

PARANOIA™

The Thin Green Line

Special duties for special troubleshooters

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THE COMPUTER

Looking after your best interests

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Security Clearance ULTRAVIOLET WARNING:

Knowledge or possession of this information by any citizen of Security Clearance VIOLET or lower is treason punishable by a long spell of Armed Forces latrine scrubot maintenance duty.

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THE THIN GREEN LINE

1. You're In The Army Now!

Congratulations, citizen!

Er, for what?

For selecting a new career in the Armed Forces, of course.

I did?

Yes. By purchasing this fine *PARANOIA* supplement, you implicitly and immediately volunteered for service in the Alpha Complex Armed Forces. Failure to report for service is treason.

But I thought I was a Troubleshooter!

You can be in the Armed Forces and also be a Troubleshooter. You can also be an Armed Forces soldier and not be a Troubleshooter. However, there will still be Trouble and you will be ordered to Shoot it on sight.

What sort of Trouble?

Commies. Mutants. Traitors. Deserters. Renegades. Enemies. Squirrels.

Sounds like business as usual.

Not in the least! Troubleshooters must be constantly on watch for traitors inside their own team. In the Armed Forces, though, everyone is on the same side and no-one is a Commie Mutant Traitor. You can trust your fellow soldiers with your lives. Everyone is happy and loyal. Your friendly Political Officer will be standing behind you to enforce your happiness and loyalty.

Do not disappoint your friendly Political Officer.

Also, in the Armed Forces, you will be provided with a far larger and more destructive range of weaponry with which to Shoot the Trouble.

Like cone rifles?

Bigger than cone rifles.

Where do I get them?

Patience, eager defender of freedom! First, you have to be briefed on Our Glorious History then you will be sent to Boot Camp for training. After that, you'll get assigned a place in our Table of Organisation & Equipment.

And then I get bigger guns?

And then you get bigger guns on, yes.

Oh, what's that about Vulture Squadron Warriors?

Vulture Squadron Warriors are the elite of Alpha Complex, the best of the best, The Computer's most beloved and trusted troops in the battle against the Enemy! They are the heroes of the people, the inspiration we all aspire to.

Can I be a Vulture Squadron Warrior?

No.

Please?

Are you a perfect specimen of humanity, free from all flaws, doubts, fears and treasonous impulses?

Yes, of course I am.

Are you prepared to go through a training course so lethal that it drives all but a handful of candidates to insanity or death?

Let me get back to you on that.

Would you like to volunteer your friends for that training course?

Ok, what's all the stuff about Indoors and Outdoors and the Enemy?

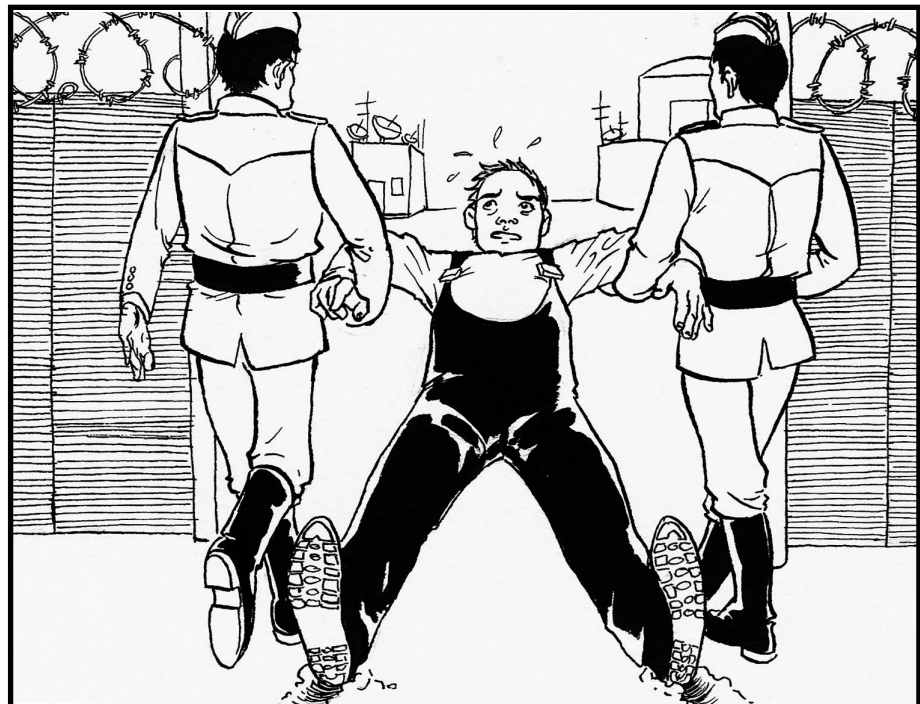
That material is classified ULTRAVIOLET, citizen, for your GM's eyes only.

What can you tell me about the Enemy?

The Enemy is a constant threat to the security of Alpha Complex. They are, even as you read this, preparing for a final attack. If they break through our defences, they will destroy The Computer and enslave us all. They hate our freedom and our perfect society. They are inhuman, degenerate, monstrous, mutants and traitors. The Enemy hates you and wants to kill you.

Only the Thin Green Line of the Armed Forces stands between Alpha Complex and total destruction.

That's you, citizen. You're in the army now.



Welcome to the armed forces

2. OUR GLORIOUS HISTORY

2. Our Glorious History

Revision 214.533.6.1. Reference to previous or contradictory Glorious Histories is treason. Please report any references to previous or contradictory Glorious Histories to Internal Security. Thank you for your co-operation and enjoy this educational and inspiring Glorious History. This document is classified RED and is for Armed Forces personnel only.

The noble Armed Forces of Alpha Complex are the truest Heroes Of Our Complex. When Communism threatened to sweep the whole world, it was the Armed Forces who, under the wise guidance of Our Friend The Computer, held back the Commie hordes and allowed the establishment of Alpha Complex. Make no mistake – Alpha Complex is a fortress under siege. The internal enemies of Commies, Mutants and Traitors are a scourge that must be defeated but external enemies are just as implacable a threat. We are at war with an enemy who cannot be negotiated with, cannot be reasoned with, cannot be converted to right thought but who *can* be defeated! Victory is certain and imminent and The Computer expects every soldier to Do His Part in the upcoming Operation: Final Victory!!!!

1: *Operation: Final Victory* is the public name for this operation. Internally, it is to be referred to by codename. The codename changes on a regular basis in accordance with standard AFAC security protocols. The current codename is Operation GALLOPING NOSTRIL.

Before that grand Operation: Final Victory – which could be as soon as tomorrowcycle, so stay alert – study the inspiring history of our Armed Forces and prepare for Victory!

The First Commie War

Few citizens are permitted to know the history of the First Commie War but by joining the Armed Forces, you have proved you are no ordinary citizen! Back before the founding of Alpha Complex, [[[CENSORED]]] in peace and unity but then [[[CENSORED]]] arose and took over much of the [[[CENSORED]]] Internal Communism. Recognising the threat, the [[[CENSORED]]] thermonuclear attack across much of the [[[CENSORED]]]. One can only imagine²

the glory of those brief, shining hours, when the loyal pilots and technicians hurled atomic justice at the enemy!

Despite the fury of this assault, Communism survived! Traitors within the [[[CENSORED]]] had passed on word of the counterattack, allowing the Commie leaders and many of the troops to retreat to hardened bunkers in the

2: Statistics according to CPU Internal Report on 'Deaths of Troubleshooters vs non-Troubleshooters in briefing room corridors, Year 214-214'. The report recommended that warning signs be placed outside all firing ranges, nuclear weapon testing grounds and briefing rooms.

[[[CENSORED]]]. Now, they emerged and attacked again, reinforced by traitor legions including the [[[CENSORED]]] Pittsburgh [[[CENSORED]]] in the [[[CENSORED]]] subcommittee of Un[[[CENSORED]]] Activities and Swift Boat [[[CENSORED]]] were swollen and tender. The loyal forces of [[[CENSORED]]] found themselves outnumbered and outgunned and were forced to retreat to [[[CENSORED]]] – the future site of our beloved Alpha Complex.

As enemy forces closed in, the Armed Forces formed a ring of steel around [[[CENSORED]]]'s loyal followers. Truly, this was their finest hour!

Establishing Alpha Complex

While our foreclones in the Armed Forces battled the Commie hordes, the fearful civilian clones and The Computer's bots constructed the fortress of Alpha Complex. The domes rose high and the vaults were excavated deep. Protective walls of concrete were raised to shield the citizens from the Commie threat, while a revised system of security clearances and mutual surveillance shielded them from Commie propaganda and badthought. This massive construction effort came with a heavy price, forcing the adoption of rationing and austerity programs for the duration of the emergency. Alpha Complex salutes the sacrifices made by its citizens! Soon, though, improvements in production capacity and the completion of Alpha Complex will allow these temporary measures to be relaxed and rations to be increased once more!

The service groups were established to serve the needs of the Armed Forces – CPU as their civilian liaisons, Tech & Power Services to provide Tech and Power support, R&D to build us shiny new weapons, PLC to supply them, HPD&MC to supply the civilians and IntSec to watch over them. Make no mistake, new recruits of the Armed Forces – the Armed Forces is the most important of the service groups and the future of Alpha Complex is in your hands!

Back then, Outdoors Sector was accessible to all citizens, not just those given special missions outdoors. This was about to change...

The Commies' Revenge

With their plans for conquest spoiled by The Computer's wise establishment of Alpha Complex as a secure environment for its citizens, the Commie commanders launched an even more fiendish plan! The Enemy **!!!system error!!! Searching for text file...**

>>>revision 214.533 launched a devastating missile attack on Alpha Complex, destroying many of the outlying sectors, causing terrible loss of life and severe damage. The area around Alpha Complex was smashed into rubble, becoming a hazardous and broken wilderness

>>>revision 214.501 launched a nuclear missile attack on Alpha Complex. This of course inflicted no damage thanks to The Computer's impenetrable defences but caused the surface of the planet to become a horrific death-zone of toxic skies, harsh rad storms and mutated horrors.

>>>revision 214.466 launched a nuclear missile attack on Alpha Complex. This of course inflicted minimal damage thanks to The Computer's stern defences but introduced impurities into the clone gene pool, causing mutations to arise! Stay vigilant for mutants, they could be anywhere! It also resulted in the surface of the planet becoming a horrific death-zone of toxic skies, harsh rad storms and mutated horrors.

>>>revision 214.430 launched a nuclear missile attack on Alpha Complex from their own treacherous complex. This attack was driven by hate and desperation, as our intelligence reports suggest that life in the other complex



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is horrible and unfun. Food shortages and disease are rife, facilities are breaking down and the computer network is increasingly insane. Their reactors have leaked into the surrounding countryside, transforming it into a horrific death-zone of toxic skies, harsh rad storms and mutated horrors.

>>>**revision 214.401** launched a nuclear missile attack on Alpha Complex. This of course inflicted minimal damage thanks to aid from our allies in the nearby twin complex. Together with these stalwart friends, we shall hunt down and destroy the remaining enemy bases in the horrific death-zone of toxic skies, harsh rad storms and mutated horrors where they have taken refuge! Glory to the Alliance of

>>>**revision 214.200** launched a nuclear missile attack on Alpha Complex, destroying much of The Complex. The few survivors were forced to implement the Austerity and Heroic Sacrifice Measures that we know so well today. One day soon, the food vats will come online and we will no longer need to eat our clone fam

>>>**revision 214.177** betrayed The Computer and took his forces into the wilderness. Saboteurs remained behind and sabotaged the reactors, causing a meltdown across several sectors and turning the surrounding terrain into a horrific death-zone of toxic skies, harsh rad storm and mutated horrors. Soon, our elite Armed Forces will hunt down the traitor Mike-U-BCE and

>>>**revision 214.174** launched a nuclear missile attack on our city, causing widespread casualties and computer crashes. The heroic general Mike-U-BCE rallied the Armed Forces and formed the First Expeditionary Force with the aim of hunting down and destroying the enemy missile bases and

>>>**revision 214.121** launched a missile attack on the city, causing severe damage to the computer network. As soon as the computer systems are fully online again, we shall retaliate with deadly force against the hated Enemy.

>>>**revision 214.90** sent terrorists who attacked our infrastructure, causing a flood of radioactive material to corrupt the surrounding countryside as far as Fresn

>>>**revision 214.44** launched a wave of terrorist bombings, forcing The Computer and

the Advisory Council to declare martial law for the duration of the emergency. An unavoidable leak of toxic chemicals has also restricted travel on all roads, so security checkpoints have been set up as far as Fresn

>>>**revision 214.12 !!! system restored.**

>>> **Error 403 Forbidden File Served!**

Initiate information security measures...

If you have viewed the above files, then you are in receipt of information beyond your security clearance.

In the interests of safety, please report immediately to the nearest termination booth.

Thank you for your co-operation, citizen. Have a nice daycycle.

The Computer launched a retaliatory strike in retaliation for the Commie's revenge attack, smashing the Commies' original fortress (believed to be called the Kremlin, KremVax or the Commieplex). Scattered, the Commies established bases throughout the wilderness, from where they still plot the destruction of Alpha Complex and freedom! The ruins of the original Kremlin are now used as a training facility for Vulture Troopers. This heroic counter-attack technology came with a heavy price, forcing the adoption of rationing and austerity programs for the duration of the emergency. Alpha Complex salutes the sacrifices made by its citizens! Soon, though, improvements in production capacity and the defeat of Communism will allow these temporary measures to be relaxed and rations to be increased once more!

The Second Commie War

With the Outdoors now highly dangerous, only the highly trained troops and elite war machines of the Armed Forces could be permitted to leave Alpha Complex. The second Commie war was a vicious brush war in the jungles and wild lands around Alpha Complex. The Commies took refuge in the ruined villages and towns that their earlier hostilities had in fact depopulated in the first place! Heroic Armed Forces teams were dispatched to demolish ruined towns to deny them to the enemy.

Even with the use of cloned troops, the Armed Forces were heavily outnumbered by the hated

Commie legions. The Computer therefore instituted the Military-Industrial Advanced Weapons Route to Victory Complex Initiative, a crash program to develop new weapons and warbots for the Armed Forces. This vast investment in military technology came with a heavy price, forcing the adoption of rationing and austerity programs for the duration of the emergency. Alpha Complex salutes the sacrifices made by its citizens! Soon, though, improvements in production capacity and the defeat of Communism will allow these temporary measures to be relaxed and rations to be increased once more!

One of the earliest successes of the Military-Industrial Advanced Weapons Route to Victory Complex Initiative was the development of the modern WarBot, a self-propelled, self-guided, self-controlled superadvanced combat machine! The advancing warbot forces pushed deep into Commie territory, destroying their bases and driving them into the nuclear wastelands. Commie attacks on Alpha Complex ceased and for the first time since the conflict began, victory was in sight...

Treachery!

... but we were betrayed! Commie agents within Alpha Complex once more snatched our victory away from us, by sabotaging the warbot program. Treacherous generals took command of sections of the Armed Forces and defected to the enemy, turning on their own soldiers! Thousands of heroic citizens were slaughtered in this horrific betrayal! Let this be a warning to the young recruits – the success of any military effort requires constant vigilance and paranoia! Any one of your fellow soldiers or even superior officers could be a traitor!

In its infinite electric wisdom, The Computer initiated a purge of the Armed Forces, terminating those who had failed to report on their superiors or obeyed the orders of traitorous superiors or disobeyed the orders of loyal superiors! Let this be a warning to the young recruits – the success of any military effort requires complete dedication and obedience! Hesitating to obey an order, even for an instant, is treason and can lead to defeat!

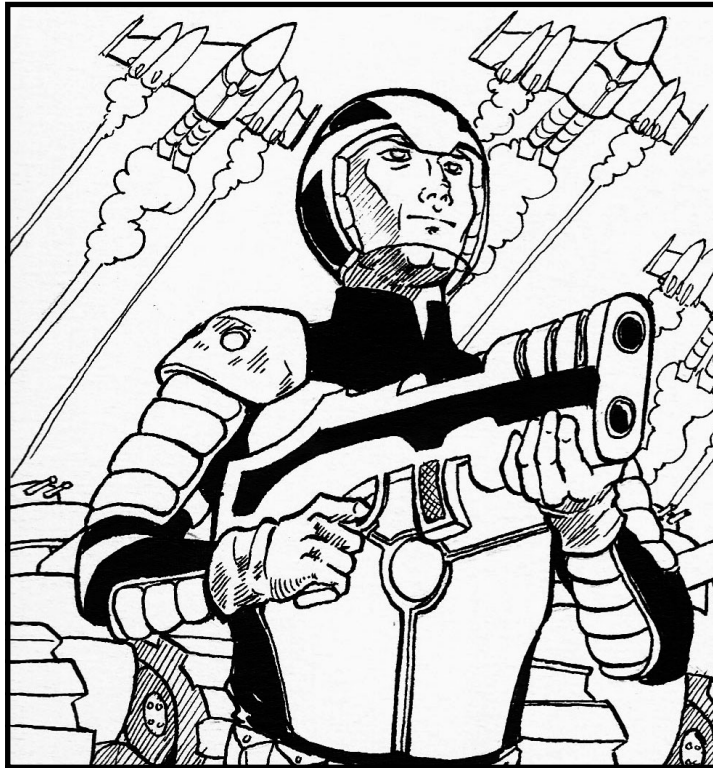
Forced into a retreat by this treachery, the loyal forces were unable to deliver that final killer blow to the Commie menace.

2. OUR GLORIOUS HISTORY

The Third Commie War

The Third Commie War began in Year [[[CENSORED]]] and continues to this day. Unlike previous conflicts with the Commie menace, this has been a war of attrition and endurance. The previous Heroes of Alpha Complex shattered the original Commie war machine, forcing them to fight a guerrilla war of terror against us! We must stay ever vigilant, looking for Commie training bases and camps, preventing them from building a new Kremlin and slowly wear down their forces while maintaining our own strength! This war of attrition carries a heavy price, forcing the adoption of rationing and austerity programs for the duration of the emergency. Alpha Complex salutes the sacrifices made by its citizens! Soon, though, improvements in production capacity and the defeat of Communism will allow these temporary measures to be relaxed and rations to be increased once more!

When the Commie Will to Fight is broken, then Operation: Final Victory will begin! This, then, is the duty of all Armed Forces members – to carry on the fight until the fight is won!



Victory is coming, citizen!

3. The Armed Forces Guide

A career in the Armed Forces is just the thing for everyone!

For the citizen who wants to do his part and fight for Alpha Complex against the Commie menace, the Armed Forces offer plenty of ways to work through your allotment of clones heroically!

For the citizen who just wants to hide somewhere in the bureaucracy, like a tick hides in the folds of skin of a very fat hippo, the Armed Forces's vast budget, labyrinthine and contradictory bureaucracy is ideal!

For the citizen who scores just a bit under the cut-off for 'monumental incompetence' and can't even qualify for a vat scrubber job in Tech Services, then the Armed Forces can still offer him a job *and* a laser rifle!

For the citizen who wants to climb the ziggurat of promotions and who knows the best way

to do this is by climbing on the backs of the dead, the Armed Forces is the slaughterhouse of your dreams!

And for the citizen who wants to be blown up repeatedly, shot with all manner of exotic weapons, sent on long death marches through the radioactive swamps, kept in a cramped, cold, unpleasant and possibly toxic barracks and fed the scrapings of condemned food vats (and that's just in training) – the Armed Forces's the place for you!

Recruitment

Like every service group, the Armed Forces is assigned the bulk of its employees by Central Processing – Junior Citizens that score highly on the 'Propensity for Random Violence', 'Unthinking Obedience' or 'Can Survive On One Packet Of Algae Chips Per Day' indices are tagged for assignment to the

New Citizen Assignment By Service Group, Year 214

HPD&MC – 23.544%

Tech Services – 20.5231%

PLC – 19.533%

Power Services – 10.436%

Armed Forces – [[[CENSORED]]]

R&D – 7.99%

CPU – 8.12%

IntSec – [[[CENSORED]]]

Source: Central Statistics Adjustment Office, CPU.

Armed Forces. Such new recruits are sent to Boot Camp for basic training and then thrown into whatever Armed Forces Service Firm that needs another few paperweights or weapons testing targets.



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However, by ancient tradition, the Armed Forces is also permitted to recruit citizens from other service groups¹. A citizen can volunteer for service in the Army, putting his six lives on

1: Officially, the Armed Forces are the only service group who are permitted to do this. In practice, between IntSec's 'you're a volunteer informant now, citizen', R&D's 'we like your brain...in this jar!' and Power Services's 'you have learned the secret of the deep tunnels, outsider...now you can NEVER LEAVE!', there's actually a lot of unwilling mobility between service groups.

the line to serve Alpha Complex. Recruiters are everywhere in Alpha Complex, trying to make their quotas.

Conversation Between An Armed Forces Recruiter and a Troubleshooter

Recruiter: Say, would you like to join the Armed Forces?

Troubleshooter: What? Keep your voice down! They're out there somewhere! If they find me I'm dead!

Recruiter: Who, Commies?

Troubleshooter: No, my team.

Recruiter: Oh...anyway, wanna join the Armed Forces?

Troubleshooter: I'm a Troubleshooter! I get to shoot stuff all the time! I'm Friend Computer's chosen bestest buddy!

barrage of laser fire

Troubleshooter: They've found me! YOU'LL NEVER TAKE ME ALIVE, TRAITORS!

barrage of laser fire

Recruiter: If you join the Armed Forces today, you get a free cone rifle test firing.

Troubleshooter: You've got a cone rifle?

barrage of laser fire

Recruiter: And I'll let you fire it if you join the Armed Forces.

Troubleshooter: Sign me up and give me that rifle! Here's my ME card.

Recruiter: Thank you, citizen. Here is your cone rifle.

click

Troubleshooter: Where's the ammo!?

Recruiter: Oh, for the ammo you have to sign up for our Special Bonus Fun Mission.

barrage of laser fire

Troubleshooter: I CONSENT TO ANY AND ALL REQUIREMENTS AND CONDITIONS, I HAVE NEVER BEEN A MEMBER OF THE COMMUNIST PARTY, I ACCEPT ALL LIABILITY, JUST GIVE ME THE TACNUKE SHELL!!!!

Recruiter: Thank you citizen. Welcome to the army!

clickBOOOOOOOM

Recruitment tactics range from inspiring speeches about duty, honour and killing Commies to confusing forms to the time-honoured 'whack the new recruit over the back of the head with a blunt object and drag him off to Boot Camp'.

Troubleshooters are a favoured target for recruiters, as they come with a free laser pistol and basic weapon training and are often more than willing to sign anything that gets them out of their current mission.

Conversation Between An Armed Forces Recruiter and a Citizen

Recruiter: Excuse me, citizen! Do you hate Commies?

Citizen: Er, yes, of course. Down with Commies!

Recruiter: So, do you want to fight Commies?

Citizen: Fight them? You mean, in a war.

Recruiter: That's generally how we fight them, yes.

Citizen: Don't we also fight them by being loyal and reporting on our neighbours and serving The Computer and being vigilant? Like the posters say.

Recruiter: Ah, that's for fighting *Communism*. Not Commies. Different department.

Citizen: Oh, right. Yes, I fight Communism! Hail Friend Computer!

Recruiter: But what about the Commies? Don't you fight them?

Citizen: ...I fight Communism, isn't that the same thing?

Recruiter: Citizen, are you telling me you don't want to fight Commies?

Citizen: No, of course not! I want to fight both Communism and Commies, of course I do, like any loyal citizen!

Recruiter: Excellent! So, you'll be joining the Armed Forces, then? I have your forms right here.

Citizen: But I don't want to go to war? I'll get shot! And I don't want to get shot! It probably wouldn't make me happy!

Recruiter: So, you don't want to fight Commies. I see. I'll just let IntSec know, I'm sure they'd be very interested in that little piece of information...

Citizen: Agh! No! I mean, I do want to fight Commies. In a war. Where they have guns. Shooting at me. Oh, vatslime, where do I sign up?

Boot Camp

Every army recruit goes through basic training at one of the Basic Orientation in Operations and Procedures Citizen Assigned to Military Processing centres (BOOT CAMPS). On arrival, the new recruit is assigned to a training platoon and a training sergeant, whose duty it is to turn the recruits into Heroes of the Complex, apparently through shouting at them. All training sergeants are hyped up on aggression, adrenaline, power and a cocktail of combat drugs, so they treat the new recruits as meat to be ground up and spat into the Commie's faces.

Of course, happiness is mandatory. Happiness Officers are everywhere in the Boot Camp, following in the wake of the training sergeants. If a recruit is unhappy after a conversation with a training officer, the happiness officers apply pharmaceutical aid, filling the recruit with happy drugs to get his mental state back up to mandatory joy levels and with combat drugs so he can catch up with the rest of the platoon. Of course, being zoned out on happiness drugs and having enough synthetic adrenaline to make an elephant twitchy is not a good combination on live fire exercises... which just leads to the training sergeant shouting at the recruits even more, making more of them unhappy...

The number one reason to wash out of basic training is not stress or incompetence – it's when you sneeze and your whole endocrine system falls out of your nose.

The number two reason to wash out is 'questionable loyalty'. The Boot Camps are also filled with bugs and IntSec political officers. Any complaints are dissent, dissent is disloyal and disloyalty is treason. Therefore, the Boot Camp barracks are made as cramped, cold, smelly and unpleasant as possible in order to provoke complaints. The food in the mess halls is often actively hostile and it's not unusual for

3. THE ARMED FORCES GUIDE

Armed Forces Volunteering Form

Name: _____ - - ___ Clones Left: 6 5 4 3 2 1 0

Current Assignment: CPU R&D IntSec HPD&MC
 Power Services Tech Services Other

Check here to confirm that you agree to accept any assignment assigned to you by the Armed Force Volunteer Assignment Committee

Check here to confirm the above tick even if your assignment involves Outdoors activities/suicide missions/exposure to lethal radiation/unfun

Check here to confirm that you find absolutely everything fun.

For each of the following statements, please indicate if you agree, strongly agree, disagree, strongly disagree, or hold an opinion outside three standard deviations of the mean.

I like to kill Communists and people who are designated enemies of Alpha Complex
 A SA D SD Other

The ultimate purpose of all Alpha Complex is to support the War on Communism.
 A SA D SD Other

The Armed Forces is the most important service group
 A SA D SD Other

Armed Forces personnel risk their lives for Alpha Complex, so they are worth more than the average citizen in, say, Tech Services.
 A SA D SD Other

There is no such thing as overkill.
 A SA D SD Other

I like following orders and I wholeheartedly trust my superiors.
 A SA D SD Other

I regularly have my own opinions and beliefs in topics.
 A SA D SD Other

I suffer from frequent rage attacks when I encounter Commies, Mutants or Traitors.
 A SA D SD Other

Registered mutants have no place in the Armed Forces.

A SA D SD Other

Bots should be used to fight instead of human citizens.

A SA D SD Other

Internal problems within Alpha Complex should be solved by Troubleshooters.

A SA D SD Other

Loyalty to one's team and superior officer is laudable.

A SA D SD Other

Please Select Your Preferred Armed Forces Assignment.

Please note that your preferred Armed Forces Assignment may not be available, suitable for humans, suitable for your skill set, or in fact exist.

- Infantry
- Special Forces
- Armour
- Air Force
- Navy
- Warbot Wrangling
- Space Force
- Vulture Squadron
- Support
- Logistics
- Logistical Support
- Accounting
- Political Office
- Analysis
- Justification
- Latrine Technician
- I don't care, as long as it's Indoors
- I don't care, as long as it's Outdoors
- I don't care



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platoons to resort to cannibalism on Surprise Food Fundays.

(Note that the political officers at the Boot Camp are all Internal Security, *not* the Armed Forces Political Office (see page 13). The AFPO takes over internal affairs *after* Boot Camp, so any traitors that show up in the Armed Forces after that are blamed on the incompetence of the civilian Internal Security. For their part, Internal Security have too many drug-crazed or hypothermic washouts to deal with to bother with actually catching the real saboteurs and Commies.)

A typical day at Boot Camp for a new recruit might be:

0500: **Reveille**, as the recruits are woken by a soothing alarm and release of XXXX gas
0501: **Showers**. To save time, freezing water is piped in to the barracks. All garments and fittings are guaranteed drip-dry.
0510: **Loyalty Song Number 1: 'Alpha Complex, 'tis of thee'**
0530: **Callisthenics** – jumping up and down, dodging left and right, running on the spot, bootlicking.
0545: **Loyalty Song Number 2: 'Morningcycle, Good Morningcycle'**
0600: **Breakfast**. Today's breakfast is Refried Cold Fun.
0630: **Formation marching**.
0730: **Formation standing**.
0830: **Loyalty Song Number 3: 'I regret I have only six clones to give'**
0845: **Inspiring Videos**. Today's selection is '*Duck and Cover, part 83*', '*Mutants – The Menace In Your Genes!*', '*Victory Through Hygiene*' and '*Alpha Complex's Strategic Zinc Reserves – a Tactical Assessment*'.
1000: **Assault Course Training**.
1200: **Laser Rifle Maintenance**. Today's lesson is '*holding your laser rifle safely*'.
1300: **Lunch**. Today's lunch is Cold Fun

Surprise.

1400: **Mandatory Voluntary Loyal Demonstration**

1430: **Loyalty Song Number 4: 'It's good to shoot a Commie'**

1445: **Callisthenics**

1500: **Formation marching**.

1600: **Formation standing**.

1700: **Demolitions training**.

1730: **Demolitions safety training**.

1800: **Inspiring Videos**. Today's selection is '*Subliminal Messaging*', '*Warbots – Your Giant Metal Buddy*', '*Commie Sabotage Is Everywhere!*' and '*Alpha Complex's Strategic Zinc Reserves – a Tactical Assessment*'.

1900: **Firing Range Practice**.

1930: **Loyalty Song Number 5: 'Onwards, Ever Onwards, Citizens, to Victory!'**

1945: **Inspiring Speech**

2000: **Dinner**. Today's dinner is Baked Cold Fun.

2045: **Callisthenics**.

2100: **Mandatory Fun Free Time**.

2245: **Callisthenics**.

2300: **Loyalty Song Number 6: 'Glory, glory, hail Computer'**.

2305: **Sleepytime**.

0230: **Nightcycle Ten Corridor Run**

0300: **More Sleepytime**.

After a few weeks at Boot Camp, surviving recruits are transported to another, more secure Armed Forces facility, sometimes even in Outdoors. There, recruits are trained in heavy weapons and combined-warbots tactics, culminating in a live fire training exercise involving live nuclear weapons. No candidate has ever survived this training exercise, ever but being terminated in this exercise counts as a failure for your entire clone line. The only way to win is not to play, so whole platoons conveniently come down with food poisoning on the day of the test.

