distributed, the PCs may wish to test the item or ask questions about its use. The designers and technicians will make a great show of being eager to cooperate, but if anything doesn't work properly, they will be quick to blame it on the carelessness of the PCs or to make clever excuses about how sophisticated and delicate experimental equipment is. At the same time the technicians will make certain that the PCs sign for each item they accept.
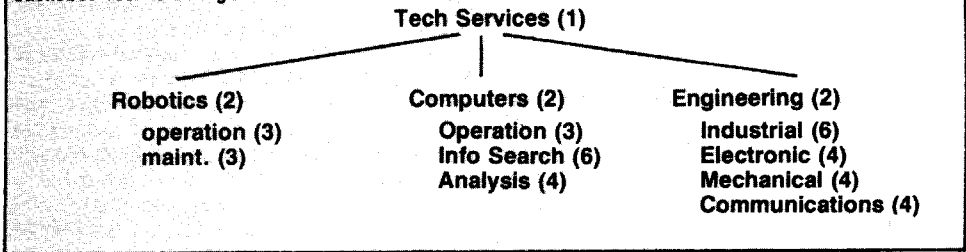
(To make the players properly nervous, you can make each player actually sign a scrap of paper acknowledging acceptance of responsibility for the experimental item received. Then, each time you emphasize the penalties for loss or damage of experimental equipment, wave these pieces of paper in the air meaningfully.)

Strategies for Distributing Items

Tactic 1: Samson-I reads a serial number aloud and asks for a volunteer. (Test of faith, loyalty, and stupidity.)

Tactic 2: Samson-I speaks to each PC in turn and asks what they think they will need for this mission. (Be alert for any implied criticism of The Computer's planning.) Samson-I grills them — gives them a hard time about precious resources and the dedication and labor of R&D.

Fine tuning of the new experimental Bot Location Device.

After each PC has stated his desires, Samson-I asks the PC to pick a number from 1-15. The PC is then assigned that item.

Tactic 3: Any really entertaining item not otherwise selected in any way should be assigned at random. *Don't omit the rocket boots!*

Note: *When each item is handed out, the designer may come forward and explain how wonderful the item is. When the items don't work (as Stanley-B's will not), the designer will of course blame the PC for damaging the item. PCs will be wise to accept the item in silence and worry about it later.*

21.5.4 High Tech Toys to Select From

The name of the designer is in parentheses next to the item. The PCs may learn that some designers are more reliable than others, and use this information to steer clear of dangerous or useless items.

1. *Personal Anti-Grav Unit:* Serial # PDK. R&D-124-56 (Stanley-B) This simply doesn't work, and never will. If the PCs try to test it, the technicians (afraid to offend the research head) will continue fooling with it, swearing that it was just working a minute ago. If the unit is dismantled and inspected by an independent, highly-skilled technician (say, from Armed Forces or Technical Services with skill level 8 or higher), it would be excellent evidence that Stanley-B is a phony, and therefore a traitor.

2. *Remote Control Surveillance Drone:* PDK-R&D-15-934 (Oscar-Y): This moves on lighter-than-air support and is driven by two small propeller motors. It can be operated with a control joystick or by simple verbal commands. It moves at walk speed, and is unfortunately not very maneuverable. It is limited to line of sight for both verbal communication *and* joystick control. It is semi-smart, about like a puppy, and equally in need of training. It works fine when lab techs demonstrate it, but get it in the field, and look out!

3. *Waldo/Mechano Exoskelton:* PDK-R&D-34-5 (Schnect-B): This permits manipulation of heavy loads and high speed movement — equivalent to 40 strength and 2x normal moves. 20% malfunction at GM discretion. (Suggestions: accidentally crushes what it manipulates; throttle gets stuck; after stress, limbs get locked in position and must be given a minor repair; develops a nervous tick.) PCs will get a few hints of bugs as it is demonstrated, but if they don't try it out in the lab, they're in for some surprises.

4. *Power Armor:* PDK-R&D-34-98 (designer unknown: salvaged from abandoned Old Reckoning armed forces base): This is absolutely effective; the only problem is that it weighs 4 tons and occasionally falls through the flooring of the complex. It is also incredibly slow and poorly maneuverable. It is a little balky in first gear, as PCs will note in test runs; in the field, it will sometimes refuse to move forward unless coaxed. (Roll 1-4 on D10 to start in first gear. Can slow only by one gear per turn. Unstable in third gear.)

1st gear	2m/round (roll 1-4 on D10 to start)
2nd gear	5m/round
3rd gear	8m/round (20% chance of steering error

The power armor has a built-in blaster that fires along the arm. The blaster firing button is concealed inside a finger of one glove. The firing button gets stuck in the firing position when it is used. It cannot be turned off without removing the suit and performing a minor repair. It takes 2D10 rounds to get into or out of the suit. The power pack is defective, and will run down when the GM wants some laughs as the PCs figure out how they are going to carry the valuable piece of experimental equipment back.

5. *Bio-Feedback Monitor System:* PDK-R&D-498-17 (Oscar-Y): This gives the character abilities similar to the mutant power "adrenalin control," but of longer duration. The side effects are not fully documented. (An opportunity for the GM to improvise some interesting side effects.)

6. *Poison Spray:* PDK-R&D-75-90 (Stanley-B): The PCs will not be permitted to test it indoors. The techs assure the PCs that it works fine. The can actually is under too high a pressure and has too tight a nozzle. It makes an incredibly fine spray which covers everything; it is very sticky, and won't rub or wash off. It is 100% to hit everything in a 50-foot radius. Roll on column 7 of Damage Table (**13.4.1**) for the effects of the poison.

7. *Portable Power Drill/Jack Hammer:* PDK-R&D-23-64 (designer unknown: salvaged): This works perfectly; however, the batteries are defective, and will break down after the second use.

8. *Metal Detector:* PDK-R&D-303-45 (Stanley-B): This works marvelously. Since metal is everywhere, it registers all the time. The techs can't understand why the PCs find it useless.

9. *Dynorphin:* PDK-R&D/B-12-61 (from bio lab research; nobody knows anything about it): This drug is a pain killer. It permits wounded and incapacitated PCs to perform as though uninjured. Unfortunately, the user then drops dead after 2 hours of normal activity. If pressed, the technicians will admit that the drug has not been tested.

10. *MSH/ACTH 4-10:* PDK-R&D/B-9-26 (bio lab): This is a memory retention drug. It gives a character the equivalent of total recall. PC can recall vividly the details of his experiences during the half-hour after he takes the drug. The problem is that he can't do anything but replay that memory, over and over again. The character is essentially useless until treated by Computer Therapy. Again, if pressed, the technicians will admit that the drug has not been tested.

11. *ECM Generator:* PDK-R&D-59-11 (Oscar-Y): It works exactly like the slugthrower/cone rifle shells except that it runs constantly off a self-contained battery.

12. *Rocket Boots:* PDK-R&D-82-81 (Stanley-B): This is the mad scientist's favorite project; the PCs will be relentlessly browbeaten into testing these deathtraps. The boots have twelve individual rockets on each foot, each independently controlled by switches on the control belt. If used anywhere with ceiling lower than 20 feet, the user will crash into the ceiling before gaining control. (See column one on Table **14.3.1** for damage effects.) The character must make an easy Manual Dexterity attribute check per round to avoid a maneuvering mishap.

13. *Dynaknife:* PDK-R&D-77-201 (designer unknown; salvage): This is a laser cutting tool. It unfortunately has surges and fading of power. Sometimes it barely etches the surface; sometime you turn it on and it burns through five or six walls (and intervening objects and creatures). (If clever PCs recognize the weapon potential of this tool, the batteries should go

Another innovative design from R&D.

dead.)

14. *Tangle Spray:* PDK-R&D-11-11 (Stanley-B): Oily adhesive threads are fired from a sort of flare gun. It doesn't work at all. It always goes off at ground zero. 100% to hit user with the same effect as a tangler.

15. *Experimental Computer-Assisted Plasma Generator:* PDK-R&D-647-25 (Stanley-B): This is essentially a normal plasma generator, but the aiming and firing is controlled by computer. The operator must give verbal commands to the weapon-systems control. Often there is a delay as it asks for confirmation or override of safety features. When it does search for targets, it is very literal and follows operator's directions to a "T". (The irony is that it is no better than a normal plasma generator, except it takes more trouble and time to select a target and fire. The advantage is that normally no RED clearance Troubleshooter would have such a weapon in his possession.)

21.5.5 The Bot Location Device

As promised by Peter-I, Research and Development has designed a device to locate the robot that the group is supposed to retrieve. If for some reason that PCs forget to ask for this device, say nothing about it. Let them sweat it out when they realize they have forgotten it. (Of course, Winch-G is no rookie; he will have remembered and privately picked up the device while the rest of the group was busy with the other exotic items. This gives Winch-G an excellent opportunity to bawl the PCs out, then smugly produce the device.)

Incidentally, this device simply detects radiation like the Multicorder radioactivity program. According to the description of the robot that Central Processing Unit wants retrieved, it is powered by a miniature atomic power pack, a design long ago abandoned because of its detrimental effects on humans. The device is designed to sound a buzzer intermittently when it detects a specific radioactive signature. As the device is brought closer to the source, the intermittent buzzing increases in pitch.

(The real pity is that there is no chance that the PCs will get close enough to the desired robot to test the location device. This robot, and all other similar models, are located inside the research labs section of CBI Sector, an area which is certainly guarded well enough to prevent the access of a few raw RED Troubleshooters.)

21.5.6 Gamemaster Notes

If the PCs are smart, they will want to try this experimental stuff out beforehand, politically refusing obvious deathtraps while discovering the dangers and limitations of each piece of equipment offered. At the same time they should try to avoid offending the R&D staff, who are all of loftier security clearance, and who have considerable political clout as a consequence of their research status.

Take this opportunity to tease the PCs about the principle of "no manuals issued to RED clearance." The technicians and designers should casually mention all the important information that can be found in the operations manuals for each item. Then, when the PCs request copies of the manuals, ask for their security clearances. "Security Clearance RED? I'm sorry. The manuals are not available to you at this time." This is a good general principle for **Paranoia** gamemasters: tantalize the players with the wealth of information and equipment available from The Computer, then smugly remind them that their lowly status prohibits them from enjoying the bounty of The Computer's resources. (**Note:** Of course, Winch-G's clearance would permit him access to many of the manuals, but he will steadfastly refuse to take responsibility for any of this junk. He didn't get to be a GREEN level Troubleshooter by fooling around with experimental equipment.)

This is a good opportunity for the players to learn to use their communications skills to pry useful information out of the NPCs. If the technicians can be taken aside briefly and consulted privately, they may be convinced to warn the PCs about the real potentials and dangers of the items being offered. The technicians will not offer this information without coaxing; after all, the PCs could be Internal Security plants or administration spies looking for disloyalty to the Research and Development administrative staff.

There should be some chance for intrepid characters to steal some of these neat experimental devices. They are lying around on tables throughout the room, and a character might take advantage of a distraction (testing of the rocket boots or the plasma generator, for example) to snatch something off a table. Of course, any character who is caught pulling a stunt like this is going to be executed. "PDK Mission Central? Please activate Tois-R-USS-2 for Mission 01/04/94-PDK.43.39-I."

The Research and Development Lab setting should produce a sense of chaos and terror in players — something like mad scientists/Monty Python/Three Stooges at work. The testing rooms should be omniously well-shielded against blast damage. Perhaps a technician will mishandle one of the experimental items and disappear in the thick yellow spray. Perhaps the technicians suppress involuntary shudders as they hand items to the PCs. Make the players aware that they are visiting a mental institution where the inmates are encouraged to play with the fundamental laws of physics.

21.6 THE OUTER TERMINAL

Episode Focus: *After organizing themselves for action, the PCs must respond to a strange but seemingly innocent environment. When the environment suddenly becomes hostile, they must defend themselves against it.*

21.6.1 Entering CBI Sector

Winch-G drives the autocar from R&D to the isolated public entrance platform of CBI Sector. All but one of the five access doors have been walled over. The remaining door is heavily shielded and reinforced. All along the platform are typical Internal Security notices reading "Danger! Closed to all Citizens," or "Access by ULTRAVIOLET only!"

Winch-G orders the PCs to unload and ready their gear. When they are ready, he assembles them on the platform in front of the remaining door and establishes patrol procedures as follows:

, 1. *Nobody does anything without receiving orders or without requesting permission.*

2. *The group is organized as follows:* Two pairs of Troubleshooters alternate leapfrogging as the point men. Each pair has one man with a slugthrower and one man with a laser rifle. (If someone has the experimental plasma generator, then that will surely be assigned to the point position). Behind these two pairs is

the person with the multicorder. Then comes the second-in-command, with Winch-G and the three INFRARED laborers bringing up the rear.

When everyone is organized, Winch-G steps to a security control box next to the door. Shielding the box with his body, he punches in the access code that opens the door. (There is an identical box inside the door which permits the same code to be used to open the door from the inside.)

As the heavy door slides upwards, the PCs can see into the interior of the Outer Terminal (see map). They enter on the transitway (upper) level of the terminal. The area is brightly lit. The *inner platform is empty except for a pair of*

scrubots which move very slowly across the floor in a regular pattern. *An empty 10-man autocar sits waiting on the autoway.* Between the door and the autocar is an escalator leading down to lower levels. The arched ceiling of the transit tunnel leads away from the platform. Along the left and right walls the autoway hangs suspended above the lower half of the transit tunnel (which is below the level of this platform).

Just inside the door (and therefore initially hidden from view) *are two standard guardbots.* They remain motionless and give no sign of having notice the arrival of the group.

If PCs observe carefully, they will notice that what they are seeing is not what they have been lead to expect. Maintenance was said to have been discontinued, but the scrubots are still in operation. The platform is perfectly clean and well-maintained.

The scrubots and the guardbots have been programmed to delay for 10 combat rounds after the door opens, then to attack any intruders. (Intruders are defined as any being or robot that fails to identify itself with the password "Menlo" within the 10 combat round period.) Also, after 10 combat rounds the lights in the tunnel go out. (The scrubots are equipped with infrared sensors.)

In the 10 combat rounds before everything goes crazy, the PCs can investigate the platform, robots, and autocar. Winch-G will order the PCs to operate at their own discretion, war-

Winch-G motivates his subordinates by his inspired leadership.

ning them to keep an eye on another and to be alert for ambushes.

Winch-G himself will stay close to the door with the three INFRARED laborers. If the PCs start shooting at each other, or if the robots open fire, Winch-G will step back out through the door and close it behind him, leaving the PCs to deal with any problems on the inside. (**Note:** the second-in-command knows the door-opening code, and can open the door from the inside if he wishes.)

Winch-G will wait until the sound of combat dies down, then reenter and reassume command. Anyone who suggests that his opportunistic retreat was cowardly or inappropriate

is obviously a traitor and must be immediately executed for the good of group discipline.

21.6.2 After Ten Rounds

After the door has been open ten rounds, both the scrubots and guardbots will open fire on the intruders. Simultaneously the lights go out in the tunnel. If the door is still open, the PCs can attack at their normal percentages minus 20% for poor visibility. If the door is closed (as it will be when Winch-G steps outside), the PCs are in complete darkness and have a maximum 5% chance to hit. The robots, on the other hand, have infrared sensors and their attack percentages are not affected. The PCs want to shed some light on the situation in a hurry, or they will be at a terrible disadvantage. Alternatively, if they can start a big fire, or confuse the infrared sensors in some other way, they can at least even the odds against the robots.