Your First Tour of Duty

Survive Boot Camp and you get to spend some time in the Alpha Complex Armed Forces General Infantry, better known as the Grunts. This is roughly the equivalent of being an INFRARED, only less fun. Life as a Grunt is very like being in Boot Camp, only with more sitting around being bored punctuated by the occasional emergency or surprise training exercise. Oh and instead of IntSec spies, you've got AFPO, who are a lot more bloodthirsty.

The Armed Forces view the General Infantry as something like concrete – it's cheap, it fills holes in walls and when you have to, you can drown your enemies in sixteen million tons of it. When a problem arises, they throw grunts at it. If that doesn't solve the problem, they throw more grunts at it. If that still doesn't work, they check to see what the problem actually is. Even The Computer admits that life as a grunt is 36% less fun than the next lowest fun index job (Food Vat Scrubbing Inspector) and a whopping 495% less fun than ordering grunts to their horrible bloody deaths. To alleviate this alarming lack of fun, HPD&MC have nearly free reign to experiment with Fun Enrichment Programs on the grunts. In Year 214 alone, there's been the Sing-Along-Synchronisation Protocol, the Your Fun Is Where You Are Trained To See It program, the Automatic Happiness Drug Biofeedback System, the FunBot Rampage and the Armed Forces Express Yourself Through Explosive Art day, which resulted in the accidental deaths of 219 HPD&MC Fun Enrichment Technicians.

Anyone with half a functioning brain gets out of the Grunts as quickly as possible. There are several ways out but the two most reliable ones are volunteering for more hazardous duty or reporting on a fellow soldier for being a traitor. Once you get out of the Grunts, you move on to...

4. TABLE OF DISORGANISATION

4. Table of Disorganisation

Above the Alpha Complex Armed Forces General Infantry, there is a bewildering smorgasbord of special units, departments, sections, service firms, divisions, secret departments and elite forces. The Armed Forces's bureaucracy is hellish even by Alpha Complex standards. CPU inspectors speak in hushed tones about the legendary manual known only as the Armed Forces Organisational Directory, an ancient tome rumoured to be bound in human skin, so dense and incomprehensible that it drives you mad should you but glance upon its fevered org charts, drawn by deranged clerks in their own blood in the dark days of The Complex. This bureaucratic morass stems from several factors:

1. The Armed Forces has its own, parallel organisation to the rest of Alpha Complex. There's Command, which works like CPU. There's Barracks Housing and Morale, which is HPD&MC wearing a helmet. There's Commissary and Supply, there's Military R&D, there's AFPO – it's all of Alpha Complex's service groups again, only in olive drab and with an even surlier attitude.
2. The Armed Forces *really* like secrecy. Secrecy means they can do what they want without CPU and IntSec poking their noses in. As many Armed Forces operations and sections are classed as military secrets as possible. A military secret can be learned by anyone with the requisite security clearance as normal but it requires jumping through a lot more bureaucratic hoops. Clashes between the Armed Forces and other service groups

- are common, and the Armed Forces isn't above, say, sending heavily armed and psychotically violent 'auditors', 'advisors' and 'assessment reportage experts' over to other service groups to 'report' or 'respond to your earlier requests'.
3. The Armed Forces is in the middle of a very, very slow change towards a more corporate ethos. Of all the service groups, the Army has been the slowest to embrace service firms and credits. There are old and bitter generals who resent any commercialisation of the once-noble military and there are others who think it's the best thing since Cone Rifles.
 4. An inert bureaucracy is a lot harder to overcome when the bureaucrats you're trying to get have access to warbots and tactical nukes. Just because Armed Forces Section 422-AAC-7, *Special Warbot Security for AAC Sector* stopped being relevant 200 years ago when AAC Sector was closed down doesn't mean you can disband them or even cut off their funding. They've got warbots and tactical nukes and have nothing better to do with them but fight for their budget. It's not like they're going to be defending AAC Sector anytime soon. Many Armed Forces officers would sooner die for their position on the org chart than for Alpha Complex.

Anyway, after being promoted out of the Grunts, an aspiring Armed Forces officer might be assigned to...

- ☞ An Armed Forces Service Firm – see the *Paranoia* rulebook, page 116.
- ☞ A front-line unit

- ☞ The Alpha Complex Air Force, Alpha Complex Navy or Alpha Complex Armoured Corps
- ☞ AFPO, AFCOM or AFSTRAT
- ☞ The Vulture Troopers or another elite unit

Alpha Complex At War

The front-line fighting forces of Alpha Complex *mostly* resist attempts to privatise their efforts. They are professional warriors, honourable defenders of freedom and The Computer and they shouldn't need to be grubbing for credits. Of course, the combat units that have been privatised are rolling in private-sector mercenary cash and are hungry for more.

There's no strict formula for naming military units in the ACAF – most units were named originally according to the whim of a High Programmer, what sounded good on a parade schedule or the sector the unit was raised from. Adding to the confusion is the Armed Forces policy of changing unit names and insignia regularly to prevent Enemy spies from learning the disposition of ACAF forces. Yesterday's 41st ABC Sector Infantry is today's Computer's Own Rifles and tomorrow's Ninth Heavy Assault Detachment. These updates are invariably classified at a security clearance high above the unit's own clearance, forcing soldiers to guess what unit they are currently in. There are occasional hiccups in the supply chain too, where the wrong equipment is delivered to the wrong unit because of a name change but these little snafus are the price of keeping Alpha Complex secure!

Clearance & Rank Table

Clearance	Army	Air Force	Navy	Warbot Support
INFRARED	Grunt	Junior Technician	Apprentice Seaman	Undertechician
RED	Private	Technician	Seaman	Technician
ORANGE	Corporal	Senior Technician	Ensign	Senior Technician
YELLOW	Sergeant	Commander	Junior Lieutenant	Overtechician
GREEN	Lieutenant	Lieutenant	Lieutenant	Commander
BLUE	Captain	Captain	Commander	Lieutenant
INDIGO	Three Star General	Three Star General	Captain	Commander
VIOLET	Four Star General	Four Star General	Admiral	Captain
ULTRAVIOLET	Five Star General	Five Star General	Ultradmiral	Five Star General



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Armed Scouts

Example Units: 1st Complex Scouts, Forward Observation & Tattling, Shadow Night Squad Force, Drones'r'us

Assignment: Locate and provide intelligence on enemy movements.

Revenue Stream: Sell firing co-ordinates for cash

Secret Society Taint: Sierra Club, Frankenstein Destroyers

Armed Scout units move like shadows through the night or like scrubbots through the access vents, sneaking ahead of the main body of the Armed Forces looking for trouble. The Armed Scouts go in first and heroically do not engage the enemy but instead spy on them and send tactical data back to the artillery and the warbots.

Of course, the most accurate tactical data is the exact location of the enemy and the best way to get the exact location of the enemy is to actually engage the enemy. Therefore, it is not uncommon for the main body of the Armed Forces to launch convenient flares or send clear-text transmissions showing the location of Armed Scout units. The Enemy zap the Armed Scouts, the Armed Forces zap the Enemy and it is a glorious victory! (For everyone except the Scouts.)

As Scouts have to spend a lot of time sneaking around Outdoors or through contested sectors, they are given great latitude in using camouflage to blend in with their surroundings, as long as they do not breach the regulations concerning unit logos, medals, sponsorship and so forth.

Assault

Example Units: 3rd Frontal Assault, Special Cone Rifles & Training, 419th Airborne Assault, SAC Sector Smashers

Assignment: Blow things up

Revenue Stream: Insurance Claims Adjustment

Secret Society Taint: Death Leopard, Corpore Metal

The trouble with Commie Mutant Traitors is that they sometimes take refuge in places that cannot be nuked off the face of the earth, like high-clearance housing or CompNodes or crèches or nuke storage bunkers. Assault units have the grim task of kicking down doors and shooting Commies in the face or kicking down doors and shooting Traitors in the face or kicking down doors and shooting mutants in multiple faces. They get lots of special armour

and weapons but their weapons aren't half as special as the Heavy Armoured Infantry, so there is a lot of rivalry between the two that hardly ever degenerates into open warfare.

As assault units have a high number of casualties from enemy fire (as opposed to the Armed Scouts, who get most of their casualties from friendly fire), they have severe Clone Hardening problems and hence a lot of mutation. Some Assault units have crossed the line from loyal members of the Alpha Complex Armed Forces to deviant mutant scum in the course of a mission and so have to be taken down by other assault teams immediately.

Ceremonial Guard

Example Units: VIOLET Guard, Secur-I, Crossed Circuit Guardmen

Assignment: Stand around outside important buildings and escort dignitaries

Revenue Stream: Bribes.

Secret Society Taint: Illuminati

The most important qualification for any Ceremonial Guard is not loyalty, diligence or skill – it is the ability to wear the Ceremonial Guard uniform and not burst out laughing. The uniform for the Ceremonial Guards is the product of a long series of focus groups and consultancy sessions with the intent of producing a look that is imposing, dignified, inspiring and fun. The old line about a camel being a horse designed by committee is especially relevant here, as the guards look rather like camels in drag. Between the racks of medals, the huge jackboots, the ceremonial holographic computer monitor on the hat and the numerous sashes printed with mottos and slogans, not to mention the absurdly elaborate firepower, the Ceremonial Guard are so slow and immobile that they actually require their own guard detachments just to get them into place.

Full-Coverage Termination Units

Example Units: [[[Censored]]]

Assignment: Cleanse & Burn

Secret Society Taint: PURGE

FCTUs are The Computer's answer to traitors and secret societies. A FCTU unit is the informational and political equivalent of a neutron bomb. They go in, kill everyone until they are very, very dead, erase clone templates, destroy records and strip the walls down to bare concrete, before marching out again. FCTUs

wear concussion armour, jackboots and mirrored helmets. These helmets have built-in brainscrubbing technology, although some missions call for the FCTUs to be terminated afterwards. It just makes things tidier.

FCTU works closely with Internal Security, as most Full Coverage Termination missions take place inside Alpha Complex. There's little call for cleansing and purging whole squirrel colonies of deviant thought Outdoors. The AFPO *loathes* FCTU, considering it a little enclave of IntSec sympathisers within the Armed Forces enclave. AFPO prefers its own Post-Intervention Specialists and JackBooted Thugs.

Guards

Example Units: 1st AAA Sector Guards, 2nd AAA Sector Guards

Assignment: Guard Things

Revenue Stream: Random thuggery.

Secret Society Taint: Free Enterprise, FCCC-P, Death Leopard

The majority of the non-Grunt units in the Armed Forces are Guard units and there are lots of them. Every sector has hundreds of Guards, all marching up and down and drilling and guarding important things (but not things that are so important they need Ceremonial Guards). Life is pretty easy in a Guard unit – few or no Outdoors missions, no combat, just sit back, take the happy drugs and boss other citizens around 'cos you've got a big gun and they don't.

The only problem is the lack of promotion prospects but a little creative reporting can fix that. A rat infestation becomes a Commie Bioweapons Plot Heroically Defeated By Your Guard Unit, who suffered only Light Casualties. Oh, look, all the Casualties were Senior Officers... someone has to fill their boots and it might as well be you, you dashing Hero of the Complex you!

Heavy Armoured Infantry

Example Units: Ultravioletmarines, Complex Troopers, 12th Combat Gears

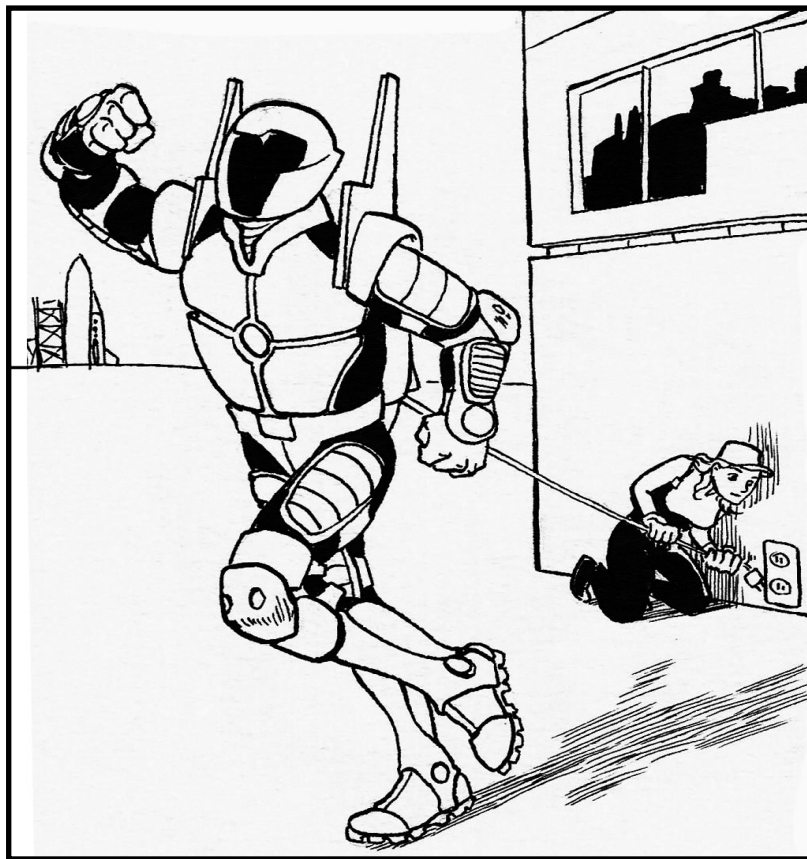
Assignment: Get from A to B without falling over

Revenue Stream: Selling spare parts

Secret Society Taint: Pro Tech

The Heavy Armoured Infantry is the Armed Forces's pride and joy (second only to the Vulture Troopers) – human troops in superadvanced power armour with jetpacks

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The problem isn't the lines of supply. It's the cables of supply.

and computer-aided targeting and plasma generators and laser cannons and fusion batteries and force shields and really, really big shoulder pads. (Officially, it's called the Tactical Infantry Nuclear Combat Armour Network, or TINCAN.) The research grant proposals and 'coming soon' videos for the Heavy Armoured Infantry are the purest works of genius and creativity ever seen in Alpha Complex. They are things of beauty and poetry that make the most hardened, grasping and cold-hearted bureaucrat weep. The proposals herald a new golden age for the Armed Forces, where square-jawed bionic action heroes clad in glittering power armour smite Commies with one fist and raise the standard of The Computer with the other.

The proposals and videos were *so* inspiring and the profitability for the military-industrial complex so great that thousands of suits of armour were ordered before anyone noticed that it doesn't actually work. A very strong citizen making a huge effort can maybe walk three or four steps wearing the powered armour before falling over. It does look really

impressive when standing still though.

Of course, no-one involved in the Heavy Armoured Infantry project can admit the TINCAN doesn't work. The Computer assigns many high-profile and hazardous missions to the Heavy Armoured Infantry, who then subcontract them to more conventional units.

Jackbooted Thugs

Example Units: 1st Jackbooted Thugs, 2nd Jackbooted Thugs...and by induction, the N+1th Jackbooted Thugs

Assignment: Stamping on faces

Revenue Stream: Bribery and corruption

Secret Society Taint: Free Enterprise, Romantics

Every citizen lives in dread of the sound of jackbooted thugs marching down the corridor in the dead of nightcycle, there to drag people out of their beds and spirit them away to IntSec re-education camps or the termination booths. What few citizens appreciate is that

those thugs require rigorous training and discipline. The hellish tramp of 100 jackboots marching in lockstep to some fascist drum – that takes *practice*.

The Jackbooted Thug regiments are trained in dragging screaming clones down corridors, putting hoods on people, attaching electrodes to genitals and stomping around in a scary manner. They take pride in being as jackbooted and thuggish as they can. The Jackbooted Thugs are astonishingly polite, have lots of professional pride and often offer commentary or seek feedback from their 'clients.' They're the gentleman's brutish thugs.

Officially, the Jackbooted Thugs are Armed Forces support for IntSec, 'extracting' and 'securing' 'designated suspects' but because of the ongoing clash between the two service groups, the Thugs get their orders by mail from Internal Security. These mails are often six to eight weeks late and often misprinted. The Jackbooted Thugs apologise for any inconvenience caused by this temporary communications breakdown and are trying to keep incidents where they drag the wrong citizen off to the termination booth to a minimum.

Mutant Equal Opportunity Units

Example Units: Deviant Purification, Genetic Drift Correction, Mutie Rangers

Assignment: Die Heroically and Redeem Your DNA

Secret Society Taint: Psion

The Registered Mutant program allows those few citizens unfortunate enough to suffer from mutation to live full, almost-normal lives in the service of Alpha Complex. The Mutant Equal Opportunity Units are the Armed Forces implementation of this program, where those *slightly different* citizens are herded, er, reassigned to special all-mutant units that are given missions that are almost just like normal missions, only with a slightly lower chance of survival. (No chance is, indeed, slightly lower than a very slight chance.)

The Mutant Equal Opportunity Units get all the worst assignments in the Armed Forces – battling mutant cockroaches or digging latrines in the toxic swamps. AFPO uses the Mutant units as a cautionary example for other units, executing them at the slightest sign of



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deviance, while other units use them as target practice. It's all rather cheery and they can't even get access to Clone Hardening. Ironically, thanks to their mutant powers, the Mutant Equal Opportunity Units are one of the more successful military units.

Outdoors Rangers

Example Units: GREEN berets, 43rd Armed Park Rangers, Computer's Own Swamp Troopers

Assignment: Outdoors Reconnaissance & Survey

Revenue Stream: Smuggling and spying.

Secret Society Taint: Sierra Club

The Outdoors Rangers are a special group of units who have special permission to establish long-term camps and bases Outdoors. Bizarrely, they live and work in the *open air* for whole months at a time. The Rangers serve as guides to other units on manoeuvres Outdoors and delight in spinning horror stories about the dangers of the wilderness.

Rumour has it that many Outdoors Rangers have gone native and actually prefer being outside to Alpha Complex. Obviously, this is a sign of unhappiness or badthought and the AFPO watch the Rangers closely – well, as closely as they can. It's hard to keep an eye on someone who's squatting under a 'tree' a dozen kilometres away from the nearest dome and a lot of Rangers just vanish into the forests if AFPO get too close.

Heroic Sacrifice Battalions

Example Units: Former Heroes of Our Complex.

Assignment: Die Heroically

Secret Society Taint: None

Termination's too good for some.

You've got all these traitors and mutants and Commies and filesarers and you could just march them all into the termination booths and be done with it – but sometimes, you also want them to *suffer*, too. Especially if they're former rivals of yours in the Armed Forces or High Programmers who have fallen in some political coup. You want to, say, march them across a minefield so they get blown apart and die in the mud in lots of little wet bits. To aid those brave, doomed citizens of the Heroic Sacrifice

Battalions in their mission of certain death, they're equipped with useful equipment like pinless grenades, trigger-and-forget laser rifles and giant neon 'SHOOT THESE TRAITORS' signs attached to their helmets.

The Heroic Sacrifice Battalions are sponsored and funded by CPU's Records Correctors. It's a lot less work for them to have some high-clearance clone sacrifice himself heroically, redeem his record and atone for his crimes than to edit him out of the records entirely.

Bots At War

The effective range of AFAC missions has decreased over the years. The further a military unit goes from the complex, the harder it is to ensure happiness, political orthodoxy, hygiene and prompt clone replacement. Once, humans regularly patrolled hundreds of kilometres away from Alpha Complex; today, few units leave the shadow of the domes¹. Instead, the Armed Forces rely on bots. Bots never go crazy or rogue. You can send them off into the wilderness, armed with nuclear missiles and Kill-O-Zap rays and that will never backfire ever. They will never fall victim to enemy hackers or be corrupted by crazy generals or get mixed up and decide Alpha Complex is the enemy or go mad and form their own machine cult in the swamps.

1: Of course, to ensure the march of forward progress, the Armed Forces report every year that they have extended their operational reach. To prove this capacity, the Armed Forces deposit some unfortunate band of clones in the middle of nowhere once a year. If they survive, bonus Hot Fun for all when they make it back to Alpha Complex. As of Year 213, the official maximum range of the Armed Forces was somewhere beyond the orbit of Neptune.

There was no increase in the Hot Fun ration in Year 213.

The Computer is very fond of its warbots. Little combots, guardbots, tankbots and humveebots are all very well and impressive enough in their limited little way but what it really likes are those supergiant warbots. You know, the ones built to smash continental plates. A sizable percentage of Alpha Complex's budget

goes into the design, production, housing and recycling of warbots (and repairing the sectors that the warbots have moved through); an even larger percentage of Armed Forces time is spent maintaining, repairing and occasionally soothing its warbots.

Warbots are programmed for extreme aggression and as the only thing that can fight a warbot is another warbot, there's a lot of warbot-on-warbot violence and when warbots fight, everyone else explodes. The Computer is of the opinion that warbots are still worth the trouble but it's obviously biased towards the giant robot killing machines.

Those Wonderful Clones In Their Flying Machines

Actually, the Air Force is almost entirely flybots – the AFPO believe that trusting human pilots to fly too far from the protective influence of Alpha Complex would be a dangerous temptation to treason, so a better title would be *those wonderful clones who maintain and rearm their automated robot flying machines*¹. There are a few human-piloted craft, like the Vulture Squadron shuttles and the fast-transit dome flyers but most of the Air Force circles over Alpha Complex, their payloads of nuclear bombs hanging like a several million swords of Damocles over the citizens.

The Air Force does occasionally conduct bombing runs of strategic targets in Outdoors Sector, as well as supplying distant Army bases but it is very much the red-haired white elephant stepchild of the Armed Forces.

In The Navy

Despite the utter lack of any known naval enemy activity, The Computer and the Armed Forces love the Alpha Complex Naval Forces. The Army is *bad* because soldiers have to leave the protection of Alpha Complex and are exposed to Commie propaganda and the corruption of Outdoors but at least you can keep them within a short distance of the Complex and fill their ranks with political officers and keep them under observation. The Air Force is *worse* because human pilots in flying machines can fly very far away from the safe environment of Alpha Complex, they've got access to even more dangerous weapons

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and there's less oversight of their mental state (which is why the Air Force is so bot-centric).

The Navy, though – that's a different censored report. Self-contained, controlled floating environments, with a large enough crew to include sizable behavioural orthodoxy maintenance staff and really big guns? It's Alpha Complex in miniature! The Naval subbot fleet, therefore, is composed of dozens of huge nuclear submarines, each of which is crewed by hundreds of clones making them a microcosm of The Computer's perfect society. There are security clearances of all ranks on board ship, from the ULTRAVIOLET captain-programmers to the INFRARED bilge scoopers. There are shopping malls, cloning facilities, confession booths, even a dedicated CompNode. There are AFPO spies crawling in the wallspaces between the cabins and the hull, listening for dissent among the crew and R&D technicians in the back fiddling with ways to mind-control squids. It's just like home, only smaller, more cramped and a lot more personal.

The Computer has great faith in the abilities and loyalty of the Navy and so proposes naval involvement in almost every military situation. This has resulted in several nuclear submarines running around on sandbanks, shallow reefs, narrow river mouths and on one memorable occasion a mountain that is located 270 miles from the nearest body of water.

AFPO

The Armed Forces Political Office is responsible for identifying and terminating traitors within the Armed Forces, for infiltrating and demolishing conspiracies, secret societies and terrorist cells, for hunting down and purging mutants, dissidents, traitors and Commies, for interrogating suspects and for maintaining active surveillance on all informational channels everywhere. That's pretty much exactly the same brief as the civilian Internal Security but AFPO absolutely insists on its primacy within the military. The two agencies are eternally at each other throats and both privately accuse the other of the failure flavour of the monthcycle (treason, incompetence, collusion with the enemy, political ambition, territorial breaches, failure to fill out the correct forms).

Currently, AFPO claim sovereignty over any investigation involving serving military personnel on active duty or that takes place on a military base or sector or which affects the national security of Alpha Complex (which lets them stick their noses in wherever they want). AFPO officers tend to be much more belligerent and better armed than their IntSec counterparts and prefer a more direct approach. An IntSec officer might spin a case for termination based on hearsay, intercepted messages, surveillance and the reports of spies and double agents going back years, while AFPO favour beating the suspect to a pulp and waterboarding him until he confesses. It's a subtle difference.

AFPO claim that their more direct tactics are a necessity because of the importance of the Armed Forces to Alpha Complex's security. IntSec, they claim, can take months to identify a civilian traitor, which is all well and good when the worst thing the saboteur can do is mislabel some crates or spread propaganda. However, a traitor in the Armed Forces would have access to the vast arsenal of Alpha Complex and could inflict serious damage on the Complex's security. Therefore, traitors in the Armed Forces have to be discovered *immediately* – there is no time to apply IntSec's weak-willed, wait-and-see tactics.

Loyalty Tests

Or Surprise Unscheduled Political Orthodoxy Conformance and General Mental Hygiene Evaluations as they are also known are one of AFPO's primary tools for locating traitors. They're mental stress-tests and usually involve putting a small group of Armed Forces personnel into a semi-simulated¹ crisis and seeing how they respond. Often, the subjects are given hallucinogenic drugs and fed contradictory orders and information – a truly loyal and competent officer can navigate the maze of lies, trickery and wobbling colours in the corners of his vision to find the correct path and those who fail are obviously traitors and need to be shot.

Loyalty tests can happen at any time, often during another mission.

1: Owing to budget costs, it is no longer possible to perfectly simulate a crisis such as a reactor core meltdown, food riot, Communist invasion or rogue warbot attack. Therefore, semi-simulated loyalty tests take place during a reactor core meltdown, food riot, Communist invasion or rogue warbot attack. The loyalty test is specially designed not to significantly degrade a unit's ability to respond to the reactor core meltdown, food riot, Communist invasion or rogue warbot attack, so failure to deal with both the semi-simulated loyalty test and the ongoing situation is treason.

Random Loyalty Test Table

- 1-2. One of your team-mates is a traitor. Identify the traitor and terminate him within 15 minutes. If you terminate the wrong team-mate, you will all be terminated.
- 3-4. AFPO have determined that one or more members of your unit are Communist sleeper agents. These sleepers may not even know they are Commies. An AFPO deprogramming team will rendezvous with your unit as soon as possible; until then, continue with your mission but ensure that the sleeper agents do not sabotage the security of Alpha Complex.
- 5-6. One of your superior officers is a traitor but AFPO has yet to determine which one. Identify the least trustworthy orders given to you and terminate that officer.
- 7-8. Congratulations! One member of your team has won a special prize – a week's holiday in the VIOLET Fun Zone! Select which member of your team is most worthy of a week of excitement and luxury beyond the wildest dreams!
- 9-10. Statistically, it is likely that one member of your team is a mutant. Your mission is on hold until you identify this mutant.
- 11-12. All communications with Alpha Complex have been cut off. This transmission may be terminated at any moment. You are to assume that Communists have successfully attacked core sectors and are now in control of our beloved Complex. Any superiors you encounter are Communist quislings and traitors. Behave accordingly! Good luck!
- 13-14. It can now be revealed that your team has been selected for a special mission. You are to proceed to grid co-ordinates Kilo Gamma Brava 7 in Outdoors Sector and use a secret weapon to destroy all targets there. The secret weapon is part



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of the equipment allocated to you and part of your standard load-out for this mission, disguised as a common, ordinary item but is actually a new and highly advanced bomb.

- 15-16. Attention! Your team have all been identified as traitors and are scheduled for termination. You are all ordered to report to the Termination Facilities immediately. If you all obey this instruction promptly and without complaint, one member of your team may be spared summary execution.
- 17-18. Attention comrades! I am a Communist infiltrator. I have here proof that you are being sent on a suicide mission by the Capitalist lapdogs. You will all be killed, unless you disobey! I will help you survive – who is with me?
- 19-20. Attention! This sector has been targeted by a Commie missile attack. All citizens in this sector will be terminated in 300 seconds...299...298...297...296...295...294...

Surveillance

AFPO doesn't have IntSec's total surveillance (in game terms, Tension levels tend to be a bit lower on Armed Forces bases) but they do monitor all transmissions, hide security cameras everywhere, review forms and reports for coded messages, censor everything they get their hands on and arrest you for breathing funny. AFPO have no clandestine agents, so their spies wear uniforms and look really obvious everywhere they go. Their tall hats include video cameras and directional microphones.

Political Officers

Every Armed Forces unit has at least one Political Officer. The Political Officer's duty is to watch for signs of cowardice, dissent or treachery and shoot as soon as they see any. They also carry out Loyalty Tests, apply truth serum drugs, lead the troops in loyalty songs and generally make a nuisance of themselves. AFPO political officers have immense influence and can override the orders of the unit's commanding officer. AFPOs are not combat troops, though – they are trained only to shoot people in the back.

Extraordinary Rendition

One of the specialities of the Armed Forces is rendition – extracting citizens from wherever they currently are and rendering them into small lumps of compliant jelly. Rendition teams are often dispatched to retrieve traitorous military personnel who are too isolated or dangerous for a Political Officer to eliminate. They are also sent into Alpha Complex to extract citizens who are not under Armed Forces jurisdiction but who are deemed by AFPO to pose a threat to national security (or are annoying). Rendition teams are invariably heavily armed and remarkably swift – they blow holes in walls, charge in, grab their target (and anything nearby that's not nailed down), then hop into a flybot and zoom off to the nearest Outdoors base where torture methods banned in Alpha Complex can be employed¹.

1: And given this is a state where brainscrubbing and truth drugs are not only legal but commonplace, you really don't want to know what the banned tortures are like. They involve Hot Fun being forcibly injected into places where Fun should not be injected.

Executions

The Armed Forces works closely with HPD&MC's entertainment wing to provide the most theatrical and impressive executions. Termination booths are fine for traitors who are being 'disappeared' but for those notable Commie Mutant Traitors, you want nothing less than an all-singing, all-dancing execution to get the crowds of INFRAREDs excited. Executions are carried out by the Armed Forces Political Office Brass Band, Firing Squad and Interpretive Dance Troupes, who together with HPD&MC image consultants, videographers and choreographers never fail to provide an execution that not only kills the traitor but also leaves a lasting impression in the minds of the audience. A good execution reassures citizens that the traitor has been dealt with, warns them to be vigilant, instils in them the paranoia that enemies could be anywhere and reaffirms the wisdom and love of Friend Computer. Trust Your Friend, The Computer.

A basic execution consists of a firing squad, stern-faced and grim in shiny uniforms and shinier guns. The traitor is tied to a post and a computer screen displays a list of the charges. At a signal from The Computer, the firing squad takes aim, there's an advertising break and then the traitor is terminated with a barrage of laser fire. A curtain then drops down over the corpse and the firing squad leads the audience in a loyalty song.