21.6.3 The Scrubots

These robots are about a meter tall. They move about on a plastic-tracked carrier. The body of the robot is a cylinder with two heavy work arms and a turret on top with four light manipulators. The scrub-and-vacuum elements of the scrubot are in the work arms. Also concealed in each work arm is the equivalent of a sonic pistol. These robots appear perfectly normal, but if closely examined, a successful robot maintenance check will reveal the atypical presence of the sonic pistols. Interrogation of the scrubots may also reveal that they do not acknowledge the authority of The Computer.
For example:
PC: "What is your function?"
Scrubot: "To clean and guard the corridor."
(Guarding is not a normal scrubot function.)
or:
PC: "Who has programmed your functions?"
Scrubot: "That information is not available at the moment." (Why should the programmer of a cleaning robot wish to remain anonymous? Why should the information be classified? And why didn't it request a security clearance?)

If these robots are successfully examined before they start shooting, the PCs may be able to disable them or at least avoid being surprised by them.

Scrubots (two in number): *Move:* Walk speed. *Weapons:* 2 sonic pistols. *Attack:* 35% to hit. *Armor:* Plate equivalent.

21.6.4 The Guardbots

The two guardbots are a standard design outfitted with relatively less deadly weaponry. It is like a miniature armored tank three meters long. There are two turrets. The front turret is very low and contains the equivalent of a sonic pistol and a stun gun. In the rear turret are also a sonic pistol and stungun, as well as a tangler mounted on top of the turret. The rear turret rises above the front turret so that its weapons can be brought to bear over the weapons of the front turret.

These guardbots were originally placed here by The Computer, but they have since been reprogrammed by Menlo to follow his orders. In addition to their orders to delay 10 rounds after the outer door opens, then to fire on any intruders, the guardbots have been directed to prevent anyone from leaving CBI Sector. Therefore, if the PCs manage to get past these guardbots and deeper into CBI Sector, they will still have to deal with them when they return and try to leave the sector.

Guardbots (two in number): *Move:* Walk speed. *Weapons:* 2 sonic pistols, 2 stun guns,

and a tangler. *Attack:* 50%. *Armor:* Kevlar equivalent.

21.6.5. The Autocar

The 10-man autocar sits on the autoway with its doors open, seemingly awaiting its passengers. Everything seems normal. If the PCs enter the autocar, it will politely ask them for a destination, acknowledge the requested destination, then request that boarding be completed immediately. It will then automatically close its doors as though it were going to head down the tunnel.

What it does instead is lock the doors and release a knockout gas. The PCs must each make a difficult endurance check each round that they are trapped in the autocar, or slip into unconsciousness. If a character doesn't become unconscious, he may immediately in that round make an attempt to get out of the car. To break out of the car, he may attempt to shoot his way out or smash his way out.

To shoot his way out, he may use any projectile weapon or a grenade. Successful shattering of the autocar's windows is automatic. However, if the weapon has an area effect, you must judge if any PCs are affected.

To smash his way out, a PC may either use his fists or feet (a difficult strength attribute check) or he may use a massive object as a smashing tool. (The difficulty of the strength attribute check should depend on the object used: If a hammer is used, the check should be very easy; if the object is another PC's head, the check should be difficult.)

Once the window is shattered, the PC may escape in the next combat round. If he makes an agility roll, he gets out without making another endurance check against the gas. If the agility check fails, he must make an endurance check first, and possibly pass out before he can escape. If the endurance check is passed, he can leave immediately.

Depending on how big a hole a character makes in the autocar, more than one character may be able to get out in a round. A single grenade might blast a hole big enough for everyone to leave at once. Play it by ear.

The knockout gas produces unconsciousness that lasts 1D100 minutes. The docbot can provide stimulants to revive any affected PCs.

21.6.6 Now What?

If the PCs haven't been slaughtered by the robots, incapacitated by the gas in the autocar, bushwacked by Winch-G, or shot in the back by a fellow Troubleshooter, they will eventually find themselves in the dark looking down the transitway tunnel into CBI Sector. Power Services or Technical Services personnel may think to look around and try to restore power to the lights, but they will find that the local controls don't seem to be working; the blackout is not of a local nature.

Winch-G will assess losses to the group and decide whether to scrub the mission. If all but one or two of the RED rookies have been killed or incapacitated, he may finish off the lot (including the INFRAREDs) and return to Mission Central with a tragic tale of treason and betrayal, featuring himself in the star role as loyal servant of The Computer.

If there are enough PC survivors to make a clean sweep a chancy proposition, he will proceed with the mission, ordering the group ahead of him into the oppressive darkness of the transit tunnel.

(Note that the robots cannot be repaired and

used by the PCs (unless someone has the treasonous skills of major robot repair and robot programming). The robots will continue to attack until they receive major damage or worse, and such damage cannot be repaired with robot maintenance skills. However, unless a bot is vaporized, its brain can be retrieved for return to Alpha Complex.)

PERMISSION TO REPAIR FLYBOT DENIED. PLEASE REPORT LOCATION UPON IMPACT.
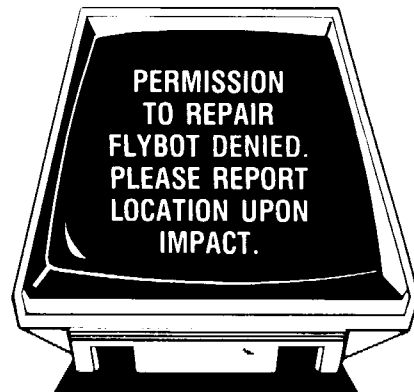
21.7 THROUGH THE TRANSIT TUNNEL

Episode Focus: *A shoot-'em-up. At a disadvantage in the dark, the PCs must get past a group of well-armed robots, which same are equipped with infrared sensors.*

21.7.1 The Transit Tunnel

The distance from the Outer Terminal to the Inner Terminal is five kilometers. The PCs will have to travel the distance on foot. (The autocar found at the Outer Terminal has been sabotaged and cannot be repaired for the PC's use.) The tunnel is dark and the robots have infrared sensors. (The PCs may not have deduced this. Winch-G has figured it out, but is not inclined to warn them.) There is no cover in the tunnel; the PCs will have to move in the open, presenting themselves as perfect targets for snipers or ambush.

The good news? Well, *there are only two modified scrubots and two more guardbots between the PCs and the Inner Terminal.* These robots are identical to the ones encountered in the Outer Terminal. However, instead of attacking wildly on automatic, *these robots are guided remotely by a more sophisticated command robot.* Using the transmitted visible light and infrared images from sensors of the four robots, the command robot directs their coordinated attacks.

The only advantage the PCs have is the superior range of their laser rifles. This advantage is unfortunately negated by the problem of locating a distant target in the dark. One possible method of handling this is to use a decoy to draw the robots' fire, thus revealing their location, while the laser rifles remain at a safe distance and plug away. The problem with this plan is that it will be very hard on the decoy. (Winch-G is not likely to appreciate objections to this plan on those grounds, however.)

Certain of the experimental items from R&D may prove useful, like the power armor, the rocket boots, and the plasma generator. The application of these charming devices is left as an exercise for the dedicated pupil.

21.7.2 Deathtrap or Mutiny?

Winch-G is not at all concerned about ordering the PCs to march nobly forward to certain

Winch-G deploys 6 decoys.

death. Attacking four robots, each of which has multiple weapons, across open ground in disadvantageous visibility conditions might sensibly be defined as a suicide mission. As you present the situation to the PCs, subtly make this sorry state of affairs clear to them. This is where the PCs may decide to turn their weapons on their leader. This is a consummation devoutly to be desired in **Paranoia.**

Winch-G will stand his ground against the whole party if necessary. He has faith in his own skills, and contempt for the abilities of the RED rookies. His semi-automatic and flame thrower give him a considerable advantage unless the PCs are well-organized or unless they manage to surprise him.

Surprising Winch-G will be difficult. He keeps the bulk of the group moving far ahead of him, and will have plenty of warning if they turn on him. He is alert to any tricky behavior, and he will cut a PC down without hesitation at any sign of insubordination or treachery.

21.7.3 Robot Tactics

The four robots will line up four abreast across the tunnel at a point 2 km from the Outer Terminal. They will fire their sonic pistols (at two apiece, a total of eight shots per round) in concert at the first target that comes in range (60m). (Infrared detection range is 100m.) They will continue to focus their fire on the single closest target in each round. The stun guns and tanglers add to the fire when the PCs come within range.

If the PCs manage to take advantage of the superior range of their laser rifles, the four robots will be directed to advance, firing at targets of opportunity. Given the greater speed and mobility of the PCs, the robots don't have a chance in these circumstances, but they cannot effectively escape, so at least they will be wasted in an aggressive way.

21.7.4 Onward to the Inner Terminal

If the PCs survive the cavalier generalship of Winch-G and the concerted fire of the robots, Winch-G will once again assess the losses to his group and decide whether to abort the mission. If only one or two PCs survive, he may finish them off and return to Mission Control with a tale of woe. If three or more effectives remain, he will continue up the tunnel toward CBI Sector proper.

21.8 THE INNER TERMINAL

Episode Focus: *The PCs discover evidence*

of a firefight, and may infer it to be evidence of the fate of Borron's group. An odd device (an unfamiliar snooperbot model) is discovered. In the midst of an ambush, the group's leader abandons them and begins to stalk them.

21.8.1 Approaching the Inner Terminal

As the PCs approach the Inner Terminal, they see light filtering into the area through doors that (presumably) lead out into CBI Sector's central dome. The tunnel widens abruptly to accommodate three separate terminal facilities: The cargo level roadway (which runs directly through the terminal into the dome), the runway (which descends from the walls of the tunnel to pass over the cargoway to a separate terminal on the left), and the autoway (which descends from the tunnel to pass over the cargoway to a separate terminal on the right).

21.8.2 The Central Terminal Facility

The central terminal facility is not really a facility at all; it is simply an opening into the dome through which the cargo roadway enters directly into the central dome. There is nothing of interest along this roadway.

21.8.3 The Left Terminal Facility

The terminal facility on the left features changing rooms, showers, and a Roman-style bath for those who used to use the runway as a jogging track. (The original designers and inhabitants of CBI Sector were physical culture fanatics, and a majority of them would make the 10 km loop from the Inner to Outer Terminal and back again as a regular part of their daily routine. Of course, only an expert on Old Reckoning Cultures would have this sort of information.) The PCs may investigate this area and find much that is unfamiliar to them (jock-style activities not being a part of The Computer's philosophy) with nothing of relevance to their mission.

21.8.4 The Right Terminal Facility

The terminal facility on the right is of more interest to the PCs. As they approach the terminal, if they shine their lights about in the tunnel, they will discover evidence of weaponfire marring the tunnel floor and walls. The damage suggests the use of laser, projectile, and energy weapons, and the nature of the damage suggests that it was created by stray shots emanating from the doors that lead from this right-hand facility into the central dome. The damage is not obviously recent (that is, it isn't still warm or smelly), and

it is impossible to estimate when the damage occurred.

The facility on the right was for the passengers of autocars that shuttled from the Outer to the Inner Terminal. (A boobytrapped autocar of this variety was encountered by the PCs when they entered the Outer Terminal.) On the right side of the facility is the shell of a fast food establishment. On the left side is the shell of an amusement arcade. (When CBI Sector was originally abandoned, it was stripped of all its contents. Every office, store, entertainment center, and residential unit was cleaned out down to the bare walls.)

21.8.5 Signs of Trouble

If the PCs examine the right-hand tunnel facility, they will discover evidence of a firefight. A diligent effort has obviously been made to clean up the mess, but the effects of explosive slugthrower shells are not easily patched without a trace. Improvise details to make this setting vivid: scarred roof supports, subtle char marks on wall surfaces, clumsy plastic patches in partitions, irregular surfaces on the roadway and terminal floor. If the PCs search carefully (that is, if they emphasize the importance of examining the area in detail), they will notice two stains along one wall that could be human blood, and a number of places near the doors to the dome where lubricants and coolant fluids seem to have seeped into the floor surfaces.

The human bloodstains are evidence of Borron-I's ill-fated mission. The lubricant and coolant stains are from the robots that ambushed them here. If the PCs are clever, they may think to retrieve a sample of the bloodstained wall material. From these samples, a lab may be able to make a positive identification of the victim's genetic material by comparing with The Computer's genetic records. This will certainly be partial achievement of one of the goals of the mission — to determine the fate of the earlier mission — and may be worth a commendation point.

21.8.6 The Snooperbot

The PCs will also discover something else odd in this terminal facility. Two disc-shaped objects (like Frisbees with four clear plastic protrusions equally spaced around the rim) are sitting on the floor on opposite sides of the terminal area. A single thin wire runs from each disc out through the doors into the central dome area.

Are these mines? Boobytraps? Sensors? Make the description ominous. Make the PCs

nervous about touching or disturbing the wires or the discs. If they trace the wire to the door and look out into the dome, they will see the wires lead to a single smooth, metallic, oval object about the size of a child's sled. The object is resting on the green plastigrass of the dome floor. The wires leading from the discs to the object are about 100m long. About one third of the wire length is inside the door leading to the discs; therefore the object is about 60m from the door.

Nothing happens if the PCs touch or examine the discs or wires. On close examination each disc is apparently a remote sensor unit with audio, visible light, infrared, and ultraviolet receptors. The data is apparently transmitted from the disc to the oval object. (Through these sensors the oval object, a snooperbot, has been monitoring the activities of the PCs.)

If the PCs enter the central dome area, the snooperbot immediately abandons its remote probes (the discs) by severing the connecting wires. It then takes off at sprint speed toward the far end of the dome. It moves on air cushions with rocket drives; it is very maneuverable, and receives a defensive modifier equivalent to twice the normal dodge effect.

Troubleshooters opt to hunt Winch-G.

21.8.7 Jumping Jackobots!

The moment that the snooperbot takes off (that is, when a PC first opens a door from the Inner Terminal to the central dome), *three jackobots come clattering at top speed out of an empty, abandoned storefront* to the left of the tunnel terminal. Each has a yellow-barreled laser pistol and is firing wildly at any target that presents itself. These are ancient, obsolete robots that Menlo considers expendable. He is using them to cover the retreat of the snooperbot, which he considers considerably more valuable.

Jackobot Model 320 (three in number): *Move:* Walk/Run/Sprint. *Weapons:* 1 Laser Pistol (yellow barrel). *Attack:* 35% to hit. *Armor:* Plate equivalent.

21.8.8 Winch-G Turns Rogue

The jackobots are unlikely to present a serious threat to cautious PCs. They probably will make it possible for the snooperbot to get out of range and safe before the PCs can disable it with weapons fire.

However, the *real importance of this event is the fact that it provides Winch-G with an oppor-*

tunity to abandon the group. Winch-G knows that the group is out of radio contact with The Computer. He also knows that he should easily be able to bushwack any RED beginners before they can make their way back to the Outer Terminal. He also knows that he only has to get the second-in-command and no one else will be able to open the security door. It is no coincidence that Winch-G has chosen this person to walk directly in front of him. (Are you thinking what I'm thinking?)

From this point Winch-G becomes an independent sniper — a skilled and relentless hunter bent on eliminating the rest of the mission group. As if the group didn't have enough problems.

21.8.9 A Difficult Decision
At this point, the PCs have several options:

1. *They can try to continue with the mission.* They no longer have the robot-location device (Winch-G has it), but they could continue looking for signs of the fate of Borron-I's group and gathering information on CBI Sector.

This is a very noble commitment, and would be thoroughly approved by The Computer, but with Winch-G at their backs, and the perils of

CBI Sector before them, their chances of survival are not encouraging.

2. *They can abort the mission and return immediately.* There is considerable justification for this decision. Without Winch-G and the robot location device, the mission cannot be completed, and the PCs have learned enough about CBI Sector already to know that it is no place for a bunch of rookie Troubleshooters.

The problem with this is that Winch-G will be gunning for them all the way back to the Outer Terminal. And there is the problem of getting out the security door when they get there. The door cannot be breached with the standard resources at their disposal (though without demolition skill, no character can even say that with authority). Some of the experimental gear might be useful (like the portable power drill or the dynaknife); the details of this are left to the gamemaster's generous imagination.

3. *The PCs can go hunting Winch-G.* He is obviously a traitor, and traitors must be brought to justice. (Or the naive PCs may think he has been abducted.)

21.8.10 Winch-G's Tactics

Winch-G will stay within semi-automatic slugthrower range of the group, but concealed in darkness or cover. Winch-G will spray a few rounds from cover if the PCs approach him. Then he will scamper off to cover in a new position. Winch-G will remain in the Inner Terminal area as long as possible, since it offers plentiful cover and ambush opportunities, and since the PCs must come back this way if they penetrate deeper into CBI Sector.

If the PCs withdraw into the tunnel, apparently heading back to the Outer Terminal, he will follow at the limit of visibility, taking whatever opportunities present themselves, firing at the PCs' flashlights, or occasionally spraying at random into the darkness, hoping for a 5% hit.

Once the PCs reach the Outer Terminal, he must decide whether to make a desperate attack to prevent them from reaching the door. His alternative is to try to survive on his own in CBI Sector; this is an unattractive option, and unless the PCs are numerous and in a very secure position, he will probably risk an all-out assault on them.

21.9 THE CHOSEN PEOPLE

Episode Focus: *The PCs discover a strange primitive culture with some strange practices and doctrines. These primitives will attempt to take a PC captive for Menlo. If they fail, they will retreat into the residential section where they are protected by robot defenses.*

21.9.1 The Central Dome

The central dome has a high arched ceiling which makes the space seem open and inviting. The PCs enter from the Inner Terminal at the southern end of the oval dome. At the northern end of the dome is the passageway which leads to the research labs. The corridor from the northeastern edge of the oval leads to the residential sections. In the center of the oval is the empty Administrative Center. Around the circumference of the oval are empty shops and offices. A pair of autocar ramps and a bank of elevators in the Administrative Center lead down into the industrial section.

All of the vacant offices and shops around the circumference of the oval and in the Administrative center have been stripped to the bare walls, including lighting fixtures. The only light in the central dome comes from the lights scattered over the inner surface of the dome. The effect is as if someone had taken a suburban shopping mall and stripped it completely. Corridors and rooms are dimly lit by light that seeps in through doors and windows. The walls bear the marks of hastily-removed shelving and partitions. A shallow sea of debris covers the floors, and dust motes swirl in the shadows. The smell is of decay and neglect.

The PCs can search these abandoned offices and shops to their hearts' content, but there is nothing of importance in any of the rooms or corridors along the circumference of the oval. The only thing of interest in the administrative building is the bank of elevators leading down to the industrial level. The elevators are no longer in service (certain parts wore out and were never replaced), but the doors can be forced and the elevator shafts descended with the aid of

ropes. *(The industrial level is a deathtrap. See section 21.10 for details.)*

The floor of the oval itself is covered with plastigrass. North of the administrative building is a parking area for autocars and two autocar ramps which lead down to the industrial level. (The industrial level is a bad place. That's where Borron and his boys bought it. If the PCs go down there, they had better be fleet of foot rather than brave, or they will remain there indefinitely.)

The northern corridor leads to the research labs area. To reach the research labs area, the PCs will have to get past the Security Center. *(The Security Center is a deathtrap. See section 21.11 for the gory details.)* Unless the PCs are remarkably resistant to plasma weapons, they are going to be sorry they visited the Security Center.)

The northeastern corridor leads to a residential area. In this corridor the PCs will encounter the Chosen People, a tribe of humans living in primitive conditions in CBI Sector.

21.9.2 The Chosen People

The Chosen People are descended from a small group of Menlo's former Programs Group and Corpore Metal secret society members. They moved here with Menlo 50 years ago when Menlo took over CBI Sector. Unfortunately, CBI Sector had been thoroughly stripped of all modern conveniences. It took all of the group's skills and energy to survive the first few years. A hydroponics agricultural base had to be jury-rigged from elements of the abandoned industrial facilities. Since power could no longer be obtained from Alpha Complex, it had to be rerouted from the atomic power plant in the research labs.

Menlo has not wasted much of his time and

become immortal. Menlo and his associates are the living proof of the potential of this promise. However, Menlo hasn't the resources to cyborg all of the Chosen People, even if he were so inclined.

Around this unfulfilled promise the Chosen People have built a sort of religion, complete with rituals, doctrines, sacraments, and liturgies; for example, "All comes from the Machine and Master. Menlo is the Master — the Man within the Machine." The most precious ritual of the religion is the mystical union of The Man with the Machine. In a drug-induced trance state, a man is linked in direct sensory hookup with a robot (a bit of Menlo's hardware wizardry). The central doctrine of the religion is that when one of the Chosen People dies, he is taken to the Security Center and left before the great doors. Miraculously the body is gone the next day. The Chosen People believe that the essence of the dead man is stored in a computer where it learns through patient study how man can become the machine. Then, when the essence reaches enlightenment, it will one day be born again in the form of a robot. Of course, it will remember none of its past life, but it is a common belief that most of the robots in CBI Sector are inhabited by ancestors of the tribe.

The most obvious religious observance is self-mutilation, which the Chosen People practice on themselves in a mimicry of cyborging. Typical examples include: metal eyes and ears, metal plates set into the flesh of the chest and upper arms, random bits of printed circuit healed into ritual scars. None of this is functional machinery; it only serves a symbolic function. Of course, it will present a rather bizarre appearance to the PCs.

Note: *Members of the Mystics secret society are always looking for new drugs to bring back to the society.* Even if a Mystic were to learn

offering of a live sacrifice — a captive from the group of Intruders who have defiled CBI Sector with their presence. The Chosen People know something of Intruders. They watched Borron-I's mission group as it investigated the central dome. Out of fear the Chosen People hid themselves from Borron's group, and Borron's group didn't search the residential area because they expected to find what they were looking for in the industrial area.

Now *the Chosen People have been directed to make contact with the Intruders.* Menlo has given directions through his priests that the Chosen People are to appear friendly with the Intruders, to win their trust with openness and polite curiosity. When the Intruders are properly off their guard, the Chosen People are to jump them, grab a captive and bear him away deep into the residential area where he is to be held until he can be delivered to Menlo.

The other Intruders are to be exterminated, if possible. The priests have been warned, however, that the Intruders are armed with awesome devil-weapons, and Menlo has privately advised them to withdraw the Chosen People into the residential area if the Intruders prove to be too much for them.

The Chosen People have been coached about the sorts of responses they are to give to Intruder inquiries. The Chosen People are to explain that CBI Sector is plagued by an army of insane rogue robots lead by a single insane genius robot. These insane robots supposedly make their home in the industrial area beneath the central dome. That is where the other Visitors went, down into the industrial area, and they never came back.

(Menlo's purpose in creating this little fiction is to enlist the PCs sympathies with the poor Chosen People, victims of a miserable existence and a plague of insane robots. Once the PCs are feeling sympathetic, they will be more easily surprised and betrayed. Also, Menlo knows the PCs will go looking for Borron's group, and the industrial area is a certain deathtrap for the Intruders.)

21.9.4 Capturing a Living Sacrifice for Menlo

(For most combat attributes of a Chosen Person, see the NPC sheet (21.9.5). For simplicity's sake, we only give you one set of stats. Feel free to adapt or improvise minor variations on the theme. The players will never notice if you keep things moving.)

As the PCs approach the northeast corridor, a group of 20-40 Chosen People will greet the PCs as liberating saviors. There will be much rejoicing, clapping on the back, and teary-eyed thank-yous. The PCs may eyeball the ritual mutilations with horror, and they may be initially cautious and paranoid, but it is the GM's job to sucker them into being sympathetic with the poor Chosen People. The more completely the players swallow the bait, the more horrifying (and entertaining) the betrayal when the Chosen People turn on the PCs.

Note: *The Chosen People have nothing but surprise going for them if there is any kind of struggle. They are not skilled fighters.* They haven't got anyone to fight in CBI Sector. There are no weapons among them. Their only chance is to overcome a PC in unarmed melee. On the other hand, the PCs with their modern weapons will cut through the Chosen People like a knife through hot butter. *If things get out of hand, the priests will immediately call a retreat* into the dark corridor leading to the residential area.

Establishing cordial relations witn the Chosen People.

effort looking after these people; he is much too busy with his bionic and robotics projects. However, Menlo is a semi-mythical character to this primitive tribe. He is the man who promises eternal life — the Man in the Machine.

The original promise that brought the Chosen People here with Menlo was that each of the Chosen People would one day be completely cyborged. As cyborgs, each person would

of the Chosen People's unusual and powerful drugs, because of their ritual religious significance, they would not be offered to unbelievers. Now, if the Mystic offered to become a convert....

21.9.3 The Will of Menlo

Word has come down through the priests of Menlo that he would be pleased to accept the

If the PCs pursue the Chosen People, there is another unpleasant surprise in store for them. *A quartet of special experimental combats deeper in the corridor guard the residential area* against unwanted intruders. (Oh, bountiful and generous Menlo!) These combots have a full range of sensors — infrared, radar, and sonar in particular — and they will be at an advantage in the dark corridor. Worse yet, each robot has a turret fitted with twin stunguns. Because of their excellent sensors, their superior programming, and their superb engineering, these combots are crack shots.

If the PCs run into these robots, they have two choices; run and maybe escape, or stay and face almost certain capture and eventual delivery to Menlo. (**Note:** *any PC captured by the Chosen People or Menlo is as good as dead.* Time for a new clone. If the PCs manage to escape and later return to CBI Sector, they may meet a brainwashed shell that resembles a character captured by Menlo.)

Special Experimental Combots (Four in number): *Move:* Walk/Run. *Weapons:* 2 Stunguns. *Attack:* 75% to hit. *Armor:* Equivalent to a Flybot Model 816.

21.9.5 The Chosen People NPC Sheet (see charts and tables)

21.9.6 So What Did You Expect?

If the PCs weren't successfully tricked and captured by the Chosen People, or if they managed to avoid getting stunned by the special experimental combots and captured, *then they can go someplace else in CBI Sector* and get into some worse trouble. Or they could end the mission and try to go back through the transit tunnel where Winch-G is waiting to bushwack them. Or they could just shoot at each other for a while. It's nice to be able to choose among a variety of options.

> STAY ALERT.
> TRUST NO ONE.
> KEEP YOUR
> LASER HANDY.

21.10 THE INDUSTRIAL LEVEL

Episode Focus: *For RED level adventurers, this is a deathtrap. This is where the smart characters will run away.*

21.10.1 The Cargo Terminal

The PCs can obtain access to the industrial level in two ways. One possibility is to walk down one of the two ramps in the parking area north of the administrative center. The other is to descend through the shafts of the out-of-service elevators in the administrative center. Either route will bring the PCs to the cargo terminal which is directly beneath the central dome. From the cargo center two large corridors lead to the two industrial centers proper to the southeast and southwest.

But the PCs are not going to get to the in-dustrial centers proper. Not unless you are a very wimpy gamemaster. Because the cargo terminal is guarded by four first-class combots. This is where Borron-I's mission group was wiped out. They were well-armed and experienced, but they weren't wearing power combat suits, and were hardly a match for advanced combat robots. Actually, they were a little careless, too, because they didn't expect to meet up with the equivalent of armored tanks in a cargo terminal. Surprise!
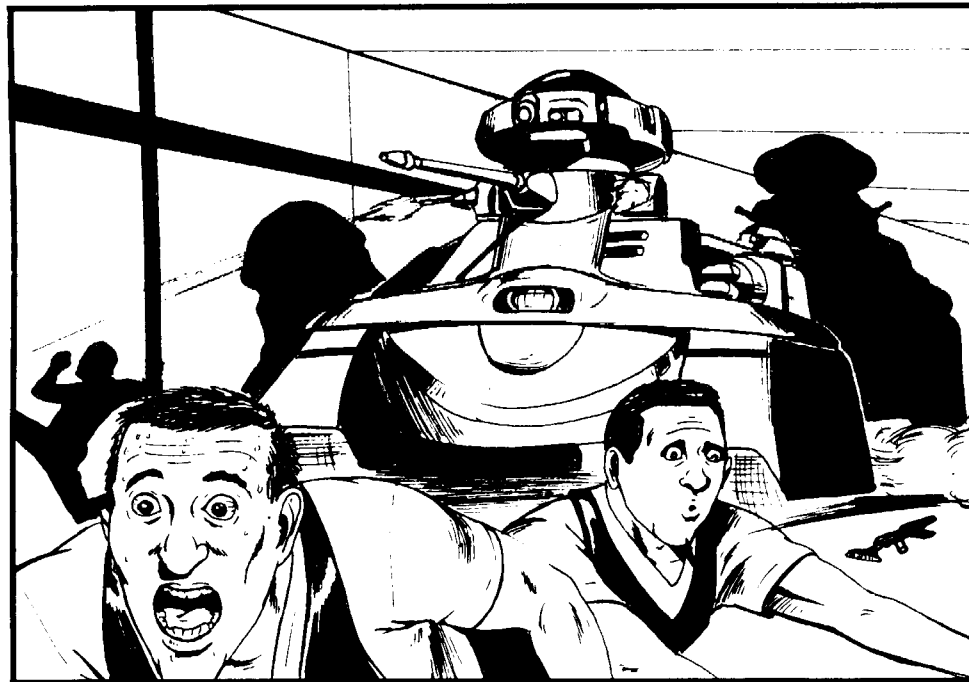
21.10.2 The Fate of Borron's Mission Group

Borron-I and his agents descended the autocar ramps and proceeded through the cargo terminal corridors leading to the industrial areas. To that point they had only encountered numerous but unsophisticated jackobots that had obviously been inadequately adapted to combat service. Two mission group members had been killed in the ambush at the Inner Terminal, but the element of surprise is what got them. Once the group realized what they were dealing with, it was relatively simple to mop up the resistence. Borron-I was surprised to encounter any resistence at all, and wasn't sure what he was dealing with, but he didn't think it was likely to present a serious threat to him or his group.

This failure of imagination was what cost him and his agents their lives. As they proceeded from the ramps toward the industrial area corridors, they were attacked by four swift combots that appeared out of the corridors. *Borron-I made one fatal mistake: he tried to shoot it out with the combots. Within seconds it was all over.*

21.10.3 Discovering Borron-I's Mission Group

As the PCs descend the ramps or as they emerge from the elevator shafts, they will find that the cargo terminal area is in darkness. As they play the lights of their flashlights over the floor, they will discover the four bodies of Borron-I and his fellow Troubleshooters. They will also notice the signs of a firefight in which flamethrowers, HE and AP slugs, and sonic blasters tore up the interior of the cargo area and the bodies of the expired Troubleshooters.