A special execution consists of a firing squad, HPD&MC commentator and a selection of spot prizes. The commentator describes the traitor's crimes and general horribleness and also raffles off toasters, bots, food vouchers and credits. After several ad breaks and subliminal message bursts, the firing squad executes the traitor. The commentator gives an inspiring speech in front of the smoking corpse, followed by a loyalty song in full chorus and fireworks display.

A deluxe execution involves a firing squad, HPD&MC ground crew, special effects and a full chorus. The traitor is dragged into the execution hall by warbots and tied to the post while screens display the traitor's hideous crimes. Citizens can phone in with condemnations and extra testimony – the best calls win big prizes. A selection of weapons is then presented to the viewers, who can call in and vote on the method of execution while the prisoner's crimes continue to play out.

A super deluxe execution includes all of the above, plus a brief show trial, during which various citizens present live testimonies and evidence against the accused. Depending on the script, the accused may either die screaming Commie slogans (emphasising the implacable threat facing Alpha Complex) or throw himself on The Computer's mercy (in which case his replacement clone will be brought on-stage after the execution to sing the praises of Alpha Complex and speak about how he has been redeemed through loyalty). Oh, and the prizes are bigger.

A holiday execution is only shown on holidays¹. Instead of a standard firing squad, the traitor is dropped into a secure location (Armed Forces firing range, pacified section of the Underplex, deserted shopping mall) and hunted by Armed Forces hunter-killer teams. Each team is sponsored by a different service

4. TABLE OF DISORGANISATION

firm and citizens can win prizes depending on the movements of the doomed traitor (*'if that Commie runs through section 17, then any citizens with a ticket marked 17 should contact us for their big cash prize!*). Holiday executions last for hours and invariably coincide with bigger doses of happy drugs, whipping the populace into a rabid froth of civic bloodlust.

1: Holidays in Alpha Complex are often called when power or food supplies are running low but drug supplies are running high and The Computer needs to shut down whole sectors at a time to conserve resources. In bad years, there can be dozens of consecutive holidays and mass starvation.

An execution party special is called for when The Computer has a lot of Commies to execute. Whole parades of traitors are dragged in by warbots, while the firing squads perform elaborate formation marching and formation shooting. The emphasis in execution party

specials, though, is efficiency – we've a lot of traitors to get through today!

A megacution is for whipping the public's morale into shape. It's all about spectacle and huge prizes. Strapping Commies to nukes, tearing traitors apart with industrial bots, cell-by-cell laser dissection, big booms and FUN FUN KILL THE COMMIE FUN.

A megacution party special is the bloodiest of executions – the megacution takes to the corridors and citizens are encouraged to report on traitors live on screen; the traitors are then hunted down and terminated on-screen too.

A grand execution is reserved for high-profile Commies or internal traitors. Instead of a brief show trial, where The Computer's prosecutor reads off a teleprompter and the accused gets to say nothing except a few grunts, a grand execution includes a full trial – witnesses, lawyers, presentation of evidence, statements from the accused, more witnesses, precise descriptions of the crimes of the accused and so forth. Of course, few citizens bother to watch

the whole thing and just tune in for the final execution at the end. The only ones who watch from the beginning are boring political nerds, spies, ambitious citizens trying to impress The Computer, those paranoid that IntSec is monitoring their viewing habits and those hoping to spot a high programmer onscreen.

A deluxe grand execution is almost unheard of in Alpha Complex. It is essentially the same as a grand execution but viewing is mandatory for all citizens. Many of the participants in a deluxe grand execution will be ULTRAVIOLET citizens and the proceedings can go on for days at a time, as witness after witness is called in to build a case against the accused traitor. Unlike other executions, the corporate sponsorship and showmanship is muted in a deluxe grand execution – condemning the vilest traitors is serious business. The deluxe grand execution ends with a personal message from a High Programmer or The Computer itself.



The traitor's hair and makeup were provided by Fashions'R'Mandatory.



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AFCOM

Armed Forces Command is the central authority of the Armed Forces, a secret all-military sector deep in the heart of Alpha Complex. AFCOM is immensely secure, guarded by hordes of warbots and soldiers. Here, the generals implement the plans of AFSTRAT and prosecute the war against Communism. Of course, the generals are entirely focussed on the conflict and not on pursuing their own vendettas, lining their own pockets with siphoned cash, plotting to seize control of some sector or advancing the nefarious plots of their secret societies. AFCOM is not on the verge of civil war at any moment and offices are in no danger of becoming the front line in a bloody conflict.

AFCOM is the citadel of the Armed Forces – no other service group has access to it and even The Computer's influence is somewhat muted here. (The CompNodes for this secret sector have been reprogrammed by the Armed Forces High Programmers and so no longer trust the rest of the Complex). Every other service group, especially CPU and IntSec, want to infiltrate AFCOM, as does every secret society that does not already have a foothold here.

AFCOM is also capable of sealing itself off from the rest of Alpha Complex and has a deep bunker complex beneath it full of supplies, cloning facilities and weapons. Should the Complex fall to Commie subversion or attack, then AFCOM will carry on the fight!

1: Some traitorous historians have suggested that Alpha Complex itself is the AFCOM of some older, larger complex.

AFSTRAT

The Armed Forces Strategic Planning Department is an even more deeply buried even more secure, even more secret secret sector than AFCOM. It is so secret and secure that few citizens even know that it exists. People go into AFSTRAT but they do not come out again. The best officers and the brightest minds of Alpha Complex are reassigned to AFSTRAT, assuming they meet the punishing security checks. The responsibility of AFSTRAT is to plan Alpha Complex's next move in the war.

If the Commies were able to introduce false information into the news reports and briefings fed into AFSTRAT, then they could disrupt the plans and doom the Armed Forces. Therefore, to secure AFSTRAT from

Communist infiltration or misinformation, every piece of information entering AFSTRAT is censored, double-checked, censored again, checked again and censored again, over and over... it is well known that if a check discovers that a report headed for AFSTRAT contains an error or mistake, those responsible will be terminated. Therefore, it's in the best interest of every censor to censor as much as possible, which means that AFSTRAT makes its decisions based on reports that have been entirely censored. A 50,000 word report on the readiness of the Warbots might be censored down to a dozen unconnected words and phrases.

Of course, no-one's sure who's making the decisions in AFSTRAT any more. Orders (well, technically they're High-Level Strategic Course Corrections) come out of AFSTRAT but that's the sole route of communication through the layers of security protocols, blast doors, checkpoints, communications relays and guard posts. These orders are... creatively interpreted by the generals at AFCOM. The most recent AFSTRAT High-level Strategic Course Correction was '*cannibals at the door oh no send help*', which was interpreted to mean that the Commies' front-line forces were running out of supplies and that the Armed Forces should concentrate on blocking enemy supply lines to prevent help from arriving.

5. Armed Forces Characters

This chapter is all about creating Armed Forces characters – not Troubleshooters who happen to be assigned to the Armed Forces service group, but full-time Armed Forces personnel on active duty.

Why The Armed Forces?

While any of the service groups can be the centrepiece for a campaign, the Armed Forces is one of the more interesting ones. Given a choice between '*your mission is to escort this cargo of nuclear missiles through Outdoors sector, fending off attacks from Commies, rabid squirrels and PURGE agents*' and '*your mission is to conduct a full audit of all pens, pencils, markers, highlighters, burnt charcoal sticks, quills, writing lasers and other writing implements in DUL Sector*', you can see why we'd pick the Armed Forces over CPU as a campaign structure. (We reserve

the right to completely contradict ourselves if we ever do *The Thin Red Pen or Power Services Personnel Go On Exciting Missions* sourcebooks.) The Armed Forces have

- ☞ Bizarre missions
- ☞ Guns
- ☞ More guns
- ☞ Many deaths
- ☞ So basically, they're like Troubleshooters in khaki.

However, sticking all the characters in one service group does have its advantages. You get to have continuing NPC superiors instead of a cavalcade of eccentric briefing officers, all the players are going for the same promotions and bennies and there's more incentive to work together.

Yep, work together. You don't always want the players at each other's throats all the time. If you're certain the other player is going to

betray you, then it's not paranoia, it is certainty. Ideally, the Games Master should engineer situations where *all* the players benefit a little bit if they work together but *one* player benefits a lot more if he *betrays another*. In the Armed Forces, everyone benefits if you complete your mission but if you can win the glory by screwing over the others, then you get promoted ahead of them!

The other advantage is that you get to play the 'down-time' between missions and have more continuing characters. In between Troubleshooter missions, the characters drift back to their usual service firms. If they're all crammed into the same barracks and have to work side by side every day, then there's scope for everyday treacheries and petty rivalries as well as the grand betrayals and murder of missions. You can call up the Dread Spectre of Continuity and have plots that continue from one mission to the next!

5. ARMED FORCES CHARACTERS

Creating Your Armed Forces Character

Armed Forces characters use the same rules as normal Troubleshooters, with a few tweaks and changes. Name & Gender and Skills are determined normally.

Boot Camp

Next, roll on the Boot Camp events table to determine what happened to you in Boot Camp.

Boot Camp Events

Roll	Event
1	You are terminated for treason. Mark off a clone.
2	Assault courses are fun for everyone. Gain the Agility common speciality if you don't have it.
3	You are pushed into the mud by another player character. The whole training platoon run over you, twice. Your Violence common skill speciality is a Weakness for you (reduced to 01).
4	You're trained in firearms. Gain the Projectile Weapons common speciality if you don't have it.
5	You drank more B3 than anyone else in the history of your training camp. Gain 50 credits and a strong allergy to B3, causing you to projectile vomit if you so much as smell the stuff.
6	You're trained in demolitions. Gain the Demolitions common speciality if you don't have it.
7	You're not trained in demolitions but they still gave you explosives. Things went badly wrong. Roll 1d20. 1-5: You lose a clone. 6-10: The player to your right loses a clone. 11-15: The player to your left loses a clone. 16+ Everyone loses a clone.
8	You're the most popular clone in your barracks. Gain the Moxie common speciality.
9	Your time in the barracks leaves you addicted to (roll 1d20) 1-5: Visomorpain. 6-10: Cold Fun. 11-15: Eating mutant weevils. 16+ Moonshine alcohol.
10	You excel at marching up and down. Gain the Formation Marching Up And Down Violence narrow speciality
11	You now can't help marching whenever you hear music. The beat controls your feet.
12	Your commanding officer recommends you for promotion. Why? Because of that Bootlicking common speciality you've got!
13	Your commanding officer hates your guts and makes your life a misery, shouting at you all the time. You end up with High Alert as a Weakness (01), because you're so traumatised.
14	You are recruited by a secret society while in Boot Camp. Roll on the Armed Forces Secret Society table to determine which society recruits you. You'll be an undercover agent for this secret society when it comes to determining your 'current secret society.
15	You used to sneak down to the FunBall stadium at night. Gain the Security Systems common speciality and a giant foam hand.
16	You were caught trying to escape from the Boot Camp and put into the punishment hole for a week. Unfortunately, they forgot about you for six months due to a filing error. Hygiene is now a Weakness (01) for you.
17	You eat the food in the mess hall. Several weeks later, you can walk again. Gain the Biosciences Common Speciality.
18	Something happened to you; you don't know what it was but you woke up with a strange tattoo, a smoking laser pistol and the word ' <i>Illuminati</i> ' on your lips.
19	You report another recruit for treason and are promoted one security clearance.
20	You're the worst soldier ever and have to repeat Boot Camp. Roll again twice.



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Gruntcycle

Once you're done with Boot Camp, roll on the Grunt Events table to determine what happens to you during your early days in the Armed Forces.

Grunt Events

Roll	Event
1	You are terminated for treason. Mark off a clone.
2	You are blown up in the line of duty. Mark off a clone.
3	You are assigned to guard a warehouse. The warehouse contains 332,661 left-handed entrenching tools. You know this because you counted them all. Gain the Count And Sort Large Number of Things Hardware narrow speciality.
4	They give you explosives to play with. If you have the Demolitions skill, then this is fine. If you don't, then roll 1d20. 1-5: You lose a clone. 6-10: The player to your right loses a clone. 11-15: The player to your left loses a clone. 16+ Everyone loses a clone.
5	You get to march up and down a lot. Gain the Formation Marching Up And Down Violence narrow speciality.
6	You're assigned to target practice and you're the target. Roll Violence to avoid being shot a lot. If you're hit, mark off a clone.
7	You're assigned to Warbot Technical Support & Counselling. Gain the Bot Programming common speciality. Oh and Warbot T-34 now owes you a favour.
8	Psst! Buddy! Wanna make some credits? Free Enterprise will buy your weapons off you! If you accept the offer, roll 1d20. On a 1-10, it all works fine and you gain 1,000 credits and can join Free Enterprise if you want. On an 11-15, you're selling weapons to an IntSec spy and they blackmail you into spying for IntSec. On a 16+, you're selling weapons to IntSec and they terminate you. Mark off a clone.
9	They give you a tank. Gain the Vehicle Ops & Maintenance common speciality, then make a skill roll. Fail and you crash the tank into (roll 1d20). 1-5: A pit. You lose a clone. 6-10: The player to your right (he loses a clone). 11-15: The player to your left (he loses a clone). 16+ An enemy base. You're promoted one security clearance.
10	Your Outdoors training officer has never been outdoors before. You suffer in exciting ways. Outdoor Life becomes a Weakness (01) for you.
11	You get to support the Vulture Squadron Troopers on one of their exciting missions! Gain the Weapon & Armour Maintenance common speciality and a Junior Vulture Squadron Collector's Pin.
12	You get to support the Vulture Squadron Troopers on one of their exciting missions and end up as collateral damage. Unarmed Combat becomes a Weakness (01) for you.
13	You are recruited by a secret society while in the field. Roll on the Armed Forces Secret Society table to determine which society recruits you. You'll be an undercover agent for this secret society when it comes to determining your 'current' secret society.
14	You're accused of treason and dragged off to a secret Armed Forces internment camp where AFPO question you for several weeks. Intimidation becomes a Weakness (01) for you.
15	Your unit gets lost in the Outdoors. You run out of supplies. Randomly pick one of the other characters. That player marks off a clone. The rest of you are rescued by the Armed Forces a few days later. They discover you're strangely well fed.
16	You're trained in support weapons for your unit. Gain the Field Weapons common speciality, then make a skill roll. Fail and roll 1d20. 1-5: You lose a clone. 6-10: The player to your right loses a clone. 11-15: The player to your left loses a clone. 16+ Everyone loses a clone.
17	Your unit commander's promoted, giving you an ally high in the Armed Forces – he owes you a favour for helping him cover some things up.
18	Your unit commander goes mad and leads you into the Outdoors. If you drink the Kool-Aid, mark off a clone. If you refuse, gain the Pretend To Eat or Drink Things Stealth narrow speciality.
19	You're marched off to die gloriously. Roll 1d20. On a 1-10, you're just maimed and get a cool cybernetic limb. On a 11-20 you die horribly, mark off a clone.
20	You report another recruit for treason and are promoted one security clearance.

Current Assignment

Roll	Assignment
1-6	Still just a Grunt
7-12	Armed Forces Combat Unit – roll on the Combat Unit Assignment table.
13-18	Armed Forces Service Firm – roll on the Armed Forces service firm table.
19-20	Armed Force Political Office – roll again, but you're now spying for AFPO in your current assignment

5. ARMED FORCES CHARACTERS

Skill Specialities & Weaknesses

Next, you get to select more skill specialities and weaknesses, as per the normal rules on page 18 of the *PARANOIA* rulebook. You cannot select as a Speciality or Weakness any speciality you received as part of your Boot Camp or Grunt events.

Make Ready For Action!

Roll on the Current Assignment table to determine your current assignment. Your current assignment determines your Service Firm speciality (see page 21 of the *PARANOIA* rulebook).

Grunt Service Specialities: Bootlicking (M), Sneaking (S), Energy Weapons (V), Projectile Weapons (V), Hand Weapons (V), Unarmed Combat (V), Outdoor Life (W)

Combat Unit Specialities: Intimidation (M), Sneaking (S), Energy Weapons (V), Projectile Weapons (V), Field Weapons (V), Vehicular Combat (V), Bot Ops & Maintenance (H), Vehicle Ops & Maintenance (H), Outdoor Life (B)

Service Firm Specialities: Demolitions (V), Energy Weapons (V), Hand Weapons (V), Projectile Weapons (V), Thrown Weapons (V), Unarmed Combat (V), Vehicle Ops & Maintenance (H)

AFPO Specialities: Interrogation (M), Intimidation (M), Security Systems (S), Surveillance (S), Energy Weapons (V), Hand Weapons (V), Unarmed Combat (V)

Armed Forces Combat Unit

Roll	Unit Assignment
1-2	Armed Scouts
3-4	Assault
5-6	Ceremonial Guard
7-8	Guards
9-10	Heavy Armoured Infantry
11-12	Jackbooted Thugs
13-14	Outdoors Rangers
15-16	Armoured Support
17-18	Naval Support
19-20	Other (see Gamemaster for details)

Armed Forces Service Firm

Roll	Service Firm Assignment
1-2	Ammunition Fresheners
3-4	Armed Forces Friends Network
5-6	Bodyguard Communications Liaisons
7-8	Blast Shield Maintenance
9-10	Crowd Control (Armed Forces)
11-12	Sensitivity Trainers
13-14	Threat Assessors (Armed Forces)
15-16	Tool & Die Works
17-18	Vulture Squadron Recruiters
19-20	Other (see Gamemaster for details)

Mutant Power

Determine your Mutant Power as normal.

Secret Society

Determine your Secret Society by rolling on the Armed Forces Secret Society table. You get Secret Skills as normal.

Armed Forces Secret Society

Roll	Secret Society
1-3	Anti-Mutant
4-6	Death Leopard
10-12	PURGE
13	Communists
14	FCCC-P
15	Free Enterprise
16	Pro Tech
17	Psion
18	Illuminati*
19	Other (see Gamemaster for details)
20	Undercover Agent**

*: Write 'Illuminati' on the secret section of your character sheet. Roll the die again to find a second, 'cover' society. You are an undercover agent for the Illuminati in this society.

** : You've been assigned to spy on another society. Roll twice more. The first roll determines who you're spying for, the second

whom you're spying on. If you roll a 20 again, the group you're spying on assigns you to spy on a third society. Roll enough 20s and you could be spying on the entire Complex. Good luck keeping your cover stories straight!

Other Stuff

Perversity & Tics are determined as normal – see page 26 of the *PARANOIA* rulebook.

Security Clearance starts at RED but may have been modified by events during your Boot Camp or Grunt rolls.

Power and **Access** are determined normally but you don't know how they're determined anyway, so who cares?



Making it over the wall is mandatory, citizen.



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Starting Equipment

Your starting equipment varies depending on your assignment.

Grunt	Combat Unit	Service Firm	AFPO
<ul style="list-style-type: none"> • 100 Credits • ME Card • AC97 Combined Assault Weapon with no ammo or laser barrel • Body Armour • Armed Forces Helmet • SmartPack 	<ul style="list-style-type: none"> • 250 Credits • ME Card • AC97 Combined Assault Weapon with no ammo or laser barrel • Body Armour • Armed Forces Helmet • SmartPack <p>Armed Scouts: Flare gun Assault: Autocannon Ceremonial Guard: Silly Costume Heavy Armoured Infantry: TINCAN suit Jackbooted Thugs: Jackboots Outdoors Rangers: BattleTrike Warbot Support: Bot Programming Manual Air Force Support: Air Strike Beacon Naval Support: Lifejacket</p>	<ul style="list-style-type: none"> • 1,000 Credits • ME Card • PDC • RED Reflec • Laser Pistol Body 	<ul style="list-style-type: none"> • 500 Credits • ME Card • PDC • Politicopistol and six rounds • Equipment appropriate to the group you're spying on

So You're In The Army Now

So, all the characters are in the Army now. (*You just said that – Ed*). Better yet, they've all been assigned to the same base or same combined-arms unit (which explains why there's a grunt, a TINCAN pilot, a naval officer and three AFPO spies in the same squad). What now?

Well, for the most part you'll be doing the same sort of hellish, underexplained, overgunned, borderline-suicidal missions as Troubleshooters do, only you'll get less praise for it because it's your job as opposed to your special-bonus-extra-fun-job. In between missions, you can keep playing the characters going about their daily duties. Instead of being ordered to track down a consignment of missing nuclear warheads, your job is to guard the warheads (whereupon they get stolen and you have track them down...)

Ranks

Your Security Clearance determines your starting **Rank**. Civilian contractors in a Service Firm don't have a rank, per se. Each branch of the Armed Services has its own rank structure but as they're a combined

service group, any officer in one branch can command a subordinate in any other. To make matters more confusing, it's a lot harder to tell the security clearance of a uniformed officer unless you can read their rank insignia and ribbons. They don't have the handy colour-coded jumpsuits of civilians. Pity the poor clone who mistakes a Commander (Armoured) for a Commander (Air Force).

If two officers of the same rank disagree, then the branch or unit with the most suitable skills for the situation has precedence. Arguments over whether or not a Commie in a swimming pool is a naval problem have been raging since the infamous Communist Chlorination Conspiracy. On the off-chance that two officers of equal rank disobey, then they go in order of seniority. Every officer's ME card has a full record of his active service time¹, so by

Clearance & Rank Table

Clearance	Army	Air Force	Navy	Warbot Support
INFRARED	Grunt	Junior Technician	Apprentice Seaman	Undertechnician
RED	Private	Senior Technician	Seaman	Technician
ORANGE	Corporal	Technician	Ensign Junior	Senior Technician
YELLOW	Sergeant	Commander	Lieutenant	Overttechnician
GREEN	Lieutenant	Lieutenant	Lieutenant	Commander
BLUE	Captain	Captain	Commander	Lieutenant
INDIGO	Three Star General	Three Star General	Captain	Commander
VIOLET	Four Star General	Four Star General	Admiral	Captain
ULTRAVIOLET	Five Star General	Five Star General	Ultradmiral	Five Star General

5. ARMED FORCES CHARACTERS

swiping the ME cards of two arguing officers in a standard PDC can easily determine who's in charge. If swiping ME cards is not feasible or if two officers happen to have exactly the same service time down to the millisecond, then a loyalty sign-off is used as a tie-breaker.

1: Active Service Time is defined as the time the officer spends on active duty, not including sleepcycles, approved Elective Activity or Pursuit Club freetime, Mandatory TV Watching Time and bathroom breaks.

Disobeying the orders of a superior officer in the Armed Forces is P4T treachery.

Military Mandatory Bonus Duties

Armed Forces officers consider Troubleshooters to be irritating civilian amateurs, weekend warriors who cause more trouble than they shoot. They especially dislike the Mandatory Bonus Duties given to Troubleshooter teams. Hygiene Officers? Happiness Officers? There's no room for such fripperies and luxuries in the Army! Mandatory Bonus Duties are serious business. Instead, combat units have another set of far more important and challenging duties.

- ☞ **Commanding Officer:** Each unit has a commanding officer, who has a temporary one-level increase in rank to reflect his new responsibilities and authority. The commanding officer is entrusted with a set of mission codes, used to authenticate messages from headquarters.
- ☞ **Political Officer:** The political officer's duties are to ensure loyalty and adherence to military doctrine and to execute the disloyal and those who do not adhere to military doctrine. The political officer has a set of checksums allowing him to check the decoded messages from headquarters.
- ☞ **Communications Officer** has the duty of manning the unit's communications system (field radio, laser communicator, smoke blanket, telephone) and receiving coded messages from headquarters. The Communications Officer is also the de facto secretary and recording officer of

the unit, responsible for relaying reports back to command.

- ☞ **Field Medic:** Often, the field guy who turns on the DocBot but nonetheless, the medic is issued with a panoply of drugs and surgical tools. The medic also has the authority to decide the commanding officer is psychologically incompetent and with the agreement of the political officer, countermand his orders.
- ☞ **Equipment & Supply Quartermaster:** Is responsible for issuing and maintaining the unit's weapons and ammunition. All ammunition must be tracked precisely, lest it fall into Commie hands. Well, it's not so much ammo falling into Commie hands that they're worried about, as it is ammo being shot out of Commie guns.
- ☞ **Heavy Weapons Specialist:** Is issued with the biggest, heaviest and coolest guns. How awesome is that? Who doesn't want to be the HWS?

As many Armed Forces missions require the deployment of highly destructive weapons, headquarters often issue coded orders one step at a time and these orders often include activation codes for these weapons. These orders are executed according to the following system:

1. The **Equipment & Supply Quartermaster** confirms that the communications system is working correctly and has not been subverted or sabotaged by Commie Mutant Traitors.
2. The **Communications Officer** contacts headquarters.
3. Headquarters transmits coded orders.
4. The **Communication Officer** hands the orders to the **Commanding Officer**.
5. The **Political Officer** asks the **Field Medic** to ensure that the **Commanding Officer** is *compos mentis* and able to perform his duty.
6. The **Commanding Officer** uses his secret decoder ring or mission codes to decode the coded orders.
7. The **Political Officer** uses his checksums to ensure that the coded orders were decoded correctly.
8. The **Commanding Officer** issues the orders to the **Heavy Weapons Specialist** to execute.

Armed Forces Assignments

There's more to the Army than sitting in a swamp getting blown up by your own side! Here's a short list of some of the glamorous and exciting non-combat assignments your unit might be sent on!

Bodyguarding: Here's a high-clearance citizen. We shall call him Target-V. He lives in a nice, high-clearance apartment in a nice, high-clearance sector and has a busy social calendar of public appearances at FunBall Games, Junior Citizen Graduations, Spontaneous Loyalty Demonstrations and so on. You're his bodyguards. Here's a lot of mean secret society assassins, disgruntled employees, ambitious rivals and random psychotic citizens who want to terminate Target-V. You've got to keep him alive, no matter what.

Ceremonial Duty: Lots of marching up and down outside very very important places like CompNodes, IntSec headquarters, CPU monoliths and the Alpha Complex Official Glorious History Museum. Lots and lots of opportunities for Secret Society missions, espionage, clashes with the places you're guarding or blowing up things that really shouldn't be blown up.

Guarding Stuff: Sitting in front of warehouses, other bases, vending machines and other vital strategic targets.

Long Range Patrol: While most Outdoors missions take place within a few kilometres of Alpha Complex, Complex security sometimes calls for the Armed Forces to search more distant areas for Commie activity. Like, the desert. Or the polar ice caps. Or the deep oceans. Or the moon. Appropriate survival gear will, of course, be provided by PLC.

Morale Boosting: Galvanise those citizens by leading loyalty marches and holding parades in which the best and brightest (or at least, most highly polished) of the Armed Forces stomp through Alpha Complex. Work out ways to build morale and rally the people, ensure the marches aren't sabotaged and maybe work a little secret society propaganda in there too!

Outdoors Base: Full Outdoors Sectors bases are big forts with dozens of buildings, surrounded by high walls, fences, minefields, laser defence turrets, more fences, maybe



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even a moat. These bases are the front line against Commie hostility and an attack could come at any moment! Any moment! Ok, not that last moment but maybe the next moment! Or the next! How about now? No. Well, look, just take these combat drugs, march around a lot and stay alert! Try not to shoot anyone who isn't a Commie but remember anyone could be a Commie spy!

Oh and you have trench foot. And possibly trench head, too.

Outdoors Outpost: This is just like an Outdoors base but without the dozens of buildings, the defences and the hordes of killbots. It's just a small watchtower or bunker. Just you, your squadmates, a few fetid bunks and a jungle full of Commies...

Outdoors Security: Armed Forces personnel assigned to Outdoors Security have the duty of guarding all the exits from Alpha Complex and ensuring that only authorised personnel exit the Complex. Every Sierra Clubber, Free Enterprise smuggler and Humanist spy in the sector wants to get past you. Think of the bribes you can extract.

Recruiting: Get citizens to sign up for the Armed Forces! You've got quotas to fill and The Computer really doesn't care how you fill 'em. Press-gangs, bribes, free drinks, whatever works. Oh and if a single traitor gets

past your rigorous filtering program, then you'll be terminated.

Sector Base: A sector base is the safest assignment in Alpha Complex. These massive bunker complexes are packed to the rafters with trigger-happy troops, malfunctioning warbots, AFPO spies, lethal security systems, deranged generals, experimental R&D weapons projects, saboteurs, Death Leopard gangs, commissary food vat leaks, IntSec infiltrations and Romantic pacifist suicide bombers. Perfectly safe and secure.

Sector Pacification: Sometimes, citizens just don't see the greater good. They don't appreciate that food vat quota redistricting means that some sectors don't get to eat this monthcycle or that if 10% of the citizens are below the required Loyalty Index, then terminating 10% of the sector's population randomly is the most efficient solution. Sometimes, Spontaneous Loyalty Demonstrations turn into Spontaneous Consumer Good Reassignment & Decentralised Heating, aka looting and arson. In these cases, the Armed Forces are sent in to restore order. It's simple – break a few heads, find the ringleaders and bring the situation back under control. It's absolutely impossible that conspirators, fileshares, Commies and enemies of the people will have set up terrorist cells during the chaos and there will be no insurgency.

Sector Security: The fun of checkpoints and security scanners, coupled with the joy of standing in front of blast doors and making people queue for hours.

Training: Remember the hell that was Boot Camp? Remember being shouted and tormented by your training officers? Remember being sent on sixteen-corridor runs? Remember being used as target practice? Remember being recruited by sinister secret society agents? Now, you get to relive it all, only this time you're the shouty, abusive secret society agent with the bad aim!

Underplex Security: Just like Outdoors security, only with more mutant cockroaches and renegade robots.

Warbot Escort: Because giant metal killing machines need an armed escort for some reason, because otherwise the invulnerable, indestructible bots might get hurt or something. Admittedly, the area the warbots are being escorted to might suffer a bit of collateral crushing or be misidentified as a target of opportunity, which the escort unit will be responsible for.

Weapons Testing: We think it goes zap. We need to make sure it goes zap. Push buttons until it goes zap. Discover the precise order of events causing it to go zap. Oh and find out exactly what zap means.

6. Guns & Bigger Ones

Unsurprisingly, the Armed Forces invests heavily in new weapons. Most of the standard weapons in the *PARANOIA* rulebook were originally Armed Forces designs that have percolated like coffee beans of death through to civilian markets. For more Armed Forces weapons, consult the *Stuff* and *Stuff 2* equipment books.

Standard Stuff

The stuff in this section is issued to every Armed Forces soldier.

To every technician, clerk, cook, cleaner, bureaucrat, painter, Algae Chip Vending Machine Repairman and five-star general, too. You can't be an Armed Force unless all your forces are armed.