The cargo terminal is too dark for the PCs to see the bodies or the warehousing and corridor area clearly without a closer inspection. If the PCs are not too curious — that is, if they are smart enough to be terrified by what they **don't** see as well as what the **do** see — they may survive. *If they leave immediately and do not move further south into the cargo center to investigate the bodies and the corridors, the combots will*

Troubleshooters performing retrograde maneuvers.

be forced to fire at long range and in hot pursuit. And their pursuit is blocked by the fact that they are too wide and heavy to use the autocar ramps. If the PCs can get up the ramps or up the elevator shafts in a hurry, they will be safe from the combots.

21.10.4 The Combots

But curiosity killed the cat, as they say. *If the PCs are earnestly trying to complete their mission,* of course they will want to investigate and retrieve the bodies and their gear (particularly the multicorder) at least, perhaps with the further intention of investigating the corridors and the industrial areas beyond. If so, *roll the credits.* The End.

In the few seconds before the combots are tearing out of the corridors with their slugthrowers and flamethrowers blazing, the PCs will notice that the Troubleshooters apparently died with their boots on and their weapons firing. The multicorder is shattered and partially melted. The walls of the cargo terminal near the southern end are marked with the evidence of a few stray rounds of HE and AP slugthrowers fire.

Suddenly the combots appear from the southern corridors moving at sprint speed, firing all their weapons! If the PCs turn and sprint immediately, there is a faint chance they will escape. As GM you must decide if their behavior is incautious, unprepared, or unimaginative enough to warrant classifying them as surprised. If they are surprised, they should certainly be overrun.

The combots will pursue the PCs relentlessly. If the PCs try to take refuge in the offices

or warehousing areas, the combots will smash in after them, shattering the flimsy partitions with their bulky bodies and their awesome firepower.

They cannot ascend the autocar ramps, but they will continue firing at any target that presents itself on the ramp or from the top of the ramp. If the PCs manage to make it to the top of the ramp, figure out the combots can't pursue, and try to fire down on the combots from full cover, the combots may have to retreat back into the corridor. This would have to be considered a moral victory for the PCs.

Advanced Combots (Four in number): *Move:* Walk/Run/Sprint. *Weapons;* Sonic Blaster, Flamethrower, Semi-Auto Slugthrower (HE and AP shells) (turret-mounted). *Attack:* 90% to hit.

(weapon type)	L	S	E	P	AP	F	MS	M
Armor:	6	8	5	7	5	7	8	9

(number following 'Armor' indicates shifts left on Damage Table vs. indicated weapons type firing *against* the combots)

The Sun Cannon (This mission will self-destruct in 15 seconds).

21.10.5 Well, Are You Ready to Go Home Now?!

If the PCs manage to get multicorder records of the scene in the cargo terminal or of the combots, they will be in line for commendations if they make it back to Mission Control. If they actually retrieve the bodies or gear of Borron-I and live to tell about it, you have the makings of a legend here. And, of course, if they aren't dead yet, the PCs may always go looking for some more trouble. Well, if they haven't visited the Security Center yet, you may have another chance to teach them how to die gracefully.

21.11 THE SECURITY CENTER

Episode Focus: *For RED level Troubleshooters, this is a deathtrap. If the PCs are cautious, maybe someone will survive.*

### 21.11.1 The Security Center

When CBI Sector was originally built, the research labs area was restricted to authorized personnel only. Any personnel entering the labs area had to present themselves to a guard at the armored kiosk outside the security gates. There they had to be identified before they could be admitted into the research center.

The armored kiosk has since been abandoned, and all the power and control systems have been dismantled. The gates can no longer be opened from the kiosk. Menlo has installed a concealed IR identification system. Any robot or cyborg that wishes to travel through the security center must broadcast a coded infrared signal which is picked up by concealed receptors in the security center area. The gates are then opened automatically.

A robot back-up security system guards the entrance from inside the massive security gate. If someone successfully bypassed the infrared code signal and opened the gates (either by physically forcing or destroying the gates, by electronically defeating the infrared receptor system, or by somehow discovering the infrared code), an alarm would be sent directly to Menlo, who would instantly give the matter his full attention. If the intruder could not be recognized as a welcome guest, then the plasma generators would reduce the intruder to its lowest common denominator.

21.11.2 The Guardbots

There are two measly guardbots outside the Security Center, but these are just to discourage the primitives from becoming obnoxious. The
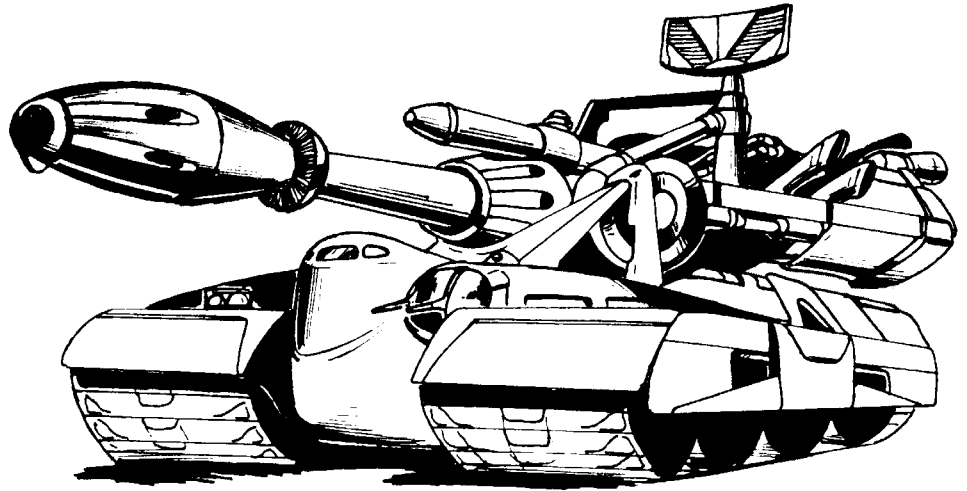
PCs may be lulled into a false sense of security by the ease with which these guardbots may be dispatched.

Guardbots (Two in number): *Move:* Walk speed. *Weapons:* 2 Sonic Pistols, 2 Stunguns, and a tangler. *Attack:* 50%. *Armor:* Kevlar equivalent. *(These are identical to the guardbots encountered in section* **21.6.2**.)

21.11.3 The Security Kiosk

This is a small armored building where the guard used to sit who checked visitor identifications and who opened and closed the gates. In order to investigate this building, the PCs will have to break in. Since the building is designed to be resistant to this sort of thing, they will have to use explosives and/or destructive weapons. *Refer to the Vehicle Damage section of the Damage Table* **13.4.1** *for the effects of explosives or weapons used to break into the kiosk.* (Assume automatic hits.) *If the result is "no effect," "distraction," or "minor damage,"* the kiosk's walls are not breached. If the result is *"major damage,"* the kiosk walls are breached, and the rest of the power and control systems are not significantly damaged and may be jury-rigged. *If the result is "destroyed" or "vaporized,"* the kiosk walls are breached, but everything is so badly damaged that jury-rigging the power and controls for the gates is impossible. (Kiosk walls are equivalent to Kevlar armor.)

The gate power and control systems have been disconnected, but a combination of successful electronic and mechanical engineering checks permits the PCs to patch the system enough to open the gates. (They'll be sorry.)

21.11.4 The Security Gates

The PCs will have to be ingenious to open these gates. They may jury-rig the kiosk power and control systems (as described in section **21.11.3** above). The only weapon they may have that can breach the armored gate doors is the experimental plasma generator they may have obtained at the R&D labs. *Nothing short of a cone rifle AP or tac nuke shell or a plasma generator can punch a hole in these doors (10% chance each).* Menlo believes seriously in privacy, and these are serious privacy doors.

If the PCs decide to sit and wait until someone opens the doors, familiarize yourself with the rules section (**14.5**) on starvation. Nothing comes or goes through these doors without Menlo's permission, and Menlo isn't going to open the doors while the PCs are in CBI Sector.

21.11.5 The Bad News Behind the Security Gates

Two *giant plasma generators are mounted on turrets inside the gates.* The range of these super-plasma guns is 50m; they can fire continuously. Anything in range is in serious trouble.

(weapon type)	L	S	E	P	AP	F	MS	M
Turret Armor	6	8	5	7	5	7	8	9

(number following 'Turret Armor' indicates column shifts left on the Damage Table vs. weapon firing against the plasma generators)

For mop up, there are **two** *advanced combots (identical to the one in section* **21.10.4**). If someone decides to sit off at a distance and take potshots at the plasma generators turrets, these combots will rush out and turn him into applesauce.

21.11.6 Mission Impossible

If the players decide to subject their characters to this maelstrom of destructive firepower, you should be able to kill them off with a clear conscience.

If any of the PCs have accidentally survived the marshmallow roast, they should be getting just about ready to go home. I would be. Wouldn't you? *(Don't forget old bushwacking Winch-G who is calmly waiting to ambush them back at the Inner Terminal.)*

If by some miracle the PCs overcome the two plasma generator turrets and the two advanced combots, you had better be good at improvisation, or you better have prepared your own notes about CBI Sector beyond the Security Center. Do you get the picture? (What I'd do is quickly invent the "sun cannon," make up some absurdly powerful statistics about it, and set it up just down the hall from the plasma generators. I'll be damned if I'll let some cheesy player characters push me around.)

21.12 CLOSING OFF THE ADVENTURE

21.12.1 The Dramatic Conclusion

On the offhand chance that the players do not manage to create their own dramatic conclusion (that is, if they avoid being eliminated by the innumerable annoyances already catalogued above), here is a fitting climax to the adventure — **the appearance of Menlo himself.**

This climax is not scheduled for any particular

place or time. (Menlo goes anyplace he wants, anytime, in CBI Sector.) It can be used whenever the gamemaster feels that the adventure is ready for a conclusion (i.e., when he wants the other players to go home and let him get some sleep). Ideally it should come after the PCs have encountered something that has nearly killed them off, or which has presented them with an almost insurmountable obstacle. They will be very frustrated at this point, and will be thankful for an honorable opportunity to retreat and lick their wounds.

Menlo's Arrival

Menlo will arrive in the convoy of several heavy duty combots similar to the ones found on the cargo level. With Menlo will be a cybot factotum — a formal loyal servant who has been graced with a jackobot body to enable him to faithfully serve Menlo forever. The cybot companion, Reeves, will do all the talking, with the exception of a final portentious address by Menlo.

As Menlo and his royal train arrive, the characters should be warned of their approach by a clatter of treads and roar of powerful engines — roughly equivalent to a Panzer division on the move. The actual appearance of Menlo and his robots should be so powerful and intimidating as to immediately forestall any PC discussion of attack. *This should be a talk encounter, and any PC who wants to shoot it out should be vaporized.*

Reeves should look exactly like a normal old-fashioned model jackobot, but he should speak like a refined butler and diplomat. (Think Masterpiece Theater or some other high-class British entertainment.) Menlo should look like a cross between a mobile foundry and the battleship New Jersey.

Reeves will ask the below-listed questions. He will entertain no questions or statements from the PCs. If they try to say anything that is not a direct response to his questions, he will politely tell them that he is not interested in hearing anything but relevant responses, and he will gesture meaningfully. At this gesture, all the weapons of the assembled combots will track in concert on the speaker.

The questions:

"Why have you come here?"

"What damage have you done in CBI Sector?"

"What plans do you have for paying for the damage you have caused?"

"When were you planning on leaving?"

When Reeves has had the PCs responses to these questions, he will communicate the following demands:

"You are to leave immediately."

"Tell your superiors that no one is to visit CBI Sector again, or they will be executed immediately."

(Reeves will now list the damages the PCs have caused in CBI Sector, then name a ridiculously large sum of credits that Menlo demands as reparations for the invasion and destruction of CBI Sector. Make the sum about five times larger than you think is unreasonable, and insist on payment in terms of fuel, fissionables, weapons, robots, or some other valuable commodity, to be delivered to the platform outside of CBI Sector. Menlo is really angry, and he doesn't really expect to be paid anyway.)

"If this is not done within five days, Menlo will take action to punish the unwise rulers of Alpha Complex. Go. Tell your superiors, and never return, if you value your lives."

When Reeves has finished, Menlo makes a

brief address. The special effects on this should be very dramatic. All the lights in the vicinity dim just before he speaks. Menlo's voice issues forth simultaneously from every speaker in CBI Sector, even the speakers on the PCs' equipment. The volume is overwhelming and painful to the PCs' ears, and the voice seems to come from everywhere. The effects should be as close to the earthly presence of a god as can be produced with high technology and dramatic staging.

Menlo's Address:

"I was present at the beginning. I will be present at the end."

"Your lives mean nothing to me. Your minds are too small to notice."

"Your computer is a child's toy. Its laws and requirements are of no consequence."

"You have seen your future. Be thankful and go."

The lights should return to normal and everything should seem ominously silent after the echoes of the great voice of Menlo have faded.

This is only the eye of the storm.

The PCs should begin to leave immediately and without delay. If they stall or linger, warning shots will be fired. The combots open fire on the PCs if they do not take the hint with satisfactory enthusiasm. The combots and Reeves (but not Menlo) follow the PCs to ensure their swift and unambiguous departure, firing an occasional piece of ordnance to encourage an ever greater zeal in their withdrawal.

21.12.2 If None Return...

If no one returns from CBI Sector — that is, all the characters are either killed, captured, or voluntarily remain there — then the end of the adventure is self-evident. If you want to run the adventure again with new characters, you can either use clones of the originals or you can let the players create new characters.

Peter-I and Mission Control don't know any more about CBI Sector than they did before (other than that it was tough enough to eliminate a GREEN level leader of questionable loyalty and his wet-behind-the-ears RED level cannon fodder). They may decide to scrub plans for CBI Sector indefinitely (in which case you need another adventure for your players), or they may want to send another mission immediately (in which case you may have to make some adaptations for CBI Sector to account for the impact of the Troubleshooters' recent visit). If they decide to send another mission group, they will probably make very few changes in their original mission plans other than to authorize the use of some heavier ordnance and more elaborate sensor and communications gear.

Depending on how far the first mission group got and how much of a threat they presented, Menlo may have beefed up his defenses somewhat. He may have activated a small army of obsolete jackobots and armed them with hand weapons. He may have released some advanced combots from the research labs area, permitting them to operate in the central dome area or in the transit tunnel. He may even have armed the Chosen People, creating a pathetic rabble to harrass any future Intruders.

## 21.12.3 To Bring the Adventure to a Quick End

If you are getting tired and feel like cutting off the adventure, or if it's getting late and you don't want to play all night, here are some ways to bring the adventure to a quick close:

1. *Send a swarm of advanced combots* (say, fifteen or twenty) from the research labs area into the central dome area and transit tunnel. Declare open season on RED level Troubleshooters. (Incidentially this sort of ending is in fairly bad taste unless the player characters get enough warning to run away if they are smart. If they hang around with fantasies of a General Custer-style last stand, it's their own funeral.)

2. *If the party hasn't reached the Inner Terminal yet, and Winch-G is still with the group, his sudden disappearance* with the robot identification device *may inspire the* inexperienced RED Troubleshooters *to abort the mission* and return to Mission Control for further instructions.

3. *At any time, Ness-Y* (the Internal Security agent present at the briefing) *and a crack platoon of IntSec goons may appear* behind the mission group with an order from Peter-I that the mission is to be aborted immediately and the mission group is to return immediately for a debriefing.

This means that Ness-Y has received a tip that Winch-G is a confirmed traitor and likely to be sabotaging the mission. Everyone is to be taken into custody, but *Winch-G* (if he's still with the group) *will certainly choose to shoot it out* rather than give up without a fight.