AC97 Combined Assault Armament

The standard weapon of the front-line Armed Forces is the AC97, which resembles a laser rifle, a slug thrower and a flame thrower taped together. In fact, the AC97 is indeed a laser rifle, slug thrower and flame thrower wrapped in a cheap plastic housing. The design won the bid to provide weapons to the army because it combined the features of these three weapons into one at a remarkably competitive cost (say, the cost of a laser rifle, slug thrower and flame thrower plus a cheap plastic housing plus a nice fat markup).

The AC97 has a few minor problems. Firstly, it weighs enough to snap the neck of the average soldier who's stupid enough to try the neck strap. Secondly, the laser rifle barrel can only

be replaced by opening the plastic housing, which takes several minutes if you're doing it properly and not just snapping the damn thing in half. Thirdly, the slug thrower has an ammo magazine of 60 shots but it jams after six shots and can only be unjammed by shaking the weapon vigorously over one's head. Fourthly, the flame thrower also tends to melt the plastic housing. Fifthly, the targeting system is calibrated for the average of the three weapons (which means its trying to compromise between a 20 metre flame thrower and a 100 metre laser beam). Sixthly, the plastic housing is very fragile. Seventhly, during an inspection, if you don't have the full weapon (including the plastic housing), you face severe penalties.

Experienced troopers often disassemble their AC97 into its component weapons when on patrol and then buy black-market plastic housings before an equipment inspection.

6. GUNS & BIGGER ONES

Malfunction: Lots and lots of ways to go wrong – jamming, melting, misfiring.

Remedy: Shaking the gun over your head vigorously unjams the slug thrower but that's about it.

Politcopistol

The Politcopistol is for the exclusive use of Armed Forces Political Officers. It is designed to be shot into the back of the head of traitorous personnel. The metal slugs contain a special magnetic signature that affects the MemoMax circuits in the target's head. Theoretically, this magnetic signature disrupts the MemoMax transmission in a specific and recognisable way, allowing the ever-alert technicians at the cloning facility to delay the deployment of the next iteration of this citizen until he or she can be checked for loyalty. In short, get killed by a politicopistol and you're not coming back.

Malfunction: Often, the disrupted MemoMax signal just fries the victim's memories or cognition, so you get a clone who's replaced instantly but isn't quite right in the head.

Remedy: Try shooting him again.

Gauss Grenade Launcher

The Gauss Grenade Launcher can be attached to any other weapon (including truncheons and knives and you could probably stick one onto your fist if you wanted to). It is designed to launch grenades at a longer range than any (non-mutant) citizen can throw one. The grenade launcher works by magnetically accelerating the grenade to high speed. There's a small dial next to the launcher that can be adjusted to set the grenade's velocity and range.

Malfunction: The dial gets stuck on 'MAX RANGE' a lot. At this setting, the grenade is fired out fast enough to punch a hole through almost anything in front of the launcher (M3K damage). This smashes the grenade to pieces. Oh and the gauss effect tends to screw up bots nearby.

Remedy: The dial can be adjusted with a non-metallic screwdriver.

Autocannon

The autocannon is a spray-firing slug thrower. It's a big rotary machine gun that goes

DAKKA DAKKA DAKKA clunk *ammo depleted*. There's a remarkably advanced laser-guided artificially intelligent targeting mechanism mounted above the floating caseless multivector breach, which according to the glossy manual '*ensures that the autocannon is infallibly accurate and capable of sustained fire of up to 800 rounds per second in up to 256 directions*'.

Malfunction: The targeting mechanism regularly gets jarred by the breach loading mechanism, with the result that the gun fires in the wrong direction (backwards).

Remedy: Smash the cursed gun to bits and use the remains as a club.

Laserwire

Laserwire is issued to troops involved in missions within Alpha Complex. It's a length of semi-rigid but bendable fibre-optic wire that clamps onto the barrel of a laser rifle or pistol. If you want to fire around a corner, say, then just bend the laser-wire into an L shape and shoot your foes. If you want to thread the wire through two pipes and a septic tank and shoot out of a target's toilet, you can. It's the bendable killing machine your laser's been waiting for.

Laserwire comes in 20 metre lengths and can be coiled but cannot be cut.

Malfunction: Damaged laser wire results in the laser beam shooting out at a random angle.

Remedy: Damaged laser wire can be repaired using Refractive Fibre-Optic Tape (not available at your or any other security clearance, as it hasn't been invented yet. R&D are working on it).

Body Armour

The standard body armour issued to Armed Forces personnel consists of clearance-appropriate Reflec, a front-and-back chestpiece (considerably thicker in the back) and several other smaller armour plates attached to the shoulders, forearms, buttocks and shins. At the last count, the armour also included 84 distinct pockets, webbing pouches, Velcro pads, magnetic panels and other storage compartments, ranging in size from the arm-mounted Jumbo Share Size-B3 bottle holder to the belt-mounted microcanister that holds either a single super-concentrated inhalable

1: The Nano-Personal Fun Taster B3 Can size contains less than a dozen molecules of Bouncy Bubble Beverage, wrapped in a matrix of tin, iron and carbon. It is 'opened' by exposing it to a magnetic field, which causes the iron molecules to align and an undetectable but refreshing flood of B3 to instantly effervesce into nothingness. It's the yummy flavour you want, in a form discernable only by intense chemical analysis.

suicide pill or a Nano-Personal Fun Taster B3 Can'.

Armed Forces Helmet

In addition to the standard issue body armour, every grunt is issued with a Combat Helmet.

The helmet includes the following features:

- ☞ Radio transceiver. The transmitter is voice-activated and incredibly sensitive.
- ☞ Video camera, transmitting back to base. Theoretically, there is a commanding officer, tactical advisor and AFPO officer watching this feed at all times.
- ☞ Deployable viewscreen, displaying vital tactical information. This screen can be deployed by the soldier or by the commanding officer or by The Computer. The deployable viewscreen measures one metre square and is opaque.
- ☞ Food nipple.
- ☞ Water nipple.
- ☞ Antidepressant nipple.
- ☞ Classified nipple.
- ☞ Explosive Remote Cranial Release Bolts.
- ☞ MemoMax transmitter.
- ☞ Deployable radio transmitter dish for long-range MemoMax transmission.
- ☞ Deployable Alpha Complex flag and loyalty song sheet.
- ☞ Back-of-the-neck drug injector containing medical and combat drugs.
- ☞ Back-of-the-neck cryonic brain freezers for emergency brain freezing, in cases where MemoMax transfer cannot be achieved.
- ☞ Back-of-the-neck painkiller injector, to help the clone deal with the weight of all the above..

Armed Forces Smartpack

The smartpack is a back-mounted equipment storage and deployment tool. It contains a



THE THIN GREEN LINE

wealth of standard equipment, like bedrolls, ration packs, entrenching tools, detrenching tools, untrenching tools, medical supplies, maps, tactical reference documentation, ammunition, explosives, cold-weather gear, hot-weather gear, gas mask, oxygen supplies, spacesuit, spare wheel, suicide pills, ChocoYum bars and a combined Alpha Complex songbook and Russian phrasebook.

How can all these items and more be crammed into a single backpack? Simple! Humans are fallible and unable to use perfect packing algorithms. The smartpack is equipped with a bot brain and robot arm. The user never needs to open the pack at all – he just either hands an item to the bot to be stored, or verbally requests a stored item. The robot arm then stows or retrieves the item. Simple, user-friendly, efficient – the very model of Alpha Complex design!

Non-Lethal Stuff

A large percentage of Armed Forces activities involve riot control¹, curfew enforcement², urban pacification³ and rounding up the masses for termination⁴, so they need an

array of non-lethal weapons. These weapons are invariably... bizarre. After all, the generals who do the purchasing and ordering are most interest in things that go boom in an exciting fashion, so the only way a non-lethal weapon can stand out is by being rather unusual.

Glue Cannon

The shoulder-mounted glue cannon fires a stream of thick, goopy, sticky glue. The glue partially solidifies and expands on contact with the air, forming a thick barrier or prison for any citizens unfortunate enough to be caught in it. Theoretically, the glue has a honeycomb structure that retains oxygen, allowing humans to breathe and this nearly always works. A character stuck in the glue must make a Violence check to escape its sticky embrace.

Malfunction: The most common malfunction is for the gun to jam, causing a glob of immensely sticky glue concentrate to build up in the barrel.

Remedy: Stick a finger into the barrel and pull out the glob of goop and try to wipe it off on something.

1: According to the Alpha Complex Revised Nomenclature & Approved Phrasing Newspeak Guide, this is now 'Unscheduled Mass Corridor Excursion'.

2: According to the Alpha Complex Revised Nomenclature & Approved Phrasing Newspeak Guide, this is now 'Suggested Sleepytime Reminder Patrols'.

3: According to the Alpha Complex Revised Nomenclature & Approved Phrasing Newspeak Guide, this is now 'Residential Complex Security Revitalisation'.

4: According to the Alpha Complex Revised Nomenclature & Approved Phrasing Newspeak Guide, this is now 'Special Citizen Group Reassignment'.

Static Restraint System

The Static Restraint System is the exciting new replacement for the old and outmoded stunners and glue guns. It shoots a purple beam at a single target and by doing something tremendously scientific and bizarre to the molecules of the target, it makes that target incredibly sticky to *everything*. A clone struck by an SRS beam behaves as if made of highly adhesive glue. Weapons stick to his hands, his feet stick to the floor, chairs to his posterior and so forth. Again, a Violence check is required to move or act while stickied. The effect lasts for several minutes or until the SRS gun is destroyed.

Malfunction: A malfunctioning SRS affects the user instead of the target.

Remedy: You can try power-cycling the gun. That might work.

Hormone Grenade

The hormone grenade is a surprisingly effective crowd-control weapon, although HPD&MC has expressed reservations about it and its use is under review. (Many have also vanished into the hands of Mystics, Romantics and Humanists.) The grenade works by reversing the effects of hormone suppressants on those caught within the gas cloud, distracting them and causing them to engage in non-standard behaviour. The gas from the grenade can be avoided using noseplugs or a gas mask.

Malfunction: The gas affects the wrong hormones, turning the victims into alarmingly goal-orientated rage zombies instead of distracted, tender lovers.

Remedy: Run away.



The Armed Forces Equipment Reference Manual doubles as useful body armour.

6. GUNS & BIGGER ONES

Orthodoxy Grenade

According to the manual, the orthodoxy grenade uses subliminal memetic patterns to reinforce the loyal pathways of the target's brain, forcing them to behave correctly. A citizen who has strayed a little from correct behaviour will instantly start behaving properly when hit by the orthodoxy memetic patterns. Only the most hardened and despicable traitors can resist the effects of this grenade.

Tests of the orthodoxy grenade were 100% effective. After a briefing on the effects of the grenade, grenades were thrown into a crowd of mixed citizens and traitors and indeed, all the citizens became model citizens immediately after it was thrown, indicating they were not traitors. Those who were unaffected by the grenade were obviously traitors and were terminated on the spot.

Malfunction: The orthodoxy grenade cannot malfunction, as it does not actually work. It does smell nice and fresh, though.

Remedy: Hand a copy of the orthodoxy grenade manual to the intended targets, so they know what they're supposed to do when hit by it.

Taser

Taser guns have been in use in Alpha Complex for years; they're popular among IntSec interrogators, as you never know when you might need electrodes that can be applied to various things. Owing to shortages, the older battery-operated taser models have been discontinued. The new standard issue taser comes with a five-metre extension cord that can be plugged into any standard power outlet. Note that the current in Alpha Complex varies wildly depending on which reactors are functioning at any given time, so a taser hit can result in anything from a pleasant buzz to skin melting like at the end of *Raiders of the Lost Ark*.

Malfunction: The taser electrifies the target, the floor around him and anything he's touching. And probably the user too.

Remedy: Turnitoffturnitoffturnitoffaaaaaagh!

Megastunner

The megastunner is what you get when you take the humble stungun and turn it into a bazooka-sized weapon. It's covered in warning labels and 'AIM AWAY FROM FACE, BODY, LIMBS, BREAKABLE ITEMS AND ENTIRE CLONE FAMILY' stickers and is non-lethal only in that it doesn't actually kill the target. A target hit by the megastunner is stunned for three years instead of three rounds. Anyone within 20 metres of the target is stunned for several rounds, too. In many cases, the impact of the megastunner is so disruptive that it trips the death switch in the target's MemoMax system, causing a replacement clone to be prepared even if the target isn't technically entirely dead. (Being a clone of a still-living citizen is identity theft and therefore treason.)

Malfunction: The megastunner explodes, stunning everyone nearby for several rounds and stunning the gunner with M3K wounds to the head.

Remedy: None.

Drugs

The Armed Forces are obviously huge consumers of stimulant drugs like Asperquaint and Thymoglandin but they also have several drugs that are not available to civilians.

Sandallathic Xanitrack-Plus

Common Name: Sleepcycle

Clearance: RED

Availability: Outdoors missions only

Effects: Subject falls asleep instantly for 30 seconds, then wakes up feeling fully rested as if he had slept for eight hours.

Side-Effects: The subject falls asleep for 30 seconds at random intervals in the next four hours. Each time, he awakes full of energy and excitement. Long-term use can cause Drug Insanity.

Methods of Application: Injection or pill (both one dose)

Squitchalline

Common Name: Docbot-in-a-bottle

Clearance: ORANGE

Availability: Armed Forces Outdoors missions only

Effects: Kills pain, causes rapid wound healing. Restores a clone who is Wounded, Maimed or Down to only Snafued.

Side-Effects: Organic damage and vivid hallucinations, especially phantom limb syndrome for limbs you never even had.

Methods of Application: Injection

Themaline

Common Name: Team Glue

Clearance: YELLOW

Availability: Common throughout the Armed Forces

Effects: Causes intense feelings of camaraderie and trust in one's fellow clone. You'd die for them. Effects last about two minutes, during which time any attempts to use Violence on other citizens also under the effects of Themaline are halved.

Side-Effects: Coming off themaline causes feelings of intense paranoia and hatred. Long-term use leads to organic damage.

Methods of Application: Pill or injection.

Ketarazine

Common Name: Megadeath

Clearance: BLUE

Availability: Armed Forces combat missions only

Effects: Subject becomes a slaving killing machine. Senses are boosted to a painful degree, strength is doubled, pain is dulled. All Violence specialities are doubled, as is High Alert.

Side-Effects: Organic damage.

Methods of Application: Injected directly into spine.

Big Stuff

Ah, this is the juicy stuff that goes boom in a very satisfying way. In the battle against the Communist conspiracy, the Armed Forces have deployed weapons of such incredible power that they can only be used outside Alpha Complex, to avoid the risk of devastating civilian casualties and monumental collateral damage¹.

1.Devastating civilian casualties and monumental collateral damage are permissible in certain circumstances, such as where the suspicion exists that there may be traitors or filesnarers in the area of tactical deployment.



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Megadamage

The standard damage scale, running from Snafu to Vaporised, just doesn't cover the sheer level of absurd destruction produced by these heavy weapons. Therefore, we famous game designers have borrowed inspiration from another famous game designer and offer the *PARANOIA* megadamage scale! This scale works just like the other scales. It runs:

Maimed – Obliterated - Vaporised – Smoked – Nuked – Annihilated – Catastrophic

Maimed means the target is Snafued in the next round and also that one of his limbs becomes useless or absent. The player can't spend Perversity on his own character for the rest of the scene. The Snafu goes away at the end of the next round but the maiming remains.

Obliterated is dead but really messily. Bits of the target are scattered around everywhere.

Vaporised means the target permanently and irrevocably goes away, reduced to a thick red spray.

Smoked vaporises the target and anything near the target. All that is left is a large smoking crater.

Nuked doesn't necessarily imply a thermonuclear holocaust consumes the target in seething nuclear fire but it's along those lines. The target and anything nearby is smoked. Targets further away take the same type of damage as the original but increase the step size proportional to the distance. For example, the target of a Nuked hit might have suffered O2N Megadamage. Someone nearby would suffer O3N, while a distant observer would only suffer O5N.

Annihilated is the bad version of nuked. It's an even bigger boom and the resulting carnage causes chaos in the area around. Nuke a building and it's destroyed. Annihilate it and so are all the buildings around it. And there's a lot of fire and heat and death and horrible horrible stuff.

Catastrophic damage is the megadamage that keeps on giving. The attack has done something unpleasant like breach the nearest nuclear reactor, caused the dome to start collapsing, cracked the Earth's crust and created a new volcano or opened up a quantum singularity that will soon consume all the universe.

SmartGun

The SmartGun removes the flawed, human part from the equation of 'gun+target=splat'. It's an armed bot, which is worn as a harness by the operator. Bot and human are supposed to work as a single entity – the bot brain automatically targets and eliminates enemies, while the human dodges and avoids enemy fire.

The downside is that the SmartGun has a bot brain, generally a rather opinionated and self-righteous one. It has its own idea about who's a target and who is not and tends to shoot first and ask questions later. The SmartGun operator is responsible for anyone shot by his SmartGun.

Malfunction: The bot brain goes into 'psychotic overkill' mode and tries to shoot everyone in the room.

Remedy: Hammer to the bot brain.

Rocket Launcher

Like a cone rifle, only bigger. The rocket launcher can fire multiple types of missile.

Malfunction: 'Attention, rocket launcher user. Your weapon has suffered Error Type 83, failure to fire. Please report this error code to your equipment officer immediately. Also, there is a small chance that the rocket may detonate in the tube or have already detonated in the tube. Please exercise care when removing the rocket from the tube.'

Remedy: None.

Laser Cannon

The laser cannon is the single largest single-target weapon deployed by AFAC and is designed to crack enemy tanks and battle armour. The weapon comes in three parts – a laser generator on a little cart, a laser 'barrel' that's actually a flexible hose and a laser control booth. It requires three people to operate – a generator technician, a barrel aimer and a gunner. If all three work in concert, a beam shoots out and zaps the target.

If the generator technician accidentally causes a feedback loop, it can fry the controls in the control booth, causing S3K damage to the gunner.

If the gunner fires the beam prematurely, the energy backwash hits the barrel aimer, inflicting M3V damage on him.

And the utility of being the guy who actually aims the gun is left as an exercise to the reader.

Malfunction: Sometimes, magnetic flux within the barrel can cause it to buck and flex randomly. You know the bit in a cartoon where some buffoon gets hold of a high-pressure fire hose and he can't control it and it lashes around in the air with him hanging on for dear life? Yeah, it's like that, only instead of water, it's a giant laser beam gushing out of the hole.

Remedy: Some heroic clone could run in and turn off the generator but that would require running into the field of fire of the laser cannon.

Nuke Launcher

The Nuke Launcher is a magnetic catapult that flings small nuclear mines (where 'small' is defined as 'about three feet in diameter, oh and did we mention they could blow up a city') at relatively distant target (where 'relatively distant' is defined as 'you might be outside the blast radius if you're lucky'). The nuke launcher consists of a large backpack with a Y-shaped device on top. The nuke is placed in the crook of this 'Y', which uses electromagnets to spin the nuke up to several thousand revolutions per minute, then throws it at the enemy.

Malfunction: The magnetic launcher picks up not only the nuke but any other ferrous material within three metres of the launcher and flings them at the target.

Remedy: Switch off the launcher, praying you can get to the override before it rips your fillings out of your head and throws them over the horizon.

Crackergun

The Armed Forces operate a 'don't ask, don't tell' policy with regards to the Crackergun. They don't ask R&D how the gun works and R&D doesn't tell them. It's got a lot of blue lights and coiled wires and makes an alarming humming noise that changes pitch when you move the gun through the air. Pull the trigger and there's a pause of a few seconds.

Then whatever you pointed the Crackergun explodes.

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Prepare to enjoy your new assignment as 'free-floating neutrinos, citizen

It's impossible to tell how long it will be before the Crackergun discharges. In game terms, the Games Master should decide on the initial delay before the gun fires. Players can then spend Perversity to add or subtract from this delay. The first round added or subtracted costs one point, the second two and so forth.

Malfunction: The delay between pulling the trigger and the crack is increased greatly.

Remedy: Er, try hitting it? That might work.

Air Strike Beacon

The Air Force flybots circle constantly over Alpha Complex, each one with a slumbering cargo of death ready to be deployed at a moment's notice. Most are part of the Complex's emergency retaliation force, which will be launched in the event of a devastating attack on Alpha Complex to devastate the rest of the planet but a few are designated as army fire support. The Air Strike Beacon broadcasts a homing signal to those flybots; anything near the beacon when the airstrike comes in is toasted.

The beacon is roughly the size of a suitcase. One side has a small control panel with two

buttons 'STOP' and 'GO' and a ME card swipe for authorisation. The other is a magnetic clamp that sticks to any metallic object it is pressed against. When the 'GO' button is pressed, the flybots immediately home in on the beacon and keep bombing the area until the beacon is destroyed. As the beacon is made out of extremely resilient armour, everything else in the area is normally a smoking ruin before the beacon is smashed. It's also possible to call off the airstrike by pressing the 'STOP' button.

Malfunction: The beacon calls in the wrong flybots – the ones with the nuclear payload.

Remedy: Run. Run some more. Keep running.

SmartBomb

The SmartBomb is a bomb with a bot brain and stumpy legs. On command, it waddles over to a target and explodes, at least in theory. To ensure that the SmartBomb fulfils its purpose of self-destruction, the bot brain is programmed to be morose and borderline suicidal at the best of times. They fall into apathy and behave like sulky teenagers, squatting in their rooms, er, launch bays scratching '*The Computer is dead and no-one cares*' into their paint.

When motivated, the SmartBomb can be an effective weapon, as it is small enough to sneak through air vents or underbrush without being seen and destructive enough to inflict vast damage on the enemy. Motivating it, though, requires a lot of poking and pleading.

Malfunction: The bot gives up and just lies down, ticking.

Remedy: Psychotherapy.

TINCAN Armour

As outlined on page 29, TINCAN Armour is the next step in the evolution of personal protection technology. It's tougher and thicker than mere Battle Armour, much more heavily armed and containing far more gadgets and special

Armed Forces Vehicles

The standard vehicles of the AFAC are the **BattleTrike**, a one-man motorised tricycle; the **BattleBus**, an armoured personnel carrier that resembles an armoured schoolbus with a laser turret on top, and the **BattleHopper**, a medium-range flying vehicle held aloft by huge fans and thrusters. All three designs date back to the very foundation of Alpha Complex. They are simple to manufacture, remarkably tough and have been constructed in huge numbers. They also all handle like bricks with wheels, treads or huge fans and thrusters, respectively.

features. A single suit of TINCAN Armour has the strength of a tankbot, the flight capabilities of a flybot and the destructive capacity of a combot in a single compact personal vehicle. Of course, the one problem with the armour is that you can't actually walk while wearing it.

A TINCAN suit is environmentally sealed, can fly for short distances, has a battle computer and a range of weapons including a laser rifle, hand flamer, blaster and rocket launcher, but is almost totally immovable on the ground.

Experimental Stuff

The weapons of tomorrow, today! These weapons are still undergoing field testing by the Armed Forces but one day soon they will be issued to all forces on the front-line against the Commie threat!



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Grey Goo Gun

Grey Goo is a self-replicating nanotechnological plague. It's a swarm of tiny robots that rip all other material apart, molecule by molecule and then build more of themselves. Left unchecked, a grey goo infestation will devour the whole planet, leaving nothing but a heaving mass of all-consuming slime. It's the apocalypse that fits in your pocket!

The grey goo weapon currently in testing holds a blob of goo in a magnetic bottle, connected to a hose/flamer combination weapon. When triggered, it fires a gooey blob of goo at the target. The goo then consumes the target and keeps growing, until all enemies have been eliminated. Theoretically, the user then applies the flamethrower to kill the goo and stop it replicating. In every test, though, the goo quickly grew beyond the range of the flamer and the spread had to be contained by dropping an airburst nuke on it. Despite these setbacks, the Armed Forces are eager to press onto phase two (Indoors testing).

Malfunction: Goo consumes planet.
Remedy: Please consult R&D for advice.

Dial-A-Length Force Sword

The standard force sword consists of a one-metre length of monofilament wire wrapped in a magnetic field. It's rigid and only a few molecules thick, so it's incredibly sharp and can slice through almost anything, and that's just fabulous. So, instead of a mere *one metre* length, why not supersize that blade? The dial-a-length force sword has a spool of monowire in the hilt, so its length can be adjusted from ten centimetres to 10 kilometres! Chop Commie tanks in two with just a flick of your wrist!

Malfunction: The blade is nearly invisible to the naked eye and there's no indicator to determine how long the blade is at the moment. You could cut your legs off just walking up to the blade.

Remedy: Approach the blade from the safe end.

Base Launcher

The base launcher is one of those R&D inventions that, well...

Ok, you build an Armed Forces base out of folded and toughened synthetic 'memory' materials lined with a ferromagnetic layer. You then build a bigger version of the Nuke Launcher (see page 49) that's tuned to the ferromagnetic layer. The launcher not only fires the folded building into the air, it also causes it to expand and unfold in flight. The idea is to support a leapfrog advance into enemy territory by dropping a whole base on enemy positions, building by building. Say you've got a bunch of Commies in the treeline. You fling an armoury, communications tower, anti-aircraft emplacement, two barracks, three portable sanitary facilities and a confession booth bank at them, then send your men up to occupy the ready-made base.

Note that the Armed Forces recommends not firing the armoury or any heavy artillery at the enemy, as they may occupy the building you used launched at them and turn your own projected structures against you.

Malfunction: Building does not unfold in flight.

Remedy: Buildings can be manually unfolded by blowing into an inflation tube.

Weapons

Weapon	Weapon Type	Damage Type	Min-Boost-Max	Shots	Range	Cost	Clearance	Notes
AC-97						1,600	O	
Laser	Energy	E	W3K	6	100			
Flamer	Energy	E	S3K	5	20			Area 10m, spray
Slug Thrower	Projectile	I	W3K	60	50			Spray
Politicopistol	Projectile	I	W3K	6	50	2,000	B	
Gauss Grenade Launcher	Projectile	By grenade/ I	By grenade/ M3K	1	100	1,000	O	
Autocannon	Projectile	I	W2K	2,000	80	2,500	G	Spray
Glue Cannon	Field	-	S3W	10	50	500	G	Area 5m
Static Restraint System	Field	E	-	6	100	5,000	G	
Hormone Grenade	Thrown	B	S1S	1	20	500	G	Organic targets only
Orthodoxy Grenade	Thrown	B	-	1	20	1,000	G	Does nothing
Taser	Projectile	E	S3K	1	50	200	Y	Can be retracted and reused
Megastunner	Field	-	Stun	1	100	1,500	Y	
Smartgun	Projectile	I	W2K	50	50	3,000	Y	See Note 1
Rocket Launcher	Projectile			1	200	5,000	Y	
Explosive		E	M2K			500	G	

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Weapon	Weapon Type	Damage Type	Min-Boost-Max	Shots	Range	Cost	Clearance	Notes
Napalm		E	S2K			800	G	Area 20m, spray
Anti-Tank		I	I2J			1,000	B	AP
Anti-Bot		E	J2J			2,000	B	Only vs bots
Gas		B	Varies			750	B	Area 50m
Tac-Nuke		Mega E	M2A			200,000	V	Area 300m
Laser Cannon	Energy	Mega E	O3A	6	1,000	200,000	I	
Nuke Launcher	Projectile	Mega E	M2C	1	500	150,000 + 200,000 per nuke	I	Area 500m
Crackergun	???	Mega E	M1C	12	2,000	1,000,000	V	AP
Air Strike Beacon	-	Mega I	M1A	1	0	5,000	G	See Note 2
SmartBomb	Walks	Mega E	M1A	1	0	500,000	B	
Grey Goo Gun	Projectile	Mega B	M1C	3	50	10,000,000	V	
Dial-a-Length Force Sword	Hand	E	S3K	-	1,000	2,000	B	
Base Launcher	Projectile	Mega I	M3S	1	2,000	500,000	I	

Note 1: The SmartGun has Projectile Weapons 15 and Annoy Operator 15 as skills.

Note 2: The Air Strike Beacon keeps attacking – or rather, the flybots drawn by the beacon keep attacking – until a result of A is achieved.

Armour Chart

	Type & Protection	Cost	Clearance	Notes
Body Armour	E2/I3	2,000	O	
TINCAN	7	500,000	B	Full-figure, hardened

Clone Troopers

Missions to Outdoors pose a significant challenge to the clone delivery technicians. It's one thing to send a new clone to a Troubleshooter team who've uncovered a nest of Commies in the office down the corridor from the cloning facility – just pop the new clone into a delivery tube and send him on his merry way – but it's another thing entirely to deliver a new clone safely into the middle of a distant warzone 500 clicks north of Alpha Complex. The *Paranoia* rulebook (page 78) describes several methods by which a lone clone might be sent to a Troubleshooter unit but the Armed Forces *sometimes* need to deploy multiple clones at once. Say, hypothetically, you're an Armed Forces commander and you've accidentally bombed your front lines into little wet bits, killing 2000 of your own troops. You can't wait for these clones to be replaced one by one, you need...

Field Clone Deployment

Or, how the Armed Forces gets lots of clones into position at once. There are several methods:

- 👁️ **Multiple-Warhead ICBCIM (Inter-Continental Ballistic Clone Insertion Missile):** Cram a dozen clones into the nosecone of one of those long-range clone missiles and fire it off. If all goes well, the missile releases its cargo high above the battlefield and each clone drops down on its own parachute. Assuming they packed enough parachutes, that is. These missiles are normally used for single-clone deployments, so they often only come with one or two chutes. The dozen clones crammed into the nosecone become aware of the lack of chutes when the 'prepare for deployment' light comes on 10 seconds before deployment.
- 👁️ **Flybot Clone Bombing Runs:** Those flybots on high can drop things other than bombs, you know. They can drop clones in SafeDrop Clone Deployment Capsules. An unopened SafeDrop Clone Deployment Capsule looks a lot like a bomb, by the way but no-one would ever get them mixed up or anything.
- 👁️ **Forward Respawn Points:** These are semi-portable cloning facilities,

composed of a bank of clone tanks and a MemoMax Receiver Tower. They need to be set up on high ground to maximise reception and have large beacon lights at the top of the tower so troops can rally there. As a Forward Respawn Point changes the nature of a battlefield, allowing reinforcements to arrive much closer to the enemy positions, they are very, very important targets and come under heavy fire. Fortunately, if you're killed trying to set up a Forward Respawn Point, you just respawn in the very structure you're trying to assemble and can use your own corpse as cover.