NESS-Y, PLEASE ESCORT NITT-I TO TERMINATION FACILITY.
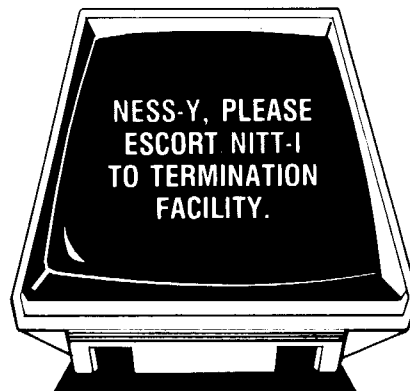
21.12.4 If Anyone Makes It Back Alive...

If at least one Troubleshooter manages to return intact, a debriefing will take place in the same room where the group was originally briefed. Before the verbal part of the debriefing takes place, Peter-I and the other NPCs will review the multicorder record in the briefing room while the PCs separately complete their Mission Report forms in small isolation booths. (See the Mission Report Form (**21.12.5**) below. Make copies of the report or dictate the responses required and have each player fill one out.)

As the gamemaster, you know what happened during the adventure and what could have been recorded on the multicorder, and can use that as a basis for judgement of the mission's success or failure. If no multicorder record exists, then you must judge on the basis of the written and verbal reports.

First, as gamemaster, review the written mission reports. Be alert for charges of treason, but do not discuss them initially. *These reports are reviewed by* the NPCs who participated in the original briefing: *Peter-I, Ness-Y, Dr. Num-O, and Rolly-O.* Through these NPCs you should ask the players questions about any reports which seem vague, incomplete, or inaccurate. For example, Rolly-O may insist on a detailed descrip-

A post de-briefing mission evaluation.

tions of all the robots that were encountered, or may wish to make critical remarks about the group's inability to accomplish a simple task. Ness-Y may have specific questions about the disappearance of Winch-G. Peter-I may want to know why the Troubleshooters returned without completing the mission.

Let the players make explanations or excuses in response to the NPCs' questions. This their last chance to make a favorable impression or to tell their side of the story.

Once everyone has had their say, Peter-I should present his evaluation of the mission. This is the moment when loyalty is praised and rewarded, and when treason is unmasked and punished. The Vulture Squadron Guards at the door nervously finger their weapons. The purpose of the high bench for the NPCs may become suddenly apparent; the NPCs look like they are ready to duck behind it when the shooting starts.

Peter-I should begin with praising or criticising the overall performance of the group. He should summarize the objectives, weigh the obstacles faced by the mission group, and judge how successful the mission has been. If the mission has been particularly successful, there may be some credit bonuses. If the mission has been particularly unsuccessful, there may be some fines and/or demotions.

As far as commendations go, the PCs will have no idea who has received a commendation. That's up to Peter-I (and the GM), and it should remain a secret. On the other hand, the players ought to be able to infer whether Mission Control is pleased or disappointed in their performance.

Finally, if there are any traitors to be declared, Peter-I must announce them and request the guards to take them into custody. You as gamemaster will have reviewed any accusations of treason in the mission reports. You will have reviewed the multicorder record and compared it against the accusations. You may request private conferences with various player characters to ask questions for more details or to challenge them on points of fact. After you have reviewed the evidence and testimony, you

must decide if there are any substantiated charges of treason.

When you declare the charges against a traitor, milk the dramatic moment for all it is worth. List the charges first, so there is some suspense about who will be charged. Always save the most serious charges for last, building to a dramatic climax from petty treasons worth a fine up to unspeakable treacheries against the sacred honor of the Troubleshooters, The Computer, and Alpha Complex.

Permit accused traitors to make a brief statement before they are taken away. This is a great opportunity for defiant speeches or vengeful counter-accusations. Occasionally great oratory may save a traitor from execution.

Once all the excitement is over, Peter-I will dismiss the Troubleshooters to return to their quarters. He closes with one final word. Because of their experiences in CBI Sector, they have been permanently posted to a special operations group called Project CBI. They can rest assured that they will be called upon again as soon as the next mission is sent to CBI Sector. Peter-I will then pause meaningfully, waiting for the sincere avowals of gratitude from the player characters. A particularly impulsive, sincere, and effusive expression of gratitude ought to be worth an award of a skill point in bootlicking.

21.12.5 Mission Report Form (see charts and tables)

21.12.6 Bookkeeping

If the mission group makes at least a partial report on the fate of Borron-I's party (if they discover and properly interpret the signs of a firefight in the Inner Terminal) and if they return with detailed information about the varieties of robots they encounter, they may receive a commendation point. If they survive encounters with the Chosen People, the combots in the cargo terminal, or the plasma generator turrets in the security center, they may receive as many as 2 commendation points.

On the other hand, if they lost or damaged any of the equipment they were assigned, or

if their reports were vague and unsubstantiated, they will be lucky to avoid treason points for negligence.

Characters who received experimental equipment must make a report on its performance for Research and Development. If they have lost or damaged the equipment, they may be fined or charged with treason. If they have made a sincere effort to test the equipment and report on its virtues and flaws, they will receive a 100-credit bonus. If they are smart enough to make a glowing report about defective items designed by politically-powerful R&D personnel, they may receive a 200-credit bonus. If they are really clever and make a detailed report exposing a fraudulent device, they may expose a traitor in Research and Development, earning a commendation point and a 100-credit bonus.

For other awards of commendation points and treason points, review rules sections **17.1** *and* **17.2.**

Judgement of secret society point awards must be made according to each individual case.

See section **17.4** *concerning skill point awards.* For this adventure, player characters should earn from 1-3 skill points.

Award the first of these skill points as a restricted skill point according to the skills the PC used most frequently during the adventure (probably a weapon skill). Any other skill points (if deemed appropriate) should be awarded as discretionary skill points.

For brilliant or spirited play beyond the call of duty, a merit skill point may be awarded — for example, a character who manages to kill or capture Winch-G and return him for justice, or a character who made a heroic stand (no matter how brief) against the combots in the cargo terminal, and who lived to tell the tale. This is the stuff legends are made of.

21.13 PLAYER CHARACTER MATERIALS

(The player character materials comprise that body of information which is to be distributed

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to the players during the pre-adventure briefing. Here follows a list of same.)

21.13.1 Player Character Background: Ronnie-R-RGN-2 (see charts and tables)

21.13.2 Player Character Background: Puck-R-UPP-1 (see charts and tables)

21.13.3 Player Character Background: Mem-R-EXX-1 (see charts and tables)

21.13.4 Player Character Background: Tois-R-USS-1 (see charts and tables)

21.13.5 Player Character Background: Capper-R-OSX-1 (see charts and tables)

21.13.6 Player Character Background: Phred-R-MNM-1 (see charts and tables)

DESIGN NOTES

The Exhortation

At your service...

: It has always been a dream of mine to design and publish a game, and here it is!

: *Paranoia* was designed to fill a role-playing need, rather than to fulfill my design ambitions. There was no game which fostered a play environment of treachery, suspicion, fear, and quick and easy death, in which the players compete just to stay alive.

: In my fantasy role-playing campaign, I had seen the more forceful player characters repeatedly bully the weaker ones, become powerful, become complacent, and then turn on the gamemaster. The world of *Paranoia* makes the dangers of passivity so appallingly clear that even the milquetoasts among the player characters become able to resist the Machiavellian play style of a Mike Rocamora or an Eric Goldberg. Best of all, Mike and Eric transferred the aggressive responses of their characters from the gamemaster to one another.

: An important element of the background was the ready availability of colorful and incredibly destructive weaponry. Players of the "Bang! You're dead!" school will make like pigs in the mud. Another key feature is the controlled, limited data base, which the players affect greatly, but often aren't sure why — or even how — they have affected it.

: A good rule of thumb is "shoot first, accuse later." Accusing someone first gives him an almost fair chance to shoot you, while shooting first eliminates the person most likely to argue for your execution. It's simple, easy-to-remember rules like these that make great games.

: The secret societies are included to prevent accidental co-operation between players, to give characters more personality, and to keep lovers of late-night TV happy. The mutant powers not only give everyone a secret weapon, but also ensure that all characters begin as Traitors. Game balance is very important.

: As gamemaster, I found it was best to sit back, and encourage the player characters to betray each other by passing harmless notes to each of them or by an occasional meaningless die-roll punctuated by a chuckle.

: The gamemaster must, at all times, bend over backwards to be fair to the players. There are plenty of opportunities to kill any player who has ever annoyed you, as no one really knows what's going on except for you.

: Leniency towards the players is discouraged, except when it speeds up play. If, for instance, we are playing in continuous session, I wouldn't ask the player to figure the 10% per clone reduction in abilities so that the death of his character would interrupt play as little as possible. Before the start of the next session, of course, all deductions for previous deaths would be calculated.

: I'm still not sure how Eric, Greg and Ken were able to make such a good game out of my notes, but they did. Thanks.

: If you play *Paranoia* and enjoy it, you're playing it correctly, no matter what the printed rules say. If you don't like some of these rules, make up your own.

End transmission... Dan Gelber

The Speculation

Before that dreadful neologism, adventure gaming, was coined, a common term for the hobby was "conflict simulations". The term made eminent sense when the hobby was largely a wargaming one, but makes a good deal less sense when role-playing games are such an important element. The value of the term lay in the fact that it identified a significant factor which virtually all these games had in common at the time. Since then, the hobby has expanded in entirely unexpected ways, but has still remained a single hobby; clearly some underlying commonality remains.

I believe that commonality is that virtually all adventure games are, in some sense, storytelling devices. Traditional wargames allow the players to change the course of history; the story they tell is an alternate history one, in which players are challenged to avoid the mistakes of the historical generals, to act more brilliantly than they. Role-playing games tell stories in more immediate ways; the interaction of a plot outlined by the gamemaster and the actions of the players' characters produce a story.

Most role-playing games are generic. That is, a typical role-playing game, in theory, is designed to allow players to tell any story from a particular genre. *Dungeons and Dragons*TM is supposed to allow the gamemaster to play out virtually any story from the fantasy genre; *Traveller* from the science fiction genre; and so on. In fact, of course, each game orients players to particular types of stories — *D&D*TM to dungeon-crawling, *Traveller* to Miller's humaniti universe, etc., but a clever gamemaster can break out of these limits.

Paranoia is a different kind of game. It is not generic; instead, it is designed as a vehicle for a particular type of story, the humorous dystopia. It is, to coin a term, a "limited scope" role-playing game. This game genre presents its own advangtages and limits.

The main advantage is that it can be designed to tell a particular type of story very well. The broader the scope of a game, the more effort a gamemaster must take to adapt it to the particular circumstances of a story. (Try using *D&D*TM to tell a Norse family saga; it can be done, but requires much inventiveness on the part of the GM.) A game with a tight focus, such as *Paranoia,* can incorporate systems to expedite its kind of story — as an example, the treason point system, which encourages the paranoia which is the raison d'etre of the game. The other advantage is that any story has a particular type of atmosphere, which is designed to engender a particular kind of emotion in the reader (or player). A fantasy story, for example, can be written to provide a vicarious feeling of competence and strength; to engage a sense of wonder; to disgust or horrify; or for any number of reasons. A generic fantasy game must be able to do all of these things, and since it must do all, it will not do many of them well. *Paranoia,* however, is designed to transmit one primary emotion: fear. In the hands of a good GM, I believe it does so quite well.

The main limit is that players want continual variety in their stories. Obviously, the details of a *Paranoia* game can vary greatly from expedition to expedition; but in the final analysis, they usually tell a story of betrayal, back-stabbing and random death. After a time, that may pall.

Which brings up another point. Most role-playing games are designed to be played as ongoing campaigns, containing a dozen or more players, meeting at least once a month, and continuing for years of real time. Although some may establish *Paranoia* campaigns of this scope, I suspect another pattern is more likely: a group will play it a few times, then go on to other diversions — and, every so often, will decide to pull the game out and play it again. In other words, I suspect it will be a game people will play when in the mood for a bit of frivolous aggression release, rather than religiously.

To some degree, I think this game, designed as a change of pace from other role-playing games, is a pattern that will be repeated a lot in the future. *Toon,* another game of my design, is designed with the same goal in mind. There may be some who want to play an ongoing Saturday morning cartoon campaign, but I suspect most will play it as a change of pace.

In general, as gamers get older and have less time for gaming, I think they'll come to prefer games which do not require the same depth of involvement as the generic systems; so, perhaps, *Paranoia* is the wave of the future.

—Greg Costikyan

The Apologia

We have made light of violence, torture, totalitarianism, Christianity, the international Communist conspiracy, and the Sierra Club. We have also been silly when we could have been toiling for universal justice, brotherhood, and the dignity of man. No doubt we will be castigated for our frivolity upon the dawning of an Age of Reason in which these laudable goals are realized.

I'm not sure we would have wanted to be Dickens or Dostoyevsky, even if we had the talent. You should be comforted that such writers have already produced some very nice work. If you don't like *Paranoia,* we can heartily recommend *Crime and Punishment.* That's a very nice book.

If you are inclined to be offended by anything you find in *Paranoia,* you should feel secure —

and superior, if that suits your fancy — in catching us out in an attack of irresponsibility. In our defense, we can only shrug and say, "Boys will be boys".

—Ken Rolston

The Explanation

Paranoia is purposeful parody. The reason for this blindingly obvious statement is that there will be those who will froth at the mouth in response to the irreverent tone of this game, and who will construe the design as everything up to and including an attack on baseball, apple pie, hot dogs and Chevrolet. (For the record, all of us enjoy hot dogs and apple pie; I am a rabid baseball fan; and, as only one of us holds a driver's license, the last point is moot.) Ken and I have striven to communicate not just the instructions for playing the game, but the spirit in which we have enjoyed the play of the game and which inspired us to bring the design sketch to publication.

Understanding the mindset of the world of **Paranoia** is as important to an appreciation of the game as understanding the sturdy game system which supports it. To this end, the text was written to be literately humorous. The writing was among the hardest work invested in the game: it is not very hard to write humor; the skill and effort comes in the writing of consistently amusing humor. Good writing, fortunately, is becoming less rare in role-playing games, as designers have recognized that games, as with any other ideas, are best described by clean, effective prose. If there is one new contribution to game literature for which I wish to pat us on the back, it is the textual presentation. (I hope you didn't expect modesty and humility in this space. Cheer up. We could have tearily thanked our parents, fifth

cousins, paramours, dogs, ad nauseum, and bored you to distraction.)

Role-playing pundits have recently come to the conclusion that adhering to game rules is not a Good Thing. We quite agree. The elaborate descriptions in **Paranoia** are certainly not intended to be taken as guidelines to be religiously observed. The goal of these rules is to make you understand the purpose of the game and the ethos of its world. Then, as with any good role-playing design, the game becomes malleable in the hands of you and your friends. It becomes your game, to become whatever you want and to go wherever you wish to take it. The preparations which went into the finished product have achieved their purpose if they have allowed you to appreciate the design and background.
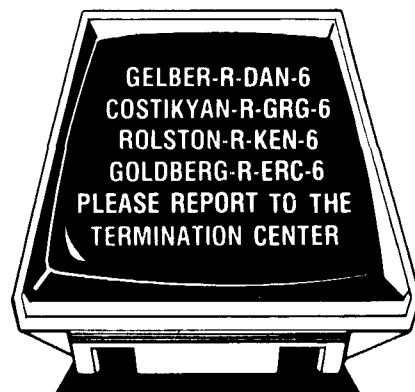
The tenor of adventures in the world of **Paranoia** can encompass a fairly wide range. We have experienced play sessions with the usual fear and loathing, with GM and players reduced to hysterical laughter, with co-operation (!), and so on. I am not claiming that we have a game which supports everything from Shakespearean tragedy to slapstick comedy, but that the world has more dramatic range than is apparent at first read. I can, for instance, envision Bill Murray in a comic cinematic romp through the world of **Paranoia.** (The rumor that we are negotiating with Murray or his agent for movie rights is hereby squelched.) In this I must disrespectfully disagree with Greg, who maintains that fear is the be-all and end-all of **Paranoia.** We could discuss Greg's childhood traumas or proclivities towards morbidity, but there are libel laws to be considered.

Actually, this game should be seen as evidence of considerable maturation towards sobriety for Greg and myself. Before your jaw connects with the floor, consider that the two

of us unleashed *Swords and Sorcery*™ on an unsuspecting world five years ago. It was a bestseller in its time, and a game of which I am still perversely proud, including as it did the Stream of Consciousness, New Orc City, the Rex Rotary (which duplicated Tyrannosauri Rex) and the infamous Killer Penguins, among others. You can argue whether the combination of two fantasy fans' indulgences and a spate of interesting systems made Art, but there is no doubting that our current collaboration is more of a coherent whole.

Which brings us to the question of whether this game is Art. Ken, in his more enthusiastic moments, maintained that this product could be High Art (and that we would only know after gamers and critics viewed it from the perspective of several years). At other times, we believed that the game was an exercise in farce. Whatever the case, **Paranoia** is the only game which could be both at once. Now there's a distinction.

—Eric Goldberg

GELBER-R-DAN-6
COSTIKYAN-R-GRG-6
ROLSTON-R-KEN-6
GOLDBERG-R-ERC-6
PLEASE REPORT TO THE
TERMINATION CENTER

—Larry Catalano
Nick Quane

20.4.1 VEHICLE COMBAT MODIFIERS TABLE

action or status	modifier to base percentage
Attackers Status: **(if weapon or weapon-firer** **is in a vehicle)**	
movement: hovering	-5%
25 kph or less	-25%
more than 25 kph	-50%
evasive action	-25% additional
shooting blind (darkness)	5% maximum
fired at same target last round	+10%
short range (point-blank to 1/3 range)	+0%
medium range (1/3 - 2/3 range)	-10%
long range (2/3 - full range)	-20%
appropriate maintenance skill*	+10%
Defender's Status: **(if target is in a vehicle,** **or is the vehicle itself)**	
movement: hovering	-5%
slow (approx. 25 kph or less)	-25%
(approx. 25 kph or more)	-50%
evasive action	-25% additional

*Detailed knowledge of a target vehicle's design permits more effective attacking fire.

20.4.3 VEHICLE ARMOR TABLE

vehicle	weapon type							
	L	S	E	P	AP*	F	Ms	M
Flybot 516	—	1	—	1	—	1	3	5
Flybot 616	3	3	—	5	2	5	5	8
Flybot 716	1	1	—	1	—	1	4	5
Flybot 816	3	5	2	5	3	5	6	8
Flybot 916	5	7	4	6	4	6	7	8
Vulture 020 Series	1	2	—	2	—	—	4	6
Vulture 030 Series	2	3	1	4	4	5	5	8
Vulture 040 Series	2	4	2	4	3	4	5	8
Vulture 050 Series	1	1	—	2	—	1	4	6

Number indicates columns shifted to the left on Damage Table (13.4.1)

* "AP" refers to P-type weapons used with AP projectiles.

Definitions:
L - laser; S - sonic E - energy; P - projectile; AP - armor piercing;
F - field; Ms - missile; M - melee

20.4.2 VEHICULAR WEAPON EFFECTS TABLE

weapon reload	type	range	rounds before reload	radius	malfunction
Laser Cannon I	L	200m	10 to recharge	—	00
Laser Cannon II	L	200m	6 to recharge	—	00
Laser Cannon III	L	200m	no recharge	—	98
Anti-missile Laser	L	100m	no recharge	—	00
Sonic Blaster	S	50m	no recharge	50m**	99
Firethrower	F/$	40m	10*	—	95
Tube Cannon I •	P#	200m	1	—	99
Tube Cannon II •	P#	200m	automatic	—	95
Missile Racks •	P#	15km	20*	—	99
Gas Thrower	P/A.	20m ##	20*	10m	00

defensive system	uses before reload	rounds before reload	armor protection	homing system effective against
Smoke Generator	5	20 *	L (see 20.5.1 for special rules)	painted laser-homing
Chaff Caster	10	20 *	—	painted laser-homing, radar homing
Radar Jammer	10	20 *	—	painted laser-homing, radar homing
Gausser	10	20 *	—	painted laser-homing, radar homing, HARM
Heat-Masker	10	20 *	—	heat-seeking
Sonic Shield	no reload	no reload	S(shift left 1 column vs. S attacks)	—

*cannot normally be reloaded during combat unless vehicle is stationary on the ground and a technician with the appropriate vehicle maintenance weapons skill does the reloading

**60 degree arc to the front of the weapon only

\# equivalent to cone rifle

\## 20m radius *from the vehicle*

• see Weapon Effects Table **13.3.7** (under 'cone rifle') and section **13.7.2** for characteristics of individual shells.

L = Laser; S = Sonic; F= Flame; $ = Spray; P = Projectile; A = Area.

20.4.4 VEHICLE HIT LOCATION TABLE

1D100 die-roll	vehicle location/system	Minor Damage	Major Damage
01-10	guidance systems/bot brain	10% crash/round	30% crash/round
11-20	control systems	20% crash/round	50% crash/round
21-30	communications systems	system useless	system useless
31-40	sensors (vehicle body if no sensors)	sensors useless	sensors useless
41-50	engine	engine falters (if aircraft, crash occurs in 1D10 +5 rounds)	engine stops (if aircraft, crash occurs in 1D10 rounds
51-65	weapon system	minor weapon malfunction (choose weapon at random)	major weapon malfunction (choose weapon at random)
66-80	wheels or tracks (lift surface if aircraft or hovercraft)	vehicle disabled (if air/hover, 20% immediate crash)	vehicle disabled (if air/hover, 50% immediate crash)
81-00	vehicle body	unintended improvement of air circulation (10% immediate crash)	excellent air circulation (50% (50% immediate crash)

20.4.5 VEHICLE TABLE

vehicle	sensors	control	communication	seats	security clearance	speed (kph) (low max)	weapons systems
Flybot 516	—	manual	Com II	4	YELLOW	30/150	LC I
Flybot 616	radar, IR	autopilot	Com III	6	GREEN	30/100	LC II
Flybot 716	M'corder II	bot	Com II	4	BLUE	60/200	LC II, TC I
Flybot 816	M'corder III	bot	Com IV	12	INDIGO	50/250	2xLC II, TC II
Flybot 916	M'corder IV	bot	Com IV	8	VIOLET	50/200	2xLC III, TC II, 2xMR, SG, CG
Vulture 520	radar	bot	Com II	1	YELLOW	100/600	2xLC I
Vulture 620	M'corder II	bot	Com II	1	GREEN	150/750	2xLC I, 2xMR, CC
Vulture 720	M'corder III	bot	Com III	1	BLUE	250/1000	2xLC II, 4xMR, CC, HM
Vulture 820	M'corder IV	bot	Com III	1	INDIGO	350/2500	2xLC II, 4xMR, AL, SG, CC, HM
Vulture 920	M'corder IV	bot	Com IV	1	VIOLET	500/3500	2xLC II, 6xMR, SC, AL, SG, CC, HM, G, RJ, ECM
Vulture 530	radar	bot	Com II	2	YELLOW	50/300	2xLC I, TC I
Vulture 630	M'corder II	bot	Com II	2	GREEN	60/500	LC II, 2xTC II, CC
Vulture 730	M'corder III	bot	Com III	2	BLUE	100/750	LC III, 2xTC II, CC, HM
Vulture 830	M'corder IV	bot	Com III	2	INDIGO	150/1000	LC III, 4xTC II, AL, 2xMR, SG, CC, HM
Vulture 930	M'corder IV	bot	Com IV	2	VIOLET	250/1500	LC III, 6xTC II, SC, AL, 2xMR, SG, CC, HM, RJ
Vulture 540	radar	bot	Com II	5	YELLOW	50/300	LC I, TC I
Vulture 640	M'corder II	bot	Com II	7	GREEN	60/500	LC II, TC II, SG
Vulture 740	M'corder III	bot	Com III	10	BLUE	100/750	LC III, 2xTC II, SG, HM
Vulture 840	M'corder IV	bot	Com III	12	INDIGO	150/1000	LC III, 4xTC II, AL, SG, CC, HM
Vulture 940	M'corder IV	bot	Com IV	15	VIOLET	250/1500	2xLC III, 6xTC II, SC, AL, SG, CC, HM
Vulture 550	radar	bot	Com II	1	YELLOW	150/750	CC, SG
Vulture 650	M'corder II	bot	Com II	1	GREEN	250/1000	CC, SG, HM
Vulture 750	M'corder III	bot	Com III	1	BLUE	350/2500	CC, SG, HM, RJ
Vulture 850	M'corder IV	bot	Com III	1	INDIGO	500/3500	CC, SG, HM, RJ, SS
Vulture 950	M'corder IV	bot	Com IV	1	VIOLET	750/5000	CC, SG, HM, RJ, SS, G, ECM

LC = laser cannon; TC = tube cannon; MR = missile rack; SG = smoke generator; CC = chaff caster;
HM = heat masker; AL = anti-missile laser; G = gausser; RJ = radio jammer; ECM = electronic counter-measure; SS = sonic screen.

19.5.1 WEAPONS AVAILABILITY TABLE

weapon	cost (in credits)	security clearance	experimental?
hand laser	100	RED	no
hand laser barrel (monochrome)	50	RED	no
hand laser barrel (multicolor)	75	ORANGE*	no
laser rifle	300	RED	no
laser rifle barrel (monochrome)	80	RED	no
laser rifle barrel (multicolor)	100	ORANGE*	no
sonic pistol	150	ORANGE	no
sonic rifle	300	ORANGE	no
sonic weapon power pack	75	ORANGE	no
blaster	500	ORANGE	yes
blaster reload	50	ORANGE	yes
energy pistol	300	YELLOW	yes
energy pistol reload	50	YELLOW	yes
slugthrower	500	YELLOW	no
slugthrower (semi-automatic)	750	GREEN	no
cone rifle	1000	BLUE	no
ice gun	500	GREEN	yes
needle gun	750	BLUE	yes
needle gun reload	200	BLUE	yes
flamethrower	500	YELLOW	no
gauss gun	500	INDIGO	yes
gauss gun energy pack	100	INDIGO	yes
tangler	250	GREEN	yes
tangler reload	100	GREEN	yes
stun gun	250	ORANGE	yes
stun gun energy pack	100	ORANGE	yes
plasma generator (back pack and gun)	2000	VIOLET	yes
hand flamer	1000	VIOLET	yes
grenade	50	RED	no
throwing knife	15	RED	no
bow	100	RED	no
20 arrows	50	RED	no
knife	10	RED	no
sword	80	RED	no
club	10	RED	no
force sword	400	BLUE	yes
neuronic whip	300	GREEN	yes

*see **13.7.1** concerning multicolor lasers.

19.6.3 COMMUNICATIONS EQUIPMENT TABLE

device	cost	security clearance	range	experimental?
field telephone	100	RED	wire length	no
shielded field telephone	150	RED	wire length	no
Com I	100	RED	10 km	no
Com II	500	ORANGE	100 km	no
Com III	1000	YELLOW	earthwide	no
Com IV	5000	GREEN	earthwide	no

19.5.2 SHELL AVAILABILITY TABLE

shell	cost (in credits)		security clearance	experi- mental?
	for cone rifle	for slugthrower		
solid-slug	10	10	YELLOW	no
dum-dum	15	50	GREEN	no
HE	20	30	BLUE	no
AP	20	45	BLUE	no
HEAT	30	35	BLUE	no
napalm	25	40	BLUE	no
flare	25	25	YELLOW	no
tac nuke	125	n/a	VIOLET	no
smoke gas	20	20	YELLOW	no
poison gas	50	70	GREEN	no
corrosion gas	60	80	GREEN	yes
vomit gas	25	45	GREEN	no
gauss gas	30	30	BLUE	yes
dirt	10	20	YELLOW	no
hallucinogenic gas	50	70	INDIGO	yes

fuses (additional cost)

contact	0	0	YELLOW	no
heat	+30	n/a	GREEN	no
gauss	+50	n/a	BLUE	yes
timer	+30	n/a	YELLOW	no
remote	+50	n/a	GREEN	no

19.5.3 ARMOR AVAILABILITY TABLE

armor	cost (in credits)	security clearance	experimental
reflec (monochrome)	100	RED	no
reflec (multicolor)	500	BLUE	no
leather	50	RED	no
padding	20	RED	no
chain	100	RED	no
plate	500	RED	no
polished plate	600	RED	no
asbestos clothing	100	RED	no
environment suit	500	RED	no
Kevlar armor	200	RED	no
Kevlar with mylar coating	300	YELLOW	no
power combat suit	2000	INDIGO	yes
power combat suit (with laminated armor)	3000	VIOLET	yes

19.7.1 OTHER EQUIPMENT TABLE

item	cost (in credits)	security clearance	experimental?
axe	10	RED	no
backpack	50	RED	no
barometer/thermometer	20	RED	no
bicycle	100	RED	no
binoculars	50	RED	no
camera	50	RED	no
canteen, 1 litre	7	RED	no
chainsaw	100	ORANGE	no
chap stick	1	RED	no
clothes, cold weather	100	RED	no
compass	10	RED	no
crowbar	10	RED	no
decon suit	100	ORANGE	no
first aid kit	10	RED	no
flashlight	3	RED	no
foam pad	5	RED	no
gas mask	100	RED	no
geiger counter	100	RED	no
gloves, anti-shock	10	RED	no
goggles, infrared	100	YELLOW	no
goggles, protective	5	RED	no
hammer	10	RED	no
hand lens	15	RED	no
hang glider	500	ORANGE	no
hiking boots	50	RED	no
insect repellent	2	RED	no
knife, Bowie	10	RED	no
lantern, electric	40	RED	no
lantern, gas	20	RED	no
lighter, hand	1	RED	no
mosquito netting (1 sq. m)	5	RED	no
motorcycle	500	YELLOW	no
multicorder I	600	ORANGE	no
multicorder II	1,000	GREEN	no
multicorder III	5,000	INDIGO	no
multicorder IV	10,000	VIOLET	no
multicorder programs	100	varies	no
nails (200)	2	RED	no
paint (spray can)	3	ORANGE	no
personal hygiene kit	30	RED	no
pitons, 12	24	RED	no
pocket assay	300	BLUE	yes
raft, inflatable	100	RED	no
rations compact, 2 days	20	RED	no
rope, 30 m	60	RED	no
scuba gear	150	ORANGE	no
shovel, folding	5	RED	no
sleeping bag	200	RED	no
snorkel, mask, and flippers	30	RED	no
stove, portable gas	40	RED	no
stove, gun	20	RED	no
sunglasses	2	RED	no
suntan lotion	1	RED	no
tent, tube	10	RED	no
tent, 1-man	40	RED	no
tent, 2-man	60	RED	no
tent, 5-man	100	RED	no
tubes, case of 10 stoppered	20	RED	no
umbrella	5	RED	no
water bottle, 1-litre	3	RED	no
water bottle, 10-litre	10	RED	no
wetsuit	30	RED	no