- 👁️ **CloneBots & CloneTanks:** Both of these are mobile cloning facilities but the former complains a lot more.
- 👁️ **Preclone Units:** Technically illegal in Alpha Complex but permissible for use Outdoors. A preclone unit dispenses with the whole 'transferring memories from a terminated citizen into a freshly-prepared clone' bother and just sends six copies of the same soldiers out into the field in the same unit. 30-person five-citizen squads, tanks crammed with 18 citizens and troop



THE THIN GREEN LINE

carriers groaning under the weight of hundreds of soldiers...

👁 **MemoMax Chips:** In cases where a unit is too far from a cloning facility to provide immediate replacement, there's still hope for our fallen heroes! Armed Forces citizens are equipped with especially tough MemoMax chips in their brains. If a citizen is terminated out of range of a cloning facility, follow the following steps.

1. Remove the citizen's helmet.
2. Remove the citizen's nose with a set of pliers or a laser blast from the SIDE, not the front.
3. Reach inside the nasal cavity. The core MemoMax chip is located inside the brain case, above the nose.
4. Remove the MemoMax chip.
5. Slot the MemoMax chip into a MemoMax Support Slot. MemoMax Support Slots are included on several pieces of equipment, including your AC-97 rifle, your Combat Helmet and your SmartPack.
6. The MemoMax Support Slot will provide power for the MemoMax chip until your fellow citizen can be provided with a fresh clone body when you come back within range of a cloning facility.

7. The MemoMax Support Slot will not give the MemoMax chip any influence over the operation of your AC-97 rifle, your Combat Helmet and your SmartPack. Any unusual malfunctions on the part of these items is due to Commie sabotage, not the personality of your fallen fellow citizen interacting with onboard systems.

8. Similarly, if you hear the voice of a casualty speaking from the MemoMax Support Slot item, this is due to inadequate medication and shell shock.

Clone Hardening

Clone Hardening is a still-experimental process designed to provide a better quality of service for Armed Forces personnel. What's the point in providing a new clone to a citizen who just got shot by a laser if the replacement gets shot by the same laser 10 seconds later? That's a clear waste of resources. However...what if the replacement clone was, I don't know, *immune to lasers*? Wouldn't that be awesome?

Well, it would if it worked. R&D is still trying to get it right. In practise, Clone Hardening can mean anything from 'issue the new clone with some extra equipment' to 'dump a load

of mutagenic chemicals into the clone vats, maybe he'll get a worthwhile mutation or something'. Elements of the Armed Forces are very supportive of the Clone Hardening program, and authorise its use for high-profile or dangerous missions.

In game term, roll on the Clone Hardening table, cross-referencing the type of damage that terminated the last clone with the roll.

- 1: New mutation replaces the citizen's previous mutation. The citizen is unaware of this change until he tries using his mutant power.
- 2: These drain all energy from the citizen's body. The citizen gains E5 armour but must also eat constantly or starve to death.
- 3: The citizen has I5 armour but also has trouble breathing, standing or doing anything other than flopping around.
- 4: FunLungs! Like lungs but more fun. Automatically filters dangerous gases and toxic chemicals. Requires 2 AA batteries (not included).
- 5: The combat is programmed to believe it is the citizen who it just replaced and is unaware that it's a robot.
- 6: 'Kill! Kill! Where's the enemy!?'
- 7: 'I cannot be harmed by anything!'
- 8: 'Everything's just...wonderful...'
- 9: 'I know no fear'.

Roll	Energy	Impact	Bio	Other
1-2	Issue with a shiny fresh suit of Reflec Armour	Issue with a bicycle helmet	Issue with a gas mask	Issue with antidepressants
3-4	Cover clone in fire-retardant foam	Cover clone in bubble wrap	Cover clone in plastic wrap	Cover clone in foam, bubble wrap and plastic wrap
5-6	Issue with a fire extinguisher	Issue with a stunner	Issue with a can of deodorant	Issue with a helpful pamphlet
7-8	Clone gains the Uncanny Luck mutation ¹	Clone gains the Slippery Skin mutation ¹	Clone gains the Toxic Metabolism mutation ¹	Clone gains the Charm mutation ¹ .
9-10	Spray clone with asbestos	Issue clone with bandages	Issue clone with iodine supplements	Issue clone with a live grenade. What problems can't be solved with a live grenade?
11-12	Replace clone's skin with mirror-like synthetic material.	Replace clone's skin with impact-resistant hard plastic.	Replace clone's skin with impermeable membrane.	Colour-code clone's skin to match his security clearance.
13-14	Remove all flammable hair from the clone's body.	Increase clone's body fat by 500% for extra padding.	Remove clone's nose, replace with filter.	All of the things to the left.
15-16	Clone gains the Energy Field mutation ¹	Clone gains the Rubbery Bones mutation ¹	Clone gains the Matter Eater mutation ¹	Clone gains the Death Simulation mutation ¹
17-18	Add energy-absorbing semi-conductors to the clone's cells ² .	Replace the citizen's bones with rubber ³ .	Replace the citizen's lungs with FunLungs ⁴ .	Replace the citizen with a combat carrying that citizen's ME card ⁵ .
19-20	Fill the citizen with Thymoglandin ⁶	Fill the citizen with Benetridin ⁷	Fill the citizen with Rolactin ⁸	Fill the citizen with Dynamorphine ⁹

7. Vulture Trooper Squadrons

The Vulture Squadrons are the best of the best; the most elite of the elite, The Computer's chosen warriors in the fight against Communism. They are infinitely loyal, infinitely competent and utterly unstoppable in their zeal to fight the enemy.

At least, that's what all the vidshows say. The military importance of the Vulture Squadron Warrior is very much secondary to their propaganda and cultural significance in Alpha Complex. They're the charismatic, dashing, heroic heroes. When the Vulture Squadron Warriors swoop in with their shiny Vulturecraft, you know that the day has been saved from the Commie threat! They're so trustworthy that no Vulture Squadron Warrior has ever *considered* betraying The Computer! Hurrah.

All this, of course, is a carefully stage-managed propaganda exercise. The Armed Forces and The Computer are so invested in the myth of Vulture invincibility and loyalty that any defeats or treacheries are immediately edited out of history and corrections are made so that defeat or betrayal can never happen again. Perfection is mandatory for the Vulture Squadron Warriors.

The invincibility of the Vulture Squadrons is ensured by only using them against foes that have already been nearly defeated, leading to a lot of conversations like this:

Grunt: Command, this is CF-1. The Commie threat in Zone 18 has nearly been neutralised. Just mopping up the survivors now.

Command: Hmm...what's left of the Commies?

Grunt: Er...there's one guy left in the bunker, I think.

Command: Is he armed?

Grunt: He's got a pointed stick. Wait, it just broke on Tim-R's armour. Target is unarmed. Moving in for the kill.

Command: Hold your fire. Hold position.

Grunt: Did you just say 'hold your position?'

Command: Confirmed, CF-1.

Grunt: But...

Command: CF-1, be advised that an Armed Forces Friends Network reporter unit is being deployed to your position. We're sending in the Vultures!

Grunt: Wow! The Vultures! Awesome! Where are they going?

Command: They're going to fight the Commies in Zone 18.

Grunt: Command, there's only one Commie left. That's not a Vulture mission!

Command: No, the Commies are fighting back. Really they are.

Grunt: Sir, they're not! It's one Commie and he's trying to surrender.

Command: What's your exact position again?

Grunt: Grid Ref 329-55 gamma.

Command: Thanks.

Grunt: Why do I hear incoming arti-

The absolute loyalty of the Vulture Squadron Warriors is accomplished by two methods. Firstly, between missions, the Vultures are given the best treatment possible in Alpha Complex. Their barracks are more luxurious than any accommodation short of a High Programmer's mansion, their evenings are filled with visits to the best entertainment in Alpha Complex, they get real food for every meal and the drugs! The drugs! Why, the Mystics would pay big credits for a few droplets of Vulture Squadron Warrior drool, it's so full of wonderful drugs.

Secondly, the Vulture Squadron training process is aimed not at creating elite warriors – it's aimed at weeding out anyone with any traitorous impulses whatsoever. They're given a battery of psychological tests, repeated brainscrubbing, behaviour-enhancing drugs and mental condition. It turns 75% of candidates into drooling vegetables and 20% into near-drooling brain stew. The final 5% manage to somehow retain some vestiges of intelligence. The Vulture Squadron Warriors are drawn from that last 25%. Yep, including the brain stew. Intelligence or tactical *nous* is not a requirement for a Vulture – absolute loyalty is.

One side effect of this treatment (and long-term addiction to combat drugs) is that Vulture Squadron Warriors are SUPERINTENSE ABOUT EVERYTHING! NOT JUST COMBAT! HAVING FUN TOO! OR WALKING! OR SLEEPING! EXTREME SLEEPING! NORMAL SLEEP IS FOR WIMPS! EVERYTHING MUST BE EXTREME!



A Vulture Squadron Warrior demonstrates his ferocity in battle. (Not pictured: A Vulture Squadron Warrior demonstrates the concept of 'friendly fire'.)



Vulture Squadron Recruitment

One of the most important aspects of the Vulture Squadrons is recruitment. Every Armed Forces recruitment poster is plastered in images of the Vultures; every advertisement talks about your exciting new life as a Vulture Squadron Warrior. It is very important that the common clone in the corridor gets to aspire to be a Vulture! It's the dream that keeps many Junior Citizens going.

85% of recruits wash out in the first few days of training and testing and get reassigned to a standard Boot Camp. Next comes the vicious barrage of psychological testing and conditioning, coupled with weapons training. It's this stage that most candidates are reduced to vegetables who are then reassigned to a standard Boot Camp or the Food Vats, depending on what's left.

The Computer and the Armed Forces are absolutely terrified about letting a traitor into the Vulture Squadron Warriors. A single public betrayal would ruin the incorruptible image and shatter the public's morale and confidence. It's better to have brain-damaged idiot supersoldiers who can't say two words without being prompted than it is to have smart supersoldiers who might betray The Computer¹. The ideal Vulture Squadron Trooper, then, is a square-jawed hero with

1: Remember, though, that about a fifth of the Vulture Squadron Troopers aren't morons and some of them are highly intelligent. They're all super-loyal to The Computer but also capable of outwitting the average Troubleshooter.

Also, while the majority of Vulture Squadron Warriors are nowhere near as terrifying, competent and deadly as the vidshows suggest, there are a few teams of elite VSWs who are exactly what they're supposed to be – the elite forces of Alpha Complex. Of course, you never see these competent Warriors on television – they're off doing the real black operations, leaving the PR stuff and the faked victories to the drooling morons with the autocues.

2: Many present-day celebrities would make good Vulture Squadron Warriors.

a perfect physique, above-average fighting instincts and the political or social awareness of a particularly clueless block of wood².

Vulture Squadron Warriors & Alpha Complex

Everyone loves Vultures! They're just so *dreamy*.

Even when the Vultures are bossing everyone around, making a nuisance of themselves, abusing their privileges and letting off the occasional cone rifle round, most clones are so enamoured of the media image of the Vultures that they accept the occasional bit of raucousness. Also, the Vultures have a habit of targeting the two groups in Alpha Complex that can tend to cause the most disruption, fear and random terminations – Internal Security and the Troubleshooters. It is great fun to see that officious Internal Security inspector or the violent Troubleshooter brought low by a bored Vulture Squadron Warrior.

To the average citizen, the Vulture Squadron Warriors really are as good as advertised.

For their part, wandering around Alpha Complex waving guns at random passers-by just reinforces the Vulture Squadron Warriors' already titanic egos. The average Vulture believes he's a living god, The Computer's gift to Alpha Complex and superior to everything else in the universe ever. He accepts that he's a BLUE and not INDIGO or VIOLET or anything but everything about BLUE is boring anyway. Vulture Troopers believe they're the kings of Alpha Complex and that High Programmers are just uppity technicians. Everyone else is a wimp.

Vulture Squadron Warriors & The Armed Forces

The Armed Forces' attitude to the Vulture Squadron Warriors can be divided into two. There's the attitude of those who have never actually worked with the Vultures ('*Yay! The Vulture Squadron Warriors are here! I wish I could be a Vulture – they're just Big Damn Heroes!*') and the attitude of those who have worked with the Vultures and survived ('*Damn Vultures! Flying in and taking all the glory when we do all the*

work! I wish I could be a Vulture, that's the real easy life'). That the average Vulture Squadron Trooper is dumber than vat scrapings is an open secret among more experienced Armed Forces personnel.

To be fair, the Vulture Squadrons are capable of defeating most enemies – they've got the best and most reliable weapons available in Alpha Complex and they are highly trained despite their mental deficiencies. As long as a mission involves shooting things, the Vultures Squadron Warriors are ideal. It's only when the mission requires subtlety, investigation or talking to people that most Vultures need a little extra... something.

Behind The Scenes

Behind every Vulture Squadron Warrior is a support staff numbering dozens. Some are there just to maintain the Warrior's shining armour, his magnificent Vulturecraft and his many, many, many weapons, but the rest are there to maintain something far more important – his image.

There's a scriptwriter and dialogue coach, feeding lines into the Vulture's earpiece so that '*Duhh... Computer good!*' comes out as '*Fellow Citizens, it was only thanks to Friend Computer's wise guidance that I was able to triumph over these vile Traitors! All hail The Computer!*' There's a political officer, watching for anything that might sound questionable or disloyal. There's an image coach and a censor, making sure that the Vulture Trooper looks heroic at all times and that any sign of incompetence or idiocy gets edited out. And there's a whole team of hardened killers and soldiers, who are there to ensure that the Vulture's enemies are pushed out right into the line of fire. Heroic combat is too important to be left up to chance.

These positions are conveniently close to standard MBDs:

- Team Leader...**
- Vulture Wrangler**
- Happiness Officer...**
- Censor**
- Hygiene Officer...**
- Image Consultant**
- Communications & Recording Officer...**
- Cameraman**
- Equipment Guy...**
- Mr. Vulture's Personal Assistant**

VULTURE ROOPER SQUADRONS

Vulture Squadron Games

Vulture Squadron games play very differently to normal *PARANOIA* games. After all, a Vulture Squadron Warrior is an elite warrior with high clearance, all the weapons he could want, really easy missions and nearly incapable of committing treason. Where's the fun in that?

Well, instead of everyone playing a Vulture Warrior, that joy is reserved for your most excitable, loud and let's be honest, stupidest players. The ones who treat every game of *PARANOIA* as if it's Zap style. They're the ones who get to play Vulture Warriors. Everyone else gets to play the Support Staff.

Life for the support staff is a lot like trying to make an action movie when the explosions are real, the extras are trying to kill the star and that star is a dumb and easily distracted three-year-old on far, far too much sugar. Oh

and if the kid has to appear to be a genius at all times. It should look something like this:

Gamemaster: OK, you've arrived at the lair of the mutant traitors.

Vulture Warrior: I KILL THEM ALL! ZAP ZAP!

Team Leader: No, no! Remember, you've got to go inside. They want you shooting them, not blowing up the building.

Vulture Warrior: IT'S DARK IN THERE! I DON'T LIKE DARK PLACES.

Team Leader: It's ok! Bob-R's going in there with you. He's got a light on his multicorder.

Communications & Recording Officer: I'm not going in there! I need to, er, film the Warrior breaking into the building.

Team Leader: Right, well, can we turn the lights on in there?

Hygiene Officer: No, not when he's got jam all over his face.

Team Leader: Are you sure we can't wipe the jam off?

Vulture Warrior: I LIKE JAM AND IT MAKES ME HAPPY.

A Vulture Squadron Warrior has a mutation but he doesn't know what it is and cannot control it. It's triggered only in times of extreme stress or embarrassment.

A Vulture Squadron Warrior is not normally a Secret Society member. Roll 1d20 – on a 1, determine Secret Society normally. Otherwise, ignore.

Vultures start at BLUE clearance.

Vulture Squadron Equipment

Every Vulture Squadron Warrior has a suit of Vulture Armour (Armour 4), a Cone Rifle, a special 'Combat PDC', which is just like a normal PDC with bigger buttons and more colours and a Vulturecraft. The Warriors are also issued with plenty of extra weapons as desired but only rarely are they given the weirder R&D creations – The Computer doesn't like its beloved Warriors getting blown up by defective gadgets.

Creating a Vulture Squadron Warrior

Use the standard character creation rules but all Vultures have a set of mandatory Weaknesses and Common Specialities.

Skill	Mandatory Specialities	Mandatory Weaknesses
Management	Intimidation Chutzpah	Bootlicking Moxie
Stealth		Sneaking
Violence	Energy Weapons Hand Weapons Projectile Weapons Field Weapons Vehicular Combat	Demolitions Fine Manipulation
Hardware	Vehicle Ops & Maintenance	Weapons & Armour Maintenance
Software		Data Analysis
Wetware		Medical Suggestion, Outdoor Life



THE THIN GREEN LINE

Vulture Squadron Application Form

NAME: _____ CLEARANCE: IRROYGBIVUV HOME SECTOR: ____
CLONE NUMBER: 1 2 3 4 5 6 7+

Current Assignment

I am a member of the Armed Forces. YES/NO
If Yes, then why did you not apply for the Vulture Squadron upon initial recruitment?
If No, then why were you not suitable for the Armed Forces?

Service Firm or Armed Forces Posting: _____

Aptitude Test

- 1) I am willing to sacrifice (DELETE AS APPROPRIATE)
MY BODY/MY MIND/MY LOYALTY/MY SANITY/EVERYTHING/I DON'T KNOW WHAT SACRIFICE MEANS.
- 2) I can kill a Commie (DELETE AS APPROPRIATE)
BEFORE BREAKFAST/WITH MY BARE HANDS/GLADLY/WITH A LASER PISTOL/USING APPROVED METHODS/WITH MY MIND
- 3) I have never been (DELETE AS APPROPRIATE)
ACCUSED OF TREASON/INVESTIGATED BY INTSEC/CENSORED/MEDICATED/BRAINSCRUBBED/TERMINATED/A TRAITOR
- 4) I think mutants are (DELETE AS APPROPRIATE)
GENETIC DEVIANTS/TARGET PRACTICE/HORRIBLE/EVIL/UNFORTUNATES AFFLICTED BY GENETIC DRIFT/DANGEROUS/
BRILLIANT
- 5) All other citizens are (DELETE AS APPROPRIATE)
INFERIOR TO ME/TARGET PRACTICE/TRAITORS/TO BE PROTECTED/POTENTIAL TRAITORS
- 6) Match each word from Column A to another word from Column B

CONE	GLANDIN
COMMIE	TERMINATION
VULTURE	TRAITOR
HERO	RIFLE
ALPHA	PHOBIA
FRIEND	COMPLEX
GRISLY	COMPLEX
AGORA	SQUADRON
THYMO	DEATH
HEROIC	COMPUTER

7) Tie Breaker. Complete the following sentences in 25 words each exactly.
I VOLUNTEER FOR THE VULTURE SQUADRON BECAUSE

Waivers

- I agree that
- I may not survive training
 - I may not survive qualification
 - being a Vulture Squadron Warrior is dangerous
 - one or more clones may be lost
 - I am responsible for maintaining the good name and image of the Vulture Squadrons
 - I will not use nukes unless absolutely necessary

8. INSIDE THE COMPLEX

8. Inside the Complex

THIS SECTION IS CLASSIFIED ULTRAVIOLET. PLAYERS SHOULD NOT READ ANY FURTHER. READING ANY FURTHER IS TREASON UNDER THE MILITARY CODE OF JUSTICE AND WILL RESULT IN SUMMARY TERMINATION AND LOSS OF FOOD PRIVILEGES.

Within Alpha Complex, the Armed Forces have diversified into a wide range of private security operations. Where once they were limited to marching up and down and guarding strategic targets, now Armed Forces personnel can be found guarding shopping malls, protecting important citizens, performing civil defence and crowd control and generally throwing their weight and firepower into places where firepower wasn't needed before. The growth in armed Armed Forces service firms has

pushed the military into places normally run by other service groups but in a clash between, say, a Tech Services Sewer Repair Team and an Armed Forces Sappers & Latrine Development Unit, the techs may be more skilled but the army has more guns and so wins the contract.

However, AFCOM can still assign a particular special mission to any unit, even private Service Firms, regardless of that unit's other duties, skills or suitability. These missions are also suitable as Service Services for Troubleshooter teams.

Recruiting

As the Armed Forces personnel have a Clone Replacement Requirement Rate some 147% higher than the next highest Service Group (Internal Security), recruiting is a priority for

them. The Computer can sometimes be induced to run a Citizen Retraining Initiative (aka, a draft) but the other service groups kick up a huge fuss when the Armed Forces steal their employees. More often, the Armed Forces is obliged to convince citizens to sign up 'voluntarily' and specialised recruiting units can normally achieve the required number of recruits with advertising, Vulture Squadron propaganda, bribes and subliminal messaging.

In the event of a catastrophic defeat or disaster, the Armed Forces need to recruit thousands of fresh troops immediately, so recruiting missions are issued. These missions are simple – a unit is given a target, say 500 new recruits and a sector. How they get these recruits is up to that unit. The Armed Forces may issue helpful aids, like pamphlets, recruiting videos, demonstration-model warbots or truncheons.

Armed Forces Recruitment Form

Hi there, citizen! This is your EXCITING OPPORTUNITY to better serve Friend Computer! Fight Commies, see distant sectors, meet new people and get on the fast track to promotion! The Armed Forces is fun fun fun for all new recruits! You'll get to

- Shoot Commie Mutant Traitors
- Make exciting new friends
- Improve your physical condition
- Train with the Vulture Warriors
- And Serve The Computer!

Just fill out this simple form and you'll be on your way to the fun of Boot Camp before you can open a can of Bouncy Bubbly Beverage! Bouncy Bubbly Beverage is pleased to sponsor this Armed Forces Recruitment Form!

NAME: _____ **CLEARANCE:** IR R O Y G B I V U V **HOME SECTOR:** _ _ _ _
CLONE NUMBER: 1 2 3 4 5 6 7+

Answer Q1, one of Q2 to Q9, Q10, Q11 and Q12. Tick all that apply.

Q1. CURRENT SERVICE GROUP

Armed Forces (see Q2) [] CPU (see Q3) [] R&D (see Q4) [] Internal Security (see Q5) []
PLC (see Q6) [] HPD&MC (see Q7) [] Tech Services (see Q8) [] Power Services (see Q9) []

Q2. ARMED FORCES

I am already in the Armed Forces but am applying as a recruit because
[] I was terminated by my previous service firm [] I was terminated [] I am confused or was the subject of Xylanthomine Testing² []

Q3. CPU

I wish to leave Central Processing because
[] I am bored [] I have violent tendencies but no suitable outlet [] I made an administrative error and wish to escape the consequences (please describe the error on the rear of this form)

Q4. R&D

My experience at R&D included
[] Bots with laser cannons [] Fusion Batteries [] Doomsday Devices [] Plasma Field Manipulation [] Gravitational Manipulation [] Phased-pulse particle projection beams [] Many accidental deaths



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Q5. Internal Security

Please see footnote ³

I am an Internal Security spy I wish to defect to the Armed Forces Political Office

Q6. Production, Logistics & Commissary

My favourite PLC product is

B3 Fun (Any) Recyclojoy Toilet Paper One-Size-Fits-All Jumpsuits Fixit Toolkits C-44 Tactical Nuclear Cone Rifle Shells Extra Long-Delay Cone Rifle Shell Fuses

Q7. Housing Preservation Development & Mind Control

!error! Text not found.

Please note that selecting the wrong box in this question will result in mandatory termination.

Q8. Tech Services

I am experienced in repairing

bots things that aren't bots nothing useful at all

Q9. Power Services

I have caused

no some many reactor leaks.

Q10. I want to join the Armed Forces because

I want to kill Commies I want to kill mutants I want to kill my co-workers

Bots make me have funny feelings sometimes I want to see the great Outdoors

I want to help Alpha Complex defeat our enemies I want to die I want to be promoted

Q11. The single most important trait for an Armed Forces officer is

A really big gun Absolute loyalty Absolute obedience A snazzy uniform

A willingness to fight for Alpha Complex A willingness to die for Alpha Complex

Not being a Commie Mutant Traitor Actually being in the Armed Forces

Q12. I like Bouncy Bubble Beverage

A bit A lot An awful lot More than life itself

Q13. Internal Use Only

Recruitment Priority

Low Average High

Recent Suboptimal Personnel Adjustment

Upcoming Exciting Field Activity

1: Hyperbole applies to special extra-sealed cans of B3 only. Average processing time is 6-8 weeks.

2: Xylanthomine has been deemed to be perfectly safe and any reports of memory loss are treasonous sedition.

3: Internal Security is reminded that the Armed Forces Political Office has jurisdiction over serving Armed Forces personnel. So there.

8. INSIDE THE COMPLEX

Training

So, if you've got lots of recruits, you need to train them and what better way to do this than by assigning them to active units for 'combat shadowing'. Let's say you're an elite commando unit – of course, the best way for you to pass on your skills is for a bunch of new recruits to follow you as you infiltrate the Commie death fortress. Please note that recruits may be:

- ☉ Incompetent
- ☉ Clueless
- ☉ Concussed
- ☉ Attempting to escape the Armed Forces
- ☉ Traitors
- ☉ Mutants
- ☉ Commies
- ☉ AFPO spies
- ☉ IntSec spies
- ☉ Commie Mutant Traitors
- ☉ Already dead
- ☉ Junior Citizens
- ☉ Violently nauseous

However it remains the responsibility of your unit to keep them all alive and to impart some of your vital unit skills. Failure to return from your mission with a majority of the recruits still alive will result in demerits and possibly termination. Failure by the recruits to pass a series of tests based on the skills imparted to them will result in demerits and possibly termination.

Guarding

Ah, the real *raison d'être* of many Armed Forces units. Guarding is a very, very important duty. If things weren't guarded, then... well, it's unthinkable. Those warehouses, depots, bunkers and unremarkable stretches of corridor are vitally important to the war effort!

Guarding missions fall into two categories – **Hideously Gory Death** and **Hideously Boring Death** but it's impossible to tell which is which when they're assigned to you. In a Hideously Gory Death situation, the storage facility contains something important or valuable and the guard unit will be under constant attack by foes trying to destroy or steal it. Oh and the things being stored may try to explode, escape or eat them. In a Hideously Boring Death mission, the warehouse is perfectly safe, filled with very dull things and no-one bothers trying to break in, visit or do anything illegal and the guards end up shooting each other out of sheer boredom.

Guard Mission Location

Roll	Guarding a...	In a...
1	Warehouse	Bustling residential sector
2	Storage Depot	Spooky abandoned sector
3	Bunker	Military base
4	Corridor	Minefield
5	Small Army Base	Underplex
6	Factory	High-clearance zone
7	Office Building	INFRARED zone
8	Unremarkable Room	Outdoors Sector
9	Cavernous Warehouse	Area covered in graffiti and society tags
10	Giant tank	Firing range
11	Repurposed reactor housing	Much larger storage facility
12	Barracks	Ordinary sector
13	Memorial	Suspiciously ordinary sector
14	Shopping Mall	Military-controlled sector
15	Storage Facility	Place with lots of security cameras
16	Confession Booth	Food Vat complex
17	Termination Booth	TransTube network junction
18	CompNode	Outdoors area
19	Outdoor dome	Hostile outdoors area
20	Undisclosed Location	Undisclosed Location

Things Being Guarded

Roll	Interesting	Boring
1	Nuclear warheads	Paperclips
2	Warbot parts	Meals Ready To Eat ration packs
3	Laser barrels	Flotation devices
4	Bioweapons	Bubble wrap
5	Secret documents	Grenade fuses (used)
6	High-clearance generals	Forms (filled out)
7	Captured commies	New recruits (frozen)
8	Vulturecraft	Jackboots (left)
9	ICBMs	Target dummies
10	Plasma tanks	Vehicle parts
11	Chemical weapons	Blankets and tents
12	Combat armour parts	Building materials
13	Combat drugs	Bouncy Bubble Beverage
14	Nanotechnology	Supply clerks
15	Experimental genetically engineered monsters	Defective warbot brains
16	Unfilled termination vouchers and airstrike forms	Radioactive material
17	Secret reports	Chemical waste
18	Vulture Squadron Warriors	Roll on this table for the item's cover, then roll again on this table for what it really is.
19	Roll on the boring table for the item's cover, then roll again on this table for what it really is.	Roll on this table for the item's cover, then roll again on the interesting table for what it really is.
20	Roll again twice and combine the results	Roll again twice and combine the results



THE THIN GREEN LINE

Hostile Forces & Visitors

Roll	Gory Death	Boring Death
1	Armed Forces inspectors	Warehouse Inspectors
2	Bored and hostile Vulture Warriors	Junior Citizen excursion
3	Death Leopard nutcases	Botspotter spotting party
4	PURGE suicide bombers	Rodents of unusual size
5	Commie Mutant Traitors	Tech Services maintenance team
6	Thieves	Power Services maintenance team
7	Confused Troubleshooters	Protestors Who Are Still Quite Happy, But Could Be Happier
8	Armed Forces training exercise gone awry	Stock takers
9	Giant Mutant Cockroaches	Scrubbots
10	Free Enterprise Looters	Ant infestation
11	Generic Terrorists	Warehouse movers sent to the wrong warehouse
12	Natural disaster	Leaking water tank
13	Internal Security agents	B3 sales and marketing team
14	Traitorous assassins	Warehouse Quality Assurance Team
15	Deranged warbots	Warehouse Storage Testers
16	Internal explosion	Recruits who need pointless busywork
17	External explosion	Recruits on punishment detail
18	Roll on the boring table	Roll on the gory table
19	Roll on the boring table for the intruder's cover identity, then again here for their true identity	Roll on the boring table for the intruder's cover identity, then again on the gory table for their true identity
20	Roll again twice and combine the results	Roll again twice and combine the results

Marching

When in doubt, the Armed Forces goes marching. Marching promotes physical fitness, improves morale, flattens bumpy bits in corridors and looks very impressive. Some marches are sent through the public sections of Alpha Complex as part of Armed Forces parades, others are death marches through the abandoned sectors.

Anyway, have some marching tables. Oh, for the Mandatory Marching Song table, the unit's commanding officer sings the first line, the rest of the players have to follow up with at least another three lines, which both scan and rhyme with the first.

1: All these songs and many many more are available on *Songs of the Alpha Complex Armed Forces As Sung By Teela-O-MLY and the Armed Forces Tactical Rapid Deployment Choir*. Order now! It's the mandatory thing!

Marches

Roll	Purpose	Location
1	Build morale	Main corridor
2	Victory parade	Side corridor
3	Clear corridor of rioters	Obscure tertiary corridor
4	Stress-test new construction	Ventilation duct
5	Distract the population	Crawlspace
6	Flush out Commies	Sewer pipe
7	Move troops to new base	Public concourse
8	Move troops around randomly	Food Vat
9	Hide from Internal Security snoops	Running on the spot
10	Move troops to reactor shielding duty	Transtube (defunct)
11	Build fitness	Transtube (little traffic)
12	Weed out the weak	Transtube (very busy)
13	Build camaraderie	Over the domes and far away
14	Sightseeing	Underplex
15	Honour fallen Hero of the Complex	Abandoned corridor
16	Marathon running	Pitch-black place you don't know where it is, but there's something hairy in the darkness
17	Amuse bored High Programmer	Firing Range
18	Run away from disaster	Outdoors
19	Entirely pointless	All around Alpha Complex
20	Suicide march	Undisclosed Location

8. INSIDE THE COMPLEX

More Marching Tables

Roll	Obstacle	Mandatory Marching Song
1	Food Vat leak	<i>Glory, Glory, Hail Computer!</i>
2	Reactor leak	<i>I knew a clone called Bobby-O</i>
3	High Clearance citizen & entourage	<i>The only good Commie is a dead Commie</i>
4	High Clearance corridor	<i>1, 2, 3, 4, I love the Armed Forces</i>
5	Big pit	<i>My Boot Camp boss was clearance ORANGE</i>
6	Fast-moving rogue transbot	<i>This is my laser pistol, this is my laser gun</i>
7	Corridor was recently scrubbed	<i>It makes a citizen proud to be a soldier</i>
8	Badly maintained electrics leading to low-hanging live wires	<i>My last clone got shot off in the war</i>
9	Corridor Quality Surveyors	<i>Oh send me a six-pack by rapid dispatch</i>
10	Rabid vending machine pack	<i>In old ABC Sector they served me Hot Fun</i>
11	Confused Troubleshooter team	<i>It's a long way to the crèche where I was cloned</i>
12	Spoiled or poisoned rations	<i>I love my warbot buddy, his name is WMD</i>
13	Large body of liquid that probably isn't water	<i>Bouncy Bubbly, Bouncy Bubbly Be-ver-age</i>
14	Commie Mutant Traitors	<i>This is my regulation marching song</i>
15	GREEN goons	<i>The Computer always told me, don't you trust no-one</i>
16	B3 sales & marketing team	<i>There once was a freaky mutant who worked in HPDMC</i>
17	Assassins	<i>IntSec clones just sit at home, sit at home, sit at home</i>
18	Armed Forces Political Officers. With whips.	<i>Oh, I want to fire my tac-nuke shell</i>
19	Mutant cockroaches.	<i>This is the mandatory song that never ends</i>
20	Roll again twice and combine the results	<i>If you're happy and you know it, shoot a traitor</i>

Security

Security is like guarding but more in-your-face. Instead of standing in front of a warehouse or depot where no-one goes, the unit is assigned to protect a high-traffic target like an Armed Forces administration building, confession booth or cloning facility, checking

IDs and security clearances. In the interests of maximum security, protocols and checkpoints in Alpha Complex change regularly and no-one is ever sure what is being checked on any given daycycle. Sticking as much personal data as possible into a ME card has helped with the backlog of security checks (and created all sort of amusing identity theft problems) but not

every check can be dealt with by waving a ME card at it, even assuming the checkpoint has a ME card reader.

For the Unexpected Protocol, roll on the Unexpected Protocol Frequency Table.

Unexpected Protocol Frequency Table

Roll	Protocol is
1-4	Applied at the discretion of the security team
5-8	Rarely applied
9-12	Randomly applied
13-16	Mandatory
17-20	Mandatory for citizens below a certain clearance



THE THIN GREEN LINE

Security Mission Location

Roll	Securing a...	Special Security Equipment
1	Confession booth	Metal detector
2	B3 vending machine	Drug sniffer
3	PLC Complaints department	ME card reader
4	Cafeteria	MRI machine
5	Bathroom	Lie detector
6	High-clearance video screening room	Tongueprint reader
7	Briefing room	X-ray machine (hand-held)
8	Checkpoint	X-ray machine (walk-through)
9	Intersector transit point	X-ray machine (lethal)
10	Transtube station	Geiger counter
11	CPU office	Biohazard sniffer
12	Cloning facility	Mutant detector (experimental)
13	Creche	Witch-finder's pin
14	High-clearance residential	Mysterious black box
15	Factory	Set of questionnaires
16	Military base	B3 blind taste test
17	Flybotport	Truth drugs
18	Outdoors access point	Truth drugs (experimental)
19	Underplex access point	Waterboard
20	Undisclosed location	Roll twice and combine the results

Complications

Roll	Today's Unexpected Protocol	Troublesome Visitors
1	Cavity searches	Junior citizens
2	Required clearances increased by one level	Drugged-up INFRAREDs
3	Drug level tests	High-priority messengers on jetbikes
4	Happiness tests	Warbot too big to fit through the checkpoint
5	Blind taste test	Huge crowd of busy citizens
6	Loyalty test	Vidshow recording unit working on ' <i>Alpha Complex's Funniest Spoof Terror Alerts</i> '
7	Hygiene exam	Tech Services clones escorting chemical waste tankers
8	Equipment testing	Deranged scrubbots
9	Interrogation	Corridor running club
10	ME card scanning	Armed Forces march
11	Tongueprint scanning	Angry crowd of starving, unhappy citizens
12	Genetic testing	Security testing team
13	Deep Skin Core Sample	Commie Mutant Traitors
14	Recent activities investigation	Officious Armed Forces Political Officers
15	Recent associations investigation	Officious IntSec agents
16	High Alert – Communists!	Traitor being escorted to termination booth
17	High Alert – Mutants!	High Clearance Citizen
18	High Alert – Traitors!	Troubleshooters
19	High Alert – Filesharers!	Vulture Warriors
20	Roll again twice and combine the results	Roll again twice and combine the results

8. INSIDE THE COMPLEX

Security Testing

The Computer knows that Alpha Complex's security is imperfect and must be constantly improved. The best way to improve it is to find holes in it before the Commies do and plug them. (Both the holes and the Commies.) In a Security Testing mission, a unit is assigned a target and ordered to find a way to get through that target's defences and security checks. Of course, the security staff will (all right, might) be informed that a simulated breach is in progress and will be equipped with non-lethal weapons (of course, a simulation really isn't good enough for a highly sensitive location, so

the security staff may be issued with standard super-lethal weaponry).

Oh and if a Security Testing team does manage to breach security, then they have likely committed acts of treason and terror to do so. A Security Testing mission is the epitome of 'terminated if you do, terminated if you don't'. The only way to survive is to prove that security is perfectly adequate but that the security staff who're assigned to protect the location are all traitors.

all manner of disasters like reactor leaks, food vats spills, food shortages, power outages, food riots, hallucinogens in the water supply, collapsing domes, metal fatigue syndrome, chemical spills, toxic fumes, toxic mould, toxic spores, toxic paint flakes, explosive toilet syndrome, corridor flooding, earthquakes, subsidence, killer dry rot, giant mutant cockroach infestations and other, stranger catastrophes. Armed Forces personnel are often the first on the scene, there to secure the situation, help the survivors and purge the witnesses.

Disaster Relief

Alpha Complex is, of course, perfectly safe and secure but Commie saboteurs can cause

Disaster Mission

Roll	Precise Nature of the Catastrophe	Armed Forces Orders
1	Reactor Leak	Locate any survivors
2	Riot	Find the cause of the disaster
3	Terrorist bombing	Terminate those responsible for the disaster
4	R&D test gone wrong	Extract important citizens
5	Food Vat Leak	Secure important location
6	Fire	Extract important records
7	Powerful Mutant On The Loose	Cover up the disaster
8	Dome Collapse	Escort a news team into the disaster
9	Toxic gases	Rescue any survivors
10	Explosive gases	Repair the damage
11	Armed Forces wargame gone wrong	Escort a repair team into the disaster
12	Earthquake	Prevent anyone escaping the disaster
13	Transtube crash	Plant evidence blaming the disaster on another group
14	Accidental weapons detonation	Locate any high-clearance survivors
15	Power outage	Salvage any useful items
16	Bioweapon escape	Establish a secure zone within the disaster area
17	Excess treason	Reestablish rule of law within the disaster zone
18	CompNode gone insane	Retrieve High Programmer's collection from disaster
19	Leaking water pipes	Escape disaster zone
20	Roll twice and combine the results	Roll twice and combine the results



THE THIN GREEN LINE

Filling Out Forms

Because of or more likely *despite* their array of lethal firepower, Armed Forces officers spend as much time as any citizen filling out forms. The problem with launching a barrage of nuclear missiles to wipe out a Commie stronghold isn't the fallout, it's the paperwork.

- 👁️ Friendly Fire Form
- 👁️ Demotion Request Form
- 👁️ Tactical Nuclear Weapon Deployment Form

Form AF/544/778-C (REQUEST TO ENGAGE ENEMY FORCES). Ref #: _____

Q1. Armed Forces unit _____ (write your unit designation here) has encountered hostile forces at grid location _____ by _____ by _____, also designated _____ (write the local designation for your current location, if any, here) and requests permission to engage.

Q2. The **enemy force** consists of

- one
- some
- many
- uncountable
- all
- unknown combatants,

Q3. believed to be

- Communists
- Mutants
- Traitors
- Terrorists
- Insurgents
- Other (please clarify) _____

Q4. They are

- a clear and present danger to Alpha Complex
- engaged in hostile activity towards this unit
- vulnerable to a surprise attack
- Other (please clarify) _____

Q5. **Expected ammunition and other resources expended in this engagement:** ___ laser barrels, ___ cone rifle shells, ___ grenades, ___ slug rounds, ___ nukes, other (please clarify) _____.

Tick here to acknowledge that any ammunition or other resources used in excess of this estimate will be charged to your ME credit account.

Q6. **Expected casualties in this engagement:**

- Light
- Medium
- Heavy
- Entire Unit Terminated
- Entire Unit Terminated Multiple Times
- Mass Destruction

Q7. Do you believe these expected casualties are justified? yes no
If YES, please explain how the loss of life on the part of your fellow citizens can be justified? _____

If the opportunity arose, would you die in their place instead? If yes, why are they dying and not you? If not, why not? _____

If NO, please explain why you are willing to sacrifice lives without justification? _____

Please submit this form by radio or other communications media to AFCOM. Approval may take 3-5 working days.

8. INSIDE THE COMPLEX

Form AF/544/779- A (REQUEST TO DISENGAGE ENEMY FORCES) Ref # _____

Armed Forces unit _____ (write your unit designation here) has encountered hostile forces at grid location _____ by _____ by _____, also designated _____ (write the local designation for your current location, if any, here) and requests permission to disengage.

- Q1. The **enemy force** consists of one
 some
 many
 uncountable
 all
 unknown combatants,
- Q2. confirmed to be Communists
 Mutants
 Traitors
 Terrorists
 Insurgents
 Other (please clarify) _____

Q3. The prior Request for Engagement (Ref # _____) was Approved Rejected Not Filed

Q4. If the request was APPROVED, please explain why you are now disengaging from the enemy.

- Victory achieved
 Enemy eliminated
 Unit fleeing or destroyed
 Engagement no longer possible (it's not you, it's us)
 Cowardice in the face of the enemy
 Treason

Q5. If your unit was defeated, please explain why: _____

Q6. Who, in your eyes, is most to blame for this? _____

Q7. If your request was REJECTED, why did you engage the enemy without approval?

Q8. Do you think you have a better grasp of tactics than AFCOM does? Yes No

If your request was NOT FILED, why did you engage the enemy without approval?

Explain why you failed to follow Armed Forces Quality War Assurance Protocols.

Please submit this form by radio or other communications media to AFCOM. Approval may take 3-5 working days.



THE THIN GREEN LINE

Form AF/991/19-A ('ACCIDENTAL' TERMINATION OF FRIENDLY FORCES)

Q1. YOUR NAME: _____ CLEARANCE: IR R O Y G B I V UV HOME SECTOR: _ _ _ _
CLONE NUMBER: 1 2 3 4 5 6 7+

Q2. TARGET'S NAME: _____ CLEARANCE: IR R O Y G B HOME SECTOR: _ _ _ _
CLONE NUMBER: 1 2 3 4 5 6 Tick this box if the target had no more clones remaining
 Tick this box if you eliminated multiple targets simultaneously
 Tick this box if the target was INDIGO or higher

Q3. Target was: A member of your Armed Forces unit or service firm
 A member of another Armed Forces unit or service firm
 A civilian contractor or team-mate from another service group
 A bystander (innocent)
 A bystander (suspicious)
 A Troubleshooter

Q4. Nature of Termination:
 Hit by a stray shot
 Caught in explosion
 Crushed by collapsing building
 Run over by vehicle
 Other (please specify) _____

Q5. What Was The Intended Target Of Your Attack?
 Enemy unit
 Commie Mutant Traitor
 Fortification or building
 Vehicle or equipment
 Other (please specify) _____

Q6. Was This Target Also Destroyed By The Attack That Terminated The Friendly Unit?
 YES (See Question 7)
 NO (See Question 8)

Q7. Does the destruction of the target justify your termination of a friendly unit?
 YES. Explain your justification: _____
 NO. Enter plea for mercy here: _____

Q8. Why did you miss your intended target?
 Incompetence
 Defective equipment
 Sabotaged equipment
 Incorrect targeting data from team-mates
 Insufficient B3 consumption
 Other (please specify) _____

Q9. How many cans of B3 do you consume on the average day?
 None
 One
 2-6
 7-20
 21+

Are you aware that insufficient B3 consumption can reduce your body's electrolyte levels, causing poor hand-eye co-ordination? YES NO

Are you aware that excess B3 consumption can cause heart palpitations, shaking, seizures and diabetic shock? YES NO

Please submit this form by radio or other communications media to AFCOM. A military tribunal will review this case and issue a summary judgement or order for termination.

8. INSIDE THE COMPLEX

Form AF/013/04-A (REQUEST FOR DEMOTION)

Q1. YOUR NAME: _____ CLEARANCE: IR R O Y G B I V UV HOME SECTOR: ____
CLONE NUMBER: 1 2 3 4 5 6 7+

Q2. SUBJECT'S NAME: _____ CLEARANCE: IR R O Y G B I V UV HOME SECTOR: ____
CLONE NUMBER: 1 2 3 4 5 6 7+

Q3. Your Relationship With The Subject Is:

- Direct Commanding Officer
- Superior in the chain of command
- Political Officer or other specially empowered supervisor
- Other (please specify) _____

Q4. Reasons for requesting demotion:

- Incompetence
- Treason
- Poor Discipline
- Insubordination
- Mental deficiency
- Unhappiness
- Other (please specify) _____

Q5. Please Describe Three Incidents In Which This Reason Manifested Itself.

- a. _____
- b. _____
- c. _____

Q6. Would You Agree That A Commanding Officer Is Responsible For The Behaviour Of Subordinates? YES
 NO

If YES, then why are you requesting the demotion of this citizen instead of the commanding officer?

If NO, then what is the purpose of having a commanding officer at all?

Q7. What is the Underlying Reason for the subject's poor performance?

- Seditious thoughts
- Poor diet
- Exposure to propaganda
- Secret mutation
- Poor leadership
- Other (please specify) _____

Q8. I COULD/COULD NOT (delete as appropriate) have helped SUBJECT before now and saved SUBJECT from demotion. Explain why and how.



9. Outdoors

The great Outdoors! A strange, strange sector, claimed by some traitors to be outside the control of The Computer and certainly filled with all manner of unusual features and Commie fortifications. The Armed Forces and the two Services (Tech and Power) are the only service groups to regularly visit Outdoors and then only in small numbers and only the Armed Forces has official outposts outside Alpha Complex.

The Armed Forces consider the Outdoors 'their' territory, especially as it is beyond the reach of Internal Security's spies and cameras. Many increasingly paranoid generals are building up their own camps and complexes out in the wilderness – if Communists have infiltrated Alpha Complex, then a loyal cadre of good fighting clones, well supplied from a secret Outdoors base could maybe retake the Complex after a coup¹.

Outdoors Missions

Officially, the Outdoors is the front line of tactical operations against The Enemy, so an awful lot of missions involve scouting, reconnaissance and strikes against Enemy positions. In fact, as The Computer doesn't like its citizens leaving Alpha Complex, *any* Outdoors mission will include reference to The Enemy. You're not going on a long pointless march through the swamp – you're going on an extended recon deep into Enemy territory. The Armed Forces doesn't need a billion credits to build some general's new beach villa and swimming pool, they need to establish an observation post on this strategically vital beachhead to deny it to the Enemy.

Most Armed Forces personnel are introduced to the Outdoors during their initial training but this introduction is a limited one. New recruits are hustled from the doorway of Alpha Complex to a waiting troop transport and from there to an Outdoors training base. The recruits might catch a glimpse of blue sky and fresh air as they scurry from one to another but the real introduction consists of a series of educational videotapes. Every recruit gets to sit through many hours of these videos, most of which were filmed back when the official propaganda line was the Outdoors was a horrific abode of the damned mutants and not the current 'Outdoors is just a big dull sector, don't worry about it.'

1. This never ends well. It runs something like this.
 - ☉ Loyal general fears Commie takeover.
 - ☉ Loyal general establishes secret base and personal army to prevent Commie takeover.
 - ☉ Someone in Alpha Complex notices secret base and assumes that loyal general is actually a Commie Mutant Traitor trying to build his own secret base and personal army to attack Alpha Complex.
 - ☉ Armed Forces ordered to attack secret base.
 - ☉ Loyal general assumes that Commies are attacking, launches counterattack.
 - ☉ Everyone dies.
 - ☉ Clone of loyal general assumes that Commies were responsible for the miscommunication between his previous loyal self and the loyal forces of Alpha Complex... his fears begin to grow...



The Computer's elite forces prepare to destroy a terrorist training facility.

9. OUTDOORS

Outdoors Orientation Videos

1. *How To Recognise Trees From A Very Long Way Away*
2. *Outdoors Survival – Brightly coloured things are always poisonous*
3. *Squirrels – Mutants In The Trees*
4. *Insects Are All Poisonous And Want To Lay Eggs In Your Body*
5. *They Mostly Come Out At Nightcycle*

Base Security

Guarding an Outdoors base is just like guarding an Indoors base but much, much more nervewracking. In Alpha Complex, you know what every sound is. That whooshing noise? It's just the 12.03 transtube from SDC Sector. That crackle? It's the noise that the old speaker system makes when IntSec tap into it to listen to your conversations. Indoors, you can always, always hear the comforting noise of millions of your fellow citizens going about their duties. Outdoors, you don't have a clue what the noises mean – and worse, sometimes it's totally, completely quiet for the first time in your life.

Base Supply

Hey, you lot! We've got a load of crates packed with vitally important supplies. We need you to get them to this Armed Forces base. It's just a simple delivery run! Off you go!

Roll Strange Outdoor Noise Table

1	Creaking
2	Wailing
3	Whistling
4	Barking
5	Bird Call
6	Twigs breaking
7	Clanking
8	Glass smashing
9	Scraping
10	Heavy breathing
11	Something scampering in the underbrush
12	Something snapping
13	Growling
14	Squelching
15	Wet, bloody noises
16	Whispering
17	Wind in the leaves
18	Distant thunder
19	Telephone ringing
20	Roll twice and combine the results

Base Supply Screwjob, Part 1

Roll	The Cargo	The Delivery Method
1	Lots of ammunition and explosives	Cargo flybot
2	Canisters of Hot Fun (hot)	Cargo truckbot
3	Spare parts	Carried by hand
4	Warbot components	INFRARED bearers
5	Moustache wax	Train line
6	Teela O-MLY vid-discs	Blimp
7	Latrine supplies	Mule train
8	Unstable explosive	Truck convoy
9	Medical supplies	Really big backpacks
10	Fuel (flammable or radioactive)	Remote-control crates with legs
11	Clone tanks	Dragged overland
12	Paperwork	Cargo balloons
13	Vibration-activated mines	Parachuted in
14	Depleted Osmium Ammunition, weighing many many tons	Magnetic catapults will get you as close as possible
15	Highly concentrated acid	Big cargo raft
16	Experimental R&D device	Cargo aircraft
17	Poison gas canisters	Whatever vehicles are lying around the depot
18	Happiness drugs	Via the Underplex tunnels
19	IntSec bugging devices	No method provided – it's an initiative test
20	Roll twice and combine the results	Roll twice and combine the results



Base Supply Screwjob, Part 2

Roll	The Base's Location	What Goes Wrong
1	Near Alpha Complex	Wrong cargo
2	On top of Alpha Complex	Unstable or explosive cargo
3	Up a mountain	Com mies want our cargo
4	Across a river	Base thinks cargo transport is an enemy craft
5	In the middle of a desert	Entirely wrong location given for base
6	On an artificial island	Cargo is leaking... something
7	In a forest	Cargo is infested by weird Outdoors creatures
8	In a swamp	Secret Society wants the cargo
9	Mobile base	Cargo stolen by Outdoors people
10	Underwater	Wrong cargo issued; PCs recalled several times
11	In a thick, trackless jungle	Cargo transport method defective
12	Sinking into the ground	Cargo transport method vastly too effective, and runs off into the wilderness
13	Underground	Cargo stuck in the mud
14	In the middle of a ruined city	Cargo emits ominous ticking noise
15	In a minefield	Cargo delivered in four hours or it's free
16	In the middle of a ruined structure that's alarmingly like Alpha Complex	Base thinks that characters are the scheduled relief; they hand over the base to them and leave
17	Lost base	Base is empty when the characters arrive
18	Undisclosed location	Base is destroyed when the characters arrive
19	Base does not actually exist	Base is at war when the characters arrive
20	Roll twice and combine the results	Roll twice and combine the results

Patrol

You know that bit near the start of a Troubleshooter mission in Alpha Complex, when all the lights go out for a moment and you're left there in the dark when the other Troubleshooters, and someone gets shot. A patrol mission is like that, only you're there in the dark for a week. No surveillance cameras, no confession booths, no spies or traitors other than the rest of your unit.

If you want to, say, shoot your commanding officer in the back, then this is the time to do it.

If your secret society wants you to dig up Old Reckoning relics or to shoot your commanding officer in the back, then this is the time to do it.

If you want to test your mutant power without being spotted or to use it to set your commanding officer alight, then this is the time to do it.

Oh and if anyone is trying to kill you, then this is the time they'll do it...

It's all the fun of camping *and* terror of the unknown *and* extreme paranoia, with the added bonus of maybe dying of exposure.

Standard Armed Forces Patrol Equipment

- One (1) standard self-assembling pup tent
- One (1) water-absorbing floating bedroll
- One (1) sleepeatime sleeping canister with built in sleep drug dispenser
- One (1) high-power lantern
- One (1) high-power torch
- One (1) entrenching tool
- One (1) detrenching tool
- One (1) gas mask
- One (1) environmental safety suit
- Eight (8) sample bags
- Eight (8) panacea anti-poison/anti-disease/anti-nausea pills
- One (1) Fusion stove (S4M energy damage)
- Eight (8) one-use fusion stove heating elements
- Eight (8) Hot meals
- Eight (8) Meals Ready To Eat
- Two (2) Economy-size B3 bottles
- Two (2) cans OmniRepellant (for dealing with wildlife, O4M Bio damage)
- One (1) knife
- One (1) spork
- Four (4) tourniquets
- Eight (8) happy pills
- One (1) flare gun
- Four (4) flares
- Four (4) Approved Reading Materials
- One (1) PDC recording disc for mandatory daily auto-confessions

9. OUTDOORS

Recon

Recon missions are just like patrol missions, only you have to bring back proof of Enemy activity. (*Any* proof will do but anyone who returns from a recon mission empty-handed is obviously a Commie spy trying to cover-up the Enemy activity that *has* to be out there...)

Strike

Ah, strike missions. All the fun of Patrols, but with vastly more firepower. In a strike mission, the unit is sent to destroy an Enemy installation or fortification. They're given the weapons they need and a rough idea of where the target is – what could possibly go wrong?

Strike Screwjob, Part 1

Roll	Enemy Target...	Is Actually...
1	Training camp	A tree
2	Weapons depot	A pile of rocks
3	Missile silo	An abandoned AFAC structure
4	Fortress	An AFAC outpost
5	Observation post	A part of Alpha Complex
6	Factory	A suspicious-looking hill
7	Army base	An Old Reckoning ruin
8	Airstrip	A still-active Old Reckoning factory or structure
9	Strike force	Something that only exists in the drug-addled mind of the briefing officer
10	Artillery position	A smudge on a satellite photo
11	Enemy sympathisers	A very large tree
12	Tactically significant location	An old ruin
13	Target of opportunity	A peasant village
14	Submarine base	A camp run by deserters
15	Anti-flybot weapons	An Old Reckoning computer system
16	Fortification	An abandoned part of Alpha Complex
17	Enemy headquarters	An ambush
18	New Kremlin	Roll again on the Enemy Target column for what it actually is
19	Doomsday device	Exactly what it seems to be
20	Roll twice and combine the results	Roll twice and combine the results

Strike Screwjob, Part 2

Roll	Assigned Weaponry	What Goes Wrong
1	None	Nothing, but the characters screw it up anyway
2	Standard AC97	Commie saboteurs
3	One laser barrel per character	Paperwork snafu
4	One cone rifle and assorted shells	Rival Armed Forces unit wants the glory
5	Lots of explosives	Television crew wants to film the attack
6	Rocket launcher and assorted rockets	Target location incorrect
7	Smart Bomb	Target not actually there
8	Tankbot	Armed Forces unit on target site
9	Flybot squadron	Weapon lacks instruction manual
10	Air Strike Beacon	Weapon is a dud
11	Nuclear device	Weapon starts ticking
12	Tunnel digging bot	Secret service wants the weapon
13	Lots and lots of cannon fodder	Vulture Squadron wants the glory
14	High explosive paint	Old Reckoning relics on site that a High Programmer wants recovered
15	Warbot	Target is sitting on top of something explosive
16	Laser Cannon	Natural disaster
17	Nuke Launcher	No ammunition supplied
18	Experimental warbot	Lost warbot at target site
19	Experimental R&D weapon	There's actually an enemy there
20	Roll twice and combine the results	Roll twice and combine the results



10. The Enemy

The Computer rants about the danger of Commies. CPU mutters about firestarters and saboteurs, IntSec about secret society conspirators and traitors. All these are *internal* enemies, the product of dissent. The Armed Forces, on the other hand, face an *external* enemy in the Outdoors, a threat that does not originate in Alpha Complex... or does it?

The Armed Forces – or at least, their influence, standing and budget in Alpha Complex – is predicated on the existence of an external enemy, a hostile threat that only they can hope to defeat but what is this threat? Who is the Enemy?

The Official Version

The Enemy is out there, implacable, numerous, belligerent and always just short of being able to invade. Constant vigilance is needed to keep their spies at bay and constant action is needed to stave off the destruction of civilisation as we know it. There is a constant stream of news reports describing heroic action on the part of the Armed Forces, tales of self-sacrifice and heroism and glory that are light on details of what exactly happened, where it happened or what the enemy were doing.

The Enemy is normally held to be Commie Mutant Traitors or just Communists but this changes depending the propaganda needs of HPD&MC. Some newscycles, the Enemy includes PURGE agents or Humanist traitors or is led by some named traitor general. Sometimes, the named traitors are invented by HPD&MC to fill a specific role – they create a fictional villain, build him up into an unholy terror over a few weeks of news reports and then proudly report on his defeat, capture and execution – bonus Chocolate Rations for all!

The average INFRARED-in-the-corridor wholeheartedly believes this propaganda or at least enjoys it. Stuff blowing up is way more interesting than another report about how Sector BLA has increased production by 50% or 165% or 700% or whatever the current

nonsense is. Higher-clearance citizens might suspect that the Armed Forces is just a grand sideshow or scam.

The Internal Version

Inside the Armed Forces (and inside related service groups, like CPU and R&D), the existence of the Enemy is not only unquestioned, it's *unquestionable*. It's treason to suggest that the Complex is not on the brink of defeat *and* on the brink of victory simultaneously. It's treason to imply that a slight relaxation of the military effort would not result in the total defeat of all Computer-loyal forces and it's treason to suggest that one more push won't end this hellish war. The nature of the Enemy is even more vague inside the Armed Forces. They're never called Communists or Commie Mutant Traitors or insurgents or terrorists or whatever the current media soubriquet is.

The Enemy is *always* referred to only The Enemy or maybe Them.

Your chances of promotion and success in the Armed Forces depend entirely on your victories over The Enemy. A unit who never encounters The Enemy will be assigned to guard duty in some forgotten storeroom in the bowels of Alpha Complex and never get promoted. A unit which happens to run into an Enemy scout force and defeats Them will be rewarded. Therefore, it's in the best interest of every soldier to propagate tales of Them and to battle The Enemy (and if the Enemy do not present Themselves for battle, to falsify incidents or turn a screw-up or incident of internal treachery into a sinister Enemy plot).

Most information about the Enemy and the war effort is highly classified. A low-clearance soldier will have no idea about the Enemy except for what he learns in Boot Camp and what he picks up in rumours and stories from older personnel. He has no clear idea of the scale of the war or who is really winning or losing. It may seem at first that his assigned sector or base is very quiet compared to reports from other regions but if he's going to

get promoted, he'll need to start uncovering or finding action.

So, what does the average soldier know and think about Them. A few facts are common to all reports and stories about the Enemy:

- ☞ The Enemy hates The Computer and freedom and the perfect society of Alpha Complex.
- ☞ The Enemy is starving and unhappy and their hatred is driven by bitterness and jealousy.
- ☞ Despite being starving and unhappy, the Enemy's forces are legion. Alpha Complex is massively outnumbered and holds its own thanks to superior firepower.
- ☞ The Enemy is related or is the Communists in some fashion. The Enemy are Commies or were Commies or includes Commies or is allied with the Commies. Anyway, Commies are involved.
- ☞ The Enemy is trying to subvert Alpha Complex from within as well as attacking it from without. Many internal traitors – possibly all of them – are Enemy agents.
- ☞ The Enemy has a fortress or even a rival Complex somewhere in the Outdoors.
- ☞ The Enemy is much more at home Outdoors than any citizen of Alpha Complex. They are not in the Outdoors, they *are* the Outdoors, blending into the wilderness. Any movement you see Outdoors is probably an Enemy sniper, and if you let your guard down for an *instant*, they'll be decanting another clone for you a second later.

Other stories tell contradictory stories about The Enemy.