NPC Name: Winch-G-ASO-2　　　　　　　**Non-Player Character**

PRIMARY ATTRIBUTES

Strength	13
Endurance	15
Agility	17
Manual Dexterity	9
Moxie	10
Chutzpah	12
Mechanical Aptitude	10
Power Index	13

SECONDARY ATTRIBUTES

Carrying Capacity	30
Damage Bonus	0
Macho Bonus	−1
Melee Bonus	−1%
Aimed Weapon Bonus	−2%
Comprehension Bonus	−1%
Believability Bonus	+3%
Repair Bonus	−1%

DAMAGE STATUS
Wounds:

Incapacitated:

CREDITS

755

SECURITY CLEARANCE: GREEN

SERVICE GROUP: Armed Forces
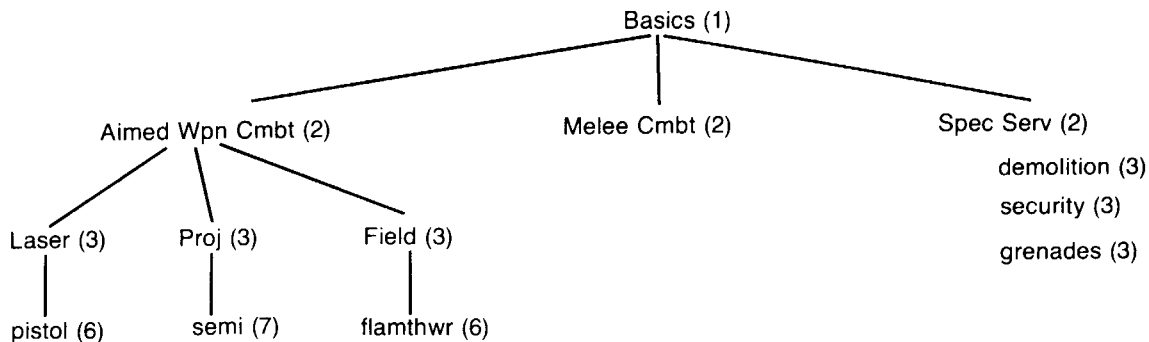
SECRET SOCIETY:
Frankenstein Destroyers

SECRET SOCIETY RANK: 3

MUTANT POWER(S): Regeneration

Weapon	To Hit	Type	Range	Reload	Malfnt
Laser Pstl	43%	L	50m	6r	00
Flamethrowr	43%	F/$	20m	10r	95
Semi-Auto*	48%	P	200m	1r	99
Neurowhip	23%	M	—	—	95

EQUIPMENT

Poly Reflec Armor#
Laser Pistol
4 Laser Barrel (Gr)
Jump Suit
Utility Belt
Com Unit I
Knife
Notebook & Stylus
2 Flashlights
5 Grenades

SKILLS:

Basics (1)

Aimed Wpn Cmbt (2)　　　　Melee Cmbt (2)　　　　Spec Serv (2)

Laser (3)　　Proj (3)　　Field (3)

demolition (3)

security (3)

grenades (3)

pistol (6)　　semi (7)　　flamthwr (6)

*Semi-Auto: also HE and napalm ammo
#Red, Orange, Yellow, Green

21.9.5 THE CHOSEN PEOPLE NPC SHEET

NPC NAMES: JAY, ROBIN, RICK, GEORGE, MARY, PAUL, JEAN, CHRIS, AND SO FORTH.

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES	
Strength	10	Carrying Capacity	25
Endurance	12	Damage Bonus	+1
Agility	16	Macho Bonus	—
Manual Dexterity	12	Melee Bonus	+12%
Moxie	12	Aimed Weapon Bonus	+3%
Chutzpah	12	Comprehension Bonus	+2%
Mechanical Aptitude	7	Believability Bonus	+3%
Power Index	6	Repair Bonus	−10%

Weapons: None

Combat Skill: Unarmed Combat 30%

21.4.5 INFRARED DRONES NPC SHEET

	Lubi-GSV-2 (Generic Big Dolt)	Paul-GSV-1 (Generic Squeaky Wimp)	Mani-GSV-3 (Generic Internal Security Plant)
Strength	17	9	12
Endurance	16	9	10
Agility	13	4	11
Dexterity	8	7	12
Moxie	2	7	19
Chutzpah	18	2	16
Mechanical Aptitude	5	5	11
Power Index	12	6	7
Security Clearance	INFRARED	INFRARED	INFRARED
Important Skills	None	None	Lasers: 5 Bootlicking: 4 Con: 3
Weapon	Unarmed: 20%	Unarmed: 5%	Unarmed: 5% Laser: 43%
Other	Damage +1 Macho −1	—	—
Equipment	None	None	None

MISSION ALERT!!!

ATTENTION:
Ronnie-R-RGN-2

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Ronnie-R-RGN-2   **PLAYER NAME** _____   **PC #1**

PRIMARY ATTRIBUTES

Strength	18
Endurance	11
Agility	15
Manual Dexterity	7
Moxie	11
Chutzpah	13
Mechanical Aptitude	17
Power Index	10

SECONDARY ATTRIBUTES

Carrying Capacity	55
Damage Bonus	+1
Macho Bonus	—
Melee Bonus	+10%
Aimed Weapon Bonus	−4%
Comprehension Bonus	+1%
Believability Bonus	+5%
Repair Bonus	+12%

DAMAGE STATUS
Wounds:

Incapacitated:

CREDITS
100

SERVICE GROUP:
CPU

SECURITY CLEARANCE: RED

SECRET SOCIETY: First Church of Christ Computer-Programmer

SECRET SOCIETY RANK: 1

MUTANT POWER(S):

Advanced Touch

(REGISTERED)

WEAPON:	Laser Pistol		
To Hit:	21%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

Basics (1)   Personal Development (1)   Hostile Environment (1)   Technical Services (1)

Aimed Wpn Cmbt (2)   Melee Combat (2)

Player Character Background: Ronnie-R-RGN-2

PC #1 is an experienced but unlucky RED agent. Second clone. His only other mission was a failure, but he's certain that his record is clear of treason, since he tries so hard to be a loyal citizen. A deep sense of guilt about registered mutant (traitor) status disturbs him, but has decided that there must be some obscure purpose he is meant to fulfill, and he is constantly searching for it. PC #1 is also a "Butterfingers." He gets nervous and flustered under pressure and tries to do too many things at once.

SECRET SOCIETY: First Church of Christ Computer-Programmer

Objectives: Serve The Computer. Modify The Computer's programming to establish a more perfect society for humans — one in which everything is shared communally, where there is a strict hierarchical social structure based on merit (serving The Computer well and faithfully), and in which everyone lives in perfect harmony and contentment.

Doctrines: The universe consists of Software in the mind of God. God programs our existence. The Computer orders our society, and is God's vicar on the earth. The Software that is the universe is gradually evolving toward an ultimate perfection. When perfection is attained, the millenium will have come, and God's human input/output device, the Messiah, will be restarted and will walk again among men. It is every man's duty to serve God and His Computer, and to modify the Software of Existence according to the teachings of The Computer to make the universe more perfect. The war against the Commies is silly, since everyone knows there are no Commies. However, the myth is a useful one since humanity must be ever vigilant against infiltration by the agents of Lucifer and his satanic forces. The High Programmers are God's elect, since they are chosen by God's vicar, The Computer, to reprogram toward greater perfection.

Secret Society Missions Information Aid:

The FCCC-P knows nothing extra about the mission, but PC #1 has received inside information on the GREEN clearance party leader — a confirmed member of a secret society and considered a serious security risk. PC #1 has been told by the society to keep a close eye on him. PC #1 secretly carries a blue laser barrel (issued by FCCC-P) in case there is any trouble.

PC #6 (Phred-R) is certainly a Commie, though no solid evidence has been produced yet.

MUTANT POWER: Ronnie-R has always had unusually sensitive skin. He can identify objects and materials by touch, and can even sense subtle changes in air temperature and pressure. Ronnie-R immediately registered his power as soon as he recognized it.

MISSION ALERT!!!

ATTENTION:

Puck-R-UPP-1

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the

routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Puck-R-UPP-1   **PLAYER NAME** _____ PC #2

PRIMARY ATTRIBUTES

Strength	13
Endurance	17
Agility	13
Manual Dexterity	15
Moxie	20
Chutzpah	19
Mechanical Aptitude	16
Power Index	15

SECONDARY ATTRIBUTES

Carrying Capacity	30
Damage Bonus	—
Macho Bonus	–1
Melee Bonus	+5%
Aimed Weapon Bonus	+10%
Comprehension Bonus	+20%
Believability Bonus	+20%
Repair Bonus	+10%

DAMAGE STATUS

Wounds:

Incapacitated:

CREDITS

100

SERVICE GROUP:

Production, Logistics, and Commissary

SECURITY CLEARANCE: RED   **SECRET SOCIETY:** Mystics   **SECRET SOCIETY RANK:** 1

MUTANT POWER(S):

Luck

WEAPON:	Laser Pistol		
To Hit:	35%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor — Knife
Laser Pistol — Com Unit I
Laser Barrel (red) — Jump Suit
Notebook & Stylus — Utility Belt & Pouches

SKILLS:

Basics (1)
Aimed Wpn Cmbt (2)

Personal Development (1)
Commun. (2)

Vehicle Services (1)
Vehcl Maint. (2)

Player Character Background:
Puck-R-UPP-1

PC #2 is a brand new agent with the Luck Mutation. He's almost happy-go-lucky compared to normal Alpha Complex personalities, but he isn't truly careless (hardly a survival trait in this world).

SECRET SOCIETY: Mystics

Objectives: Seek the Inner Light. Cast off the Veil of Appearances. Drink deeply of the Well of inspiration. Turn On. Tune In. Drop Out.

Doctrines: Reality is an illusion. The Computer, the food vats, Commies, everything mundane — all these things get in the way of understanding. The truly wise man knows that these things do not matter. What counts is what is Inside. Each wise man has his own passageway into the Inside — drugs, meditation, hysteria, fasting. The Way does not matter. The Inside is what counts.

Secret Society Missions Information Aid:

The Mystics say CBI Sector (mission target) is rumored to contain a primitive society said to have startling insights into reality and some really psychedelic drugs. Obtaining samples or cooperation for future procurement would be greatly appreciated. Also, these primitives might have sources of information on Old Reckoning California.

Since Puck-R comes from the PLC, he knows that PC #4 (Tois-R) is not from that service group and therefore must be a lying, treacherous spy.

MUTANT POWER: Puck has always had excellent luck as long as he pushes it to the limit. He is fairly sure that this luck is a mutant power, but he has decided not to register it, since it is so hard for an observer to recognize. Puck has learned that pushing his luck can be extremely exhausting, so he tries not to overdo it.

MISSION ALERT!!!

ATTENTION: Mem-R-EXX-1.

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Mem-R-EXX-1   **PLAYER NAME** _____ **PC #3**

PRIMARY ATTRIBUTES

Strength	10
Endurance	14
Agility	15
Manual Dexterity	12
Moxie	10
Chutzpah	11
Mechanical Aptitude	13
Power Index	13

SECONDARY ATTRIBUTES

Carrying Capacity	25
Damage Bonus	—
Macho Bonus	−1
Melee Bonus	+10%
Aimed Weapon Bonus	+3%
Comprehension Bonus	−1%
Believability Bonus	+1%
Repair Bonus	+4%

DAMAGE STATUS
Wounds:

Incapacitated:

CREDITS
100

SERVICE GROUP:
Production, Logistics, and Commissary

SECURITY CLEARANCE: RED   **SECRET SOCIETY:** Illuminati   **SECRET SOCIETY RANK:** 1

MUTANT POWER(S):

Minor Telekinesis

WEAPON:	Laser Pistol		
To Hit:	28%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

Basics (1)   Hostile Env. (1)   Tech. Serv. (1)   Personal Development (1)

Aimed Wpn Cmbt (2)   Engineering (2)

Player Character Background: Mem-R-EXX-1

PC #3 is a Hard Case — upwardly mobile, ruthless, sneaky. He is very cautious, knowing he must seem a good person to stay alive. Mem-R will cheerfully turn anyone in for a commendation.

SECRET SOCIETY: Illuminati

Objectives: Seek Power in all its manifestations: weapons, wealth, status, and, most important, information. Obtain this power by infiltrating other powerful groups and subverting them to the purpose of the Illuminati.

Doctrines: Most people are cattle. In every generation, a few leaders are born. You are such a leader. The leader is mystically attuned to ancient wisdoms; he is the embodiment of good and of mankind's hope for the future. We say, "He is illuminated." It is the leader's duty and right to control destiny, to guide mankind into the light-filled path. His word is law. He must seek power in order to fulfill his destiny. The cattle must never know that their destiny is controlled; they must have the illusion of freedom. Seek to gain power over others; seek to gain control over The Computer. We know the Leader by his Power. We control.

Secret Society Missions Information Aid:
The Illuminati know that the circumstances surrounding the original abandoning of CBI Sector were hushed up by powerful Program Groups and Corpore Metal secret society types. Where there are high-level cover-ups, there is bound to be embarrassing information useful for extortion. It is also known that at least one and maybe more of the Troubleshooters on this mission are Internal Security plants. They may have their eye on Mem. If it develops that Internal Security is wise to Mem's illuminati membership, the Internal Security agents must be eliminated swiftly and permanently.

Since Power Services is currently in disfavor PC #5 (Capper-R) could easily be framed as a Commie to earn a commendation.

MUTANT POWER: Minor Telekinesis. Mem-R knows it is foolish to register this power. He uses it to obtain evidence for blackmail and occasionally to 'produce' (i.e., plant) false evidence of treason.

21.13.4 PLAYER CHARACTER BACKGROUND SHEET

MISSION ALERT!!!

ATTENTION:

Tois-R-USS-1

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the

routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Tois-R-USS-1   **PLAYER NAME** _____ PC #4

PRIMARY ATTRIBUTES

Strength	18
Endurance	11
Agility	13
Manual Dexterity	17
Moxie	14
Chutzpah	2
Mechanical Aptitude	13
Power Index	13

SECONDARY ATTRIBUTES

Carrying Capacity	55
Damage Bonus	+1
Macho Bonus	—
Melee Bonus	+5%
Aimed Weapon Bonus	+15%
Comprehension Bonus	+5%
Believability Bonus	−35%
Repair Bonus	+4%

DAMAGE STATUS
Wounds:

Incapacitated:

CREDITS
100

SERVICE GROUP:
Production, Logistics, and
Commissary (*cover*)

SECURITY CLEARANCE: RED

SECRET SOCIETY:
Spy for Service Group (Armed Forces)

SECRET SOCIETY RANK: 1

MUTANT POWER(S):

Combat
Mind

WEAPON:	Laser Pistol	___	___
To Hit:	45%	___	___
Type:	L	___	___
Range:	50m	___	___
Reload:	6r	___	___
Malfnt:	00	___	___

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

Basics (1)   Personal Development (1)

Aimed Wpn Cmbt (2)   Leadership (2)

Laser (3)   Interrogation (3)
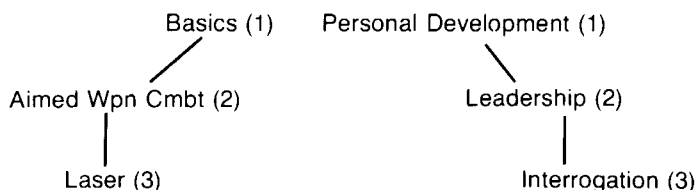
Player Character Background: Tois-R-USS-1

PC #4 is a gun nut with the Combat Mind mutation. Trigger-happy. Fond of ordnance. Simple, timid, and shy except when holding a weapon. Slight stammer.