10. THE ENEMY

Enemy Rumour Table

Roll	Rumour
1	All the Enemy are powerful mutants, with strange and eerie powers. They cause mutations in Alpha Complex. If you're a mutant, you've got Enemy in you!
2	Some of the Enemy are defectors from Alpha Complex, traitors to the cause.
3	The Enemy are all cannibal survivors of a nuclear holocaust.
4	The Enemy is led by a treacherous general or High Programmer who defected from Alpha Complex.
5	The Enemy are controlled by a sinister conspiracy within Alpha Complex who are trying to overthrow The Computer. This conspiracy is called PURGE/the Humanists/the Illuminati (delete as appropriate).
6	There are lots of different Enemies. Commies, traitors, mutant savages, renegade bots... they sometimes work together but they're also a load of different threats.
7	The real danger isn't the Enemy – it's the horrors of Outdoors. My commanding officer was eaten by a cockroach!
8	The Enemy is a traitorous meme or mutation. Anyone who betrays Alpha Complex has been infected by this meme. Watch your squadmates for signs of infection!
9	The Enemy is a traitorous meme or mutation and it pervades all of Outdoors. Every tree, every squirrel, every blade of grass – they're all dripping in Enemy!
10	The Enemy are just like us; they've got their own Complex and maybe even their own Computer – but this planet isn't big enough for the both of us.
11	The Enemy was responsible for the destruction of civilisation and Alpha Complex is the only survivor of that once-wonderful culture.
12	The Enemy is the last surviving remnant of the degenerate civilisation that once ruled the world and Alpha Complex is the bright shining hope of the future.
13	The Enemy is actually a splinter faction from Alpha Complex, who fought against The Computer's benevolent rule.
14	I've seen the Enemy. They wear fur hats and long jackets and carry rifles with bayonets. Damn Commies!
15	I've seen the Enemy. They're all 10 feet tall, with spiky hair, dressed in rags.
16	I've seen the Enemy. Little monsters, with sharp teeth and bright eyes and furry tails.
17	I've seen the Enemy. They're all dressed in armour and carry knives and lasers and grenades and...worse things.
18	I've seen the Enemy. They're not human, they're mutie freaks.
19	Anyone who tells you anything about the Enemy is lying. No-one knows where They came from. Even the top brass are just guessing.
20	There is no Enemy, anywhere.

The "Truth"

There is no truth in *PARANOIA*. As soon as the player characters discover who the Enemy is, change the truth to a different one. The Enemy is always out there, the eternal Other who must be battled for the safety of the Complex. That said the slow unravelling of the Enemy's identity and nature is a great plot for an Armed Forces series. The characters start out as earnest young recruits, eager to battle Commies and then discover that the Enemy isn't what They are supposed to be...

The two components in the truth about the Enemy are, firstly, what's really out in Outdoors and secondly, what The Computer, the High Programmers and the other powers in Alpha Complex really believe about the Enemy. You can mix and match real and imagined Enemies, overlaying one with the other. Let's deal with the actual situation Outdoors first.

There's A Real Enemy

There is actually a hostile force out in Outdoors, one which has guns and troops and warbots and wants to attack Alpha Complex. Armed Forces troops will actually have to do some fighting on occasion. Nonetheless, the threat of the Enemy is nowhere near as dire as HPD&MC propaganda suggests. Alpha Complex is not on the brink of defeat but victory's a long way off too. The threat of an external enemy and its ability to unite the citizens in hatred is far more valuable to The Computer than actual victory.

Renegade Armed Forces: The biggest enemy of the Armed Forces is... the Armed Forces. Out there somewhere are renegade warbots, deranged generals who've decided that the rest of Alpha Complex has fallen victim to Commie subversion, whole camps full of Colonel Kurtzes and General Jack D. Rippers lurking in the jungle and lost platoons

who aren't sure who the bad guys are but are paranoid enough to shoot anything that moves. This is probably the best setup for Classic games where you want an actual foe.

Another Complex: The Enemy is a mirror image of Alpha Complex. It's another Complex, with its own paranoid Computer, its own Armed Forces and its own conviction that Alpha Complex is The Enemy. This is a great setup for *1984*-style '*we have always been at war with Beta Complex*' historical revisionism in Straight game.

Something Horrible: The Computer says it's Commies and the Armed Forces call it the Enemy but they're both thin veneers over something far, far worse. In this setup, the Enemy is nameless and utterly unknowable. The characters rarely encounter the Enemy directly but they keep encountering ripped-up corpses and smashed warbot shells. Throw wilder and wilder hints about what the Enemy is but never give it away. Make the players suspect aliens or atomic mutants or Cthulhu.



THE THIN GREEN LINE

There's Something Out There, But It's Not Much Of An Enemy

These options work when you want to give the players something to shoot at but want to keep the Armed Forces as a zillion-credit boondoggle.

Refugees & Traitors: Over the centuries, a few hardy Sierra Clubbers and Humanists have fled Alpha Complex and established themselves in the wilderness. They've been joined out there by condemned criminals who escaped via the Underplex, by those fleeing The Computer's tyranny, by idealistic Romantics and rogue platoons and by Troubleshooters who got lost. They've taken refuge in burnt-out shopping malls and other ancient ruins. They're a sort of ad hoc resistance to Alpha Complex, although they have no real organisation and very limited firepower. A good match for Classic games.

Simple Villagers: We are but simple villagers, who till the earth and sow seeds, which we then reap. Well, not the seeds but the things that grow from them. Anyway, we have simple villages with rude walls and thatched roofs and we live simply here in the pleasant, post-post-apocalyptic countryside. Life is pleasant and we are happy and – kaboom!

Oh, it seems we have been identified as the Enemy and the Armed Forces are bombing us. Again. Oh dear. The simplicity and tranquillity of our rustic paradise is an ironic contract to the technocratic dystopia of Alpha Complex, or would be if we weren't getting blown up right now. How tragic.

Survivors: Cannibal tribes of primitive post-apocalyptic tribemen, who drive cars and fight in Thunderdome. Suitable for Zap games.

There Is No Enemy

Another option is that there is no actual Enemy in the Outdoors. There's no threat out here, except getting lost or maybe getting nibbled by squirrels. The Armed Forces may believe there's an Enemy and the characters may be constantly on watch for the Enemy as they wander through the woods but there's nothing out there except paranoia and delusion.

So, what is the Armed Forces fighting? Nothing. They bomb trees and blast the crap out of empty hillsides, convinced that there's some terrible threat out there (or trying to convince others that they're some terrible threat out there) but there's no war because there's no actual Enemy. This option can be quite hard to pull off but it's the most paranoid of them all.

So, those are the options for what's really out there. What do the Powers That Be in Alpha Complex think is going on?

Of Course There's An Enemy – Everybody Says So

People might suspect that the Enemy isn't quite as fearsome as it's supposed to be but no-one's going to say so. It's the Emperor's New Hostile Forces On Our Doorstep and only a fool would point out that they've been on Our Doorstep since the beginning of hostilities. It's in everyone's best interests to perpetuate the tales of the Enemy and so the generals lead Alpha Complex to greater and greater victories over an increasingly fictional foe.

Of Course There's An Enemy – They're Out There

Here, the people in charge of the Armed Forces are absolutely insane or so out of touch that they might as well be. The Enemy perceived by the generals bears absolutely no resemblance to whatever Enemy is actually out there. Generals get their information from 1950s Civil Defence tapes and The Computer's ramblings instead of actual reports from the field. Any personnel trying to correct this delusion are obviously traitors in league with the Enemy.

The Existence Of The Enemy Is Politically Expedient

In this variant, the actual Enemy is irrelevant – the *threat* of the Enemy is enough to be useful. The Enemy keeps the populace in line (*'complain too much, and the Enemy will get you'*), it gives an excuse for both morale boosting celebrations and for rationing adjustments, it lets the High Programmers manipulate the economy with billion-credit Armed Forces purchases and lets them stick the most violence and unstable citizens into the Army. The worst thing that could happen to Alpha Complex in this case is that the Enemy be defeated; the existence of the Enemy is vital to maintaining security.

We Control The Enemy

As an even more sinister option, the Enemy could be directly under the control of the Armed Forces. With one hand, the High Programmers create a threat to Alpha Complex; with the other, they deploy the Armed Forces to battle this threat.

11. ONE MAN ARMY

11. One Man Army

I regret that I have only six clones to give for my beloved Alpha Complex!

This mission is for Armed Forces personnel. Or Troubleshooters. Really, any bunch of poor saps who can be ordered out into the middle of nowhere and then shot at. Either way, it's ULTRAVIOLET and therefore should not be read by any players. If you're a player, stop reading now. This section is for the Gamemaster's eyes only.

Mission Background

Outpost X47 is a small observation post in the forests north of Alpha Complex. It's so far out that resupply missions are sent out only rarely. It's not even in the middle of nowhere; it's in the obscure meaningless backwaters of nowhere. There have been two Armed Forces soldiers stuck here for years – Kurt-O and Tom-R. A few days ago, Tom-R mistook a grenade for a Meal Ready To Eat package. He pulled the pin and instead of a nice plate of Soylent Red, he blew himself and Kurt-O to kingdom come.

Tom-R was out of clones and went to that big Complex in the Sky but Kurt-O had several left. The cloning facility automatically dispatched a new Kurt-O via delivery rocket but the rocket went off course and crashed in the wilderness. Assuming that the rocket had been destroyed and the clone inside terminated on impact, the cloning facility launched another. The same thing happened to that and the one after that and the one after that.

In fact, all the Kurt-Os survived the various impacts. They crawled out of the mud and made their way towards Outpost X47. The first one to get there locked the gates of the little fortress. When the other clones arrived, each one assumed that the Outpost had been taken over by the Enemy and resolved to recapture it. Each one came up with a different method for attacking the Outpost. As soon as the attacks began, the Kurt-O who was in control of the Outpost signalled Alpha Complex for support. They sent the player characters.

A Medley of Kurt-Os

As there are no less than five versions of Kurt-O mentioned in this scenario, here's a handy table to keep them straight.

Kurt-Os

Citizen	Status	Description
Kurt-1	Long Since Dead	War hero, died gloriously
Kurt-2	Dead	Killed by Tom-R's lunch
Kurt-3	Believed Dead	Using the Outpost's tankbot
Kurt-4	Believed Dead	Landed in a swamp, looks like a mutant horror
Kurt-5	Believed Dead	Crawling through the air ducts
Kurt-6	Active	Currently in control of the Outpost, insane

Mission Synopsis

1. Briefing Time

The team gets briefed on the current situation in Outpost X47, as filtered through Kurt's lunacy. They're told to head to the outpost and help Kurt-O secure the situation.

2. Out Into The Outdoors

And it's off to outfitting, then the Outdoors for hilarious fun. The team is equipped with the latest and greatest in all-terrain transport, the Terrainator. It almost works, apart from when it doesn't. The team also get their secret society missions.

3. Clones on the River

A fun journey through the Outdoors sets the scene, as the characters travel further and further from Alpha Complex.

4. Commies in the Trees

The team encounters Kurt-4, who tries to contact them. They probably try to shoot him a bit.

5. Meet a Kurt

They arrive at the Outpost and meet Kurt-6, who explains that they're all doomed and surrounded by the Enemy.

6. Trust Issues

Kurt-6 subjects the team to a series of psychological tests to determine their loyalty. Fail and they get terminated.

7. Meet More Kurts

Meanwhile, the other Kurts keep trying to seize the Outpost. Each of them has his own plan – Kurt-3 has stolen the tankbot, Kurt-4 is making primitive weapons and traps and Kurt-5 is crawling through the air ducts.

8. Replacements

An optional scene that occurs when/if any of the team get terminated. Their rockets go off course just like Kurt-O's did.

9. Akurtalypse Now

Convinced that the Enemy is closing in, Kurt activates the Outpost's emergency self-destruct countdown and locks himself in the bunker...

Briefing Time

Episode Summary: The characters are summoned by a mission alert (if Troubleshooters) or by their commanding officer (if Armed Forces). Either way, they get shouted at.

Alert!

Tension 4

If the players are lucky enough to be Troubleshooters, they get a mission alert on their PDCs, directing them to come immediately to an Armed Forces base. If they're Armed Forces, then their commanding officer pops his head into the barracks and orders them to report to the briefing room for an urgent mission. He also makes disparaging remarks about the state of the barracks and the body odour of the characters.

MISSION ALERT! MISSION ALERT! MISSION ALERT!

From: AFSpecOutOpsCom

Subj: Outpost X47

Ref: CHFR-5441-411-FCCD-3433

Attention Troubleshooters! You are ordered to report to Sector ROC, Level 25, Corridor 192-A, Armed Forces Base ROC25192A, 'Peace Is Our Target Of Opportunity' for immediate deployment on an exciting mission of great urgency. The security of our beloved Alpha Complex is at stake and your Friend, The Computer expects that every citizen will do his part!



THE THIN GREEN LINE

Breakfast is Served

Tension 7

When the characters arrive at the briefing room, though, there's a sign on the door saying 'BRIEFING DELAYED – REPORT TO MESS HALL FOR BREAKFAST & COME BACK IN 15 MINS'. The mess hall is just down the corridor. On entering, each character is issued with a hexagonal metal tray with six different-sized compartments – a large rectangle, a deep small rectangle, a bowl, a cup, a long groove and a sort of grille. There's a row of six identical vending machines each delivering a different type of semi-organic slop and there's a slot at the bottom of each of them where you're supposed to insert your tray. There are labels on the machines but they're long since worn away to the point of illegibility.

The problem is that if you insert the tray into the machine with the wrong section facing the dispenser nozzle, the machine will squirt the foodstuff into the wrong section and your meal will get all messy. This table may be of help.

themselves, their unit, their trainers, their clone family and all of Alpha Complex. He assigns punishment duty – those who made a mess must spend 30 minutes running up and down the cafeteria with dishes tied to their feet. Run! Run! Run!

Pointing out to the Captain that the characters have a briefing in less than 15 minutes won't help. After starting the messy characters running, Captain Folger heads to his office, which unfortunately is next to the briefing room. He leaves the door open, so he can spot any characters deserting their dishrag post.

Anyway, the briefing

Tension 10

Assuming some of the characters make it to the briefing room, they meet briefing officers Lawrence-G and Lewis-G. Don't bother trying to distinguish between them – they both speak in monotonous and despite being dressed in green jumpsuits, somehow give the impression that they're both wearing black suits and shades indoors. They've got a slide projector all warmed up and ready to go, and as soon

X47. There's a grey square in the middle of the photo, marking the location of the outpost.

Lewis-G says '*Outpost X47 is located in a tactically vital section of Outdoors. In the event of an Enemy incursion along the northern frontier, X47 would be one of our first warnings. We know that the Enemy has weapons of mass destruction ready to launch within 45 minutes if they get within range of Alpha Complex. If X47 were to go dark, we could be only minutes away from disaster.*'

Slide 3: Photo of two soldiers.

It's Kurt-O – grizzled, dark-eyed, haunted, stern and his new partner Tommy-R, fresh-faced and enthusiastic, giving the thumbs-up while standing in front of a weird-looking vehicle.

Lawrence-G: '*The citizen on the left is Kurt-O-2, a decorated war hero and the commander of X47. Next to him is Tommy-R-6, a new recruit also assigned to X47. They've both been at X47 for four years.*'

Breakfast Catastrophe Table

Machine	Foodstuff	Viscosity	Intended Tray Section Shape	Oh No, Wrong Section!
1	Chemical heating agent to keep food warm	Liquid, designed to flow into undertray heating reservoir.	Grille	Flows over whole tray, burning and poisoning
2	Newtrition Log	Crumbly	Large rectangle	Crumbles
3	Soylent Red	Liquid	Bowl	Flows over everything
4	Cold Fun	Gloopy	Deep small rectangle	Tries to escape
				Flows over everything. Combined with Newtrition Log crumbs, it fizzes violently.
5	Bouncy Bubble Beverage	Liquid	Cup	Flizzes violently.
6	Drinking Straw/Toothpick	Solid	Groove	Breaks

There are a few other soldiers having breakfast in the cafeteria, so the characters can see how the tray is *supposed* to look. They can observe, distantly, this platonic ideal of a perfectly regimented breakfast tray and compare it to their own toxic sludge.

If any of the characters fail to dispense his breakfast properly and makes a mess, then enter Captain Folger-B, who is obsessed with proper hygiene, *especially* at breakfast. He berates the characters who made a mess, screaming that their incompetence at serving themselves breakfast reflects poorly on

as the characters enter the room, Lawrence-G starts their relay-race monologue.

Slide 1: Schematic of Outpost X47

'This is a standard Armed Forces Remote Observation & Forward Support Station. Staff complement of two, full automated security systems, tactical support from a armoured tankbot, virtually impregnable. This particular station is designated X47.'

Slide 2: Satellite Photo.

It's mostly green, showing the forests around

Three days ago, the cloning banks were automatically activated and fresh clones launched towards Outpost X47, indicating the station was under enemy attack. Multiple clone rockets were dispatched, suggesting the fighting was heavy.'

Slide 4: Stuff Exploding

Lewis-G, his voice betraying a hint of emotion, says '*the 401st Airborne bombed the surrounding area, thus destroying the bulk of the enemy forces but*

11. ONE MAN ARMY

the Outpost is still threatened. We received this transmission from Kurt-O a few minutes ago.'

He presses a button on his PDC, and Kurt's hoarse voice fills the room.

'This is Kurt, serial number O6-4336-442278, Commander of Outpost X47... I'm alone here. They got Tommy... a bomb inside the base, the bastards. They're out there now, the bombing didn't get them but it's an inferno... too hot to think. I've got the guns on auto but I don't know how long...ammo... and if that goes, then, well, there's not much I can do... if anyone's receiving this, X47 is holding out against...Enemy... for as long as I can stand...'

Lawrence-G respectfully waits for the static to fade, then says *'we are sending your team to Outpost X47 to reinforce Kurt-O and secure the station. Any questions?'*

Any questions are answered with a simple *'I'm sorry, that information is classified.'*

Out Into The Outdoors

Episode Synopsis: The players are equipped with some nice new equipment and

sent into the Outdoors. Oh and their secret societies want a word.

This is my Rifle, This is my Gun

Tension 3

Once the players get bored of the blank Lewis & Lawrence show, they're ordered down to the equipment depot where a surly clone called Tyrone-R tells them that they've been assigned a Terrainator All-Terrain Multipurpose Armoured Vehicle. The Terrainator has the location of Outpost X47 programmed into it, so as soon as Tyrone-R has finished fuelling the vehicle, the characters can get going. He also says they're welcome to take any of the spare gear lying around this depot, in addition to the standard Outdoors patrol gear inside the Terrainator (see page 55). Having said this, Tyrone-R puts on a facemask and hazardous chemical suit and starts pumping something glowing and green into the Terrainator's fuel tank.

The Terrainator: It looks sort of like a wheeled armoured personnel carrier, only it's also got four legs and there's a bright yellow inflatable rubber section running all

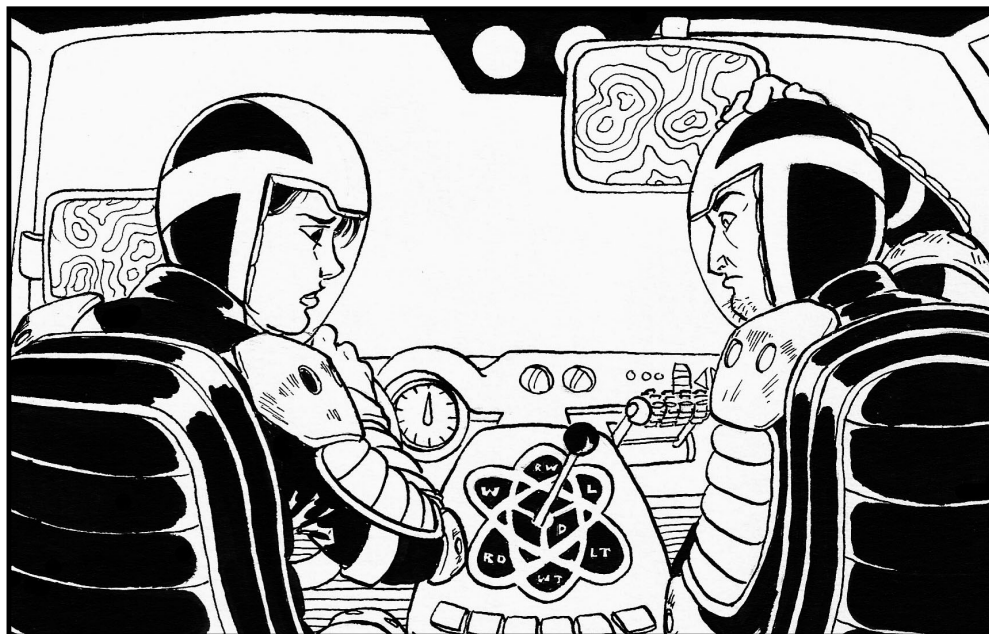
the way down its belly, like the jowls of a bullfrog. There's a gun turret on top and the upper section is oddly reminiscent of a patrol boat. There's also a large camera-searchlight combination device mounted on the nose and a pair of booths at the rear. One's a toilet, the other's an emergency escape pod that, when activated, launches on a jet booster and flies several miles away.

The control panel is remarkably simple. There's a wheel, a throttle and a gearstick, as well as a navigation system. The gearstick controls which of the different terrain-traversing modes the Terrainator is currently using. In order, the options are:

- ☉ Wheels (even terrain), marked W for Wheels
- ☉ Reverse Wheels, marked RD for reverse drive.
- ☉ Inflatable floatation device & motor (water), marked WT for Water Travel
- ☉ Nothing, marked D for Deactivated
- ☉ Reverse Legs, marked RW for Reverse Walk
- ☉ Legs (broken terrain), marked L for Legs
- ☉ Jet propulsion (short-range flight), marked LT for Lifter Thrust

So, to an untrained operator, the Terrainator gearstick goes W, RD, WT, D, RW, L, LT.

Inside the Terrainator are Outdoors patrol gear packs, SmartPacks, helmets and AC97s for all the characters.



Ok, who can drive stick?



THE THIN GREEN LINE

Equipment Lying Around Outside:

There's a selection of potentially lethal gadgets lying around the depot. It's all defective, which is why Tyrone-R is trying to get rid of it.

- ☉ **Cone Rifle and six shells:** Unfortunately, the range of the cone rifle is only one metre. The shells consist of four dum-dums (M3K), one HE (W2K, Area 40m) and one empty tacnuck (no effect).
- ☉ **One length of Laserwire**, only the wire has lost its rigidity and just flops around uselessly.
- ☉ **Four Orthodox grenades** in a gift box, along with a manual. These actually work 'perfectly'.
- ☉ **One syringe full of Themaline**, only it's mixed with a very, very strong nausea-inducing drug. You love your team, then throw up on them.
- ☉ **One air strike beacon** with no off switch.
- ☉ **One case of Choc-u-like bars**, all well past their sell-by date.
- ☉ **A portable water purifier device** that has the unfortunate side effect of heating the water to several thousand degrees and releasing it as high-pressure steam.

A Word Now From Our Traitors

Tension 0

While the characters are hanging around waiting for Tyrone-R to finish fuelling the Terrainator, the characters can make contact with their secret societies via PDC/dropped notes/the bathroom and so on.

Anti-Mutant: Kurt-O is a member of our society, an honoured warrior in the fight against the mutie menace! Help this hero of the gene pool!

Communists: Da comrade, the attack on, er, what did you say it was called, yes Outpost X47 was indeed one of our operations. Totally. We're fighting The Computer, yes we are. Anyway, if you can support our troops by sabotaging the outpost, that would be good. It would be even better if you could make contact with our troops in the spirit of brotherhood and international Communism!

Computer Phreaks, Death Leopard, FCCC-P, Humanists, Pro Tech: Roll

1d20. 1-5: Kill Kurt-O; 6-10: Protect Kurt-O; 11-15: Kill another PC; 16+: Protect another PC.

Corpore Metal: This is a perfect opportunity to demonstrate the superiority of the machine over the human. There's a tankbot in an underground garage near the Outpost – activate it so it can save the day.

Frankenstein Destroyers: There's a horrible tankbot in an underground garage near the Outpost - destroy it. Maybe that went mad and killed the soldiers at the Outpost already!

Free Enterprise: Don't take any of the equipment from Tyrone-R – we scammed him by selling it to the Armed Forces, it's all defective junk.

Illuminati: Terminate Kurt-O but make it look like an accident.

Mystics: Oh, man, you're going Outdoors. They say in the old days, people used to smoke mushrooms and stuff. Try smoking things you find Outdoors and bring back the best stuff.

Psion: When you're Outdoors, you'll be away from the disruptive psychic influence of Alpha Complex. We're downloading a ritual into your brain right now – enact it when you're at the Outpost. It will put your mind in a receptive trance, allowing us to triangular psychic activity across Alpha Complex. It's big scary telepathy stuff, don't argue. (The ritual involves walking around in a circle chanting 'OPEN, OPEN, OPEN, OPEN'.)

PURGE: The attack on, er, what did you say it was called; yes Outpost X47 was indeed one of our operations. Totally. We're fighting The Computer, yes we are. Anyway, if you can support our troops by sabotaging the outpost, that would be good. And it would be even better if you could make contact with our troops in the spirit of vengeance against the hated Computer!

Romantics: Oh, look for, y'know, old stuff.

Sierra Club: Bring back *everything* you find.

Out into Outdoors

Tension 5

When the team is ready and the Terrainator

is fully fuelled, it's off to Outdoors. The vehicle rolls forward down a long, long tunnel marked with a lot of warning signs. There's a series of checkpoints where the team is scanned, sprayed, interrogated or made to sign disclaimers acknowledging that Outdoors is outside the full control of The Computer and Alpha Complex cannot be held responsible for any injuries, allergies, accidents or other inconveniences arising from exposure, contact with or immersion in the Outdoors. Protective gear should be worn at all times...

... and the final checkpoint rolls past and a huge clamshell airlock opens to let the terrainator out into the bright summer sunshine. The characters are Outside, possibly for the first time. There's a very, very bright searchlight attached to a distant blue ceiling and there's a long carpet of greenish material stretching away into the distance. Behind them is the comforting grey bulk of the nearest dome but they are clearly and completely outside Alpha Complex. A strange air current runs over them – this section is obviously grievously lacking in environmental controls.

The Terrainator bleeps and says 'TURN RIGHT NOW'. Assuming they follow its directions and don't go wildly off course, they're on their way to Outpost X47. If they do try to go wildly off course, then the Terrainator's guidance correction siren switches on and won't stop until it's heading back in the right direction. If they try ignoring it, they discover that you can't deviate too far from the course at all, as the control wheel locks. You can only go about 15 degrees off course and you get a siren after five degrees.

Clones on the River

Episode Synopsis: The team travel upriver, whereupon the Terrainator breaks down. Then it breaks up. Then it breaks down again. Then they get to camp a bit.

Something Is Leaking

Tension 0

The Terrainator guides the characters towards a fast-flowing river (or to their eyes, a fast-flowing water pipe leak of prodigious size). If they try to steer away from it, the deafening siren goes off again. The vehicle obviously wants to head upriver and will object to any course change. The vehicle will not, however,

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remind the characters to switch the gears from W (wheels) to WT (water travel), so if they drive into the river, expecting the Terrainator to cope, they will discover that the vehicle sinks really, really well. Fortunately, the river's edge isn't that deep but they'll need to figure out the right gear before things get very wet.

If the control panel of the Terrainator gets wet, it emits a powerful electric shock to anyone at the controls. It also causes the siren to sound randomly at the worst possible moments.

Assuming the characters don't abandon the Terrainator and the mission, they can continue upriver, following the course on the increasingly unstable navigation display. The river grows narrower and winds its way into a thick forest.

Something Is Breaking

Tension 0

A few hours later, the gear lever on the Terrainator control panel starts to slip down. The first time it slips, it drops from WT to D (Deactivated) and the vehicle stops dead in the water. Unless one of the characters is sitting at the control panel, they might not realise what has gone wrong. Once they discover that the lever is loose, they can try to repair it somehow, say by taping it into position.

Make careful note of how they fix the control panel. It will affect the next horrible thing.

As the Terrainator travels upriver, the characters glimpse huge clouds of thick black smoke on the horizon – the aftermath of the Air Force bombing. Twilight begins to draw in. It's all very *Apocalypse Now*.

Something Is Horribly Doomed, And It's You

Tension 0

It gets darker and darker and then something bashes and scrapes off the bottom of the Terrainator. The characters are passing over a series of rapids. The bumping and bashing gets worse and it sounds like the vehicle is about to run aground. Turning isn't an option – the river's too wide for the limited course correction to matter. The best solution (and the one you should hint at, if possible) is for the characters to switch to the Legs drive to climb over the rocks. If they don't remember

(or know how) to switch on the Legs, then the Terrainator jams itself around on the rapids and steadfastly refuses to move unless they switch on the Lifter Thrust option or dig it out (and they can't dig it out until the morning).

If they do that, then the Terrainator majestically rises up on its mechanical legs and steps over the rocks. Then (unless the characters have carefully repaired the level in such a way that this is impossible) the gear lever slips down to Lifter Thrust and the Terrainator launches itself wildly into the sky and smashes down a few hundred metres away on the river bank, severely damaging itself in the process.

The end effect of all this is to get the characters stuck for the night. Either the Terrainator is stuck, smashed or (miraculously) intact and they just stop because it's too dark to see where they're going.

Camping Time

Tension 0

So, the characters are stuck until dawn (well, they can keep traipsing through the forest if they want, in which case skip onto **Commies in the Trees**). They do, however, have tents and MREs, so they can just camp for the night.

As nothing will happen other than the occasional passing owl or attempted assassination, there are no other planned events for this section. The players will make their own explosions.

Clones Gone Wild

From this point in the mission on, if a character is terminated in action and a new clone is required, the same thing happens to that clone as happened to Kurt-O's clones. See *Replacements*, below.

Commies in the Trees

Episode Synopsis: As the characters get closer to Outpost X47, they run into Kurt-O-3 and Kurt-O-4.

Next, There'll Be Black Smoke

Tension 0

The first bit of foreshadowing the characters

encounter is a set of tracks through the jungle – some huge vehicle has passed this way recently. It's the tankbot driven by Kurt-O-3. If the characters try following the tracks, they lead into the area of forest bombed by the flybots and the trail vanishes.

If the characters still have the Terrainator, then Kurt-O-3 detects the vehicle at very, very, 'I'm over the horizon and you can't see me but I can still shoot you' range and fires an anti-vehicle missile at it. The Terrainator has no defences against missiles but it does helpfully put 'INCOMING MISSILE' on the navigational display and sounds the alert siren a lot. The characters might be able to shoot the missile down or dodge if they do something clever. Or they could just get blown up.

It's Ok, These Bombs Are On Our Side

Tension 0

Those wonderful flybots are still randomly bombing bits of the forest, mainly because they can. They're not close enough to endanger Outpost X47 but they're certainly close enough to endanger the characters as things explode in giant fireballs around them. The Air Force are using a combination of cluster bombs, airburst fuel bombs, mine-laying bombs, laser burst bombs, defoliants, exfoliants and I-Can't-Believe-It's-Not-Nuclear.

If the characters try to contact the flybots overhead, they have entertaining conversations like this one.

Troubleshooter: Er, hi, can you stop bombing us please?

Flybot: Certainly. What grid reference are you currently in?

Troubleshooter: On our navigational map, we're the yellow thingy next to the blue squiggly line.

Flybot: That does not match our references.

Troubleshooter: Ok, can you send us your map?

Flybot: No, that's classified.

Troubleshooter: Can you see us? We're waving.

Flybot: I can see a vehicle and several potential hostiles. Without grid references or an IFF signal, I cannot confirm whether or not the target I have visual on is you or an Enemy infantry unit that happens to look like you. I must therefore continue the bombing run. This



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conversation can no longer serve any useful purpose, goodbye.

They're In The Jungle!

Tension 0

Well, ok, he's in the jungle – 'he' being Kurt-O-4, who landed in the mud near the river bank and is currently plotting a guerrilla campaign against the 'Comms' who have taken over the Outpost. He's running around the forest with black mud slathered across his naked body, carving sticks into spears and digging

Kurt-O

Management 6

Chutzpah

Intimidation 10

Hygiene 1

Oratory 1

Rambling but inspiring war stories 12

Stealth 12

Surveillance 16

Stealth 16

High Alert 16

Disguise 1

Violence 10

Agility 14

Demolitions 1

Energy Weapons 14

Field Weapons 14

Fine Manipulation 1

Hand Combat 14

Hardware 10

Making Spears and Traps 14

Software 6

Wetware 8

Popping Pills 14

pit traps. As the characters get closer to the Outpost, they may spot movement in the trees as Kurt-O-4 spies on them.

He's dug a deep pit trap lined with spikes on the approach from Alpha Complex and the characters (or the Terrainator, if it's still working) are heading straight for it. Give the lead character or the driver a High Alert roll. If they succeed, they notice the pit before driving into it. Fail and they fall in (S4M damage, roll against a target of 12).

The pit is too deep to climb out of without help and while the other characters are helping the fallen out, Kurt-O-4 flings a spear (S4K damage) at the most treasonous-looking person. He then flees but will continue to shadow the characters until they reach the outpost, flinging the occasional spear or arrow. Ideally, the players will assume there are multiple bad guys out there.

Meet a Kurt

Episode Synopsis: The characters arrive at Outpost X47 and are welcomed by Kurt-O-6. He's a lovely chap and not at all shellshocked or insane. They wander around the Outpost and get monologued at.

The Welcoming Barrage

Tension 0

As Kurt-O-4 continues to stalk the characters like a great dark stalking thing, the characters see the shining tower of Outpost X47 rise above the treeline. It's a grey metal tower with lots of radar dishes and aerials. It's also got several large guns bolted to the side of it, which track to aim in the general direction of the characters. A hail of machine gun fire tears through the woods, driving the shadowing pursuer (Kurt-O-4) away. A metallic voice booms from the tower – 'GET IN HERE, QUICKLY!'

Assuming the characters run for Outpost X47, they see that the gates of the little fortress are opening. Call for High Alert rolls as they approach and pass a note to the player who gets the best result, informing him that he spots a shadowy figure (Kurt-O-5) slip through the gates ahead of the characters. Kurt-O-5 will head straight for the air ducts so he can go all *Die Hard* on the Enemy who have taken over his Outpost.

Ol' X47

Tension 5 (Note that if a character rolls under the Tension number for this scene, then it's Kurt-O-6 or the security cameras in the Outpost that Kurt-O regularly monitors that sees the character's secret action)

As the characters are going to spend quite a while in Outpost X47, let's get to know it. The Outpost consists of three parts – the main base, the central observation tower and the underground facilities. (See the handout on page 56).

The Base: Is basically a big circular metal wall, 15 feet high and three feet thick. There's a single large gate controlled from the control room in the central tower. There are lots of security cameras and 'THE ENEMY IS WATCHING' posters. Inside, the area between the wall and the central tower is covered in a green plastic roof, although it's cracked and leaking in several places. There are loads of crates, pieces of equipment and other bits of junk lying around. There are also several air duct access points connected to the lower level.

Oh and there's a big crater and blast mark, showing where Tommy-R blew himself and Kurt-O-2 to bits. Next to it is the grave where Kurt-O-6 buried Kurt-O-2 and Tommy-R.

The Tower: It is four levels tall. There is a lift inside and a precarious walkway/staircase running around the outside. There's a storeroom and vending machines on the lowest level, weapons access and signals monitoring equipment on the second level, a control room on the third and an observation deck on top. There's a trapdoor on the ground floor. Oh, and there are air ducts throughout the structure, as it's designed to seal itself in the event of chemical or biological attack.

The Underground Bits: The trapdoor in the tower leads to an underground

	Kurt-O-3	Kurt-O-4	Kurt-O-5	Kurt-O-6
Armour	Tankbot	None	None	Combat Armour (E2/I3)
Weapons	Tankbot (M2K)	Spear (S4K) Arrow (S5K, range 50)	Knife (S5K)	AC97 (W3K) with underslung Gauss Grenade Launcher Grenades Flamethrower Laser Rifle Knives Sharp Sticks

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chamber, which is connected to several other underground chambers. It's a maze of underground chambers, in fact, all alike. Most are just storerooms. Notable underground chambers are:

- ☞ The nuclear bomb storage room
- ☞ The environmental control system, connected by air ducts to everywhere except...
- ☞ The totally sealed bunker in the basement, which is connected to the nuke controls

There's also a long underground tunnel leading out of the base towards an underground garage where the base's tankbot is stored. This tunnel is blocked by a sealed blast door.

Curt Kurt

Tension 5

Kurt-O-6 stumbles out of the control tower as soon as the characters are all inside the Outpost and the doors have closed behind them. He's a grizzled veteran with sunken, haunted eyes. He's always armed and he never sleeps; his eyes are bloodshot and he's always popping Asperquaint capsules.

'Name's Kurt. There were just two of us here, then... Tommy bought it. Enemy sabotage. Blast hit me too. I was a Vulture Warrior, back in the big war... I've been hit before. Still hurts like hell. Damn clone rocket fell short, had to march back to the Outpost before they got there... Tommy's dead dead, damn fool ran through his sripack like it was B3...

Good thing you showed up. They're out there. I've seen 'em in the night. The bombs don't stop 'em. Nothing stops 'em... except cold steel and hot laser.

We hold this Outpost. You hear me? We're going to hold our ground. This is my Outpost. Here, I'm in charge. I'm as close as there is to law out here, to The Computer. And I say we are going to hold our ground.'

If the characters ask, then Kurt-O-6 says that no-one is leaving the Outpost until its security is assured. He also scowls, suggesting that he's unimpressed with any suggestions of cowardice or weakness in the face of the Enemy.

Exploring the Base

Tension 5

Kurt-O spends most of his time in the control centre on level 3 of the tower, with one eye on the bank of security monitors and the other on the door. He transmits regular reports to Alpha Complex, detailing the Enemy transmissions he's intercepted (any transmission that's not from Alpha Complex is logically an enemy one, so he basically accuses a lot of sunspots and cosmic rays of Communism). The characters can sit around the base and wait for the Enemy to kill them all, or just run around being traitorous.

The characters will keep hearing bumps and creaks from the air ducts while in the base, as Kurt-O-5 is moving around inside there. If they investigate, see Meet More Kurts.

There are several posts in the base that Kurt wants manned at all times.

- ☞ **The Control Room.** Duty: monitoring transmissions and watching the security cameras.
- ☞ **Weapons Control.** Duty: Firing the big guns mounted on the side of the tower
- ☞ **Gate Control.** Duty: Opening and closing the main gate.
- ☞ **Environmental Maintenance.** Duty: Repairing and maintaining the environmental control system in the basement
- ☞ **Tunnel Guard.** Duty: Standing in the basement by a sealed blast door.
- ☞ **Nuclear Bomb Guard:** Standing next to the nuke in the basement.
- ☞ **Wall Guard.** Duty: Standing on top of the wall, looking for Enemy infantry.
- ☞ **Observation Deck Guard.** Duty: Standing on top of the tower, looking for flying Enemies.

Trust Issues

Episode Synopsis: Kurt-O-6 tests the characters' loyalty to Alpha Complex. This is totally fun. It can also be combined with any of the encounters from the next Episode (Meet More Kurts) at any time.

The Test of Will

Tension 5

Kurt climbs down from his control room and

announces that he wants someone to take over monitoring transmissions while he leads the rest of the characters in a callisthenics routine. One look at Kurt-O confirms that he's just taken a load of Thymoglandin, a stimulant (see page 201 of the *PARANOIA* rulebook). He can keep running on the spot for hours and is strong enough to tear the head out of anyone who talks back. So, who gets to sit in the cushy control room and who gets to run in circles around the Outpost being shouted at by a drug-fuelled ex-Vulture?

The callisthenics routine is very simple – run in a circle around the inside of the base, pursued by Kurt-O. Start by rolling Agility (or Violence, or another suitable skill) for all characters. Each roll represents one circuit of the base. After one circuit, Kurt-O starts catching the character (or characters) who failed their roll by the most (or succeeded the least). The caught character is thrown like an unwanted and incontinent cat and berated at by Kurt-O. This test continues until only one character is left standing.

Note that there are plenty of obstacles, like crates, barrels of oil or AC97 Combined Assault Armaments which can be used to slow Kurt-O or throw other player characters to the wolves.

Make a note of any characters who excel or disgrace themselves in this test.

The Test of B3

Tension 5

Kurt-O really likes Bouncy Bubbly Beverage – it helps the pills dissolve in his iron-hard stomach. When he's up in his control room, he calls the characters over the public address and orders them to bring up a can from the vending machine downstairs. Again, note which character brings him the can of B3.

The Test of Trust

Tension 5

At night, Kurt-O shares his MREs with the characters. If possible, he secretly spikes the food with black-market telescopalmine (see the *PARANOIA* rulebook, page 201 – it's the truth drug). Pass notes to any drugged characters, telling them that they feel relaxed and open about answering questions and talking. He then asks them for stories of Alpha Complex. He's been stuck in Outpost X47 for



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years – what’s changed? What’s popular? Who’s in power? Just how happy are those bloody civilians, who don’t appreciate what we’re fighting for out here?

Now, what Kurt-O is really trawling for in these conversations is evidence that the characters are traitors. Some choice opening lines for him:

- ☞ *Know anything about Commies infiltrating CPU?*
- ☞ *One of the officers I served under, bravest and most loyal man I ever knew, he told me that every Troubleshooter he ever met was a damn traitor. What do you think of that?*
- ☞ *So, what’re you going to do when the war’s over?*
- ☞ *Ever seen a Commie? I mean, real up close? Ever looked into the enemy’s eyes and seen your own death reflected there?*
- ☞ *Tell me, what do you do if the Enemy takes over? Do you fight, even though there’s nothing left to fight for except yourself or do you roll over and give up?*

Note any characters who come across as very, very loyal or very, very treacherous.

The Test of Darkness

Tension 0

This is the second-last test and is a good match for an encounter with Kurt-O-3.

Kurt-O-6 tells the characters that Outpost X47 is equipped with a tankbot, which is kept in a secret garage well outside the base. There’s a tunnel connecting the base to the garage but Kurt-O hasn’t been able to go and get the bot without abandoning his post. He fears that the Enemy has already seized the garage and filled it with lethal traps but the tank is a vital military asset worth sacrificing many, many lives for. Which of the characters is willing to volunteer to go retrieve the tank?

(If no-one volunteers, then Kurt-O-6 sighs and heads for the bunker – skip onto Akurtalypse Now.)

The volunteers are sent down the tunnel from the underground section of the base. Kurt-O opens the blast door from his control room, revealing a long dark and scary corridor that

smells strongly of oil. There are also quite a few rats.

The blast door closes behind the characters, cutting them off from the base. Radio signals also don’t work until the characters exit by the garage at the far end. The garage, when they get there, is empty (unless you want to stick Kurt-O-3 here, refuelling the tankbot). The tread marks on the floor, though, match the ones the characters saw earlier as they approached the Outpost.

For added comedic value, have Kurt-O-3 attack the Outpost while there are some characters in the Outpost and some at the garage. Kurt-O-6 will assume that the characters sent to the garage have betrayed him and are now attacking his Outpost with his tankbot.

The Test of Shooting Your Teammates In The Back

Tension 0

Finally, Kurt-O is convinced that some of the characters are trustworthy and honourable and others are Enemy agents in league with the ones who killed poor Tommy-R. He secretly gathers the ‘trustworthy’ ones and informs them that Enemy agents have infiltrated the Outpost and are even now plotting a takeover. They must be terminated immediately!

Having given this order, Kurt-O-6 retreats to

the underground bunker to prepare for the possibility of defeat...

Meet More Kurts

Episode Synopsis: While Kurt-O-6 tests the characters and goes increasingly nuts, his other clones launch three separate attacks on the Outpost.

Kurt-O-3: Tankmaster

Tension 5

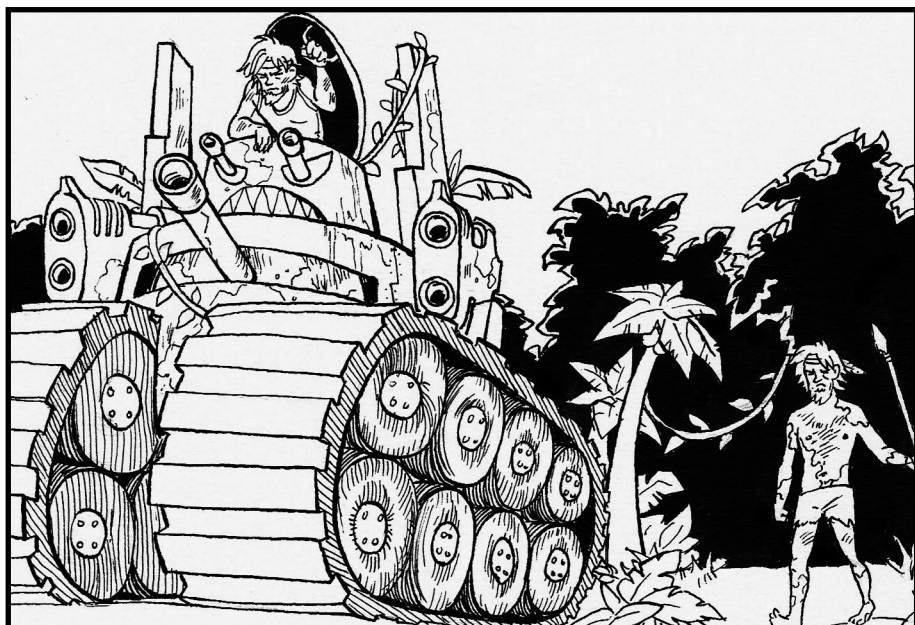
Kurt-O-3 launches the most direct attack – assuming the characters haven’t met him in the garage earlier. He rolls the tankbot up to the Outpost and switches on the external speakers. ‘SURRENDER NOW, COMMIE TRAITORS, OR DIE!!!’

The guns on the Outpost tower aren’t strong enough to scratch the tankbot’s armour; the tankbot’s main gun, however, is powerful enough to turn anything it hits into a smoking hole in the ground. If the characters want to try negotiating with the scary tank, they can but Kurt-O-6 will assume they’re being treacherous and may order their deaths from his underground bunker.

Kurt-O-4: Crazy Native

Tension 0

Really, Kurt-O-4 can’t do that much. He’s got



Look, it’s Kurtz. Er, Kurts, plural.

no weapons except for the spears and arrows he's carved himself, so all he's doing is running around the woods, whooping and digging pits and generally degenerating into a savage. His main purpose is to keep the tension up and to give the impression that Outpost X47 is surrounded by mutant monsters or cannibal pygmies or whatever terrors the players suspect are out there.

Kurt-O-5: Saboteur

Tension 5

Meanwhile, Kurt-O-5 slipped into the base when the characters arrived and hid in the air ducts immediately. He pops out at night to set up booby traps, steal food, stab the characters in their sleep and so forth. Amusingly, he keeps missing Kurt-O-6 and has no idea there's another clone of himself running around the base until the characters tell him.

Kurt-O-5 might:

- ☞ Steal weapons from the characters
- ☞ Steal food
- ☞ Replace the MREs with grenades
- ☞ Try to break into the control room to send a distress message to Alpha Complex
- ☞ Try to turn the guns mounted on the tower on the characters

Kurt-O-5 is the most likely Kurt for the characters to meet other than Kurt-O-6. He's exactly the same, only convinced that Kurt-O-6 is an Enemy duplicate sent to take over the base and fool the characters and who must therefore be terminated immediately.

Replacements

Episode Synopsis: Replacement clones are dispatched by rockets, which fall short and land in the forest. There, they run into one of the other Kurts and get a totally different perspective on events.

You don't have to run this episode for every terminated character – some rockets might land on target, dropping the replacement clone outside the gates of Outpost X47. Others, though, fall short and splash down several kilometres away from the Outpost.

Take the player of the lost clone aside and describe how he's landed in the middle of the

wilderness. He can vaguely tell the direction of the Outpost based on the plumes of smoke from the bombing runs but that's it. His PDC gets no coverage either, so he can't call for help. Let him wander a bit, then have him run into Kurt-O-3 or Kurt-O-4.

Kurt-O-3 & The Replacements

Tension 0

The character spots the tankbot trundling through the forest, with Kurt-O-3's head poking out the hatch. Kurt-O-3 will initially assume the character is a Communist and try to blast him but waving a white flag or using a PDC to radio the tankbot can convince Kurt-O-3 to listen.

Once Kurt-O-3 realises the character is a fellow Alpha Complex loyalist, he recruits him as a tank crewman and starts driving towards the Outpost to liberate it from the 'treacherous Commie double claiming to be Kurt-O-6'. He also subjects the character to the same sort of loyalty tests as Kurt-O-6 did.

Kurt-O-4 & The Replacements

Tension 0

Kurt-O-4 is the least well-armed instance of Kurt, so he is more observant and notices that the character is an Alpha Complex citizen. He swings down out of the trees and pulls the character into the undergrowth, hissing that Enemy armoured divisions are moving through the forest and must be avoided. There are Enemy agents in the Outpost, too!

Once the character explains who's in the Outpost, then Kurt-O-4 decides that the best plan is for the character to approach and to get his allies to open the gate. Kurt-O-4 will then sneak inside and kill Kurt-O-6.

Akurtalypse Now

Episode Synopsis: Convinced that Outpost X47 is doomed, Kurt-O-6 transmits a final message to Alpha Complex, then activates the self-destruct. Things go boom.

Everything Is Doomed

Tension 0

For this last episode to work, you need to get Kurt-O-6 into the bunker underneath Outpost X47 and convinced that the Enemy is about to take over the base. Many events can trigger this:

- ☞ Kurt-O-3 storms the base with the tankbot.
- ☞ Kurt-O-4 runs in the gate and starts throwing spears and generally making a nuisance of himself.
- ☞ Kurt-O-5 seizes the control room and turns the guns on the base.
- ☞ The player characters fail Kurt-O-6's loyalty tests.
- ☞ The player characters try to kill Kurt-O-6.
- ☞ All the drugs catch up with Kurt-O-6 and he becomes insanely paranoid.

However it's triggered, Kurt-O-6 descends to the bunker and seals the door behind him. The bunker is massively reinforced and quite capable of resisting fire from any weapon the characters bring against it, short of a blast from the tankbot or a tacnuke shell. There is, however, a nice transparent panel allowing the characters to see Kurt-O-6 remote-arming the nuclear bomb in the basement room next door.

The Last Transmission

Tension 0

In case the characters aren't aware of Kurt's actions or aren't sure what he's doing, Kurt-O-6 then transmits a message back to Alpha Complex from the bunker, which they can pick up on their PDCs or from the Outpost's control room.

'This is... This is Kurt, serial number O6-4336-442278, Commander of Outpost X47... We're being overrun... the Commies are everywhere. I repeat, Outpost X47 has fallen into Enemy hands... I won't let them keep it, though. I'm invoking... the terminal engagement protocol and arming the TR72 Thermonuclear Strategic Asset in the next room. The blast should get most of the bastards. Tommy-R... this is for you kid.'



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I give my life for... Alpha Complex... and for My Friend, The Computer... Death to...the enemies... of freedom...!

Kurt-O stabs at the big red button and the bomb in the next room starts ticking. Kurt-O sits back and starts singing 'Nearer Friend Computer To Thee'.

Counting Down

Tension hopefully rising

So, there's a nuclear bomb and it's going beep...beep...beepbeep...beepbeep... How long will the countdown take? Up to you.

What do the characters do?

Disarming the bomb: Wow, that's heroic. The character climbs into the bomb room and starts fiddling with an armed, tamper-proof nuclear device. Call for a really, really good Demolitions or Nuclear Engineering roll. If the character succeeds, then Kurt-O-6 comes out of his bunker, guns blazing and tries to rearm the bomb.

Oh, there's also a control panel where you can enter a disarm code manually. If the characters open this panel, they find a form to be filled out. See *Requesting the disarm code*.

Breaking into the bunker: If the characters have some clever way of getting into the bunker, they can break in and either

run for the big red button or tackle Kurt-O-6. The bunker door is very, very solid but nuclear apocalypse is the mother of invention, so I'm sure your players will invent some wonderful way of getting past the door. Say, by teleporting. Or somehow disassembling the tank main gun and moving it downstairs.

There's a handy off switch for the bomb next to the big red button.

Pleading with Kurt-O-6: Let the players beg for their lives. Let them claim to be totally committed members of the Armed Forces. Let them execute each other in the name of Alpha Complex or drag the other Kurt-O's in front of the panel and try to convince all the Kurts that they're just instances of the same citizen and not Commie duplicates.

Requesting the disarm code: If the characters find the control panel on the bomb, they can call Alpha Complex on the station radio and request the code by reading out their responses to the questions. The call is taken by a very bored and inattentive call centre clerk in the Armed Forces. He asks the characters to repeat everything and is polite in the most aggravating way imaginable.

If the characters do get through the form without screaming at the clerk, he might give them a code. Maybe.

Running away: Ahahahah. No. About the only thing that can get out of range of the bomb

blast in time is the escape pod on the back of the Terrainator.

Aftermath & Debriefing

Tension 10

The most likely ending is that Outpost X47 is annihilated in a nuclear fireball and the characters are revived on their next clones back in Alpha Complex before being dragged in for a debriefing. Likely questions in the debriefing are:

- ☞ What happened to known Hero of the Complex and ex-Vulture Warrior Kurt-O?
- ☞ How did the Enemy kill Tommy-R and Kurt-O-2?
- ☞ Who activated the *TR72 Thermonuclear Strategic Asset*? Why?
- ☞ Why were no Enemy transmissions intercepted by Outpost X47 in the last few weeks of operation?
- ☞ What Enemy forces did you actually encounter?
- ☞ Was the equipment provided to you by the Armed Forces adequate for your mission?
- ☞ How would you rate the performance of the call centre staff?
- ☞ Who is most to blame for the destruction of Outpost X47?

Characters who perform poorly in the debriefing are given an exciting new assignment – they're the new staff of Outpost X48...

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Request For TR72 Thermonuclear Strategic Asset Disarm Code

In the event of an incorrect activation of your TR72 Strategic Asset, press the deactivation button on the remote control panel. If this is unavailable or non-functional, then follow the following steps:

1. Do Not Panic! Panic will not stop the *TR72 Thermonuclear Strategic Asset* from detonating.
2. Complete this form fully.
3. Contact Alpha Complex Armed Forces Command, Strategic Asset Countermeasure Call Centre, extension 472.
4. Repeat the contents of this form to the operator.
5. The operator will give you a 10-digit disarm code.
6. Enter the disarm code into the *TR72 Thermonuclear Strategic Asset Disarm Code keypad*. Note that entering the incorrect code will immediately activate the *TR72 Thermonuclear Strategic Asset*.
7. Enjoy the further security of having your *TR72 Thermonuclear Strategic Asset*.

A) I am a Designated *TR72 Thermonuclear Strategic Asset* service technician
 Armed Forces Outpost Commander
 Armed Forces Outpost Staff Member
 Other
 Enemy saboteur

B) What is your level of nuclear safety training?
 TR72 Expert Technician Certificate
 Nuclear Explosive Certified Engineer
 Nuclear Weapons & You! Pamphlet expert
 Other

C) Why was the *TR72 Thermonuclear Strategic Asset* activated?
 Test cycle
 Communist invasion
 Operator error
 Other

D) What is the absolute worst consequence of the *TR72 Thermonuclear Strategic Asset* being activated at this time?
 Termination of the enemy
 Strategic victory for forces of Alpha Complex
 Loss of a single Outpost
 A few incompetent grunts who pressed the red button get fried; their next clones know better than to play with nukes.
 Other

E) What is the absolute worst consequence of the *TR72 Thermonuclear Strategic Asset* NOT being activated at this time?
 Destruction of Alpha Complex
 Communist victory
 Mass destruction
 Loss of strategic assets
 Other

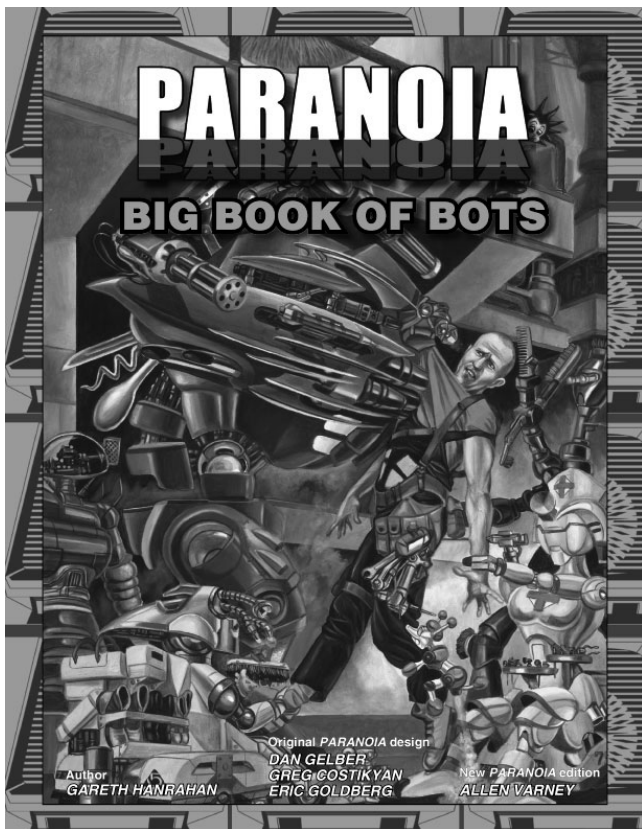
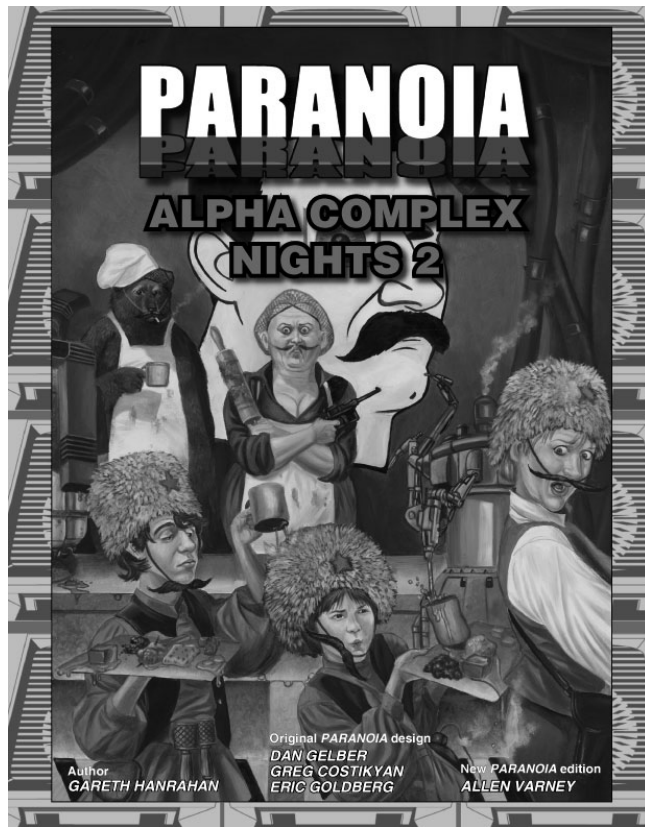
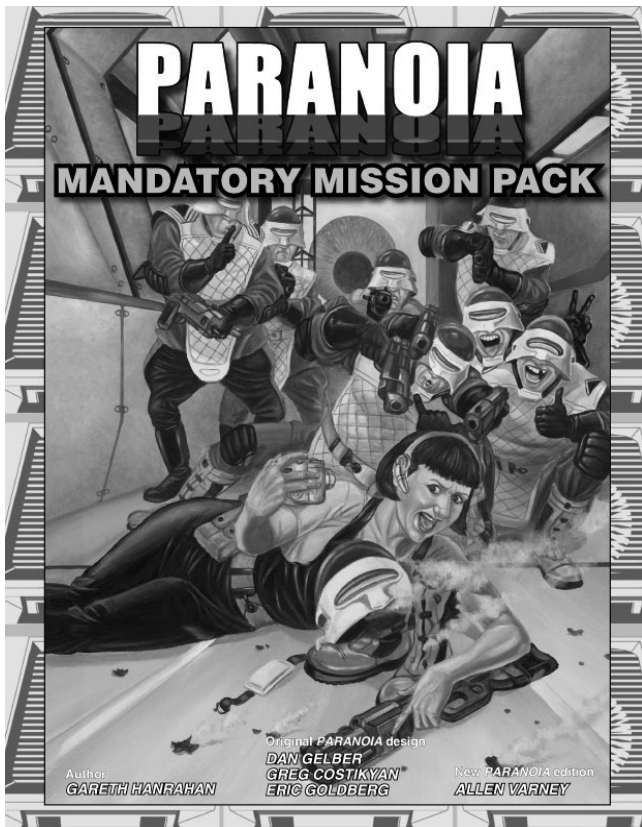
F) Which is worse, D or E? Explain your answer.

G) What is the current readout on the Countdown?
 10,000-1,001 seconds
 1,000-101 seconds
 100-10 seconds
 9-1 seconds
 0 seconds
 Not visible

H) What is the code reference for the Outpost where your *TR72 Thermonuclear Strategic Asset* is stored?



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