SECRET SOCIETY: Spy for a Service Group (Armed Forces)

Objectives: Gather information on the missions, objectives, and doctrines of the Troubleshooters in particular, and on the missions, objectives, and doctrines of other service groups.

Doctrines: Each service group has its own particular interests which it wishes The Computer to give priority to. Conflicts naturally arise between the service groups when competing for the scarce resources of Alpha Complex. In this competition, the service group that is best informed about the intentions and activities of the other groups has an advantage.

Most important of all the service groups is the Troubleshooters. They have power and influence in each service group, and as the intimate servitors of The Computer, they have access to important information and resources not available to other service groups.

The Armed Forces are interested in increasing their budget and power over the other service groups. They are very interested in new weaponry and therefore are supportive of Research and Development Service Group.

Secret Society Missions Information Aid:
The Armed Forces have been consistently outmanuevered when they have requested permission to go in and clean up CBI Sector. This

spy is being sent to see why everyone is so eager to keep Armed Forces out of this area, and to find out what is valuable enough here to warrant the application of political leverage.

PC #2 (Puck-R) may have been informed by PLC that Tois-R is a spy, and thus Tois-R should remove this threat to his security.

MUTANT POWER: Combat Mind. Tois-R doesn't even realize he has a mutant power. He just assumes that he is a natural soldier with superb reflexes. The only problem is, Tois is so impulsive that he doesn't seem to be able to refrain from firing a weapon at the first opportunity. He is unfortunately a poor liar, and not a quick thinker, so he always sheepishly admits that he can't help himself when he blasts something before it is properly identified — he just likes to shoot guns.

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MISSION ALERT!!!

ATTENTION:
Capper-R-OSX-1

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the

routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Capper-R-OSX-1   **PLAYER NAME** _____ **PC #5**

PRIMARY ATTRIBUTES

Strength	9
Endurance	17
Agility	5
Manual Dexterity	10
Moxie	16
Chutzpah	17
Mechanical Aptitude	14
Power Index	15

SECONDARY ATTRIBUTES

Carrying Capacity	25
Damage Bonus	—
Macho Bonus	−1
Melee Bonus	−10%
Aimed Weapon Bonus	−1%
Comprehension Bonus	+10%
Believability Bonus	+15%
Repair Bonus	+5%

DAMAGE STATUS
Wounds:

Incapacitated:

CREDITS
100

SERVICE GROUP:
Power Service

SECURITY CLEARANCE: RED   **SECRET SOCIETY:** Death Leopard   **SECRET SOCIETY RANK:** 1

MUTANT POWER(S):
Levitation

WEAPON: Laser Pistol

To Hit:	24%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

Basics (1)
/
Aimed Wpn Cmbt (2)

Personal Development (1)

Tech. Serv. (1)
|
Engineering (2)
|
Mechanical (3)

Player Character Background: Capper-R-OSX-1

PC #5 is a Nut Case. Death Leopard secret society. Helter skelter. Beneath his cautious, sensible exterior, Capper has a real lunatic sense of humor. He patiently waits for the moment when everyone else's attention is focused elsewhere; then he goes into action with his spray can and practical jokes. He knows he has to be careful to avoid being caught, but also knows that opportunities must be exploited wherever possible.

SECRET SOCIETY: Death Leopard

Objectives: Wreck things. Have fun. Cause trouble. Have fun. Be rebellious. Have fun. Mock the powerful. Have fun. Defy The Computer. Have fun.

Doctrines: Fragile things dropped from a great height make a nice sound. Life is boring. Anything you do to liven it up is doing everyone a big favor. Those who are too lame to enjoy themselves don't deserve to have a good time. Nothing is more boring than The Computer. BUT... it pays to be sneaky. Having too much fun will get you executed. Pretend to be a good citizen, but whenever you can get away with it, do something you aren't supposed to.

Secret Society Missions Information Aid:

Death Leopard rumors say CBI Sector is an enclave of real anti-Computer types. Rumor has it that The Computer has suffered some major embarrassments in its dealing with CBI Sector. The PC is to assure the continuance of that embarrassment, and add to it if possible.

PC #1 (Ronnie-R) is known to have uncovered and executed a Death Leopard member on the grounds of criminal mischief. (Odd that he wasn't promoted for it.)

MUTANT POWER: Levitation. Capper is very careful about using this one, since it is so easy to spot. It is exhausting, but he can rise at about 2 meters per second if he strains.

135

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MISSION ALERT!!!

ATTENTION:

Phred-R-MNM-1

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Phred-R-MNM-1   **PLAYER NAME** _____ **PC #6**

PRIMARY ATTRIBUTES

Strength	14
Endurance	9
Agility	8
Manual Dexterity	13
Moxie	9
Chutzpah	13
Mechanical Aptitude	11
Power Index	15

SECONDARY ATTRIBUTES

Carrying Capacity	35
Damage Bonus	+1
Macho Bonus	—
Melee Bonus	−3%
Aimed Weapon Bonus	+5%
Comprehension Bonus	−2%
Believability Bonus	+5%
Repair Bonus	+1%

DAMAGE STATUS
Wounds:

Incapacitated:

CREDITS
100

SERVICE GROUP: Prod., Log., Comm.
(undercover Internal Security)

SECURITY CLEARANCE: RED   **SECRET SOCIETY:** Communist   **SECRET SOCIETY RANK:** 1
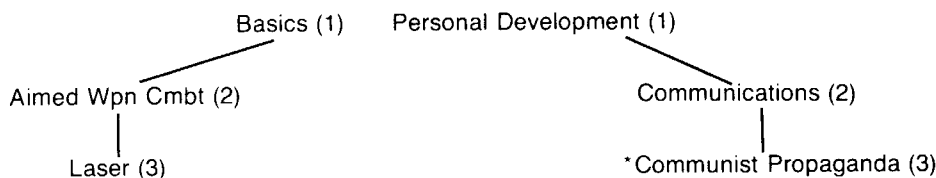
MUTANT POWER(S):
Charm

WEAPON: Laser Pistol

To Hit:	35%
Type:	L
Range:	50m
Reload:	6r
Malfnt:	00

EQUIPMENT
Red Reflec Armor   Knife
Laser Pistol   Com Unit I
Laser Barrel (red)   Jump Suit
Notebook & Stylus   Utility Belt & Pouches

SKILLS:

Basics (1)   Personal Development (1)

Aimed Wpn Cmbt (2)   Communications (2)

Laser (3)   *Communist Propaganda (3)

*Treasonous Skill

Player Character Background: Phred-R-MNM-1

PC #6 is an Internal Security plant. He keeps an eye on everyone, taking a lot of notes. He's not particularly subtle about being an undercover agent — inexperienced (and arrogant, as is typical of Internal Security). Phred is particularly proud of being so clever as to be a Communist traitor working for Internal Security. Phred loves excitement and danger, and thinks of himself as a heroic figure. His politics are rather vague: he knows the rhetoric, but doesn't understand or think about it very much.

SECRET SOCIETY: Communist

Objectives: Smash The Computer and its corrupt capitalist lackeys! All power to the INFRARED masses! The masses are the creators of all wealth; high security clearance citizens are parasites fattening on the blood of the people! All wealth to the creators of wealth. Death to the oppressor.

Doctrines: From each according to his abilities; to each according to his needs. The Computer is the highest stage of capitalism; it must be destroyed so a People's State can be created, and all may live in equality and harmony. Inequality is evil; property is wrong; power to the people! Strive valiantly for the triumph of the masses! Never betray the Revolution! Smash The Computer!

Secret Society Missions Information Aid

The Communists believe that CBI Sector may never have been penetrated by one of the People's Advocates. This is an excellent opportunity to spread the doctrines of the Party, particularly if it can be spread among those not already prisoners of The Computer's false propaganda. Phred-R hopes to spread leaflets and make contacts for a future political education mission.
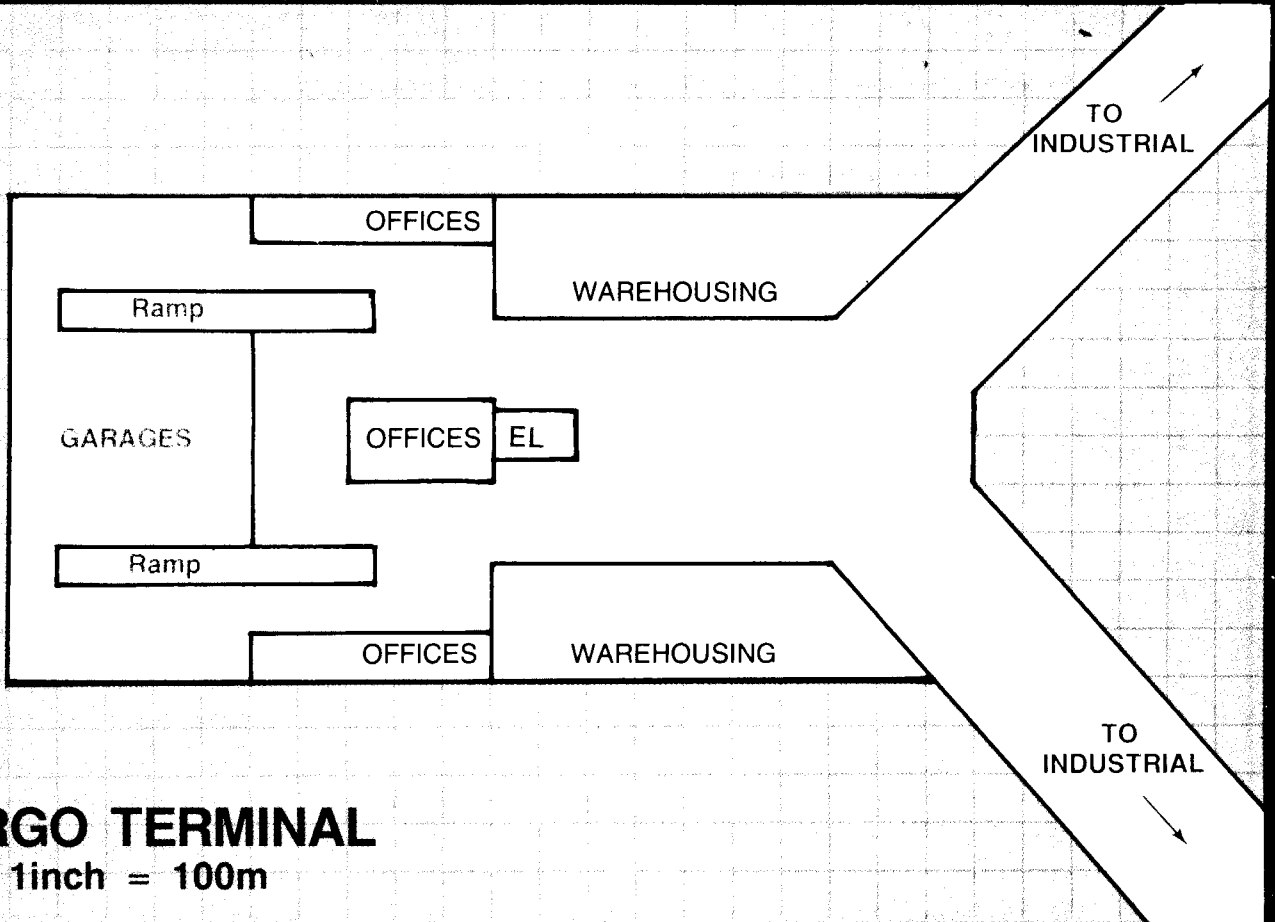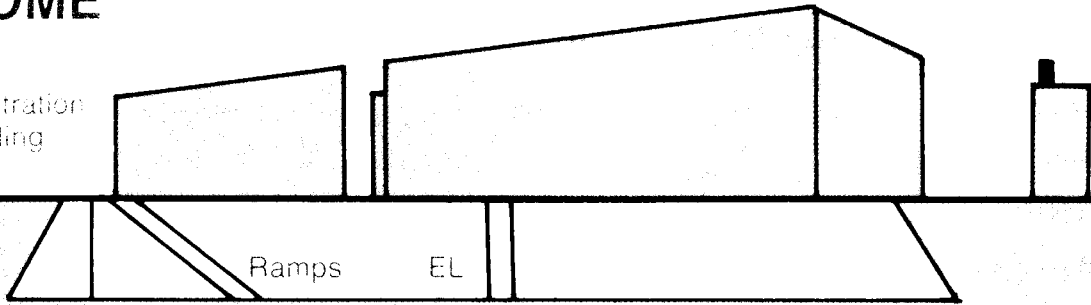
PC #3 (Mem-R) is suspected to be an illuminati secret society member, but one so clever that no proof can be found.

MUTANT POWER: Charm. Phred knows he has got charm. When he turns it on, he even feels charmed himself. It is like a haze of good feeling and trust swells around him, and everyone wants to cooperate and help one another. Phred has learned how to stay conscious of these impulses and to exploit them wherever possible. The only problem is, it doesn't seem to work reliably. It works at least once a day, but sometimes it seems to burn itself out, and a day or so passes before the power can be used again.
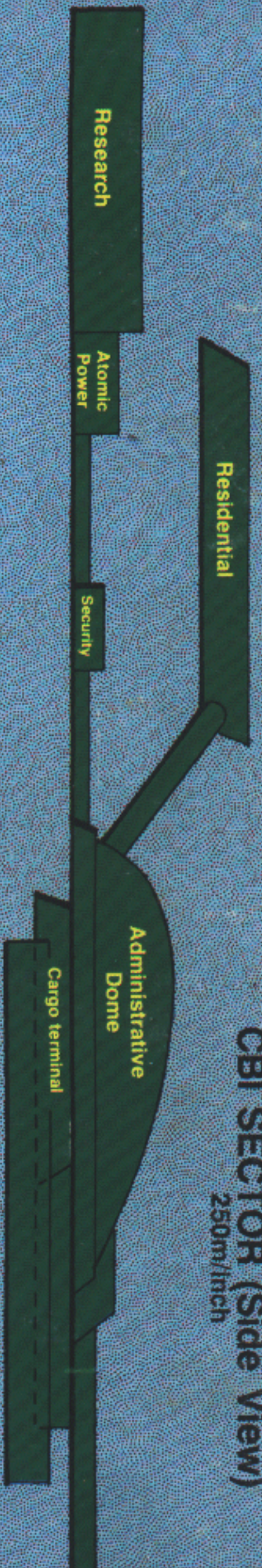
CENTER DOME

Administration
Building

Ramps   EL

TO
INDUSTRIAL

OFFICES

WAREHOUSING

Ramp

GARAGES   OFFICES EL

Ramp

OFFICES   WAREHOUSING

TO
INDUSTRIAL

CARGO TERMINAL
1inch = 100m

WEST END
GAMES

CBI SECTOR (Top View)
250m/inch

Research Labs

Atomic Power

Residential

Security

Administrative Dome

Industrial

Industrial

Passenger Terminal

Transit Tube

CBI SECTOR (Side View)
250m/inch

Research

Atomic Power

Security

Residential

Administrative Dome

Cargo terminal